

**Edge**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Edge		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		December 2, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Edge

### 1.1 main

General information...

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AmigaDOS wildcards/patterns

Commands, ARexx

Edge conventions

Environment Variables and Flags

Macros & Hotkeys, ARexx

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Copyright Information

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Keyboard Tour

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Technical Support Information

Configuration information...

Dictionary

Menu

Text

Keyboard

Mousebutton

Template

### 1.2 Edge Help : How to Use Help

How to use Help.

This section will tell you how to use the AmigaGuide Help for Edge.

AmigaGuide is a "hypertext" program to let you jump back and forth at random in a text file. You may read things sequentially, or you may browse in any subject you care to, and return to where you left off immediately. Simply click on any words that looks like a gadget, and you will jump to the place that explains the subject related to that word. If you double-click on ANY word that happens to be represented by a "hypertext node", then AmigaGuide will jump you there. If there is no word listed, the screen will flash and a "can't find" message will appear. Try clicking on Requesters or double clicking on the word; "requesters", and you will see the results are the same.

There are headings in the help window to let you return to the table of contents or jump back (Retrace) step by step to where you have been already. At any time you may simply "Browse" forward or backward through the file.

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When Edge is open, you may press the Help key at any time, and the Amiga Guide Help file will open to the area that will explain the relevant subject. For instance, if a requester is open, and you need help in deciding how to answer it, press help and the explanation of that requester will appear in the window. You may of course use the hypertext capabilities to jump around once you are in the Edge Help file. The help system is asynchronous, which means that you can have it running and still use the editor. To return to the Edge program to take up where you left off, simply activate the window you were working with.

SEE ALSO

ARexx Command: Help

## 1.3 Edge Help : General Conventions and Syntax

### The Edge Window Status Line

Once the Edge Window opens, it displays a status information line which may be on the top or bottom of the window depending on the INFOTOP flag in `_GE_WndFlags`, accessible in Window Settings.

The information line contains, from left to right:

Line number                    L:2 means Line number 2.

Column number                C:4 means Column number 4.

Letter I or O                I=Insert typing mode; O=Overstrike typing mode.

Immediately next to I or O is a letter or a blank to tell whether the numeric keypad cursor keys are active or not.

K=ON; blank=OFF

The decimal ASCII character code of the character under the cursor.

For example:                77 = decimal character code for "M"

Number of Lines              #L:40 is a 40 line file

File size (bytes)            Size:714 means a file size of 714 bytes

Number of changes           Chng:9 means you have made 9 changes to the file since opening/last saving it

Page number                Pg:1 means you are on page 1 of the document

Page Line number           PLn:5 means you are on line 5 of the current page

The format of the status line is defined in the MiscTexts: section in the Text configuration file.

At the lower right hand corner is a size gadget. Click, hold, and drag to resize the window.

### General Syntax and Conventions of Edge

Edge has a number of equivalent actions that you may perform to select a checkbox, or activate a string gadget, or perform a menu function.

#### If You Previously Assigned Edge:

If you happen to have made an assignment of Edge: to some path or other, it will change the name shown in the Edge window to Edge2. It will also change the name of the ARexx port(s) of Edge and its windows. Generally it will append a "2" to the end of all named objects to do with Edge. If Edge2 also exists a "3" will be appended; if Edge3 exists a "4" is appended, etc.

See Edge ARexx Commands

#### Menus

Menus are activated by clicking the Right Mouse Button (RMB) and holding it down. The Menu Bar at the top of the window will activate and names will appear. To select one of the Items under a Menu name, continue to hold down the RMB and move the pointer until the item or subitem you wish to activate is highlighted. The Item function is performed if you let go of the RMB while that item is highlighted. Certain menu items will have a "Command Equivalent" to the right of the item name. To use this "Keyboard Equivalent" of the menu, press the Right Amiga Key along with the keyboard character shown in the menu item. For instance, in a "Project" Menu, if you wish to Open a file, you may use the menu or press the Right Amiga key and the "o" key together. Now - to include a file by keyboard command you press the Right Amiga key together with any Shift key and the "o" key. In Edge, unlike most Amiga programs, if a menu shortcut key is displayed in upper case you must also press shift since Edge normally distinguishes shifted and unshifted command keys.

NOTE: caps lock will not do.

#### Keyboard Equivalents

The Right Amiga key is called a "Qualifier" to the "o" key, above. All menu equivalents are qualified by the Right Amiga key.

In the Help file, a "Qualified" key press is indicated by  
[Right Amiga] [O]

A simple key press looks like

[O] or "O", but in either case only the O key is pressed.

#### Underlined Characters in the Gadget or Checkbox Name

In general, all requesters EXCEPT the file requester will have one character in each gadget or checkbox name UNDERLINED. If you wish to activate that gadget or to toggle that checkbox ON or OFF, you may simply press the keyboard character that you see underlined in the gadget name. In the Help file:

"Keyboard select: 'm'" means that you may SELECT the gadget or the checkbox or the string gadget by simply pressing the key for M (shifted or unshifted) because the gadget name has an underlined character 'm' in it.

"Keyboard equivalent: [Right Amiga] [O]" means that pressing the key or keys shown together will PERFORM A FUNCTION.

In string gadgets, to cycle forwards, press the "Tab" key. "Shift-Tab" cycles backwards. Mouse clicks inside string gadgets activate them with a cursor visible inside, or press the underlined character on the keyboard. If the gadget is active, pressing the underlined character will ENTER that

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character into the gadget.

#### ARexx

Every action you can do from the Edge interface has an equivalent ARexx Command. Look at Commands for more information.

## 1.4 Edge Help : Starting\_Edge

Starting Edge.

This section will tell you how to start Edge, either from Shell or from Workbench. and what arguments you can supply.

Starting Edge from the Workbench

To start Edge from Workbench just double click on the Edge tool icon or select and double click the Edge project-file(s) you want to load.

The Edge tool icon tooltypes are:

Dictionary	Filename of the default dictionary file, defaults to EdgePrg:Edge.dictionary
Dormant	Flag to specify that Edge is to start up in iconified state. If any files are to be loaded this flag is ignored.
Force	Flag to specify that you wish to start a new copy of edge and not create new files in the one copy already loaded. Obviously this flag only has a meaning if you have Edge already running in memory and wish to start another.
Global	Filename of the global settings preference file, defaults to EdgePrg:Edge.global
Icon	Filename of the icon to use as project icon (not including .info, which is added automatically), defaults to EdgePrg:Edge.icon.info
Keyboard	Filename of the keyboard config file, defaults to EdgePrg:Edge.keyboard
Local	Filename of the local settings preference file, defaults to EdgePrg:Edge.local
Menus	Filename of the menu config file, defaults to EdgePrg:Edge.menus
MouseButtons	Filename of the mouse button config file, defaults to EdgePrg:Edge.mousebuttons
PubScreen	The name of the public screen to open on. This keyword will override the _GE_Monitor variable in the global settings prefs file. For example - to run Edge on DirectoryOpus's screen enter a new tooltype: PublicScreen='DOPUS.1'

Startup	Filename of the startup-script to be executed after all files are loaded, defaults to EdgePrg:Edge.startup
Templates	Filename of the default template file, defaults to EdgePrg:Edge.templates
Texts	Filename of the requester and text config file, defaults to EdgePrg:Edge.texts
Wakeup	Filename of the wakeup-script to be executed after Edge is uniconified, defaults to EdgePrg:Edge.wakeup
WorkDir	The path to use as current directory once the editor has started. For example: WorkDir=Data:myfiles/text/pgms

The tooltypes in the project icon have the same name as the Edge environment variable they affect, so look in the environment section for an explanation of what and how the environment variables work.

#### Edge on the Workbench

##### AppWindows

When Edge is running on the Workbench all text windows become what is known as 'Application Windows'. This means that you may drag and drop project icons into the text windows in order to load them. If multiple icons are dropped in one window, then the first file will be loaded in that window and new windows will be opened for the rest of the files.

##### AppIcon

If you set the AppIcon flag in `_GE_Flags`, accessible in General Settings, by clicking on the AppIcon check box, Edge will put an Application Icon on the Workbench. This icon is called Edge-Deposit. Project icons may be dragged and dropped into the AppIcon to load them into Edge automatically. A new Edge window will open with each project loaded. This is a great way to open up multiple files without going to the trouble of multiple-selecting them. Just click and hold down the Left Mouse Button on a project file, drag it until the mouse pointer is over the icon, and release the mouse button. If the editor is iconified while doing so it will be awakened. Double clicking on the icon works just as pressing the Edge hot key - Edge will pop to front, and wake up if iconified. The AppIcon is fetched from disk using the name "EdgePrg:edge.appicon.info".

##### Edge's Disk Icon

Once Edge is running, a disk icon called "Edge-Docs" opens on the Workbench. This "disk" performs sort of like a RAM\_Disk except that you cannot properly write to it, see EDGE: advanced information. What you do use it for is mainly to access the files loaded into the editor without the need of saving them, which is great for compiling, etc. If you use DirectoryOpus, you may open a directory window of Edge: or Edge-Docs: and view the files, copy project files to this disk device, or treat it as any other drive! When you copy files to this device, it is as if you had loaded the project into Edge in the more conventional fashion: a new window opens with the project file loaded.

NOTE: When dropping icons on Edge-Docs in Workbench, the icon tool-types (e.g. the files local environment variables) and the files' true path are NOT available, use the AppIcon, or AppWindows, instead, if you need that information.

### Starting from a Shell

To start Edge from a Shell just type 'edge'; if you want the editor to load any files at startup simply type the filenames after the command 'edge work:mystuff/source.a'; or to load all C and assembler files in work:mystuff edge work:mystuff/#?(.c|.a). The command line syntax for Edge is as follows:

```
Edge    Files/M,PS=PubScreen/K,WD=WorkDir/K,
        S=Startup/K,W=Wakeup/K,
        G=Global/K,L=Local/K,
        M=Menus/K,T=Texts/K,
        K=Keyboard/K,B=MouseButtons/K,
        I=Icon/K,D=Dictionary/K,P=Templates/K,
        Z=Dormant/S,F=Force/S,Y=Sync/S
```

This syntax is shown if you type 'edge ?'. All arguments except FILES work as the tooltype with the same name and are explained below. FILES are, as said above, the name(s) of the file(s) you wish the editor to load at startup.

When the SYNC switch is specified, the Shell used to start Edge will be locked until Edge quits. This feature only works from a Shell and only if Edge hasn't been started already.

### SEE ALSO

Text configuration, Menu configuration, Keyboard configuration, Mousebutton configuration, Template configuration, Dictionary configuration & Edge environment

## 1.5 Edge Help : EDGE: advanced information

EDGE: is a virtual "disk" perhaps best described as a DOS interface to Edge. Through it you can access all files loaded into the editor and also load new files. Most things you can do with a normal ram disk you can also do with EDGE: - with a few exceptions:

- 1) .info files cannot be loaded via EDGE:
- 2) It is not possible to Seek in a file which is presently written to, e.g. opened with MODE\_NEWFILE.
- 3) Read/Write files are not supported; open with MODE\_READWRITE.

For the more technical users out there, the following DOS packets are supported by the EDGE: device;

```
ACTION_FREE_LOCK
ACTION_END
ACTION_READ
ACTION_LOCATE_OBJECT
```

```
ACTION_FINDINPUT
ACTION_SEEK
ACTION_EXAMINE_OBJECT
ACTION_EXAMINE_NEXT
ACTION_COPY_DIR
ACTION_PARENT
ACTION_RENAME_OBJECT
ACTION_SET_PROTECT
ACTION_DISK_INFO
ACTION_INFO
ACTION_IS_FILESYSTEM
ACTION_SET_DATE
ACTION_SET_COMMENT
ACTION_DELETE
ACTION_WRITE
ACTION_FINDOUTPUT
```

NOTE: if a blocking requester is active when EDGE: is in use, sometimes it may seem as if DOS is frozen. This is because the requester will also block the Edge's process communication with the EDGE: device - just get rid of the requester and everything will be ok.

## 1.6 Edge Help : Basics

### Entering Text

Text may be entered into the window by simply typing it in. The cursor indicates where the text will appear if you start typing. Pressing the [Return] key breaks the line and moves the cursor down to the start of the next line.

If you start in the middle of some text, the default is to insert the new text and push aside the old text to make room. This is called Insert mode. Toggle whether to Insert or Overstrike in the Settings/Local menu item. You may select which mode to save as the default by using the Local Settings requester opened from the Settings menu.

The default is that if you indent a line, then all subsequent lines will indent the same amount until you move the start of the line back out to the left. This is intended for programmers who do a lot of block indentations. This is called AutoIndent. Your text would look like this.

All such behaviors of the editor are configurable by the user. If you didn't want to use AutoIndent, for instance, you would select the Settings menu item and within it, select Local Settings or use the keyboard equivalent of pressing [Right Amiga]-[e]. This notation means to press the Right Amiga key, hold it down, and press the [e] key at the same time. Keys that aren't obvious such as the [e] key are named within the square brackets. Other such keys are [CursorUp] for the up arrow key, [Esc] for the Escape key, and so on.

When the Local Settings requester opens, you have a choice of setting the Insert or Overstrike mode; Word wrap (words automatically continue or "wrap" around to the next line once you type past the right margin);

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or setting AutoIndent on or off, simply by clicking on check boxes. Try different settings to see how they affect editing in your document. You may set everything, including tab stops and whether to show spaces, in the Local Settings window.

#### Printing a Document

You may print a document by selecting the Project/Print, Project/Print To or Project/Print As menu items. If you choose Print As, you get a window to change the printer settings before you print. These do not affect the global printer settings, however.

#### Moving Around with the Mouse, Menu, and Keyboard

You may move the cursor up and down and side to side with the cursor arrow keys or with the numeric keypad keys when the numeric pad is toggled so a K appears in the window's bottom indicator bar. Toggle the keypad on and off in Settings/Global Settings menu. You may move around quickly up and down and side to side by simply holding down the Left Mouse Button (LMB) and moving its pointer toward the top, bottom, or side margins. The closer the pointer is to the margins, the faster the text will scroll. You may move up and down with the scroll bar to the right hand side of the window as well. Click and hold the LMB on the scroll bar to move the text up and down smoothly; click on an "empty" space off the scroll bar to jump the text a proportional amount up or down.

#### Bookmarks

There is a special way to jump around inside the document. The menu item is called Tools and has two items at the bottom. The first one for setting bookmarks (special user-settable markers you can jump back to after going off somewhere else). The second item is for jumping to the bookmarks you set before.

#### Move to

The Tools menu also has a Move to section for moves to line numbers, last change, errors, even specific bytes (useful for programmers).

#### Folds

Edge has the capacity to hide sections of a large document as "folds". It behaves as if your file was written on a long scroll and part of it "folded" out of sight. This is useful for hiding completed sections of program code so that they will not distract from work on other parts of the listing. Use the Local Settings requester to set the Fold Start and Fold End character string you prefer to delimit the start and end of your folds. The default for start is /\*FS\*/ and the default for the end is /\*FE\*/ but you may change them to any string you prefer. You may also nest folds so that you may hide sections within sections. To show a hidden section, just place the cursor on the start of fold mark and select the menu item to show it or show all to reveal all folds.

#### The File Requesters

You have a choice of the Commodore system ASL file requester or a custom requester with more features just for Edge. If you choose in the Global Settings to have the ASL, help is not available, but on-line help will come up for the Edge requester when it is open, or you can jump to any help section from anywhere in the AmigaGuide file.

#### Block Operations

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Edge supports selection and operations with both horizontal and vertical blocks. In order to move text around, we usually cut or copy a block and then paste it down in some other part of the document. We select blocks by double clicking over the start of the block; or by selecting a menu item Block/Mark Block when the cursor is over the start of the block; or by using the keyboard [Right Amiga] [b]. The cursor changes color (if we are using enough colors in our system) after we select the start of the block. The next place we click or move the cursor will highlight all the text from the start to the cursor. Once we have moved the cursor to where we want the end of the block to be, we may cut, copy, or perform other block operations on it.

To select a Vertical or Columnar block, we must hold down the [Shift] key while clicking with the mouse - or using the middle button if we have a three button mouse, select the Columnar Block item from the Edit/Begin Column menu, or press [Right Amiga] [Shift] [B] to start the block. Then the highlighted text will be in a column format rather than in a horizontal format.

#### Find and Replace

Refer to the Find/Replace requester for information about this subject.

#### Running ARexx Macros

There is a rich ARexx command set for Edge, and there are plenty of example programs to use or learn from. Teaching you to program in ARexx is beyond the scope of this on-line help. Click for more info

See ARexx Commands

You may run any of the macros included by using the menu item Macros/ARexx/Run ARexx Script or by pressing [Shift] [Esc]. A file requester will open asking you for the name of the ARexx script you want to run.

#### The Setting/Edit Sub-Menu

If you need to reconfigure or delete any features, you simply edit a text file such as Edge.menus. You don't have to remember which file is which. The Settings menu Edit item at the right hand side has sub-items to edit each configuration such as menus or keyboard settings. Selecting one of these will bring up the configuration file for that item. Save a backup under a different name the first few times you try this. After you finish your edit, another menu item lets you reload the configuration so your changes will take effect.

#### Configuring Edge

Although a well thought out default configuration is present from the first time you use Edge, you may easily change any of the default settings to suit your style or habits of use. If you have been using another brand of editor, you may want to reconfigure certain keystrokes and menus to match what you are used to.

After installation, if you look at the directory in which Edge resides, you will notice a number of files with names such as Edge.menus or Edge.global. These are ASCII text files which govern the configuration of Edge. Edge itself can open a number of Requesters which allow you to change things such as the global prefs by pointing and clicking on check boxes which edit the associated file indirectly.

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Advanced users may edit these files directly. We recommend that everyone make a back up file before trying to edit a configuration file directly. Novices should at first use only the Requesters for changing things because these graphics interfaces don't make "typos" when changing a file, and they are easy to change back again.

If Edge is your first editor, we suggest that you simply use it as it comes. You may use Edge's default configuration for a while without having to reconfigure anything. Remember that experts developed the defaults. The standard configuration should require only minor customization on your part: for instance, if you don't like or don't use some feature, you may easily delete it from the menu or keyboard configuration file. Extensive rearranging may take some planning, because if you change one thing, you'll probably have to change something else, too.

Advanced users who program in different languages may configure different versions of Edge for different projects and languages. To reconfigure anything in your Edge editing environment, you simply modify a text file either directly or via a requester.

#### Dictionaries

Edge supplies a workable C language dictionary. Once the dictionary is loaded, it will automatically correct the case of otherwise esoteric strings. You may add words or modify dictionaries, because they are in plain ASCII text format.

Dictionaries may be "included" so as to build up a project dictionary from multiple smaller ones. The dictionary feature helps prevent needless case sensitive errors in your code. The default configuration attempts to load a dictionary with the name EdgePrg:Edge.dictionary which is supplied as an empty file. If you desire to use one of the supplied technical programming dictionaries as the default, you should change its name to the default file, or put in a tooltype Dictionary=path:mydictionary which supplies a path to your default dictionary.

## 1.7 Edge Help : Requesters

Edge's Requesters...

- Choice
- Enter a Key
- Enter a Number
- Enter a String
- Error list
- FileRequester
- Find/Replace
- Global Printing Settings
- Global Screen Settings
- Global Settings
- Global Window Settings
- Local Settings
- Notify

---

## 1.8 Edge Help : Notify

About the Notify requester.

The Notify requester is used to notify the user about something, when the response from the user is not significant – the Notify requester only has a 'Continue' gadget. To make the requester go away the user can click the 'Continue' gadget, the window close gadget, press the ESC or RETURN key on the keyboard, select 'Continue' from the menu or press the menu shortcut key for 'Continue' or press the underlined character 'C' for continue. Underlined characters in names for gadgets will select that item.

The user can also press the HELP key to activate the Edge Help-system, which will display the page you see here.

The Notify requester MENU has two items:

- |                   |  |
|-------------------|--|
| 'Continue'        | Close the requester (may also be done as described above). Keyboard equivalent: [Right Amiga] [C]  |
| 'Snapshot window' | Save the current position of the Notify requester window in the global environment and use it the next time the requester is called for.<br>Keyboard equivalent: [Right Amiga] [S] |

NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.

NOTE: If the Notify requester window is pointer relative the saved position will NOT be used.

NOTE: The Edge ARexx Command for a Notify requester is RequestNotify.

SEE ALSO

RequestNotify & Requester index

## 1.9 Edge Help : Choice

About the Choice requester.

The Choice requester is used to prompt the user about an OK/Cancel type of decision when the response from the user is significant. The requester will contain a short text describing the matter the user is supposed to decide about.

To give a positive response to the requester the user may click the 'OK' gadget (the left one), select 'OK' from the menu or press the menu shortcut key for 'OK', or press the underlined character 'O' in the name 'OK'.

To give a negative response to the requester the user may click the 'Cancel' gadget, select 'Cancel' from the menu, press the menu shortcut key for 'Cancel' or press underlined character 'C' or the ESC key on the

keyboard.

The requester is closed by any of the responses described above.

The user can also press the HELP key to activate the Edge Help-system, which will then display this page.

The Choice requester MENU has three items:

- |                   |  |
|-------------------|--|
| 'OK'              | Give a positive response.<br>Keyboard equivalent: [Right Amiga] [O]  |
| 'Cancel'          | Give a negative response.<br>Keyboard equivalent: [Right Amiga] [C]  |
| 'Snapshot window' | Save the current position of the Choice requester window in the global environment and use it the next time the requester is called for.<br>Keyboard equivalent: [Right Amiga] [S] |

NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.

NOTE: If the Choice requester window is pointer relative the saved position will NOT be used.

NOTE: The Edge ARexx Command for the Choice requester is RequestChoice.

SEE ALSO

RequestChoice & Requester index

## 1.10 Edge Help : EnterANumber

About the Enter a Number requester.

The Enter a Number requester is used to prompt the user for a number. The window title will contain a short text telling the user what the number is for. The requester may be preloaded with a default number and if that is OK for the user then he can just 'OK' the requester. The string gadget is automatically activated when the requester is opened but if it should get inactive just click in it.

You can only enter digits in this requester within the limits shown in a small window below the number entry gadget. If the number is off limits and you try to 'OK' the requester, the display will flash and a message will be printed in the requester telling you if the number is too small or too large. The requester will refuse to accept an out-of-limits number.

To 'OK' the requester and accept the number, either press the RETURN key on the keyboard, click the 'OK' gadget, select 'OK' from the menu or press the menu shortcut key for 'OK', or press 'O', the underlined character.

---

To 'Cancel' the requester either click the 'Cancel' gadget, select 'Cancel' from the menu, press the menu shortcut key for 'Cancel', press the ESC key on the keyboard or press the RETURN key on the keyboard with the string gadget empty (no digits), or press 'C' for 'Cancel'.

The requester is closed by any of the responses described above. (as for the 'OK' responses - the number must be within limits or the requester will not go away).

The user can also press the HELP key to activate the Edge Help-system, which will then display this page.

The Enter a Number requester MENU has three items:

'OK'	Give a positive response. Keyboard equivalent: [Right Amiga] [O]
'Cancel'	Give a negative response. Keyboard equivalent: [Right Amiga] [C]
'Snapshot window'	Save the current position of the Enter a Number requester window in the global environment and use it the next time the requester is called for. Keyboard equivalent: [Right Amiga] [S]

NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.

NOTE: If the Enter a Number requester window is pointer relative the saved position will NOT be used.

NOTE: The Edge ARexx Command for number requester is RequestNumber.

SEE ALSO

RequestNumber & Requester index

## 1.11 Edge Help : EnterAKey

About the Enter a Key requester.

The Enter a Key requester is used to prompt you for a key-sequence. The window title will contain a short text telling you what the key is for. To start sampling click the 'Sample' gadget - now keyboard input is monitored and displayed in the box below the 'Sample' gadget. Once a complete key-sequence is entered, sampling will stop. As long as sampling is engaged the window title will say 'Sampling'. You may also activate sample mode by pressing the underlined character, 'p', in the name 'Sample'.

To the right of the requester there are four checkboxes controlling the qualifier options. Click in the box to toggle select/deselect or press the keyboard equivalent - the underlined character in the name of the box.

'Alt Same'	Holds the state of the ALTSAME flag in _GE_Flags. If set, left Alt and right Alt are equivalent; i.e. it doesn't matter which
------------	---

Alt key is pressed.  
Keyboard select: 'A'

'Shift Same' Holds the state of the ALTSHIFT flag in \_GE\_Flags. If set, left Shift and right Shift are equivalent; i.e. it doesn't matter which Shift key is pressed.  
Keyboard select: 'S'

'Mask Alt' Holds the state of the QMALT flag in \_GE\_Flags. If set, the Qualifier mask will include Alt; i.e. the Alt keys as qualifiers are ignored.  
Keyboard select: 'M'

'Mask Shift' Holds the state of the QMSHIFT flag in \_GE\_Flags. If set, the Qualifier mask will include Shift; i.e. the Shift keys as such are ignored.  
Keyboard select: 'Q'

To 'OK' the requester; i.e. accept the key-sequence, either press the shortcut key for the 'OK' gadget, click the 'OK' gadget, select 'OK' from the menu or press the menu shortcut key for 'OK'.  
Keyboard select: 'O'

To 'Cancel' the requester either click the 'Cancel' gadget, select 'Cancel' from the menu, press the menu shortcut key for 'Cancel', press the ESC key on the keyboard or press click on the window close gadget.  
Keyboard select: 'C'

The requester is closed by any of the responses described above.

You can also press the HELP key to activate the Edge Help-system, which will then display this page.

The Enter a Key requester menu has three items:

'OK' Give a positive response.  
Keyboard equivalent: [Right Amiga] [O]

'Cancel' Give a negative response.  
Keyboard equivalent: [Right Amiga] [C]

'Snapshot window' Save the current position of the Enter a Key requester window in the global environment and use it the next time the requester is called for.  
Keyboard equivalent: [Right Amiga] [S]

NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.

NOTE: If the Enter a Key requester window is pointer relative the saved position will NOT be used.

NOTE: The Edge ARexx Command for the EnterAKey requester is RequestKey.

SEE ALSO

RequestKey & Requester index

## 1.12 Edge Help : EnterAString

About the Enter a String requester.

The Enter a String requester is used to prompt the user for a string. The window title will contain a short text telling the user what the string is for. The requester may be preloaded with a default string and if that is OK for the user then he can just 'OK' the requester. The string gadget is automatically activated when the requester is opened, but if it should become inactive just click in it.

You can enter any character in this requester. In order to enter non-printing characters use backslash and a three digit decimal number, e.g. '\010' for a Line Feed (LF), '\013' for Carriage Return (CR), etc.

To 'OK' the requester; i.e. accept the string, either press the RETURN key on the keyboard, click the 'OK' gadget, select 'OK' from the menu or press the menu shortcut key for 'OK', or press 'O', the underlined character.

To 'Cancel' the requester either click the 'Cancel' gadget, select 'Cancel' from the menu, press the menu shortcut key for 'Cancel', press the ESC key on the keyboard or press the RETURN key on the keyboard with the string gadget empty (no characters), or press 'C' for 'Cancel'.

The requester is closed by any of the responses described above.

The user can also press the HELP key to activate the Edge Help-system, which will then display this page.

The Enter a String requester MENU has three items:

'OK'	Give a positive response. Keyboard equivalent: [Right Amiga] [O]
------	---

'Cancel'	Give a negative response. Keyboard equivalent: [Right Amiga] [C]
----------	---

'Snapshot window'	Save the current position of the Enter a String requester window in the global environment and use it the next time the requester is called for. Keyboard equivalent: [Right Amiga] [S]
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NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.

NOTE: If the Enter a String requester window is pointer relative the saved position will NOT be used.

NOTE: The Edge ARexx Command for a string requester is RequestString.

SEE ALSO

RequestString & Requester index

## 1.13 Edge Help : Find/Replace

About the Find/Replace requester.

The Find/Replace requester is used to prompt the user for find and replace strings and search attributes. The Find and Find/Replace requesters are identical except for one thing, the replace string gadget which will only appear in the Find/Replace requester. All gadgets in the Find/Replace requester display the last values used. If this is OK, then just 'OK' the requester. The find string gadget is activated when the requester is opened, but if it should become inactive just click in it or press a key if the requester window is active. To move the cursor between the find and replace string gadgets from the keyboard use the TAB key.

The labels for the options have characters in their names underlined. To select that option, just press the left Amiga key and one of the underlined characters.

Edge maintains a history of the find and replace string gadgets. To cycle through the list, simply use the Cursor Up/Down keys. Shift Cursor Down will move to the end of the list and clear the gadget. Shift Cursor Up will search the list for the string currently in the gadget (just like the shell).

You can enter any character in the string gadgets; in order to enter a non-printable character use backslash and its three digit decimal number, e.g. '\010' LF, '\013' CR, '\000' NULL, etc.

To 'OK' the requester, i.e. accept the string(s), either press the RETURN key on the keyboard, click the 'OK' gadget, select 'OK' from the menu, press the menu shortcut key for 'OK', or use the keyboard: Press the 'O' key. In general, all requesters' items may be chosen by pressing the underlined character in their name.

To 'Cancel' the requester either click the 'Cancel' gadget, select 'Cancel' from the menu, press the menu shortcut key for 'Cancel', press the ESC key on the keyboard or press the RETURN key on the keyboard with the find string gadget empty (no characters). You may also press 'C'.

The requester is closed by any of the responses described above.

The user can also press the HELP key to activate the Edge Help-system which will then display this page.

The Find/Replace requester MENU has eight items, described below.

'OK'	Go ahead and Find/Replace. Keyboard equivalent: [Right Amiga] [O]
'Cancel'	Abort the operation. Keyboard equivalent: [Right Amiga] [C]
'Snapshot window'	Save current position of the Find/Replace requester

---

window in the global environment and use it the next time the requester is called for.

Keyboard equivalent: [Right Amiga] [S]

NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.

NOTE: If the Find/Replace requester window is pointer relative, the saved position will NOT be used.

The five items below are used to toggle the state of the five checkboxes in the right side, displaying the current state of the search flags. A check in the checkbox means the flag is active.

'Ignore case' Toggles the UCEQLC flag; if this flag is active upper case is treated equal to lower case in searches, else case is significant.

Keyboard equivalent: [Right Amiga] [A]

'Scan forward' Toggles the FORWARD flag; if this flag is active the search is made forwards in the file, towards the end of the file, else the search is made backwards, towards start of the file.

Keyboard equivalent: [Right Amiga] [F]

'Use wildcards' Toggles the WILD flag; if this flag is active and the find string contains any wildcard characters then pattern matching is used during the search.

Keyboard equivalent: [Right Amiga] [D]

Searching with wildcards is line oriented, e.g. the entire line is matched against the find-string once and only once. If a match occurs then the cursor will be positioned at column 1 on the line that matched. The 'Only whole words' option is ignored when searching for wildcards. About wildcards

'Only whole words' Toggles the WORD flag; if this flag is active then the search is made to check for white spaces before and after the specified find string.

Keyboard equivalent: [Right Amiga] [W]

'Circular scan' Toggles the CIRCULAR flag; if this flag is active then the search is made circular; that is when end or start of file is reached, the search is restarted at the other end of the file and will continue until either the find string or the beginning of the search is found.

Keyboard equivalent: [Right Amiga] [R]

'Swap...' This item only appears in the Replace requester. When selected the Find and Replace strings are swapped.

Keyboard equivalent: [Right Amiga] [T]

NOTE: The Keyboard equivalents will toggle checkboxes even if a string gadget is active.

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SEE ALSO

Find, FindReplace & Requester index

## 1.14 Edge Help : FileRequester

About the Edge File/Directory requester.

NOTE: If you have selected the ASL File Requester (the Amiga Standard File Requester) in the General Settings window, this description does not apply. The ASL requester is described in the AmigaDOS documentation.

The Edge File/Directory requester is used to prompt you for either a file or a directory. The File and Directory requesters are identical except for one thing; if you are to select a directory the 'File' gadget is disabled and no files are shown in the filelist - only directories. The window title will contain a short text telling you what the file/directory is for. The 'File', 'Directory' and 'Pattern' gadgets may be preloaded, normally they contain the last used strings, and if that is OK then just 'OK' the requester.

NOTE: There are NO underlined character equivalents in the File Requester.

The 'Directory' gadget is activated when the requester is opened. To activate the other string gadgets either click in them, or use TAB and SHIFT TAB on the keyboard to circulate.

There are three scroll-lists in the requester:

**Filelist**      The big list in the middle: here all files and directories read from the directory specified in the 'Directory' gadget are shown, EXCEPT those excluded by a pattern. When you type something in the 'File' or 'Directory' gadget the Filelist will scroll to show the first file and/or directory that matches the start of the name you have typed. To copy the topmost name from the list to the gadget you're in, press Cursordown; to copy the next name, press Cursordown again. To walk backwards in the list press Cursorup. This function is circular. The names will always be copied to the correct gadget: Directory names to the 'Directory' gadget and file names to the 'File' gadget. After they have been copied their gadgets will be activated. To read in a selected directory just press RETURN in the 'Directory' gadget or select 'GetDir' from the menu or a gadget. To select multiple files, press and hold down any SHIFT key while you either click on the file(s) with the mouse or press RETURN to select the file currently in the 'File' gadget. You can only select multiple files in the file-list and only when MULTISELECT is enabled and only during a READ operation.

**Devicelist**    The small list at the right top: here all volumes, devices and assigned directories are shown. To walk through the devicelist from the keyboard press ALT together with Cursordown/Cursorup. The names will be copied from the list to the 'Directory' gadget and activate it.

---

**Lastlist**      The long list at the left top: here the last used files and directories are shown. You may define how many entries the last list should hold in the Global Settings - General requester. To walk through the lastlist from the keyboard press SHIFT together with CUSORUP/CURSORDOWN. The entries will be copied to the appropriate 'Directory' and 'File' gadget and the 'Directory' gadget will always be activated.

When MULTISELECT is enabled you may type a pattern directly in the 'File' gadget, e.g. #?.c.

If the requester is used in a READ operation - Open, Include, etc - you must select an existing object. The requester will refuse to 'OK' a non existing file or directory for a READ operation. In WRITE or SAVE operations, you may specify a non existing file, but it must be a valid AmigaDOS filename.

To 'OK' the requester; i.e. accept the file/directory, either press the RETURN key on the keyboard, click the 'OK' gadget, select 'OK' from the menu or press the menu shortcut key for 'OK'. As mentioned above, the requester will only 'OK' existing objects in READ operations.

To 'Cancel' the requester either click the 'Cancel' gadget, select 'Cancel' from the menu, press the menu shortcut key for 'Cancel' or press the ESC key on the keyboard.

The requester is closed by any of the responses described above.

You can also press the HELP key to activate the Edge Help-system, which will then display this page.

There are seven button gadgets in the right side of the requester. They are explained below when dealing with their menu equivalents. The gadget equivalent names are listed second if they are different from the menu items.

The requester MENU has eight items:

'OK'	OK, go ahead. Keyboard equivalent: [Right Amiga] [O]
'Cancel'	Abort the operation. Keyboard equivalent: [Right Amiga] [C]
'Snapshot window' (MENU ONLY)	Saves current position of the requester window in the global environment and uses it the next time the requester is called for. Keyboard equivalent: [Right Amiga] [S]

NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.

NOTE: If the File/Directory requester window is pointer relative the saved position will NOT be used.

---

'Parent'	Gets parent directory to the current one, if possible. Keyboard equivalent: [Right Amiga] [P]
'Get dir'	Re-reads the current directory, or reads the contents of the directory specified in the 'Directory' gadget. Keyboard equivalent: [Right Amiga] [G]
'Next Cache' 'NCache'	Displays the next directory cache, if any, in the file list using the current pattern. Keyboard equivalent: [Right Amiga] [>]
'Previous Cache' 'PCache'	Displays the previous directory cache, if any, in the file list using the current pattern. All File/Directory requesters in Edge can cache their directory lists if directory caching is enabled. You can easily scan through different directories without having to read them anew from disk. Keyboard equivalent: [Right Amiga] [<]
'Current Cache' 'CCache'	Displays a requester's currently cached directory list, which has not yet become part of the 'real' cache list. If caching is disabled or you cancel the requester, Current Cache will not become a real cache. Keyboard equivalent: [Right Amiga] [/]

NOTE: The Keyboard equivalents will work even as the string gadgets are active.

NOTE: The Edge ARexx Command for the built in Edge or ASL file requester is RequestFile. The kind of file requester put up by the above commands will depend on the global setting.

SEE ALSO

RequestFile & Requester index

## 1.15 Edge Help : LocalSettingsReq

About the Local Settings requester.

The Local Settings requester is used to customize the local environment in Edge, and is local in the sense that each file may have its own unique local environment.

At the top right there is a scroll-list containing the tabstops for the file. To scroll the list use the slider below the ruler. A 'T' indicates a tabstop at that position, a '-' indicates no stop. To toggle the tabstops just click on them. The tabstoplist is found in the \_FE\_TabList (File Environment) variable.

Below the tabstops are a bunch of string gadgets, described later, and to the left are some checkboxes displaying the state of the Edge local flags, described below. (all Edge local flags are found in the \_FE\_Flags variable). To select items in requesters that have underlined characters in the item names, simply press the underlined character's key on the keyboard.

- 'MakeIcon' This checkbox shows the state of the 'ICON' flag. When this flag is on, Edge will create an icon for the file when it is saved, providing no icon existed before. If an icon existed then Edge will check its default tool. If that is the same as Edge's default tool then Edge will keep the icon image but update the tooltypes; if not, no new icon will be created and the old icon is left untouched.  
Keyboard select: 'M'
- 'SafeSaves' This checkbox shows the state of the 'SAFESAVES' flag. When this flag is on, Edge will save files in a safe way, that is the file will first be saved with a temporary name, then the old original file is deleted and the temporary file is renamed. When this flag is off, the old original file is overwritten directly.  
  
Keyboard select: 'v'
- 'TabsToSpaces' This checkbox shows the state of the 'TABSTOSPACES' flag. When this flag is on, tabs ('\009') are translated to an equal number of spaces needed to move the cursor to the same column.  
Keyboard select: 'T'
- 'Editable' This checkbox shows the state of the 'EDITABLE' flag. When this flag is on, you may alter the file, e.g. type, delete, cut, insert, etc. When off, the file is in 'View only' mode and you can not alter it.  
Keyboard select: 'i'
- 'MakeBackup' This checkbox shows the state of the 'BACKUP' flag. When this flag is on, whenever the file is saved a backup is saved as well to the directory defined in \_FE\_BackDir and with the name defined in \_FE\_BackFile. (these two variables are described later when dealing with the string gadgets). The backup is saved using the current settings of the 'ICON' and 'SAFE' flags.  
Keyboard select: 'B'
- 'LineWrap' This checkbox shows the state of the 'LINEWRAP' flag. When this flag is on, the cursor will wrap around at sol/eol, e.g. if the cursor is at column 1 and you move the cursor left it will move up to the end of the line above, if possible, and then continue to move left the specified number of characters. A similar effect occurs when the cursor is at the end of a line and you move right.  
Keyboard select: 'p'
- 'AutoIndent' This checkbox shows the state of the 'AUTOINDENT' flag. When this flag is on, Edge will automatically indent the cursor to the same position as the first non space/tab character on the line above when you press RETURN or use the NewLine command.  
Keyboard select: 'A'
- 'Layout' This checkbox shows the state of the 'LAYOUT' flag. When
-

this flag is on, it is possible to move the cursor beyond the end of the line and if you then type something the 'space' between the cursor and eol is padded with spaces.  
Keyboard select: 'y'

'Insert' This checkbox shows the state of the 'INSERT' flag. When this flag is on, Edge type mode is insert; e.g. when you type something the characters to the right are pushed to the right. When this flag is off the type mode is overwrite; e.g. the characters to the right of the cursor are overwritten when you type something. The state of this flag is also shown in the status line after the column number, 'I' for insert and 'O' for overwrite.  
Keyboard select: 'r'

'WordWrap' This checkbox shows the state of the 'WORDWRAP' flag. When this flag is on, Edge will wrap down the cursor and the current word to the next line if you try to type beyond the defined wrap border `_FE_WrapBorder`. In other words, Edge will keep track of the right margin for you while you type.  
Keyboard select: 'W'

'CorrectCase' This checkbox shows the state of the 'CORRECTCASE' flag. When this flag is on, Edge will automatically try to correct the case of the words that you type. For the case correction to succeed the word must be found in the edge dictionary. If a word is not found no action is taken.  
Keyboard select: 'o'

'ShowSpaces' This checkbox shows the state of the 'SHOWSPACES' flag. When this flag is on white spaces will be printed with characters that have an image; i.e. space will be printed as '·', tab will be printed as '\textdegree{}' & LF will be printed as ↵.  
Keyboard select: 'h'

That takes care of all the local environment flags; now for a description of the string gadgets and their associated variables. When the requester is opened none of the string gadgets are activated. With the mouse – just click in the one you want to activate. With the keyboard – press the underlined key in the name of the gadget you wish to activate. Use TAB and SHIFT TAB to circulate. RETURN will deactivate the current gadget.

#### GADGETS, CENTER COLUMN:

'Backup dir' This gadget holds the contents of the `_FE_BackDir` variable. The string in `_FE_BackDir` is used as the path description when saving backups. It is not necessary to end it with a '/' – Edge will take care of that. However, it must be a valid AmigaDOS path or an error will be reported when Edge tries to use it.  
Keyboard select: 'd'

'Backup file' This gadget holds the contents of the `_FE_BackFile` variable.  
Keyboard select: 'k'

The string in `_FE_BackFile` is used as the filename description when saving backups. If the string is empty and 'BACKUP' is on the default file for backups '`*{#}`' is used.

If you choose to have a backup file with a simple name; e.g. 'oldfile.c.bak'. The backup system will always backup to a file with that name.

You can also make use of the star '\*' to allow a dynamic name and let Edge evaluate the true name when saving a backup; e.g. '\*.bak' will use the original filename and then append '.bak' to it. (the star is equal to the current name of the file).

Additionally you may also want to use the hash mark '#' to make use of Edge's autonumbering capability. When a '#' is encountered in the name it is replaced with the current value of the file's backup-counter, located in the file '\*.B' in the backup directory.

After the backup is saved a check is made to see if the maximum number of backups (`_FE_MaxBackups`) has been exceeded, and if so the oldest backup is deleted. Then the backup-counter is incremented. With the dynamic name and the autonumbering it is easy to maintain a backup directory that contains multiple backups of several files and it makes making a backup worthwhile - you have the option to reload old versions of you sources.

- |               |  |
|---------------|--|
| 'Max backups' | This gadget holds the contents of the <code>_FE_MaxBackups</code> variable. The number in <code>_FE_MaxBackups</code> is used to define how many backup copies are to be used for this file.<br>Keyboard select: 'x'   |
| 'Fold start'  | This gadget holds the contents of the <code>_FE_FoldStart</code> variable. The string in <code>_FE_FoldStart</code> is used as the fold start marker.<br>Keyboard select: 'l'  |
| 'Fold end'    | This gadget holds the contents of the <code>_FE_FoldEnd</code> variable. The string in <code>_FE_FoldEnd</code> is used as the fold end marker.<br>Keyboard select: 'e'  |
| 'Undo buffer' | This gadget holds the contents of the <code>_FE_UndoBuff</code> variable. The number in <code>_FE_UndoBuff</code> defines the byte-size of the undo buffer for this file. The bigger the number the more changes can be stored.<br>Keyboard select: 'n'  |
| 'IMark image' | This gadget holds the contents of the <code>_FE_IMark</code> variable. The string in <code>_FE_IMark</code> is the image used in the <code>FindIMark</code> function. The 'x' in the string is replaced by the number supplied as the argument to <code>FindIMark</code> , if no 'x' exists in the string only one IMark can exist. The string may be 31 characters, unexpanded.<br>Keyboard select: 'g' |
-

## GADGETS, RIGHT COLUMN:

- 'Tab distance'                      This gadget has no variable. It is used to simplify the setting of a tab list with the same spacing between all stops. Just type a number and press RETURN or TAB.  
Keyboard select: '1'
- NOTE: You must press either the RETURN or the TAB key in order to change the tabstoplist.
- 'Page length'                        This gadget holds the contents of the `_FE_PageLen` variable. The number in `_FE_PageLen` is the number of lines that will fit in a page in this file. The minimum page length is one line.  
Keyboard select: '2'
- 'Upper scrollbar'                    This gadget holds the contents of the `_FE_UpperSB` variable. The number in `_FE_UpperSB` is the number of lines that the upper scrollbar consists of; i.e. when the cursor is `_FE_UpperSB` lines from the top of the window and you move up, the text will scroll. (this will not happen at start of file.)  
Keyboard select: '3'
- 'Lower scrollbar'                    This gadget holds the contents of the `_FE_LowerSB` variable. The number in `_FE_LowerSB` is the number of lines that the lower scrollbar consists of; i.e. when the cursor is `_FE_LowerSB` lines from the bottom of the window and you move down, the text will scroll.  
Keyboard select: '4'
- 'Left scrollbar'                     This gadget holds the contents of the `_FE_LeftSB` variable. The number in `_FE_LeftSB` is the number of characters that the left scrollbar consists of; i.e. when the cursor is `_FE_LeftSB` characters from the left side of the window the text will scroll. (this is not true at start of line.)  
Keyboard select: '5'
- 'Right scrollbar'                    This gadget holds the contents of the `_FE_RightSB` variable. The number in `_FE_RightSB` is the number of characters that the right scrollbar consists of; i.e. when the cursor is `_FE_RightSB` characters from the right side of the window, the text will scroll.  
Keyboard select: '6'
- 'Wrap border'                        This gadget holds the contents of the `_FE_WrapBorder` variable. The number in `_FE_WrapBorder` is used as the right border when 'WORDWRAP', word wrap, is on and in paragraph formatting, Format.  
Keyboard select: '7'

That is all regarding the Local Settings requesters string gadgets. At the

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bottom right there are three action gadgets:

- 'Save'        OK the requester, use the changes made and save them to the default local settings preferences file, using either the name EdgePrg:Edge.local or the name defined by you at startup using the LOCAL keyword/tooltype.  
Keyboard select: 'S'
- 'Use'        OK the requester, use the changes made but don't save them.  
Keyboard select: 'U'
- 'Cancel'     Cancel the requester, restore the local settings to the state they were in when the requester was opened.  
Keyboard select: 'C'

The Local Settings requester has three menus:

- 'Project'    This menu has five items:
    - 'Open'        Load a local settings preference file other than the default one. You will be prompted for a name with the Filerequester.  
Keyboard equivalent: [Right Amiga] [O]
    - 'Save As'     Save the local settings preference file to a file other than the default. You will be prompted for a name with the FileRequester.  
No keyboard equivalent.
    - 'Snapshot window'   Save the current position of the requester window in the global environment and use it the next time the requester is called for.  
Keyboard equivalent: [Right Amiga] [S]  
  
NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.  
  
NOTE: If the Local Settings requester window is pointer relative the saved position will NOT be used.
    - 'Use'        Selecting this item has the same effect as clicking on the 'Use' gadget.  
Keyboard equivalent: [Right Amiga] [U]
    - 'Quit'        Selecting this item has the same effect as clicking on the 'Cancel' gadget.  
Keyboard equivalent: [Right Amiga] [Q]
  - 'Edit'        This menu has three items:
    - 'Reset to defaults'   Restore the local settings to the internal defaults of Edge.  
Keyboard equivalent: [Right Amiga] [D]
    - 'Last saved'        Reload the local settings preference file, either
-

EdgePrg:Edge.local or the file defined  
by you at startup, with the LOCAL keyword/tooltype.  
Keyboard equivalent: [Right Amiga] [L]

'Restore'                Restore the local settings to the state they were  
in when the requester was opened.  
Keyboard equivalent: [Right Amiga] [R]

'Options'      This menu has only one item:

'Save icon'              If enabled, an icon will be created for the local  
settings preference file when saved.  
No keyboard equivalent.

NOTE: The ARexx Command for the local settings requester is LocalSettings.

SEE ALSO

LocalSettings & Requester index

## 1.16 Edge Help : GeneralSettings

About the Global Settings - General requester.

The Global Settings requester is used to customize the global environment in Edge. The requester is divided into four parts: Screen, Printer, Windows and General. This section, General, contains general and all purpose variables and flags.

The left side of the requester contains some string gadgets, described later, and the right side has a lot of checkboxes, displaying the global environment general flags, found in the `_GE_Flags` variables. The checkboxes may be toggle-selected to ON or OFF by clicking inside the checkbox, or you may simply press the keyboard key corresponding to the underlined character in the checkbox's name. The flags are explained below:

CHECKBOXES, MIDDLE COLUMN:

'CutRepeat'              This checkbox shows the state of the 'CUTREPEAT' flag.  
When this flag is on, overflowing REPEAT messages from the  
keyboard will be ignored, which really means that the  
editor responds a bit snappier to key release events.  
Keyboard select: 'e'

'ShowDir'                This checkbox shows the state of the 'SHOWDIR' flag. When  
this flag is on, the FileRequester will display the  
filelist as it reads it in. When the flag is off the  
filelist is not shown until the entire directory is read.  
Keyboard select: 'h'

'CacheDir'               This checkbox shows the state of the 'CACHEDIR' flag. When  
this flag is on, the FileRequester caches the filelist so  
you won't have to wait for it to be read in the next time  
you use the same FileRequester.  
Keyboard select: 'r'

'AutoDir'	This checkbox shows the state of the 'AUTODIR' flag. When this flag is on, the FileRequester will automatically reread the directory if the directory attributes (the path name or date) have changed. Keyboard select: 'o'
'AutoSaveOn'	This checkbox shows the state of the 'AUTOSAVEON' flag. When this flag is on, the automatic save function is activated and the save will kick in whenever the counter has reached the value of _GE_AutoSaveTimer. Keyboard select: 'n'
'AutoSaveReq'	This checkbox shows the state of the 'AUTOSAVEREQ' flag. When this flag is on, you will be prompted with a Choice requester before any files are auto-saved. Keyboard select: 'q'
'AutoSaveChng'	This checkbox shows the state of the 'AUTOSAVECHNG' flag. When this flag is on, the file(s) will only be auto-saved if any changes have been made. Keyboard select: 'g'
'AutoSaveAll'	This checkbox shows the state of the 'AUTOSAVEALL' flag. When this flag is on, all files in the editor will be considered for auto-saving, not just the current one. Keyboard select: 't'
'LoadLocal'	This checkbox shows the state of the 'LOADLOCAL' flag. When this flag is on and a file is loaded, the local settings will be loaded from the tooltypes in the files icon. Those variables not contained in the icon, or if this flag is off, will be loaded from the default local environment, which in turn is loaded from the EdgePrg:Edge.local file if not overridden by you at startup with the LOCAL keyword/tooltype. Keyboard select: 'd'
'SaveLocal'	This checkbox shows the state of the 'LOCALSAVE' flag. When this flag is on, Edge will save the local settings in the icon when saving files. Keyboard select: 'v'
'ASLReq'	This checkbox shows the state of the 'ASLREQ' flag. When this flag is on, Edge will use the ASL FileRequester instead of the one built into Edge. The ASL Requester appears relative to your mouse pointer if FileReqPRel flag is set. If not set the position is stored in _GE_ReqFileX (leftedge) and _GE_ReqFileY (topedge). These variables are also used by the built-in FileRequester. The size is stored in _GE_ASLWidth and _GE_ASLHeight Global Environment variables. The size & position of the ASL is updated automatically when you OK the file requester.  Keyboard select: 'A'

CHECKBOXES, RIGHT COLUMN:

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- 'Clock' This checkbox shows the state of the 'CLOCK' flag. When this flag is on, the Edge clock, in the screen title bar, is enabled all the time.  
Keyboard select: 'k'
- 'AutoClock' This checkbox shows the state of the 'AUTOCLOCK' flag. When this flag is on, the Edge clock, in the screen title bar, is enabled only when an Edge window is active and automatically disabled when no Edge window is active and not blocked by a requester.  
Keyboard select: 'l'
- 'IconWindow' This checkbox shows the state of the 'ICONWINDOW' flag. When this flag is on, Edge will open a small window in the Workbench when in iconified state. To wake up Edge either activate the iconwindow and click the right mousebutton or press the hotkey.  
Keyboard select: 'W'
- 'DormantQuit' This checkbox shows the state of the 'DORMANTQUIT' flag. When this flag is on, Edge will iconify instead of quit when you close the last window. Edge will NOT iconify if there is an outstanding ARexx message. All ARexx messages must return before Edge will iconify.  
Keyboard select: 'm'
- 'MouseBlanker' This checkbox shows the state of the 'MOUSEBLANKER' flag. When this flag is on, Edge will blank the mousepointer whenever you type something on the keyboard and turn it back on when you move the mouse.  
Keyboard select: 'B'
- 'AppIcon' This checkbox shows the state of the 'APPICON' flag. When this flag is on Edge will put an application icon in the Workbench, which will make it easier to load files from WB - just drop them on the icon.  
Keyboard select: 'I'

Now to describe the string gadgets and their associated variables. When the requester is opened none of the string gadgets are activated. With the mouse, just click in the one you want to activate and use TAB and SHIFT TAB to circulate. RETURN will deactivate the current gadget. With NO GADGET ACTIVE, pressing the underlined keyboard number shown beside the name of the gadget will active that gadget. Pressing a number with a gadget active will insert that number at the cursor position.

- 'Max lastfiles' This gadget holds the contents of the \_GE\_MaxLast variable. The number in \_GE\_MaxLast defines the maximum number of entries in the Lastlist in the FileRequester.  
Keyboard select: 1
- 'AutoSave timer' This gadget holds the contents of the \_GE\_AutoSaveTimer variable. The number in \_GE\_AutoSaveTimer is the number of minutes between auto-saves.  
Keyboard select: 2
- 'Edge priority' This gadget holds the contents of the \_GE\_Priority
-

variable. The number in `_GE_Priority` is the Edge process priority. It should normally be set to zero.  
Keyboard select: 3

'Error level' This gadget holds the contents of the `_GE_ErrLevel` variable. The value in `_GE_ErrLevel` is a threshold for errors reported to you; e.g. if `_GE_ErrLevel` is 10 and an error with severity 9 or less occurs it won't be reported. However, errors with a severity of 10 or greater will be reported. You may customize the error levels for all Edge errors in the Text config file.  
Keyboard select: 4

'Close delay' This gadget holds the contents of the `_GE_CloseDelay` variable. The value in `_GE_CloseDelay` is the number of seconds to wait after an ARexx-script has finished until the ARexx-console is closed. A value of -1 means never. A value of 0 will close the ARexx IO stream immediately after all messages have returned.  
Keyboard select: 5

'Hotkey pri' This gadget holds the contents of the `_GE_CX_Pri` variable. The value in `_GE_CX_Pri` is used as the commodities hotkey priority.  
Keyboard select: 6

'ARexx console' This gadget holds the contents of the `_GE_RexxConsole` variable. The string in `_GE_RexxConsole` is the name of the console to open before an ARexx-script is to be run.  
Keyboard select: 7

'Icon toolname' This gadget holds the contents of the `_GE_ToolName` variable. The string in `_GE_ToolName` is used as the default tool when saving Edge project icons.  
Keyboard select: 8

'Hotkey' This gadget holds the contents of the `_GE_CX_PopKey` variable. The string in `_GE_CX_PopKey` is used as hotkey description for the hotkey used to uniconify Edge.  
Keyboard select: 9

At the bottom left there are three action gadgets:

'Screen' Clicking this gadget will display the Screen Settings.  
Keyboard select: '['

'Printer' Clicking this gadget will display the Printer Settings.  
Keyboard select: ']'

'Windows' Clicking this gadget will display the Window Settings.  
Keyboard select: ';'

At the bottom right there are also three action gadgets.

'Save' OK the requester, use the changes made and save them to the default global settings preferences file, using either the name `EdgePrg:Edge.global` or the name defined by you

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at startup using the GLOBAL keyword/tooltype.  
Keyboard select: 'S'

'Use' OK the requester, use the changes made but don't save them.  
Keyboard select: 'U'

'Cancel' Cancel the requester, restore the global settings to the state they were in when the requester was opened.  
Keyboard select: 'C'

The Global Settings requester has three MENUS:

'Project' This menu has five items:

'Open' Load a global settings preference file other than the default one. You will be prompted for a name with the FileRequester.  
Keyboard equivalent: [Right Amiga] [O]

'Save As' Save the global settings preference file to a file other than the default. You will be prompted for a name with the FileRequester.  
No keyboard equivalent.

'Snapshot window' Save the current position of the requester window in the global environment and use it the next time the requester is called for.  
Keyboard equivalent: [Right Amiga] [S]

NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.

NOTE: If the Global Settings requester window is pointer relative the saved position will NOT be used.

'Use' Selecting this item has the same effect as clicking on the 'Use' gadget.  
Keyboard equivalent: [Right Amiga] [U]

'Quit' Selecting this item has the same effect as clicking on the 'Cancel' gadget.  
Keyboard equivalent: [Right Amiga] [Q]

'Edit' This menu has three items:

'Reset to defaults' Restore the global settings to the internal defaults of Edge.  
Keyboard equivalent: [Right Amiga] [D]

'Last saved' Reload the global settings preference file, either EdgePrg:Edge.global or the file defined by you at startup with the GLOBAL keyword/tooltype.  
Keyboard equivalent: [Right Amiga] [L]

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'Restore'                      Restore the global settings to the state they were in when the requester was opened.  
Keyboard equivalent: [Right Amiga] [R]

'Options'      This menu has only one item:

'Save icon'                      If enabled, an icon will be created for the global settings preference file when saved.  
No keyboard equivalent.

NOTE: The menus and action gadgets work on the entire global environment, not just the section currently displayed.

SEE ALSO

Global Settings - Printer, Global Settings - Screen,  
Global Settings - Windows, GlobalSettings & Requester index

## 1.17 Edge Help : ScreenSettings

About the Global Settings - Screen requester.

The Global Settings requester is used to customize the global environment in Edge. The requester is divided into four parts: Screen, Printer, Windows and General. This section, Screen, contains screen variables.

At the left top there is a scroll-list showing all available display modes and public screen. To select a display mode just click on it with the mouse; the currently selected mode is shown just below the list. You may "clone" any existing screen including the Workbench. If you choose to clone a screen, its screen attributes - such as font, dri\_pens, size and colors - will be imitated by the new custom Edge screen. The colors are copied so that their complements work as on the original screen.

To the right of the display mode list are two string gadgets indicating width and height, and one slider indicating the depth. When the requester is opened none of the string gadgets are activated. With the mouse, just click in the one you want to activate. With the keyboard, press the key that you see underlined to activate the gadget. 'I' activates Screen Width; 'H' activates Screen Height; 'D' activates Screen Depth. If one of the gadgets is active, just use TAB and SHIFT TAB to cycle through the rest. RETURN will deactivate the current gadget.

'Screen Width'                      This gadget holds the contents of the \_GE\_ScreenWidth variable. The value in \_GE\_ScreenWidth is used as the width of the Edge custom screen. If Edge is running on Workbench or on a Screen clone this variable is ignored. The minimum allowed screen width is 640 pixels. To get the default width of the selected display mode enter -1.  
Keyboard select: 'W'

'Screen Height'                      This gadget holds the contents of the \_GE\_ScreenHeight variable. The value in \_GE\_ScreenHeight is used as the height of the Edge custom screen. If Edge is running on Workbench or on a Screen clone this variable is ignored. The minimum allowed screen height is 200 pixels. To get

the default height of the selected display mode enter -1.  
Keyboard select: 'H'

'Screen Depth' This gadget holds the contents of the `_GE_ScreenDepth` variable. The value in `_GE_ScreenDepth` is used as the number of bitplanes in the Edge custom screen. If Edge is running on Workbench or on a Screen clone this variable is ignored. The Screen Depth is displayed as a number beside the name of the gadget.  
Keyboard select: 'D'

Left, below the display mode list are a bunch of gadgets forming the palette control. To select a color just click on it in the color table; the currently selected color is shown in the box at the left of the color table. Use the three sliders below the color table to adjust the selected color's Red, Green and Blue components. The four action gadgets below the color table are used to perform some other functions on the palette. If you use a Workbench:Clone or a Workbench:Use option, then the palette will be ghosted and disabled. If any other screens are running, then you may USE or CLONE them, too. Edge will use their palettes and screen resolutions, and GHOST the appropriate gadgets.

'Copy' When this gadget is clicked on the currently selected color will be copied to the one you click on next.  
Keyboard select: 'y'

'Swap' When this gadget is clicked on the currently selected color will be swapped with the color you click on next.  
Keyboard select: 'a'

'Spread' When this gadget is clicked on the colors between the currently selected one and the next one you click on will be filled with a range of colors spreading from the currently selected color to the next color you click on.  
Keyboard select: 'e'

'Undo' Clicking this gadget will undo all changes made to the palette since the requester was opened.  
Keyboard select: 'o'

To the right of the palette there are three big action gadgets. These are the font gadgets, and you use them to select the Edge fonts. When you click on any of them an ASL FontRequester will be opened to let you select a font and specify the soft styles to be used. The font soft style flags are kept in the `_GE_FontFlags` variable. Just under each font gadget is a box showing the currently selected font and its soft style.

'Screen Font' Clicking on this gadget will let you specify the screen font. That font is used in the screen title bar, the menus, and the window's title bars. The screen font name is held in the `_GE_ScreenFontName` variable and the size is held in the `_GE_ScreenFontSize` variable. The screen font can be any font you like, but the size must be within 6 - 64 points. The empty string "", or ".font" selects the default system font.  
Keyboard select: 'F'

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- 'Text Font' Clicking on this gadget will let you specify the text font. That font is used to print the text in the text windows. The text font name is held in the `_GE_TextFontName` variable and the size is held in the `_GE_TextFontSize` variable. The text font can be any monospace font you like, but the size must be within 6 - 64 points. The empty string "", or ".font" selects the default system font. Keyboard select: 'x'
- 'Gadget Font' Clicking on this gadget will let you specify the gadget font. This font is used for printing all gadget texts, and most message and info texts too. The gadget font name is held in the `_GE_GadgetFontName` variable and the size is held in the `_GE_GadgetFontSize` variable. The gadget font may be any monospace font but the size must be within 6 - 64 points. The empty string "", or ".font" selects the default system font. Keyboard select: 't'

At the bottom left there are three action gadgets:

- 'General' Clicking this gadget will display the General Settings. Keyboard select: ' (single quote)
- 'Printer' Clicking this gadget will display the Printer Settings. Keyboard select: ']'
- 'Windows' Clicking this gadget will display the Window Settings. Keyboard select: ';'

At the bottom right there are also three action gadgets:

- 'Save' OK the requester, use the changes made and save them to the default global settings preferences file, using either the name `EdgePrg:Edge.global` or the name defined by you at startup using the GLOBAL keyword/tooltype. Keyboard select: 'S'
- 'Use' OK the requester, use the changes made but don't save them. Keyboard select: 'U'
- 'Cancel' Cancel the requester, restore the global settings to the state they were in when the requester was opened. Keyboard select: 'C'

The Global Settings requester has three MENUS:

- 'Project' This menu has five items:
- 'Open' Load a global settings preference file other than the default one. You will be prompted for a name with the FileRequester. Keyboard equivalent: [Right Amiga] [O]
  - 'Save As' Save the global settings preference file to a file other than the default. You will be prompted for a name with the FileRequester.

No keyboard equivalent.

'Snapshot window' Save the current position of the requester window in the global environment and use it the next time the requester is called for.  
Keyboard equivalent: [Right Amiga] [S]

NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.

NOTE: If the Global Settings requester window is pointer relative the saved position will NOT be used.

'Use' Selecting this item has the same effect as clicking on the 'Use' gadget.  
Keyboard equivalent: [Right Amiga] [U]

'Quit' Selecting this item has the same effect as clicking on the 'Cancel' gadget.  
Keyboard equivalent: [Right Amiga] [Q]

'Edit' This menu has three items:

'Reset to defaults' Restore the global settings to the internal defaults of Edge.  
Keyboard equivalent: [Right Amiga] [D]

'Last saved' Reload the global settings preference file, either EdgePrg:Edge.global or the file defined by you at startup with the GLOBAL keyword/tooltype.  
Keyboard equivalent: [Right Amiga] [L]

'Restore' Restore the global settings to the state they were in when the requester was opened.  
Keyboard equivalent: [Right Amiga] [R]

'Options' This menu has only one item:

'Save icon' If enabled, an icon will be created for the global settings preference file when saved.  
No keyboard equivalent.

NOTE: The menus and action gadgets work on the entire global environment, not just the section currently displayed.

SEE ALSO

Global Settings - General, Global Settings - Printer,  
Global Settings - Windows, GlobalSettings & Requester index

## 1.18 Edge Help : PrinterSettings

About the Global Settings - Printer requester.

The Global Settings requester is used to customize the global environment in Edge. The requester is divided into four parts: Screen, Printer, Windows and General. This section, Printer, contains printer variables and flags.

The greatest part of the requester contains string gadgets, described later, but the right side has a few checkboxes and radio buttons, displaying the global environment printer flags, found in the `_GE_PrtFlags` variable. The flags are explained below. You may click on the checkbox with the Left Mouse Button or you may toggle the checkbox on and off by pressing the underlined character in the checkbox's name. For instance, Header is activated or deactivated by pressing the '1' key.

'Header Date'      This checkbox shows the state of the 'HEADDATE' flag. When this flag is on, the time and date will be printed in the page header.  
Keyboard select: '1'

'Header FileName'      This checkbox shows the state of the 'HEADNAME' flag. When this flag is on, the filename will be printed in the page header. You may define the format string for the header/footer name field in the Text config file. The default format string is 'File : %s'.  
Keyboard select: '2'

'Header Page #'      This checkbox shows the state of the 'HEADPAGE' flag. When this flag is on, the current page number will be printed in the page header. You may define the format string for the header/footer page number field in the Text config file. The default is 'Page : %-5ld'.  
Keyboard select: '3'

'Footer Date'      This checkbox shows the state of the 'FOOTDATE' flag. When this flag is on, the time and date will be printed in the page footer.  
Keyboard select: '4'

'Footer FileName'      This checkbox shows the state of the 'FOOTNAME' flag. When this flag is on, the filename will be printed in the page footer.  
Keyboard select: '5'

'Footer Page #'      This checkbox shows the state of the 'FOOTPAGE' flag. When this flag is on, the current page number will be printed in the page footer.  
Keyboard select: '6'

The radio buttons are used to select if and how to convert tabs/spaces.

'Tabs to Spaces'      This button shows the state of the 'TABSTOSPACES' flag. When this flag is on, all tabs (`\009`) are translated to an equal number of spaces needed to move the cursor to the same column. The translation is made using the

tabstoplist defined in the file's local settings.

- 'Spaces to Tabs' This button shows the state of the 'SPACESTOTABS' flag. When this flag is on, all spaces are translated to tabs using the internal tabstoplist.
- 'No Conversion' This button doesn't have a corresponding flag. It is used to indicate/select that neither of the two options above are on.

#### STRING GADGETS

Now to describe the string gadgets and their associated variables. When the requester is opened none of the string gadgets are activated. With the mouse, just click in the one you want to activate. With the keyboard, press the underlined key to activate. For example, pressing 'H' activates the 'Header Init' string gadget. Use TAB and SHIFT TAB to cycle through the rest of the gadgets. RETURN will deactivate the current gadget.

- 'Header Init' This gadget holds the contents of the `_GE_HeadInit` variable. The string in `_GE_HeadInit` is sent to the printer just before the header and the header title is printed. This way you may choose to have another style in the header than in the main text. In order to enter non-printable characters use backslash and a three digit decimal number e.g. '`\015`' FF, '`\027`' ESC, etc.  
Keyboard select: 'H'
- 'Header Title' This gadget holds the contents of the `_GE_HeadTitle` variable. The string in `_GE_HeadTitle` is sent to the printer just after the header is printed.  
Keyboard select: 'e'
- 'Footer Init' This gadget holds the contents of the `_GE_FootInit` variable. The string in `_GE_FootInit` is sent to the printer just before the footer and the footer title are printed. This way you may choose to have another style in the footer than in the main text. In order to enter non-printable characters use backslash and a three digit decimal number; e.g. '`\015`' FF, '`\027`' ESC, etc.  
Keyboard select: 'F'
- 'Footer Title' This gadget holds the contents of the `_GE_FootTitle` variable. The string in `_GE_FootTitle` is sent to the printer just after the footer is printed.  
Keyboard select: 'o'
- 'File Init' This gadget holds the contents of the `_GE_FileInit` variable. The string in `_GE_FileInit` is sent to the printer just before the main text is printed. This way you may choose to have another style in the main text than in the header and footer. In order to enter non-printable characters use backslash and a three digit decimal number e.g. '`\015`' FF, '`\027`' ESC, etc.  
Keyboard select: 'I'
- 'Output' This gadget holds the contents of the `_GE_Printer` variable. The string in `_GE_Printer` is the name of the
-

printer to use. Normally this is 'PRT:'.  
Keyboard select: 't'

'Left Margin' This gadget holds the contents of the `_GE_LeftMargin` variable. The number in `_GE_LeftMargin` is used as an indent amount for each line.  
Keyboard select: 'L'

'Right Margin' This gadget holds the contents of the `_GE_RightMargin` variable. The value in `_GE_RightMargin` is used as the right border for each line printed, so the number of characters that will fit on a line is `_GE_RightMargin` minus `_GE_LeftMargin`.  
Keyboard select: 'R'

'Paper Length' This gadget holds the contents of the `_GE_PaperLen` variable. The number in `_GE_PaperLen` is used to tell Edge how many lines of text will fit on a paper, used when calculating paper advance.  
Keyboard select: 'n'

'Tab Distance' This gadget holds the contents of the `_GE_TabDistance` variable. The value in `_GE_TabDistance` is not sent to the printer, it is only used to calculate how many characters will fit within the right margin.  
Keyboard select: 'b'

At the bottom left there are three action gadgets:

'Screen' Clicking this gadget will display the Screen Settings.  
Keyboard select: '['

'General' Clicking this gadget will display the General Settings.  
Keyboard select: ' (single quote)

'Windows' Clicking this gadget will display the Window Settings.  
Keyboard select: ';''

At the bottom right there are also three action gadgets:

'Save' OK the requester, use the changes made and save them to the default global settings preferences file, using either the name `EdgePrg;Edge.global` or the name defined by you at startup using the GLOBAL keyword/tooltype.  
Keyboard select: 'S'

'Use' OK the requester, use the changes made but don't save them.  
Keyboard select: 'U'

'Cancel' Cancel the requester, restore the global settings to the state they were in when the requester was opened.  
Keyboard select: 'C'

The Global Settings requester has three menus:

'Project' This menu has five items:

---

'Open'	Load a global settings preference file other than the default one. You will be prompted for a name with the Filerequester. Keyboard equivalent: [Right Amiga] [O]
'Save As'	Save the global settings preference file to a file other than the default. You will be prompted for a name with the FileRequester. No keyboard equivalent.
'Snapshot window'	Save the current position of the requester window in the global environment and use it the next time the requester is called for. Keyboard equivalent: [Right Amiga] [S]  NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.  NOTE: If the Global Settings requester window is pointer relative the saved position will NOT be used.
'Use'	Selecting this item has the same effect as clicking on the 'Use' gadget. Keyboard equivalent: [Right Amiga] [U]
'Quit'	Selecting this item has the same effect as clicking on the 'Cancel' gadget. Keyboard equivalent: [Right Amiga] [Q]
'Edit'	This menu has three items:
'Reset to defaults'	Restore the global settings to the internal defaults of Edge. Keyboard equivalent: [Right Amiga] [D]
'Last saved'	Reload the global settings preference file, either EdgePrg:Edge.global or the file defined by you at startup with the GLOBAL keyword/tooltype. Keyboard equivalent: [Right Amiga] [L]
'Restore'	Restore the global settings to the state they were in when the requester was opened. Keyboard equivalent: [Right Amiga] [R]
'Options'	This menu has only one item:
'Save icon'	If enabled, an icon will be created for the global settings preference file when saved. No keyboard equivalent.

NOTE: The menus and action gadgets work on the entire global environment, not just the section currently displayed.

NOTE: A slightly modified version of this requester comes up when you

---

select the Project/Print As... menu, or the Edit/Print Clipboard menu. It is the same as the Global Print requester, except that there are only Print and Cancel buttons on the bottom. Settings made in this requester are only good for the print session, and DO NOT change the global printer settings. See Print & PrintClip

SEE ALSO

Global Settings - General, Global Settings - Screen,  
Global Settings - Windows, GlobalSettings & Requester index

## 1.19 Edge Help : WindowSettings

About the Global Settings - Windows requester.

The Global Settings requester is used to customize the global environment in Edge. The requester is divided into four parts: Screen, Printer, Windows and General. This section, Windows, contains window variables and flags.

Below is an explanation of the checkboxes found to the right and bottom middle of the requester, containing the global environment window flags - which are all found in the `_GE_WndFlags` variable. Checkboxes may be toggled by pressing the underlined character in their name (the Keyboard select characters below).

Misc window flags, LEFT SIDE:

- |                |   |
|----------------|---|
| 'SnapSize'     | This checkbox shows the state of the 'SNAPSIZE' flag. When this flag is on, the text windows will automatically adjust their size to even characters when resized.<br>Keyboard select: 'z'  |
| 'InfoTop'      | This checkbox shows the state of the 'INFOTOP' flag. When this flag is on, the status line is at the top of the text windows; when off, at the bottom.<br>Keyboard select: 'f'  |
| 'KeyPad'       | This checkbox shows the state of the 'KEYPAD' flag. When this KEYPAD flag/qualifier is used; i.e. if you press a key on the numeric keyboard, it will be treated as a numeric keyboard key. If the flag is off, the keys on the numeric keyboard will not be treated differently from the rest of the keyboard. (similar to NUMLOCK/SCROLLLOCK)<br>Keyboard select: 'y' |
| 'ScreenScroll' | This checkbox shows the state of the 'SCRSCROLL' flag. When this flag is on, the screen will automatically scroll when the cursor is moved beyond the size of the visible part of the screen.<br>Keyboard select: 'r'   |

NOTE: For this to work your window must be on a screen which is larger than the display clip.

NOTE: This feature works only on Kickstart v39 and better.  
On pre v39 systems this gadget is disabled.

Misc window flags, RIGHT SIDE:

- 'AutoZoom'      This checkbox shows the state of the 'AUTOZOOM' flag.  
When this flag is on, the text windows are automatically  
zoomed when they are deactivated.  
Keyboard select: 'o'
- 'AutoUnZoom'    This checkbox shows the state of the 'AUTOUNZOOM' flag.  
When this flag is on, the text windows are automatically  
unzoomed when activated.  
Keyboard select: 'm'
- 'AutoFront'     This checkbox shows the state of the 'AUTOFRONT' flag.  
When this flag is on, the text windows are automatically  
brought to the front of all windows when activated.  
Keyboard select: 'A'

Pointer relative requesters LEFT SIDE:

- 'Number'        This checkbox shows the state of the 'NUMERPREL' flag.  
When this flag is on, the Enter a Number requester,  
RequestNumber from ARexx, is positioned relative to the  
mouse pointer when opened.  
Keyboard select: 'N'
- NOTE: When this flag is on, the saved position is not used.
- 'String'        This checkbox shows the state of the 'STRINGPREL' flag.  
When this flag is on, the Enter a String requester,  
RequestString from ARexx, is positioned relative to the  
mouse pointer when opened.  
Keyboard select: 'g'
- NOTE: When this flag is on, the saved position is not used.
- 'Key'            This checkbox shows the state of the 'KEYPREL' flag.  
When this flag is on, the Enter a Key requester, RequestKey  
from ARexx, is positioned relative to the mouse pointer when  
opened.  
Keyboard select: 'K'
- NOTE: When this flag is on, the saved position is not used.
- 'Notify'        This checkbox shows the state of the 'NOTIFYPREL' flag.  
When this flag is on, the Notify requester, RequestNotify  
from ARexx, is positioned relative to the mouse pointer  
when opened.  
Keyboard select: 't'
- NOTE: When this flag is on, the saved position is not used.
- 'Choice'        This checkbox shows the state of the 'CHOICEPREL' flag.  
When this flag is on, the Choice requester, RequestChoice  
from ARexx, is positioned relative to the mouse pointer
-

when opened.  
Keyboard select: 'h'

NOTE: When this flag is on, the saved position is not used.

Pointer relative requesters RIGHT SIDE:

'Find' This checkbox shows the state of the 'FINDPREL' flag.  
When this flag is on, the Find/Replace requester, is  
positioned relative to the mouse pointer when opened.

Keyboard select: 'd'

NOTE: When this flag is on, the saved position is not used.

'File' This checkbox shows the state of the 'FILEREQPREL' flag.  
When this flag is on, the FileRequester, RequestFile from  
ARexx, is positioned relative to the mouse pointer when  
opened. Also the ASL Requester makes use of this flag.  
Keyboard select: 'e'

NOTE: When this flag is on, the saved position is not used.

'Local' This checkbox shows the state of the 'LOCALPREL' flag.  
When this flag is on, the Local Settings requester,  
LocalSettings from ARexx, is positioned relative to the  
mouse pointer when opened.  
Keyboard select: 'l'

NOTE: When this flag is on, the saved position is not used.

'Global' This checkbox shows the state of the 'GLOBALPREL' flag.  
When this flag is on, the Global Settings requester,  
GlobalSettings from ARexx, is positioned relative to the  
mouse pointer when opened.  
Keyboard select: 'b'

NOTE: When this flag is on, the saved position is not used.

'ErrorList' This checkbox shows the state of the 'ERRLISTPREL' flag.  
When this flag is on, the Error list window, GoToError SHOW  
from ARexx, is positioned relative to the mouse pointer when  
opened.  
Keyboard select: 'i'

NOTE: When this flag is on, the saved position is not used.

Now to describe the rest of the gadgets and their associated variables.

When Edge is running on a public screen, Workbench for example, the Pen variables are hardwired to the public screen's pen array. Since you are not actually able to change the pen values, the cycle and palette gadgets are disabled. If you are running on Workbench you are able to adjust its pen array values with Workbench's Palette preference tool.

PenName	Pen Array Entry Used
_GE_InfoInk	FILLTEXTPEN

<code>_GE_InfoPaper</code>	<code>FILLPEN</code>
<code>_GE_TextInk</code>	<code>TEXTPEN</code>
<code>_GE_ItemInk</code>	<code>BARDETAILPEN</code> for <code>ks &gt;= v39</code> , <code>0</code> for <code>ks &lt; v39</code>
<code>_GE_MessageInk</code>	<code>HIGHLIGHTTEXTPEN</code>
<code>_GE_ListInk</code>	<code>TEXTPEN</code>
<code>_GE_FileInk</code>	<code>TEXTPEN</code>
<code>_GE_DirInk</code>	<code>HIGHLIGHTTEXTPEN</code>

If you are running Edge on its own private screen you can click on it to cycle through the choices:

```
Status line ink
Status line background
Text ink
Menuitem ink
Messages text ink
```

On systems with Kickstart v39 or better there are three more choices:

```
Scroll lists text ink
Filerequester file ink
Filerequester dir ink
```

When you cycle to the Pen you want, simply click in the color box you desire that pen to be, and when you close the requester with "Save" it will always be that color; when you close with "Use", it will be the color you select only as long as Edge is open.

The pen choices shown in the cycle gadget correspond to the following environment variables:

'Status line ink'            The `_GE_InfoInk` variable. The value in `_GE_InfoInk` is used as the text pen number for the status line.

'Status line background'    The `_GE_InfoPaper` variable. The value in `_GE_InfoPaper` is used as the background pen number for the status line.

'Text ink'                    The `_GE_TextInk` variable. The value in `_GE_TextInk` is used as the text pen number for the text.

NOTE: The number of bitplanes used when scrolling, printing, etc., depends only on the color used, so for best speed and appearance you should select a pen that is a  $2^n$  number, i.e. 1, 2 or 4.

NOTE: The color used to mark blocks is located in one of the planes not used by the text, so if you specify a text color that uses all bitplanes, you will not be able to see the block marking.

'Menuitem ink'                The `_GE_ItemInk` variable. The value in `_GE_ItemInk` is used as the item-text pen number in all Edge and requester menus.  
(not true for the ASL FileRequester.)

'Message text ink' The `_GE_MessageInk` variable. The value in `_GE_MessageInk` is used as the text pen number for all message/info text in Edge, i.e. text that can't be clicked on and simply inform you of something.

'Scroll lists text ink' The `_GE_ListInk` variable. The value in `_GE_ListInk` is used as the text pen number in all scroll-list text in Edge.

NOTE: This feature works only on Kickstart v39 and better. On pre v39 systems this variable is disabled.

'Filerequester file ink' The `_GE_FileInk` variable. The value in `_GE_FileInk` is used as the text pen number for file entries in the FileRequester filelist.

NOTE: This feature works only on Kickstart v39 and better. On pre v39 systems this variable is disabled.

'Filerequester dir ink' The `_GE_DirInk` variable. The value in `_GE_DirInk` is used as the text pen number for directory entries in the FileRequester filelist.

NOTE: This feature works only on Kickstart v39 and better. On pre v39 systems this variable is disabled.

For more examples of Global Environment variables, see Global Environment Variables

There are four string gadgets to set the scroll rates. They are arranged like this:

Scroll jumps				Keyboard select: [#]
Vert 1	-1 [1]	-1 [2]	Vert n	
Horiz 1	-1 [3]	-1 [4]	Horiz n	

The [#] values here and underlined values in the requester are the keyboard characters to press to get the cursor to appear in the string gadget.

To cycle through the active gadgets, press the Tab key; to cycle backwards, use Shift-Tab.

The default VALUES are -1. The LEFT column is the amount of scroll for ONE scrolling increment. You may scroll in increments of n. The RIGHT column is for input of the amount of n increments. The -1 default is for the fastest scrolling. The variables represented are as follows, left to right; top to bottom:

'Vert 1' This gadget holds the contents of the `_GE_ScrollJumpV1`

variable. The value in `_GE_ScrollJumpV1` is used when scrolling the text vertically one line, every time the text is scrolled it is scrolled `_GE_ScrollJumpV1` pixels. A value of one gives the smoothest and slowest scroll; a value equal to the font height, or -1, gives the jerkiest but fastest scroll. For example, if the font height is 8 and the value in `_GE_ScrollJumpV1` is 2, the text will be scrolled 2 pixels every time the text is scrolled and must therefore be scrolled 4 times to complete a line. ( $8 / 2 = 4$ )  
 Keyboard select: '1'

'Vert n' This gadget holds the contents of the `_GE_ScrollJumpVn` variable. The value in `_GE_ScrollJumpVn` is used when scrolling the text vertically more than one line. For an explanation of how, see 'Vert 1'.  
 Keyboard select: '2'

'Horiz 1' This gadget holds the contents of the `_GE_ScrollJumpH1` variable. The value in `_GE_ScrollJumpH1` is used when scrolling the text horizontally one character. For an explanation of how, see 'Vert 1'.  
 Keyboard select: '3'

'Horiz n' This gadget holds the contents of the `_GE_ScrollJumpHn` variable. The value in `_GE_ScrollJumpHn` is used when scrolling the text horizontally more than one character. For an explanation of how, see 'Vert 1'.  
 Keyboard select: '4'

At the bottom left there are three action gadgets:

'Screen' Clicking this gadget will display the Screen Settings.  
 Keyboard select: '['

'Printer' Clicking this gadget will display the Printer Settings.  
 Keyboard select: ']'

'General' Clicking this gadget will display the General Settings.  
 Keyboard select: ' ' (single quote)

At the bottom right there are also three action gadgets:

'Save' OK the requester, use the changes made and save them to the default global settings preferences file, using either the name `EdgePrg:Edge.global` or the name defined by you at startup using the GLOBAL keyword/tooltype.  
 Keyboard select: 'S'

'Use' OK the requester, use the changes made but don't save them.  
 Keyboard select: 'U'

'Cancel' Cancel the requester, restore the global settings to the state they were in when the requester was opened.  
 Keyboard select: 'C'

The Global Settings requester has three menus:

'Project'      This menu has five items:

- 'Open'                      Load a global settings preference file other than the default one. You will be prompted for a name with the Filerequester.  
Keyboard equivalent: [Right Amiga] [O]
- 'Save As'                    Save the global settings preference file to a file other than the default. You will be prompted for a name with the FileRequester.  
No keyboard equivalent.
- 'Snapshot window'          Save the current position of the requester window in the global environment and use it the next time the requester is called for.  
Keyboard equivalent: [Right Amiga] [S]
- NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.
- NOTE: If the Global Settings requester window is pointer relative the saved position will NOT be used.
- 'Use'                        Selecting this item has the same effect as clicking on the 'Use' gadget.  
Keyboard equivalent: [Right Amiga] [U]
- 'Quit'                       Selecting this item has the same effect as clicking on the 'Cancel' gadget.  
Keyboard equivalent: [Right Amiga] [Q]

'Edit'              This menu has three items:

- 'Reset to defaults'        Restores the global settings to the internal defaults of Edge.  
Keyboard equivalent: [Right Amiga] [D]
- 'Last saved'               Reloads the global settings preference file, either EdgePrg:Edge.global or the file defined by you at startup with the GLOBAL keyword/tooltype.  
Keyboard equivalent: [Right Amiga] [L]
- 'Restore'                   Restores the global settings to the state they were in when the requester was opened.  
Keyboard equivalent: [Right Amiga] [R]

'Options'      This menu has only one item:

- 'Save icon?'                If enabled, an icon will be created for the global settings preference file when saved.  
No keyboard equivalent.

NOTE: The menus and action gadgets work on the entire global environment,

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not just the section currently displayed.

SEE ALSO

Global Settings - General, Global Settings - Printer,  
Global Settings - Screen, GlobalSettings & Requester index

## 1.20 Edge Help : Error list

About the Error list window.

The Error list window is used to view all errors currently linked into Edge's error list; if no errors are linked the window will not open, and optionally move the cursor to their position. (Note that the cursor will always be moved to the position to the currently selected error). To move the cursor to the position of errors just click on them with the mouse, use the cursor keys or the 'Top', 'Bottom', 'Next' and 'Previous' gadgets. If you double click on an error the cursor will move to its position and the window will close.

The format of the errors displayed are:  
<line>:<offset> <the actual error message>

At the bottom there are six gadgets:

'Exit'            Keep the cursor on its present position and close the window.  
                  Keyboard select: 'E'

NOTE: The same action is performed by pressing the RETURN key  
      or selecting 'Exit' from the menu.

'Top'            Select the first error in the list and move the cursor to its  
                  position.  
                  Keyboard select: 'T'

NOTE: The same action is performed by pressing [Alt] [CursorUp].

'Bottom'        Select the last error in the list and move the cursor to its  
                  position.  
                  Keyboard select: 'B'

NOTE: The same action is performed by pressing  
      [Alt] [CursorDown].

'Next'           Select the next error in the list and move the cursor to its  
                  position.  
                  Keyboard select: 'N'

NOTE: The same action is performed by pressing [CursorDown].

'Previous'       Select the previous error in the list and move the cursor to  
                  its position.  
                  Keyboard select: 'P'

NOTE: The same action is performed by pressing [CursorUp].

---

'Return'      Close the window and move the cursor the the position it was on when the window was opened.  
Keyboard select: 'R'

NOTE: The same action is performed by pressing [Esc] or selecting 'Return' from the menu.

You can also press the HELP key to activate the Edge Help-system which will then display this page.

The Error list window's menu has three items:

'Exit'              Keep the cursor on its present position and close the window.  
Keyboard equivalent: [Right Amiga] [E]

'Return'            Close the window and move the cursor to the position it was on when the window was opened.  
Keyboard equivalent: [Right Amiga] [R]

'Snapshot window'    Save the current position of the Error list window in the global environment and use it the next time the requester is called for.  
Keyboard equivalent: [Right Amiga] [S]

NOTE: If you wish to permanently save the window position you must save the Global Settings to disk.

NOTE: If the Error list window is pointer relative the saved position will NOT be used.

NOTE: The Edge ARexx Command for the Error list window is GoToError SHOW.

NOTE: If no errors are currently linked the Error list window will not open.

SEE ALSO

GoToError & Requester index

## 1.21 Edge Help : Default Menu

The Edge Default Menu

Menu name Item name Subitem name	Keyboard Command Equivalent	Edge ARexx Command or Script Executed by Menu Selection or Keyboard Equivalent
-----	-----	-----
Project		
Clear	RCommand N	clear
Open...	RCommand o	open
Include...	RCommand O	include
Save	RCommand s	save
Save As...	RCommand S	saveas
Print	RCommand p	print

Print To...	RCommand p	EdgePrg:Rexx/Menu_PrintTo.edge
Print As...	RCommand P	print prompt
About...	RCommand ?	EdgePrg:Rexx/Menu_AboutEdge.edge
Technical Support...		EdgePrg:Rexx/Menu_AboutEdge.edge ←
TechSupport		
Version...		EdgePrg:Rexx/Menu_AboutEdge.edge Version
Iconify...	RCommand I	iconify
Quit Program...	RCommand Q	quit
Windows		
New Window	RCommand w	new
New Window w/File...	RCommand W	EdgePrg:Rexx/Menu_OpenNewFile.edge
Close Window	RCommand q	close
Activate Window		
Next	RCommand ]	activatewindow next
Previous	RCommand [	activatewindow previous
Last One Active	RCommand t	activatewindow lastactive
All Windows		
To Maximum Size		EdgePrg:Rexx/Menu_WinsToFull.edge
Panel Vertically		EdgePrg:Rexx/Menu_WinsToVert.edge
Panel Horizontally		EdgePrg:Rexx/Menu_WinsToHorz.edge
Resize Window		
Zoom/UnZoom	RCommand z	window zip
Minimum Size	RCommand <	window min
Maximum Size	RCommand >	window max
Split Window		
Vertically		window splitvertical
Horizontally	RCommand .	window splithorizontal
Window Information...	RAlt ?	EdgePrg:Rexx/Menu_AboutWindow.edge
Snapshot Window		window snapshot
Edit		
Begin Block	RCommand b	markblock
Begin Column	RCommand B	markblock columnar
Cut	RCommand x	cut
Copy	RCommand c	copy
Paste	RCommand v	paste
Global Clipboard		
Cut	RCommand X	cut globalclip
Copy	RCommand C	copy globalclip
Paste	RCommand V	paste globalclip
Print Clipboard		
Local As...		printclip prompt
Global As...		printclip globalclip prompt
Erase Block		erase
Evaluate Block	RCommand =	EdgePrg:Rexx/Menu_Evaluate.edge
Undo	RCommand u	undo
Redo	RCommand U	redo
Enter ASCII...		enterascii
Find/Replace		
Find...	RCommand F	find
Repeat Find Forward	RCommand f	findnext
Repeat Find Backwards	RCommand a	findnext back
Replace...	RCommand R	findreplace
Repeat Replace Forward	RCommand r	findreplacenext
Repeat Replace Backwards		findreplacenext back

Block To Find Buffer	RCommand h	blocktofindbuff
Block To Replace Buffer	RCommand H	blocktoreplacebuff
Word To Find Buffer	RAlt h	EdgePrg:Rexx/Menu_WordToFind.edge
Word To Replace Buffer	RAlt H	EdgePrg:Rexx/Menu_WordToRep.edge

#### Macros

Start/Stop Recording...	RCommand m	learn filename ram:Edge.macro
Playback Default Macro	RCommand ,	EdgePrg:Rexx/Menu_PlayDefMac.edge
Playback 'N Times...		EdgePrg:Rexx/Menu_PlayNDefMac.edge
Playback Until An Error		EdgePrg:Rexx/Menu_PlayMDefMac.edge
Edit Default Macro...		EdgePrg:Rexx/Menu_EditDefMac.edge
Bind Macro To Key...	RCommand M	EdgePrg:Rexx/Menu_BindKey.edge
Edit A Key...		EdgePrg:Rexx/Menu_EditKey.edge
Load Macro As Default...		EdgePrg:Rexx/Menu_LoadDefMac.edge
Save Default Macro As...		EdgePrg:Rexx/Menu_SaveDefMac.edge
ARexx		
Send ARexx Command...	ESC	rx
Send ARexx Command Synchronous...		rx sync
Run ARexx Script...	Shift ESC	rx filereq
Run ARexx Script Synchronous...		rx sync filereq
Command Shell	RAlt ESC	EdgePrg:Rexx/Menu_CMDShell.edge

#### Tools

AmigaDOS		
AmigaDOS Shell	LAlt ESC	EdgePrg:Rexx/Menu_DOSShell.edge
Delete File(s)...		EdgePrg:Rexx/Menu_DeleteFile.edge
Insert Datestamp	RCommand d	EdgePrg:Rexx/Menu_TimeDate.edge
Insert Filename...	RCommand i	EdgePrg:Rexx/Menu_TypeName.edge
Name File...		EdgePrg:Rexx/Menu_ChangeName.edge
Set Script Flag		EdgePrg:Rexx/Menu_ScriptBit.edge
Show Files...		EdgePrg:Rexx/Menu_Files.edge

#### Case Change

Change Case Block		swapcase block
Upper Case Block	RCommand 5	uppercase block
Lower Case Block	RCommand 6	lowercase block
Change Case Word		swapcase word
Upper Case Word	RCommand 7	uppercase word
Lower Case Word	RCommand 8	lowercase word
Change Case Letter		swapcase char
Upper Case Letter	RCommand 9	uppercase word
Lower Case Letter	RCommand 0	lowercase word

#### Folds

Hide	NumericPad (	fold hide
Show	NumericPad )	fold show
Hide Nested	Shift NumericPad (	fold hiddenested
Show Nested	Shift NumericPad )	fold shownested
Hide All	RAlt NumericPad (	fold hideall
Show All	RAlt NumericPad )	fold showall

#### Format Paragraph

Left Justified	RCommand 1	format left
Right Justified	RCommand 2	format right
Centered	RCommand 3	format center
Filled	RCommand 4	format fill

#### Move To

AutoMark	RCommand l	gotoauto
Byte...		gotobyte
Error	RCommand J	gotoerror

Last Change	RCommand G	'undo;redo'
Line...	RCommand j	gotoline
Page...	RCommand ;	gotopage
Matching Bracket	RCommand }	findbracket
Set Bookmark		
#1..#10	RCommand Shift F1..F10	setbookmark
Move To Bookmark		
#1..#10	RCommand F1..F10	gotobookmark

INCLUDE "EdgePrg:UserTools.menu" IFEXISTS

NOTE: If the file 'UserTools.Menu' exists in the EdgePrg: it will be included at the end of the Tools menu. we suggest you have a BAR at the beginning of your menu so you can see where your menu items start and ours end.

#### Settings

Local...	RCommand e	localsettings	
General...	RCommand E	globalsettings	
Print...		globalsettings printer	
Screen...		globalsettings screen	
Windows...		globalsettings windows	
Edit			
Dictionary		EdgePrg:Rexx/Menu_EditConfig.edge	↔
DictionaryFile			
Global Settings		EdgePrg:Rexx/Menu_EditConfig.edge	↔
GlobalFile			
Keyboard		EdgePrg:Rexx/Menu_EditConfig.edge	↔
KeyboardFile			
Local Settings		EdgePrg:Rexx/Menu_EditConfig.edge	LocalFile
Menus		EdgePrg:Rexx/Menu_EditConfig.edge	MenusFile
Mousebuttons		EdgePrg:Rexx/Menu_EditConfig.edge	↔
MouseButtonsFile			
Requesters & Texts		EdgePrg:Rexx/Menu_EditConfig.edge	TextsFile
Templates		EdgePrg:Rexx/Menu_EditConfig.edge	↔
TemplatesFile			
Startup Script		EdgePrg:Rexx/Menu_EditConfig.edge	↔
StartupFile			
Wakeup Script		EdgePrg:Rexx/Menu_EditConfig.edge	↔
WakeupFile			
Reload Config File			
Dictionary		loaddictionary	
Global Settings		EdgePrg:Rexx/Menu_LoadGConfig.edge	
Keyboard		loadkeyboard	
Local Settings		EdgePrg:Rexx/Menu_LoadLConfig.edge	
Local Settings, Default		EdgePrg:Rexx/Menu_LoadDefLConfig.edge	
Menus		loadmenus	
Mousebuttons		loadmousebuttons	
Requesters & Texts		loadtexts	
Templates		loadtemplates	
Run Startup Script		EdgePrg:Rexx/Menu_RunStartup.edge	
Run Wakeup Script		EdgePrg:Rexx/Menu_RunWakeup.edge	

INCLUDE "EdgePrg:User.menu" IFEXISTS

NOTE: If the file 'User.Menu' exists in the EdgePrg: it will be included in the menu strip. This allows you to add your own custom menus.

## 1.22 Edge Help : Default Keyboard

The Edge Keyboard: Default Configuration

Keystroke(s)	Action
-----	-----
Up	cursor up 1
Down	cursor down 1
Left	cursor left 1
Right	cursor right 1
Help	help
Delete	delete char
BackSpace	delete char back
Shift Up	'options results;getenvvar _we_lines;cursor up result-1'
Shift Down	'options results;getenvvar _we_lines;cursor down result-1'
Shift Left	previous word
Shift Right	next word
Shift TAB	nop
Shift Delete	'options results;blockinfo;if rc==0 then erase;else;cut ↵ smallclip word'
Shift Return	newline
Shift BackSpace	cut smallclip word back
Control Up	previous page
Control Down	next page
Control Left	'options results;getenvvar _we_columns;cursor left result-1'
Control Right	'options results;getenvvar _we_columns;cursor right result-1'
Control Delete	cut smallclip line
Control BackSpace	nop
Alt Up	position sof
Alt Down	position eof
Alt Left	position sol
Alt Right	position eol
Alt Delete	cut smallclip eol
Alt BackSpace	cut smallclip eol
Shift Alt Up	cursor up 1
Shift Alt Down	cursor down 1
Shift Alt Left	position sow
Shift Alt Right	position eow
RCommand k	cut smallclip line
RCommand K	paste smallclip
RCommand y	cut smallclip eol
RCommand Y	cut smallclip sol

```
RCommand Alt F1    correctword
RCommand Alt F2    completetemplate
RCommand Alt F3    correctcase
```

NOTE: The following are only valid if Settings/Windows had its KeyPad flag on

```
NumericPad 1      position eof
NumericPad 2      cursor down 1
NumericPad 3      next page
NumericPad 4      cursor left 1
NumericPad 6      cursor right 1
NumericPad 7      position sof
NumericPad 8      cursor up 1
NumericPad 9      previous page
```

NOTE: If the file 'User.Keyboard' exists in EdgePrg: it will be included.  
This allows you to add your own custom keyboard definitions.

```
INCLUDE "EdgePrg:User.keyboard" IFEXISTS
```

## 1.23 Edge Help : Text Table Configuration

When Edge is first started it will try to load the text configuration, either the default one EdgePrg:Edge.texts or the one specified by the user with the TEXTS keyword/tooltype. If the file is not found Edge will use its internal defaults instead.

You may load another configuration at any time with the LoadTexts command.

The text configuration file is made up of several independent sections that may appear in any order, however the format inside the sections is very strict and must be followed or you may end up with some strange text.

Between the sections you may optionally place an INCLUDE directive to include another text configuration into the current one. INCLUDES may be nested up to 8 levels before an error is reported.

NOTE: When using nested includes the current directory will be set to the path of the included file before the next level of include is called. This is useful when creating files like the 'all.xxx' files in the 'Dictionaries' directories - including all files in the current directory.

Each section begins with a name that identifies it (must end with a ':') and it is terminated with a hash sign '#'. Between the name and the '#' you put your data, which must be quoted.

If you do not supply a full section the remaining strings will use the internal defaults, as will all lines starting with a semicolon ';' and all sections not supplied by you at all.

Below are the different sections and their format listed and explained in such a way that the explanation is located within the quotes where you should write your definition.

NOTE: all menu shortcuts in the text configuration file are normal Amiga shortcuts, that is ONE SINGLE CASE-INSIGNIFICANT CHARACTER. They are also optional and may only be supplied if you want them.

The EdgeErrors: section is special since after the quoted string you may place a decimal number - which is the error's severity level, click on

EdgePrg:Edge.texts to see actual format.

SEE ALSO

LoadTexts & SaveTexts

## 1.24 Edge Help : Menu\_Config

When Edge is first started it will try to load a menu configuration, either the default one EdgePrg:Edge.menus or the one specified by the user with the MENUS keyword/tooltype. If the file is not found Edge will use its internal defaults instead.

You may load another configuration at any time with the LoadMenus command.

The file is made up of 9 directives:

```
MENU/A/K NAME/A
  ITEM/A/K COMMKEY/K KEY/K Q/K QM/K COMMAND/A/K/F
  BAR/K
  ENDMENU/A/K
```

See next section INCLUDE for an example of the format.

This directive is used to define two things:

- 1) A new menu if no menu is currently being defined.
- 2) A sub-menu within the current menu.

**NAME** The name of the Menu/Submenu, must be supplied or an error is reported. If the NAME contains any spaces or tabs it must be quoted. To include non-printable characters use '\xxx' e.g. 'A' = '\065', 'ö' = '\246', '"' = '\246', '"' = '\034', '\*' = '\042', etc.

**ITEM** The text "in quotes" for each item in the named menu must be preceeded by the keyword ITEM. Following each item the optional keywords supply keyboard equivalent shortcuts.

**BAR** Use this keyword to separate menu items by a bar or line.

**KEY** Shortcut key for this item, optional.  
See Keyboard configuration for an explanation of key-sequences.

**QUALIFIER** (or Q) The shortcut key qualifiers to test for.

**QUALMASK** (or QM) The qualifiers to mask out before testing the qualifier.

**COMMKEY** When this keyword is used, a standard menu shortcut key is created; that is, a Right Amiga key with or without shift is

automatically generated as your shortcut key qualifier. Using this keyword renders the KEY, QUALIFIER and QUALMASK keywords inoperative. (see next section for example.)

**COMMAND** The command to execute when the item is selected. The command may be an internal command, an ARexx string-program, enclosed within single quotes, or the filename of an ARexx-script or a DOS-command.

**ENDMENU** This keyword appears at the end of the menu column.

**INCLUDE IFEXISTS/S FILE/A**

Include another keyboard-configfile.

**FILE** The name of the file to include must be given, or an error is reported. Includes may be nested up to 8 levels before an error is reported.

**IFEXISTS** Switch to suppress the error normally reported if the file does not exist.

**NOTE:** When using nested includes the current directory will be set to the path of the including file before the next level of include is called. This is useful when creating files like the 'all.xxx' files in the 'Dictionaries' directories - including all files in the current directory.

All lines not beginning with one of those directives, not counting initial tabs and spaces, are taken as comments and ignored.

Click the button to see the actual default menu config file.

EdgePrg:Edge.menus.

SEE ALSO

LoadMenus & SaveMenus

## 1.25 Edge Help : Keyboard\_Config

When Edge is first started it will try to load a keyboard configuration, either the default one EdgePrg:Edge.keyboard or the one specified by the user with the KEYBOARD keyword/tooltype. If the file is not found Edge will use its internal defaults instead. This initial loading is always performed with the FORCE switch present; e.g. no requester will pop up on keys defined more than once - the last definition will be the active one.

You may load another configuration at any time with the LoadKeyboard command.

The keyboard file is made up of two directives:

**KEYCOM** KEY/A,Q=QUALIFIER/K,QM=QUALIFIER/K,COMMAND/A/F

This directive is used to define a keyboard command.

**KEY** The actual key to press, without qualifiers, allowed keys are:  
Any single key you can create on the keyboard 'a', '!', ''  
= '\246', ''' = '\034', '\*' = '\042', etc.

**QUALIFIER** The qualifiers that must be pressed in order for the KEY to be valid.

Available qualifiers are:

SHIFT	Either shift key
LSHIFT	Left shift key
RSHIFT	Right shift key
ALT	Either alt key
LALT	Left alt key
RALT	Right alt key
CONTROL	Control key
RCOMMAND	Right amiga key
LCOMMAND	Left amiga key
NUMERICPAD	A key on the numeric keypad

**NOTE:** The qualifiers not given must not be pressed for the KEY to be valid.

**NOTE:** CAPSLOCK always ignored when dealing with key-sequences.

**QUALMASK** The qualifiers that are to be masked out before the qualifier test is made.

A few examples to show how this works:

**KEY "2" Q "shift"** Depress shift and no other qualifier and press '2'.

**KEY "@" QM "shift alt"** The '@' character, ignore shift and alt qualifiers.

**KEY="C" Q="control" QM="shift"** Depress control and shift and press 'c' assuming 'C' is mapped to shift 'c'.

**KEY "c" Q="control shift"** Depress control and shift and press 'c'.

**KEY "?" Q="rcommand" QM="shift"** Right amiga and '?', wherever it may be.

**KEY "f10"** Function key 10, with no qualifiers.

**KEY "+" Q="numericpad"** The '+' key on the numeric keypad.

By using the QUALMASK and ignoring qualifiers, especially shift, gives greater flexibility for different keymaps, by not using the QUALMASK will give you greater control over exactly which keys to press.

**COMMAND** The command to execute may be an internal command, an ARexx string program, enclosed within single quotes, or the name of a ARexx script or dos-command.

**INCLUDE** FILE/A, FORCE/S, IF EXISTS/S

Include another keyboard-configfile.

**FILE**        The name of the file to include must be given, or an error is reported. Includes may be nested up to 8 levels before an error is reported.

**FORCE**       Suppresses the requester that will pop up if a key already exists, asking you if overwriting is OK.

**IFEXISTS**   Switch to suppress the error normally reported if the file does not exists.

**NOTE:** When using nested includes the current directory will be set to the path of the including file before the next level of include is called. This is useful when creating files like the 'all.xxx' files in the 'Dictionaries' directories - including all files in the current directory.

All lines not beginning with any of the directives, not counting leading spaces and tabs, are treated as comments and ignored.

Click the button to see the actual default keyboard config file.

EdgePrg:Edge.keyboard

SEE ALSO

LoadKeyboard, SaveKeyboard & KeyBoard

## 1.26 Edge Help : MouseButton\_Config

When Edge is first started it will try to load a mouse button configuration, either the default one EdgePrg:Edge.mousebuttons or the one specified by you with the KEYBOARD keyword/tooltype. If the file is not found no mouse button commands will be installed. This initial loading is always performed with the FORCE switch present, i.e. no requester will pop up on buttons defined more than once - the last definition will be the active one.

You may load another configuration at any time with the LoadMouseButtons command.

The mouse button config file is made up of two directives:

**MOUSECOM**    **BUTTON/A,Q=QUALIFIER/K,QM=QUALMASK/K,COMMAND/A/F**

This directive is used to define a mouse button command.

**BUTTON**        The mouse click sequence to press, allowed types are:

<b>DOUBLELEFT</b>	Double-click the left button.
<b>DOUBLEMIDDLE</b>	Double-click the middle button.
<b>LEFTMIDDLE</b>	Depress left button and click middle button.
<b>LEFTRIGHT</b>	Depress left button and click right button.
<b>MIDDLELEFT</b>	Depress middle button and click left button.
<b>MIDDLERIGHT</b>	Depress middle button and click right button.

NOTE: The following four click sequences are extensions to the four last sequences listed above. The commands installed using the above click sequences will ALWAYS be executed BEFORE the commands installed using the click sequences below. Care should be taken when using the four click sequences below, since it is impossible to avoid the execution of the commands installed with the click sequences above. However, the default mouse button configuration file shows a good example of where those click sequences can be made useful.

LEFTDOUBLEMIDDLE Depress left button and double-click middle.  
 LEFTDOUBLERIGHT Depress left button and double-click right.  
 MIDDLEDOUBLELEFT Depress middle button and double-click left.  
 MIDDLEDOUBLERIGHT Depress middle button and double-click right.

QUALIFIER The keyboard qualifiers to test for.  
 See Keyboard configuration for an explanation of key-sequences.  
 QUALMASK The keyboard qualifiers to mask out before testing the qualifier.

An explanation of the above: If Q = shift and QM = alt then that means that you MUST depress either shift-key for the click sequence to be valid, but whether you depress any alt key as well is insignificant.

COMMAND The command to execute may be an internal command, an ARexx string program, enclosed within single quotes, or the name of an ARexx script or dos-command.

INCLUDE FILE/A, FORCE/S, IFEXISTS/S

Include another mouse button configfile.

FILE The name of the file to include must be given, or an error is reported. Includes may be nested up to 8 levels before an error is reported.

FORCE Suppresses the requester that will pop up if a key already exists, asking you if overwriting is OK.

IFEXISTS Switch to suppress the error normally reported if the file does not exist.

NOTE: When using nested includes the current directory will be set to the path of the included file before the next level of include is called. This is useful when creating files like the 'all.xxx' files in the 'Dictionaries' directories - including all files in the current directory.

All lines not beginning with any of the directives, not counting leading spaces and tabs, are treated as comments and ignored.

Click the following button to see the actual config file for mousebuttons.

EdgePrg:Edge.mousebuttons

SEE ALSO

LoadMouseButtons, SaveMouseButtons & MouseButton

## 1.27 Edge Help : Template\_Config

When Edge is first started it will try to load a template configuration, either the default one EdgePrg:Edge.templates or the one specified by you with the TEMPLATES keyword/tooltype. If the file is not found no templates will be installed. This initial loading is always performed with the FORCE switch present; i.e. no requester will pop up on templates defined more than once - the last definition will be the active one.

You may load another configuration at any time with the LoadTemplates command.

The template config file is made up of two directives:

```
TEMPLATE    TEMPLATE/A,FILL/A/F
```

This directive is used to define a template.

**TEMPLATE** The text used to check for a match, i.e. identify the template. Case is not important. If a template already exists and the FORCE switch is not on, a requester will pop up asking you about which definition to use.

**FILL** The text to fill in if the template matches. The characters used to match the template will be overwritten when this text is inserted. There are two special characters you may use in the fill-text:

'@' Position the cursor on the character after this when the fill-text has been filled in.

'«' Insert a 'backspace' in the fill-text.

To include a true '@' or '«' simply type two. To include non printing characters use decimal code: '\xxx'  
e.g. '\169' = '-', '\065' = 'A', '\010' = LF, etc.

```
INCLUDE    FILE/A,FORCE/S,IFEXISTS/S
```

Include another template configfile.

**FILE** The name of the file to include must be given, or an error is reported. Includes may be nested up to 8 levels before an error is reported.

**FORCE** Suppresses the requester that will pop up if a key already exists, asking you if overwriting is OK.

**IFEXISTS** Switch to suppress the error normally reported if the file does not exist.

**NOTE:** When using nested includes the current directory will be set to the path of the included file before the next level of include is

called. This is useful when creating files like the 'all.xxx' files in the 'Dictionaries' directories - including all files in the current directory.

All lines not beginning with any of the directives, not counting leading spaces and tabs, are treated as comments and ignored.

Click the following to see an example config file, the 'C\_Templates' file included with Edge in the 'Templates' directory.

EdgePrg:templates/C\_Templates

SEE ALSO

LoadTemplates, SaveTemplates, Template & CompleteTemplate

## 1.28 Edge Help : Dictionary\_Config

When Edge is first started it will try to load a dictionary configuration, either the default one EdgePrg:Edge.dictionary or the one specified by you with the DICTIONARY keyword/tooltype. If the file is not found no dictionary will be installed. This initial loading is always performed with the FORCE switch present; i.e. no requester will pop up on words defined more than once - the last definition will be the active one. The dictionary is used with the CorrectCase and CorrectWord functions, and you must have a dictionary for those functions to work.

You may load another configuration at any time with the LoadDictionary command.

The dictionary config file is made up of two directives:

WORD WORD/A

This directive is used to define a word in the dictionary.

WORD The word you wish to add to the dictionary. If it already exists and the FORCE switch is not given a requester will pop up asking you about which definition to use.

INCLUDE FILE/A, FORCE/S, IF EXISTS/S

Include another dictionary configfile.

FILE The name of the file to include must be given, or an error is reported. Includes may be nested up to 8 levels before an error is reported.

FORCE Suppresses the requester that will pop up if a key already exists, asking you if overwriting is OK.

IF EXISTS Switch to suppress the error normally reported if the file does not exist.

NOTE: When using nested includes the current directory will be set to the path of the including file before the next level of include is

called. This is useful when creating files like the 'all.xxx' files in the 'Dictionaries' directories - including all files in the current directory.

All lines not beginning with any of the directives, not counting leading spaces and tabs, are treated as comments and ignored.

Click the following button to see an example of a 'C\_dictionary' included in the 'Dictionaries' directory on disk.

EdgePrg:Dictionaries/C\_dictionary

SEE ALSO

LoadDictionary, SaveDictionary, CorrectCase, CorrectWord & Dictionary

## 1.29 Edge Help : ARexx Macros

ARexx Commands and Macros in Edge

ARexx Commands must be sent to an ARexx command Host or a Port Name. If you are within Edge you may send ARexx Commands to Edge itself. These are called macros. In the "Macros/Bind Macro to Key" menu, you may sample for a "hot-key" sequence of keystrokes. After you OK the key sequence, a file requester opens and you may choose the ARexx program you want executed every time the hot-key sequence is pressed (with Edge running, of course). Later if you want to assign another macro to that hot-key sequence use the "Macros/Edit a Key" menu. In this way, you may customize Edge as much as you want.

If you want to bind a single ARexx command to a key, it is best done by editing the keyboard file directly, as you don't need to maintain a file for the command as you do when you bind a macro to a key. Use the Settings/Edit/Keyboard menu to open the keyboard configuration file.

NOTE: Edge has an ARexx or host address which is case sensitive. The primary ARexx port is normally "EDGE" and is also the screen title text. Normally you won't talk to this port.

Additionally, each window in turn opens its own ARexx port with the following syntax (case sensitive):

```
-----  
EDGE1.1.2 means Edge, window 1, view 2  
EDGE1.3.4 means Edge, window 3, view 4  
-----
```

If your ARexx macro needs to send commands between windows, then you need to do an address instruction to change the current address to the window you want to send the command to.

There is a rich ARexx command set for Edge, and there are plenty of example programs to use or learn from. Teaching you to program in ARexx is beyond the scope of this on-line help. Click for more info

See ARexx commands for more information

## 1.30 Edge Help : Commands

See ARexx macros & hot-keys for more information

### Edge ARexx Command Set

All commands return their result in the ARexx RESULT variable; the RC variable indicates failure or success (0=success, any other value is severity level on the error that occurred).

About	SHOW/S,VERSION/S,TECHSUPPORT/S
ActivateWindow	PORT, TOP/S,BOTTOM/S,NEXT/S,PREVIOUS/S, LASTACTIVE/S, ← CURRENT/S
AddErr	LINE/A/N,CHAR/A/N,MESSAGE/A
AddressOf	FILENAME,FULLNAME, TOP/S,BOTTOM/S,NEXT/S,PREVIOUS/S,TW= ← TOPWINDOW/S,BW=BOTTOMWINDOW/S,NW=NEXTWINDOW/S,PW=PREVIOUSWINDOW/S
BeepScreen	,
BlockInfo	,
BlockOff	,
BlockToBuff	ADDRESS/A/N,MAXSIZE/A/N
BlockToFindBuff	,
BlockToReplaceBuff	,
ChangeWindow	LEFTEDGE/N, TOPEDGE/N,WIDTH/N,HEIGHT/N,DELTAX/N,DELTAY/N, ← DELTAW/N,DELTAH/N
CheckAbort	,
Clear	FORCE/S,RESTORELS/S
ClearClip	GC=GLOBALCLIP/S
ClearErr	,
Close	FORCE/S,FORCEREXX/S,FORCEOK/S,SAVE/S,ICON/S,NOICON/S, ← BACKUP/S,NOBACKUP/S,NOQUIT/S
CloseRexxIO	,
CompleteTemplate	TEMPLATE
Copy	GC=GLOBALCLIP/S,SC=SMALLCLIP/S,CHAR/S,WORD/S,BACK/S,LINE ← /S,SOL/S,EOL/S,APPEND/S,RB=RESULTBUFF/S
CorrectCase	WORD
CorrectWord	WORD
CurrentDir	DIRNAME
Cursor	UP/N,DOWN/N,LEFT/N,RIGHT/N
Cut	GC=GLOBALCLIP/S,SC=SMALLCLIP/S,CHAR/S,WORD/S,BACK/S,LINE ← /S,SOL/S,EOL/S,APPEND/S,RB=RESULTBUFF/S
Delete	CHAR/S,WORD/S,BACK/S,LINE/S,SOL/S,EOL/S
Dictionary	WORD/A,ADD/S,FORCE/S,REMOVE/S
DisableUser	,
EnableUser	,
EnterASCII	ASCII/N
Erase	,
Fault	ERRNUM/N,RAW/S
Find	FIND,UCEQLC/N,FORWARD/N,WILDCARD/N,WORDS/N,CIRCULAR/N
FindBracket	,
FindCFunction	,
FindIMark	MARK/A/N
FindLabel	,
FindNext	BACK/S

FindReplace	ONCE/S, ALL/S, FIND, CHANGE, UCEQLC/N, FORWARD/N, WILDCARD/N, ↵
WORDS/N, CIRCULAR/N	
FindReplaceNext	ONCE/S, ALL/S, BACK/S
Flag	FIELD/A, FLAG/A, T=TOGGLE/S, S=SET/S, C=CLEAR/S
Fold	SHOW/S, HIDE/S, SHOWNESTED/S, HIDENESTED/S, SHOWALL/S, ↵
HIDEALL/S	
Font	NAME, SIZE/N, SCREEN/S, TEXT/S, GADGET/S, BOLD/S, ITALIC/S, ↵
UNDERLINE/S, SCALE/S	
Format	LEFT/S, RIGHT/S, CENTER/S, FILL/S
GetENVVar	NAME/A, RAW/S
GlobalSettings	PRINTER/S, SCREEN/S, WINDOWS/S
GoToAuto	,
GoToBookMark	MARK/A/N
GoToByte	BYTE/N
GoToColumn	COLUMN/N
GoToError	ERRNUMBER/N, PREVIOUS/S, SHOW/S
GoToLine	LINE/N
GoToPage	PAGE/N
Help	HELPPFILE/K, SECTION, LOADINDEX/S, LOADALL/A, CACHENODE/S, ↵
KEEPCACHE/S, QUIT/S	
Iconify	FORCE/S, FORCEREXX/S, FORCEOK/S, SAVE/S, ICONS/S, NOICONS/S, ↵
BACKUPS/S, NOBACKUPS/S	
Include	FILENAME
KeyBoard	KEY/A, Q=QUALIFIER/K, QM=QUALMASK/K, ASK/S, FORCE/S, COMMAND/ ↵
F	
Learn	FILENAME
LoadDictionary	FILENAME, FORCE/S, APPEND/S
LoadENV	FILENAME, GE/S, LE/S, DEFLE/S, PATTERN
LoadKeyboard	FILENAME, FORCE/S, APPEND/S
LoadMenus	FILENAME, APPEND/S
LoadMouseButtons	FILENAME, FORCE/S, APPEND/S
LoadTexts	FILENAME, APPEND/S
LoadTemplates	FILENAME, FORCE/S, APPEND/S
LocalSettings	,
LowerCase	CHAR/S, WORD/S, BACK/S, LINE/S, SOL/S, EOL/S, BLOCK/S
MarkBlock	COLUMNAR/S
EdgeToBack	,
EdgeToFront	,
MouseButton	BUTTON/A, Q=QUALIFIER/K, QM=QUALMASK/K, ASK/S, FORCE/S, ↵
COMMAND/F	
MovePage	UP/N, DOWN/N, LEFT/N, RIGHT/N, CENTER/S
MoveScreen	LEFTEDGE/N, TOPEDGE/N, DELTAX/N, DELTAY/N
New	PORTNAME/K, LEFTEDGE/N, TOPEDGE/N, WIDTH/N, HEIGHT/N, ↵
ZOOMLEFTEDGE/N, ZOOMTOPEDGE/N, ZOOMWIDTH/N, ZOOMHEIGHT/N, PATH, NAME, COPYLS/S	
NewLine	NI=NOINDENT/S, I=INDENT/S, TI=TOGGLEINDENT/S
Next	WORD/S, PAGE/S
Nop	,
Open	FILES/M, FORCE/S, RESTORELS/S, PATH/K
OpenClip	FILENAME, GC=GLOBALCLIP/S, APPEND/S
Paste	GC=GLOBALCLIP/S, GCC=GLOBALCLIPCOLUMNAR/S, SC=SMALLCLIP/S
Position	LINE/N, COLUMN/N, CHAR/N, SOF/S, EOF/S, SOL/S, EOL/S, SOW/S, EOW ↵
/S, SOP/S, EOP/S	
Previous	WORD/S, PAGE/S
Print	PROMPT/S
PrintClip	GC=GLOBALCLIP/S, PROMPT/S
PutENVVar	NAME/A, VALUE/A

```

Quit                                FORCE/S, FORCEREXX/S, FORCEOK/S, SAVE/S, ICONS/S, NOICONS/S, ←
    BACKUPS/S, NOBACKUPS/S
Redo                                ,
RequestFile                         TITLE/K, PATH, FILE, PATTERN, DIR/S, SAVE/S, GETDIR/S, ←
    MULTISELECT/S
RequestKey                          TITLE/K, ALTSAME/N, SHIFTSAME/N, QMALT/N, QMSHIFT/N, SAMPLE/S
RequestNotify                       TITLE/K, STRING/A/F
RequestNumber                       TITLE/K, DEFAULT/N, MIN/N, MAX/N, SHOWLIMITS/S
RequestChoice                       TITLE/K, STRING/A/F, PG=POSITIVEGADGET/K, NG=NEGATIVEGADGET ←
    /K
RequestString                       TITLE/K, DEFAULT, TRANSLATE/S
RX                                  SYNC/S, FILEREQ/S, PATH/K, FILE/K, PATTERN/K, STOP= ←
    STOPLEARNING/S, COMMAND/F
Save                                ICON/S, NOICON/S, BACKUP/S, NOBACKUP/S
SaveAs                              FILENAME, FORCE/S, ICON/S, NOICON/S, BACKUP/S, NOBACKUP/S
SaveChanges                         ICONS/S, NOICONS/S, BACKUPS/S, NOBACKUPS/S
SaveClip                            FILENAME, FORCE/S, GC=GLOBALCLIP/S, ICON/S, NOICON/S
SaveDictionary                      FILENAME, FORCE/S
SaveENV                             FILENAME, GE/S, LE/S, DEFLE/S, FORCE/S, PATTERN
SaveKeyboard                        FILENAME, FORCE/S
SaveMenus                          FILENAME, FORCE/S
SaveMouseButtons                    FILENAME, FORCE/S
SaveTexts                           FILENAME, FORCE/S
SaveTemplates                       FILENAME, FORCE/S
ScreenMode                          MONITOR, WIDTH/N, HEIGHT/N, DEPTH/N, DETAILPEN/N, BLOCKPEN/N, ←
    TEXTPEN/N, SHINEPEN/N, SHADOWPEN/N, FILLPEN/N, FILLTEXTPEN/N, BACKGROUNDPEN/N, ←
    HIGHLIGHTTEXTPEN/N, BARDETAILPEN/N, BARBLOCKPEN/N, BARTRIMPEN/N
Select                              FILENAME, FULLNAME, TOP/S, BOTTOM/S, NEXT/S, PREVIOUS/S
SetBookMark                         MARK/A/N
SwapCase                            CHAR/S, WORD/S, BACK/S, LINE/S, SOL/S, EOL/S, BLOCK/S
Template                            TEMPLATE/A, ASK/S, FORCE/S, FILL/F
Text                                TEXT/A, RAW/S
Undo                                ,
UpperCase                           CHAR/S, WORD/S, BACK/S, LINE/S, SOL/S, EOL/S, BLOCK/S
Wakeup                              ,
Window                              SV=SPLITVERTICAL/S, SH=SPLITHORIZONTAL/S, CLOSE/S, FORCE/S, ←
    FORCEREXX/S, FORCEOK/S, SNAPSHOT/S, MIN/S, MAX/S, FRONT/S, BACK/S, ZOOM/S, UNZOOM/S, ←
    ZIP/S
WindowTitle                         MESSAGE/A, DISPLAYTIME/N

```

## 1.31 Edge Help : About

### FORMAT

About SHOW/S, VERSION/S, TECHSUPPORT/S

### DESCRIPTION

If the SHOW switch is present the about string will be displayed using the Notify requester and in this case the function will not return until the user closes the Notify requester.

Specify TECHSUPPORT to get information about how and where to contact technical support.

Specify VERSION to get version information about Edge, Kickstart, Workbench and your computer.

Without VERSION and TECHSUPPORT specified About will give copyright information, mailing addresses and phone numbers.

#### INPUTS

SHOW - Use this flag to display the about string with a Message requester.  
VERSION - Get version information  
TECHSUPPORT - Get technical support information

#### RESULTS

A string containing information on the selected topic.

Edge command index

## 1.32 Edge Help : ActivateWindow

#### FORMAT

ActivateWindow PORT, TOP/S, BOTTOM/S, NEXT/S, PREVIOUS/S, LASTACTIVE/S, CURRENT/S

#### DESCRIPTION

Activate a window for USER input. Take care when using this function from ARexx, since the host address doesn't change. If you wish to change the host address to that of the activated window you must 'address value result' using the result from this function.

#### INPUTS

PORT - Activate the Edge window with the given ARexx address, if the port is not found no window will be activated.  
TOP - Activate the first window in the first file.  
BOTTOM - Activate the last window in the last file.  
NEXT - Activate the next window in the window list.  
PREVIOUS - Activate the previous window in the window list.  
LASTACTIVE - Activate the window previously active, useful for toggling between two windows.  
CURRENT - Activate the Edge window attached to the current ARexx address.

#### NOTE

NEXT and PREVIOUS are circular, which means that if the current window is the last one and you specify NEXT you will activate the first window in the first file, and if the current window is the first one and you specify PREVIOUS you will activate the last window in the last file.

If no switches are specified the last text window receiving input from the user will be activated.

You may only specify one of the switches at a time.

#### RESULTS

The ARexx-address of the activated window.

#### SEE ALSO

AddressOf, Select & Edge command index

### 1.33 Edge Help : AddErr

#### FORMAT

AddErr CHAR/A/N,LINE/A/N,MESSAGE/A

#### DESCRIPTION

Add an error message to the error list.

#### INPUTS

CHAR - Character offset on the line.  
LINE - Line-number where the error occurred.  
MESSAGE - The error/warning message itself.

#### SEE ALSO

ClearErr, GoToError & Edge command index

### 1.34 Edge Help : AddressOf

#### FORMAT

AddressOf FILENAME,FULLNAME, TOP/S,BOTTOM/S,NEXT/S,PREVIOUS/S,TW=TOPWINDOW/S,  
BW=BOTTOMWINDOW/S,NW=NEXTWINDOW/S,PW=PREVIOUSWINDOW/S

#### DESCRIPTION

Get the ARexx-address of an Edge window. If no parameters are specified the address of the current window will be returned.

#### INPUTS

FILENAME - Get the address of the first window in the file with the given filename; the search is made ignoring the Edge path components.  
FULLNAME - Get the address of the first window in the file with the given filename; the search is made taking into account the Edge path componets.  
TOP - Get the address of the first window in the first file.  
BOTTOM - Get the address of the first window in the last file.  
NEXT - Get the address of the first window in the next file.  
PREVIOUS - Get the address of the first window in the previous file.  
TW - Get the address of the first window in the window list.  
BW - Get the address of the last window in the window list.  
NW - Get the address of the next window in the window list.  
PW - Get the address of the previous window in the window list.

#### NOTE

NEXT and PREVIOUS are circular which means that if the current file is the last one and you specify NEXT you will get the address of the first file, and if the current file is the first one and you specify PREVIOUS you will get the address of the last file. The same goes for the window switches and the window list.

You may only specify one of the parameters at a time.

#### RESULT

The ARexx-address of the specified file.

---

SEE ALSO

ActivateWindow, Select & Edge command index

## 1.35 Edge Help : BeepScreen

FORMAT

BeepScreen ,

DESCRIPTION

Flash the screen Edge is running on.

Edge command index

## 1.36 Edge Help : BlockInfo

FORMAT

BlockInfo ,

DESCRIPTION

Returns information on the currently selected block. If no block is currently selected an error is returned.

RESULTS

The info returned are five decimal numbers and a word; the start line and column of the block, the current (end of block) line and column, the byte-size of the block and a flag telling you whether the block is a "Normal" block or a "Columnar" one.

SEE ALSO

MarkBlock, Copy, Cut, Erase, Paste, SaveClip, PrintClip, ClearClip, OpenClip, BlockToBuff, BlockToFindBuff, BlockToReplaceBuff, BlockOff & Edge command index

## 1.37 Edge Help : BlockOff

FORMAT

BlockOff ,

DESCRIPTION

Turn off block mode.

SEE ALSO

MarkBlock, Copy, Cut, Erase, Paste, SaveClip, PrintClip, ClearClip, OpenClip, BlockToBuff, BlockToFindBuff, BlockToReplaceBuff, BlockInfo & Edge command index

## 1.38 Edge Help : BlockToBuff

## FORMAT

BlockToBuff ADDRESS/A/N,MAXSIZE/A/N

## DESCRIPTION

Copies the currently selected block to the buffer starting at the given address, but copies no more than MAXSIZE bytes. Use with caution since it is easy to cause a memory overwrite.

## INPUTS

ADDRESS - Decimal address, pointing to the start of the buffer.  
MAXSIZE - Maximun number of bytes that may be transferred (allocated size of the buffer).

## RESULTS

The actual number of bytes copied.

## SEE ALSO

MarkBlock, Copy, Cut, Erase, Paste, SaveClip, PrintClip, ClearClip, OpenClip, ↔  
OpenClip,  
BlockToFindBuff, BlockToReplaceBuff, BlockInfo, BlockOff & Edge command index

## 1.39 Edge Help : BlockToReplaceBuff

## FORMAT

BlockToReplaceBuff ,

## DESCRIPTION

Copies the currently selected block to the \_FE\_ReplaceString buffer.

## RESULTS

The number of bytes copied.

## SEE ALSO

MarkBlock, Copy, Cut, Erase, Paste, SaveClip, PrintClip, ClearClip, OpenClip,  
BlockToBuff, BlockToFindBuff, BlockInfo ,BlockOff,  
Find, FindNext, FindReplace, FindReplaceNext & Edge command index

## 1.40 Edge Help : BlockToFindBuff

## FORMAT

BlockToFindBuff ,

## DESCRIPTION

Copies the currently selected block to the \_FE\_FindString buffer.

## RESULTS

The number of bytes copied.

## SEE ALSO

MarkBlock, Copy, Cut, Erase, Paste, SaveClip, PrintClip, ClearClip, OpenClip,  
BlockToBuff, BlockToReplaceBuff, BlockInfo, BlockOff,  
Find, FindNext, FindReplace, FindReplaceNext & Edge command index

---

## 1.41 Edge Help : ChangeWindow

### FORMAT

ChangeWindow LEFTEDGE/N, TOPEDGE/N, WIDTH/N, HEIGHT/N, DELTAX/N, DELTAY/N,  
DELTAW/N, DELTAH/N

### DESCRIPTION

Changes the size and/or the position of an Edge text window. To find out what the size/position actually became, use the Window command.

### INPUTS

LEFTEDGE - Move the window to this absolute X position.  
TOPEDGE - Move the window to this absolute Y position.  
WIDTH - Change the window's width to this absolute width.  
HEIGHT - Change the window's height to this absolute height.  
DELTAX - Move the window horizontally this amount relative to the current or specified absolute X position.  
DELTAY - Move the window vertically this amount relative to the current position or specified absolute Y position.  
DELTAW - Change the window's width with this amount relative to the current or specified absolute width.  
DELTAH - Change the window's height with this amount relative to the current or specified absolute height.

### SEE ALSO

Window & Edge command index

## 1.42 Edge Help : CheckAbort

### FORMAT

CheckAbort ,

### DESCRIPTION

This command used to check if CTRL-C has been pressed by the user, if so the user abort error is returned, e.g. RC=~0. If CTRL-C has not been pressed RC will equal 0. The CTRL-C flag is initially cleared when Edge starts an ARexx script.

NOTE: The state of the CTRL-C flag is cleared by this command.

The Menu\_PlayNDefMac.edge script uses this command to see if the user wants to abort while playing back the default macro.

### RESULTS

RC=~0 if CTRL-C has been pressed, RC=0 if not.

### SEE ALSO

Edge command index

## 1.43 Edge Help : Clear

---

**FORMAT**

Clear FORCE/S,RESTORELS/S

**DESCRIPTION**

Clears the current file, flushes the undo-buffer and optionally resets the local settings to default. The FORCE switch suppresses the requester that will pop up if any changes have been made to the file, asking the user to confirm that losing the changes is OK. If the RESTORELS switch is present the local settings will be loaded with defaults; if not present the settings are kept as they are.

**INPUTS**

FORCE - Suppresses the requester prompting the user about losing any changes.  
RESTORELS - Loads the local settings with default values.

**RESULTS**

The new name for this file.

**SEE ALSO**

Open, Save, SaveAs, New, Close, Include & Edge command index

## 1.44 Edge Help : ClearClip

**FORMAT**

ClearClip GC=GLOBALCLIP/S

**DESCRIPTION**

Clears the selected clipboard, global if GLOBALCLIP is specified, else the local one, and free all memory used.

**INPUTS**

GLOBALCLIP - Flag to select the global clip for clearing.

**SEE ALSO**

MarkBlock, Copy, Cut, Erase, Paste, SaveClip, PrintClip, OpenClip, BlockToBuff, BlockToFindBuff, BlockToReplaceBuff, BlockInfo, BlockOff & Edge ↔ command index

## 1.45 Edge Help : ClearErr

**FORMAT**

ClearErr ,

**DESCRIPTION**

Clears the error list, removes all errors linked and frees all memory used. You should use this command before you start a new assembly/compilation.

**SEE ALSO**

AddErr, GoToError & Edge command index

---

## 1.46 Edge Help : Close

### FORMAT

Close FORCE/S, FORCEREXX/S, FORCEOK/S, SAVE/S, ICON/S, NOICON/S, BACKUP/S,  
NOBACKUP/S, NOQUIT/S

### DESCRIPTION

Quits the current file. If the current file is the last one then Edge will either iconify or quit depending on the DORMANTQUIT flag in `_GE_Flags`. The FORCE switch suppresses the requester that will pop up if any changes have been made to the file, asking the user to confirm that losing the changes is OK. The FORCEREXX switch suppresses the requester that will pop up if any of the file windows have any outstanding ARexx messages (the requester is only visually suppressed - the outstanding messages must return before the editor can be unloaded). The FORCEOK switch suppresses the requester that pops up if no changes are made and no ARexx messages are outstanding, asking if quitting the file is OK. If the SAVE switch is present the file will be saved before it is closed. The ICON, NOICON, BACKUP and NOBACKUP switches are used to force or suppress icon and backup creation when saving. The NOQUIT switch is used to make sure that Edge will not unload/iconify if the last file is force closed.

### INPUTS

BACKUPS - Forces create backups for all files saved.  
FORCE - Suppresses the requester asking the user about losing any changes.  
FORCEOK - Suppresses the 'OK to close file..' requester.  
FORCEREXX - Suppresses the 'ARexx outstanding messages' requester.  
SAVE - Saves the file before it is closed.  
ICON - Forces create an icon.  
NOICON - Suppresses icon creation.  
BACKUP - Forces a backup to be saved.  
NOBACKUP - Suppresses backup creation.  
NOQUIT - Switch to suppress quitting the editor if the last file is force Closed.

### SEE ALSO

Open, Save, SaveAs, New, Clear, Include & Edge command index

## 1.47 Edge Help : CloseRexxIO

### FORMAT

CloseRexxIO ,

### DESCRIPTION

When used, CloseRexxIO will tag the ARexx Input/Output (IO) stream so when all outstanding ARexx messages have returned, the ARexx IO stream will be closed regardless of setfont, close delay, etc.

### INPUTS

None

### SEE ALSO

Iconify, New, Quit, RX & Edge command index

## 1.48 Edge Help : CompleteTemplate

### FORMAT

CompleteTemplate TEMPLATE

### DESCRIPTION

Searches the template-list for a match to TEMPLATE or the word currently under the cursor. If a match, and only one, is found then if a TEMPLATE was specified the fill-text is returned as the result and if no TEMPLATE was given the fill-text is inserted into the file.

NOTE: In order to match a template you need only give enough characters to uniquely separate it from the rest of the templates, i.e. if 'while' is the only template beginning on 'w' you need only give a 'w' in order to get a match.

NOTE: You must have loaded a template configuration or created at least one template with the Template command in order for this function to do anything.

The fill-text may contain two special characters:

- '@' Position the cursor on the character after this one when the fill-text has been inserted.
- '«' Insert a 'backspace'.

To include a true '@' or '«' simply type two in a row '@@' or '««'.

### INPUTS

TEMPLATE - Template to match or nothing to use the word under the cursor.

### RESULTS

If a TEMPLATE is given the fill-text is not inserted into the file but returned as the result from this function. On the other hand, if no TEMPLATE is given the fill-text is inserted and the final cursor position is returned as the result.

### SEE ALSO

LoadTemplates, SaveTemplates, Template, Template configuration & Edge command [↔ index](#)

## 1.49 Edge Help : Copy

### FORMAT

Copy GC=GLOBALCLIP/S, SC=SMALLCLIP/S, CHAR/S, WORD/S, BACK/S, LINE/S, SOL/S, EOL/S, APPEND/S, RB=RESULTBUFF/S

### DESCRIPTION

Copies the currently selected block to one of the clipboards. If GLOBALCLIP

is specified the text will be copied to the global clipboard; if SMALLCLIP is specified the text will be copied to the small clipboard; and if RESULTBUFF is specified the text will be copied to the ARexx result buffer, else the text will be copied to the local clipboard. The contents of the small clipboard are found in the Edge environment variable `_FE_SmallClip`. With normal block operations you must first select or mark the text you wish to copy to a clipboard, but that is not the case with the following switches: CHAR, WORD, LINE, SOL, and EOL. When you specify any of those switches the selected entity will be automatically marked and copied to the selected clipboard. If the APPEND flag is specified the newly copied text is not just put into the specified clip but joined to the end of what is already in the clip - with this switch you can merge text from different places into the clip and then insert it all in one go.

#### INPUTS

GLOBALCLIP - Flag to select the globalclip.  
 SMALLCLIP - Flag to select the smallclip.  
 CHAR - Auto mark and copy the character under the cursor.  
 WORD - Auto mark and copy the word beginning under and extending to the right of the cursor plus trailing spaces.  
 BACK - This flag only works together with CHAR and WORD. If given the text to the left of the cursor is copied instead of the text to the right.  
 LINE - Auto mark and copy the whole current line.  
 SOL - Auto mark and copy all characters from the start of the line to the cursor, not including the character under the cursor.  
 EOL - Auto mark and copy all characters from the cursor, including the character under the cursor, to the end of the line.  
 APPEND - Merge mode.  
 RESULTBUFF - Copies to the ARexx result buffer, note that blocks larger than 1k will be truncated.

#### SEE ALSO

MarkBlock, Cut, Erase, Paste, SaveClip, PrintClip, ClearClip, BlockToBuff, BlockToFindBuff, BlockToReplaceBuff, BlockInfo, BlockOff & Edge command index

## 1.50 Edge Help : CorrectCase

#### FORMAT

CorrectCase WORD

#### DESCRIPTION

Searches the dictionary for a case-insignificant match to WORD or the word currently under the cursor. If a match is found then if a WORD was specified the word found in the dictionary is returned as the result and if no WORD was given the word under the cursor will be replaced with the word found in the dictionary.

NOTE: In order to get a match the word must be spelled correctly.

NOTE: You must have loaded a dictionary or created at least one entry in the dictionary with the Dictionary command in order for this function to do anything.

## INPUTS

WORD - Word to correct or nothing to use the word under the cursor.

## RESULTS

The word found in the dictionary.

## SEE ALSO

LoadDictionary, SaveDictionary, CorrectWord, Dictionary,  
Dictionary configuration & Edge command index

## 1.51 Edge Help : CorrectWord

## FORMAT

CorrectWord WORD

## DESCRIPTION

Searches the dictionary for the best fitting word according to WORD or the word currently under the cursor. If a match is found then if a WORD was specified the word found in the dictionary is returned as the result and if no WORD was given, the word under the cursor will be replaced with the word found in the dictionary.

NOTE: You must have loaded a dictionary or created at least one entry in the dictionary with the Dictionary command in order for this function to do anything.

NOTE: Edge uses a best fit function to try to correct the given word. If it is spelled too badly Edge will not be able to correct it. However - Edge would rather guess than fail, so if you try to correct a word that is not in the dictionary you may end up with the closest thing Edge could find. This should not be a problem since it is easy to undo changes.

NOTE: The first letter must be correct and enough letters typed for the correction to have a chance to be successful; i.e. you can not type 'sewiti' and hope that it will be corrected to 'SetWindowTitles'.

## INPUTS

WORD - Word to correct or nothing to use the word under the cursor.

## RESULTS

The word found in the dictionary.

## SEE ALSO

LoadDictionary, SaveDictionary, CorrectCase, Dictionary,  
Dictionary configuration & Edge command index

## 1.52 Edge Help : CurrentDir

## FORMAT

CurrentDir DIRNAME

---

## DESCRIPTION

Changes the current directory for Edge. If the DIRNAME is not present the user will be prompted with the FileRequester to select a directory.

## INPUTS

DIRNAME - The new current directory, or nothing to prompt the user.

## RESULTS

The old current directorypath.

Edge command index

## 1.53 Edge Help : Cursor

## FORMAT

Cursor UP/N,DOWN/N,LEFT/N,RIGHT/N

## DESCRIPTION

Moves the cursor. You may give more than one argument in order to move the cursor both horizontally and vertically with one call. The vertical movement is always executed first. The horizontal movement will not wrap at sol/eol.

## INPUTS

UP - Number of lines to move up, towards sof.  
DOWN - Number of lines to move down, towards eof.  
LEFT - Number of characters to move left, towards sol.  
RIGHT - Number of characters to move right, towards eol.

## RESULTS

The new position will be returned with the format:  
Line Offset Column ASCII  
All fields are decimal numbers.

## SEE ALSO

Position, Next, Previous & Edge command index

## 1.54 Edge Help : Cut

## FORMAT

Cut GC=GLOBALCLIP/S,SC=SMALLCLIP/S,CHAR/S,WORD/S,BACK/S,LINE/S,SOL/S,  
EOL/S,APPEND/S,RB=RESULTBUFF/S

## DESCRIPTION

Cuts the currently selected block from the file to one of the clipboards. If GLOBALCLIP is specified the text will be cut to the global clipboard; if SMALLCLIP is specified the text will be cut to the small clipboard; and if RESULTBUFF is specified the text will be cut to the ARexx result buffer, else the text will be cut to the local clipboard. The contents of the small clipboard is found in the Edge environment variable `_FE_SmallClip`. With normal block operations you must first select or mark the text you wish to cut to a clipboard, but that is not the case with the following

switches: CHAR, WORD, LINE, SOL, and EOL. When you specify any of those switches the selected entity will be automatically marked and cut to the selected clipboard. If the APPEND flag is specified the newly cut text is not just put into the specified clip but joined to the end of that which is already in the clip - with this switch you can merge text from different places into the clip and then insert it all in one go.

#### INPUTS

GLOBALCLIP - Flag to select the globalclip.  
 SMALLCLIP - Flag to select the smallclip.  
 CHAR - Auto mark and cut the character under the cursor.  
 WORD - Auto mark and cut the word beginning under and extending to the right of the cursor plus trailing spaces.  
 BACK - This flag only works together with CHAR and WORD. If given the text to the left of the cursor is cut instead of the text to the right.  
 LINE - Auto mark and cut the whole current line.  
 SOL - Auto mark and cut all characters from the start of the line to the cursor, not including the character under the cursor.  
 EOL - Auto mark and cut all characters from the cursor, including the character under the cursor, to the end of the line.  
 APPEND - Merge mode.  
 RESULTBUFF - Cuts to the ARexx result buffer, note that blocks larger than 1k will be truncated.

#### SEE ALSO

MarkBlock, Copy, Erase, Paste, SaveClip, PrintClip, ClearClip, OpenClip, BlockToBuff, BlockToFindBuff, BlockToReplaceBuff, BlockInfo, BlockOff & Edge ↔  
 command index

## 1.55 Edge Help : Delete

#### FORMAT

Delete CHAR/S,WORD/S,BACK/S,LINE/S,SOL/S,EOL/S

#### DESCRIPTION

Delete characters in some different and useful ways.

#### INPUTS

CHAR - Delete the character under the cursor; the text to the right of the deleted character is moved to the left. The cursor is not moved.  
 WORD - Delete the word beginning under and extending to the right of the cursor plus trailing spaces; the text to the right of the deleted word is moved to the left. The cursor is not moved.  
 BACK - This flag only works together with CHAR and WORD. If given the text to the left of the cursor is deleted instead of the text to the right.  
 LINE - Delete the whole current line.  
 SOL - Delete all characters from the start of the line to the cursor, not including the character under the cursor.  
 EOL - Delete all characters from the cursor, including the character under the cursor, to the end of the line.

#### RESULTS

The new position will be returned with the format:  
Line Offset Column ASCII  
All fields are decimal numbers.

Edge command index

## 1.56 Edge Help : Dictionary

### FORMAT

Dictionary WORD/A,ADD/S,FORCE/S,REMOVE/S

### DESCRIPTION

Inquires about, removes or adds a word to the dictionary. If no switches are given the current definition of WORD will be returned, if it exists.

### INPUTS

WORD - The word you wish to affect.  
ADD - Switch used to add WORD to the dictionary.  
FORCE - Switch to suppress the 'OK to overwrite' requester that will pop up if WORD already exists.  
REMOVE - Switch to remove WORD from the dictionary.

### RESULTS

The old definition of WORD.

### SEE ALSO

LoadDictionary, SaveDictionary, CorrectCase, CorrectWord,  
Dictionary configuration & Edge command index

## 1.57 Edge Help : DisableUser

### FORMAT

DisableUser ,

### DESCRIPTION

Inhibit user input in the current window and sets the busy pointer. This function is nested and must be matched by an equal number of EnableUser calls to reenable user input.

### SEE ALSO

RX, EnableUser & Edge command index

## 1.58 Edge Help : EnableUser

### FORMAT

EnableUser ,

### DESCRIPTION

Decreases the input lock counter for this window and if zero reenables user input and clears the busy pointer.

---

SEE ALSO

DisableUser, RX & Edge command index

## 1.59 Edge Help : EnterASCII

FORMAT

EnterASCII ASCII/N

DESCRIPTION

This function is provided so that the user may enter non-printable characters into the text. When the function is called without the argument a requester will pop up to get the ASCII number from the user. The Text function can be used to perform the same function as EnterASCII with an argument.

INPUTS

ASCII - ASCII value of the character to enter, or if nothing entered, prompts the user.

RESULTS

The new position will be returned with the format:

Line Offset Column ASCII

All fields are decimal numbers.

SEE ALSO

Text & Edge command index

## 1.60 Edge Help : Erase

FORMAT

Erase ,

DESCRIPTION

Delete the currently selected block of text.

SEE ALSO

MarkBlock, Copy, Cut, Paste, SaveClip, PrintClip, ClearClip, OpenClip, BlockToBuff, BlockToFindBuff, BlockToReplaceBuff, BlockInfo, BlockOff & Edge ↩  
command index

## 1.61 Edge Help : Fault

FORMAT

Fault ERRNUM/N,RAW/S

DESCRIPTION

Get the error string assigned to the given number, if no number is given, the return code from the last function is used. If RAW is specified unprintable characters will be translated to '\xxx', e.g. LF = '\010'.

---

## INPUTS

ERRNUM - The error number to inquire about, or input nothing to find out what went wrong with the command last called.

RAW - Switch to inhibit '\xxx' translation.

## RESULT

An error message.

Edge command index

## 1.62 Edge Help : Find

## FORMAT

Find CIRCULAR/N, FIND, FORWARD/N, UCEQLC/N, WILDCARD/N, WORDS/N,

## DESCRIPTION

Finds a string in the text. If the FIND string is not given, prompts the user with the Find requester to enter the string to find. UCEQLC, FORWARD, WILDCARD, WORDS and CIRCULAR are optional flags to define how the search will be made. If not given, the current setting of the flag with the same name in \_FE\_Flags (displayed in the Find requester) will be used; if the option equals 0, meaning 'not in use', or 'reversed', setting the option equal to any other number will enable the option.

Pattern matching will only be enabled if the WILDCARD option is enabled and the string to search for contains wildcard characters. For example if you want to search for a period followed by only one space then you would use the following in the search field #?. ~( )#?.

In order to enter non printable characters use backslash and a three digit decimal number e.g. '\010' for LF, '\000' for NULL, etc.

## INPUTS

CIRCULAR - Search circular (wrap at sof/eof).

FIND - The string to search for, or nothing to prompt the user.

FORWARD - Search forward in the file, else backwards.

UCEQLC - Treat upper case as lower case.

WILDCARD - Use pattern-matching when searching.

WORDS - Search only for whole words.

## RESULTS

The new position will be returned with the format:  
 Line Offset Column ASCII  
 All fields are decimal numbers.

## SEE ALSO

FindNext, FindReplace, FindReplaceNext, FindBracket, FindCFunction, FindIMark, FindLabel, BlockToFindBuff, BlockToReplaceBuff, Find/Replace requester & Edge ↔  
 command index

## 1.63 Edge Help : FindBracket

## FORMAT

FindBracket ,

## DESCRIPTION

Search for a match to the bracket currently under the cursor. Valid brackets are '(', ')', '[', ']', '{' and '}'.

## RESULTS

The new position will be returned with the format:  
Line Offset Column ASCII  
All fields are decimal numbers.

## SEE ALSO

Find, FindNext, FindReplace, FindReplaceNext, FindCFunction, FindIMark, FindLabel, BlockToFindBuff, BlockToReplaceBuff & Edge command index

## 1.64 Edge Help : FindCFunction

## FORMAT

FindCFunction ,

## DESCRIPTION

Search the file for the definition of the C function currently under the cursor.

## RESULTS

The new position will be returned with the format:  
Line Offset Column ASCII  
All fields are decimal numbers.

## SEE ALSO

Find, FindNext, FindReplace, FindReplaceNext, FindBracket, FindIMark, FindLabel, BlockToFindBuff, BlockToReplaceBuff & Edge command index

## 1.65 Edge Help : FindReplace

## FORMAT

FindReplace ONCE/S, ALL/S, FIND, REPLACE, UCEQLC/N, FORWARD/N, WILDCARD/N,  
WORDS/N, CIRCULAR/N

Finds a string in the text and replaces it and stops if ONCE is specified; replaces it and all other occurrences without prompting the user if ALL is specified; or prompts the user if neither ONCE nor ALL is given. When prompted the user may select to do the following:

- (Y)es    Replace this occurrence of the find string and search for the next occurrence.
  - (N)o     Don't replace, but search for the next.
  - (L)ast   Replace and quit searching.
  - (A)ll    Replace this and then find and change all occurrences not previously found without further prompting.
-

Quit      Don't replace and Stop searching.

If the FIND or REPLACE string is not specified, the user will be prompted with the Find/Replace requester to enter the string to search for and the replacement string. UCEQLC, FORWARD, WILDCARD, WORDS and CIRCULAR are optional flags to define how the search will be made. If not given, the current setting of the flag with the same name in `_FE_Flags` (displayed in the Find/Replace requester) will be used, if the option is 0, it is not in use or reversed, so any other number will enable the option.

Pattern matching will only be enabled if the WILDCARD option is enabled and the string to search for contains wildcard characters.  
Click for more information about wildcards.

In order to enter non-printable characters use backslash and a three digit decimal number e.g. `'\010'` for LF, `'\000'` for NULL, etc.


#### INPUTS

ONCE        - Replace once without prompting the user, then stop.  
ALL        - Replace every occurrence without prompting the user.  
FIND       - The string to search for, or nothing to prompt the user.  
REPLACE   - The replace string.  
UCEQLC    - Treat upper case as lower case.  
FORWARD   - Search forward in the file, else backwards.  
WILDCARD   - Use pattern-matching when searching.  
WORDS     - Search only for whole words.  
CIRCULAR   - Search circular (wrap at sof/eof).

#### RESULTS

The new position will be returned with the format:  
Line Offset Column ASCII  
All fields are decimal numbers.

#### SEE ALSO

Find, FindNext, FindReplaceNext, FindBracket, FindCFunction, FindIMark, FindLabel, BlockToFindBuff, BlockToReplaceBuff, Find/Replace requester & Edge   
command index

## 1.66 Edge Help : FindReplaceNext

#### FORMAT

FindReplaceNext ONCE/S,ALL/S,BACK/S

#### DESCRIPTION

Finds a string in the text and replaces it and stops if ONCE is specified; replaces it and all other occurrences without prompting the user if ALL is specified; or prompts the user if neither ONCE nor ALL is given. When prompted the user may select to do the following:

(Y)es      Replace this occurrence of the find string and search for the next occurrence.  
(N)o       Don't replace, but search for the next.  
(L)ast     Replace and quit searching.  
(A)ll      Replace this and then find and change all occurrences not previously found without further prompting.

Quit      Don't replace and Stop searching.

The search is made using the contents of the `_FE_FindString` buffer and the search flags in `_FE_Flags`, the replacement string used is `_FE_ReplaceString`. If `BACK` is specified the search is made backwards in the file, towards `sof` (start of file).

#### INPUTS

ONCE - Replace once without prompting the user, then stop.  
ALL - Replace every occurrence without prompting the user.  
BACK - The search will be made backwards, towards `sof`.

#### RESULTS

The new position will be returned with the format:  
Line Offset Column ASCII  
All fields are decimal numbers.

#### SEE ALSO

`Find`, `FindNext`, `FindReplace`, `FindBracket`, `FindCFunction`, `FindIMark`, `FindLabel`, `BlockToFindBuff`, `BlockToReplaceBuff` & Edge command index

## 1.67 Edge Help : FindIMark

#### FORMAT

`FindIMark MARK/A/N`

#### DESCRIPTION

Searches the file for the specified `IMark`. First the `IMark` image is expanded using the supplied argument and then the search is made. In the `IMark` image a small `x` specifies the mark number, so `'/*x*/'` will expand to `'/*4*/'` if the argument is 4 and `'/*-999*/'` if the argument is -999. The `IMark` must be placed at column 1. The search is case-sensitive.

#### INPUTS

MARK - The `imark` number to search for.

#### RESULTS

The new position will be returned with the format:  
Line Offset Column ASCII  
All fields are decimal numbers.

#### SEE ALSO

`Find`, `FindNext`, `FindReplace`, `FindReplaceNext`, `FindBracket`, `FindCFunction`, `FindLabel`, `BlockToFindBuff`, `BlockToReplaceBuff` & Edge command index

## 1.68 Edge Help : FindLabel

#### FORMAT

`FindLabel ,`

#### DESCRIPTION

Searches the file for the definition of the label currently under the

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cursor. The label must be a standard assembler label using characters 'a' - 'z', 'A' - 'Z', '0' - '9', '.' and '\_'. It must start on column 1 if not ended with a colon ':'. If ended with a colon ':' it may start on any column if all characters preceding it are spaces and/or tabs. The search is case-sensitive.

#### RESULTS

The new position will be returned with the format:

Line Offset Column ASCII

All fields are decimal numbers.

#### SEE ALSO

Find, FindNext, FindReplace, FindReplaceNext, FindBracket, FindCFunction, FindIMark, BlockToFindBuff, BlockToReplaceBuff & Edge command index

## 1.69 Edge Help : FindNext

#### FORMAT

FindNext BACK/S

#### DESCRIPTION

Searches for the current contents of \_FE\_FindString in the text. If BACK is specified the search is made backwards.

#### INPUTS

BACK - The search will be made backwards, towards sof.

#### RESULTS

The new position will be returned with the format:

Line Offset Column ASCII

All fields are decimal numbers.

#### SEE ALSO

Find, FindReplace, FindReplaceNext, FindBracket, FindCFunction, FindIMark, FindLabel, BlockToFindBuff, BlockToReplaceBuff & Edge command index

## 1.70 Edge Help : Flag

#### FORMAT

Flag FIELD/A, FLAG/A, T=TOGGLE/S, S=SET/S, C=CLEAR/S

#### DESCRIPTION

Change and/or inquire about the state of a flag. If none of the action switches are specified the flag is left unchanged.

#### INPUTS

FIELD - What flag field to affect.

FLAG - What flag to change or inquire about.

TOGGLE - Toggle the state of the flag.

SET - Set the flag.

CLEAR - Clear the flag.

## RESULTS

The old state of the flag.

## SEE ALSO

GetENVVar, PutENVVar, File Environment Flags, Global Environment Flags & Edge command index

## 1.71 Edge Help : Font

## FORMAT

Font NAME,SIZE/N,SCREEN/S,TEXT/S,GADGET/S,BOLD/S,ITALIC/S,UNDERLINE/S,SCALE/S

## DESCRIPTION

Change the font(s).

## INPUTS

NAME - Name of the font to use, with or without .font.  
 SIZE - Size of the font to use.  
 SCREEN - The change will affect the screen font.  
 TEXT - The change will affect the text font.  
 GADGET - The change will affect the gadget font.  
 BOLD - Use Bold style.  
 ITALIC - Use Italic style.  
 UNDERLINE - Use UnderLined style.  
 SCALE - Allow font scaling.

## EXAMPLES

Font GADGET TEXT SCREEN BOLD ; change all fonts to bold style  
 Font SIZE 16 SCREEN ; change size of the screen font

Edge command index

## 1.72 Edge Help : Fold

## FORMAT

Fold SHOW/S,HIDE/S,SHOWNESTED/S,HIDENESTED/S,SHOWALL/S,HIDEALL/S

## DESCRIPTION

This command is used to show and hide folds in the text. In order to hide a piece of text by folding it, the text must be enclosed within special foldmarkers, defined by `_FE_FoldStart` and `_FE_FoldEnd`, and the cursor positioned within the text you wish to fold, unless `HIDEALL` is specified. The foldmarkers must appear on column one of the line they are in. The default definition is `'/*fs*/'` for `_FE_FoldStart` and `'/*fe*/'` for `_FE_FoldEnd`. To show a piece of text, unfold it, the cursor must be positioned on the line just above or below the text you wish to unfold. Normally this is easy since the foldmarkers aren't hidden when folded, so just put the cursor on one of the lines with the foldmarkers enclosing the folded text. If `SHOWALL` is specified the cursor may be positioned anywhere - all folds are shown anyway.

## INPUTS

SHOW - Unfold the current fold.  
 HIDE - Fold the current fold.  
 SHOWNESTED - Unfold the entire tree of the current fold.  
 HIDENESTED - Fold the entire tree of the current fold.  
 SHOWALL - Unfold all folds.  
 HIDEALL - Fold all folds.

Edge command index

## 1.73 Edge Help : Format

## FORMAT

Format LEFT/S,RIGHT/S,CENTER/S,FILL/S

## DESCRIPTION

Formats a paragraph of text, starting at the current line and continuing to the first empty or hard-space indented line. If the first line is hard-space indented, that indent will be used for the entire formatted paragraph. Only one formatting option may be specified at a time. The indent of the first line is kept if the format is LEFT or FILL.

Punctuation marks, e.g. end of sentence characters, and the number of spaces to put after, e.g. the number of spaces between end of sentence - start of sentence, are defined by two variables:

_GE_PunctuationMarks	Default is "!.?"
_GE_SpacesAfterPunctuation	Default is 2

## INPUTS

LEFT - Straight left edge, ragged right edge.  
 RIGHT - Straight right edge, ragged left edge.  
 CENTER - Center the lines, ragged left- and right edges.  
 FILL - Straight left- and right edges.

Edge command index

## 1.74 Edge Help : GetENVVar

## FORMAT

GetENVVar NAME/A,RAW/S

## DESCRIPTION

Get the value of an Edge environment variable.

## INPUTS

NAME - The name of the variable to read.  
 RAW - Switch to suppress the '\xxx' translation of 'non-printing' chars.

## RESULTS

The value of the given variable.

## SEE ALSO

Flag, PutENVVar, SaveENV, LoadENV, Global Environment Variables,  
File Environment Variables, Window Environment Variables & Edge command index

## 1.75 Edge Help : GlobalSettings

## FORMAT

GlobalSettings PRINTER/S,SCREEN/S,WINDOWS/S

## DESCRIPTION

Bring up the Global Settings control panel so the user can alter the settings. If no startup switch is given general settings will be displayed.

## INPUTS

PRINTER - Show printer settings when opened.  
SCREEN - Show screen settings when opened.  
WINDOWS - Show window settings when opened.

## SEE ALSO

Global Settings - General, Global Settings - Printer, Global Settings - Screen,  
Global Settings - Windows, LocalSettings & Edge command index

## 1.76 Edge Help : GoToAuto

## FORMAT

GoToAuto ,

## DESCRIPTION

Moves the cursor to AutoBookMark. The AutoBookMark is a special bookmark automatically set, before the cursor is moved, by the following commands:

Find  
FindNext  
FindReplace  
FindReplaceNext  
FindCFunction  
FindLabel  
FindBracket  
FindIMark  
Position  
GoToBookMark  
GoToLine  
GoToPage  
GoToError  
GoToByte  
Paste

## RESULTS

The new position will be returned with the format:  
Line Offset Column ASCII  
All fields are decimal numbers.

Edge command index

## 1.77 Edge Help : GoToBookMark

### FORMAT

GoToBookMark MARK/A/N

### DESCRIPTION

Moves the cursor to the given bookmark. The number must be within the valid range 1 - 10 or an error will be reported.

### INPUTS

MARK - Bookmark to move to.

### RESULTS

The new position will be returned with the format:

Line Offset Column ASCII

All fields are decimal numbers.

### SEE ALSO

GoToAuto, GoToByte, GoToColumn, GoToError, GoToLine  
GoToPage, SetBookMark & Edge command index

## 1.78 Edge Help : GoToByte

### FORMAT

GoToByte BYTE/N

### DESCRIPTION

Moves the cursor to the given byte in the file; if no argument is given the user will be prompted for a number.

### INPUTS

BYTE - Byte to move to, or nothing to prompt the user.

### RESULTS

The new position will be returned with the format:

Line Offset Column ASCII

All fields are decimal numbers.

### SEE ALSO

GoToAuto, GoToBookMark, GoToColumn, GoToError, GoToLine,  
GoToPage & Edge command index

## 1.79 Edge Help : GoToColumn

### FORMAT

GoToColumn COLUMN/N

---

**DESCRIPTION**

Moves the cursor to the given column on the current line, or if no argument is given prompts the user for a number and uses that.

**INPUTS**

COLUMN - Column to move to, or nothing to prompt the user.

**RESULTS**

The new position will be returned with the format:

Line Offset Column ASCII

All fields are decimal numbers.

**SEE ALSO**

GoToAuto, GoToBookMark, GoToByte, GoToError, GoToLine, GoToPage & Edge command index

## 1.80 Edge Help : GoToError

**FORMAT**

GoToError ERRNUMBER/N, PREVIOUS/S, SHOW/S

**DESCRIPTION**

Moves the cursor to the line and column of the next entry in the error-list and displays the error-message in the window title bar. If an ERRNUMBER is given, then this function goes to and displays this error, and if PREVIOUS is specified, then it displays the previous error in the list. If SHOW is specified a window will open, displaying all errors linked, but if the error list is currently empty no window will open.

**INPUTS**

ERRNUMBER    Go to the error number given, or the last error linked if the number specified is greater than the number of errors linked.  
PREVIOUS     Switch used to move backwards in the error-list.  
SHOW         Switch to open a window in which all linked errors can be viewed.

**RESULTS**

The new position will be returned with the format:

Line Offset Column ASCII

All fields are decimal numbers.

**SEE ALSO**

GoToAuto, GoToBookMark, GoToByte, GoToColumn, GoToLine, GoToPage, Error list & Edge command index

## 1.81 Edge Help : GoToLine

**FORMAT**

GoToLine LINE/N

Moves the cursor to the given line, or if no argument is given prompts the user for a number and uses that.

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## INPUTS

LINE - Line to move to, or nothing to prompt the user.

## RESULTS

The new position will be returned with the format:

Line Offset Column ASCII

All fields are decimal numbers.

## SEE ALSO

GoToAuto, GoToBookMark, GoToByte, GoToColumn, GoToError,  
GoToPage & Edge command index

## 1.82 Edge Help : GoToPage

## FORMAT

GoToPage PAGE/N

## DESCRIPTION

Moves the cursor to the first line of the given page, or if no argument is given prompts the user for a page number and uses that.

## INPUTS

PAGE - Page to move to, or if nothing, prompts the user.

## RESULTS

The new position will be returned with the format:

Line Offset Column ASCII

All fields are decimal numbers.

## SEE ALSO

GoToAuto, GoToBookMark, GoToByte, GoToColumn, GoToError,  
GoToLine & Edge command index

## 1.83 Edge Help : Help

## FORMAT

Help HELPFILE/K, SECTION, LOADINDEX/S, LOADALL/S, CACHENODE/S, KEEPSCACHE/S,  
QUIT/S

## DESCRIPTION

Activates the Help-system and displays the named section if given, else displays the last visited section. If the help system is activated for the first time and no section is given, the MainMenu will be displayed. The switches are used to control the operation of the help system.

## INPUTS

HELPFILE - The help-file to use, default 'EdgePrg:help/Edge.guide'.

SECTION - The section to display at activation.

LOADINDEX - Force load index at startup.

LOADALL - Force load the entire database at startup.

CACHENODE - Cache each section as visited.

KEEPCACHE - Hold on to the buffers until purged.  
QUIT - Tell AmigaGuide to close down and free all buffers.

SEE ALSO

About the Edge Help-system & Edge command index

## 1.84 Edge Help : Iconify

FORMAT

Iconify FORCE/S, FORCEREXX/S, FORCEOK/S, SAVE/S, ICONS/S, NOICONS/S, BACKUPS/S,  
NOBACKUPS/S

DESCRIPTION

Makes Edge dormant. If ICONWINDOW, in `_GE_Flags`, is enabled a small icon-window will be opened in the Workbench screen. To wake up Edge either activate the icon-window and press the right mouse button or press the Edge hotkey, as defined in `_GE_CX_PopKey`, or send a 'Wakeup' or a 'New' command to the global Edge ARexx port. If you wish to quit Edge when in dormant mode either click the close gadget in the icon-window or use Commodities Exchange to kill it, or send a 'Quit' command to the global Edge ARexx port. The FORCE switch suppresses the requester that will pop up if any changes have been made to any file, asking the user to confirm that losing the changes is OK. The FORCEOK switch suppresses the requester that pops up if no changes are made and no ARexx messages are outstanding, asking if quitting the file is OK. The FORCEREXX switch suppresses the requester that will pop up if any of the windows have any outstanding ARexx messages (the requester is only visually suppressed - the outstanding messages must return before the editor can be unloaded). If the SAVE switch is present all changes will be saved before Edge is iconified. The ICON, NOICON, BACKUP and NOBACKUP switches are used to force or suppress icon and backup creation when saving. Edge will NOT iconify if there are outstanding ARexx messages. All ARexx messages must return before Edge will iconify.

INPUTS

FORCE - Suppress the requester asking the user about losing any changes.  
FORCEREXX - Suppress the 'ARexx outstanding messages' requester.  
FORCEOK - Suppress the 'OK to iconify Edge' requester.  
SAVE - Save the file(s) before iconifying.  
ICONS - Force create icons for all files saved.  
NOICONS - Suppress icon creation for all files saved.  
BACKUPS - Force create backups for all files saved.  
NOBACKUPS - Suppress backup creation for all files saved.

Edge command index

## 1.85 Edge Help : Include

FORMAT

Include FILENAME

DESCRIPTION

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Includes the named file in the current file at the current cursor position. If no file is given, prompts the user with a FileRequester for a filename.

#### INPUTS

FILENAME - Name of the file to include, or nothing to prompt the user.

#### RESULTS

The name of the included file.

#### SEE ALSO

Open, Save, SaveAs, New, Close,  
Clear & Edge command index

## 1.86 Edge Help : KeyBoard

#### FORMAT

KeyBoard KEY/A,Q=QUALIFIER/K,QM=QUALMASK/K,ASK/S,FORCE/S,COMMAND/F

#### DESCRIPTION

Inquire about, remove, change or add a keyboard command.

#### INPUTS

KEY - The key to use.  
QUALIFIER - The qualifiers to test for.  
QUALMASK - The qualifiers to mask out before the qualifier test is made.  
ASK - Use this switch to get the current command assigned to KEY.  
FORCE - Suppresses the requester that will pop up if KEY already exists.  
COMMAND - The command to be assigned to KEY.

#### EXAMPLES

KeyBoard "up" ask ; will normally return "cursor up 1".  
KeyBoard "up" ; remove the installed command.  
KeyBoard up cursor down 1 ; add it again.  
KeyBoard up force cursor up 1 ; make it right this time.

#### RESULTS

The old command assigned to KEY

#### SEE ALSO

KeyBoard configuration, LoadKeyboard, SaveKeyboard & Edge command index

## 1.87 Edge Help : Learn

#### FORMAT

Learn FILENAME

#### DESCRIPTION

Starts/Stops the recording of a macro. If this command is issued and no macro is currently defined, a new macro will be created with the given name, or 'ram:Edge.macro' if no name is given. If this command is issued and a macro is currently defined, then the macro recording is stopped. When macro recording is enabled, the commands executed by the user, menu

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or keyboard events, and normal typing will also be written to the macrofile as an ARexx script that can later be executed.

#### INPUTS

FILENAME - The name of the macro, or nothing for the default name  
'ram:Edge.macro'

#### SEE ALSO

RX & Edge command index

## 1.88 Edge Help : LoadDictionary

#### FORMAT

LoadDictionary FILENAME, FORCE/S, APPEND/S

#### DESCRIPTION

Loads a new dictionary configuration from the file with the given name. If no name is given, the default name, either EdgePrg:Edge.dictionary or the name defined by you at startup with the DICTIONARY keyword/tooltype, is used. The FORCE switch is used to suppress the requester that will pop up if a word already exists. If the APPEND switch is present the current dictionary will not be cleared before the new one is loaded, so you can merge different definitions together.

#### INPUTS

FILENAME - Name of the file to use, or nothing for the default one.  
FORCE - Suppress the 'OK to overwrite..' requester.  
APPEND - Merge mode.

#### SEE ALSO

SaveDictionary, CorrectCase, CorrectWord, Dictionary,  
Dictionary configuration & Edge command index

## 1.89 Edge Help : LoadENV

#### FORMAT

LoadENV FILENAME, GE/S, LE/S, DEFLE/S, PATTERN

#### DESCRIPTION

Loads environment variables from a file. Normally the environment variables are stored in two files; Edge.global and Edge.local. However, you may choose to save all environment variables in one file and then use LoadENV to load it all. If no FILENAME is given the user will be prompted with the FileRequester to enter a filename. The Pattern is used to select which variables to load and supports wildcard expansion. If no pattern is given all variables present in the file will be loaded.

#### INPUTS

FILENAME - The name of the env-file to load, no name prompts the user.  
GE - Use this switch to load the Global Environment Variables.  
LE - Use this switch to load the Local Environment Variables.

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DEFLE - Use this switch to load the Default Environment Variables.  
PATTERN - Pattern to select which variables to load, or nothing for all.

#### EXAMPLES

LoadEnv 'my\_edge.prefs' GE LE DEFLE

#### RESULTS

The name of the loaded prefs-file.

#### SEE ALSO

SaveENV, PutENVVar, GetENVVar, Global Environment Variables,  
File Environment Variables, Window Environment Variables & Edge command index

## 1.90 Edge Help : LoadKeyboard

#### FORMAT

LoadKeyboard FILENAME, FORCE/S, APPEND/S

#### DESCRIPTION

Loads a new keyboard definition from the file with the given name. If no name is given, the default name, either EdgePrg:Edge.keyboard or the name defined by the user at startup with the KEYBOARD keyword/tooltype, is used. The FORCE switch is used to suppress the requester that will pop up if a key already exists. If the APPEND switch is present the current keyboard definition will not be cleared before the new one is loaded, so you can merge different definitions together.

#### INPUTS

FILENAME - Name of the file to use, or nothing for the default one.  
FORCE - Suppress the 'OK to overwrite..' requester.  
APPEND - Merge mode.

#### SEE ALSO

LoadMenus, LoadTexts, LoadMouseButtons, KeyBoard,  
SaveKeyboard, SaveMenus, SaveTexts, SaveMouseButtons,  
Keyboard configuration & Edge command index

## 1.91 Edge Help : LoadMenus

#### FORMAT

LoadMenus FILENAME, APPEND/S

#### DESCRIPTION

Loads a new menu definition from the file with the given name. If no name is given, the default name, either EdgePrg:Edge.menus or the name defined by the user at startup with the MENUS keyword/tooltype, is used. If the APPEND switch is present the current menu definition isn't cleared before the new one is loaded so you can merge different definitions together.

#### INPUTS

FILENAME - Name of the file to use, or nothing for the default one.

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APPEND - Merge mode.

SEE ALSO

LoadKeyboard, LoadTexts, LoadMouseButtons,  
SaveKeyboard, SaveMenus, SaveTexts, SaveMouseButtons,  
Menu configuration & Edge command index

## 1.92 Edge Help : LoadMouseButtons

FORMAT

LoadMouseButtons FILENAME, FORCE/S, APPEND/S

DESCRIPTION

Loads a new mouse button definition from the file with the given name. If no name is given, the default name, either EdgePrg:Edge.mousebuttons or the name defined by the user at startup with the MOUSEBUTTONS keyword/tooltype, is used. The FORCE switch is used to suppress the requester that will pop up if a button already exists. If the APPEND switch is present the current definition will not be cleared before the new one is loaded, so you can merge different definitions together.

INPUTS

FILENAME - Name of the file to use, or nothing for the default one.  
FORCE - Suppress the 'OK to overwrite..' requester.  
APPEND - Merge mode.

SEE ALSO

LoadMenus, LoadTexts, LoadKeyboard, MouseButton,  
SaveKeyboard, SaveMenus, SaveTexts, SaveMouseButtons,  
Mousebutton configuration & Edge command index

## 1.93 Edge Help : LoadTexts

FORMAT

LoadTexts FILENAME, APPEND/S

DESCRIPTION

Loads a new requester definition from the file with the given name. If no name is given the default name, either EdgePrg:Edge.texts or the name defined by the user at startup with the TEXTS keyword/tooltype, is used. If the APPEND switch is present the current definition isn't cleared before the new one is loaded so you can merge different definitions together.

INPUTS

FILENAME - Name of the file to use, or nothing for the default one.  
APPEND - Merge mode.

SEE ALSO

LoadKeyboard, LoadMenus, LoadMouseButtons,  
SaveKeyboard, SaveMenus, SaveTexts, SaveMouseButtons,  
Text configuration & Edge command index

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## 1.94 Edge Help : LoadTemplates

### FORMAT

LoadTemplates FILENAME, FORCE/S, APPEND/S

### DESCRIPTION

Loads a new template configuration from the file with the given name. If no name is given, the default name, either EdgePrg:Edge.templates or the name defined by you at startup with the TEMPLATES keyword/tooltype, is used. The FORCE switch is used to suppress the requester that will pop up if a template already exists. If the APPEND switch is present the current configuration will not be cleared before the new one is loaded, so you can merge different definitions together.

### INPUTS

FILENAME - Name of the file to use, or nothing for the default one.  
FORCE - Suppress the 'OK to overwrite..' requester.  
APPEND - Merge mode.

### SEE ALSO

SaveTemplates, Template, CompleteTemplate, Template configuration & Edge command index

## 1.95 Edge Help : LocalSettings

### FORMAT

LocalSettings ,

### DESCRIPTION

Bring up the LocalSettings control panel so the user may adjust the settings, save or load them.

### SEE ALSO

GlobalSettings, Local Settings requester & Edge command index

## 1.96 Edge Help : LowerCase

### FORMAT

LowerCase CHAR/S, WORD/S, BACK/S, LINE/S, SOL/S, EOL/S, BLOCK/S

### DESCRIPTION

Convert characters to lower case in some different and useful ways.

### INPUTS

CHAR - The character under the cursor; the cursor is moved to the right.  
WORD - The word beginning under and extending to the right of the cursor; the cursor is moved to the right.  
BACK - This flag only works together with CHAR and WORD. If given, the text to the left of the cursor is changed instead of the text to the right. The cursor is moved to the left.  
LINE - Change the whole current line. The cursor is moved to the line below.

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SOL - Change all characters from the start of the line to the cursor, not including the character under the cursor. The cursor is moved to SOL.

EOL - Change all characters from the cursor, including the character under the cursor, to the end of the line. The cursor is moved to EOL.

BLOCK - Change the currently selected block.

SEE ALSO

UpperCase, SwapCase & Edge command index

## 1.97 Edge Help : MarkBlock

FORMAT

MarkBlock COLUMNAR/S

DESCRIPTION

Turn on block mode in order to select a block; if block mode is already engaged it will discontinue. If the COLUMNAR switch is given the block selected will be of columnar type, else normal.

INPUTS

COLUMNAR - Switch to mark columnar blocks.

SEE ALSO

Copy, Cut, Erase, Paste, SaveClip, PrintClip, ClearClip, OpenClip, BlockToBuff, BlockToFindBuff, BlockToReplaceBuff, BlockInfo, BlockOff & Edge command index

## 1.98 Edge Help : EdgeToBack

FORMAT

EdgeToBack ,

DESCRIPTION

Move the Edge screen behind all other screens.

SEE ALSO

EdgeToFront, Window & Edge command index

## 1.99 Edge Help : EdgeToFront

FORMAT

EdgeToFront ,

DESCRIPTION

Bring the Edge screen in front of all other screens.

SEE ALSO

EdgeToBack, Window & Edge command index

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## 1.100 Edge Help : MouseButton

### FORMAT

MouseButton BUTTON/A, Q=QUALIFIER/K, QM=QUALMASK/K, ASK/S, FORCE/S, COMMAND/F

### DESCRIPTION

Inquire about, remove, change or add a mouse button command.

### INPUTS

BUTTON - The mouse button click sequence to use.  
QUALIFIER - The qualifiers to test for.  
QUALMASK - The qualifiers to mask out before the qualifier test is made.  
ASK - Use this switch to get the current command assigned to BUTTON.  
FORCE - Suppresses the requester that will pop up if BUTTON already exists.  
COMMAND - The command to be assigned to BUTTON.

### EXAMPLES

MouseButton DOUBLELEFT Q="shift" ask ; normally returns "markblock columnar".  
MouseButton DOUBLELEFT Q="shift" ; remove the installed command.  
MouseButton DOUBLELEFT Q="shift" markblock ; add it again.  
MouseButton DOUBLELEFT Q="shift" force markblock columnar ; make it right

### RESULTS

The old command assigned to BUTTON

### SEE ALSO

Mousebutton configuration, LoadMouseButtons, SaveMouseButtons & Edge command index

## 1.101 Edge Help : MovePage

### FORMAT

MovePage UP/N, DOWN/N, LEFT/N, RIGHT/N, CENTER/S

### DESCRIPTION

Scrolls the text, but keeps the cursor on the same character. The text can only be scrolled as long as the cursor is within the defined scrollborders.

### INPUTS

UP - Number of lines to scroll up.  
DOWN - Number of lines to scroll down.  
LEFT - Number of characters to scroll left.  
RIGHT - Number of characters to scroll right.  
CENTER - Try to put the cursor in the middle of the window, the other arguments are ignored if this switch is given.

Edge command index

## 1.102 Edge Help : MoveScreen

## FORMAT

MoveScreen LEFTEDGE/N, TOPEDGE/N, DELTAX/N, DELTAY/N

## DESCRIPTION

Scrolls the Edge screen either to an absolute position or relative to the current one. This is only possible if the screen size is bigger than the actual display size, e.g. an autoscroll screen.

## INPUTS

LEFTEDGE - Move the screen to this absolute x position.  
 TOPEDGE - Move the screen to this absolute y position.  
 DELTAX - Move the screen horizontally this amount relative to the current x position.  
 DELTAY - Move the screen vertically this amount relative to the current y position.

Edge command index

## 1.103 Edge Help : New

## FORMAT

New PORTNAME/K, LEFTEDGE/N, TOPEDGE/N, WIDTH/N, HEIGHT/N,  
 ZOOMLEFTEDGE/N, ZOOMTOPEDGE/N, ZOOMWIDTH/N, ZOOMHEIGHT/N, PATH, NAME,  
 COPYLS/S

## DESCRIPTION

Creates a new file in Edge. You may specify a custom ARexx-address, the initial window size/position, the initial zoomed size/position and the initial path and name. If you don't supply any arguments defaults will be used, unless the COPYLS switch is present - in which case the local settings will be copied from the file executing the New command.

## INPUTS

PORTNAME - ARexx port's address for this window.  
 LEFTEDGE - Window x position.  
 TOPEDGE - Window y position.  
 WIDTH - Window width.  
 HEIGHT - Window height.  
 ZOOMLEFTEDGE - Window zoomed x position.  
 ZOOMTOPEDGE - Window zoomed y position.  
 ZOOMWIDTH - Window zoomed width.  
 ZOOMHEIGHT - Window zoomed height.  
 PATH - The DOS path to use.  
 NAME - The name for this file.  
 COPYLS - Copies the local settings from the file executing the New command.

## NOTE

The file specified is not loaded. The new file will simply use that name and path.

When running from ARexx, the host address is not changed to that of the new window. In order to do so you must 'address value result' using the result from this command.

## RESULTS

The ARexx-address (ARexx port name) for the new window.

## SEE ALSO

Open, Save, SaveAs, Close, Clear,  
Include & Edge command index

## 1.104 Edge Help : NewLine

## FORMAT

NewLine NI=NOINDENT/S,I=INDENT/S, TI=TOGGLEINDENT/S

## DESCRIPTION

Inserts a new line in the text below the current one, but doesn't split the current line. If NOINDENT is specified, NewLine will not AutoIndent the new line, as it usually does if AutoIndent is enabled. If INDENT is specified, NewLine will indent the newline regardless of the state of AutoIndent. If TOGGLEINDENT is specified NewLine will do the opposite from that specified by the AutoIndent flag; i.e if AutoIndent is on - NewLine doesn't indent and if AutoIndent is off, then NewLine will indent the new line.

## INPUTS

NOINDENT - Switch to suppress autoindent.  
INDENT - Force an indent of the new line.  
TOGGLEINDENT - Do the opposite as specified by the AutoIndent flag.

## RESULTS

The new position will be returned with the format:  
Line Offset Column ASCII  
All fields are decimal numbers.

Edge command index

## 1.105 Edge Help : Next

## FORMAT

Next WORD/S,PAGE/S

## DESCRIPTION

Move the cursor to the beginning of the next word or page.

## INPUTS

WORD - Move to next word.  
PAGE - Move to next page.

## RESULTS

The new position will be returned with the format:  
Line Offset Column ASCII  
All fields are decimal numbers.

SEE ALSO

Cursor, Position, Previous & Edge command index

## 1.106 Edge Help : Nop

FORMAT

Nop ,

DESCRIPTION

This command does nothing, which is sometimes useful.

Edge command index

## 1.107 Edge Help : Open

FORMAT

Open FILES/M, FORCE/S, RESTORELS/S, PATH/K

DESCRIPTION

Loads a new file into the current work area, and if multiple files are specified, opens new work areas and loads those files too. If no names are given, the user will be prompted with the FileRequester. The FORCE switch suppresses the requester that will pop up if any changes have been made to the current file, asking the user to confirm that losing the changes is OK. If the RESTORELS switch is present the local settings will be loaded with the default local settings before the new file is loaded. If not present, the settings used in the old file will be kept, if not overridden by variables saved in the new files icon. The PATH component is used to specify a path for all files not having an absolute path specified within them.

INPUTS

FILES - Name(s) of the file(s) to load. No input here prompts the user to supply name(s). The name(s) may contain wildcard characters.

FORCE - Suppresses the requester prompting the user about losing any changes (this only applies for the current file).

RESTORELS - Loads the localsettings with default values before loading the new file (this only applies for the current file).

PATH - Path for non-absolute file specifications.

EXAMPLES

Let's assume that the current directory in Edge is 'work:', then

```
open work:source.c source.c path myfiles
```

will open the files 'work:source.c' and 'work:myfiles/source.c' and

```
open work:source.c source.c path dh0:
```

will open the files 'work:source.c' and 'dh0:source.c'.

---

**RESULTS**

The name of the loaded file.

**SEE ALSO**

Save, SaveAs, New, Close, Clear,  
Include & Edge command index

## 1.108 Edge Help : OpenClip

**FORMAT**

OpenClip FILENAME,GC=GLOBALCLIP/S,APPEND/S

**DESCRIPTION**

Loads a new file into one of the clipboards, local or global. If no FILENAME is specified the user will be prompted with a FileRequester. If the APPEND flag is specified, the loaded text is not just put into the specified clip but joined to the end of what is already in the clip. With this switch you can merge different files into the clip and then insert it all in one go.

**INPUTS**

FILENAME - Path and name of the file to load, or nothing to prompt the user.  
GLOBALCLIP - Switch to select the global clipboard; if not given, the local clipboard is used.  
APPEND - Merge mode.

**RESULTS**

The name of the loaded file.

**SEE ALSO**

MarkBlock, Copy, Cut, Erase, Paste, SaveClip, PrintClip,  
ClearClip, BlockToBuff, BlockToFindBuff, BlockToReplaceBuff, BlockInfo,  
BlockOff & Edge command index

## 1.109 Edge Help : Paste

**FORMAT**

Paste GC=GLOBALCLIP/S,GCC=GLOBALCLIPCOLUMNAR/S,SC=SMALLCLIP/S

**DESCRIPTION**

Inserts the contents of one of the clips at the current cursor position. If no switch is given, the contents of the local clip is inserted. When using the globalclip, i.e. the system clipboard, you yourself must decide how to insert it - Normal or Columnar.

**INPUTS**

GLOBALCLIP - Switch to select the global clip as a normal block.  
GLOBALCLIPCOLUMNAR - Insert the globalclip as a columnar block.  
SMALLCLIP - Switch to select the small clip.

---

SEE ALSO

MarkBlock, Copy, Cut, Erase, SaveClip, PrintClip, ClearClip,  
OpenClip, BlockToBuff, BlockToFindBuff, BlockToReplaceBuff, BlockInfo,  
BlockOff & Edge command index

## 1.110 Edge Help : Position

FORMAT

Position LINE/N,COLUMN/N,CHAR/N,SOF/S,EOF/S,SOL/S,EOL/S,SOW/S,EOW/S,SOP/S,  
EOP/S

DESCRIPTION

Positions the cursor absolutely at some useful locations. You can only specify one switch at a time, except if you use LINE you may also use COLUMN or CHAR.

INPUTS

LINE - Line to move to.  
COLUMN - Column to move to.  
CHAR - Character to move to (byte offset from sol).  
SOF - Move to Start of File.  
EOF - Move to End of File.  
SOL - Move to Start of Line.  
EOL - Move to End of Line.  
SOW - Move to Start of Word.  
EOW - Move to End of Word.  
SOP - Move to Start of Page.  
EOP - Move to End of Page.

RESULTS

The new position will be returned with the format:  
Line Offset Column ASCII  
All fields are decimal numbers.

SEE ALSO

Cursor, Next, Previous & Edge command index

## 1.111 Edge Help : Previous

FORMAT

Previous WORD/S,PAGE/S

DESCRIPTION

Moves cursor to the beginning of the previous word or page.

INPUTS

WORD - Move to the previous word.  
PAGE - Move to the previous page.

RESULTS

The new position will be returned with the format:  
Line Offset Column ASCII

---

All fields are decimal numbers.

SEE ALSO

Cursor, Next, Position & Edge command index

## 1.112 Edge Help : PrintClip

FORMAT

PrintClip GC=GLOBALCLIP/S,PROMPT/S

DESCRIPTION

Prints either the local or global clip, depending on the GLOBALCLIP switch, using the current printer settings. If the PROMPT switch is specified, the Global Settings - Printer requester will be opened to let the user alter the printer settings before printing the contents of the selected clipboard. The changes are only for that print session, however, if the PROMPT keyword is used.

INPUTS

GLOBALCLIP - Switch to select the global clipboard.

PROMPT - To allow the user to change the printer settings.

SEE ALSO

MarkBlock, Copy, Cut, Erase, Paste, SaveClip, ClearClip, OpenClip, BlockToBuff, BlockToFindBuff, BlockToReplaceBuff, BlockInfo, BlockOff & Edge command index

## 1.113 Edge Help : Print

FORMAT

Print PROMPT/S

DESCRIPTION

Prints the current file using the current printer settings. If the PROMPT switch is specified the Global Settings - Printer requester will be opened to let the user alter the printer settings before printing. The changes are only for that print session, however, if PROMPT is used.

INPUTS

PROMPT - To allow the user to change the printer settings.

Edge command index

## 1.114 Edge Help : PutENVVar

FORMAT

PutENVVar NAME/A,VALUE/A

DESCRIPTION

Puts a new value in an Edge environment variable.

---

**INPUTS**

NAME - Name of the variable to affect.  
VALUE - The new value.

NOTE: if VALUE starts with an underscore '\_', it is assumed to be an Edge environment variable.

**RESULTS**

The old value of the given variable.

**SEE ALSO**

Flag, GetENVVar, SaveENV, LoadENV, Global Environment Variables, File Environment Variables, Window Environment Variables & Edge command index

## 1.115 Edge Help : Quit

**FORMAT**

Quit FORCE/S, FORCEREXX/S, FORCEOK/S, SAVE/S, ICONS/S, NOICONS/S, BACKUPS/S, NOBACKUPS/S

**DESCRIPTION**

Quits Edge, closes all files and windows, frees all used memory and unloads the program. The FORCE switch suppresses the requester that will pop up if any changes have been made to any file, asking the user to confirm that losing the changes is OK. The FORCEREXX switch suppresses the requester that will pop up if any of the windows have any outstanding ARexx messages (the requester is only visually suppressed - the outstanding messages must return before the editor can be unloaded). The FORCEOK switch suppresses the requester that pops up if no changes are made and no ARexx messages are outstanding, asking if quitting the file is OK. If the SAVE switch is present all changes will be saved before Edge is closed. The ICON, NOICON, BACKUP and NOBACKUP switches are used to force or suppress icon and backup creation when saving.

**NOTE**

If any window has outstanding ARexx messages, then Edge will wait for these messages to return before unloading the editor.

If there are any Locks/Opens active to the Edge: disk then Edge will refuse to close down and this command will fail.

**INPUTS**

FORCE - Suppress the requester asking the user about losing any changes.  
FORCEREXX - Suppress the 'ARexx outstanding messages' requester.  
FORCEOK - Suppress the 'OK to quit Edge' requester.  
SAVE - Save the file(s) before closing down.  
ICONS - Force creation of icons for all files saved.  
NOICONS - Suppress icon creation for all files saved.  
BACKUPS - Force creation of backups for all files saved.  
NOBACKUPS - Suppress backup creation for all files saved.

---

Edge command index

## 1.116 Edge Help : Redo

### FORMAT

Redo ,

### DESCRIPTION

Redo the undos.

### SEE ALSO

Undo & Edge command index

## 1.117 Edge Help : RequestFile

### FORMAT

RequestFile TITLE/K,PATH,FILE,PATTERN,DIR/S,SAVE/S,GETDIR/S,MULTISELECT/S

### DESCRIPTION

Brings up the FileRequester so the user may select a file or directory.

### INPUTS

TITLE	- The title, or nothing for default.
PATH	- The directory path, or nothing for the last used.
FILE	- The preloaded filename, or nothing for the last used.
PATTERN	- The wildcard pattern to use, or nothing for the last used.
DIR	- The user selects a directory (no files listed).
SAVE	- The filename selected will be used in a write operation (no check is made to see if the file exists, but a validity check is made on the filename).
GETDIR	- Read the given directory at activation.
MULTISELECT	- Enable multiselect, but only if SAVE and DIR isn't specified.

### RESULTS

The path and/or file the user selected. If MULTISELECT is enabled the returned string will be a pattern, e.g. 'm:(a.c|b.c|c.c)'

### SEE ALSO

RequestNotify, RequestNumber, RequestChoice,  
RequestString & Edge command index

## 1.118 Edge Help : RequestKey

### FORMAT

RequestKey TITLE/K,ALTSAME/N,SHIFTSAME/N,QMALT/N,QMSHIFT/N,SAMPLE/S

### DESCRIPTION

Puts up the EnterAKey requester to prompt the user to input a key-sequence.

---

## INPUTS

- TITLE - The requester window title, or nothing for default.
- ALTSAME - Set the state of the ALTSAME flag, 0 will clear it, any other value will set it, if not specified the setting of ALTSAME in \_GE\_Flags will be used. If ALTSAME is set left Alt and right Alt are equal; i.e. it doesn't matter which Alt key is pressed.
- SHIFTSAME - Set the state of the ALTSHIFT flag, 0 will clear it, any other value will set it, if not specified the setting of ALTSHIFT in \_GE\_Flags will be used. If SHIFTSAME is set left Shift and right Shift are equal; i.e. it doesn't matter which Shift key is pressed.
- QMALT - Set the state of the QMALT flag, 0 will clear it, any other value will set it, if not specified the setting of QMALT in \_GE\_Flags will be used. If QMALT is set the Qualifier mask will include Alt; i.e. the Alt keys as such are ignored.
- QMSHIFT - Set the state of the QMSHIFT flag, 0 will clear it, any other value will set it, if not specified the setting of QMSHIFT in \_GE\_Flags will be used. If QMSHIFT is set the Qualifier mask will include Shift; i.e. the Shift keys as such are ignored.
- SAMPLE - Start sampling immediately; i.e. you don't have to click on the 'Sample' gadget.

## RESULTS

The key-sequence the user entered, as 'KEY="<key>" Q="<qualifier>" QM="<qualifier mask>"' ←

## SEE ALSO

RequestFile, RequestNotify, RequestChoice, RequestString, RequestNumber,  
Enter a Key requester & Edge command index

## 1.119 Edge Help : RequestNotify

## FORMAT

RequestNotify TITLE/K,STRING/A/F

## DESCRIPTION

This requester is used to notify the user of something and it can only be satisfied with an 'OK' type of response.

## INPUTS

- TITLE - The requester window title.
- STRING - The actual message.

## SEE ALSO

RequestFile, RequestNumber, RequestChoice, RequestString,  
Notify requester & Edge command index

## 1.120 Edge Help : RequestNumber

**FORMAT**

RequestNumber TITLE/K,DEFAULT/N,MIN/N,MAX/N,SHOWLIMITS/S

**DESCRIPTION**

This requester is used to prompt the user for a decimal number.

**INPUTS**

TITLE - The requester window title, or nothing for default.  
DEFAULT - The preloaded number.  
MIN - The minimum value the user may enter.  
MAX - The maximum value the user may enter.  
SHOWLIMITS - Show the limits in a box under the string gadget.

**RESULTS**

The number the user entered.

**SEE ALSO**

RequestFile, RequestNotify, RequestChoice, RequestString,  
Enter a Number requester & Edge command index

## 1.121 Edge Help : RequestChoice

**FORMAT**

RequestChoice TITLE/K,STRING/A/F,PG=POSITIVEGADGET/K,NG=NEGATIVEGADGET/K

**DESCRIPTION**

This requester is used to prompt the user about an OK/cancel type of decision.

**INPUTS**

TITLE - The requester window title, or nothing for default.  
STRING - Text describing the matter the user is supposed to decide about.  
PG - Specify text to replace 'OK' in the OK gadget.  
NG - Specify text to replace 'Cancel' in the Cancel gadget.

**SEE ALSO**

RequestFile, RequestNotify, RequestNumber, RequestString,  
Choice requester & Edge command index

## 1.122 Edge Help : RequestString

**FORMAT**

RequestString TITLE/K,DEFAULT,TRANSLATE/S

**DESCRIPTION**

This requester is used to prompt the user for a string. A special error will be reported if the user enters a null-string and OK's the requester with the RETURN key. If the TRANSLATE switch is given, 'non-printing' characters will be translated to '\xxx' in the result string. Edge maintains a history of the RequestString (global) gadget. To cycle through the list, simply use the Cursor Up/Down keys. Shift Cursor Down will move to the start

of the list and clear the gadget. Shift Cursor Up will search the list for the string currently in the gadget (just like the shell).  
None of the history files can be saved.

#### INPUTS

TITLE - The requester window title, or nothing for default.  
DEFAULT - The preloaded string.  
TRANSLATE - Translate 'non-printing' characters to '\xxx'.

#### RESULTS

The string the user typed.

#### SEE ALSO

RequestFile, RequestNotify, RequestNumber, RequestChoice,  
Enter a String & Edge command index

## 1.123 Edge Help : RX

#### FORMAT

RX PORT/K, SYNC/S, FILEREQ/S, PATH/K, FILE/K, PATTERN/K, STOP=STOPLEARNING/S,  
COMMAND/F

#### DESCRIPTION

Sends an ARexx command to the specified port following the PORT keyword, or to ARexx if no port is specified.

Sends an ARexx command asynchronously, or synchronously if SYNC is specified. If no command is given, the user will be prompted with an 'Enter a String' requester. The user may then enter a string to send (internal command, ARexx string-program, or the name of a script). If FILEREQ, PATH, FILE or PATTERN is specified and no command is given, then the user will be prompted with a FileRequester in order to select an ARexx-script to run. When a command is sent synchronously, user input is blocked in the sending window until the command returns. Asynchronous commands do not block the sending window. This command cannot be nested; i.e. you can't use RX to run RX again.

If the STOP switch is present and if a macro is currently being recorded, recording will stop; all other arguments are ignored.

Edge maintains a history of the RX (local) string gadget. To cycle through the list, simply use the Cursor Up/Down keys. Shift Cursor Up will move to the top of the list; Shift Cursor Down will move to the bottom of the list. Shift Cursor Down will move to the start of the list and clear the gadget. Shift Cursor Up will search the list for the string currently in the gadget (just like the shell). None of the history files can be saved.

#### INPUTS

SYNC - Send the command synchronously. No entry signifies asynchronously sending the command.  
COMMAND - The command string to send, or nothing to prompt the user.  
FILEREQ - Bring up a FileRequester instead of an Enter a String requester.  
PATH - Path specification for the FileRequester. If not specified the last path used is used, initial default is 'Rexx:'.  
FILE - File specification for the FileRequester. If not specified the

last file used is used, initial default is nothing.  
PATTERN - Pattern matching string for the FileRequester. If not specified  
the last pattern used is used, initial default is #?.edge.  
STOP - Stop macro recording. Useful for ARexx scripts that should not be  
callable from a recorded macro.

SEE ALSO

EnableUser, DisableUser, Learn & Edge command index

## 1.124 Edge Help : Save

FORMAT

Save ICON/S,NOICON/S,BACKUP/S,NOBACKUP/S

DESCRIPTION

Saves the current file with the current name.

INPUTS

ICON - Force creation of an icon for the file.  
NOICON - Suppress icon creation for the file.  
BACKUP - Force creation of a backup for the file.  
NOBACKUP - Suppress backup creation for the file.

RESULTS

The filename used to save the file.

SEE ALSO

Open, SaveAs, New, Close, Clear, Include & Edge command index

## 1.125 Edge Help : SaveAs

FORMAT

SaveAs FILENAME,FORCE/S,ICON/S,NOICON/S,BACKUP/S,NOBACKUP/S

DESCRIPTION

Saves the current file with a new name. If the name is not given, the user will be prompted with the FileRequester to enter a filename. The FORCE switch suppresses the requester that will pop up if the file already exists, asking the user if it is OK to overwrite it.

INPUTS

FILENAME - The new filename, or nothing to prompt the user.  
FORCE - Suppress the requester asking the user if overwriting is OK.  
ICON - Force creation of an icon for the file.  
NOICON - Suppress icon creation for the file.  
BACKUP - Force creation of a backup for the file.  
NOBACKUP - Suppress backup creation for the file.

RESULTS

The filename used to save the file.

SEE ALSO

Open, Save, New, Close, Clear, Include & Edge command index

## 1.126 Edge Help : SaveChanges

### FORMAT

SaveChanges ICONS/S,NOICONS/S,BACKUPS/S,NOBACKUPS/S

### DESCRIPTION

Saves all files in Edge that have been changed, using their current name.

### INPUTS

ICONS - Force creation of icons for all files saved.  
NOICONS - Suppress icon creation for all files saved.  
BACKUPS - Force creation of backups for all files saved.  
NOBACKUPS - Suppress backup creation for all files saved.

### SEE ALSO

Open, SaveAs, New, Close, Clear, Include & Edge command index

## 1.127 Edge Help : SaveClip

### FORMAT

SaveClip FILENAME,FORCE/S,GC=GLOBALCLIP/S,ICON/S,NOICON/S

### DESCRIPTION

Saves either the global or the local clip, depending on the GLOBALCLIP switch, with the given name. If the filename is not present, the user will be prompted with the FileRequester to specify a filename. The FORCE switch is used to suppress the requester that will pop up if the selected file already exists. If no icon switch is given icon creation will take place as defined by the files ICON flag in \_FE\_Flags.

### INPUTS

FILENAME - The name to use, or nothing to prompt the user.  
FORCE - Suppress the requester asking the user if overwriting is OK.  
GLOBALCLIP - Select the global clipboard.  
ICON - Force creation of an icon for the file.  
NOICON - Suppress the creation of an icon for the file.

### RESULTS

The filename used to save the clip.

### SEE ALSO

MarkBlock, Copy, Cut, Erase, Paste, PrintClip, ClearClip,  
OpenClip, BlockToBuff, BlockToFindBuff, BlockToReplaceBuff, BlockInfo,  
BlockOff & Edge command index

## 1.128 Edge Help : SaveDictionary

---

**FORMAT**

SaveDictionary FILENAME, FORCE/S

**DESCRIPTION**

Saves the dictionary to the file with the given name. If no name is given, the default name, either EdgePrg:Edge.dictionary or the name defined by you at startup with the **DICTIONARY** keyword/tooltype, is used. The **FORCE** switch is used to suppress the requester that will pop up if the file already exists, asking you if overwriting is OK.

**INPUTS**

**FILENAME** - Name of the file to use, or nothing for the default Dictionary File.  
**FORCE** - Suppress the requester asking you if overwriting is OK.

**SEE ALSO**

LoadDictionary, CorrectCase, CorrectWord, Dictionary,  
Dictionary configuration & Edge command index

## 1.129 Edge Help : SaveENV

**FORMAT**

SaveENV FILENAME, GE/S, LE/S, DEFLE/S, FORCE/S, PATTERN

**DESCRIPTION**

Saves the Edge environment variables to a file with the given name. If no name is given, the user will be prompted with the FileRequester to enter a filename. The **FORCE** switch is used to suppress the requester that will pop up if the selected file already exists. You may choose to save Global, Local, Default Local or any mix of variables in the save file. **PATTERN** is used to select which variables to save and supports wildcard expansion. If no **PATTERN** is given all variables are enabled.

**INPUTS**

**FILENAME** - The filename to use, or nothing to prompt the user.  
**GE** - Save Global environment variables.  
**LE** - Save Local environment variables.  
**DEFLE** - Save the Default Local environment variables.  
**FORCE** - Suppress the requester asking the user if overwriting is OK.  
**PATTERN** - Pattern to select which variables to save, or nothing for all.

**RESULTS**

The filename used to save the preferences.

**SEE ALSO**

LoadENV, PutENVVar, GetENVVar, Global Environment Variables,  
File Environment Variables, Window Environment Variables & Edge command index

## 1.130 Edge Help : SaveKeyboard

**FORMAT**

SaveKeyboard FILENAME, FORCE/S

#### DESCRIPTION

Saves the keyboard definition to a file with the given name. If no name is given, the default name, either EdgePrg:Edge.keyboard or the name defined by the user at startup with the KEYBOARD keyword/tooltype, is used.

#### INPUTS

FILENAME - Name of the file to use, or nothing for the default one.  
FORCE - Suppress the requester asking the user if overwriting is OK.

#### SEE ALSO

LoadKeyboard, LoadMenus, LoadTexts, LoadMouseButtons,  
SaveMenus, SaveTexts, SaveMouseButtons, KeyBoard,  
Keyboard configuration & Edge command index

## 1.131 Edge Help : SaveMenus

#### FORMAT

SaveMenus FILENAME, FORCE/S

#### DESCRIPTION

Saves the menu definition to a file with the given name. If no name is given, the default name, either EdgePrg:Edge.menus or the name defined by the user at startup with the MENUS keyword/tooltype, is used.

#### INPUTS

FILENAME - Name of the file to use, or nothing for the default one.  
FORCE - Suppress the requester asking the user if overwriting is OK.

#### SEE ALSO

LoadKeyboard, LoadMenus, LoadTexts, SaveKeyboard, SaveTexts,  
Menu configuration & Edge command index

## 1.132 Edge Help : SaveMouseButtons

#### FORMAT

SaveMouseButtons FILENAME, FORCE/S

#### DESCRIPTION

Saves the mouse button configuration to the file with the given name. If no name is given, the default name, either EdgePrg:Edge.mousebuttons or the name defined by you at startup with the MOUSEBUTTONS keyword/tooltype, is used.

#### INPUTS

FILENAME - Name of the file to use, or nothing for the default one.  
FORCE - Suppress the requester asking the user if overwriting is OK.

#### SEE ALSO

LoadKeyboard, LoadMenus, LoadTexts, LoadMouseButtons,

---

SaveKeyboard, SaveMenus, SaveTexts, MouseButton,  
MouseButton configuration & Edge command index

### 1.133 Edge Help : SaveTexts

#### FORMAT

SaveTexts FILENAME, FORCE/S

#### DESCRIPTION

Saves the text table configuration and Edge texts to the file with the given name. If no name is given, the default name, either EdgePrg:Edge.texts or the name defined by the user at startup with the TEXTS keyword/tooltype, is used.

#### INPUTS

FILENAME - Name of the file to use, or nothing for the default one.  
FORCE - Suppress the requester asking the user if overwriting is OK.

#### SEE ALSO

LoadKeyboard, LoadMenus, LoadTexts, LoadMouseButtons,  
SaveKeyboard, SaveMenus, SaveMouseButtons,  
Text configuration & Edge command index

### 1.134 Edge Help : SaveTemplates

#### FORMAT

SaveTemplates FILENAME, FORCE/S

#### DESCRIPTION

Saves the template configuration to the file with the given name. If no name is given, the default name, either EdgePrg:Edge.templates or the name defined by you at startup with the TEMPLATES keyword/tooltype, is used. The FORCE switch is used to suppress the requester that will pop up if the file already exists, asking if overwriting is OK.

#### INPUTS

FILENAME - Name of the file to use, or nothing for the default one.  
FORCE - Suppress the requester asking you if overwriting is OK.

#### SEE ALSO

LoadTemplates, CompleteTemplate, Template, Template configuration &  
Edge command index

### 1.135 Edge Help : ScreenMode

#### FORMAT

ScreenMode MONITOR, WIDTH/N, HEIGHT/N, DEPTH/N, DETAILPEN/N, BLOCKPEN/N,  
TEXTPEN/N, SHINEPEN/N, SHADOWPEN/N, FILLPEN/N, FILLTEXTPEN/N,  
BACKGROUNDPEN/N, HIGHLIGHTTEXTPEN/N, BARDETAILPEN/N,  
BARBLOCKPEN/N, BARTRIMPEN/N

---

## DESCRIPTION

Changes the Edge screen mode. You may alter the width, height, depth, display mode and the 'pens' of the screen. Pen numbers should be color register numbers consistent with the palette depth (number of colors):

A depth of 2 results in 4 colors in registers 0 - 3;  
 A depth of 3 results in 8 colors in registers 0 - 7;  
 A depth of 4 results in 16 colors in registers 0 - 15;

NOTE: The Background pen is always color 0.

## INPUTS

MONITOR	- Display to use e.g. 'PAL:Hires' or 'NTSC:Hires-Interlace', or the name of a public screen, e.g. 'Workbench:Use'.
WIDTH	- The width of the screen, -1 for default.
HEIGHT	- The height of the screen, -1 for default.
DEPTH	- The number of bitplanes to use (1 - 3).
DETAILPEN	- Compatible Intuition rendering pens
BLOCKPEN	- Compatible Intuition rendering pens
TEXTPEN	- Text on background
SHINEPEN	- Bright edge on 3D objects
SHADOWPEN	- Dark edge on 3D objects
FILLPEN	- Active-window/selected-gadget fill
FILLTEXTPEN	- Text over FILLPEN
BACKGROUNDPEN	- Always color 0
HIGHLIGHTTEXTPEN	- Special color text, on background

NOTE: These pens are only available under Kickstart v39 or better

BARDETAILPEN	- Text/detail in screen-bar/menus
BARBLOCKPEN	- Screen-bar/menus fill
BARTRIMPEN	- Trim under screen-bar

Edge command index

## 1.136 Edge Help : Select

## FORMAT

Select FILENAME, FULLNAME, TOP/S, BOTTOM/S, NEXT/S, PREVIOUS/S

## DESCRIPTION

Selects a new current file to work with. Activates the first window in the specified file for USER input. Take care when using this function from ARexx, since the host address doesn't change. If you wish to change the host address to that of the activated window you must 'address value result' using the result from this function. If no filename and no switches are given the user is prompted with a requester to enter a filename.

Edge maintains a history of the Select (global) string gadget. To cycle through the list, simply use the Cursor Up/Down keys. Shift Cursor Up will move to the top of the list; Shift Cursor Down will move to the bottom of the list. Shift Cursor Down will move to the start of the list

and clear the gadget. Shift Cursor Up will search the list for the string currently in the gadget (just like the shell). None of the history files can be saved.

#### INPUTS

FILENAME - Activate the first window in the given file; the search is made ignoring the Edge path components.  
FULLNAME - Activate the first window in the given file; the search is made taking into account the Edge path components.  
TOP - Activate the first window in the first file.  
BOTTOM - Activate the last window in the last file.  
NEXT - Activate the next window in the window list.  
PREVIOUS - Activate the previous window in the window list.

#### NOTE

NEXT and PREVIOUS are circular, which means that if the current window is the last one and you specify NEXT you will activate the first window in the first file, and if the current window is the first one and you specify PREVIOUS you will activate the last window in the last file.

You may only specify one of the switches at a time.

#### RESULTS

The ARexx-address of the activated window.

#### SEE ALSO

ActivateWindow, AddressOf & Edge command index

## 1.137 Edge Help : SetBookMark

#### FORMAT

SetBookMark MARK/A/N

#### DESCRIPTION

Sets a bookmark in the text. The mark number must be within the valid range 1 - 10.

#### INPUTS

MARK - Bookmark number to use.

#### SEE ALSO

GoToBookMark & Edge command index

## 1.138 Edge Help : SwapCase

#### FORMAT

SwapCase CHAR/S,WORD/S,BACK/S,LINE/S,SOL/S,EOL/S,BLOCK/S

#### DESCRIPTION

Swaps case on characters, to upper if lower; and to lower if upper, in some different and useful ways.

---

## INPUTS

- CHAR - Change the character under the cursor. The cursor is moved to the right.
- WORD - Change the word beginning under and extending to the right of the cursor. The cursor is moved to the right.
- BACK - This flag only works together with CHAR and WORD. If BACK is used, the text to the LEFT of the cursor is changed instead of the text to the right. The cursor is moved to the left.
- LINE - Change the entire current line. The cursor is moved to the line below.
- SOL - Change all characters from the start of the line to the cursor, not including the character under the cursor. The cursor is moved to SOL.
- EOL - Change all characters from the cursor, including the character under the cursor, to the end of the line. The cursor is moved to EOL.
- BLOCK - Change the currently selected block.

## SEE ALSO

LowerCase, UpperCase & Edge command index

## 1.139 Edge Help : Template

## FORMAT

Template TEMPLATE/A,ASK/S,FORCE/S,FILL/F

## DESCRIPTION

Inquires about, removes or adds a template to the template configuration.

## INPUTS

- TEMPLATE - The template you wish to affect.
- ASK - Switch used to inquire about the fill-text currently assigned to the given TEMPLATE.
- FILL - The fill-text you wish to assign to the given TEMPLATE. To include non-printing characters use decimal codes: '\xxx' e.g. '\169' = '-', '\065' = 'A', '\010' = LF, etc.
- FORCE - Switch to suppress the 'OK to overwrite' requester that will pop up if TEMPLATE already exists.

## EXAMPLES

```
Template ff ask      ; inquire about template 'ff'
Template ff force    ; remove template 'ff'; i.e. assign it a fill-text ''.
```

## RESULTS

The old fill-text assigned to TEMPLATE.

## SEE ALSO

LoadTemplates, SaveTemplates, CompleteTemplate, Template configuration & Edge command index

## 1.140 Edge Help : Text

**FORMAT**

Text TEXT/A,RAW/S

**DESCRIPTION**

Inserts or overwrites characters in the file at the current cursor position. The characters to be written must be quoted, and in order to use non-printable characters use backslash and a three digit decimal number, e.g. "\010" for LF, "\009" for TAB, "\065" for A, etc. Normally the characters are inserted one by one and are affected by AUTOINDENT, CORRECTCASE and WORDWRAP. However - if the RAW switch is specified, then the text is inserted as a block in one go which is much faster, but AUTOINDENT, CORRECTCASE and WORDWRAP are bypassed.

**INPUTS**

RAW - Switch to bypass AUTOINDENT, CORRECTCASE and WORDWRAP.  
TEXT - The characters to be inserted.

**RESULTS**

The new position will be returned with the format:  
Line Offset Column ASCII  
All fields are decimal numbers.

**SEE ALSO**

EnterASCII & Edge command index

## 1.141 Edge Help : Undo

**FORMAT**

Undo ,

**DESCRIPTION**

To undo changes made to the file.

**SEE ALSO**

Redo & Edge command index

## 1.142 Edge Help : UpperCase

**FORMAT**

UpperCase CHAR/S,WORD/S,BACK/S,LINE/S,SOL/S,EOL/S,BLOCK/S

**DESCRIPTION**

Converts characters to upper case in some different and useful ways.

**INPUTS**

CHAR - Change the character under the cursor. The cursor is moved to the right.  
WORD - Change the word beginning under and extending to the right of the cursor. The cursor is moved to the right.  
BACK - This flag only works together with CHAR and WORD. If BACK is used, the text to the LEFT of the cursor is changed instead of the

text to the right. The cursor is moved to the left.

LINE - Change the entire current line. The cursor is moved to the line below.

SOL - Change all characters from the start of the line to the cursor, not including the character under the cursor. The cursor is moved to SOL.

EOL - Change all characters from the cursor, including the character under the cursor, to the end of the line. The cursor is moved to EOL.

BLOCK - Change the currently selected block.

SEE ALSO

LowerCase, SwapCase & Edge command index

## 1.143 Edge Help : Wakeup

FORMAT

Wakeup ,

DESCRIPTION

Uniconifies Edge, if iconified; else does nothing.

## 1.144 Edge Help : Window

FORMAT

Window SV=SPLITVERTICAL/S,SH=SPLITHORIZONTAL/S,CLOSE/S,FORCE/S, FORCEREXX/S,FORCEOK/S,SNAPSHOT/S,MIN/S,MAX/S,FRONT/S,BACK/S, ZOOM/S,UNZOOM/S,ZIP/S

DESCRIPTION

This is a powerful window manipulating command. It will allow you to split a window into two windows, vertically or horizontally, close a window, snapshot a window so that the next time you load the file the window will have the same size and position (providing you have elected to save the local settings with the file), resize, zip, zoom, unzoom and move a window in front of all windows or behind all windows.

INPUTS

SPLITVERTICAL - Split the current window in two, vertically.

SPLITHORIZONTAL - Split the current window in two, horizontally.

CLOSE - Close the current window.

FORCE - Suppress the requester that will pop up if this window is the last one in the file and the file contains changes, asking if losing the changes is OK.

FORCEREXX - Suppress the 'ARexx outstanding msg' requester that will appear if running this command from ARexx, or if any other scripts are still out there.

FORCEOK - Suppress the 'OK to quit file 'xx'' requester that will pop up if this window is the last in the file and no changes are made.

SNAPSHOT - Snapshot the current window.

MAX - Resize the current window to its maximum size.

MIN - Resize the current window to its minimum size.  
 FRONT - Bring the current window in front of all other windows.  
 BACK - Move the current window behind all other windows.  
 ZOOM - Zoom the current window.  
 UNZOOM - UnZoom the current window.  
 ZIP - Either Zoom or UnZoom the current window depending on its current state (zoomed or unzoomed).

#### NOTE

If a window is Zoomed when you make a snapshot, the size/position will be stored in the zoom size/position variables.

The result returned from this command is the state the window was in BEFORE it was changed, zoomed, min, max, etc.

#### RESULTS

The window position, size and ARexx-address is returned with the format:  
 X x, Y y, W w, H h, ARexx-address, ZoomFlag ('Zoomed' or 'UnZoomed')  
 x, y, w and h are decimal numbers. X, Y, W, and H are the actual letter.

#### EXAMPLE

Here is a typical result string returned:

X 0, Y 0, W 640, H 200, EDGE1.1.1, UnZoomed

#### SEE ALSO

EdgeToBack, EdgeToFront, ChangeWindow & Edge command index

## 1.145 Edge Help : WindowTitle

#### FORMAT

WindowTitle MESSAGE/A,DISPLAYTIME/N

#### DESCRIPTION

Displays a message in the title bar of the current ARexx command host's text window, and shows it for DISPLAYTIME seconds. If no DISPLAYTIME is given the message will be displayed for 4 seconds.

#### INPUTS

MESSAGE - Message text to show.

DISPLAYTIME - How long to show it, no entry uses default which is 4.

Edge command index

## 1.146 Edge Help : Environment

The Edge environment variables and flags.

Edge has one global environment that contains settings used by all files, and then each file has its own local environment as well. The local environment is actually divided into 2 parts, one large section, the File environment, and then for each window in the file a small section known as the Window environment.

Global Environment Variables      Global Environment Flags

File Environment Variables      File Environment Flags

Window Environment Variables

NOTE: There is no file for window environment variables since they are dynamic and depend on the opened window conditions. The window variables are accessible through GetEnvVar and PutEnvVar.

Actual Environment Files

Global Environment

File Environment

These environment, or prefs, files may also contain an INCLUDE directive to include another prefs file into the current one. INCLUDEs may be nested up to 8 levels deep before an error is reported.

## 1.147 Edge Help : GlobalEnvVars

Global Environment Variables

Actual Global Environment File

_GE_ASLHeight	Read Write	The ASL Requester height stored here.
_GE_ASLWidth	Read Write	The ASL Requester width stored here.
_GE_AutoSaveTimer	Read Write	Time between autosaves. (minutes)
_GE_BarHeight	Read Only	Window title bar height, calculated as: WBotTop + RastPort.TxHeight + 1
_GE_ClipUnit	Read Write	'clipboard.device' unit number use by the global clip, normally this is 0, system default clipboard, so that you may exchange data with other programs. Should you wish to create a 'private' global clip just change this variable.
_GE_ClockLeftEdge	Read Write	The pixel X position for the Edge clock.
_GE_CloseDelay	Read Write	Close delay for the ARexx console, in seconds.
_GE_CurrentDir	Read Only	Current directory path.
_GE_CX_PopKey	Read Write	Hotkey description, 31 chars.
_GE_CX_Priority	Read Write	Hotkey priority.
_GE_Date	Read Only	String containing current time and date.
_GE_DevName	Read Only	The editor device name, e.g. "EDGE"
_GE_DictionaryFile	Read Only	Filename of the dictionary file.
_GE_DirInk	Read Write	Text pen for FileRequester directories. This option is only available with Kickstart v39 or higher.
_GE_ErrLevel	Read Write	Threshold for errors reported to the user.
_GE_ErrListX	Read Write	X coordinate for the Error list window in GotoError.
_GE_ErrListY	Read Write	Y coordinate for the Error list window in GotoError.
_GE_FileInit	Read Write	Init string for printing file, 127

		chars.
<code>_GE_FileInk</code>	Read Write	Text pen for FileRequester files. This option is only available with Kickstart v39 or higher.
<code>_GE_Files</code>	Read Only	Number of files in Edge.
<code>_GE_FindX</code>	Read Write	X coordinate for Find/FindReplace.
<code>_GE_FindY</code>	Read Write	Y coordinate for Find/FindReplace.
<code>_GE_Flags</code>	Read Write	General flags, see Global Environment Flags - General
<code>_GE_FontFlags</code>	Read Only	Soft Style flags, see Global Environment Flags - Font
<code>_GE_FooterInit</code>	Read Write	Footer init string, 127 chars.
<code>_GE_FooterTitle</code>	Read Write	Footer title, 127 chars.
<code>_GE_GadgetFontName</code>	Read Only	Name of the gadget font, use empty string "" for system default font, max 31 chars.
<code>_GE_GadgetFontSize</code>	Read Only	Size of the gadget font, 6 to 64, values out of range will be set to the nearest limit.
<code>_GE_GlobalFile</code>	Read Only	Filename of the global settings prefs file.
<code>_GE_GlobalPattern</code>	Read Write	GlobalSettings FileReq pattern, 31 chars.
<code>_GE_GlobalX</code>	Read Write	X coordinate for GlobalSettings.
<code>_GE_GlobalY</code>	Read Write	Y coordinate for GlobalSettings.
<code>_GE_HeadInit</code>	Read Write	Header init string, 127 chars.
<code>_GE_HeadTitle</code>	Read Write	Header title, 127 chars.
<code>_GE_IconWindowX</code>	Read Write	Left edge for iconified Edge window.
<code>_GE_IconWindowY</code>	Read Write	Top edge for iconified Edge window.
<code>_GE_InfoInk</code>	Read Write	Text pen for status line.
<code>_GE_InfoPaper</code>	Read Write	Background pen for status line.
<code>_GE_ItemInk</code>	Read Write	Text pen for menu items.
<code>_GE_KeyboardFile</code>	Read Only	Filename of the keyboard config file.
<code>_GE_LeftMargin</code>	Read Write	Printer left margin.
<code>_GE_ListInk</code>	Read Write	Text pen for lists-view gadgets. This option is only available with Kickstart v39 or better.
<code>_GE_LocalFile</code>	Read Only	Filename of the local settings prefs file.
<code>_GE_LocalLoadMask</code>	Read Write	Pattern for variables to be loaded from the files icon, 1023 chars.
<code>_GE_LocalSaveMask</code>	Read Write	Pattern for variables to be saved in the files icon, 1023 chars.
<code>_GE_LockCount</code>	Read Only	Locks made to 'EDGE:'.
<code>_GE_LocalX</code>	Read Write	X coordinate for LocalSettings.
<code>_GE_LocalY</code>	Read Write	Y coordinate for LocalSettings.
<code>_GE_MaxLast</code>	Read Write	Max entries in the Last-Used list.
<code>_GE_MemPoolPudSize</code>	Read Write	The size of the memory pool puddle value: minimum size 4096 bytes, no maximum value.
<code>_GE_MenusFile</code>	Read Only	Filename of the menus config file.
<code>_GE_MessageInk</code>	Read Write	Text pen for messages.
<code>_GE_Monitor</code>	Read Only	Name of the monitor to use, 255 chars.
<code>_GE_MouseButtonsFile</code>	Read Only	Filename of the mousebuttons config file.
<code>_GE_Palette</code>	Read Write	The Edge custom screen palette. The palette is made up of hexadecimal RGB

		values, starting at pen 0. e.g. pen 0 R,G,B, pen 1 R,G,B, ... pen 15 R,G,B
_GE_PaperLen	Read Write	Printer paper length.
_GE_Printer	Read Write	Printer device, e.g. 'PRT:', 31 chars.
_GE_Priority	Read Write	Edge process priority.
_GE_PrtFlags	Read Write	Printer flags, see Global Environment Flags - Printer
_GE_PunctuationMarks	Read Write	String of characters that marks the end of a sentence, used by Format. Defaults to "!.", max 31 characters.
_GE_RealGadgetFontName	Read Only	Actual name of the gadget font.
_GE_RealGadgetFontSize	Read Only	Actual size of the gadget font.
_GE_RealScreenFontName	Read Only	Actual name of the screen font.
_GE_RealScreenFontSize	Read Only	Actual size of the screen font.
_GE_RealScreenHeight	Read Only	The actual screen height in pixels.
_GE_RealScreenWidth	Read Only	The actual screen width in pixels.
_GE_RealTextFontName	Read Only	actual name of the text font.
_GE_RealTextFontSize	Read Only	actual size of the text font.
_GE_ReqChoiceX	Read Write	X coordinate for RequestChoice.
_GE_ReqChoiceY	Read Write	Y coordinate for RequestChoice.
_GE_ReqFile	Read Only	Filename of the req config file.
_GE_ReqKeyX	Read Write	X position of RequestKey window when not pointer relative.
_GE_ReqKeyY	Read Write	Y position of RequestKey window when not pointer relative.
_GE_ReqFileX	Read Write	X coordinate for RequestFile (and ASL).
_GE_ReqFileY	Read Write	Y coordinate for RequestFile (and ASL).
_GE_ReqNotifyX	Read Write	X coordinate for RequestNotify.
_GE_ReqNotifyY	Read Write	Y coordinate for RequestNotify.
_GE_ReqNumberX	Read Write	X coordinate for RequestNumber.
_GE_ReqNumberY	Read Write	Y coordinate for RequestNumber.
_GE_ReqStringX	Read Write	X coordinate for RequestString.
_GE_ReqStringY	Read Write	Y coordinate for RequestString.
_GE_RexxConsole	Read Write	ARexx IO name, e.g. "con:...", 127 chars.
_GE_RexxMsgOut	Read Only	Total number of ARexx messages sent.
_GE_RightMargin	Read Write	Printer right margin.
_GE_ScreenDepth	Read Only	Edge screen depth, 2 to 4, values out of range will be set to the nearest limit.
_GE_ScreenFontName	Read Only	Name of the gadget font, use empty string "" for system default font, max 31 chars.
_GE_ScreenFontSize	Read Only	Size of the screen font, 6 to 64, values out of range will be set to the nearest limit.
_GE_ScreenHeight	Read Only	Edge screen height.
_GE_ScreenName	Read Only	Name of the screen Edge is using.
_GE_ScreenPens	Read Only	The Edge custom screen dri pens, defaults to 2,1,1,2,1,3,1,0,3,1,2,0. The pens are in the same order as the arguments to ScreenMode.
_GE_ScreenWidth	Read Only	Edge screen width.
_GE_ScreenX	Read Only	Screen relative x offset.
_GE_ScreenY	Read Only	Screen relative y offset.
_GE_ScrollJumpH1	Read Write	Scroll smoothness for 1 char left/right. A value of -1 indicates

		the width of the current font.
_GE_ScrollJumpHn	Read Write	Scroll smoothness for n chars left/right. A value of -1 indicates the width of the current font.
_GE_ScrollJumpV1	Read Write	Scroll smoothness for 1 line up/down. A value of -1 indicates the height of the current font.
_GE_ScrollJumpVn	Read Write	Scroll smoothness for n lines up/down. A value of -1 indicates the height of the current font.
_GE_SpacesAfterPunctuation	Read Write	Holds the designated number of spaces between the punctuation at the end of a sentence and the start of the next sentence to the given number during paragraph formatting. Default = 2. Min 1, Max 10
_GE_StartupFile	Read Only	Filename of the startup script.
_GE_TabDistance	Read Write	Printer tab distance.
_GE_TemplatesFile	Read Only	Filename of the templates file.
_GE_TextFontName	Read Only	Name of the text font, use empty string "" for system default font, max 31 chars.
_GE_TextFontSize	Read Only	Size of the text font, 6 to 64, values out of range will be set to the nearest limit.
_GE_TextInk	Read Write	Text pen for text. NOTE: The number of bitplanes used when scrolling, etc, the text depends only on the color used, so for best speed and look you should select a pen that is a 2^n number; i.e. 1, 2, or 4. NOTE: The colors used to mark blocks are located in one of the planes not used by the text, so if you specify a text color that uses all bitplanes, you will not be able to see the block marking.
_GE_ToolName	Read Write	The project-icon toolname, 127 chars.
_GE_User0	Read Write	User variable - 127 chars.
_GE_User1	Read Write	User variable - 127 chars.
_GE_User2	Read Write	User variable - 127 chars.
_GE_User3	Read Write	User variable - 127 chars.
_GE_User4	Read Write	User variable - 127 chars.
_GE_User5	Read Write	User variable - 127 chars.
_GE_User6	Read Write	User variable - 127 chars.
_GE_User7	Read Write	User variable - 127 chars.
_GE_User8	Read Write	User variable - 127 chars.
_GE_User9	Read Write	User variable - 127 chars.
_GE_UserFlags	Read Write	User Flags, ignored by Edge. This field contains 32 flags 'F1 - 'F32', all available to the user.
_GE_VisualScreenHeight	Read Only	Pixel height of visual screen area.
_GE_VisualScreenWidth	Read Only	Pixel width of the visual screen area.
_GE_WakeupFile	Read Only	Filename of the wakeup script.
_GE_Windows	Read Only	This holds the number of windows opened.

<code>_GE_WndActComm</code>	Read Write	Command to execute when a text window goes active, 127 chars, default "".
<code>_GE_WndCloseComm</code>	Read Write	Command to execute when the user clicks on a textwindow close gadget, 127 chars, default "window close".
<code>_GE_WndDeActComm</code>	Read Write	Command to execute when a text window goes inactive, 127 chars, default "".
<code>_GE_WndFlags</code>	Read Write	Window flags, see Global Environment Flags - Window
<code>_GE_WordDelimiters</code>	Read Write	The word-delimiter list. The string is 256 digits long, one digit for each character, consisting of '0', '1' and '2'. If the digit is a '1' the character is a 'word' character ('a', 'b', etc), if the digit is a '2' the character is a 'space' character (' ', '\t' and '\n') and if the digit is a '0' then the character is neither a 'word' nor a 'space' ('.', ':', etc).

SEE ALSO

Flag, GetENVVar, PutEnvVar, SaveENV,  
LoadENV & Environment index

## 1.148 Edge Help : GlobalEnvFlags

Global Environment Flags - General ( `_GE_Flags` )

Actual Global Environment File

<code>AltSame</code>	In RequestKey both Alt keys the same; no left or right.
<code>AppIcon</code>	Puts an application icon on Workbench.
<code>ASLReq</code>	Use the ASL filerequester.
<code>AutoClock</code>	Enable clock if an Edge window is active, disable clock when no Edge window is active and not blocked by a requester.
<code>AutoDir</code>	Auto 'GetDir' when the FileRequesters directory attributes (path name and date) don't match with those of the specified directory.
<code>AutoSaveAll</code>	Save all files in the editor.
<code>AutoSaveChng</code>	Save only if any changes have been made.
<code>AutoSaveOn</code>	Auto save is active.
<code>AutoSaveReq</code>	Prompt the user before auto-saving.
<code>CacheDir</code>	The FileRequester caches directories.
<code>Clock</code>	Enable clock always.
<code>DormantQuit</code>	Iconify instead of quit when the last window is closed. Edge will NOT iconify if there are any outstanding ARexx messages. All ARexx messages must return before Edge will iconify.
<code>GlobalIcon</code>	Create icon for GlobalSettings file.
<code>IconWindow</code>	Open a window on workbench when iconified.
<code>LoadLocal</code>	Load LocalSettings from icons.
<code>LocalIcon</code>	Create icon for LocalSettings file.
<code>MouseBlanker</code>	Enable the Edge mouse pointer blanker.
<code>QMAlt</code>	In RequestKey both Alts keys ignored as qualifiers.
<code>QMShift</code>	In RequestKey both Shift keys ignored as qualifiers.

SaveLocal	Save LocalSettings in icons.
ShiftSame	In RequestKey both Shift keys the same; no left or right.
ShowDir	Show dir/files during directory reads.
CutRepeat	Cut off overflowing 'REPEAT' keys.

#### Global Environment Flags - Window ( \_GE\_WndFlags )

AutoFront	Auto move the window in front at activation.
AutoUnZoom	Auto unzoom window at activation.
AutoZoom	Auto zoom window at deactivation.
ChoicePRel	RequestChoice is pointer relative.
ErrListPRel	Error list, GoToError, is pointer relative.
FilereqPRel	RequestFile or ASL is pointer relative.
FindPRel	Find/FindReplace is pointer relative.
GlobalPRel	GlobalSettings is pointer relative.
InfoTop	Put status line at top of window.
KeyPad	Use 'KEYPAD' qualifier.
KeyPRel	RequestKey is pointer relative.
LocalPRel	LocalSettings is pointer relative.
NotifyPRel	RequestNotify is pointer relative.
NumerPRel	RequestNumber is pointer relative.
ScrScroll	Autoscroll the screen when the cursor moves beyond the visible part of the screen. This feature works only on Kickstart v39 or better.
SnapSize	Auto snap window size to even chars.
StringPRel	RequestString is pointer relative.

#### Global Environment Flags - Printer ( \_GE\_PrtFlags )

FootDate	Put date in footer.
FootName	Put filename in footer.
FootPage	Put page # in footer.
HeadDate	Put date in header.
HeadName	Put filename in header.
HeadPage	Put page # in header.
SpacesToTabs	Convert spaces to tabs using internal tabs.
TabsToSpaces	Convert tabs to spaces using internal tabs.

#### Global Environment Flags - Font ( \_GE\_FontFlags )

GadgetBold	Bold style on gadget font.
GadgetItalic	Italic style on gadget font.
GadgetScale	Allow font scaling for gadget font.
GadgetUnderline	Underline gadget font.
ScreenBold	Bold style on screen font.
ScreenItalic	Italic style on screen font.
ScreenScale	Allow font scaling for screen font.
ScreenUnderline	Underline screen font.
TextBold	Bold style on text font.
TextItalic	Italic style on text font.
TextScale	Allow font scaling for text font.
TextUnderline	Underline text font.

#### SEE ALSO

Flag, GetENVVar, PutEnvVar, SaveENV,  
LoadENV & Environment index

## 1.149 Edge Help : FileEnvVars

File environment variables

Actual File Environment File

<code>_FE_BackDir</code>	Read Write	Backup directory path, max 95 chars.
<code>_FE_BackFile</code>	Read Write	Backup file. If this field is blank the default backup file, <code>*{#}</code> , will be used, max 31 chars. <code>*</code> = the name of the file. <code>#</code> = current backup counter for this file.
<code>_FE_Changes</code>	Read Only	Number of changes made to this file.
<code>_FE_ClipPath</code>	Read Write	Path for the FileRequester used by the clip commands, 95 chars.
<code>_FE_ClipPattern</code>	Read Write	Pattern for the FileRequester used by the clip commands, 31 chars.
<code>_FE_DosName</code>	Read Write	Full name, e.g. "dh0:work/mysource.c", 126 chars.
<code>_FE_FindString</code>	Read Write	The current find-string, 1023 chars
<code>_FE_Flags</code>	Read Write	Flag field, see File Environment Flags.
<code>_FE_FoldEnd</code>	Read Write	Fold end marker, max 31 chars, default <code>'/*fe*/'</code> .
<code>_FE_FoldStart</code>	Read Write	Fold start marker, max 31 chars, default <code>'/*fs*/'</code> .
<code>_FE_Height</code>	Read Write	Window height, -1 for default.
<code>_FE_IMark</code>	Read Write	IMark image, used by FindIMark, max 31 chars.
<code>_FE_IncludePath</code>	Read Write	Path for Include FileRequester, max 95 chars.
<code>_FE_IncludePattern</code>	Read Write	Pattern for Include FileRequester, max 31 chars.
<code>_FE_LeftEdge</code>	Read Write	Window left edge, -1 for default.
<code>_FE_LeftSB</code>	Read Write	Left scroll border.
<code>_FE_Lines</code>	Read Only	Number of lines in the file.
<code>_FE_LockCount</code>	Read Only	Locks made to this file.
<code>_FE_LoweSB</code>	Read Write	Lower scroll border.
<code>_FE_LocalPath</code>	Read Write	Path for the FileRequester used by the LocalSettings command, 95 chars.
<code>_FE_LocalPattern</code>	Read Write	Pattern for the FileRequester used by the LocalSettings command, 31 chars.
<code>_FE_MarkChar1</code>	Read Write	Bookmark 1, character offset.
<code>_FE_MarkChar10</code>	Read Write	Bookmark 10, character offset.
<code>_FE_MarkChar2</code>	Read Write	Bookmark 2, character offset.
<code>_FE_MarkChar3</code>	Read Write	Bookmark 3, character offset.
<code>_FE_MarkChar4</code>	Read Write	Bookmark 4, character offset.
<code>_FE_MarkChar5</code>	Read Write	Bookmark 5, character offset.
<code>_FE_MarkChar6</code>	Read Write	Bookmark 6, character offset.
<code>_FE_MarkChar7</code>	Read Write	Bookmark 7, character offset.
<code>_FE_MarkChar8</code>	Read Write	Bookmark 8, character offset.
<code>_FE_MarkChar9</code>	Read Write	Bookmark 9, character offset.
<code>_FE_MarkLine1</code>	Read Write	Bookmark 1, line number.
<code>_FE_MarkLine10</code>	Read Write	Bookmark 10, line number.
<code>_FE_MarkLine2</code>	Read Write	Bookmark 2, line number.
<code>_FE_MarkLine3</code>	Read Write	Bookmark 3, line number.
<code>_FE_MarkLine4</code>	Read Write	Bookmark 4, line number.
<code>_FE_MarkLine5</code>	Read Write	Bookmark 5, line number.
<code>_FE_MarkLine6</code>	Read Write	Bookmark 6, line number.

_FE_MarkLine7	Read Write	Bookmark 7, line number.
_FE_MarkLine8	Read Write	Bookmark 8, line number.
_FE_MarkLine9	Read Write	Bookmark 9, line number.
_FE_MaxBackups	Read Write	Maximum number of backup copies to be cycled.
_FE_Name	Read Write	Name of the file, e.g. "mysource.c", max 31 chars.
_FE_OpenCount	Read Only	Opens made to this file.
_FE_PageLen	Read Write	Page length for this file, minimum 1.
_FE_Path	Read Write	Path for this file, e.g. "dh0:work/", max 95 chars.
_FE_Pattern	Read Write	Pattern for Open/Save FileRequester, max 31 chars.
_FE_ReplaceString	Read Write	The current replace-string, max 1023 chars
_FE_RequestFilePath	Read Write	Path for the FileRequester used by the RequestFile command, 95 chars.
_FE_RequestFilePattern	Read Write	Pattern for the FileRequester used by the RequestFile command, 31 chars.
_FE_RightSB	Read Write	Right scroll border.
_FE_RXName	Read Write	File for the FileRequester used by the RX command, 31 chars, default "".
_FE_RXPath	Read Write	Path for the FileRequester used by the RX command, 95 chars, default "Rexx:".
_FE_RXPattern	Read Write	Pattern for the FileRequester used by the RX command, max 31 chars, default #?.edge.
_FE_RXString	Read Write	Current string in the RX buffer, max 1023 chars
_FE_SavedChar	Read Write	Cursor offset when file was saved.
_FE_SavedLine	Read Write	Cursor line when file was saved.
_FE_Size	Read Only	Byte-size of the file.
_FE_SmallClip	Read Write	The small clipboard buffer string, max 1023 chars.
_FE_SmallClipType	Read Write	Type of clip, 0==normal, 1==columnar.
_FE_TabList	Read Write	Tab stop list, 254 chars.
_FE_TopEdge	Read Write	Window top edge, -1 for default.
_FE_TopPtr	Read Only	Pointer to the first line.
_FE_UndoBuff	Read Write	Byte-size of the undo buffer.
_FE_UpperSB	Read Write	Upper scroll border.
_FE_User0	Read Write	Ten user variables, these are ignored by Edge, max 127 chars.
_FE_User1	Read Write	
_FE_User2	Read Write	
_FE_User3	Read Write	
_FE_User4	Read Write	
_FE_User5	Read Write	User flags, these are ignored by Edge, contains 32 flags 'F1' - 'F32'.
_FE_User6	Read Write	
_FE_User7	Read Write	
_FE_User8	Read Write	
_FE_User9	Read Write	
_FE_UserFlags	Read Write	
_FE_Width	Read Write	Window width, -1 for default.
_FE_Windows	Read Only	Number of open windows in this file.
_FE_WrapBorder	Read Write	Right border for Word Wrap and Format.
_FE_ZoomHeight	Read Write	Window initial zoomed height, -1 for default.

<code>_FE_ZoomLeftEdge</code>	Read Write	Window initial zoomed left edge, -1 for default.
<code>_FE_ZoomTopEdge</code>	Read Write	Window initial zoomed top edge, -1 for default.
<code>_FE_ZoomWidth</code>	Read Write	Window initial zoomed width, -1 for default.

SEE ALSO

Flag, GetENVVar, PutEnvVar, SaveENV,  
LoadENV & Environment index

## 1.150 Edge Help : FileEnvFlags

File Environment Flags ( `_FE_Flags` )

Actual File Environment File

AutoIndent	Auto indent enabled.
Backup	Make a backup when saving.
Circular	Search circular.
CorrectCase	Case correction enabled.
Editable	The file is editable.
Forward	Search forward in the file.
Icon	Create icon for this file.
Insert	Insert mode. (else overwrite mode)
Layout	Layout enabled.
LineWrap	Cursor wrap at line end/start.
SafeSaves	Do safe saves.
ShowSpaces	Show white spaces as '·' = space, '\textdegree{' = tab and '¶' = ↵ LF.
TabsToSpaces	Convert tabs to spaces.
UCEqlc	Upper case is equal to lower case.
Wild	Use wildcards in search.
Words	Search only for whole words.
WordWrap	Word Wrap enabled.

SEE ALSO

Flag, GetENVVar, PutEnvVar, SaveENV,  
LoadENV & Environment index

## 1.151 Edge Help : WindowEnvVars

Window environment variables

These variables are dependent upon the open window in Edge and are not kept in a file like the Global Enviroment variables '`_GE_xxx`', and the local environment variables named '`_FE_xxx`'. Instead they are dynamic and accessible whenever a window is open. Use the GetEnvVar and PutEnvVar commands to change these.

<code>_WE_ASCII</code>	Read Only	Ascii value of the character under the cursor.
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<code>_WE_ByteColumn</code>	Read Only	Byte offset from start of line to the current cursor position.
<code>_WE_ByteOffset</code>	Read Only	Byte offset from start of file to the current cursor position.
<code>_WE_CLine</code>	Read Only	The raw contents of the current line.
<code>_WE_Column</code>	Read Only	Current column number, first column is 0.
<code>_WE_Columns</code>	Read Only	Number of chars that will fit in the window.
<code>_WE_CursorX</code>	Read Only	Current cursor X position, 1st column is 0.
<code>_WE_CursorY</code>	Read Only	Current cursor Y position, first line is 0.
<code>_WE_ErrorLevel</code>	Read/Write	Errors less than this value are returned as 0. This is set to 0 whenever an ARexx script is started by Edge.
<code>_WE_Line</code>	Read Only	Current line number, first line is 0.
<code>_WE_Lines</code>	Read Only	Number of lines that will fit in the window.
<code>_WE_Page</code>	Read Only	Page number, first page is 1.
<code>_WE_RexxMsgOut</code>	Read Only	The number of ARexx messages sent from this window.
<code>_WE_RexxPort</code>	Read/Write	Name of this window's ARexx port, max 15 chars.

SEE ALSO

Flag, GetENVVar, PutEnvVar, SaveENV,  
LoadENV & Environment index

## 1.152 Edge Help : Dos Wildcards

The Amiga's Pattern Matching Wildcards...

- ? Matches any single character. For example, FI?E would match FILE, FINE and FIRE but not FIE.
  - # Matches the following expression 0 or more times. For example, FRE#D would match FRE, FRED, FREDD, FREDDD, etc. #? will match anything.
  - (a|b|c) Matches any one of the items seperated by '|'. For example, (D#?G|C#?T) would match DOG, CAT, DIG, COT, etc.
  - ~ The tilde, the upper left key on most keyboards, negates the following expression. It matches all strings that do not match the expression. For example, F~(ROG)#? will match FROM but not FROG. ~J#? will match anything not starting with the letter J.
  - [abc] A character class: matches only the characters in the class. For example, a[bcd] will match ab, ac and ad but not ae.
  - [~abc] The tilde here indicates a negated character class: matches only the characters not in the class. For example, a[~bc] will match ad and ae but not ab and ac.
  - [a-z] Character range (only within character classes). For example, [a-z] represents all the lowercase letters from a to z. [a-cx-z]#? would match any name starting with the letters a, b, c, x, y or z.
-

% Matches the null string. For example, CA(M|%)P will match CAMP and CAP.

' The apostrophe, found on most keyboards just to the left of the return key. This character is used to declare the following character to be a literal character, instead of a possible wildcard symbol. This permits you to use the characters #, ?, |, %, (, ), [, ], \*, ~ and even an apostrophe as themselves. For example, YEAR#?'% will match YEAR1989%, YEAR1990% but not YEAR1989 or YEAR1990 as would normally be the case

NOTE: The term "expression", above, means either a single character (ex: "#?"), or an alternation (ex: "#(ab|cd|ef)"), or a character class (ex: "#[a-zA-Z]").

#### More Pattern Matching Examples:

A?B Matches any three letter names beginning with A and ending with B, such as AcB, AzB and alb.

A#BC Matches any name beginning with A, ending with C and having any number of Bs in between, such as AC, ABC, ABBC, ABBBC and so on.

A#(BC) Matches any name beginning with A and followed by any number of BC combinations, such as ABC, ABCBC, ABCBCBC and so on.

A(B|C)D Matches ABD or ACD.

ABC#? Matches any name beginning with ABC, regardless of what follows, such as ABCD, ABCDEF.info or ABCXYZ.

#?XYZ Matches any names ending in XYZ, regardless of what precedes it, such as ABCXYZ and ABCDEFXYZ.

[A-D]#? Matches any name beginning with A, B, C or D.

~(XYZ) Matches anything but XYZ.

~(#?XYZ) Matches anything not ending in XYZ.

A(B|D|%)#C Matches ABC, ADC, AC (% is the null string), ABCC, ADCC, ACCC and so on.

## 1.153 Edge Help : ARexx Help

ARexx specific information...

The ARexx Cookbook, by Merrill Callaway  
 WHITESTONE, 511-A Girard SE, Albuquerque, NM 87106 (505) 268-0678  
 (\$54.90 book & two example disks postage paid).

Amiga Programmer's Guide to ARexx, by Eric Giguere

Commodore-Amiga, Inc., 1991

Using ARexx on the Amiga, by Chris Zamara and Nick Sullivan  
Abacus, 1991  
ISBN 1-55755-114-6

There are ARexx forums on BIX, CompuServe, GENIE and PORTAL.

Rexx scripting information...

Practical Usage of REXX, by Anthony S. Rudd  
Ellis Horwood/Simon & Schuster, 1990  
ISBN 0-13-682790-X

Programming in REXX, by Charles Danny  
McGraw Hill, 1992  
ISBN 0-07-15305-1

The REXX Handbook, edited by Gabe Goldberg and Phil Sullivan  
McGraw Hill, 1991  
ISBN 0-07-023682-8

The Rexx standard...

The REXX Language, 2nd edition, by M.F. Cowlshaw  
Prentice-Hall, 1985  
ISBN 0-13-780651

This book is considered the current standard for the REXX language.  
It is often just referred to as either "TRL" or "The Red Book".  
Until ANSI, committee X3J18, releases its standard, this book is IT.

## 1.154 Edge Help : Copyright Information

Edge v1.70

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## 1.155 Edge Help : Technical Support Information

Technical support is only available to registered users, so don't  
forget to send in your registration card. Feel free to write/fax to  
the USA address with suggestions and comments about Edge.

Technical support is available on these telecom services:

We have conference areas on...

BIX	inovatronics
CompuServe	AMIGAVEND, area 8
Portal	inovatronics

Electronic mail addresses...

BIX	inovatronics
CompuServe	75300,361
Portal	inovatronics
Internet	inovatronics@bix.com

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Tech Support: (214) 340-4992 Hours: 11:00am-3:00pm CST/CDT

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