

se.hyper

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Chapter 1

se.hyper

1.1 SAS/C Screen Editor Help

Getting Around	Build Project .. Rt-Amga-B	Block Functions
Opening Windows	Compile File .. F4	Beg of Block .. Ctrl-[
Macro Definitions	Set Options Ctrl-F4	End of Block .. Ctrl-]
Menus	Next Error F5	Copy Block Rt-Amga c
Miscellaneous	Look Up Symbol . Keypad (Delete Block .. Rt-Amga d
Beginning of File	Ctrl-Home	Search
End of File	Ctrl-End	Search and Replace ...
Go to Line Number	Ctrl-L	Search Again
Exit SE	F3	Delete/Insert
Undo Last Change	Ctrl-U	Delete Line
Open New Shell	Ctrl-F	Delete to End of Line ..
Start/End Macro Definition ..	Alt n	Restore Deleted Line ...
Replay macro number n	Alt Fn	Configuration Screen ..

Common Problems with SE

1.2 getting around

Beginning of File	Ctrl-Home	Opening Windows
End of File	Ctrl-End	Open Window
Next Line	Down Arrow	Change Window
Previous Line	Up Arrow	Cycle through Windows ..
Beginning of Line	Home	Window Front to Back ...
End of Line	End	
Next Character	Right Arrow	Go to Line Number
Previous Character	Left Arrow	
Next Word	Ctrl-(NUM 6)	
Previous Word	Ctrl-(NUM 4)	
Next Page	Pg Dn	
Previous Page	Pg Up	
Scroll Up	Ctrl-(NUM 8)	
Scroll Down	Ctrl-(NUM 2)	
Go to Line Number	Ctrl-L	

1.3 Opening New Windows

When the open a new window command is executed by typing in a Ctrl-o or by selecting Open Window from the Windows pull-down menu, a file requestor is displayed to give you an opportunity to specify a new file to edit. The screen area of the current window is split in half and the window is reframed to insure that the current character position of the active window is displayed. The new window is opened and the cursor is placed at the first character position of the new text.

You may have 9 windows open at one time.

1.4 Macro Definitions

A macro is a series of keystrokes that may be defined to a single key.

You may have up to 10 macros assigned to function keys at any one time. The macros are assigned to keys F1-F10. The macros are assigned by hitting ALT-<macro #> at the beginning and the end of the assignment, and are invoked by hitting ALT-F<macro #>.

For example, to assign a macro to F1, hit ALT-1. Then you are prompted to enter the key sequence. Hit the keys that you want to be in your macro. When you are finished, hit ALT-1 again to end capturing the macro. To invoke the macro, hit ALT-F1. All of the stored key sequences will then be invoked.

If you need more than 10 macros, you may re-assign macros key sequences other than ALT-Fx. This feature essentially gives you the ability to assign as many macros as you like.

Macros may be saved to a file, and then later read back in.

1.5 Save Macros

The Save Macro command lets you specify a file in which to save your current set of macros. The default name is SE.MAC which is automatically loaded when SE is started up.

There may be 10 macros active at any one time. The default filename extension for a macro is ".MAC". SE will search your current directory for a macro file so that different default macro files may be kept in different directories, if desired.

To invoke a keyboard macro, press Alt and the function key with the number of the macro (ie Alt-F1 invoke macro 1). To define a macro, press ALT and the number of the macro.

1.6 Load Macros

The load macro command asks you to specify a file that contains a set of macros. The file SE.MAC from the current directory is loaded when SE starts executing.

There may be 10 macros active at any one time. The default filename extension for a macro is ".MAC". SE will search your current directory for a macro file so that different default macro files may be kept in different directories, if desired.

To invoke a keyboard macro, press Alt and the function key with the number of the macro (ie Alt-F1 invoke macro 1). To define a macro, press ALT and the number of the macro.

1.7 Menus

The SAS/C editor provides several ways to accomplish many common tasks. The first way is through the pull-down menus located at the top of the se screen. The second way is through "shortcuts", quick-key sequences listed beside the functions in the pull down menus. These shortcuts make it easy to quickly accomplish tasks once a user is familiar with the editor.

The final way is through menus appearing at the bottom of the screen of the editor. These menus are made up of single characters representing a function. A description of each function is shown below the menu when a menu item is highlighted by the cursor. These menus are intended for novice users who need extra assistance. The menu items may be selected either by moving the cursor to highlight the item and pressing return, or by typing in the first letter of the menu item. The following is a list of all of the command line menus:

```

Main Menu      ..... F2
Project Menu   ..... Ctrl-p
Block Menu     ..... Ctrl-b

```

1.8 main menu

The main menu is invoked with F2.

Menu Selection	Action	Alternate
B "Block"	Invoke Block Menu	(Ctrl-b)
C "Compile"	Compile the current file	(F4)
F "Fork"	Fork a new shell	(Ctrl-f)
M "Mode"	Invoke Configuration Screen	(Ctrl-l)
L "Line"	Go to line number	(Right Amiga-l)
O "Open"	Open a second window	(Ctrl-o)
P "Project"	Invoke Project Menu	(Ctrl-p)
R "Replace"	Search and Replace	(Ctrl-r)
S "String"	Search	(Ctrl-s)
Q "Quit"	Exit SE and don't save changes	(Right Amiga-q)
U "Undo"	Undo last action	(Right Amiga-u)

1.9 Project Menu

Menu Selection	Action	Alternate
Quit	Close the current window. If Only one window is present, exit SE.	Rt-Amiga q
Save	Save the file in the current window and close that window. If only one window is present, exit SE.	Rt-Amiga s
Continue	Save the file in the current window and continue editing	Rt-Amiga w
Next	Save the current file and prompts for a new file. If no new file is specified, SE will close that window.	Rt-Amiga n
Open	Abandon the current file and prompt for a new file	Rt-Amiga o
Rename	Prompt for a new name for the current file.	
Insert	Insert a file at the cursor	
Display	Display the filenames of all files in memory	
Macros	Go to the Macro menu (Save and Load)	

1.10 Block Menu

The Block Menu is invoked with Ctrl-b.

Before using any block command, the block must be first be marked. Blocks may be marked either with the Ctrl-[(begin block) and Ctrl-] (end block) commands or by holding down the left mouse button and dragging. The following table describes the functions available in the Block Menu, and it also lists shortcuts where they exist.

Menu Selection	Action	Alternate
Copy	Copy marked block at the cursor	Rt-Amiga c
Delete	Delete marked block	Rt-Amiga d
Move	Insert marked block at the cursor and delete it from its previous position	Rt-Amiga m
Print	Send the marked block to the PRN: device	
Read	Read a file at the cursor	
Write	Write the marked block to a file	
Beginning	Move the cursor to the beginning of the block	
End	Move the cursor to the end of the block	

1.11 Block Write

Write requests the name of a file. It then writes the previously marked block of text to that file. No change is made to the text.

1.12 Insert File

Unlike the other block commands, the insert file command, also called the block read command, does not act on a previously marked block. Read requests a filename and then inserts the text of that file into the current text at the cursor position. If the file does not exist, an error message is displayed.

1.13 Miscellaneous Functions

```
Context Sensitive Help ... F1      Open Window ..... Ctrl-O
Toggle Insert Mode ..... NUM 0    Change Window ..... Ctrl-F6
Interlace Toggle ..... NUM-ENTER  Cycle through Windows .... F6
Escape Character ..... Ctrl-\     Window Front to Back .... F10
Change Foreground Color .. F7      Toggle Display Size ..... F9
Change Background Color .. F8
```

```
Match [], {}, or () ..... Ctrl-5
```

```
Save Current File and Continue ..... Rt-Amiga-w
Save Current File and Close Window ..... Rt-Amiga-s
Save Current File and Open New file ..... Rt-Amiga-n
Abandon Current File and Open New file .. Rt-Amiga-o
```

1.14 Build Project

Hitting Right-Amiga B to invoking Build is the same as clicking on the Build icon in a SAS/C Project directory under Workbench. The project in the current directory will be rebuilt. For more information about building a project, see Volume 1 of the SAS/C Documentation.

1.15 Compile File

This command will compile the file that is in the active SE window. It will use the options in the SCOPTIONS file. For more information about compiling, see Volume 1 of the SAS/C Documentation.

1.16 Look Up Symbol

The open parenthesis key on the numeric keypad is assigned to the AREXX macro "sc:rexx/findsym.se". This AREXX macro takes the symbol under the cursor and looks it up in the GST that is currently in memory. If the symbol is found, the cursor will be placed on the line where symbol is defined in the file in which it is define. If the symbol is defined in another file, the new file will be opened in the same se session.

The key to invoke this utility is the open parenthesis key on the

numeric keypad, located on the right side of your keyboard. The key is located in the upper left hand corner of the keypad.

1.17 Go To a Line Number

When a file is loaded into a window, each line is ordered numerically. The line number your cursor is on is displayed in SE in the bar near the bottom of your screen. If you know the number of a line that you want to reach, you can type in the Ctrl-L command, and then enter the line number at the prompt. SE will jump the screen to display that line. If the number you enter is greater than the number of lines in the file, the cursor is moved to the last line of the file and an error message is generated.

1.18 Search

Searching for strings is accomplished in SE by either selecting the String Search menu item from the Search menu, or by typing Rt-Amiga f.

After initiating the search, you will be prompted for the string or pattern to search for. To repeat a previous search, hit Rt-Amiga A or select Search Again from the Search menu.

To search backwards, hit Rt-Amiga F, then hit F2. SE will then prompt you for the string or pattern to search for. You may search again with the Rt-Amiga A key.

1.19 Search and Replace

Searching for and replacing strings is accomplished in SE by either selecting the Search and Replace menu item from the Search menu, or by typing Rt-Amiga R.

After issuing the command, you will be prompted for the string or pattern to search for. After you enter the search string, you will be prompted to enter the replacement string.

After entering the relevant strings, a menu will be displayed giving you the opportunity to either be prompted for each replacement (PROMPT), or not to be (NO PROMPT). If you select NO PROMPT, all matching strings in that file will be immediately replaced with the replacement string. If you select prompt, a menu will be displayed each time a matching string is found. You may either make your selection by highlighting it with the cursor and hitting return, or you may hit a "P" for PROMPT or an "N" for NO PROMPT.

If you ask to be prompted before replacing, another menu will be displayed everytime the search string is encountered. This menu consists of the following:

Replace: Yes No Quit Global

The menu items may be selected by either highlighting them with the cursor and hitting return, or by typing a Y, N, Q, or G.

Selecting Yes will cause the string to be replaced and the search to continue. Selecting No will cause the string to be ignored and the search continued. Selecting Quit will end the search and replace function. This may also be accomplished by hitting the ESC key. Selecting Global will replace all matching strings in the file with the replace string without prompting.

1.20 Undo Last Change

The Undo command will undo up to the last 50 changes. If you make several changes to a single line, without moving the cursor off the line, it is considered one change.

By default, you will be prompted at each level of the undo. You can turn off the prompts in the SE configuration screen.

1.21 Open New Shell

Ctrl-f will open a new shell.

The Open New Shell (aka Fork Command Processor) function opens up a new Shell, or CLI. This new shell is just like any other new shell you might open up from the system.

1.22 Delete/Insert

Delete Character	Del
Delete Word	Ctrl-W
Delete Line	Ctrl-Y
Delete Block	Rt-Amiga d
Erase to End of Line	Ctrl-E
Restore Deleted Line	Alt-Y
Insert Line	Ctrl-N
Insert File	Ctrl-b r
Copy Block	Rt-Amiga c
Move Block	Rt-Amiga m

1.23 Configuration Screen

This option allows you to customize SE. You can use the displayed keyboard on the configuration screen to assign commands to any key sequence. The commands that you may assign to key sequences include AREXX Macros.

You may also modify other se settings from the configuration screen menus. For a complete description of using the SE configuration screen, see Volume 1 of the SAS/C Documentation.

1.24 Using the SE Help Document

You have reached this Help window by either clicking on the Help button or by hitting the Help key within the SAS/C Help utility. Unlike other help topics present in the SAS/C Help utility, the Help help topic opens its own window. You must close this window by clicking on the close gadget or hitting escape before returning to the SAS/C help utility. You cannot hit the Retrace button to return.

To quit the SAS/C Help utility, select Quit from the Project menu or click on the close gadget. You may also hit escape.

This help document contains help screens for most functions available in SE. The most commonly used functions are listed on the main Contents screen that you first see. This screen also contains a list of further topics in the upper left hand corner. These topics lead to screens containing more information about the functionality of SE.

Other buttons are also present on the Contents screen. The buttons that are associated with commands lead to a further explanation of that command. The buttons that are not associated with commands, such as Insert/Delete, lead to screen containing more information and lists of commands.

Most of the helps screens available in this document may also be reached with the context-sensitive help facility in SE.

In addition, double-clicking in the help window will bring up a help screen for the word under the mouse cursor, if such a help screen exists.

While in the SAS/C Help utility, you may retrace your steps through the help screens you have selected by clicking on the Retrace button.

The Browse buttons will move you forward and backwards between help screens. The help screens are usually arranged alphabetically by command or topic.