MISTER ED
A Superior Full-Screen Editor

Reference Manual

Architect: Jon J. Sorensen
Head Mason: Stuart McCarley

Documentation by Craig McCarley

Version 2.4 - 8/31/89

TABLE OF CONTENTS

Introduction

Welcome to the wonderful world of Mister ED. We at Cornerstone
Systems think that Mister ED is the best programmer's editor
available for the DOS environment. We would like to thank you
in advance for registering your copy of Mister ED.

A Quick Word About This Manual

This manual was not designed to be a comprehensive manual, but
was designed as a reference tool, and is in fact Mister ED's
help reformatted for printing and ease of reference.

<u>License</u> <u>Agreement</u> <u>and</u> <u>Disclaimer</u>

LICENSE AGREEMENT

This version of Mister ED is NOT public domain or free software,
but is being distributed as "shareware".

Non-registered users of this software are granted a limited
license to make an evaluation copy for trial use on a private,
non-commercial basis, for the express purpose of determining
whether Mister ED is suitable for their needs. At the end of
this trial period, you should either register your copy or
discontinue using Mister ED.

What does this all mean? If you regularly use Mister ED -- i.e.
more than once a week -- then you should register (and pay for)
your copy. That way Cornerstone Systems will be able to stay in
business and continue providing you with support.

A Mister ED registration entitles any number of people (and
computers) to have access and use of the software, but only one
at a time. The software may be freely moved from one location
to another so long as it is not being used on more than one
computer at a time.

All users are granted a limited license to copy Mister ED only
for the trial use of others and subject to the above
limitations. This license does NOT include distribution or
copying of this software package:

    1) In connection with any other product or service.
    2) For general use within a company or institution.
    3) For any consideration or 'disk fee'.
    4) Distribution in modified form, i.e. the file containing
       this license information MUST be included, along with
       the full Mister ED documentation.

Mister ED is copyright (C) 1989 by Cornerstone Systems.

Ordering Information

Mister ED is distributed under the Shareware concept. The idea behind this concept is to make software available for everyone to try without obligation. Please try Mister ED in this manner. If you decide Mister ED is useful and wish to keep it, we ask that you become a registered user. Registration will allow for continued support and maintenance of the program, and in addition will help encourage programmers to release more quality software through this channel. We ask that all corporate and government users of Mister ED register their copies.

You will receive the following benefits by registering Mister ED:

        - The newest version of Mister ED.

        - A configuration program to make   configuration changes not in the Environment, including the screen colors.

        - Notification of new releases.

        - The following enhancements to Mister ED in upcoming versions: Full Macro Language,   Undo/Redo, OS Version, Full EMS Support.

Use the form on the following page to register your copy of Mister ED. As of September 1989, the cost of registering Mister ED Version 2.4 is $60 per copy.   An additional $5 handling charge applies if requesting 3 1/2" diskettes.

Send registration requests to:

        Cornerstone Systems
        P.O. Box 2712
        Saratoga, CA 95070-0712

<u>Registration</u> <u>Form</u>

Mister ED Version 2.4a

Name: _____

Company: _____

Address: _____

         _____

City: _____ State: _____ Zip: _____

I learned about Mister ED from: _____

If BBS, indicate name and number please. _____

_____

Please register the software under the following name(s):

_____

Number of copies registering: _____(5 1/4")   _____(3 1/2")

Total amount enclosed: _____ (@ $60 per copy - Version 2.4)
                                 (Add $5 for 3 1/2" disk.   )
                                 (CA residents add sales tax.   )

        Send to: Cornerstone Systems
                        P.O. Box 2712
                        Saratoga, CA 95070-0712

System Requirements

To use Mister ED, you must have, at least, the following:

1) An IBM PC, XT, or AT (or close compatible).

2) PC-DOS or MS-DOS 2.0 or greater.

3) One disk drive.

    4) Either a color or monochrome monitor with a 80-column
    display.

5) 256 KB of available memory (although Mister ED will use
   up to 640 KB if it is available).

6) ED.EXE, the editor itself. No other programs are
   required to operate Mister ED.

7) A statement in your CONFIG.SYS file allowing at least
   20 files to be open. Like this: FILES=20

8) Although not required, including an additional
   statement in your CONFIG.SYS file alloting 10 or more
   buffers is a good idea. Like this: BUFFERS=10

Files Supplied

Mister ED is supplied on a single 360 KB diskette (3 1/2"
diskettes are available on special request). As always, it is
wise to make backups of those programs you value. Two files are
distributed on the Mister ED diskette:

      INSTALL.EXE - A self un-archiving file that contains Mister
                    ED, a manual, and several utility programs. It
                    un-archives to the current directory.

      READ.ME   - This text file, which includes an explaination
                    of what is in INSTALL.EXE and any late breaking
                    news on Mister ED.

You will find the following files in the INSTALL.EXE archive
file:

      DETAB.DOC   - File explaining the DETAB.EXE utility.

      DETAB.EXE   - A utility that strips tab characters from a
                    file and replaces them with spaces.

      ED.EXE   - The one! The only! The world's best editor
                    -- Mister ED! (Aplause)

      MACFIX.EXE - A utility to translate macro files used
                    with previous versions of Mister ED to the
                    format of the current release.

      MANUAL.BAT - A batch file to print MANUAL.PRN.

      MANUAL.PRN - A copy of Mister ED's manual, ready to be
                    printed out.

      MR_ED.HLP   - Mister ED's help file. Access it through
                    Mister ED.

      PURGE.COM   - A powerful utility to delete files and
                    subdirectories.

      RELEASE.DOC - A document explaining differences and
                    improvements in Mister ED's last several
                    versions.

      SAMPLE.LST - A sample file list for your perusal.
                    versions.

<u>Features</u>

Mister ED is an advanced editor specifically designed for program development. Some of its features include:

- Blazing speed.
- Powerful functions, yet easy to learn.
- Advanced search capabilities.
- Large capacity. Edits files up to 32 megabytes.
- Highly configurable.
- Context sensitive help.
- Full menu system.
- Optional pulldown menus.
- Language sensitive features.

Its unique advantage is that it is tailored for large projects with multiple files in multiple directories.

- Speed. No existing editor can beat Mister ED for speed of searching, cursor movement, and file access (loading and saving). Special effort was made to make the commands you use most the fastest possible. Most programming editors on the market today are interpreters, which makes them run slower than non-interpreters. Mister ED is not an interpreter so it will be naturally faster than other editors in virtually all commands.

- Disk Based. You are not limited by memory, only by DOS. This means you can edit 32-megabyte files. Huge programs and data files are now common. Mister ED allows editing of files as large as DOS allows and as easily as editing small files.

- Virtual Memory. No special commands are needed to buffer sections of your file in and out to disk, Mister ED takes care of this automatically. And Mister ED uses all of memory too.

- Easy To Learn. No control Q-X commands to learn here -- in Mister ED press one key and a menu will pop up. The menus clearly label the options so you do not have to remember, "now is that the "I" or "G" option that I want to use?". But best of all, most of the time the defaults are just what the doctor ordered and all you have to do is press return to continue.

- Powerful. Being easy to learn does not hinder Mister ED's power. Mister ED contains the powerful features a professional programmer frequently uses, with even more being added.

- Mature. Mister ED is being used by two of the top 10
  software development companies -- one since 1985.
  This means that Mister ED has been improved on like a
  fine wine.

- Highly Configurable.   If you do not like the way
  Mister ED is configured, change it to the way you like
  it. With more than 50 configuration options, there is
  something right for you. This configurability allows
  you to set up token match for languages we have never
  dreamed of before.

- Small Footprint. The only file required to run Mister
  ED is ED.EXE.   This means it boots faster -- no
  searching for 35 support files. As a consultant it
  means you can take it with you on a floppy when you
  visit your clients, so no more EDLIN!

- Bidirectional Search. Searching backward as well as
  forward is just one of the many search and replace
  options supported by Mister ED.   In addition it has
  query replace (also bidirectional), case sensitive
  search, and block replace. Block replace allows the
  replacement to be limited to a marked block instead of
  a full file.

- File Lists. The most advanced feature in Mister ED is
  its ability to handle large lists of files in multiple
  directories. This allows the programmer to create and
  maintain a list of all files contained in his/her
  project. With this list, editing and search/replace
  can take place on the project level not just the
  single file level.

- Extensive Block Operations. Very few editors give you
  as many options after you have selected a block,
  regardless of how you selected the block. With the
  stream and column block support you can Cut, Copy,
  Paste, Kill, Save, Print, Change Case, Adjust
  Horizontally, Format a Paragraph and Spell Check.   In
  a world where what you can do is often limited by how
  you arrive there, Mister ED gives you a full set of
  choices regardless of the path you took to get there.

This section contains a brief description of Mister ED's most
basic commands for those of you who need to be up and running on
Mister ED quickly. The three most important topics are covered
here:

        1)   How to Load and Save files.
        2)   How to Quit Mister ED.
        3)   How to get Help.

If you haven't unarchived the Mister ED files from the
INSTALL.EXE program, you need to do that now.   Move to the
directory where you want Mister ED and, with the Mister ED
diskette in drive A, type A:INSTALL. All of the Mister ED files
will be unarchived into the current directory.

To activate Mister ED from the operating system, just type "ED".
By specifying up to nine file names on the command line, Mister
ED will load these files into separate windows. Additionally,
you can specify search patterns or line numbers for each file.
The syntax is as follows:

ED [filename_1 [###]]..[filename_9 ["search pattern"]]

where ### is any line number to move to, and "search pattern" is
any pattern to search for -- it must be quoted. Up to nine
files and patterns or line numbers can be specified.

To load a file, press <Esc> to call up the Pulldown Menus and
select Load in the File Menu.

To save a file, press <Esc> to call up the Pulldown Menus and
select Save in the File Menu.

To leave Mister ED, press <Esc> to call up the Pulldown Menus
and select Quit in the File Menu. You can also press <Q> at the
main Pulldown Menu with the same result. Selecting Update in
the File Menu will save your file before dropping the current
window (and quitting if it is the only window open). Update can
also be accessed at the main Pulldown Menu.

HELP! is just a key away. Press <Shift F1> to receive context
sensitive help. Press it again and you will get the Help Index.

To get Mister ED's Pulldown Menus for access to more of Mister
ED's commands, or to get out of a sticky situation, press the
<Esc> key. The <Esc> key can get you out of almost any command
unscathed. Use <Esc> to view and activate commands via Pulldown
Menus.

You can configure Mister ED through the Environment, which is
accessed through the Layout pulldown menu.

Contacting Cornerstone Systems

If you have any questions or comments you can reach us at:

        US Mail: Cornerstone Systems
                        P.O. Box 2712
                        Saratoga, CA 95070-0712

        Phone: (408) 866-2462

Cornerstone Systems is a very small company, because of that you will often get our answering machine, we apologize for this. If you leave a message we will try and get back to you as soon as possible.

Please let us know if you find any bugs in our software. We just hate bugs, and want to fix them as soon as possible.

REPORTING PROBLEMS

We welcome all comments or enhancement suggestions. Please document each item clearly and provide printed examples if possible. Please be sure to include the following form with all requests, it will help to make sure we can provide you with the best possible service.

PROBLEM / FEATURE REQUEST FORM

Name: _____

Company: _____

Address: _____

            _____

City: _____ State: _____

Zip: _____

Telephone: _____ (Home)

           _____ (Work)

Date: _____

Version of Mister ED: _____

Description of problem or enhancement:

_____

_____

_____

_____

Suggested solution:

_____

_____

COMMAND KEYS

Cursor Commands

- Previous Word   Ctrl Lft
  Next   Word   Ctrl Rgt
  Previous Page   PgUp
  Next   Page   PgDn

- Beginning of Line   Home
  End   of Line   End
  Beginning of File   Ctrl Home
  End   of File   Ctrl End

- Jump to Top/Bottom   Ctrl J

- Next Tab Stop   Tab
  Previous Tab Stop   Shift Tab

- First Char on Line   Ctrl F
  Prev Line Word Start   Alt Tab

Misc Commands

- Insert/Overlay Chars. Ins
  Delete Character   Del
- Vertical   Center   Key Pad 5
  Horizontal Center   Ctrl KP 5

- Do Last Command aGain Ctrl G
  Modified Files Table   Ctrl M
  Repeat Factor   Ctrl R

Word Processing Commands

- Auto Indent Toggle   Ctrl I
  Paragraph Format   Ctrl P
  Insert Physical Tab   Ctrl Tab
  Undo Line Changes   Ctrl U
  Word Wrap Toggle   Ctrl W

Window Commands

- Previous Window   Ctrl PgUp
  Next   Window   Ctrl PgDn
  Goto Window 1-9   Alt 1-9
  Select Window   Alt 0

- Hide Window   Ctrl H
  Next Window Style   Ctrl N
  Zoom/UnZoom Window   Ctrl Z

- Expand Window Up/Left   Ctrl Up
  Expand Window Down/Right Ctrl Dn

Mode Commands

- Command Mode/
      Pulldown Menus   Escape
  Adjust Mode   Ctrl A
  Block Mode   Ctrl B
  Condensed Mode   Ctrl C
  Line Drawing Mode   Ctrl D
  Extended Character Mode Ctrl E
  Compare Mode   Ctrl K
  Link Mode   Ctrl L
  Select Mode   Ctrl S
  Token Match Mode   Ctrl T

File Mode Commands

- File Select Mode   Shift F2

- Next File   Ctrl +
  Previous File   Ctrl -

<u>COMMAND MODE COMMANDS</u>

To initiate a command when using Command Mode, press its first letter. To access Command Mode, press the <Esc> key. Switch between the Pulldown Menus and Command Mode from the Environment Menu, located within the Layout menu or by selecting <E> at the Command Mode prompt. Listed below are all of the commands that are active in Command Mode.

A - Append is used to append a file after any line in the current window. You specify the file and the line number.

B - Browse searches a list of files with one or more search patterns. Whenever a search pattern is found, the line containing the pattern and the specified number of context lines before and after it will be displayed. You have the option to send the output to the screen only or to both the screen and a file. You also have the option to create a file list. A file list is a file which contains the names of all the files with at least one occurrence of the search pattern or patterns.

C - OS Command allows you to execute an operating system command from within Mr. ED. You can direct the output to the current window or the operating system screen. This command is ideal for compiling.

D - Drop allows you to drop one or more windows. You are prompted for the window number to remove. The windows are numbered from 1 to 9, and the window number is indicated in the left most portion of that window's status line. To drop multiple windows just separate the window numbers with a comma or dash. For example, "1,3-5" will drop windows 1 and 3 through 5. If any of the files to be dropped have been modified and are not saved, you will have the opportunity to save them.

E - Environment is used to configure the various environment parameters for Mr. ED. Options include the ability to create a backup file every time a file is saved, suppress tab compression, paragraph margins, etc.

G - Goto moves the cursor from the current window to the window specified by you at the Goto prompt. This is similar to the <Alt 0> window command except Goto is invoked from command mode.

I - Insert allows you to insert additional windows into Mr. ED. There can be a maximum of nine windows. Each window can have a different file or file list.

L - Load is used to load a file into the current window.   The
    maximum size of a file that can be loaded is 64,000 lines.

M - Multi-View allows you to look at, and work with, the same
    file from two or more windows. Making changes in one window
    will change the file in all other Multi-Viewed windows.   To
    use Multi-View you must have at least two windows open. You
    will be prompted for the window number you wish view from an
    additional window. If there is only one other window open,
    the assumption is made you wish a second view of that other
    window.

N - New clears the file from the current window. If the file
    has been modified since it was last saved, you are asked if
    you really wish to do this.

O - OS Shell allows you to invoke an occurrence of the operating
    system.   This allows you to perform all of the DOS commands
    (copy files, play games, etc.) and still remain in Mr. ED.
    When you wish to return to Mr. ED simply enter the **EXIT**
    command in response to the DOS prompt.

P - Print is used when you wish to print the entire file.   You
    can print portions of your file using Select (<Ctrl S>) or
    Block (<Ctrl B>) modes.

Q - Quit exits Mr. ED. If you have modified a file in one of
    the windows, you are shown a list of modified files and
    prompted to see if you really wish to exit.

R - Rename is used to change the default file name. The default
    file name is the file name displayed in the right hand
    portion of the status line and is used as the default when
    saving the file. Only the file name in Mr. ED is changed;
    the file on disk still has the original name.

S - Save is used to save the file on disk.   This command will
    ask you for the name of the file to save. If you wish to
    save the file to the default file name then simply press
    <Enter>, otherwise enter a new file name.

U - Update is similar to the Save command except that it exits
    the current window in addition to saving the file. If there
    is only one window in use, then after the file is saved you
    will be returned to DOS. Otherwise, the current window will
    be dropped and the you will be positioned in an adjacent
    window.

ENTERING DATA AT PROMPTS

Whenever you are prompted for data for a command (e.g. file name, search pattern) the following conventions apply:

1. You can press <Enter> or <Tab> to advance to the next prompt. If you are at the last prompt and press <Enter> then the command will be initiated. If you press <Tab> the cursor will wrap to the first prompt.

2. You can press <Shift Tab> to back up to the previous prompt. If you are at the first prompt then the cursor will wrap to the last prompt.

3. You can use <Up> and <Dn> to arrow through the prompt lines.

4. You can press <Ctrl Enter> to initiate the command, providing the data is valid for all of the prompts. This can be useful if the command has multiple prompts and all of the defaults are correct.

5. Most of the editing commands that work in "screen mode" also apply to the prompts. For example: left arrow, right arrow, delete to end of line, delete to beginning of line, paste selected text (providing it contains a line's worth or less), undo line/word delete, all work with the prompts.

6. You can use the <+> and <-> keys to increase and decrease numerical prompts.

FUNCTION KEYS

```
+------------------------------+------------------------------+
| Help                         |            File Select Mode  |
|                           F1 | F2                           |
| Undo Last Line/Word Delete   |   Paste Blocked/Selected Text|
+------------------------------+------------------------------+
| Scroll Left                  |                 Scroll Right |
|                           F3 | F4                           |
| Scroll Up Line               |            Scroll Down Line  |
+------------------------------+------------------------------+
| Toggle Case Backward         |          Toggle Case Forward |
|                           F5 | F6                           |
| Delete to Beginning of Line  |         Delete to End of Line |
+------------------------------+------------------------------+
| Goto Line or Marker          |                  Set Marker  |
|                           F7 | F8                           |
| Delete Word                  |                 Delete Line  |
+------------------------------+------------------------------+
| Search and Replace Backward  |   Search and Replace Forward |
|                           F9 | F10                          |
| Search Backward              |               Search Forward |
+------------------------------+------------------------------+
       Press  <Shift-Function Key>  to use Upper Functions
```

HELPFUL HINTS

Select   - To select complete lines of text (a stream of text,
Text   so to speak), move the cursor to the beginning of the
            text area you wish to select and press <Ctrl S>. Now
            you can use most of the normal cursor movement
            commands, such as arrow and page keys, search, and
            goto marker, to select text.   Moving the cursor
            highlights the selected text.   After your desired
            text has been highlighted, press <Ctrl S> to view the
            Select Text command options.   To invoke a command
            simply enter the character affiliated with the
            command. There are commands to copy to memory (the
            "select buffer"), save to a file, print, adjust the
            indentation, etc. If you copy the text to memory, use
            the "paste select buffer" command (<F2>) to insert
            or overlay the text at the cursor. If you know the
            command you wish to invoke, you can save a step by
            omitting to press <Ctrl S> after your desired text
            has been highlighted.

Block   - Selecting a block of text is similar to selecting a
Text   "stream" of text, except you press <Ctrl B> (for
            block) instead of <Ctrl S>.   The commands that
            pertain to block mode are the same as those that
            pertain to select mode.   Block mode is ideal for
            column manipulation.

Undo   - You can use the <F1> key to "undo" the last line or
Delete   word deleted.   This can be very useful for
            replicating text or for correcting an erroneous
            delete. The "undo key" works with the delete line
            key <F8>, the delete word key <F7>, the delete to
            beginning of line key <F5>, and the delete to end of
            line key <F6>.

          - You can use the <F2> key to "paste" any text that was
            selected in either "select" or "block" mode. To
            "paste" the selected text simply move the cursor to
            the desired location and press <F2>. If the text was
            selected in "select mode" then the "stream of text"
            will be inserted (or overlaid) at the cursor. If the
            text was selected in "block mode" then the upper
            left-hand corner of the "rectangle of text" will be
            "pasted" at the cursor.   Remember if you are in
            "Overlay", you will overwrite any text already at the
            "paste" position.

Undo   - By pressing <Ctrl U>, you can restore a line to its
Changes   original, unmodified condition. Be Careful: <Ctrl
            U> will not work if you have moved off the line you
            wish to unmodify.

Markers   - Markers are used to remember a specific cursor
             location.   This can be very useful if you wish to
             look around elsewhere in the file and later return to
             your original location.   You can set up to four
             different   "markers".   This is accomplished by
             pressing <Shift F8> to invoke the "set marker
             command" and, in response to the prompt, specifying
             the letter (A-D) of the marker you wish to set.   To
             return to a marker, simply press the <Shift F7> key
             to invoke the "goto line" command and, in response to
             the prompt, enter the letter (A-D) of the marker that
             you wish to go to.

Full   - When you are working with more than one window you
 Screen   can either "split" the screen display vertically or
 versus   horizontally to accommodate the various windows or
Split   use the "full" screen for each one of the windows.
 Screen   The default display for multiple windows is set in
             the Environment Menu. You can use the <Ctrl N> key
             to toggle between the three modes of display.
             Pressing <Ctrl Z> while in split screen will "zoom"
             the current window to full screen. Pressing <Ctrl Z>
             again will put you back in the original split screen
             mode.   When in split screen mode, use <Ctrl Up> and
             <Ctrl Dn> to change the size of the current window.

Invoking   - When you execute Mr. ED from DOS you can also specify
Mr. ED   the name of up to nine files you wish to load.   Each
             file will be loaded into its own window.   For
             example, to execute Mr. ED and load two source files
             you could type "ED stuart.pas data.asm". The line
             number where you wish to place the cursor is an
             additional parameter you can pass for each file.
             Since most compilers display the line numbers of
             erroneous source statements, this can be very useful.
             If this additional parameter is surrounded by double
             quotes (e.g. "jon", "thx1138", "56"), then Mr. ED
             will search for this pattern after the file is
             loaded.

Repeat   - Most commands (search, down arrow, etc.) in Mr. ED
Factor   can be executed a multiple number of times. To
             execute a command more than once all you need to do
             is to set the "repeat factor". Do this by pressing
             <Ctrl R> and then entering the number for the amount
             of times you wish to execute the command. After you
             set the repeat factor, the next command entered will
             be executed that many times. For example, a quick
             way to enter 50 asterisks would be to press <Ctrl R>,
             enter the number "50", press <Enter>, and then enter
             the "*" character.

Foreign   – You can enter any character in the extended or
Chars.   control character sets by entering Extended Character
             Mode. To enter Extended Character Mode press <Ctrl
             E>. To enter control characters once in the Extended
             Character Mode, press the <Ctrl> key in combination
             with the desired character, or if only entering one
             control character, simply press the corresponding
             alphabetic key (e.g. press "a" for <Ctrl A>).   To
             enter the extended characters use the <Alt> key in
             conjunction with the keypad.   To   exit Extended
             Character Mode press <Ctrl Break>. Refer to an ASCII
             or extended character table to determine the control
             or extended character you wish to enter.   To enter
             more than one foreign character, set the repeat
             factor before entering Extended Character Mode (see
             previous help screen).

Special   – This command is unique to Mr. ED. It aligns the
Tabbing   cursor with the beginning of the next word on the
             previous line. This command can be very useful when
             entering columns of data or for aligning assembly
             language statements.   To invoke this command press
             <Alt Tab>.

<u>PULLDOWN MENUS</u>

        When using Pulldown Menus, use the left and right arrow
keys to move to the menu you wish to enter and press <Enter>, or
just press the first letter of the menu name. To access the
Pulldown Menus, press the <Esc> key. When inside a menu, move
the highlight bar to the command you wish to execute and hit
<Enter>, or press the first letter of the command, and it will
be executed. Switch between the Pulldown Menus and the Command
Mode from the Environment Menu, located within the Layout menu.
In addition to the menus listed, two other commands, Quit and
Update, can be accessed by pressing their first letter.

File   - The File menu contains file related commands.   These
          commands include loading and saving files, operating
          system commands, printing, and quitting Mr. ED.

Window - Window commands such as inserting, dropping, changing
          the style, and moving between them, are accessed
          through this appropriately named menu.

Search - Looking for love? Use the Search menu and you can
          find love, Love, or even LOVE. If you choose, you can
          replace love with other words using Replace.

Modes   - The Modes menu contains several of Mr. ED's most
          powerful and useful features, including select/block
          text, compare mode, condensed mode, access to the
          ASCII extended character set, and file select mode.

Editing - The Editing menu lets you insert and delete lines,
          words, and portions of lines.   You can also move
          lines, words, and portions of lines by deleting then
          pasting your lines or words.

Goto   - Commands on the Goto menu allow movement of the cursor
          around the current line, screen, and entire file.

Screen - The Screen menu allows movement of your file relative
          to the screen. You can scroll it left, right, up,
          down, or center the current line vertically or
          horizontally on the screen.

Layout - Through the Layout menu, you can access commands to
          toggle the Word Wrap and Auto Indent features, to
          format the current paragraph, and to set the multitude
          of configurable Environment options.

Other   - The Other menu contains additional commands including
          access to Macros, repeating the last command, setting
          the repeat factor, and switching the case of letters.

The following two commands, like the menu names, are hot -- you can access them from the main pulldown menu by pressing their first letter. However, these two commands are commands; they are not pulldown menus and are not listed on the main pulldown menu.

Quit   - Quit exits Mr. ED. If you have modified a file in one of the windows, you are shown a list of modified files and prompted to see if you really wish to exit.

Update - Update is similar to the Save command except that it exits the current window in addition to saving the file. If there is only one window in use, then after the file is saved you will be returned to DOS. Otherwise, the current window will be dropped and the you will be positioned in an adjacent window.

<u>GLOSSARY</u>

        Obviously the goal of any software should be to make things
as simple and clear as possible, while making the software as
powerful as possible. Just as obviously (maybe more obviously),
this is not always the case. So for those of you who are not
clairvoyant or are wondering if "select buffer" is some kind of
car wax mitt or heavy duty make-up applicator, here are
definitions for some of Mr. ED's less obvious terms.

Current - The   current   window   is the window with the cursor in
Window   it. If there is only one window then by default that
          is the current window. If you are in Command Mode or
          the pulldown menus, the current window is the window
          you were just in.   (When in Command Mode or the
          pulldown menus, a copy of the cursor will stay in the
          current window, but will look slightly modified.) To
          change the current window, that is to move the cursor
          to a different window, press <Ctrl PgUp> or <Ctrl
          PgDn>. In addition, you can use the <Alt 0> or <Alt
          1> through <Alt 9> keys.   Or you can use the Goto
          command from Command Mode or from the Window pulldown
          menu. Remember, the window number is on the status
          line in the upper left hand corner of your screen.

Select - Select Buffer is a place in the computer's memory
Buffer   where your highlighted text is placed when copying
          from Select or Block Mode. Use the <F2> key to put
          the text back into your file at the cursor position.
          A copy of the text will stay in memory until you copy
          something else into memory using Select or Block Mode.

Command - You are in Command Mode when a long prompt shows up at
Mode   the bottom of the screen, just above "Shift F1 -
           Help", after you press the <Esc> key. Command Mode
           allows you to execute several file and window commands
           with only two strokes (<Esc> and the first letter of
           the command).   If, when you press the <Esc> key, you
           get a list of categories across the top of your screen
           instead of the Command Mode prompt at the bottom, then
           you are in Pulldown Menus Mode. To get the Command
           Mode prompt instead of the Pulldown Menus, go into the
           Environment (under Layout), and change the "Enable
           Pulldown Menus" prompt to "N". Be sure to press <Ctrl
           Enter>, or <Enter> at the final prompt of the last
           page of the Environment, to keep the change. The
           advantage of using Command Mode versus the Pulldown
           Menus is that Command Mode requires fewer keystrokes
           to execute a command than the Pulldown Menus. Of
           course, until you become familiar with Mr. ED, using
           the Pulldown Menus is a helpful way to learn and
           access all of the features.

Status   - The Status Line is the line at the top of each window.
Line   Each Status Line, amazingly enough, shows the status
           of its window. Listed below is a description of each
           item, from left to right, contained on the Status
           Line.

  1   - The window number (1-9) of that Status Line.
  Eof: - The number of lines in the file.
  Line: - The line number the cursor is currently on.
  Col: - The column number the cursor is currently in.
  Insert/   - The current status of the Insert/Overlay Mode.
  Overlay   When in Insert Mode, words already on a line will
               scoot to the right when you type in front of them.
               When in Overlay Mode, nothing scoots and you type
               over anything currently there. Use the <Ins> key
               to switch between modes.
  (diamond) - A diamond before the path means the file has been
               modified since it was last saved.
  path\   - This is the name and path of the file currently
  filename   in the window.
  (*)   - A "*" at the far right of the Status Line means
               that you are using a file list with that window.

```
Key       - The Key Legend Line is the line at the very bottom  of
Legend      the  screen  that shows a variety of things, including
Line        the date and where to get help.    Listed  below  is a
            description  of  several  items,  from  left to right,
            which may from time to time show up on the Key  Legend
            Line.

   Shift F1 - Help   - To receive context sensitive help, press
                       <Shift F1>.
   AI                - Auto Indent mode is on ( <Ctrl I> ).
   WW                - Word Wrap is on ( <Ctrl W> ).
   Multi-View        - The current window is in Multi-View mode.
   Recording         - A macro is currently being recorded.
   Playing           - A macro is currently being executed.
   Alt- Resume       - Press <Alt -> to resume execution of a macro.
   Cap               - The <Caps Lock> key is on.
   Num               - The <Num Lock> key is on.
   Date              - The date according to your computer.
   Time              - The time according to your computer.


?=More  - The ?=More advice shows up on the far right of prompts
          that  have  more  options than fit on one "promptful".
          If you press the <?> key (the <Shift /> key  for  you
          non-typists) when one of these prompts is showing, you
          will  be shown additional options on a similar prompt.
          Please note that you do not need to  make  the  option
          you want show up on the prompt in order to use it; you
          can select an option whether that option is showing on
          the prompt or not.  For example, when in Select Mode (
          <Ctrl  S>  ),  the  P=Print  option  is  on the second
          prompt, but you can  still  press  <P>  at  the  first
          prompt and your highlighted text will print.


Scratch - When working with a file in Mr. ED, you are not really
File      working with that file.  You are really working with a
          copy  of  that file, called a scratch file.  Your file
          is not modified until you save  the  scratch  file  to
          your file name.  This means if you really mess up your
          file,  you can reload a version of it without the mess
          (or any of your other  changes  made  since  you  last
          changed it).
```

<u>Append</u> <u>to</u> <u>Buffer</u> <u>Commands</u>

     After selecting text in Select or Block Modes, you can
decide to Append to Buffer.   That is,   you can stick the
currently selected text at the end of any text already in the
computer's memory (the buffer). A copy of the text stays in the
buffer until you put new text in it (using something other than
Append).   Once text is copied to the buffer, you can use the
<F2> key to paste it. Sorry, but you cannot append Blocked or
Selected   text of differing widths to each   other.   After
selecting <+> at the Select or Block Mode prompt to append the
text to the buffer, you will be shown an additional prompt where
the following commands are available:

C - To append a copy of the text to the buffer, use Copy.

D - To append a copy of the text to the buffer while deleting
    the text from the file, use Delete + Copy.

K - Delete + No Copy (or Kill) deletes the text without
    appending it to the buffer. This is very convenient when
    you wish to delete several lines but also preserve the
    contents of the buffer.

+ - No Append will return you to the Select or Block Mode prompt
    without appending the text to the buffer.

Append Command

        Append is used to append another file after any line in the
current window. Mr. ED will default to the current line number,
but you can easily change it to a different line number or any
marker you have set. Just press <Tab> to move to the line
number prompt and enter the line number or the letter of the
marker after which you wish to append the additional file.   At
the file name prompt, you can press <Ctrl G> to select from a
list of files you have previously loaded (if you wish to load
one aGain), or, if you are using a file list, you can press
<Shift F2> to select a file to append from the file list.   In
addition, at a blank file name prompt, you can press <Enter> and
Mr. ED will show you a list of the files in the current
directory, or in a specific directory if you specified a path at
the "blank" file name prompt.

Block Mode

Block Mode allows you to select and work with a rectangular block of text. Enter Block Mode by pressing <Ctrl B>. The text you block out becomes highlighted as you work.   One corner of the block is anchored at the place you originally pressed <Ctrl B> (see <Ctrl J> below on how to change that).   The following commands are active within Block Mode:

Command	Description
Lft,Rgt,Up,Dn	Move cursor and highlight more text.
PgUp,PgDn	Move cursor and highlight one page up or down.
Home,End	Highlight to beginning or end of row.
Ctrl Home/End	Highlight to beginning or end of the file.
Ctrl B	**End blocking of text and view Block Mode commands.**
Ctrl C	Use Condensed Mode to move cursor and highlight.
Ctrl F	Highlight to beginning of first word on line.
Ctrl J	Jump to opposite corner of highlighted text.
Ctrl R	Use repeat factor for Search or movement.
Ctrl T	Use Token Match to move cursor and highlight.
Shift F7	Highlight to specific line number or marker.
F9,F10	Highlight backward or forward to Search Pattern.
Shift F9/F10	Search and Replace within highlighted text.
A,C,D,F,K,L,M, P,S,or +	Execute specific Block Mode command.

<u>Block</u> <u>Mode</u> <u>Commands</u>

A - Adjust modifies the indentation of the blocked text. The
    indentation is adjusted by using the arrow keys. The left
    arrow key moves the block one space to the left and the
    right arrow key moves the block one space to the right. Or
    press <L> for left justification.

C - Copy is used to copy the block to the "select buffer". Once
    the block is copied you can use the <F2> key to paste it. A
    copy of the block stays in the "select buffer" until you put
    a new block in it. This means you can insert the same text
    multiple times using <F2>.

D - Delete + Copy is used to delete the block while
    simultaneously copying it to the "select buffer". The
    manner in which the block is deleted depends on whether the
    user is in Insert or Overlay Mode. If the window is in
    Insert Mode then the block will be "deleted" and any
    characters to the right of the block will be shifted left,
    otherwise the block will be "erased", and text to the right
    of the block will be unaffected. Once the block is deleted
    you can use the <F2> key to paste it. The Insert and
    Overlay Modes have similar effects on pasting as they do on
    deleting.

F - File List turns your list of files into a "file list". It
    is assumed that the text lines that have been blocked
    consist of a valid path name (optional) and a list of valid
    file names or file masks. After the new "file list" is
    constructed, Mr. ED will attempt to load the first file in
    the list.

K - Delete + No Copy (or Kill) deletes the blocked text without
    copying it to the "select buffer". The manner in which the
    block is deleted depends on whether the user (that's you) is
    in Insert Mode or Overlay Mode. This is convenient when you
    wish to delete a block but also preserve the contents of the
    "select buffer".

L - Lightning Spell Check allows you to use Borland Inc.'s Turbo
    Lightning Spell Checker on the blocked text. Before using
    Lightning Spell Check, Turbo Lightning must be activated by
    being loaded into memory. (Actually, it must first be
    purchased from Borland.) **DO NOT LOAD TURBO LIGHTNING FROM
    WITHIN MR. ED** (using OS Shell or OS Command). Turbo
    Lightning is memory resident; memory resident programs
    loaded into memory while within another program can cause
    unexpected results, like the inability to save your files.
    When loaded properly, Turbo Lightning acts just like it is
    part of Mr. ED. Turbo Lightning is copyright (C) Borland
    Inc., Scotts Valley, California.

M - Modify allows you to modify the text within the block. At
    the Modify prompt, you can select options to fill the block
    with a character, convert all of the characters to lower
    case, convert all of the characters to upper case, or to
    switch the case of all of the characters.

P - Print allows you to print the blocked text. The block will
    be "printed to" the device that is specified in the
    Environment Menu. For one printing you can change the print
    device from within this command. You can also specify the
    printer left margin and page size in the Environment Menu.

S - Save File is used to save the blocked text to a file.

+ - Append to buffer allows you to add the blocked text to the
    end of the "select buffer". There is an additional prompt
    for the Append command where you can append a copy of the
    text to the buffer, delete the text plus append it, delete
    the text without appending it, or turn off the append and
    return to the Block Mode prompt. Be forewarned: this
    command will not append texts of differing widths.

Browse Command

Case   – The Case flag specifies whether or not to perform a
             case sensitive search. Set this prompt to "N" to
             perform a case insensitive search. That is, the
             alphabetic characters in the search pattern will
             match both their upper and lower case equivalents.
             For example, the search pattern "the" will match
             "the", "The", "THE", etc., when the Case prompt is
             set to "N".

Token   – The token flag indicates whether or not the search
             pattern must be a token. A token simply means that
             when the pattern is found, it cannot have any other
             alphanumeric characters next to it. For example,
             if the "token" field is "Y", then the search
             pattern "th" would match "th" but it would not
             match "the", "that", "th1", etc. This flag is very
             useful when searching for variables in source
             files.

Expression – To use regular expressions in the Search Pattern,
             set this prompt to "Y". Regular expressions are a
             set of commands that give you more versatility in
             your Search Patterns. For example, if you wish to
             search for several different words contained in
             different sets of brackets, you could use "{*}" as
             the Search Pattern.   Refer   to   the regular
             expressions help screen for complete rules.

Search   – The Search Pattern is simply what you are looking
Pattern(s)   for. To search for more than one pattern simply
             separate each pattern with the "|" character. For
             example, to search for the words "procedure" and
             "function" simply enter "procedure|function". You
             can search for a maximum of 10 different patterns.
             Remember the case, token, and expression flags
             apply to all of the search patterns.

File(s) to - Files to search are the files within which you wish
Search   to look for the search pattern. You can specify an
              individual file name or a "mask" (e.g. *.PAS,
              JON.*). You can also specify a file which contains
              the names of other files to be searched, creatively
              called a File List, by preceding the file name with
              the "@" character (e.g. @JON.LST). You can include
              more than one name or mask by separating them with
              the "|" character (e.g. *.ASM|JN.C).   In addition,
              when working with a "mask" such as *.PAS, you can
              specify files to skip by proceeding the file name
              with   the   "!"   character.   For example,
              .PAS|.C|!JN.PAS would cause all of the files in
              the current directory with PAS and C extensions to
              be searched except the file JN.PAS.   The "|" and
              "!" characters do not work with file lists, but you
              can include the "!" character within the list. For
              example, @SLST|!HLP.ASC and CIG.C|@FMT will not
              work -- note the File List in each (@SLST and
              @FMT).

Number of - This is number of lines prior to the search pattern
Backward   to display, in addition to the line with the search
Lines   pattern.   If you do not wish to display any prior
              lines then enter a value of 0.

Number of - This is number of lines after the search pattern to
Forward   display in addition to the line with the search
Lines   pattern and any backward (previous) lines
              requested. If you do not wish to display any
              successive lines then enter a value of 0.

Pause   - If you select Yes, that is to pause each time a
after each   search pattern is found, then the display will stop
pattern   until you hit the spacebar. Otherwise, the output
found (Y/N)   will scroll by faster than you can read it if the
              screen fills up more than once with text.   Letting
              the display scroll quickly probably will not matter
              if you are echoing the lines to the current window,
              but if you are only viewing the lines as they are
              found then you will want to pause each time a
              pattern is found.

Echo Lines - If you select Yes, then each time a pattern is
Found to   found it, and the forward and backward lines
the Current   selected, will be pasted into the file in the

Window   current window in addition to being shown on the
(Y/N)   screen.   If you select No, then the lines will be
              shown on the screen only. If you have elected to
              create a file list then the lines echoed to the
              current window as well as those shown on the screen
              will just be the list of files in which the pattern
              was found.

Create a **File List** **in the** **Current** **Window** **(Y/N)**	– This flag is used to create a list of the files which contain the the search pattern. This list of files is then placed in another file called a File List. When this file is being constructed, the output to the screen is just the names of the files that are being searched. If you select Create a File List, the lines found will automatically be echoed to the current window. This will put the file list in the current window.
Note:	Remember you can always press <Ctrl Enter> to start the search instead of repeatedly pressing <Enter> to skip through all of the fields.

<u>Compare Mode</u>

        Compare Mode performs a comparison of the files in all of
the open windows. Place the cursor on the line in each file
where you wish to begin the comparison, press <Ctrl K> or select
Kompare Mode in the pulldown menus, and Mr. ED will perform the
comparison, highlighting the current line in each window as it
goes.   Mr. ED will stop at the first set of lines that do not
compare exactly. When in Compare Mode, the following commands
are available.

Command   Description
PgUp,PgDn,Up,Dn   Move the highlight bar in the current window.
Ctrl PgUp/PgDn   Change the current window.
Enter   Begin the comparison.
Ctrl Enter   Move the highlight bars down one row and restart
                        comparison.
Ctrl S   Find the same line in the other window(s).
Ctrl L   Link the windows together to move highlight bars
                        or to next or previous file simultaneously.
Ctrl K   Leave Compare Mode.
Escape   Leave Compare Mode.
Ctrl +/-   Load the next or previous file in the file list.

        If you only have one window open, Mr. ED will give you the
highlight bar to use, but you can't do no comparing 'cause you
ain't got nothin' to compare.

Dropping a Window

Drop allows you to drop one or more windows (files). The
windows are numbered from 1 to 9, and the window number is
indicated in the left most portion of that window's status line.
To drop a window just enter that window's number at the prompt.
To drop multiple windows just separate the window numbers with a
comma or dash. For example, "1,3-5" will drop windows 1 and 3
through 5. If no window is specified at the prompt, the current
window will be dropped. If any of the files in the windows to
be dropped have been modified and are unsaved, a window showing
the filenames and which files have been modified will appear,
giving you the opportunity to save them.

If you drop all of the open windows, you will Quit Mr. ED
if the files are unmodified, or if any of the files have been
modified you will be asked if you really wish to Quit.

Drop is accessed from the Command Mode prompt or through
the Window pulldown menu.

Editing Menu

Paste Last   - Paste Last Delete inserts at the cursor whatever
Delete   you last deleted. This command will paste Deletes
               made with Start of Line Delete (<F5>), End of
               Line Delete (<F6>), Word Delete (<F7>), and
               Line Delete (<F8>). You can paste the same Last
               Delete more than once. This command is very useful
               for moving lines or words, or for repeating lines
               or words.   Paste Last Delete can also be accessed
               by pressing <F1>.

Start of   - To delete all of the current line left of the
Line   cursor, select Start of Line Delete or press <F5>.
Delete   Select Paste Last Delete or press <F1> to put the
               text back in at the cursor position.

End of   - To delete all of the current line to the right of
Line   and including the cursor, select End of Line Delete
Delete   or press <F6>. Select Paste Last Delete or press
               <F1> to put the text back in at the cursor
               position.

Word   - To delete a word and all trailing spaces, position
Delete   the cursor somewhere within the word and select
               Word Delete or press <F7>.   Select Paste Last
               Delete or press <F1> to put the word and space back
               in at the cursor position.

Line   - To delete the current line, select Line Delete or
Delete   press <F8>. Select Paste Last Delete or press <F1>
               to paste the last line deleted before the current
               line.

Add Line   - To add a blank line after the current line and move
               the cursor to the blank line, select Add Line or
               press <Ctrl Enter>.

Insert   - To add a blank line after the current line but keep
Line   the cursor on the current line, select Insert Line
               or press <Ctrl Ins>.

Tab Insert   - To actually insert a tab character at the cursor
               instead of moving to the next tab stop (which is
               what just pressing <Tab> does), select Tab Insert
               or press <Ctrl Tab>.

<center>Environment Command</center>

Paragraph   - Use Paragraph Indent to set the indentation of the
Indent   first line of your paragraph relative to the left
               margin. A negative number means the first line
               will stick out to the left of the rest of your
               paragraph by that number of spaces.   If you use
               negative indentation, remember that the left margin
               plus the indentation must be a positive number
               (i.e. equal to or greater than one).   Paragraph
               Indent is used mainly when formatting a paragraph (
               <Ctrl P>).   Remember, when using Paragraph Format,
               paragraphs must be separated by a blank line,
               unless you are formatting within Select or Block
               Modes (<Ctrl S> or <Ctrl B>).

Paragraph   - Paragraph Left Margin is the column number in which
Left   you wish to align the left side of your paragraph.
Margin   The left margin cannot be greater than the right
               margin.   In addition if you are using negative
               indentation, the indentation and the left margin
               must add to a number greater than zero (i.e. one or
               more).

Paragraph   - Paragraph Right Margin is the furthest right column
Right   in which you wish to have text in your paragraph.
Margin   The last column usually shown on the screen is
               column 80.

Ignore   - When using Compare Mode (<Ctrl K>), the computer
Case in   will not care if the words being compared have
Compare   different cases if this prompt is set to yes ("Y").
Mode (Y/N)   That is, the lines "I hAvE a LoVeLy YeLlOw PeNcIl
               BoX." and "I have a lovely yellow pencil box." will
               match if the prompt is "Y".

Ignore   - Again when using Compare Mode (<Ctrl K>), the
Multiple   computer will not care if the lines being compared
Spaces in   have extra spaces or tab characters if this prompt
Compare   is set to yes ("Y").   That is, the lines "I have a
Mode (Y/N)   large and lovely yellow pencil box." and "I have a
               large and lovely yellow pencil box." will match if
               the prompt is "Y", but not if it is "N".

Prompt for   - To save or not to save, that is the question. When
Save When   making searches that involve file lists, if you
Using File   have modified the current file and this flag is set
Lists (Y/N)   to "Y", then a prompt asking you if you wish to
               save the file will appear. The prompt that appears
               allows you to save the current file before the next
               file in the file list is searched. If this flag is
               set to "N", the file will automatically be saved.

Append   - Most disk operating systems and many compilers and
Control Z   editors mark the end of a file with the Ctrl-Z
to End of   character. To keep Mr. ED compatible with these
Files (Y/N)   programs, set this prompt to "Y". Otherwise, set
                this prompt to "N".

Use a   - On most machines Mr. ED can sense if you are using
Color   a color or monochrome monitor, but on some machines
Monitor   it has trouble sensing which is which. This switch
(Y/N)   allows you to tell Mr. ED what type of monitor you
                are using if Mr. ED is having trouble on its own.
                Set this prompt to "Y" if you have a color monitor.

Enable   - Pulldown   Menus   are   the   lists   of commands
Pulldown   categorized into topics that show up at the top of
Menus (Y/N)   the screen when you press <Esc>. If a long prompt
                shows up at the bottom of the screen instead of at
                the top when you press <Esc>, that is the Command
                Mode prompt and the Enable Pulldown Menus prompt
                has been set to "N". Using the Pulldown Menus is a
                helpful way to learn and access all of Mr. ED's
                features.   To use the Pulldown Menus, set the
                prompt to "Y". The advantage of using Command Mode
                over the Pulldown Menus is that Command Mode
                requires less keystrokes to execute a command than
                the Pulldown Menus.

Screen   - When using multiple windows, the screen can be set
Default   in any of three styles: full screen, vertical
(Full/   split, and horizontal split.   Full screen means
 Vert/   each window uses the entire screen; only one window
 Horiz)   is shown on the screen at a time.   Vertical split
                means that the screen is split vertically, with
                Window 1 on the left and each increasing window
                number to the right of it. Horizontal split means
                the screen is split horizontally, with Window 1 at
                the top of the screen, Window 2 below that, etc.
                Depending on the default setup you want, set this
                prompt to "F" for full screen, "V" for vertical
                split, and "H" for horizontal split. To change to
                the   next   window   style when in the editing
                environment, press <Ctrl N>.   Press <Ctrl Z> to
                zoom to full screen style from either of the other
                styles. Press <Ctrl Z> again to return.   When in
                vertical or horizontal styles, press <Ctrl Up> or
                <Ctrl Dn> to increase or decrease each window size.

Use   - If your keyboard has, and your Bios supports, the
Enhanced   <F11> and <F12> function keys, then you can set
Keyboard   this prompt to "Y" so that you can use those keys
Calls (Y/N)   for Macros.   Keep this prompt set to "N" if your
                machine (and Bios) is older or if you have an older
                version of a keyboard enhancer such as Sidekick.

```
Screen on    - You can make Mr. ED do one of four  things  to  the
Exit           screen when you leave the program:

     1. Clear Border - If you have a CGA or VGA monitor, this
                       choice will clear the border on the edge
                       of the screen.  Otherwise, this choice is
                       the same as 3. Do Nothing.

     2. Clear Screen - This choice will return you to your
                       operating system with a blank screen.

     3. Do Nothing   - This choice will leave whatever is currently
                       on the screen and put your operating system
                       prompt on the bottom line.

     4. Restore      - This choice will put whatever you had on the
        Original        screen before you entered Mr. ED back on the
        Screen          screen.


Display      - The  date  and  time will be displayed in the lower
the Time       right corner of the screen if you set  this  prompt
(Y/N)          to  "Y".   If you are perpetually on New Year's Day
               in 1980, then set this prompt to "N".

Use 43/50    - When using a VGA or EGA monitor, you can use Mr. ED
Line Mode      in a compressed mode, that is a mode with more than
(Y/N)          25 lines on the screen.   To  use  this compressed
               mode, change this prompt to "Y".

Fast         - For  the  fastest  speed Mr. ED can achieve on your
Screen         screen, set this prompt to "Y".   However,  on some
Update         color  monitors  this  fast speed may cause fuzz or
               snow, if that happens you  may  want  to  set  this
               prompt to "N".

Make Home/   - In  Mr.  ED, the <Home> and <End> keys are normally
End Keys       dynamic, that is, when you press <Home> and you are
Static         already in the Home position (column one)  on  that
(Y/N)          line,  you  will  move  to the Home position on the
               previous line.  Similarly, when you press <End> and
               you are already at the end of the current line, you
               will move to the end of the next line.  If you wish
               to change this so that  the  cursor  stays  on  the
               current line regardless of how many times you press
               <Home> or <End> (that is to make them static), then
               set this prompt to "Y".

Split Line   - Normally when you are in Overlay mode and you press
in Overlay     <Enter>,  a  line  will  be added after the current
Mode (Y/N)     line or the current  line  will  be  split  at  the
               cursor  position.    If  you  wish to press <Enter>
               while in Overlay mode and  not  have  lines  added,
               then  set  this  prompt  to  "Y".   Switch between
               Overlay and Insert modes by pressing the <Ins> key.
```

Anchor Cursor During Scroll (Y/N)	– If you set this prompt to "Y", then when you move around using the <F3>, <F4>, <PgUp>, and <PgDn> keys, the cursor will stay in the same place on the screen. Normally (i.e. when set to "N"), the cursor moves around the screen but stays on the same line in the file when using these keys.
Move to Beginning of Words Only (Y/N)	– When using <Ctrl Lft> or <Ctrl Rgt> to move to the previous or next word, usually you move to the beginning of words with <Ctrl Lft> and to the end of each word with <Ctrl Rgt>. Setting this prompt to "Y" changes <Ctrl Rgt> so that you move to the beginning of each word instead of the end. Thus, if you set this prompt to "Y", you move to the beginning of words only.
Search Expression Default (Y/N)	– When using Search or Search and Replace, you can use Regular Expressions in the Search Patterns. A Regular Expression is a set of commands similar to the DOS "*" and "?" wild cards that gives you more versatility in your Search Patterns. Setting this prompt to "N" means that as the default the Search Patterns are literal and Regular Expressions will not be used. You can easily change this to "Y" when in Search if you decide to use Regular Expressions.
Search Case Default (Y/N)	– When Mr. ED looks for a match using Search or Search and Replace, you can specify whether or not to take the upper or lower case of the Search Pattern into account. You can change it each time you Search, or, if you usually want case to matter, you can change this default prompt to "Y".
Search Token Default (Y/N)	– A token simply means that when a Search Pattern is found, it cannot have any other alphanumeric characters next to it. For example, if the "token" field is "Y", then the Search Pattern "th" would match "th" but it would not match "the", "that", "th1", etc. This prompt sets the default for the search token prompt. Remember, you can change this at the Search prompt each time you use Search if you wish.

Insert Mode Default (Y/N)	- If you set this prompt to "Y", then when you start Mr. ED it will be in Insert Mode. If you set it to "N", Mr. ED will start in Overlay Mode. When typing in Overlay Mode you type over any characters already at the cursor. Insert Mode acts just like it sounds; any character you type will be inserted at the cursor, while any character already at the cursor will be moved to the right. You can switch between the modes by pressing <Ins>. Look for the "Insert" or "Overlay" in the middle of each window's Status Line to tell you what mode that window is in.
Auto Indent Default (Y/N)	- If you want Mr. ED to start with Auto Indent on, then set this prompt to "Y". Auto Indent automatically indents a new line the same amount as the previous line. Once inside Mr. ED switch Auto Indent on and off by pressing <Ctrl I>.
Word Wrap Default (Y/N)	- If you want Mr. ED to start with Word Wrap on, then set this prompt to "Y". Word Wrap uses the paragraph margin and indentation information at the top of the first Environment page to wrap words to a new line as you type. If you modify a paragraph and you want to format it again, press <Ctrl P>. When inside Mr. ED, press <Ctrl W> to turn Word Wrap on and off.
Convert Spaces to Tabs (Y/N)	- In order to minimize file size, Mr. ED converts multiple spaces to tab characters when saving files. This conversion will have no effect upon your file when working in Mr. ED; however, it may have an effect if you import the file into a word processor or other program. Set the prompt to "N" to turn off the conversion.
Default Cursor Tab Width [1..255]	- When you press <Tab>, the cursor will move the number of spaces specified at this prompt. There are two things to note, however. One is that pressing <Tab> does not enter a tab character or that number of spaces into your file; it merely moves the cursor. The other thing to note is that if the current file extension is listed in any of the default file extension lists, then any Cursor Tab Width specified there will be dominant.
Default Physical Tab Width [2,4,8]	- When you press <Ctrl Tab>, a physical tab of the width specified at this prompt will be inserted at the cursor location. As with the Cursor Tab Width, if a Physical Tab Width is specified for the current file extension in the default file extension lists, then that Physical Tab Width will have precedence. The Physical Tab Width can have one of three values: 2, 4, or 8.

Default Token Match Rule	– A token in this sense is a word or set of characters that have another word or set of characters that always correspond to it. The Default Token Match Rule applies to all files whose file extensions are not listed in any of the Default File Extensions. When setting up the Default Token Match Rule, token partners are separated by the "=" character. Use the ";" character to separate sets of partners from other sets. If one token can have more than one partner, then those other partners are separated by the "|" character. For example, if the token match rule is given by "(*=*);BEGIN|CASE=END", then the match to (* is *), the match to BEGIN is END, and the match to CASE is END. Mr. ED allows the nesting of tokens so if you are looking for the match to the first paranthesis in an area like "(text one (text two) text three)", then Mr. ED would skip the middle parantheses and move to the last one. You may have up to two "="s in a set. For example, if a Token Match Rule is "IF=ELSE=ENDIF", then Mr. ED will find all of the ELSE's in the IF statement before it finds the ENDIF. To use Token Match, set the cursor on one of the tokens, press <Ctrl T> or select Token Match from the Search pulldown menu, and Mr. ED will find its match. If there is no rule for the token you are looking for, Mr. ED will find the next occurance of that word in your file.
Default File Extensions	– By specifying one or more file extensions here, you can tailor the operation of several commands to specific languages or file types. You can specify token match rules (explained below), cursor and physical tab widths, and to allow the ability to nest token comments. Whenever Mr. ED loads a file whose extension is listed here, Mr. ED will automatically modify any commands specified here. In addition, when loading files from the Load command or when specifying file names on the command line, you can leave off the file extension and Mr. ED will automatically find and load the file using the default file extensions given here. Mr. ED will look at all the file extensions in Default File Extension(s) 1, then 2, then 3, then 4, but first it will look to see if a file with that name exists with no extension. To specify more than one file extension, separate them with the "|" character.

Token Match Rule	– A token in this sense is a word or set of characters that have another word or set of characters that always correspond to it. For example, if you begin a comment with "(*", then someplace farther in the file must be the close of that comment, "*)". When setting up the Token Match Rule, the partner of the start of a comment is separated from it by a "-" character. All other token partners are separated by the "=" character. Use the ";" character to separate sets of partners from other sets. If one token can have more than one partner, then those other partners are separated by the "|" character. For example, if the token match rule is given by "(*-*);BEGIN|CASE|RECORD=END", then the match to (* is *), the match to BEGIN is END, the match to CASE is END, and the match to RECORD is END. Mr. ED uses the "-" character to tell what are comments so that you can turn the nesting of comments off and on. In addition, if other tokens are within a commented section, Mr. ED will skip them entirely. Mr. ED always allows the nesting of tokens if you have separated the parts with the "=" character. You may have up to two "="s in a set. For example, if a Token Match Rule is "IF=ELSE=ENDIF", then Mr. ED will find all of the ELSE's in the IF statement before it finds the ENDIF. To use Token Match, set the cursor on one of the tokens, press <Ctrl T>, and Mr. ED will find its match.
Cursor Tab Width	– If the current file extension is listed in the Default File Extensions associated with this prompt, then when you press <Tab>, the cursor will move the number of spaces specified at this prompt. Note, however, that pressing <Tab> does not put a tab character or the number of spaces specified into your file; it merely moves the cursor.
Physical Tab Width	– If the current file extension is listed in the Default File Extensions associated with this prompt, then when you press <Ctrl Tab>, a physical tab of the width specified at this prompt will be inserted at the cursor location. The Physical Tab Width can have one of three values: 2, 4, or 8.

Nest Token   - If your compiler allows same symbol comments to be
Comments   nested, then set this prompt to "Y".   Mr. ED will
(Y/N)   then determine which are the matching pairs and
                 move to the appropriate one. For example, if /*
                 and */ are the open and close of comments and a
                 portion of your file looks like this: "/* /* (any
                 amount of text over any number of lines) */ text
                 */", then if you put the cursor on the first open
                 comment (/*) and pressed <Ctrl T>, Mr. ED would
                 move directly to the second close comment symbol,
                 skipping the complete set of open and close comment
                 symbols between them.

Default   - Enter the location of your usual printer at this
Printer   prompt. Valid locations include PRN, LPT1, LPT2,
Port   COM1, COM2, COM3, and COM4. At each print you have
                 the option to change the printer port for that
                 particular print job.

Default   - Set this prompt to the left margin you prefer for
Printer   your printer.   The left margin must be a number
Left Margin   between and including 1 and 255. Like the printer
[1..255]   port, you can change it for each print job if you
                 desire.

Default   - Printer page size is the number of lines you wish
Printer   to print on a page before a page break. Any number
Page Size   between and including 0 and 400 is valid. A page
[0..400]   size of 0 means that no page breaks will be made.
                 Like the printer port and left margin, you can
                 change this number for each print job if you
                 desire.

Beep   - Whenever an invalid key is pressed, Mr. ED will
Duration   warn you with a beep.   This is your chance to
[1..65535]   decide how long that beep will last. Different
                 computers have different internal speeds so a
                 little experimentation may be needed to find the
                 ideal beep duration. When you move off this prompt
                 after you have changed the beep duration, Mr. ED
                 will beep at you so you will know what the new beep
                 duration sounds like.

Error   - Whenever Mr. ED runs into some kind of error, it
Display   will display an error message on the bottom line of
Duration   the screen. By entering a number between 1 and
[1..100]   100, inclusive, you can determine the length of
                 time the message will be displayed. Multiples of
                 18 are seconds. For example, a value of 36 means
                 the message will be displayed for 2 seconds. When
                 you move off this prompt after you have changed the
                 display duration, Mr. ED will show you a message
                 using the new display time so you will know how
                 long messages will now be displayed.

Number of K for File List [1..64]	- The number of K for file list is the number of kilobytes of memory you wish Mr. ED to reserve for the file list. Only if you use amazingly large file lists will you need more than 12K. If you do not use file lists, you can set this prompt to 1.
Number of K for Compiler [0..640]	- The number of K for compiler is the number of kilobytes of memory you wish Mr. ED to reserve for your compiler. Mr. ED will leave that many kilobytes of memory open so when you invoke your compiler or other program using (OS) Command it will have enough memory to operate.
Source File Path	- Source File Path is the path along which you wish Mr. ED to look for files during loading. If the file you wish to load is located in one of the directories listed in the path, then you can use Mr. ED in any directory and load that file without specifying a path. This feature is especially useful when working on a project contained in multiple directories.
Create a Backup File (Y/N)	- If you wish Mr. ED to save your original file as a backup file with the same filename, but with a .BAK extension, every time you save your file, then set this prompt to "Y". No backup will be made if it is set to "N".
Backup Directory	- To save your backup files to a particular directory, enter that directory here. If you do not specify a directory, Mr. ED will save the backup files in the current directory.
Auto-Load/ Save Macro File (Y/N)	- If you set this prompt to "Y", then every time you load Mr. ED a macro file will also be loaded, and every time you leave Mr. ED your macro file will be saved. A Mr. ED macro file must have a .MAC extension. If you have a support path, Mr. ED will look through directories for a macro file in the following order: current directory, all directories listed in the Path for Support Files, directory containing ED.EXE, and then the operating system path. Just to confuse you, if you do not specify a support path (you leave it blank), then Mr. ED looks through the directories in a different order: directory containing ED.EXE, current directory, and then the operating system path.
Path for Support Files	- Path for Support Files is the list of directories in which you wish Mr. ED to look for support files. Support files include the help file (MR_ED.HLP) and macro files (e.g. MR_ED.MAC).

Scratch   - Since Mr. ED is disk based it sometimes needs to
File   dump excess data out to disk.   This is the
Directory   directory in which you wish Mr. ED to place these
              special scratch files.   If you leave this prompt
              blank, Mr. ED will use the current directory.   If
              you wish to take advantage of your ram disk simply
              enter the appropriate path name.

Program to - Enter at this prompt the name of the copy of Mr. ED
Update   that you wish to update with the latest Environment
              changes. The default name is the copy of Mr. ED
              that you executed (this one). Once you hit <Enter>
              at this prompt, or <Ctrl Enter> anyplace else in
              the Environment, any changes you have made to the
              Environment will become permanent (until you change
              them again). If you escape out of the Environment
              Menu before updating the program or Program to
              Update is blank, the changes you have made will
              remain in effect while you stay in Mr. ED, but once
              you leave and reenter your changes will be lost.
              That is, you must press <Enter> at this prompt, or
              <Ctrl Enter> at any prompt, to save any Environment
              changes for the next time you use Mr. ED.

Escape Sequences

     In addition to regular expressions, Search and Search and Replace also accept escape sequences similar to the C language for both Search and Replace Patterns.   Escape sequences are separate from regular expressions so you do not need to turn on regular expressions to use escape sequences.   They are called escape sequences because the "\" character is sometimes called the escape character.

Sequence	Meaning	Hex Code
\a	Alarm (Bell)	07
\b	Backspace	08
\f	Form Feed	0C
\n	New Line	0D
\r	Return	0D
\t	Tab	09
\v	Vertical Tab	0B
\000	Octal Number 000	
\x00	Hexadecimal Number 00	
\\	The "\" Character	
|	The "|" Character	

     Sorry, when using carriage returns (\n or \r) in patterns, it must come at the beginning or end of the subexpression.

<u>File</u> <u>List</u> <u>Commands</u>

C - Copy to Select is used to copy the file list to the "select
    buffer". This is useful for constructing batch files that
    manipulate the files selected.

D - Delete Untagged removes all of the untagged file names from
    the file list. Use this command to tailor the file list.

P - Print sends the list of file names to the printer that
    corresponds to the printer location specified in the
    Environment Menu.

R - Remove List is used to delete the entire file list from
    memory.

S - Save is used to save the list of tagged file names to a
    file. This is a very convenient way of working with select
    groups of files.

Note: These commands can be invoked when you are moving the
      cursor around in the file list -- you do not need to take
      the extra step of pressing the <Tab> key to bring up the
      command prompt.

<center><u>File Lists</u></center>

     A file list is a file which contains the names of other
files. A file list allows you to work with the files for a full
project or with a particular characteristic, like all containing
the same search pattern. It makes no difference if these files
are in different directories or even on different drives.   The
file list keeps track of each file's location. For instance,
say you wish to search for "dumb_variable" in certain files
contained in the C:\PAS and C:\PROJ directories and they are in
a file list called MYFILE.LST. All you need to do is to load
the file list and perform a Forward Search for "dumb_variable".
Mr. ED will automatically load and search each file in the file
list until "dumb_variable" is found.

<center>How to Create a File List</center>

From	Method
Block Mode	Block out names of files and select File List (F).
Browse	Give Browse a Search Pattern and select Create a File List.
File Select Mode	Tailor names of files loaded using a file list or wild card. Save the names to a file.
Select Mode	Select text containing names of files and choose File List (F).
Your Own Hands	Use Mr. ED to enter the names of files into a file, following the conventions listed below.

<center>Conventions to Use When Creating File Lists</center>

Convention	Use
Path	If no path or drive for a file is given, the current directory or drive is assumed.
|	The remainder of the line is a comment.
*,?	Wild cards can be used for specifying groups of files.
!	The "!" character can be used to exclude specific files that would have been included because of wildcards. For example, !FILL.PAS would exclude FILL.PAS from the file list if it would have been included due to a *.PAS, FILL.*, or a similar file mask.

Place	Usage
Append Command	When prompted for file to Append, press <Shift F2> to view (and append) file names in the file list.
Browse Command	At the Files to Search prompt. Put an "@" character before the file name of the file list.
Compare-Link Mode	Same usage as Link Mode.
Command Line	On the command line, put an "@" character before the file name of the file list, and the first file as well as the file list will be loaded.
Goto Line or Marker	Markers can be set in different files in a file list. Going to a marker will move you to the file where the marker is.
Link Mode	Loading the next or previous file in the file list will cause the same command to be executed in the linked windows.

(Continued Next Page)

Place	Usage
Load Command	At the Load prompt, put an "@" character before the file name of the file list, and the first file as well as the file list will be loaded.
Multi-View	Loading the next or previous file in the file list will cause the same command to be executed in the Multi-Viewed windows.
Save Command	When prompted for file to Save, press <Shift F2> to view (and save to) file names in the file list.
Search Command	Mr. ED will search all of the active files in a file list when performing a Search. Make files inactive by untagging them with <U> or <Ctrl U> when in File Select Mode.
Search and Replace	Same usage as Search Command.

Append   - Append is used to append a file after any line in
               the current window. You specify the file and the
               line number.

Command   - Command, also called OS Command, allows you to
               execute an operating system command from within Mr.
               ED. You can direct the output to the current
               window or the operating system screen. This
               command is ideal for compiling.

Get Info   - Get Info supplies you with information on all the
               windows you have open. It tells you the filenames,
               which files have been modified since they were last
               saved, and which files are hidden. You can also
               access this command by pressing <Ctrl M>.

Load   - Load is used to load a file into the current
               window.   The maximum size of a file that can be
               loaded is 64,000 lines.

Multi View - Multi View allows you to look at, and work with,
               the same file from two or more windows. Making
               changes in one window will change the file in all
               other Multi Viewed windows. To use Multi View you
               must have at least two windows open.   You   will be
               prompted for the window number you wish to view
               from an additional window. If there is only one
               other window open, the assumption is made you wish
               a second view of that other window.

New   - New clears the file from the current window.   If
               the file has been modified since it was last saved,
               you are asked if you really wish to do this.

OS Shell   - OS Shell allows you to invoke an occurrence of the
               operating system. This allows you to   perform all
               of the DOS commands (copy files, play games, etc.)
               and still remain in Mr. ED.   When you wish to
               return to Mr. ED simply enter the **EXIT** command in
               response to the DOS prompt.

Print   - Print is used when you wish to print the entire
               file.   You can print portions of your file using
               Select (<Ctrl S>) or Block (<Ctrl B>) modes.

Quit   - Quit exits Mr. ED. If you have modified a file in
               one of the windows, you are shown a list of
               modified files and prompted to see if you really
               wish to exit.

Rename   - Rename is used to change the default file name.
              The default file name is the file name displayed in
              the right hand portion of the status line and is
              used as the default when saving the file. Only the
              file name in Mr. ED is changed; the file on disk
              still has the original name.

Save   - Save is used to save the file on disk.   This
              command will ask you for the name of the file to
              save. If you wish to save the file to the default
              file name then simply press <Enter>, otherwise
              enter a new file name.

Update   - Update is similar to the Save command except that
              it exits the current window in addition to saving
              the file. If there is only one window in use, then
              after the file is saved you will be returned to
              DOS. Otherwise, the current window will be dropped
              and the you will be positioned in an adjacent
              window.

Version   - Version displays the current version of Mr. ED in
              which you are working.

+ Next   - Next File loads the next file in the file list into
File   the current window.   It only works if you are
              working with file lists. You can press <Ctrl +> to
              implement this command while in screen mode (normal
              file editing mode).

- Prev   - Similar to Next File, Previous File loads the
File   previous file in the file list into the current
              window. Again, this command only works if you are
              using file lists.   You can press <Ctrl -> to
              implement this command while in screen mode.

<u>File</u> <u>Select</u> <u>Mode</u>

        File Select Mode (<Shift F2>) is a special mode that
allows you to select a file to load from your file list. You
can select a file by using the arrow keys and most of the other
keypad keys. Once you move the cursor to the desired file name
you can load the file by pressing <Enter>, or <Esc> and <Enter>
if you no longer wish to use the file list. A summary of the
various commands valid in File Select Mode follows.

Lft,Rgt,Up,Dn   Move cursor along row or column -- wrap at boundary.
+,-   Move sequentially to next or previous file -- no wrap.
PgDn,PgUp   Next or previous page of file names (if one exists).
Home,End   Move to beginning or end of row.
Ctrl Home/End   Move to beginning or end of file list.
F8   Physically remove file from list.
F1   Undo last file physically removed.
T,U   Tag or untag the current file.
Ctrl T/U   Tag or untag all files.
Tab   View File List commands.
C,D,P,R,S   Execute specific File List command.

        Untagged files are skipped in Searches and when loading the
next and previous files in the file list (<Ctrl +> and <Ctrl
->).

Goto Line or Marker

        At   the   Line Number prompt in Goto Line or Marker, you can
enter a line number or a marker. A marker is just a specific
line and column that you have chosen or "marked". To goto a
marker, press the letter, A, B, C, or D, corresponding to the
location in the file you wish to move to. If you hit <Enter>
without entering a line number or marker, you will be moved to
the last marker you used, and if you are currently at a marker,
you will be moved to the last marker you used before that.   An
additional marker you can move to is the Automatic Marker. The
Automatic Marker is set, well, automatically at the last
location you made changes in your file. Select Marker E to move
to the Automatic Marker.

        To   set   a marker, press <Shift F8> or select Set Marker on
the Goto pulldown menu and press a letter to set the marker.

        You can use Goto Line or Marker by pressing <Shift F7> or
by selecting Goto Line/Marker on the Goto pulldown menu.

        If you wish to change the column number, press the <Tab>
key after entering a line number.

Set Marker – Markers are used to mark a specific location in your file. Each window has a different set of markers. After selecting Set Marker or pressing <Shift F8>, press the letter, A, B, C, or D, corresponding to the marker you wish to set. If you hit <Enter> without entering a marker, then the next available marker will be set for your current location. If you are using file lists you can set markers in different files.

Goto Line/ – You can move to a line number or marker using the
Marker   Goto Line or Marker command by selecting Goto Line/Marker or by pressing <Shift F7>. If you wish to change the column number, press the <Tab> key after entering a line number. If you hit <Enter> without entering a line number or marker, you will be moved to the last marker you used, and if you are currently at a marker, you will be moved to the last marker you used before that. An additional marker you can move to is the Automatic Marker. The Automatic Marker is set, well, automatically at the last location you made changes in your file. Select Marker E, the Automatic Marker, to move to the Automatic Marker.

Beginning – Selecting Beginning of File or pressing <Ctrl Home>
of File   will move you to the very beginning (Line 1, Column 1) of the current file.

End of – Selecting End of File or pressing <Ctrl End> will
File   move you to the very end (last line, last column) of the current file.

Jump Top/ – Selecting Jump Top/Bottom or pressing <Ctrl J> will
Bottom   move you to the top or bottom of the screen for the current window. Using Jump once will move you to the top, twice will move you to the bottom, three times back to the top, etc. When in Select or Block Mode pressing <Ctrl J> will move you to the other end of your highlighted text.

First Char – To move to the first non-space character on the current line, select First Char or press <Ctrl F>.

Prev Line – The Previous Line Word Start command is unique to
Word   Mr. ED. It aligns the cursor on the current line with the beginning of the next word on the previous line. This is very useful when entering columns of data or for aligning assembly language statements. To use the Previous Line Word Start command select Prev Line Word or press <Alt Tab>.

<u>Layout</u> <u>Menu</u>

Environment -Environment   is used to configure the various
             environment parameters for Mr. ED. Options include
             the ability to create backup files, suppress tab
             compression, enable/disable pulldown menus, define
             token match rules, and other defaults for Mr. ED.

Paragraph   - Paragraph Format allows you to format the current
Format   paragraph according to the margins and indentation
             specified in the Environment Menu. Paragraphs must
             be separated by one or more blank lines.   Just
             place the cursor anywhere within the paragraph to
             be formated and select Paragraph Format or press
             <Ctrl P>.   Paragraph Format can also be used on
             large amounts of text by first selecting the text
             using <Ctrl S> or <Ctrl B>.

Auto   - If you wish to turn Auto Indent on or off, then
Indent   select Auto Indent Toggle or press <Ctrl I>.   Auto
Toggle   Indent automatically indents a new line the same
             amount as the previous line.

Word Wrap   - Word Wrap uses the paragraph margin information at
Toggle   the top of the first Environment page to wrap words
             to a new line as you type. Select Word Wrap Toggle
             or press <Ctrl W> to turn Word Wrap on and off. If
             you modify a paragraph and you want to format it
             again, press <Ctrl P>.

Load Command

The Load Command is used to load a file into the current window. To load a file simply enter a valid file name in response to the prompt. The maximum size of a file that can be loaded is 64,000 lines.

If you are not sure of the file name or you wish to work with a File List then you can press <Enter> or enter a file mask (e.g. *.PAS). When you enter a mask, all of the files that match the mask will be sorted alphabetically and displayed on the screen. The first name displayed will be highlighted. From this point you can use the arrow keys to select the file you wish to load. If you wish to enter another file name or file mask, or do not wish to load the list of files with your file, then press <Esc> and you will be returned to the file name prompt.

When you load a file name via a file mask you are actually working with a list of files. That is, you will have the ability to edit and access any file in the "file list". You will also be able to search (and replace) one or more search patterns in all of the files in the list.

Besides entering a file mask you can also specify a File List by reading a list of file names from a file. This is accomplished by preceding the file of file names with the "@" character (e.g. @JON.LST). The names in the file can be standard DOS file names or they can in turn be file masks (e.g. *.INT).

Macros

Macros are a series of keystrokes or commands that you can implement by pressing one key. For example, you may have a simple macro defined as <Alt S> that will save the current file. If you use Pulldown Menus, this simple macro will save you at least three keystrokes each time you use it. That may not seem like much, but it will save you time, and maybe more than that, if it encourages you to save your file more often and your system shuts down while you are editing a file you just saved.

To record a macro, press <Alt =>) and select Record a Macro. Choose the key to which you wish to assign the macro, that is, the key or key combination you wish to press to start your macro, and then start entering the keys and commands you wish your macro to remember. Choose your key or key combination wisely; if, in the example above, <S> had been chosen as the macro key, then whenever an S or s was typed during normal use of Mr. ED the macro would have been initiated. The best key combinations to use are <Alt letter> combinations. During recording of a macro the word "Recording" will be displayed at the bottom of the screen. When you wish to stop recording your macro, press <Alt =>) and select "End and Save Recorded Keystrokes". If it didn't turn out the way you want it, select "Quit and Erase Recorded Keystrokes" and your macro will no longer exist. You may wish to go through all of the keystrokes of a macro before recording it since the only way to edit a macro is to re-record it.

To pause a macro during recording and playback, press <Alt =>) and choose "Pause the Macro for Your Input". To resume recording of your macro, press <Alt ->. Your macro, when it is played back, will pause at this same place. To resume playback of your macro, press <Alt ->. When a macro is paused, the message "Alt- Resume" will be displayed at the bottom of the screen. If you press <Alt =>) when a macro is paused, playback of the remainder of the macro will be canceled.

To play a macro, press the key or key combination you assigned your macro to, or press <Alt =>) and select "Play a Macro". You will be shown a list of all of the currently loaded macros to choose from. When a macro is playing, the message "Playing" will be displayed at the bottom of the screen. If Mr. ED tells you that no macros are defined but you know they have been, then you need to load a macro file. See "To load a macro file" below.

To erase a macro that doesn't do what it is supposed to or one you no longer need, select Erase a Macro. Once erased, that macro is gone, never to be heard from again. Unless of course you saved it in a macro file and you reload that macro file before you save the current macro file without the macro you just erased. Say that ten times fast without taking a breath.

To load a macro file, one that already contains macros in Mr. ED format, select Load Macro File. If you have previously loaded a macro file or have recorded new ones, the newly loaded macro file will replace all, until now, current macros. By setting the Auto-Load/Save Macro prompt on the third page of the Environment Menu to Yes, you can request Mr. ED to load a macro file each time you enter Mr. ED.

To save macros, ones that you wish to use again in Mr. ED, select Save Macro File. All of the current macros will be saved to the file with the name you specify. You can keep macros for differing purposes in different files or in different directories, but each time you save, all of the current macros will be saved to the same file. When you wish to perform a task for which you have a macro, just load the proper macro file. By setting the Auto-Load/Save Macro prompt on the third page of the Environment Menu to Yes, you can request Mr. ED to save the current macro file each time you leave Mr. ED.

$$\underline{Modes}\ \underline{Menu}$$

Adjust   – Use Adjust Mode to modify the indentation of your
               text. Adjust the indentation by using the left and
               right arrow keys, or by pressing <L>, <C>, or <R>
               to left, center, or right justify the current line.
               Using the up and down arrow keys adjusts the
               previous and next line the same amount as you just
               aduseted the current line. You   can   select Adjust
               or press <Ctrl A> to enter Adjust Mode.

Block   – Block Mode allows you to select and work with a
               rectangular block of text. You can copy, delete,
               save, print, or move your block by deleting then
               pasting it, in addition to other options.   Enter
               Block Mode by selecting Block or by pressing <Ctrl
               B>.

Condensed   – Condensed Mode creates a window which only contains
               lines from the current window that start with a
               letter (no leading spaces).   You can move the
               highlight bar up and down to different lines using
               cursor movement keys. By pressing <Enter> you will
               move the cursor to that new line. Condensed Mode
               works well for moving amoung procedures and for
               recalling procedure names and required parameters.
               You can select Condensed or press <Ctrl C> to enter
               Condensed Mode.

Drawing   – Line Drawing Mode allows you, amazingly enough, to
               draw lines on the screen! You can use predefined
               line styles or choose your own characters.   Enter
               Line Drawing Mode by selecting Drawing or by
               pressing <Ctrl D>.

Extended   – You can enter any character in the extended or
Char   control character sets within Extended Character
               Mode. To enter control characters once in the
               Extended Character Mode, press the <Ctrl> key in
               combination with the desired character, or if only
               entering one control character, simply press the
               corresponding alphabetic key (e.g. press "a" for
               <Ctrl A>).   To enter the decimal number of an
               extended character use the <Alt> key in conjunction
               with the keypad. To exit Extended Character Mode
               press <Ctrl Break>.   To enter more than one
               character, set the Repeat Factor before entering
               Extended Character Mode.   To enter Extended
               Character Mode select Extended Char or press <Ctrl
               E>.

File   – File Select Mode allows you to select a file to
Select   load from your file list. You can't use this mode
             without a file list. In addition to selecting File
             Select, File Select Mode can be accessed by
             pressing <Shift F2>.

Kompare   – Compare Mode performs a comparison of the files in
             all of the open windows. Place the cursor on the
             line in each file where you wish to begin the
             comparison, press <Ctrl K> or select Kompare, and
             Mr. ED will highlight the current line in each
             window as it performs the comparison. Mr. ED will
             stop at the first set of lines that do not compare
             exactly.   If you only have one window open, Mr. ED
             will give you the highlight bar to use, but you
             can't do no comparing 'cause you ain't got nothin'
             to compare.

Link   – Link Mode links all of the open windows together.
             When linked, windows will move simultaneously when
             you use cursor movement keys.   That is, if you
             press <PgUp> then all of the windows will move you
             one page up, likewise with other cursor commands.
             Enter Link mode by selecting Link or by pressing
             <Ctrl L>.

Select   – Select Mode allows you to select and work with a
             stream of text. You can copy, delete, save, print,
             or move your selected text by deleting then pasting
             it, in addition to other options. Enter Select
             Mode by selecting Select or by pressing <Ctrl S>.

Paste   – Paste Block/Select pastes the current contents of
Block/   the select buffer at the cursor location. If, when
Select   using Select or Block Modes, you copied text to
             memory using Copy, Delete, or Append to Buffer, you
             can use this command to paste the text at the
             cursor.   Only the last Copy or Delete can be
             pasted; all others are lost from the computer's
             memory. Select Paste Block/Select or press <F2> to
             paste at the cursor.   Be careful if you are in
             Overlay Mode when pasting; you will overwrite any
             text currently at the cursor location.

OS Command

OS   Command allows you to perform operating system commands from within Mr. ED, and allows you to direct the output of that command to the current window. You may use this command to do something as simple as copying a file to another directory or as complex as compiling a program. Usually you will wish to open an additional window for the output of this command so that you can manipulate or peruse the data at your leisure.   If you choose not to direct the output to the current window, you will be placed in a temporary window. You can look but not touch when in the temporary window. If something is already in the current window and you direct the output of this command into it, the output will be placed at the current cursor position. OS Command is accessed from Command Mode or from the File pulldown menu. It is called Command on the File pulldown menu.

A   helpful   use for this command is sorting a file alphabetically by line. Sorting is accomplished by issuing the following command at the prompt.

SORT <filename

You will probably wish to open an additional window for this sorted file.

<u>Other</u> <u>Menu</u>

Repeat   - To repeat the last Search or Search and Replace, or
Last   to rehighlight the text of your last Select or
Command   Block Mode, select Repeat Last Command or press
               <Ctrl G> (for aGain).

Set Repeat - Most commands in Mr. ED can be executed a multiple
Factor   number of times, including searches, movement keys,
               and typing of characters.   To execute a command
               more than once, set the repeat factor by selecting
               Set Repeat Factor or by pressing <Ctrl R>. At the
               prompt enter the number of times you wish to
               execute the command.   After setting the repeat
               factor, the next command you enter will be executed
               that number times. For example, a quick way to
               enter 50 asterisks would be to press <Ctrl R>,
               enter the number "50", press <Enter>, and then
               enter the "*" character.

Backward   - Selecting Backward Toggle Case or pressing <Shift
Toggle   F5> will switch the case of the letter at the
Case   cursor.   In addition, the cursor will move one
               letter to the left. Uppercase letters will become
               lowercase letters and vice versa, but no other
               characters will be effected.

Forward   - Selecting Forward Toggle Case or pressing <Shift
Toggle   F6> will switch the case of the letter at the
Case   cursor. In addition, the cursor will move one
               letter to the right. Uppercase letters will become
               lowercase letters and vice versa, but no other
               characters will be effected.

Macros   - Macros are a series of keystrokes or commands that
               you   can   implement by pressing one key.   For
               example, you may have a simple macro defined as
               <Alt S> that will save the current file. All you
               need to do is press <Alt S> and the current file
               will be saved. Select Macros or press <Alt =>> to
               access recording, playing, and other   macro
               commands.   To view Help on macros, select Macros
               from the Help Index. Select Help Index or press
               <Shift F1> from within Help to obtain the Help
               Index.

Help Index - The Help Index lists all of the topics for which
               Help is available. To view the Help on any of the
               topics listed, move the highlight bar to the
               desired topic and press <Enter>. The Help Index
               can be obtained by pressing <Shift F1> from within
               any Help screen or by selecting Help Index from
               this menu.

Regular Expressions

Regular expressions are a set of commands that give you more versatility in your Search Patterns. For example, if you wish to search for several different words contained in different sets of brackets, you could use "{*}" as the Search Pattern and Mr. ED would find all the sets of brackets regardless of how many characters or words were inside them (as long as the brackets were on the same line). You can continue to use words and characters in the Search Patterns in addition to the regular expression commands.

In addition to regular expressions, Search also accepts characters called escape sequences as part of the Search Pattern. Escape sequences allow you to search for things like tab characters and carriage returns. A list of escape sequences is located after the regular expression commands below.

Below is a list of all of the valid regular expression commands and an explanation for their use.

Command	Description
*	A "*" will match any number of characters til the end of the line.
?	A "?" will match any single non-white space character. (White space characters are space, tab, line feed, and carriage return.)
%	A "%" at the start of a pattern will force the pattern to be at the start of a line. Any place else it is a normal character.
$	A "$" at the end of a pattern will force the pattern to be at the end of the line. Any place else it is a normal character.
@	An "@" will match zero or more occurrences of the expression to its left.
+	A "+" will match one or more occurrences of the expression to its left.
	A "|" denotes "or". Use it between patterns or within a subexpression.
\	A "\" located before any regular expression command character forces Mr. ED to make a literal search for that character.
()	A set of "()" create a subexpression, e.g. "command (line|mode)".
[]	A set of "[]" create a character class or set. All other commands lose their meaning within the []'s.
~	A "~" used as the first character within a set causes that set to be inverted, e.g. "[~0-9]" means all non-numeric characters.
-	A "-" used within a set specifies a range of characters, e.g. [a-z].

Regular Expression Examples

Expression	Match
%AB$	The line "AB".
\?$	All lines that end with a "?".
[a-zA-Z][a-zA-Z0-9_]@	All Pascal identifiers.
[0-9]+	Any string of digits.
command (line|mode)	All occurrences of "command line" or "command mode".
{*}	All sets of brackets contained on one line regardless of the number of characters between them.
C[AEIOU]T	CAT, CET, CIT, COT, or CUT
Page [2-4]	Page 2, Page 3, or Page 4
(a|i)?t	Any word with an "a" or "i", followed by any letter, followed by a "t", such as art, cast, filter, etc.
me+t	met, meet, meeet, etc.
[A-Z]+	Any string of one or more upper case letters.
[˜ -˜]	All extended and control characters. (Inverted Space to Tilde Set)
[+\-]@([0-9]+[.]@[0-9]@|[.][0-9]+)	A floating point number with optional sign.

Replace Options

Replace   - If you wish to replace the highlighted text with
               the Replace Pattern, just press the <R> key. Mr.
               ED will then replace the highlighted text and
               resume searching for your Search Pattern.

No Replace - If   you   do not want Mr. ED to replace the
               highlighted text with the Replace Pattern, press
               the <N> key and Mr. ED will skip this text and
               resume searching for your Search Pattern.

Verify Off - If you are tired of the Replace prompt and you wish
               to replace all of the Search Patterns remaining in
               your file with the Replace Pattern(s), then press
               the <O> key.

Enter   - If, for this one replace, you wish to replace the
Pattern   highlighted text with a pattern other than the
               Replace Pattern, press the <P> key and you will be
               given the opportunity.

Last   - If you wish to replace the highlighted text but no
Replace   more after this, press the <L> key.

Quit   - If you no longer wish to be in Search and Replace
               and   do   not   wish   to replace the currently
               highlighted text, press the <Q> key.

Save Command

Save is used to save the file in the current window to disk. Mr. ED will default to the current name, but you can easily change it to a different name at the File Name to Save prompt. You can choose to save the file to the current name by pressing <Enter>, type in a different name, or select a different name to save to by pressing <Enter> with no file name, or <Shift F2> if you are using a file list. Pressing <Enter> at a blank file name prompt will cause Mr. ED to show you a list of the files in the current directory, or in a specific directory if you specified a path at the "blank" file name prompt. If you are using a file list, you can press <Shift F2> to select a file to save to from the file list.

<div align="center">

Screen Menu
</div>

Up Scroll   - To move the current file up one line within the
              current window, select Up Scroll or press <F3>.

Down   - To move the current file down one line within the
Scroll   current window, select Down Scroll or press <F4>.

Left   - To move the current file one line to the left
Scroll   within the current window, select Left Scroll or
              press <Shift F3>.

Right   - To move the current file one line to the right
Scroll   within the current window, select Right Scroll or
              press <Shift F4>.

Vertical   - To center the current file vertically within the
Center   current window, select Vertical Center or press
              <KeyPad 5> (that is, the number 5 on the numerical
              keypad).

Horizontal - To center the current file horizontally within the
Center   current window, select Horizontal Center or press
              <Ctrl KeyPad 5> (that is, the control key and the
              number 5 on the numerical keypad).

Search Command

Exp   – To use regular expressions in the Search Pattern,
                set this prompt to "Y". Regular expressions are a
                set of commands that give you more versatility in
                your Search Patterns. For example, if you wish to
                search for several different words contained in
                different sets of brackets, you could use "{*}" as
                the Search Pattern.   Refer to the regular
                expressions help screen for complete rules.

Case   – The Case flag specifies whether or not to perform a
                case sensitive search. Set this prompt to "N" to
                perform a case insensitive search.   That is, the
                alphabetic characters in the search pattern will
                match both their upper and lower case equivalents.
                For example, the search pattern "the" will match
                "the", "The", "THE", etc., when the Case prompt is
                set to "N".

Token   – The token flag indicates whether or not the search
                pattern must be a token. A token simply means that
                when the pattern is found, it cannot have any other
                alphanumeric characters next to it.   For example,
                if the "token" field is "Y", then the search
                pattern "th" would match "th" but it would not
                match "the", "that", "th1", etc. This flag is very
                useful when searching for variables in source
                files.

Pattern(s) –   The pattern is simply what you are looking for. To
                search for more than one pattern simply separate
                each pattern with the "|" character.   For example,
                to search for the words "procedure" and "function"
                simply enter "procedure|function". You can search
                for a maximum of 10 different patterns. Remember
                the case and token flags apply to all of the search
                patterns.

Note: If you are working with a "list of files" and the
                search pattern is not contained in the current
                file, then any active files that follow the current
                file in the file list (for a forward search) will
                also be searched.   If you wish to confine the
                search to the current file, then invoke File Select
                Mode (<Shift F2>) and press <Ctrl U> so as to
                "untag" the other files in the list. Then press
                <Esc> to exit from File Select Mode. Refer to the
                instructions and help screens in File Select Mode
                for additional guidance.

                If your search brings you to the end of the file
                list and no more search patterns are found, then
                you will be put into the last file in which a
                pattern had been found.

Search and Replace Command

Expression – To use regular expressions in the Search Pattern, set this prompt to "Y". Regular expressions are a set of commands that give you more versatility in your Search Patterns. For example, if you wish to search for several different words contained in different sets of brackets, you could use "{*}" as the Search Pattern. Refer to the regular expressions help screen for complete rules.

Case – The Case flag specifies whether or not to perform a case sensitive search. Set this prompt to "N" to perform a case insensitive search. That is, the alphabetic characters in the search pattern will match both their upper and lower case equivalents. For example, the search pattern "the" will match "the", "The", "THE", etc., when the Case prompt is set to "N".

Token – The token flag indicates whether or not the search pattern must be a token. A token simply means that when the pattern is found, it cannot have any other alphanumeric characters next to it. For example, if the "token" field is "Y", then the search pattern "th" would match "th" but it would not match "the", "that", "th1", etc. This flag is very useful when searching for variables in source files.

Search Pattern(s) – The Search Pattern is simply what you are looking for. To search for more than one pattern simply separate each pattern with the "|" character. For example, to search for the words "procedure" and "function" simply enter "procedure|function". You can search for a maximum of 10 different patterns. Remember the expression, case, and token flags apply to all of the search patterns.

Replace Pattern(s) – The Replace Pattern is the "thing" you want in place of the Search Pattern. Like the Search Pattern, you can have up to 10 different patterns separated by the "|" character. YOU MUST HAVE EXACTLY THE SAME NUMBER OF REPLACE PATTERNS AS SEARCH PATTERNS. Actually, you can also have either zero or one Replace Pattern, but not anything between one and the number of Search Patterns. For example, three Search Patterns and two Replace Patterns are not allowed, but three Search Patterns and one or three Replace Patterns are allowed. If no Replace Pattern is given, then the Search Pattern, when found, will be deleted. If you have multiple Search Patterns and only one Replace Pattern, all the Search Patterns will be replaced with the same thing. The example at the

end of these Search and Replace Help Screens should
                clarify these ideas.

    Verify   - If you wish to make sure each Search Pattern found
    Each   is one you wish to replace with the Replace
    Replace   Pattern, set this prompt to "Y". If you do set
                  this prompt to "Y", you will have the following
                  options   whenever   a   Search Pattern is found:
                  Replace, No Replace, Verify Off, Enter Pattern,
                  Last Replace, and Quit. If you select "N" at the
                  Verify prompt, replacements will be made until your
                  Search Patterns are no longer found or you are
                  limited by your Replace Count (see below).

    Smart   - If you set Smart Replace to "Y", then each
    Replace   replacement will have the same case as what it is
                  replacing.   For example, if you are replacing
                  "people" with "they" and "people" begins a
                  sentence, then if this prompt is set to "Y", you
                  will now begin the sentence with "They". Note:
                  Smart Replace only works with single word patterns.

    Replace   - If you wish to limit the number of times you look
    Count   for a Search Pattern then simply enter that number
                  here.   If you want to replace two of the next five
                  "Zipkas" in your file with "Nonkas", then enter "5"
                  here and choose Replace or No Replace, as
                  appropriate, at the Replace prompt.

                              EXAMPLE

Search Pattern(s)>   as│+│Mr. ED│loop   {Note the four patterns.}
                      ^ ^ ^   ^

        The following are examples of acceptable Replace Patterns
     for the above Search Patterns:

Replace Pattern(s)>   is│/│MR. ED│while loop   {four patterns}
                      ^ ^ ^   ^

                      Zinger   {only one pattern}
                      ^

                      Spaz││'Mr. ED'│circuit   {four patterns --
                      ^   ^ ^   ^   empty replace is
                                                   considered a pattern}

Note: If you are working with a file list and the search
             pattern is not contained in the current file, then
             any active files that follow the current file in
             the file list (for a forward search) will also be
             searched. If you wish to confine the search to the
             current file, then invoke File Select Mode (<Shift
             F2>) and press <Ctrl U> so as to "untag" the other
             files in the list. Then press <Esc> to exit from
             File Select Mode.   Refer to the instructions and
             help screens in File Select Mode for additional
             guidance.

             If your search brings you to the end of the file
             list and no more search patterns are found, then
             you will be put into the last file in which a
             pattern had been found.

<center><u>Search</u> <u>Menu</u></center>

Browse   - Browse searches a list of files with one or more
                search patterns.   Whenever a search pattern is
                found, the line containing the pattern and the
                specified number of context lines before and after
                it will be displayed.   You have the option of
                creating a file list instead of displaying the
                lines found. A file list is a file which contains
                the names of other files. A file list created with
                Browse contains the names of all the files with at
                least one occurrence of the search pattern or
                patterns.   You have the option to send the output
                to the screen only or to both the screen and a
                file.

Forward   - To find a word, line, or phrase located further
Search   along in the current window than the cursor
                position, use Forward Search. You can also press
                <F10> to access Forward Search.

Backward   - To find a word, line, or phrase located before the
Search   cursor position in the current window, use Backward
                Search. You can also press <F9> to access Backward
                Search.

Replace   - To find and replace a word, line, or phrase located
Forward   further along in the current window than the cursor
                position, use Replace Forward. You can also press
                <Shift F10> to access Replace Forward.

Replace   - To find and replace a word, line, or phrase located
Backward   before the cursor position in the current window,
                use Replace Backward.   You can also press <Shift
                F9> to access Replace Backward.

Token   - To use Token Match, set the cursor on one of the
Match   tokens, select Token Match or press <Ctrl T>, and
                Mr. ED will find its match. A token in this sense
                is a word or set of characters that have another
                word or set of characters that always correspond to
                it. Token rules are set in the Environment Menu.
                If no partner is defined for the word you are on,
                Mr. ED will find the next occurance of that word.
                Refer to the Token Match help screen, accessed
                through the Help Index (<Shift F1>),   for
                additional information on defining and using tokens
                and Token Match.

Select Mode

      Select Mode allows you to select and work with a stream of
text. Enter Select Mode by pressing <Ctrl S>.   The text you
select becomes highlighted as you work. The beginning of the
stream of text is anchored at the place you originally pressed
<Ctrl S> (see <Ctrl J> below on how to change that). The
following commands are active within Select Mode:

Lft,Rgt,Up,Dn,PgUp,PgDn Move cursor and highlight more text.
Home,End   Highlight to beginning or end of row.
Ctrl Home/End   Highlight to beginning or end of the file.
Ctrl C   Use Condensed Mode to move cursor and highlight.
Ctrl F   Highlight to beginning of first word on line.
Ctrl J   Jump to opposite end of highlighted text.
Ctrl P   Format all paragraphs within the highlighted area.
Ctrl R   Use repeat factor for Search or movement.
Ctrl S   **End selecting of text and view Select Mode commands.**
Ctrl T   Use Token Match to move cursor and highlight.
Shift F7   Highlight to specific line number or marker.
F9,F10   Highlight backward or forward to Search Pattern.
Shift F9/F10   Search and Replace within highlighted text.
A,C,D,F,K,L,M,
  P,S,or +   Execute specific Select Mode command.

Select Mode Commands

A – Adjust modifies the indentation of the lines that were selected. The indentation is adjusted by using the arrow keys. The left arrow key moves all of the lines one space to the left and the right arrow key indents all of the lines one space to the right. Or press <L> for left justification.

C – Copy is used to copy the text to the "select buffer". Once the text is copied you can use the <F2> key to paste it. A copy of the text stays in the "select buffer" until you put new text in it. This means you can insert the same text multiple times using <F2>.

D – Delete + Copy is used to delete the selected text while simultaneously copying it to the "select buffer". Once the text is deleted you can use the <F2> key to paste it at the cursor.

F – File List lets you construct your own "file list". It is assumed that the text lines that have been selected consist of a valid path name (optional) and a list of valid file names or file masks. After the new "file list" is constructed, Mr. ED will attempt to load the first file in the list.

K – Delete + No Copy (or Kill) deletes the text without copying it to the "select buffer". This is very convenient when you wish to delete several lines but also preserve the contents of the "select buffer".

L – Lightning Spell Check allows you to use Borland Inc.'s Turbo Lightning Spell Checker on the selected text. Before using Lightning Spell Check, Turbo Lightning must be activated by being loaded into memory. (Actually, it must first be purchased from Borland.) **DO NOT LOAD TURBO LIGHTNING FROM WITHIN MR. ED** (using OS Shell or OS Command). Turbo Lightning is memory resident; memory resident programs loaded into memory while within another program can cause unexpected results -- like the inability to save your files. When loaded properly, Turbo Lightning acts just like it is part of Mr. ED. Turbo Lightning is copyright (C) Borland Inc., Scotts Valley, California.

M – Modify allows you to modify the text that has been selected. At the Modify prompt there are options to fill the Selected Text with a character, convert all of the characters to lower case, convert all of the characters to upper case, or to switch the case of all of the characters.

P - Print allows you to print the selected lines of text.   The
    lines will be "printed to" the device that is specified in
    the Environment Menu. For one printing you can change the
    print device from within this command. You can also specify
    the printer left margin and page size at this prompt and the
    default within the Environment Menu.

S - Save File is used to save the selected lines of text to a
    file.

Ctrl P - Paragraph Format allows you to format all of the
    paragraphs within the selected text according to the margins
    and   indentation   specified   in   the   Environment Menu.
    Paragraphs must be separated by one or more blank lines.
    Paragraph Format can be used on any single paragraph without
    first selecting the text. Just place the cursor anywhere
    within the paragraph to be formated and press <Ctrl P>.
    Voila, your paragraph is formatted.

+ - Append to buffer allows you to add the selected text to the
    end of the "select buffer". There is an additional prompt
    for the Append command where you can append a copy of the
    text to the buffer, delete the text plus append it, delete
    the text without appending it, or turn off the append and
    return to the Select Mode prompt.   Be forewarned: this
    command will not append texts of differing widths.

Set Marker

Markers are used to mark a specific location in your file. After pressing <Shift F8> or selecting Set Marker, press the letter, A, B, C, or D, corresponding to the marker you wish to set. If you hit <Enter> without entering a marker, then the next available marker will be set for your current location.

You can move to a marker using Goto Line or Marker by pressing <Shift F7> or by selecting Goto Line/Marker on the Goto pulldown menu. If you hit <Enter> without entering a line number or marker, you will be moved to the last marker you used.

Temporary Replace Pattern

        If, for this one replace, you wish to replace the
highlighted text with a pattern other than the Replace Pattern,
enter the temporary replace pattern here.   If no temporary
replace pattern is given, then the highlighted text will be
deleted.   Remember, you can use "\n" and "\r" at the beginning
or end of your temporary replace pattern to represent a carriage
return.

<div align="center">

Token Match
_____

</div>

   A token in this sense is a word or set of characters that
have another word or set of characters that always correspond to
it.   For example, in Pascal if you have a Begin, then you must
also have an End. Listed below are the characters used in Token
Match and an explanation of how they are used.


```
   Character                     Rule
      -            Separates comment partners.
      =            Separates all other partners.
      ;            Separates sets of partners from other sets.
      |            Separates multiple partners.
```


   For example, if the token match rules are given by
"(*-*);BEGIN|CASE=END" then the match to (* is *), the match to
BEGIN is END, and the match to CASE is END. Mr. ED uses the "-"
character to tell what are comments so that you can turn the
nesting of comments off and on. In addition, if other tokens
are within a commented section, Mr. ED will skip them entirely.
Mr. ED always allows the nesting of tokens if you have separated
the parts with the "=" character. You may have up to two "="s
in a set.   For example, if a Token Match rule is
"IF=ELSE=ENDIF", then Mr. ED will find all of the ELSE's in the
IF statement before it finds the ENDIF. Tokens are set in the
Environment Menu. To use Token Match, set the cursor on one of
the tokens, press <Ctrl T>, and Mr. ED will find its match.   If
no partner is defined for the word you are on, Mr. ED will find
the next occurance of that word.

Drop   - Drop allows you to drop one or more windows.   You are
          prompted for the window number to remove. The windows
          are numbered from 1 to 9, and the window number is
          indicated in the left most portion of that window's
          status line. To drop multiple windows just separate
          the window numbers with a comma or dash. For example,
          "1,3-5" will drop windows 1 and 3 through 5. If any of
          the files to be dropped have been modified and are
          unsaved, you will have the opportunity to save them.

Goto   - Goto allows you to move easily between different files
          in different windows. Move the highlight bar to the
          name of the file you wish to move to and press <Enter>.
          The Goto menu will show you which files have been
          modified as well as which are hidden.   You can also
          access Goto by pressing <Alt 0>.

Hide   - Hide   allows   you to remove a window temporarily.
          Movement commands like <Ctrl PgUp> and <Ctrl PgDn> as
          well as commands that link windows together like Link
          and Compare Modes will ignore windows that are hidden.
          To get back into windows that have been hidden, use the
          Goto command (<Alt 0>). You can also access Hide by
          pressing <Ctrl H>.

Insert - Insert allows you to insert additional windows into Mr.
          ED. There can be a maximum of nine windows. Each
          window can have a different file or file list.

Next   - Next will move you from the current window to the
          window with the "next" window number. That is, if you
          are in window 2 and select Next, you will be moved to
          window 3. Next ignores windows that are hidden and if
          you are in the "last" open window, Next will move you
          to the first open window. You can also access Next by
          pressing <Ctrl PgDn>.

Prev   - Previous is like Next except you move in the opposite
          direction. Previous moves you to the, well, previous
          window.   Also like Next, Previous ignores hidden
          windows and will wrap from the first open window to the
          last open window. You can access Previous by pressing
          <Ctrl PgUp>.

Style   - There are three multiple window screen styles, full
          screen and split horizontally or vertically. Style
          changes the screen between these three styles. When in
          one of the two split styles, you can press <Ctrl Up> or
          <Ctrl Dn> to change the window sizing. Style can also
          be accessed by pressing <Ctrl N> (for next style).

```
Zoom    - When you have multiple windows with  the  screen  split
          horizontally  or vertically, Zoom immediately makes the
          current window a full screen  window.    Selecting Zoom
          again  will  return  you  to the split screen style you
          were  in,  including  the  window  sizing  you  had  so
          carefully  arranged.   You  can  also  access  Zoom by
          pressing <Ctrl Z>.
```

→