
Miscellaneous Commands

The Norton Editor has eleven miscellaneous commands, activated with the keys F1, F2, Ins, F6-Ins, F6 G, F6 M, F6 C, F6 T, Ctrl-V, Ctrl-P, and F9.

Help

F1 (*help*)—Displays the Editor's help screens. There are three help screens, which summarize the entire operation of the Editor. Pressing F1 successively shows each screen in order and then returns to the editing session. Pressing any other key ends the help display. While you're learning to use the Editor, you may often turn to the F1 help screens to look up a command. If you press one of the lead-in function keys (F3, F4, F5, F6, or F7) the Editor leaves its help system and immediately skips to the new command. That's convenient and saves you time.

Status

F2 (*status*)—Shows Editor status. F2 shows you the extended Norton Editor status information, which displays all the Editor parameters that aren't shown on the regular status line appearing at the bottom of the editing screen. You'll find an example of the status display in the Editor Help and Status section on page 11.

Insert Mode

Ins (*insert mode*)—Switches the Editor to insert mode, or toggles between insert and and replace (overstrike) modes. Selection of one of these two modes is made with the F5 K (key define) command.

***Overstrike
Mode***

F6 Ins (*non-insert mode*)—This command puts the Editor in replace (overstrike) mode. (If the Editor was already in overstrike mode, this command has no effect.) In this mode, pressing the Ins key alone returns the Editor to insert mode, and has no effect when already in insert mode. If you unintentionally replace characters, you can restore them using the *undelete* command (Ctrl-U), which is described in the section on Delete Commands, page 14.

Go to Line

F6 G (*go to line*)—Skips to a particular line number. The Editor prompts you for a line number. Pressing Enter without a line number aborts the command. If you specify a line beyond what is in the edit buffer, the Editor skips to the bottom of the buffer. This command is particularly useful when working with compilers that report errors by line number. Using the F6 G command, you can immediately skip to the appropriate line of the file. (See the section on Starting the Editor, page 9, to see how the Editor automatically skips to a particular line number.)

***Go to Matching
Punctuation***

F6 M (*match punctuation*)—Skips to the matching punctuation for the most commonly used bracketing punctuation symbols. This is one of the Norton Editor's most powerful and interesting features. If the cursor is positioned on one of the four standard pairs of bracketing punctuation symbols, (<,{,[,]),>,), then the F6 M command searches for and jumps to the matching symbol, taking nested punctuation into account. This is a very useful and powerful command that can be used both to test for errors (by checking that the matching punctuation is where you think it is) and to skip quickly to the other end of a block of code, which might be far off the screen.

This find-matching feature is particularly useful with the C programming language, but it is helpful with *all* programming languages. Since it's easy to accidentally have too many (or too few) bracketing symbols, using F6 M lets you quickly spot the problem.

Compressed Mode

F6 C (*compressed mode*)—Switches to compressed display mode. The compressed mode is another of the Norton Editor's unusual and useful features. The **F6 C** *compressed display mode* helps you quickly find and skip to modules and program labels. This command causes the Editor to display only those lines that have a letter in the first column. Normally, the only lines in a program beginning that way are statement labels and module names. This is particularly true for assembly language, Pascal, and C. The compressed mode allows you to quickly see the names and labels in a program, and skip to them in a jiffy.

In compressed mode, only these name and label lines appear. Pressing the up and down cursor keys, or the **PgUp** and **PgDn** keys, moves you through the list. When any other key is pressed, the Editor jumps out of compressed mode into full-text mode, beginning with the line where the cursor was placed. This feature is unusually convenient for quickly looking up label names, or skipping to another part of the program.

Compare Windows

F6 T (*test windows for differences*)—This is one of the Norton Editor's unique and especially useful features. When the Editor is operating in split-screen mode, executing this command causes the Editor to compare the data in the two windows, from the current cursor location to the end of the edit buffer. The results of the comparison are reported in the status line. If the files differ, the cursor is placed at the location the first difference was detected; pressing **F3 X** at this point will move the cursor to the location at which the files differed in the bottom window. Differences occurring later in the files can be found by repositioning the cursor further down in the file, at the point at which you wish the comparison to continue.

Before executing this command, the cursor must be positioned in both windows at the locations at which the comparison is to begin. Simply move the cursor to the desired location in the first window, execute the **F3 X** command (*eXchange windows*), position the cursor at the desired location in the second window, and execute the test windows command, **F6 T**. If you are using a mouse, you can position the cursor in the first window with the mouse, deactivate the mouse by releasing the left button, and then

immediately reactivate the mouse to select the location in the second window.

Invert Case

Ctrl-V and Alt-V (*visa versa case invert*)—Switches upper- and lowercase letters. The Ctrl-V command reverses upper- and lowercase from the cursor to the beginning of the line. The Alt-V command does the same from the cursor to the end of the line. These commands change uppercase letters to lower and lowercase to upper. These commands can be particularly useful if you unintentionally had caps-lock set on your keyboard.

Example: Suppose you have the word “ascii” in lowercase and need to change it to “ASCII”. If you’ve just typed it in, the cursor will be right after the word, and three quick commands fix it up: Ctrl-V inverts everything to the left of the cursor, including “ascii”; Ctrl-Left Arrow moves the cursor left one word, to just before the now uppercase “ASCII”; then another Ctrl-V flips back everything else to the left. It’s complicated to describe but this is a handy command to use.

Insert Control Character

Ctrl-P or Alt-P (*insert control character*)—Accepts the next keyboard character as text, even if it is not a character that could ordinarily be entered. This command is primarily used to insert special control codes and other unusual characters, such as the IBM PC’s special graphics characters. (For convenience, Alt-P is accepted as equivalent to Ctrl-P) The first keyboard character after the Ctrl-P command is accepted literally and entered into the text. You can enter control codes such as Ctrl-L (the form-feed code for the printer) this way, and you can also use the PC’s Alt-numeric key technique to enter any of the PC’s special character set, with only four exceptions: Ctrl-@, Ctrl-A, Ctrl-Z, and character code 255 (Alt-255, hex FF). All other special character codes can be entered into your text using the Ctrl-P command.

Access to DOS

F9 (command processor)—Activates the Editor's command processor, which includes access to DOS. Using the Editor's command processor, you can perform any DOS command, or execute any program, simply by typing the command or program name; you could compile the program you are editing with this command by first saving the file, and then using the command processor to execute the compiler from within the Editor. Both the DIR and DEL commands are executed directly by the Norton Editor, since these commands are used so frequently during editing; this saves you time when using these commands. All other DOS and program commands are passed directly through to DOS. Pressing the Enter key at the DOS prompt returns you to the editing session.