

VMS

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**VMS EVE Reference  
Manual**

# VMS EVE Reference Manual

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**June 1990**

This manual describes each command for the Extensible VAX Editor (EVE). It is intended for all users of EVE.

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# Contents

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<b>PREFACE</b>	<b>xiii</b>
<b>CHAPTER 1 OVERVIEW OF EVE</b>	<b>1-1</b>
<b>1.1 EVE FEATURES</b>	<b>1-1</b>
<b>1.2 INVOKING EVE</b>	<b>1-5</b>
<b>1.2.1 Using Command-Line Qualifiers</b>	<b>1-7</b>
1.2.1.1 /COMMAND • 1-8	
1.2.1.2 /CREATE • 1-9	
1.2.1.3 /DEBUG • 1-9	
1.2.1.4 /DISPLAY • 1-10	
1.2.1.5 /INITIALIZATION • 1-11	
1.2.1.6 /INTERFACE • 1-12	
1.2.1.7 /JOURNAL • 1-12	
1.2.1.8 /MODIFY • 1-13	
1.2.1.9 /OUTPUT • 1-14	
1.2.1.10 /READ_ONLY • 1-14	
1.2.1.11 /RECOVER • 1-15	
1.2.1.12 /SECTION • 1-16	
1.2.1.13 /START_POSITION • 1-18	
1.2.1.14 /WORK • 1-18	
1.2.1.15 /WRITE • 1-19	
<b>1.3 JOURNALING AND RECOVERY</b>	<b>1-19</b>
<b>1.3.1 Buffer-Change Journaling</b>	<b>1-20</b>
<b>1.3.2 Keystroke Journaling and Recovery</b>	<b>1-23</b>
<b>1.4 USING EVE AS THE MAIL EDITOR</b>	<b>1-24</b>
<b>1.5 DEFINING EVE KEYS</b>	<b>1-25</b>
<b>1.5.1 Nondefinable Keys</b>	<b>1-27</b>
<b>1.5.2 Defining DECwindows-Style Function Keys</b>	<b>1-27</b>
<b>1.5.3 Defining Mouse Buttons</b>	<b>1-28</b>

## Contents

---

1.6	EVE DEFAULT SETTINGS	1-29
<hr/>		
1.7	SAVING ATTRIBUTES	1-33
1.7.1	Saving Attributes in a Section File _____	1-35
1.7.2	Saving Attributes in a Command File _____	1-37
1.7.3	Saving EVE Default Attributes _____	1-38
<hr/>		
1.8	CONVERTING FROM EDT TO EVE	1-39

---

<b>CHAPTER 2</b>	<b>EVE COMMAND DICTIONARY</b>	<b>EVE-1</b>
	@	EVE-2
	ATTACH	EVE-4
	BOTTOM	EVE-6
	BOX COPY	EVE-7
	BOX CUT	EVE-8
	BOX CUT INSERT	EVE-11
	BOX CUT OVERSTRIKE	EVE-13
	BOX PASTE	EVE-14
	BOX PASTE INSERT	EVE-16
	BOX PASTE OVERSTRIKE	EVE-17
	BOX SELECT	EVE-18
	BUFFER	EVE-21
	CAPITALIZE WORD	EVE-23
	CENTER LINE	EVE-24
	CHANGE DIRECTION	EVE-25
	CHANGE MODE	EVE-27
	CONVERT TABS	EVE-29
	COPY	EVE-30
	CUT	EVE-31
	DCL	EVE-32
	DEFINE KEY	EVE-34
	DEFINE MENU ENTRY	EVE-36
	DELETE	EVE-38
	DELETE BUFFER	EVE-40
	DELETE WINDOW	EVE-42
	DO	EVE-43
	END OF LINE	EVE-45
	ENLARGE WINDOW	EVE-46
	ERASE CHARACTER	EVE-47
	ERASE LINE	EVE-48

ERASE PREVIOUS WORD	EVE-49
ERASE START OF LINE	EVE-50
ERASE WORD	EVE-51
EXIT	EVE-52
EXTEND ALL	EVE-54
EXTEND EVE	EVE-55
EXTEND THIS	EVE-57
EXTEND TPU	EVE-58
FILL	EVE-59
FILL PARAGRAPH	EVE-61
FILL RANGE	EVE-62
FIND	EVE-63
FIND NEXT	EVE-66
FIND SELECTED	EVE-68
FORWARD	EVE-69
GET FILE	EVE-70
GO TO	EVE-71
HELP	EVE-72
INCLUDE FILE	EVE-75
INSERT HERE	EVE-76
INSERT MODE	EVE-77
INSERT PAGE BREAK	EVE-78
LEARN	EVE-79
LINE	EVE-81
LOWERCASE WORD	EVE-82
MARK	EVE-83
MOVE BY LINE	EVE-84
MOVE BY PAGE	EVE-85
MOVE BY WORD	EVE-86
MOVE DOWN	EVE-87
MOVE LEFT	EVE-88
MOVE RIGHT	EVE-89
MOVE UP	EVE-90
NEW	EVE-91
NEXT BUFFER	EVE-92
NEXT SCREEN	EVE-93
NEXT WINDOW	EVE-94
ONE WINDOW	EVE-95
OPEN	EVE-96
OPEN SELECTED	EVE-97
OTHER WINDOW	EVE-98
OVERSTRIKE MODE	EVE-99



## Contents

PAGINATE	EVE-100
PASTE	EVE-101
PREVIOUS BUFFER	EVE-102
PREVIOUS SCREEN	EVE-103
PREVIOUS WINDOW	EVE-104
QUIT	EVE-105
QUOTE	EVE-107
RECALL	EVE-109
RECOVER BUFFER	EVE-110
RECOVER BUFFER ALL	EVE-112
REFRESH	EVE-113
REMEMBER	EVE-114
REMOVE	EVE-115
REPEAT	EVE-117
REPLACE	EVE-119
RESET	EVE-122
RESTORE	EVE-124
RESTORE BOX SELECTION	EVE-125
RESTORE CHARACTER	EVE-127
RESTORE LINE	EVE-128
RESTORE SELECTION	EVE-129
RESTORE SENTENCE	EVE-130
RESTORE WORD	EVE-131
RETURN	EVE-132
REVERSE	EVE-133
SAVE ATTRIBUTES	EVE-134
SAVE EXTENDED EVE	EVE-136
SAVE EXTENDED TPU	EVE-138
SAVE FILE	EVE-139
SAVE FILE AS	EVE-140
SAVE SYSTEM ATTRIBUTES	EVE-141
SELECT	EVE-142
SELECT ALL	EVE-145
SET BOX NOPAD	EVE-146
SET BOX NOSELECT	EVE-147
SET BOX PAD	EVE-148
SET BOX SELECT	EVE-149
SET BUFFER	EVE-150
SET CLIPBOARD	EVE-152
SET CURSOR BOUND	EVE-153
SET CURSOR FREE	EVE-155
SET DEFAULT COMMAND FILE	EVE-156

SET DEFAULT SECTION FILE	EVE-157
SET EXIT ATTRIBUTE CHECK	EVE-159
SET FIND CASE EXACT	EVE-160
SET FIND CASE NOEXACT	EVE-161
SET FIND NOWHITESPACE	EVE-162
SET FIND WHITESPACE	EVE-163
SET FUNCTION KEYS DECWINDOWS	EVE-164
SET FUNCTION KEYS NODECWINDOWS	EVE-165
SET GOLD KEY	EVE-166
SET JOURNALING	EVE-168
SET JOURNALING ALL	EVE-169
SET KEYPAD EDT	EVE-170
SET KEYPAD NOEDT	EVE-177
SET KEYPAD NOWPS	EVE-178
SET KEYPAD NUMERIC	EVE-179
SET KEYPAD VT100	EVE-181
SET KEYPAD WPS	EVE-183
SET LEFT MARGIN	EVE-191
SET NOCLIPBOARD	EVE-193
SET NODEFAULT COMMAND FILE	EVE-194
SET NODEFAULT SECTION FILE	EVE-195
SET NOEXIT ATTRIBUTE CHECK	EVE-196
SET NOGOLD KEY	EVE-197
SET NOJOURNALING	EVE-198
SET NOJOURNALING ALL	EVE-199
SET NOPENDING DELETE	EVE-200
SET NOSECTION FILE PROMPTING	EVE-201
SET NOWRAP	EVE-202
SET PARAGRAPH INDENT	EVE-203
SET PENDING DELETE	EVE-205
SET RIGHT MARGIN	EVE-206
SET SCROLL MARGINS	EVE-207
SET SECTION FILE PROMPTING	EVE-209
SET TABS	EVE-210
SET WIDTH	EVE-213
SET WILDCARD ULTRIX	EVE-215
SET WILDCARD VMS	EVE-216
SET WRAP	EVE-217
SHIFT LEFT	EVE-218
SHIFT RIGHT	EVE-219
SHOW	EVE-220
SHOW BUFFERS	EVE-222

## Contents

SHOW DEFAULTS BUFFER	EVE-223
SHOW KEY	EVE-225
SHOW SUMMARY	EVE-226
SHOW SYSTEM BUFFERS	EVE-227
SHOW WILDCARDS	EVE-228
SHRINK WINDOW	EVE-229
SPAWN	EVE-230
SPELL	EVE-232
SPLIT WINDOW	EVE-233
START OF LINE	EVE-234
STORE TEXT	EVE-235
TAB	EVE-236
TOP	EVE-238
TPU	EVE-239
TWO WINDOWS	EVE-240
UNDEFINE KEY	EVE-241
UNDEFINE MENU ENTRY	EVE-242
UPPERCASE WORD	EVE-243
WHAT LINE	EVE-244
WILDCARD FIND	EVE-245
WRITE FILE	EVE-250

---

<b>APPENDIX A</b>	<b>EVE AND EDT COMMAND EQUIVALENTS</b>	<b>A-1</b>
-------------------	--	------------

---

<b>APPENDIX B</b>	<b>EVE DECWINDOWS FEATURES AND RESTRICTIONS</b>	<b>B-1</b>
-------------------	---	------------

---

**INDEX**

---

**EXAMPLES**

1-1	EVE-Generated Code for Saving Attributes in a Command File	1-37
-----	--	------

---

**FIGURES**

2-1	EVE Default Keys for VT300- and VT200-Series Terminals	EVE-180
2-2	EVE Default Keys for VT100-Series Terminals	EVE-181

---

**TABLES**

1-1	EDIT/TPU Command-Line Qualifiers	1-7
1-2	EVE Commands for Buffer-Change Journaling and Recovery	1-20
1-3	EVE Key Names	1-26
1-4	EVE Default Settings	1-29
1-5	EVE Commands for Setting Attributes	1-33
1-6	EVE Commands for Saving Attributes	1-34
1-7	EVE Settings for Saving Attributes	1-36
2-1	EVE Commands and Keypad Keys for Editing a Select Range	EVE-19
2-2	EVE Direction-Sensitive Commands and Keypad Keys	EVE-25
2-3	EVE Mode-Sensitive Commands and Keypad Keys	EVE-27
2-4	Commands and Keys for Editing a Found Range	EVE-64
2-5	EVE Commands and Keypad Keys for Editing a Select Range	EVE-143
2-6	EVE Commands and Keypad Keys Using the Clipboard	EVE-152
2-7	Commands and Keys Using Bound or Free Cursor Motion	EVE-153
2-8	EVE Default GOLD Key Combinations	EVE-166
2-9	Keys Defined with SET KEYPAD EDT	EVE-173
2-10	WPS Keypad Ruler Keys	EVE-185
2-11	Keys Defined with SET KEYPAD WPS	EVE-187
2-12	EVE VMS-Style Wildcards	EVE-246
2-13	EVE ULTRIX-Style Wildcards	EVE-247
A-1	EVE and EDT Command Equivalents	A-1



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## Preface

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### Intended Audience

This manual is intended for all users of EVE. It does not require any programming experience. You should have some basic knowledge of DCL and VMS files and directories.

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### Document Structure

This manual consists of two chapters and two appendixes:

- Chapter 1 contains an overview of EVE, including information about invoking EVE, using command-line qualifiers, key names, default settings, and converting from EDT to EVE.
- Chapter 2 is an EVE command dictionary, describing each EVE command in detail, including examples.
- Appendix A contains a table of EDT and EVE command equivalents as an aid in converting from EDT to EVE.
- Appendix B summarizes EVE features and restrictions on DECwindows.

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### Associated Documents

For a tutorial guide to using EVE, see the *Guide to VMS Text Processing* particularly if you are a new user of EVE.

For information on using EVE on DECwindows, see the *VMS DECwindows Desktop Applications Guide*.

For information about VAXTPU programming, see the *VAX Text Processing Utility Manual*.

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### Conventions

The following conventions are used in this manual:

mouse	The term <i>mouse</i> is used to refer to any pointing device, such as a mouse, a puck, or a stylus.
MB1, MB2, MB3	MB1 indicates the left mouse button, MB2 indicates the middle mouse button, and MB3 indicates the right mouse button. (The buttons can be redefined by the user.)
CTRL/A	Control keys are shown with a slash, although within EVE commands you can use a slash, dash, or underscore as a delimiter. In this case, you press and hold the CTRL key on the keyboard while you type an <i>A</i> or <i>a</i> .

## Preface

GOLD-PF4	GOLD key combinations are shown with a dash, although within EVE commands you can use a slash, dash, or underscore as a delimiter. In this case, you press the GOLD key and then press PF4. (You need not hold down the GOLD key.)
<code>Return</code>	In examples, a boxed key name indicates that you press that key—in this case, the Return key. Note that the Return key is not usually shown in format descriptions or command examples. However, unless it is otherwise noted, you press Return after entering a command or responding to a prompt.
...	In examples, a horizontal ellipsis indicates one of the following possibilities: <ul style="list-style-type: none"><li>• Additional optional arguments in a statement have been omitted.</li><li>• The preceding item or items can be repeated one or more times.</li><li>• Additional parameters, values, or other information can be entered.</li></ul>
.	A vertical ellipsis indicates the omission of items from a code example or command format; the items are omitted because they are not important to the topic being discussed.
[ ]	In format descriptions, brackets indicate that whatever is enclosed within the brackets is optional; you can select none, one, or all of the choices. (Brackets are not, however, optional in the syntax of a directory name in a file specification or in the syntax of a substring specification in an assignment statement.)
{ }	In format descriptions, braces surround a required choice of options; you must choose one of the options listed.
red ink	Red ink indicates information that you must enter from the keyboard or a screen object that you must choose or click on.  For online versions of the book, user input is shown in <b>bold</b> .
<b>boldface text</b>	Boldface text represents the introduction of a new term or the name of an argument, an attribute, or a reason.  Boldface text is also used to show user input in online versions of the book.
OPEN memo.txt	In format descriptions and command examples, uppercase letters are used for commands and keywords; lowercase letters are used for variable information, such as file specifications, search strings, and other parameters. However, unless it is otherwise noted, you can type EVE commands in any case. (Some parameters, such as search strings, are case sensitive.)

# 1

---

## Overview of EVE

This chapter provides an overview of EVE, including some information you may need in customizing EVE, such as a table of key names and a table of default settings. If you are familiar with previous versions of EVE, you may want to skim through this chapter anyway to learn about some of the new features of this version.

---

### 1.1 EVE Features

The Extensible VAX Editor (EVE) is a general-purpose text editor based on the VAX Text Processing Utility (VAXTPU). You invoke EVE by using the DCL command `EDIT/TPU`.

With EVE, you can create and edit text files such as letters, reports, program sources, and other documents. You can use EVE on a character-cell terminal (VT100, VT200, or VT300 series) or on a workstation with DECwindows.

Using EVE, you can do the following:

- Perform basic text editing and text formatting operations, such as erase, cut, paste, fill, find, replace, and paginate
- Create or edit one or more files in an editing session
- Use multiple buffers and windows to view and edit different files in the same editing session
- Define keys for editing operations, including learn sequences (to bind several commands or keystrokes to a single key) and setting the EDT keypad or WPS keypad
- Select text in boxes or in linear ranges for cut-and-paste or other edits
- Use either VMS-style wildcards or ULTRIX-style wildcards to search for patterns of text
- Execute DCL commands, such as `DIRECTORY`, from within the editor
- Run `DECspell` to check a selection or an entire buffer
- Spawn subprocesses or attach to other processes
- Compile and execute VAXTPU procedures to extend EVE
- Add or delete menu items for the DECwindows interface
- Save compiled procedures, menu definitions, key definitions, and other customizations for future sessions
- Use initialization files at startup or during an editing session



# Overview of EVE

## 1.1 EVE Features

- Recover your work in case a system failure interrupts your editing session
- Get comprehensive online help on EVE commands, keys, menu items, and other topics, including VAXTPU built-in procedures

The new and changed features of this version of EVE include the following:

- Buffer-change journaling

By default, EVE now creates a separate journal file for each text buffer. You interactively recover one buffer at a time by using RECOVER BUFFER commands in EVE. Buffer-change journaling works both on DECwindows and on character-cell terminals.

- Input file specification

If you use a search list to specify the input file or use wildcards for the device or directory (such as [...]), EVE gets the first matching file in the search list or directory tree without displaying the \$CHOICES\$ buffer. This applies to the GET FILE, OPEN, OPEN SELECTED, @, and INCLUDE FILE commands.

If you use wildcards (\* or %) for part of the file name (for example, \*.TXT) and if there is more than one matching file, EVE lists the files in the \$CHOICES\$ buffer. You can then choose the one you want. (See the online help topic Choices Buffer for more information.) After you resolve the ambiguity, EVE then applies the following qualifiers or their defaults:

- /[NO]MODIFY
- /[NO]READ\_ONLY
- /START\_POSITION
- /[NO]WRITE

- Attribute saving

You can save most global settings (attributes) in a section file or VAXTPU command file for future editing sessions. You can also set a default section file or command file to be created or updated for saving attributes.

- Menu entries

On DECwindows, you can add and remove menu items on the EVE pull-down and pop-up menus by using the DEFINE MENU ENTRY and UNDEFINE MENU ENTRY commands or by choosing Extend Menu from the Customize menu. You can save your menu definitions in a section or command file for future editing sessions.

- Case-exact search

Use the SET FIND CASE EXACT command to specify a search that matches exactly the case of your search string. This command is particularly useful when you want to find or replace only lowercase occurrences of a search string.

# Overview of EVE

## 1.1 EVE Features

The default setting is SET FIND CASE NOEXACT, which means EVE searches for any occurrence if you enter the search string in lowercase; however, if you enter the search string in mixed or uppercase, EVE searches for an exact match.

- Quick copy

You can use MB3 and Ctrl/MB3 to copy or move text between EVE and other DECwindows applications without using the clipboard and without changing input focus.

- FILL and paragraph boundaries

Paragraph boundaries for FILL commands and for the WPS keypad Paragraph key are:

- Blank line
- Top or bottom of the buffer
- Page break (form feed at the start of a line)
- DSR command at the start of a line (for example, .BREAK;)
- DOCUMENT tag at the start of a line (for example, <LE>)

In filling a range, EVE does not reformat a line that begins with a page break, a DSR command, or a DOCUMENT tag, but it does reformat the other lines in the range. Filling a range does not delete blank lines.

- Buffer list

When you use the SHOW BUFFERS or SHOW SYSTEM BUFFERS command, EVE creates a buffer named Buffer List, highlights the name of the buffer you were in (if any), and puts the cursor on that buffer name. While you are in the Buffer List buffer, you can view a buffer by pressing RETURN, which has the same effect as using the SELECT command. Because EVE defines the ENTER key as RETURN (except with the VT100 or WPS keypads), pressing ENTER also has the same effect.

In DECwindows, use the mouse to point to a buffer name and click MB1. You can also use the mouse to cut, copy, and paste all or part of the buffer list into another buffer.

- Key definitions and names

With EVE, you can now:

- Enable DECwindows-style function keys with the SET FUNCTION KEYS DECWINDOWS command
- Define any mouse button, such as MB3CLICK1
- Specify keys on the mini keypad by label (such as Find or Insert Here) as well as positional number (E1-E6)
- Abbreviate key names (for example, G-REM for GOLD-REMOVE)

# Overview of EVE

## 1.1 EVE Features

- **Batch editing**  
To use EVE for batch editing, use the EDIT/TPU/NODISPLAY command. Typically, you also specify an initialization or command file containing the editing operations you want EVE to perform. (Note that some EVE commands, such as those that prompt for some action or parameter, cannot be used in batch mode.)
- **CONVERT TABS command**  
This command converts tab characters to the appropriate number of spaces in a select range, box selection, found range, or in the entire current buffer.
- **/INTERFACE qualifier**  
This qualifier is the same as /DISPLAY. For more information, see Section 1.2.1.6.
- **/WORK Qualifier and TPU\$WORK Logical Name**  
By default, VAXTPU creates a work file named TPU\$WORK.TPU\$WORK in SYS\$SCRATCH. The work file is used to swap memory for editing very large files. For more information, see Section 1.2.1.14.
- **New commands (grouped by function):**

### **Box editing**

BOX COPY  
BOX CUT  
BOX CUT INSERT  
BOX CUT OVERSTRIKE  
BOX PASTE  
BOX PASTE INSERT  
BOX PASTE OVERSTRIKE  
BOX SELECT  
RESTORE BOX SELECTION  
SET BOX PAD  
SET BOX NOPAD  
SET BOX SELECT  
SET BOX NOSELECT

### **Customizing**

DEFINE MENU ENTRY  
UNDEFINE MENU ENTRY  
SAVE ATTRIBUTES  
SAVE SYSTEM ATTRIBUTES  
SET DEFAULT COMMAND FILE  
SET NODEFAULT COMMAND FILE  
SET DEFAULT SECTION FILE  
SET NODEFAULT SECTION FILE  
SET EXIT ATTRIBUTE CHECKING  
SET NOEXIT ATTRIBUTE CHECKING

SET SECTION FILE PROMPTING  
SET NOSECTION FILE PROMPTING

### Files and buffers

PREVIOUS BUFFER  
RECOVER BUFFER  
RECOVER BUFFER ALL  
SET JOURNALING  
SET JOURNALING ALL  
SET NOJOURNALING  
SET NOJOURNALING ALL  
SHOW BUFFERS  
SHOW SYSTEM BUFFERS

### Formatting

CONVERT TABS

### Key definitions

SET FUNCTION KEYS DECWINDOWS  
SET FUNCTION KEYS NODECWINDOWS

### Searches

SET FIND CASE EXACT  
SET FIND CASE NOEXACT

---

## 1.2 Invoking EVE

To invoke EVE, use the EDIT/TPU command. You may want to define a symbol such as the following for invoking EVE:

```
$ eve ::= EDIT/TPU
```

You can put the symbol definition in your LOGIN.COM file.

EVE lets you use wildcards and logical names to specify the input file. For example, the following command invokes EVE to edit a file with the type .TXT:

```
$ EDIT/TPU *.txt
```

If more than one file matches your request—for example, if you have two files, LETTER.TXT and MEMO.TXT—EVE displays the matching files so you can choose the one you want. The list appears in an EVE system buffer named \$CHOICES\$ in a second window. (For information about using the \$CHOICES\$ buffer, see the EVE online help topic Choices Buffer.) After you resolve the file name, EVE copies the file into a buffer and then applies any of the following file-related qualifiers:

- /[NO]MODIFY
- /[NO]OUTPUT
- /[NO]READ\_ONLY
- /START\_POSITION

# Overview of EVE

## 1.2 Invoking EVE

- `/[NO]WRITE`

If you specify an input file using a search list or wildcard directory (such as [...]), EVE gets the first matching file found without displaying the `$CHOICES$` buffer.

In the following example, you define a search list named `STAFFMEMOS` and then invoke `EVE` to edit a file from that search list:

```
$ DEFINE staffmemos hiring.dat,promotion.lis,salary.txt
$ EDIT/TPU staffmemos
```

In this example, if the first file in the search list exists, `EVE` copies that file (`HIRING.DAT`) into a buffer, using the file name and file type as the buffer name; if it does not exist, `EVE` tries to get the second file (`PROMOTION.LIS`), and so on. If none of the files in the search list exists, `EVE` creates an empty buffer named `HIRING.DAT` because that is the first file in the search list.

In the following example, you invoke `EVE` using a wildcard directory ([...]) to edit a file named `JABBER.TXT` in your current directory or in a subdirectory of the current directory. `EVE` searches through the directory tree and gets the first `JABBER.TXT` file found, if there is one.

```
$ EDIT/TPU [...]jabber.txt
```

This way of handling a search list or wildcard directory applies not only to the `EDIT/TPU` command for invoking `EVE`, but also to `EVE` commands that use a file specification as a parameter:

```
@ (at sign)
GET FILE
INCLUDE FILE
OPEN
OPEN SELECTED
RECOVER BUFFER
```

The following examples show how to invoke `EVE`, including how to use command-line qualifiers and how to specify a `VAXTPU` section file. For more information on invoking `EVE`, see the *Guide to VMS Text Processing*.

### Examples

```
■ $ EDIT/TPU
```

Invokes `EVE`, creating an empty buffer named `MAIN`. You can start typing and specify the output file when you exit or by using the `WRITE FILE` command. You can also use the `GET FILE` command to create or edit a file.

```
■ $ EDIT/TPU /INTERFACE=DECWINDOWS
```

Invokes `EVE` with the `DECwindows` interface. `EVE` displays the editing session in a separate window on your workstation screen and enables `DECwindows` features.

# Overview of EVE

## 1.2 Invoking EVE

■ \$ EDIT/TPU jabber.txt

Edits a file named JABBER.TXT in your current (default) directory. If the file exists, EVE copies it into a buffer in the main window. If the file does not exist, EVE creates an empty buffer. The buffer name uses the file name and file type. On exiting, if you have modified the buffer, EVE writes out a new version of the file (or creates version 1).

■ \$ EDIT/TPU \*.txt

Edits a file with the type .TXT. If more than one file matches your request, EVE displays a list of the matching files so you can choose the one you want. If no matching file is found, EVE creates an empty buffer named MAIN. You can edit more than one file in a session, but you can specify only one for each command.

■ \$ EDIT/TPU memo.txt /RECOVER

Recovers the text of MEMO.TXT by using a buffer-change journal file named MEMO.TXT.TPU\$JOURNAL. For more information, see the description of the /RECOVER qualifier.

■ \$ DEFINE TPU\$SECTION sys\$login:mysec  
\$ EDIT/TPU

Defines TPU\$SECTION as MYSEC.TPU\$SECTION in your top-level (login) directory, and then invokes VAXTPU using that section file, rather than the standard EVE section file. For more information, see the description of the /SECTION qualifier.

### 1.2.1 Using Command-Line Qualifiers

Table 1–1 lists the qualifiers that you can use with the EDIT/TPU command to invoke EVE. The sections that follow describe each qualifier. Note that EVE processes some of the qualifiers differently from other VAXTPU applications. For information about how other VAXTPU applications can use these qualifiers, see the *VAX Text Processing Utility Manual*.

**Table 1–1 EDIT/TPU Command-Line Qualifiers**

Qualifier	Default
/[NO]COMMAND[=command-file]	/COMMAND=TPU\$COMMAND.TPU
/[NO]CREATE	/CREATE
/[NO]DEBUG[=debug-file]	/NODEBUG
/[NO]DISPLAY[= { CHARACTER_CELL } { DECWINDOWS }]	/DISPLAY=CHARACTER_CELL
/[NO]INITIALIZATION[=init-file]	/INITIALIZATION=EVE\$INIT.EVE
/[NO]INTERFACE[= { CHARACTER_CELL } { DECWINDOWS }]	/INTERFACE=CHARACTER_CELL

(continued on next page)

# Overview of EVE

## 1.2 Invoking EVE

**Table 1–1 (Cont.) EDIT/TPU Command-Line Qualifiers**

Qualifier	Default
/[NO]JOURNAL[=journal-file]	/JOURNAL
/[NO]MODIFY	/MODIFY
/[NO]OUTPUT[=output-file]	/OUTPUT=input-file
/[NO]READ_ONLY	/NOREAD_ONLY
/[NO]RECOVER	/NORECOVER
/[NO]SECTION[=section-file]	/SECTION=TPU\$SECTION
/START_POSITION=(row[,column])	/START_POSITION=(1,1)
/WORK[=work-file]	/WORK=SYS\$SCRATCH:TPU\$WORK.TPU\$WORK
/[NO]WRITE	/WRITE

### 1.2.1.1 /COMMAND

`/COMMAND[=command-file]` (*default*)  
`/NOCOMMAND`

Determines the VAXTPU command file you want compiled and executed, if any. Command files contain procedures and statements to extend or modify the editor. For example, you can use a command file to create additional EVE commands, define keys, or set attributes. You can also use a command file to set up a special text-processing environment for creating your own VAXTPU application or for batch editing.

The default file type for command files is .TPU. You cannot use wildcards to specify the command file. You can specify one command file at a time.

There are three ways to specify the command file you want to use:

- Name the command file TPU\$COMMAND.TPU.  
By default, VAXTPU looks for this command file in your current directory. Thus, you can have a different TPU\$COMMAND.TPU file for each directory.
- Define the logical name TPU\$COMMAND to specify the command file.  
For example, the following commands define TPU\$COMMAND as MYPROCS.TPU in your top-level (login) directory and then invoke the editor using that command file:

```
$ DEFINE TPU$COMMAND sys$login:myprocs  
$ EDIT/TPU
```

This is useful if there is a command file you want to use for all or most editing sessions—including when you invoke VAXTPU within MAIL—and it lets you keep that command file in any convenient directory. Defining the logical name overrides the default search for the TPU\$COMMAND.TPU file. You can put the definition in your LOGIN.COM file.

- Use the /COMMAND= qualifier and specify the command file.

This overrides any definition of the logical name TPU\$COMMAND and overrides the default search for the TPU\$COMMAND.TPU file. For example, the following command invokes VAXTPU, using a command file named MYPROCS.TPU in your current directory:

```
$ EDIT/TPU /COMMAND=myprocs
```

If the command file you specify either with /COMMAND or by defining the TPU\$COMMAND is not found, the editing session is aborted, returning you to the DCL (system) level.

At startup, VAXTPU compiles and executes a command file after loading a section file (if any) and before EVE executes an initialization file (if any). Thus, procedures, settings, and key definitions in a command file override those in the section file.

Typically, you use /NOCOMMAND if you have defined the logical name TPU\$COMMAND or created a TPU\$COMMAND.TPU file and do not want the command file executed for a particular editing session. Also, using /NOCOMMAND makes startup faster because VAXTPU does not then search for a TPU\$COMMAND.TPU file and does not have to compile and execute code at startup.

For more information about VAXTPU command files, see the *VAX Text Processing Utility Manual*.

---

### 1.2.1.2 /CREATE

*/CREATE (default)*  
*/NOCREATE*

Determines whether a buffer is created when the input file is not found. Processing this qualifier depends on the VAXTPU application you are using.

For EVE, the default is /CREATE. If the input file does not exist, EVE creates a buffer using the input file name and file type as the buffer name. If you do not specify an input file, EVE creates a buffer named Main.

Typically, you use /NOCREATE to avoid invoking the editor in case you mistype the input file specification or to edit only an existing file. Thus, if EVE does not find the input file, it terminates the editing session and returns you to the DCL (system) level, as in the following example:

```
$ EDIT/TPU new.dat /NOCREATE
Input file does not exist: NEW.DAT;
$
```

---

### 1.2.1.3 /DEBUG

*/DEBUG[=debug-file]*  
*/NODEBUG (default)*

Determines whether you run a VAXTPU debugger file. This is useful to test procedures for an application you are creating. VAXTPU compiles and executes the debugger file—before executing TPU\$INIT\_PROCEDURE.



# Overview of EVE

## 1.2 Invoking EVE

Using `/DEBUG` runs a file named `TPU$DEBUG.TPU`, which provides commands to manipulate variables and to control program execution. To start editing the code in the file you are debugging, use the `GO` command. For more information about the debugger, read the comments in the `TPU$DEBUG` source file in `SYS$SHARE` or see the *VAX Text Processing Utility Manual*.

There are two ways to specify a debugger file of your own:

- Define the logical name `TPU$DEBUG` to specify your debugger file, and then use the `/DEBUG` qualifier when you invoke `VAXTPU`. You can put the definition in your `LOGIN.COM` file.
- Use the `/DEBUG=` qualifier and specify a debugger file.

This overrides any definition of the `TPU$DEBUG` logical name. The default file type is `.TPU`. For example, the following command edits a file named `MYPROCS.TPU`, using a debugger file named `MYDEBUG.TPU`:

```
$ EDIT/TPU myprocs.tpu /DEBUG=mydebug
```

`VAXTPU` assumes the debugger file is in `SYS$SHARE`. If your debugger file is stored elsewhere, use a complete file specification, including the device (disk) and directory. You cannot use wildcards to specify the debugger file. You use one debugger file at a time.

---

### 1.2.1.4 /DISPLAY

```
/DISPLAY= { CHARACTER_CELL (default) }  
/NODISPLAY { DECWINDOWS }
```

Determines the type of screen display, if any. `/DISPLAY` is the same as `/INTERFACE`.

If you use `/DISPLAY=DECWINDOWS` and if `DECwindows` is available, `VAXTPU` displays the editing session in a separate window on your workstation screen and enables `DECwindows` features—for example, the `EVE` screen layout then includes a menu bar and scroll bars. If `DECwindows` is not available, `VAXTPU` works as if on a character-cell terminal.

To specify your preferred display, you can define the logical name `TPU$DISPLAY_MANAGER` as either `CHARACTER_CELL` or `DECWINDOWS`. However, as a general rule, do *not* define this logical as `DECWINDOWS`, because `VAXTPU` should be initialized only once using the `DECwindows` screen updater. Because of this restriction, utilities calling `VAXTPU` multiple times, such as using the editor within `MAIL`, would fail.

For more information about using `EVE` on `DECwindows`, see the *VMS DECwindows Desktop Applications Guide*.

Typically, you use `/NODISPLAY` for batch jobs or when you are using an unsupported terminal. For batch jobs, you typically use a `VAXTPU` command file or `EVE` initialization file. For example, the following

command invokes VAXTPU for batch editing, using a command file named BATCH.TPU:

```
$ EDIT/TPU /NODISPLAY /COMMAND=batch
```

This startup file contains commands you want EVE to perform in batch and should end with EXIT or QUIT. Note that some EVE commands cannot be used in batch because they prompt for a keypress or other interactive response.

---

### 1.2.1.5 /INITIALIZATION

`/INITIALIZATION[=init-file]` (*default*)  
`/NOINITIALIZATION`

Determines whether an application executes an initialization file. Processing this qualifier depends on the VAXTPU application you are using.

EVE initialization files contain commands typically to set attributes or define keys that you do not otherwise save in a section file. The default file type is .EVE. You cannot use wildcards to specify the initialization file. You can specify one initialization file at a time.

There are three ways to specify the EVE initialization file you want to use:

- Name the initialization file EVE\$INIT.EVE.

By default, EVE looks for this initialization file first in your current directory. If the file is not found there, EVE then looks for it in SYS\$LOGIN (your top-level or login directory). Thus, you can have different EVE initialization files for particular directories, and you can have a standard initialization file for editing in directories that do not have an EVE\$INIT.EVE file.

- Define the logical name EVE\$INIT to specify the initialization file.

For example, the following commands define EVE\$INIT as MYINIT.EVE in your top-level (login) directory and then invoke EVE using that initialization file:

```
$ DEFINE EVE$INIT sys$login:myinit
$ EDIT/TPU
```

This is useful if there is an initialization file you want to use for all or most editing sessions—including when you invoke EVE within MAIL—and lets you keep that initialization file in any convenient directory. Defining the logical name overrides the search for an EVE\$INIT.EVE file. You can put the definition in your LOGIN.COM file.

- Use the /INITIALIZATION= qualifier and specify an initialization file.

This overrides any definition of the logical name EVE\$INIT and overrides the default search for an EVE\$INIT.EVE file. For example, the following command invokes EVE, using an initialization file named MYINIT.EVE in your current directory:

```
$ EDIT/TPU /INITIALIZATION=myinit
```

# Overview of EVE

## 1.2 Invoking EVE

Typically, you use `/NOINITIALIZATION` if you have defined the logical name `EVE$INIT` or created an `EVE$INIT.EVE` file and do not want the initialization file executed for a particular editing session. Also, using `/NOINITIALIZATION` makes startup faster because EVE does not then search for an `EVE$INIT.EVE` file and does not parse commands at startup.

Settings and key definitions in an initialization file override those in a section file or in command file. When you invoke EVE, commands in an initialization file for buffer attributes, such as margins and tab stops, apply to the Main (or first) buffer and to an EVE system buffer named `$DEFAULTS$`. Buffers created during the session will have the same settings as `$DEFAULTS$`. For more information, see Section 1.6.

You can also execute an initialization file during an EVE session by using the at sign (`@`) command. This is useful when you want to set or change attributes or define keys for particular kinds of editing or to execute a series of related commands.

---

### 1.2.1.6 `/INTERFACE`

`/INTERFACE= { CHARACTER_CELL (default) }  
                  { DECWINDOWS }`

Same as `/DISPLAY`—determines the interface or screen display you want. The default is `CHARACTER_CELL`.

For example, to invoke EVE with the DECwindows interface, you can use the following command:

```
$ EDIT/TPU /INTERFACE=DECWINDOWS
```

Then, if DECwindows is available, VAXTPU displays the editing session in a separate window on your workstation screen and enables DECwindows features—for example, the EVE screen layout includes a menu bar and scroll bars. If DECwindows is not available, VAXTPU works as if on a character-cell terminal.

---

### 1.2.1.7 `/JOURNAL`

`/JOURNAL[=journal-file] (default)  
/NOJOURNAL`

Determines the type of journaling, if any. Journal files record your edits so that if a system failure interrupts your editing session, you can recover your work. Processing this qualifier depends on the VAXTPU application you are using.

There are two types of journaling, as follows:

- **Buffer-change journaling** creates a journal file for each text buffer. This is the EVE default. Buffer-change journaling works on DECwindows or character-cell terminals. The journal file name consists of the name of the file or buffer being edited and the file type `.TPU$JOURNAL`.
- **Keystroke journaling** creates a single journal file for the editing session, regardless of the number of buffers you create.

# Overview of EVE

## 1.2 Invoking EVE

To enable keystroke journaling, use the `/JOURNAL=` qualifier and specify the journal file you want created. The default file type for keystroke journal files is `.TJL`. For example, the following command invokes `VAXTPU`, creating a keystroke journal file named `MYSESSION.TJL` in your current directory:

```
$ EDIT/TPU /JOURNAL=mysession
```

Keystroke journaling does *not* work on DECwindows and also has other restrictions (see Section 1.3). Note also that you cannot use wildcards to specify the keystroke journal file.

If you enable keystroke journaling, `EVE` also creates a buffer-change journal file for each text buffer. This double journaling may slow performance, depending on the kind of edits you make. You can disable buffer-change journaling for a particular buffer or for all your buffers by using `SET NOJOURNALING` commands during your editing session.

For information about recovering your edits, see Section 1.2.1.11.

If you do not want any journaling, use `/NOJOURNAL`, which disables both keystroke journaling and buffer-change journaling. Using `/NOJOURNAL` makes startup faster but risks losing your work if there is system failure during the editing session. Typically, you use `/NOJOURNAL` with `/NOMODIFY`, `/NOUTPUT`, `/READ_ONLY`, or `/NOWRITE` to examine a file without making any changes. If you invoke `EVE` with `/NOJOURNAL`, you can enable buffer-change journaling by using `SET JOURNALING` commands during your editing session.

For more information about journaling and recovery, see Section 1.3 or the *VAX Text Processing Utility Manual*.

---

### 1.2.1.8 /MODIFY

`/MODIFY` (*default*)  
`/NOMODIFY`

Determines whether you can modify the main (or first) buffer. This does not affect other buffers you create during the editing session.

By default, you can modify the buffer by editing text in it, and when you exit, `EVE` writes out the buffer to a file if the buffer has been modified.

Typically, you use `/NOMODIFY` to examine a file without making any changes. You can then use cursor-movement commands but you cannot change the text.

With `EVE`, using `/MODIFY` overrides the effect of `/READ_ONLY` or `/NOWRITE`. Typically, you use `/MODIFY` with `/READ_ONLY` or `/NOWRITE` to practice editing operations without writing a file on exiting. For example, the following command invokes `EVE`, making the Main buffer read-only (or no-write) and making it modifiable:

```
$ EDIT/TPU /READ_ONLY /MODIFY
```

In `EVE`, you can set or change the modification status of the buffer by using `SET BUFFER` commands.

# Overview of EVE

## 1.2 Invoking EVE

---

### 1.2.1.9 /OUTPUT

`/OUTPUT[=output-file] (default)`  
`/NOOUTPUT`

Determines the output file specification, if any. For EVE, the qualifier also determines whether exiting writes out the Main (or first) buffer. This does not affect other buffers you create during the editing session.

By default, the output file has the same specifications as the input file with a version number one higher than the highest version of the input file. If you are creating a new file, it is version 1.

Typically, you use `/OUTPUT=` and specify a file if you want the output file to be written in a different directory or if you want to have a different name or file type. For example, the following command edits a file named `ROUGH.LIS` in your current directory, and, on exiting, writes the output file to `FINAL.TXT` in your top-level login directory:

```
$ EDIT/TPU rough.lis /OUTPUT=sys$login:final.txt
```

You cannot use wildcards to specify the output file. If you omit parts of the output file specification, such as the device (disk) or directory, `VAXTPU` uses the corresponding parts of the input file specification if there is one.

With EVE, using `/NOOUTPUT` sets the Main (or first) buffer to no-write (sometimes called read-only or write-locked) so that exiting does not write out that buffer to a file. This is useful to examine a file without making any changes. If you change your mind and want to save your edits, you can write out the buffer before exiting by using the `WRITE FILE` command. Also, you can set or change the read/write status of the buffer by using `SET BUFFER` commands during your editing session.

---

### 1.2.1.10 /READ\_ONLY

`/READ_ONLY`  
`/NOREAD_ONLY (default)`

Determines the read/write status of the main (or first) buffer—that is, whether you can modify the text and whether exiting creates an output file from that buffer. This does not affect other buffers you create during the editing session.

`/READ_ONLY` is the same as `/NOWRITE`—the main (or first) buffer is set to no-write (sometimes called write-locked) and also to unmodifiable, unless you also use `/MODIFY`. Typically, you use `/READ_ONLY` to examine a file without making any edits. For example, the following command invokes `VAXTPU` to view a file named `STAFFMEMO.TXT`, setting the buffer to read-only and unmodifiable so you can use cursor-movement commands but cannot change the text:

```
$ EDIT/TPU statffmemo.txt /READ_ONLY
```

`/NOREAD_ONLY` is the same as `/WRITE`—on exiting, EVE writes out the main (or first) buffer to a file if the buffer has been modified. If necessary, EVE prompts you for the output file name.

In EVE, the status line indicates that the buffer is read-only or write. Also, you can set or change the read/write and modification attributes of the buffer by using SET BUFFER commands.

---

### 1.2.1.11 /RECOVER

/RECOVER  
/NORECOVER (*default*)

Determines whether VAXTPU recovers your edits after a system failure by reading the journal file from the interrupted session. (See the description of the /JOURNAL qualifier.)

There are two methods of recovering your edits, depending on the type of journaling you used:

- If you used buffer-change journaling (which is the EVE default) you recover one buffer at a time and can recover buffers from different editing sessions. For example, the following command invokes EVE to recover the text of a file named JABBER.TXT:

```
$ EDIT/TPU jabber.txt /RECOVER
```

This is the same as invoking EVE and using the RECOVER BUFFER command:

```
Command: RECOVER BUFFER jabber.txt
```

Recovery with a buffer-change journal file restores only your text—it does not restore settings, key definitions, and other customizations and it does not restore the contents of the Insert Here buffer or other system buffers. The recovery is usually quite fast. New text is then journaled.

- If you used keystroke journaling, you recover your editing session by reissuing the command for the original, aborted editing session—including all qualifiers—and adding /RECOVER. For example, the following command recovers your edits using a keystroke journal file named MYSESSION.TJL:

```
$ EDIT/TPU/JOURNAL=mysession
      .
      .
      .
*** system failure ***
$ EDIT/TPU /JOURNAL=mysession /RECOVER
```

EVE then recovers your editing session in a “player piano” fashion. Typically, after the recovery, you exit to save the recovered text.

Note that keystroke journaling does not work on DECwindows and has other restrictions regarding recovery, as follows. These restrictions do *not* apply to buffer-change journaling.

- To recover your edits with a keystroke journal file, all relevant files must be in the same state as at the start of the session being recovered—including any files you wrote out (saved) before the system failure. Therefore, before doing the recovery, you may want to rename

# Overview of EVE

## 1.2 Invoking EVE

the saved files or move them to a different directory to ensure that the recovery uses the original versions of the files.

- Check that any logical names for your section file, command file, and initialization file are defined as for the original editing session, and that the recovery will use the correct versions of these files. For example, if you created a new version of your section file before the system failure, you must use the original version of your section file to recover the editing session.
- Check that the following terminal settings are the same as when you began the original editing session, because they may affect how your keystrokes are replayed:

Device\_Type  
Edit\_mode  
Eightbit  
Page  
Width

- Recovery with a keystroke journal file may fail or may not work properly if you used CTRL/C during the original editing session. CTRL/C is not recorded in the keystroke journal file. Therefore, when you recover your edits, an operation that was canceled with CTRL/C is replayed without interruption.
- If you used EVE as a “kept” editor, the keystroke journal file records SPAWN and ATTACH commands in EVE but does not record operations done in the other process or subprocess. If these other operations affected any files used in the original editing session—for example, if you spawned a subprocess from EVE and then purged, renamed, or deleted any files—the recovery may fail or may not work properly.
- If you used the EVE command DCL, the recovery may fail or may not work properly, particularly if you edited the DCL buffer. For example, if you cut a file name from a directory list in the DCL buffer, and pasted it into an EVE command line, the keystroke recovery replays the operations, but the directory list or the file name may not be the same as in the original session.

For more information about journaling and recovery, see Section 1.3 or the *VAX Text Processing Utility Manual*.

---

### 1.2.1.12 /SECTION

/SECTION[=section-file]

Determines the section file you want to use, if any. A **section file** contains, in binary form, key definitions, compiled procedures, global variables, and so on. Effectively, the section file is the VAXTPU application you run—whether a customized version of EVE or some other application you have created. The default file type for section files is .TPU\$SECTION.

The default section file is defined system-wide by the logical name TPU\$SECTION. Normally, this specifies the standard EVE section file (EVE\$SECTION.TPU\$SECTION).

# Overview of EVE

## 1.2 Invoking EVE

There are two ways to specify the section file you want to use:

- Define the logical name `TPU$SECTION` to specify your section file.

This is useful if you want to run that section file for all or most sessions. Your definition of the logical name overrides the system-wide default. You can put the definition in your `LOGIN.COM` file. For example, the following commands define `TPU$SECTION` as `MYSECT.TPU$SECTION` in your top-level (login) directory and then invoke `VAXTPU` using that section file instead of the standard EVE section file:

```
$ DEFINE TPU$SECTION sys$login:mysect
$ EDIT/TPU
```

- Use the `/SECTION=` qualifier and specify the section file.

This overrides any definition of the `TPU$SECTION` logical name. For example, the following command invokes `VAXTPU`, using a section file named `MYSECT.TPU$SECTION` in your top-level (login) directory, instead of the standard EVE section file:

```
$ EDIT/TPU /SECTION=sys$login:mysect
```

`VAXTPU` assumes the section file is in `SYSS$SHARE`. If your section file is stored elsewhere, use a complete file specification, including the device (disk) and directory. You cannot use wildcards to specify the section file. You use one section file at a time.

If you use the `/NOSECTION` qualifier, `VAXTPU` does not use any section file. This prevents even the default interface from being used. `VAXTPU` will be virtually unusable unless you specify a command file with procedures and executable statements that set up a text-processing environment. Typically, you use `/NOSECTION` when you create your own application without using `EVE` as a base or when you use `/NODISPLAY` for batch editing. For example, the following command invokes `VAXTPU` without a section file, using a command file named `USER_APPL.TPU`:

```
$ EDIT/TPU /NOSECTION /COMMAND=user_appl
```

At startup, a section file, if one is being used, is loaded first—that is, before `VAXTPU` executes a command file (if any) and before `EVE` executes an initialization file (if any). Thus, your procedures, settings, and key definitions in a command file or initialization file override those in the section file.

To create a section file, do either of the following:

- In `EVE`, use the `SAVE EXTENDED EVE` command. For example, the following command creates a section file named `MYSEC.TPU$SECTION` in your current directory:

```
Command: SAVE EXTENDED EVE mysec
```

- In a `VAXTPU` command file, use the `SAVE` built-in procedure, usually at the end of the command file. For example, the following statement



## Overview of EVE

### 1.2 Invoking EVE

creates a section file named MYSEC.TPU\$SECTION in your top-level (login) directory:

```
.  
.  
.  
SAVE ("sys$login:mysec"); ! create the section file  
EXIT; ! done -- end of command file
```

A section file is cumulative; it saves the current key definitions and other customizations—and those already in the section file you are using. In EVE, the section file saves:

- Compiled procedures
- Global settings (“attributes”)
- Key definitions and LEARN sequences
- Menu definitions for the DECwindows interface

For more information about creating section files, see the *VAX Text Processing Utility Manual*.

---

#### 1.2.1.13 /START\_POSITION

`/START_POSITION=(row[,column])`

Determines the row and column where the cursor first appears in the main (or first) buffer.

For EVE, the default start position is 1,1—row 1, column 1, which is the upper left corner of the buffer. The `/START_POSITION` qualifier does not affect the initial cursor position when you create another buffer during the editing session and does not limit the buffer size.

Typically, you use `/START_POSITION` to begin editing at a particular line (or row) or at a particular character position (or column). For example, when you want to skip over a standard heading in a file or if a batch log file or error message tells you there is an error on a given line of a program, you can specify that line number as the starting row so that when you edit the program source file, the cursor moves directly to that line. For example, the following command edits a file named TEST.COM and puts the cursor on line 10, column 5:

```
$ EDIT/TPU test.com /START_POSITION=(10,5)
```

If you simply want to start at a particular line in a file, you can omit the second parameter (the column) and need not use parentheses.

---

#### 1.2.1.14 /WORK

`/WORK[=work-file]`

Determines the work file which is used to swap memory for editing very large files. The default file type is `.TPU$WORK`.

There is one work file per editing session. The work file is a temporary file, which is automatically deleted when you exit. Also, the work file is invisible—that is, it does not appear in the directory listing.

The default work file is named TPU\$WORK.TPU\$WORK. VAXTPU creates the work file in SYS\$SCRATCH unless you specify otherwise. There are two ways to specify a different work file:

- Define the logical name TPU\$WORK.

This is useful if you want the work file to be created in an area other than SYS\$SCRATCH, such as on a larger disk. You can put the definition in your LOGIN.COM file.

- Use the /WORK= qualifier and specify the work file.

This overrides any definition of the TPU\$WORK logical name. For example, the following command invokes VAXTPU and specifies the work file to be SYS\$SCRATCH:MYWORK.TPU\$WORK:

```
$ EDIT/TPU /WORK=mywork
```

If you want the work file to be created in an area other than SYS\$SCRATCH, use a complete file specification, including the device (disk) and directory. You cannot use wildcards to specify the work file.

---

#### 1.2.1.15 /WRITE

*/WRITE (default)*

*/NOWRITE*

Determines the read/write status of the main (or first) buffer—that is, whether you can modify the text and whether exiting creates an output file from that buffer. This does not affect other buffers you create during the editing session.

/WRITE is the same as /NOREAD\_ONLY. On exiting, EVE writes out the main (or first) buffer to a file if the buffer has been modified. If necessary, EVE prompts you for the output file name.

/NOWRITE is the same as /READ\_ONLY. The main (or first) buffer is set to no-write (sometimes called write-locked) and also to unmodifiable unless you also use /MODIFY. Typically, you use /NOWRITE to examine a file without making any changes. For example, the following command invokes VAXTPU to view a file named STAFFMEMO.TXT, setting the buffer to no-write and unmodifiable so you can use cursor-movement commands but cannot change the text:

```
$ EDIT/TPU staffmemo.txt /NOWRITE
```

In EVE, the status line indicates that the buffer is read-only or write. Also, you can set or change the read/write and modification attributes of the buffer by using SET BUFFER commands.

---

## 1.3 Journaling and Recovery

Journal files record your edits so that if a system failure interrupts your editing session, you can recover your work. EVE provides two types of journaling and recovery:

- Buffer-change journaling creates a separate journal file for each text buffer you create. This is the EVE default. Buffer-change journaling

# Overview of EVE

## 1.3 Journaling and Recovery

works both on DECwindows and on character-cell terminals. You recover one buffer at a time, typically by using RECOVER BUFFER commands in EVE. You can recover buffers from different editing sessions. The recovery restores only your text—it does *not* restore settings, key definitions, or the contents of system buffers (such as the Insert Here buffer) before the system failure.

- Keystroke journaling, as in previous versions of EVE, creates a single journal file for the editing session. Keystroke journaling works only on character-cell terminals—it does not work on DECwindows—and has other restrictions. The recovery re-creates your editing session in a “player piano” fashion.

It is possible to have both types of journaling for an editing session, although there is usually no reason to do so. Generally, buffer-change journaling is the better method to use, because it has fewer restrictions and the recovery is usually quite fast.

You can disable both kinds of journaling by using the /NOJOURNAL qualifier when you invoke EVE—for example, when you use EVE to examine a file without making any edits (such as with /READ\_ONLY) or for demonstration sessions.

### 1.3.1 Buffer-Change Journaling

Buffer-change journaling creates a journal file for each text buffer. (EVE does not create buffer-change journal files for system buffers such as the Insert Here buffer, DCL buffer, or \$RESTORE\$ buffer.) As you edit a buffer, the journal file records the changes you make, such as erasing, inserting, or reformatting text. When you exit from EVE or when you delete the buffer, the journal files are deleted. If a system failure interrupts your editing session, the journal files are saved. Your last few keystrokes before the system failure may be lost. Table 1–2 summarizes the new EVE commands for buffer-change journaling and recovery.

**Table 1–2 EVE Commands for Buffer-Change Journaling and Recovery**

Command	Usage or Effects
RECOVER BUFFER	Recovers a specified buffer by using the journal file for the buffer. You can specify the name of the buffer or file you want to recover or the name of the journal file for the buffer.
RECOVER BUFFER ALL	Recovers all your text buffers—one at a time—by using the journal files for the buffers, if there are any.
SET JOURNALING	Enables buffer-change journaling for a buffer that you specify.
SET JOURNALING ALL	Enables buffer-change journaling for all your buffers. This is the default setting.
SET NOJOURNALING	Disables buffer-change journaling for a buffer you specify.
SET NOJOURNALING ALL	Disables buffer-change journaling for all your buffers.

Buffer-change journal files are written in a directory defined by the logical name TPU\$JOURNAL. By default, this directory is SYS\$SCRATCH, which is typically your top-level (login) directory. You can redefine the

# Overview of EVE

## 1.3 Journaling and Recovery

TPU\$JOURNAL logical name to have the journal files written in a different directory. (This logical name does not apply to keystroke journal files.) For example, the following commands create a subdirectory called [USER.JOURNAL] and then define TPU\$JOURNAL as this subdirectory:

```
$ CREATE/DIRECTORY [user.journal]
$ DEFINE TPU$JOURNAL [user.journal]
```

You can put the definition in your LOGIN.COM file.

Buffer-change journal files may be quite large (even larger than the text files you edit). Because of the potential size of buffer-change journal files and because there is a journal file for each text buffer, you may want to define TPU\$JOURNAL as a directory or subdirectory on a large disk, rather than as SYS\$SCRATCH.

The name of the buffer-change journal file derives from the name of the file or buffer being edited and the file type .TPU\$JOURNAL, as follows.

Text Buffer Name	Buffer-Change Journal File
JABBER.TXT	JABBER_TXT.TPU\$JOURNAL
GUMBO_RECIPES.RNO	GUMBO_RECIPES_RNO.TPU\$JOURNAL
MAIN	MAIN.TPU\$JOURNAL
LATEST NEWS	LATEST_NEWS.TPU\$JOURNAL

To find out the name of the journal file for the current buffer, use the SHOW command.

There are two ways to recover your edits with buffer-change journal files—using the /RECOVER qualifier on the command line when you invoke EVE or using RECOVER BUFFER commands within EVE.

In the following example, you are editing a file named JABBER.TXT when a system failure interrupts your editing session. You then recover your edits by using the /RECOVER qualifier:

```
$ EDIT/TPU jabber.txt
.
.
.
*** system failure ***
.
.
.
$ EDIT/TPU jabber.txt/RECOVER
```

Alternatively, you can invoke EVE and use the following command to recover your text:

```
Command: RECOVER BUFFER jabber.txt
```

If the buffer-change journal file is available (in this case, a file named JABBER\_TXT.TPU\$JOURNAL), EVE shows the following information and asks if you want to recover that buffer:

```
Name of the buffer
Original input file for the buffer, if any
Output file for the buffer, if any
```

## Overview of EVE

### 1.3 Journaling and Recovery

Source file for recovery, if any  
Starting date and time of the editing session  
Journal file creation date and time

If you want to recover the buffer, press RETURN. Otherwise, type NO and press RETURN. Note that if you delete or rename the source file for recovery, the recovery fails. The source file is either the file initially read into the buffer (if any) or the last file written before the system failure.

If the buffer you want to recover exists—typically, the MAIN buffer – EVE first deletes that buffer and then does the recovery. If the buffer you want to recover has been modified, EVE asks you whether to delete the buffer before recovering.

If you are unsure of the buffer names or journal file names, specify the asterisk (\*) wildcard, as follows:

Command: RECOVER BUFFER \*

EVE then displays a list of all your available journal files so you can choose the one you want. The list appears in an EVE system buffer named \$CHOICES\$ in a second window. For information about using the \$CHOICES\$ buffer, see the EVE online help topic Choices Buffer.

To recover all your text buffers—one at a time—use the RECOVER BUFFER ALL command. EVE then tries to recover each text buffer for which there is a buffer-change journal available. The effect is the same as repeating the RECOVER BUFFER command without having to specify buffer names or journal file names. For each text buffer, EVE displays information such as the buffer name, the files associated with the buffer, and the time and date the journal file was created. EVE prompts you for one of the following.

Response	Effects
YES	Recovers the buffer and then asks you whether to recover the next buffer, if there is one. This is the default response—you can simply press Return.
NO	Skips this recovery. If there is another buffer to recover, EVE asks you about the other buffer.
QUIT	Cancels—does not recover the buffer and does not continue recovery operations.

You can disable buffer-change journaling for a particular buffer by using the SET NOJOURNALING command. To disable buffer-change journaling for all your buffers, use the SET NOJOURNALING ALL command. Typically, you disable buffer-change journaling if you are using keystroke journaling instead (see Section 1.3.2) or if there is no need to journal the edits (such as when the buffer is simply a “scratchpad” or temporary storage area for reading a file).

SET NOJOURNALING commands do not delete the buffer-change journal files. To delete the journal files, use the DELETE command at DCL level.

For example, to delete all the buffer-change journal files, use the following command:

```
$ DELETE TPU$JOURNAL:*.TPU$JOURNAL;*
```

If you disabled buffer-change journaling, you can enable journaling by using the SET JOURNALING command. For example, the following command enables journaling for a buffer named JABBER.TXT:

```
Command: SET JOURNALING jabber.txt
```

If you invoked EVE with the /NOJOURNAL qualifier and then want to enable buffer-change journaling during the editing session, use the SET JOURNALING ALL command (which is otherwise the EVE default).

Note that you cannot enable buffer-change journaling if the buffer has been modified. In such a case, EVE displays the following message:

```
Command: SET JOURNALING memo.txt
Buffer MEMO.TXT is not safe for journaling
```

You should first write out (save) the buffer by using the WRITE FILE or SAVE FILE command and then enable journaling.

### 1.3.2 Keystroke Journaling and Recovery

Keystroke journaling creates a single journal file for the editing session, regardless of the number of buffers you create. The journal file records your keystrokes for the editing session, including commands, rather than simply the changes to text. To enable keystroke journaling, invoke EVE using the /JOURNAL qualifier and specify the keystroke journal file you want created. The default file type for keystroke journal files is .TJL. The journal file is written in your current directory (or whatever directory you specify on the command line).

Normally, when you exit or quit, the keystroke journal file, if any, is deleted. If a system failure interrupts your editing session, the journal file is saved. Your last few keystrokes before the system failure may be lost. To recover your edits, reissue the command for the interrupted editing session (including all command line qualifiers) and add the /RECOVER qualifier. EVE then replays your editing session in a kind of “player piano” fashion. Typically, you then exit to save the recovered text.

In the following example, you invoke EVE to edit a file named JABBER.TXT. The keystroke journal file is named MYJOU.TJL. (EVE also creates a buffer-change journal file by default.)

```
$ EDIT/TPU/JOURNAL=myjou jabber.txt
.
.
.
*** system failure ***
.
.
.
$ EDIT/TPU/JOURNAL=myjou jabber.txt/RECOVER
```

## Overview of EVE

### 1.3 Journaling and Recovery

Note that in recovering your edits with a keystroke journal file, you must specify the journal file name on the command line. If you use `/RECOVER` without using `/JOURNAL` and the keystroke journal file name, EVE tries to do a `RECOVER BUFFER` command with a buffer-change journal file. (See Section 1.3.1.)

Keystroke journaling has some restrictions that do not apply to buffer-change journaling. See the description of the `/RECOVER` qualifier (Section 1.2.1.11) for a list of these restrictions.

Keystroke journaling is particularly useful to record (and re-create) a problem for debugging purposes. If you have a problem with EVE or VAXTPU and want to submit a software performance report (SPR), be sure to submit the keystroke journal file if there is one, as well as other relevant files, the output from the `SHOW SUMMARY` command, and a description of the problem.

---

## 1.4 Using EVE as the MAIL Editor

You can also use EVE as your editor within VMS MAIL by using the command `SET EDITOR TPU` in MAIL. Also, you can define logical names to specify your own section file (`TPU$SECTION`) and initialization file (`EVE$INIT`) so that MAIL uses your customized EVE.

To run EVE within MAIL, use the following MAIL command:

```
MAIL> SET EDITOR TPU
```

Thus, `SEND/EDIT`, `REPLY/EDIT`, and similar commands in MAIL invoke the standard EVE section file. Your choice of editor is stored in the MAIL user profile along with your personal name, mail directory, and other settings. This is effectively the same as defining `MAIL$EDIT` as `CALLABLE_TPU`.

If you want to use your own section file instead of standard EVE, define the logical name `TPU$SECTION` to specify the file. For example, the following command defines `TPU$SECTION` as a section file named `MYSEC.TPU$SECTION` in your top-level (or login) directory:

```
$ DEFINE TPU$SECTION sys$login:mysec
```

This is useful if you have created a section file to save key definitions or other extensions. Note that in specifying the section file, you must include the disk (or device) and directory. Otherwise, VAXTPU assumes the section file is in a system directory called `SYS$SHARE`.

If you want to use an EVE initialization file, you can call the initialization file `EVE$INIT.EVE` and keep it in your top-level (login) directory, or you can define the logical name `EVE$INIT` to specify the file. For example, the following command defines `EVE$INIT` as an initialization file named `MYINIT.EVE` in your top-level (or login) directory:

```
$ DEFINE EVE$INIT sys$login:myinit
```

This is useful if you have created an EVE initialization file to set margins, tabs, and other editing values, or to define keys. You may want to put the definition in your `LOGIN.COM` file.

For more information about EVE and VAXTPU logical names, see the *VAX Text Processing Utility Manual*.

---

### 1.5 Defining EVE Keys

You can type the name of a key as a parameter for the `DEFINE KEY`, `SET GOLD KEY`, `SHOW KEY`, and `UNDEFINE KEY` commands. EVE key names are generally the same as the labels on the keys—you can specify them by their labels as well as by their positional number on one of the keypads. For example, the 7 on the numeric keypad is named `KP7`, and the keys on the mini-keyboard are named `E1` through `E6`.

You can abbreviate key names so long as your abbreviation is not ambiguous. For example, `G-REM` is a valid abbreviation for Gold-Remove, and `G-R` is an abbreviation for Gold-R. The case of letters does not matter in a key definition.

You can specify control keys using `Ctrl`, `Control`, or the circumflex character (^). For example, `Ctrl/A`, `Control/A`, and `^A` are the same. For a list of the control keys defined by EVE, see the EVE online help topic called `Control Keys`.

In specifying control keys or GOLD key sequences, use a dash, slash, or underscore as a delimiter in the key name, for example, `ALT_A`, `CTRL/N`, or `GOLD-F20`. Thus, in an initialization file, you can use commands with typed key names such as the following:

```
DEFINE KEY= CTRL/P  MOVE BY PAGE
DEFINE KEY= GOLD-N  NEXT BUFFER
DEFINE KEY= KP7    CENTER LINE
SET GOLD KEY F17
```

On DECwindows, you can define shifted function keys and Alt key combinations. Shifted function keys combine holding down the Shift key on the main keyboard while you press a function key (such as `F14`, `Remove`, `PF4` or `<X>`) or mouse button (such as `MB2`). On DECwindows, the Compose Character key on the keyboard serves as the Alt key. You can combine Alt with a function key, shifted function key, typing key, control key, mouse button, or Gold key sequence. To enter a compose character sequence, use `Alt/Space`.

As a convention, EVE shows key names (with the `SHOW KEY` or `HELP KEYS` command) using a slash for control keys, shifted function keys, and Alt key combinations, and a dash for Gold key sequences. Thus, key combinations that require you to hold down one key (such as `Ctrl`) while pressing another key are shown with a slash; key combinations in which you press one key after another (such as `Gold-Help`) are shown with a dash.

Some EVE key names are different from key names that you use in VAXTPU command files. For example, see the following table.



# Overview of EVE

## 1.5 Defining EVE Keys

In EVE Commands	In TPU Procedures
GOLD-A	KEY_NAME ("A", SHIFT_KEY)
GOLD-MINUS	KEY_NAME (MINUS, SHIFT_KEY)
CTRL/D	CTRL_D KEY
SHIFT/F14	KEY_NAME (F14, SHIFT_MODIFIED)
ALT/A	KEY_NAME ("A", ALT_MODIFIED)

Table 1–3 lists EVE key names and the key labels on the keyboard or keypads. Note that some keys may not appear on some terminals. (For example, VT100 series terminals do not have the F1 through F20 keys. VT200 and VT300 series terminals do not have BACKSPACE and LINEFEED keys.)

**Table 1–3 EVE Key Names**

Key	Key Name
F7 . . . F20	F7 . . . F20
Help	HELP or F15
Do	DO or F16
Find	FIND or E1
Insert Here	INSERT_HERE or E2
Remove	REMOVE or E3
Select	SELECT or E4
Prev Screen	PREV_SCREEN or E5
Next Screen	NEXT_SCREEN or E6
↑	UP
←	LEFT
↓	DOWN
→	RIGHT
PF1 . . . PF4	PF1 . . . PF4
0 . . . 9 (numeric keypad)	KP0 . . . KP9
– (numeric keypad)	MINUS
. (numeric keypad)	PERIOD
, (numeric keypad)	COMMA
<X> or DELETE	DELETE
Tab or TAB	TAB or CTRL/I
BACKSPACE	BS or CTRL/H
LINEFEED	LF or CTRL/J

## 1.5.1 Nondefinable Keys

You cannot define any of the following keys:

- F1 through F6
- COMPOSE CHARACTER
- CTRL (by itself)
- RETURN or CTRL/M
- BREAK
- ESCAPE or CTRL/[
- LOCK or CAPS LOCK
- NO SCROLL
- SET-UP
- SHIFT

In addition, EVE does not let you define typing keys on the main keyboard (except in combination with a modifier), a key defined as DO if it is the only key defined as DO, or the key currently set as GOLD, if any.

Digital recommends that you do not define the following keys and control keys. Some of these control keys cannot be defined unless you set terminal characteristics accordingly.

- DELETE or <X> (which EVE defines as DELETE)
- HELP or on VT100 terminals, PF2
- CTRL/B (which EVE defines as RECALL)
- CTRL/C
- CTRL/O
- CTRL/Q
- CTRL/R (which EVE defines as REMEMBER, to end a learn sequence)
- CTRL/S
- CTRL/T
- CTRL/U (which EVE defines as ERASE START OF LINE)
- CTRL/V (which EVE defines as QUOTE)
- CTRL/X
- CTRL/Y

If you redefine CTRL/B or CTRL/R, you should define other keys as RECALL and REMEMBER respectively, because those commands can only be executed by a key press.

## 1.5.2 Defining DECwindows-Style Function Keys

Use the SET FUNCTION KEYS DECWINDOWS command to enable DECwindows-style key definitions, as follows.

## Overview of EVE

### 1.5 Defining EVE Keys

Key	DECwindows-Style Definition
Shift/⟨X⟩	ERASE CHARACTER (In insert mode, erases the current character; in overstrike mode, replaces it with a space.)
Shift/Find	FIND NEXT
F12	START OF LINE
Shift/F12	END OF LINE
F13	EDT/WPS Delete Previous Word (Erases all or part of the word left the cursor; at the start of a line, erases the line break for the previous line.)
Shift/F13	EDT/WPS Delete Word (Erases from the current character to the end of the word; at the end of a line, erases the line break.)

This overrides the current definitions of the keys, whether EVE default, EDT keypad, or WPS keypad, but does not override definitions of your own. For example, if you defined the F13 key, your definition applies.

Remember that shifted function keys work only when you invoke EVE with `/INTERFACE=DECWINDOWS`. They do not work on character-cell terminals, such as a VT220 or VT100.

The default setting is `SET FUNCTION KEYS NODECWINDOWS`—there are no shifted function keys (other than any you defined), and the F12 and F13 keys are defined according to your keypad setting.

For more information about using EVE on DECwindows, see Appendix B or the online help topic called DECwindows Differences.

### 1.5.3 Defining Mouse Buttons

You can define any mouse button except unmodified MB1 buttons and Shift-MB1 buttons. If you press a mouse button that is undefined (such as Gold-MB1), EVE does the corresponding action for MB1:

1 click	Moves the cursor to where you are pointing and cancels any select range or found range.
2 clicks	Move the cursor to where you are pointing and select all of the word at that location.
3 clicks	Move the cursor to where you are pointing and select all of the line at that location.
4 clicks	Move the cursor to where you are pointing and select all of the paragraph at that location.
5 clicks	Move the cursor to where you are pointing and select all of the buffer.
Drag	Selects text starting where you press MB1 and ending where you release MB1.
Shift/Drag	Extends or shrinks a selection.

If you press a mouse button you have defined, EVE first does a position cursor operation (moving the cursor to where you are pointing and canceling a select range or found range) and then executes whatever command is bound to that mouse button. For more information about defining mouse buttons, see the EVE online help topic called Mouse.

## 1.6 EVE Default Settings

Table 1–4 lists the EVE default settings—the settings EVE uses unless you specify otherwise. You may want to refer to this table in creating an initialization file, to check which settings you want to change. Note that some settings are global (applying for all buffers you edit), and others are buffer-specific. For example, the type of cursor motion (bound or free) and tab mode (insert, spaces, or movement) are the same for all buffers you edit, whereas margins, paragraph indent, and tab stops can be set differently for each buffer. (You may want one buffer to have a right margin of 75 and another to have a right margin of 68.)

**Table 1–4 EVE Default Settings**

Default Setting	Effects
<b>Global Settings (Apply to All Buffers)</b>	
SET BOX NOSELECT	Disables box-style selection, cutting, and pasting so you can select and edit standard, linear ranges.
SET BOX PAD	Enables padding and overstriking for box editing, regardless of the mode of the buffer.
SET CURSOR FREE	You can move the cursor anywhere in the buffer and enter text there, as opposed to a bound cursor which cannot move into the unused portion of the buffer. Note that using SET KEYPAD WPS automatically enables a bound cursor.
SET EXIT ATTRIBUTE CHECK	If you changed attributes, then when you exit or quit, EVE asks whether you want to save them.
SET FIND CASE NOEXACT	EVE finds any occurrence of a text string if you enter the search string in all lowercase.
SET FIND NOWHITESPACE	FIND and WILDCARD FIND commands match spaces and tabs in the search string exactly as entered, and do not search across a line break.
SET FUNCTION KEYS NODECWINDOWS	Keeps the normal key definitions (EVE default, EDT keypad, or WPS keypad) rather than defining some keys for DECwindows functions.
SET KEYPAD NUMERIC <i>or</i> SET KEYPAD VT100	On VT300-series and VT200-series terminals, keys on the numeric keypad are undefined, except for the PF4 and ENTER keys. On VT100-series terminals, the numeric keypad is used for the EVE default key bindings. Control keys are defined the same on either type of terminal. Also, you can set the EDT keypad or WPS keypad on either type of terminal.
SET NOCLIPBOARD	Copy, cut, and paste operations use the Insert Here buffer in EVE. On DECwindows, you can enable the clipboard, which lets you transfer text between EVE and other DECwindows applications. WPS keypad keys do not use the clipboard, regardless of the setting.

(continued on next page)

# Overview of EVE

## 1.6 EVE Default Settings

**Table 1–4 (Cont.) EVE Default Settings**

Default Setting	Effects
<b>Global Settings (Apply to All Buffers)</b>	
SET NODEFAULT COMMAND FILE	EVE uses one of the following as the default command file for saving attributes: <ul style="list-style-type: none"> <li>• Command file specified with /COMMAND= when you invoked EVE</li> <li>• Command file defined by the logical name TPU\$COMMAND</li> <li>• Command file named TPU\$COMMAND in the current directory</li> </ul>
SET NODEFAULT SECTION FILE	If section file prompting is enabled (the default), EVE prompts whether to save attributes in a section file. If section file prompting is disabled, EVE prompts whether to save attributes in a command file.
SET NOGOLD KEY	EVE does not have a default GOLD key. Setting the EDT or WPS keypad makes PF1 the GOLD key, overriding any current definition of PF1, unless you set a different key as GOLD.
SET NOPENDING DELETE	Using DELETE or typing new text does <i>not</i> erase a selection.
SET SECTION FILE PROMPTING	When you save attributes and other customizations, EVE prompts for a section file.
SET SCROLL MARGINS 0 0	Scrolling begins automatically when you move past the top or bottom of the window.
SET TABS INSERT	Using TAB inserts a tab character. You can set the tab mode to insert spaces instead of a tab character, or to move the cursor without inserting anything.
SET TABS INVISIBLE	Tab characters appear during editing as blank space, as opposed to visible tabs, which appear as a small $\perp$ (horizontal tab).
SET WIDTH 80	The width of the EVE screen layout is the same as your terminal setting—typically 80 columns.
SET WILDCARDS VMS	The WILDCARD FIND command uses VMS-style wildcards, such as the asterisk (*) to match any amount of text on a line, the percent sign (%) to match a single character on a line, and so on. You can enable ULTRIX-style wildcards.

(continued on next page)

## Overview of EVE

### 1.6 EVE Default Settings

**Table 1–4 (Cont.) EVE Default Settings**

Default Setting	Effects
<b>Buffer-Specific Settings</b>	
FORWARD	Commands like FIND and MOVE BY LINE move the cursor to the right and down. You can change the direction to reverse (left and up).
INSERT MODE	Characters you type are inserted at the current position, pushing existing text to the right and down. You can change the mode to overstrike.
SET BUFFER MODIFIABLE	Buffers you create can be modified (edited). You can set the buffer to unmodifiable.
SET BUFFER WRITE	On exiting, EVE writes out (saves) your buffers if you have made any changes. You can set the buffer to read-only.
SET JOURNALING ALL	Buffer-change journaling is enabled for all your text buffers.
SET LEFT MARGIN 1	This is the leftmost column. When you press RETURN or use FILL commands or when EVE wraps text, new lines start at the left margin of the buffer.
SET PARAGRAPH INDENT 0	Paragraphs you create or ones you reformat with FILL commands start at the current left margin of the buffer—with no indent.
SET RIGHT MARGIN 79	The default right margin is one column less than the width set for your terminal. If the width is 80 columns, the default right margin is 79. When you use FILL commands or when you type at the end of a line, EVE wraps text at the right margin of the buffer.
SET TABS EVERY 8	Tab stops are set at columns 9, 17, 25, 33, 41, and so on. You can set tab stops at different intervals.
SET WRAP	As you type text at the end of a line, EVE wraps text at the right margin of the buffer, without your having to press the RETURN key or use FILL commands.

**Note:** For editing EVE command lines—such as when you recall a command—the default direction is reversed and the cursor is bound. The default mode on a character-cell terminal matches your terminal setting; whereas, on DECwindows, the default mode is overstrike.

Some EVE settings or attributes can be saved in a section file or as EVE-generated code in a VAXTPU command file. Other attributes, such as margins and tab stops, can be set in an initialization file.

# Overview of EVE

## 1.6 EVE Default Settings

The following is a sample EVE initialization file, containing commands to set editing preferences and to define keys:

```
! MYINIT.EVE initialization file
!
SET LEFT MARGIN 5
SET PARAGRAPH INDENT 4
SET RIGHT MARGIN 70
SET TABS EVERY 10
SET SCROLL MARGINS 9% 9%
SET FIND WHITESPACE
! Key definitions
SET KEYPAD EDT
DEFINE KEY= F20      SHOW BUFFERS
DEFINE KEY= CTRL/P  PAGINATE
DEFINE KEY= GOLD-G  GET FILE
DEFINE KEY= KP7     WPS GOLD-R
```

When you invoke EVE using an initialization file, commands in the initialization file for margins, tabs stops, and other buffer-specific settings apply to the main (or first) buffer and to an EVE system buffer named \$DEFAULTS\$. The \$DEFAULTS\$ buffer is a template buffer: when you create a buffer—for example, by using the GET FILE command—EVE uses the settings of the \$DEFAULTS\$ buffer, so that each new buffer has the same settings. Thus, if your initialization file contains the command SET RIGHT MARGIN 70, each buffer you create will have that right margin.

To find out the default settings, use the SHOW DEFAULTS BUFFER command. To find out the settings of the buffer you are editing, use the SHOW command.

There are three ways you can specify an initialization file when you invoke EVE:

- Name the initialization file EVE\$INIT.EVE.

By default, EVE looks for this file first in your current (default) directory and then, if necessary, in SYS\$LOGIN (your top-level, login directory). Thus, you can have a different EVE initialization file for each directory, or you can use the same initialization file for all editing sessions.

- Define the logical name EVE\$INIT to specify the initialization file.

For example, the following command defines EVE\$INIT as a file called MYINIT.EVE in your top-level (or login) directory:

```
$ DEFINE EVE$INIT sys$login:myinit
```

You may want to put the definition in your LOGIN.COM file. Defining the logical name overrides the default search for EVE\$INIT.EVE. This method lets you call the file whatever you like and keep it in any directory you like. It is particularly useful if you want to use the same initialization file for all or most editing sessions.

- Use /INITIALIZATION and specify the file on the command line when you invoke EVE.

# Overview of EVE

## 1.6 EVE Default Settings

For example, the following command invokes EVE using an initialization file called MYINIT.EVE in your top-level (or login) directory:

```
$ EDIT/TPU/INITIALIZATION=sys$login:myinit
```

Specifying a file in this way overrides the logical name EVE\$INIT if it is defined, and overrides the default search for EVE\$INIT.EVE. Thus, you can use /INITIALIZATION to specify a particular initialization file instead of the one you ordinarily use.

## 1.7 Saving Attributes

**Attributes** are global settings, some of which can be saved in a section file or VAXTPU command file for future editing sessions. Table 1-5 shows the settings that you can save.

**Table 1-5 EVE Commands for Setting Attributes**

Command	Default Setting
SET BOX [NO]PAD	SET BOX PAD
SET BOX [NO]SELECT	SET BOX NOSELECT
SET [NO]CLIPBOARD	SET NOCLIPBOARD
SET CURSOR { BOUND } { FREE }	SET CURSOR FREE
SET [NO]DEFAULT COMMAND FILE	SET NODEFAULT COMMAND FILE
SET [NO]DEFAULT SECTION FILE	SET NODEFAULT SECTION FILE
SET FIND CASE [NO]EXACT	SET FIND CASE NOEXACT
SET [NO]EXIT ATTRIBUTE CHECK	SET EXIT-ATTRIBUTE CHECK
SET [NO]SECTION FILE PROMPTING	SET SECTION FILE PROMPTING
SET [NO]PENDING DELETE	SET NOPENDING DELETE
SET TABS { INSERT } { MOVEMENT } { SPACES }	SET TABS INSERT
SET TABS [IN]VISIBLE	SET TABS INVISIBLE

If you have an EVE initialization file containing commands for these settings, you can delete those command lines after you save the settings in your section file or command file.

Other global settings (such as scroll margins or the type of wildcards) and any buffer settings (such as margins or tab stops) are not saved. Typically, you use an initialization file for those settings.

Table 1-6 summarizes the new and changed commands for saving attributes.



# Overview of EVE

## 1.7 Saving Attributes

**Table 1–6 EVE Commands for Saving Attributes**

Command	Usage or Effects
SAVE ATTRIBUTES	Saves attributes in a section file or command file, depending on your responses to EVE prompts or settings done with other EVE commands. If you save in a section file, the effect is the same as SAVE EXTENDED EVE. If you save in a command file, EVE generates a specially marked block of VAXTPU statements for attribute settings and menu definitions, and either creates a command file or updates an existing command file with this block of statements.
SAVE SYSTEM ATTRIBUTES	Saves EVE default attributes in a section file or command file. This is useful if you want to restore your section file or command file to the standard EVE settings and menu definitions. See Section 1.7.3.
SAVE EXTENDED EVE	Creates a section file, saving attributes, key definitions, menu definitions, compiled procedures, and other extensions, such as global variables set with a VAXTPU statement. If you do not specify a section file on the command line, EVE prompts you for one or uses your default section file (if you set a default).
SET BOX NOPAD	Disables padding and overstriking for box editing, unless the mode of the buffer is overstrike.
SET BOX NOSELECT	Disables box-style selection, cutting, and pasting. (Default setting.)
SET BOX PAD	Enables padding and overstriking for box editing, regardless of the mode of the buffer. (Default setting.)
SET BOX SELECT	Enables box selection, cutting, and pasting.
SET DEFAULT COMMAND FILE	Determines the command file for saving attributes. Does not determine the command file to be executed at startup, if any.
SET DEFAULT SECTION FILE	Determines the section file for saving attributes. Does not determine the section file to be executed at startup.
SET EXIT ATTRIBUTE CHECK	If you changed attributes, then when you exit or quit, EVE asks if you want to save your changes. (Default setting.)
SET NODEFAULT COMMAND FILE	When you save attributes, the default command file is TPU\$COMMAND.TPU in your current directory or the command file that was executed at startup. See Section 1.7.2. (Default setting.)

(continued on next page)

**Table 1–6 (Cont.) EVE Commands for Saving Attributes**

Command	Usage or Effects
SET NODEFAULT SECTION FILE	When you save attributes, EVE asks for the name of the section file you want to create (unless you disabled section file prompting).(Default setting.)
SET NOEXIT ATTRIBUTE CHECK	Disables attribute checking, typically to speed up or simplify exiting or quitting. Does not apply to the editing session in which you issue the command. Applies only to the editing sessions in which you use the section file or command file in which you saved the setting.
SET NOSECTION FILE PROMPTING	Disables prompting for a section file when you save attributes, typically to speed up or simplify saving attributes in a default section file or in a command file.
SET SECTION FILE PROMPTING	When you save attributes, EVE prompts you for the name of a section file. (Default setting.)

You can save attributes during your editing session by using the **SAVE ATTRIBUTES** or **SAVE EXTENDED EVE** command or as part of exiting or quitting. By default, if you have changed attributes and not saved them, then on exiting EVE prompts you as follows:

```
Command: SET CURSOR BOUND
Command: SET FIND CASE EXACT
Command: SET TABS VISIBLE
.
.
.
Command: EXIT
Attributes were changed. Save them? [YES]
```

If you want to save the changes, press RETURN. Effectively, EVE then does a **SAVE ATTRIBUTES** command before going on with the exit. If you do not want to save the changes, type **NO** and press Return. EVE then continues exiting.

To disable this prompting—typically, to make exiting faster or simpler—use the **SET NOEXIT ATTRIBUTE CHECK** command. However, the command does not apply to the current editing session because exit checking is itself a global setting and can be saved in a section file or command file. After you save it, the setting applies to future editing sessions in which you use the relevant section file or command file.

### 1.7.1 Saving Attributes in a Section File

Typically, you save in a section file. A section file is in binary form and saves attributes, key definitions (including learn sequences), menu definitions, compiled procedures, and other extensions to the editor—including any saved in the section file you are using. In effect, the section file is your customized version of EVE. Because the section file is binary, it is executed quickly at startup. The default file type for section files is **.TPU\$SECTION**.

# Overview of EVE

## 1.7 Saving Attributes

To create a section file, you can use the `SAVE EXTENDED EVE` command (as in previous versions of EVE) or the `SAVE ATTRIBUTES` command. When using `SAVE EXTENDED EVE`, you can specify the section file on the command line or let EVE prompt you for the section file name. When using `SAVE ATTRIBUTES`, you specify the section file as a response to a prompt.

For example, the following command saves attributes and other customizations in a section file called `MYSEC.TPU$SECTION` in your current directory:

```
Command: SAVE ATTRIBUTES
Save attributes in a section file [YES]? 
File to save in: mysec
DISK$1:[USER]MYSEC.TPU$SECTION;1 created
```

To speed up saving in a section file, you can set a default section file—that is, the section file you want to save in without having to specify the file each time save attributes—and you can disable section file prompting. Table 1-7 shows the interaction of the settings for default section file and section file prompting.

**Table 1-7 EVE Settings for Saving Attributes**

Commands (Settings)	Effects with <code>SAVE ATTRIBUTES</code>
<code>SET DEFAULT SECTION FILE</code> <code>SET SECTION FILE PROMPTING</code>	When you save attributes, EVE asks you whether to save in a section file. If you respond YES (the default response), EVE saves in your default section file. If you respond NO, EVE asks whether to save in a command file.
<code>SET DEFAULT SECTION FILE</code> <code>SET NOSECTION FILE PROMPTNG</code>	When you save attributes, EVE saves in your default section file without prompting.
<code>SET NODEFAULT SECTION FILE</code> <code>SET SECTION FILE PROMPTING</code>	When you save attributes, EVE asks whether to save in a section file. If you respond YES, EVE asks for the name of a section file. If you respond NO, EVE asks whether to save in a command file. (Default settings.)
<code>SET NODEFAULT SECTION FILE</code> <code>SET NOSECTION FILE PROMPTNG</code>	When you save attributes, EVE asks whether to save in a command file. (See Section 1.7.2.)

Typically, when you use `SET DEFAULT SECTION FILE`, you specify the section file you are going to use at startup for future editing sessions. The command does not determine the section file to be executed when you invoke the editor, but only the section file in which you save attributes and other customizations. To specify the section file you want executed at startup, do either of the following:

- Use `EDIT/TPU/SECTION=` and specify the section file you want to use.
- Define the logical name `TPU$SECTION` to specify the section file, and then use the `EDIT/TPU` command.

Note that in specifying the section file to be executed, you must use a complete file specification, including the device (or disk) and directory. Otherwise, `VAXTPU` assumes the section file is in `SYSS$SHARE`.

Section files may be quite large, depending on the number of key definitions, menu definitions, and procedures you save. If you have limited disk space, you should save in a command file, which requires less disk space. For more information about creating and using section files, see Section 1.2.1.12 or the EVE online help topic Section Files.

### 1.7.2 Saving Attributes in a Command File

A command file contains VAXTPU procedures and statements which are compiled and executed at startup. In effect, this is a series of programs for extending EVE. (You can also use a command file for batch editing.) A command file may be slower at startup than a section file (depending on the number of procedures to be compiled and statements to be executed), but it takes up less disk space than a section file, and a command file can be edited and printed. Also, if you edit your command file, you can recompile procedures during your editing session by using EXTEND commands. The default file type for command files is .TPU.

When you use the SAVE ATTRIBUTES command or when you save attributes on exiting or quitting, you can have EVE create or update a command file. EVE then generates a specially marked block of VAXTPU statements for your settings and menu definitions. Thus, if you created a command file with procedures and key definitions of your own, you can have EVE append the block of attribute settings to this command file. Example 1-1 is a sample of the EVE-generated code.

#### Example 1-1 EVE-Generated Code for Saving Attributes in a Command File

---

```
! EVE-generated code begin
! EVE attributes begin
eve$set_find_case_sensitivity (FALSE);
eve_set_box_noselect;
eve_set_box_pad;
eve_set_cursor_bound;
eve_set_noddefault_command_file;
eve_set_noddefault_section_file;
eve_set_exit_attribute_check;
eve_set_pending_delete;
eve_set_nosection_file_prompting;
eve_set_tabs ('INSERT');
eve_set_tabs ('VISIBLE');
! EVE attributes end
! EVE-generated code end
```

---

To save attributes in a command file, use the SAVE ATTRIBUTES command, as follows:

```
Command: SAVE ATTRIBUTES
Save attributes in a section file [YES]? no
Save attributes in a command file [YES]? 
Enter file name [TPU$COMMAND.TPU] mycom
14 written to file DISK$1:[USER]MYCOM.TPU;1
```

## Overview of EVE

### 1.7 Saving Attributes

Note that the prompt for the command file name shows, in brackets, the default command file that EVE uses if you simply press Return at the prompt without typing a file name. This default is one of the following:

- The command file specified with the /COMMAND qualifier when you invoked EVE
- The command file defined by the logical name TPU\$COMMAND
- A command file called TPU\$COMMAND.TPU in your current directory

You can set your preferred default command file—that is, the command file you want EVE to create or update without having to specify the file each time you save attributes. For example, the following command sets your default command file as MYCOM.TPU in your current directory:

```
Command: SET DEFAULT COMMAND FILE mycom
```

If you want to save in a command file rather than in a section file, you should also use the SET NOSECTION FILE PROMPTING command. Then, when you save attributes, EVE asks whether to save in a command file without first asking whether to save in a section file.

Typically, when you use SET DEFAULT COMMAND FILE, you specify the command file you are going to use at startup for future editing sessions. The command does not determine the command file to be executed when you invoke EVE, but only the command file in which you save attributes and menu definitions. To specify the command file you want executed at startup, do any one of the following:

- Use EDIT/TPU/COMMAND= and specify the command file you want to use.
- Name the command file TPU\$COMMAND.TPU in your current directory and then invoke EVE using EDIT/TPU.
- Define the logical name TPU\$COMMAND to specify the command file and then invoke EVE using EDIT/TPU.

For more information about creating and using command files, see Section 1.2.1.1 or the EVE online help topic Command Files.

#### 1.7.3 Saving EVE Default Attributes

The SAVE SYSTEM ATTRIBUTES saves EVE default settings and menu entries in a section file or command file. Thus, if you set several attributes and defined or undefined menu entries, you can use SAVE SYSTEM ATTRIBUTES to restore the standard EVE settings and menus to your section file or command file.

SAVE SYSTEM ATTRIBUTES does not change the settings currently in effect—for example, it does not enable free cursor motion or invisible tabs—but only saves the EVE defaults in a section file or command file.

## 1.8 Converting from EDT to EVE

If you are accustomed to the EDT editor, you can customize EVE to work in similar ways by using a section file or an initialization file (or both), or by using VAXTPU procedures.

Typically, you save key definitions, learn sequences, and other extensions in a section file (created with the `SAVE EXTENDED EVE` command), and use an EVE initialization file to set editing preferences or private defaults, such as margins and tabs, which are not saved in the section file. The following are hints on converting from EDT to EVE. For a list of EDT and EVE command equivalents, see Appendix A.

### Use the SET KEYPAD EDT Command

The `SET KEYPAD EDT` command defines several keys to emulate EDT. You can put the command in your EVE initialization file or save the keypad setting in a section file. Most keypad functions work as in real EDT, although the names may differ. For more information, see the online help topic called EDT Differences.

### Define Keys for EVE Commands

Use `DEFINE KEY` commands to define keys that are not otherwise defined by `SET KEYPAD EDT`. Put the key-definition commands in your initialization file, or save the definitions in a section file. For example, the following sets of EDT and EVE key definitions are equivalent:

- In EDT:

```
DEF KEY gold 2 AS "ext show buffer."
DEF KEY gold 1 AS "chglw."
DEF KEY gold u AS "chguw."
DEF KEY gold 10 AS "ext find=?.."
DEF KEY gold 9 AS "cutsr paste."
DEF KEY cont n AS "ext quit."
DEF KEY func 34 AS "shl."
```

- In EVE:

```
DEF KEY= gold-E2 show buffers
DEF KEY= gold-l lowercase word
DEF KEY= gold-u uppercase word
DEF KEY= gold-pf2 buffer
DEF KEY= gold-kp9 store text
DEF KEY= ctrl/n quit
DEF KEY= f20 shift right 8
```

Note the differences between EDT and EVE in some key names, as well as differences in command names. For more information about key names, see Section 1.5.

### Set Bound Cursor Motion

Use the `SET CURSOR BOUND` command to enable an EDT-style bound cursor. By default, EVE uses a free cursor, which you can move anywhere in the buffer. You can save the setting in your section file or VAXTPU command file.

## Overview of EVE

### 1.8 Converting from EDT to EVE

#### Set the Right Margin for Wrapping Text

Put the SET RIGHT MARGIN command in your EVE initialization file to set a wrap limit for entering text and for FILL commands. For example, the following EDT and EVE commands are equivalent:

- In EDT:  

```
SET WRAP 70
```

- In EVE:  

```
SET RIGHT MARGIN 70
```

(The EVE command SET WRAP corresponds to the EDT command SET NOTRUNCATE.)

#### Set Scroll Margins for Moving the Cursor

Put the SET SCROLL MARGINS command in your EVE initialization file to set distances for scrolling to begin automatically as you move the cursor up or down. For example, with a 24-line terminal screen (21-line main window), the following EDT and EVE commands are equivalent:

- In EDT:  

```
SET CURSOR 5:15
```

- In EVE:  

```
SET SCROLL MARGINS 5 6
```

Note that EVE scroll margins are measured from the top and bottom respectively, whereas in EDT, both are measured from the top. You can specify numbers of lines or percentages of the window size. Also, the size of the EVE main window depends on your terminal settings. For example, on a workstation, the EVE main window may be longer than 21 lines.

#### Set Searches for Exact Case

Searches follow EVE rules for case sensitivity. Put SET FIND commands in your EVE initialization file to set the way you want searches to work. For example, the following EDT and EVE commands are nearly equivalent:

- In EDT:  

```
SET SEARCH EXACT
```

- In EVE:  

```
SET FIND CASE EXACT
```

Note that these commands are not exact equivalences, because EVE always matches diacritical marks exactly as entered in the search string.

# Overview of EVE

## 1.8 Converting from EDT to EVE

### Convert EDT Macros to VAXTPU Procedures

Use VAXTPU procedures in place of EDT macros. Create a buffer containing the procedures and then compile the procedures with EXTEND commands, or put the procedures in a VAXTPU command file and then invoke EVE with the /COMMAND qualifier. In either case, you can save the compiled procedures in your section file. The following examples show a macro from an EDT startup file translated into a VAXTPU procedure. Each creates a new command, WIDEN, which sets the display to 132 columns and sets the right margin to 120.

- EDT Macro:

```
FIND =widen
INSERT;SET SCREEN 132
INSERT;SET WRAP 120
FIND =main.
```

- VAXTPU Procedure:

```
PROCEDURE eve_widen;
    EVE_SET_WIDTH (132);
    EVE_SET_RIGHT_MARGIN (120);
ENDPROCEDURE;
```

To execute the macro or procedure, do the following commands:

- In EDT:

```
* DEFINE MACRO widen
* WIDEN
```

- In EVE:

```
Command: EXTEND EVE widen
Command: WIDEN
```

Alternatively, use the LEARN command to bind the corresponding EVE commands to a single key; you can then save the key definition in your section file. Another method is to put the corresponding EVE commands in an initialization file that you can use during an editing session (see the description of the @ command).

### Convert EDT Nokeypad Statements to VAXTPU Procedures

EDT macros and key definitions that use nokeypad specifiers can usually be converted into VAXTPU procedures or into LEARN sequences. The following examples show an EDT key definition using nokeypad mode and the corresponding VAXTPU procedure and key definition. In each case, you define COMMA on the numeric keypad to transpose or swap the current and previous character. Note that -C in EDT nokeypad statements can be translated as MOVE\_HORIZONTAL (-1) in VAXTPU procedures.

- In EDT:

```
DEFINE KEY 19 AS "-c dlc +c undc."
```



## Overview of EVE

### 1.8 Converting from EDT to EVE

- In VAXTPU:

```
PROCEDURE user_transpose
  LOCAL swap_this;

  swap_this := ERASE_CHARACTER (1);

  MOVE_HORIZONTAL (-1);
  EVE$INSERT_TEXT (swap_this);
  RETURN (TRUE);
ENDPROCEDURE;

EVE$DEFINE_KEY ("user_transpose", COMMA, , EVE$X_USER_KEYS);
```

#### Use the WPS Keypad Ruler Key to Adjust Tab Stops

Setting the EDT keypad does not define keys for EDT-style tab adjustment. However, you can get similar effects by defining a key for the WPS keypad Ruler key (GOLD-R) and then using the ruler to add or delete tab stops.

For example, the following command defines F20 as the WPS Ruler key (without having to enable the WPS keypad):

```
Command: DEFINE KEY= F20 WPS GOLD-R
```

Then, to add or delete tab stops, do the following:

- 1 Press whatever key you have defined as the Ruler key.  
EVE displays a ruler at the bottom of the current window (just above the status line for the window). The cursor appears in the ruler. Tab stops are marked with a *T*.
- 2 Put the cursor where you want to add or delete a tab stop. For example, you can press the left and right arrow keys to move to a particular column in the ruler, or press the TAB key to move to the next tab stop (*T*) in the ruler.
- 3 Type a *T* or *t* at that location to set the tab stop or, if there is already a tab there, to delete it. The new tab stops are immediately applied to the buffer you were editing.
- 4 Repeat steps 2 and 3 to add or delete other tab stops.
- 5 To exit from the ruler and resume editing, press RETURN or GOLD-RETURN.

For more information about the WPS Ruler key, including a list of the keys for moving the cursor in the ruler, see the description of the SET KEYPAD WPS command in the Chapter 2.

## 2 EVE Command Dictionary

---

This chapter describes each EVE command (and its EDT and WPS keypad function where applicable). The commands are in alphabetical order. Most of the information in this chapter is available by using EVE online help, so that even when this manual is not at hand, you can find out about EVE commands. EVE online help includes topics for all EVE commands, keypad keys, and other features.

If there are keys defined for a command, the command description includes a list of the keys defined on VT330-, VT200-, and VT100-series terminals. Control keys are defined the same on all three series of terminals.

In some cases, there is a GOLD key combination for a command. However, EVE does *not* have a default GOLD key. You set the GOLD key with the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command. This also enables several GOLD key combinations, such as GOLD-↓ for BOTTOM. (See Table 2-8 in the description of the SET GOLD KEY command.) Note that some GOLD key combinations require a VT300- or VT200-series terminal (for example, GOLD-HELP), and that shifted function keys require DECwindows.

# EVE Command Dictionary

@

---

@

Executes an initialization file you specify. An initialization file contains a list of EVE commands, typically to set editing attributes, define keys, or execute a series of related commands without having to type each command. Default file type is .EVE.

---

**format**                    @ *initialization-file*

---

**parameter**            *initialization-file*  
The initialization file you want to execute. The default file type is EVE. You can use logical names in the file specification, but cannot use wildcards. For example, you can use SYS\$LOGIN or another logical name to specify the device or directory for the initialization file. You can use several initialization files during an editing session, but execute only one at a time. If you do not specify a file, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

## description

Typically, you use an initialization file to set attributes, such as margins and tab stops, that are not saved in a section file or command file. Each command in the initialization file must be on a separate line, with no continuations. If a command in the initialization file requires more information, such as a keyword or other parameter, EVE prompts you for the additional information before continuing to execute the initialization file. (Otherwise, the individual command lines are not echoed in the command window.)

Comments must begin with an exclamation point (!) and must be on lines separate from commands. You cannot nest initialization files (that is, you cannot use the @ command in an initialization file).

The following is a sample EVE initialization file, containing commands to set editing attributes and to define keys:

```
! MYINIT.EVE initialization file
!
SET LEFT MARGIN 5
SET PARAGRAPH INDENT 4
SET RIGHT MARGIN 70
SET TABS EVERY 10
SET SCROLL MARGINS 9% 9%
SET FIND WHITESPACE
! Key definitions
SET KEYPAD EDT
DEFINE KEY= F20        SHOW BUFFERS
DEFINE KEY= CTRL/P    PAGINATE
DEFINE KEY= GOLD-G    GET FILE
DEFINE KEY= KP7        WPS GOLD-R
```

Using the @ command does not affect buffer settings in the same way as executing an initialization file when you invoke EVE (for example, by using the /INITIALIZATION qualifier).

When you use the @ command, commands in the initialization file for buffer settings, such as SET RIGHT MARGIN, apply to the current buffer. When you execute an initialization file at startup, commands for buffer settings apply to the main (or first) buffer and to an EVE system buffer named \$DEFAULTS\$, so that each subsequent buffer you create will also have the same settings.

You can use more than one initialization file in a session, but can execute only one at a time. You cannot use @ within an initialization file.

You can use logical names in the file specification (such as EVE\$INIT) but not wildcards. If you use a search list in the file specification or use wildcards for the device or directory (such as [...]), EVE executes the first matching file.

For more information about initialization files, see Section 1.6.

---

### example

The following command executes an initialization file named MYINIT.EVE in your top-level (or login) directory:

```
Command: @ sys$login:myinit
Executing commands in initialization file: DISK$1:[GEOFF]MYINIT.EVE;1
```

# EVE Command Dictionary

## ATTACH

---

### ATTACH

Suspends your editing session, without ending it, and attaches the terminal to another process or subprocess. The other process or subprocess must already exist; the ATTACH command does not create it.

---

**format**                    **ATTACH** *[process-name]*

---

**parameter**            ***process-name***  
Optionally, the process or subprocess to which you want to attach the terminal. Process names are case sensitive, and must be from 1 to 15 alphanumeric characters. You cannot specify a process ID. If you do not specify a process or subprocess, EVE attaches the terminal to the parent process.

---

**description**            Using ATTACH and SPAWN commands, in EVE and at the DCL level or in other utilities such as MAIL, lets you keep an editing session active throughout your VMS session (or login)—effectively making EVE a “kept” editor. This makes it faster to resume editing, but uses more system resources.

To find out the names of your processes and subprocesses, use the DCL command SHOW PROCESS/SUBPROCESS.

The ATTACH command does not work if you invoke EVE using /INTERFACE=DECWINDOWS.

---

**related commands**      DCL  
                             SPAWN  
                             SPELL

---

**example**                    In the following example, the DCL command SPAWN creates a subprocess named SMITH\_1, invoking EVE to edit a file called MEMO.TXT. While you are editing the MEMO.TXT buffer, the EVE command ATTACH returns control to process SMITH (the parent process). After you complete work at the DCL level, the DCL command ATTACH SMITH\_1 resumes the editing session. Exiting from EVE terminates the subprocess.

# EVE Command Dictionary

## ATTACH

```
$ SPAWN EDIT/TPU memo.txt
%DCL-S-SPAWNED, process SMITH_1 spawned
%DCL-S-ATTACHED, terminal now attached to process SMITH_1
      .
      . [ editing MEMO.TXT (subprocess SMITH_1) ]
      .
Command: ATTACH
%DCL-S-RETURNED,control returned to parent process SMITH
$
      .
      . [ at DCL level (process SMITH) ]
      .
$ ATTACH SMITH_1
      .
      . [ editing MEMO.TXT (subprocess SMITH_1) ]
      .
```

# EVE Command Dictionary

## BOTTOM

---

## BOTTOM

Moves the cursor to the end of the current buffer, unless it is already there.

---

### keys

<b>EVE default:</b>	GOLD-↓
<b>VT100 keypad:</b>	GOLD-↓
<b>EDT keypad:</b>	GOLD-KP4
<b>WPS keypad:</b>	GOLD-B

---

### format

**BOTTOM**

---

### description

The bottom of the buffer is marked [End of file]. It is possible to move the cursor past the [End of file] marker—if the cursor is free, and if the buffer is shorter than the window length. In such cases, the next edits you make (such as typing text) reposition the [End of file] marker appropriately.

---

### related commands

MOVE DOWN  
NEXT SCREEN  
TOP

---

### example

The following commands select text starting with the current character to the end of the buffer:

```
Command: SELECT
Move the text cursor to select text.
Command: BOTTOM
```

---

## BOX COPY

Copies a box selection, without removing it, so you can paste it elsewhere.

---

### format

**BOX COPY**

---

### description

To copy a box of text:

- 1 Select or find the text you want to copy. Typically, you use BOX SELECT.
- 2 Use the BOX COPY command to copy the selected box of text. If you used SET BOX SELECT, press any key defined as STORE TEXT or COPY.

The highlighting is canceled and a message tells you that the copying is completed.

- 3 Use the BOX PASTE command to paste the text elsewhere.

The original selection does not have to be a box selection because the BOX COPY command converts the standard, linear range into a box defined by the start and the end of the range.

Depending on your setting, the copied text is stored in the Insert Here buffer or the DECwindows clipboard, replacing what you previously copied or removed to that storage area. Default is SET NOCLIPBOARD, which uses the Insert Here buffer.

Note that you cannot use BOX COPY if you used SELECT ALL.

---

### related commands

BOX CUT  
BOX PASTE  
BOX SELECT  
FIND  
SELECT  
SET BOX SELECT  
SET CLIPBOARD  
WILDCARD FIND



# EVE Command Dictionary

## BOX CUT

---

# BOX CUT

Cuts (removes) a box of selected text so that it can be pasted elsewhere.

---

### format

### BOX CUT

---

### description

To cut a box of text:

- 1 Select or find the text you want to cut. Typically, you use BOX SELECT.
- 2 Use the BOX CUT command to cut the selected box of text. If you used SET BOX SELECT, press any key defined as CUT or REMOVE.
- 3 Use the BOX PASTE command to paste the text elsewhere.

The original selection does not have to be a box selection, because the BOX CUT command converts the standard, linear range into a box defined by the start and the end of the range.

If you cut a standard, linear range (that is, by using CUT, REMOVE, or STORE TEXT) and then use BOX PASTE, the pasted box may have a ragged right edge.

Note that you cannot use BOX CUT if you used SELECT ALL.

The contents of the buffer after a BOX CUT differ depending upon the current SET BOX PAD mode as well as whether the buffer is in insert or overstrike mode:

- If SET BOX PAD is on (the default) or SET BOX NOPAD is on and the buffer is in overstrike mode, BOX CUT removes the selected text and pads the buffer (replaces the box) with spaces.
- If SET BOX NOPAD is on and the buffer is in insert mode, BOX CUT removes the selected text and moves to the left (“collapses”) text that is to the right of the cut text.

To override the settings, use BOX CUT INSERT or BOX CUT OVERSTRIKE.

Tab characters that overlap the box are converted to spaces to keep the column alignment of text within the box when it is pasted. Tab characters to the right of the box are converted to spaces if the cut is made in insert mode. This keeps the column alignment of text as it collapses to the left.

If the buffer is unmodifiable, BOX CUT is the same as BOX COPY.

Text that is cut is stored in the Insert Here buffer or the DECwindows clipboard, depending on your setting. The default is SET NOCLIPBOARD, which uses the Insert Here buffer.

In the Buffer List buffer, BOX CUT is the same as REMOVE, letting you delete the buffer whose name the cursor is on, without typing the buffer name.

**related commands**

BOX COPY  
 BOX CUT INSERT  
 BOX CUT OVERSTRIKE  
 BOX PASTE  
 BOX SELECT  
 SET BOX PAD  
 SET BOX NOPAD

**example**

Here is a chart in which you want to cut the column labeled 1988:

	1988	1989	1990
Eastern	15,575	18,000	21,250
Northern	17,000	19,400	23,500
Central	14,874	15,025	18,775
Western	16,450	17,600	20,018
Southern	15,900	19,325	21,850

Using the BOX SELECT command, select the column labeled 1988 by moving the cursor from the upper left corner of the column (to the left of 1988) to the lower right corner of the column (to the right of 15,900):

	<b>1988</b>	<b>1989</b>	<b>1990</b>
<b>Eastern</b>	<b>15,575</b>	<b>18,000</b>	<b>21,250</b>
<b>Northern</b>	<b>17,000</b>	<b>19,400</b>	<b>23,500</b>
<b>Central</b>	<b>14,874</b>	<b>15,025</b>	<b>18,775</b>
<b>Western</b>	<b>16,450</b>	<b>17,600</b>	<b>20,018</b>
<b>southern</b>	<b>15,900</b> █	19,325	21,850

Use the BOX CUT command to cut the column. If the buffer is in *overstrike* mode (and SET BOX NOPAD is on), the chart now looks like this:

	1989	1990
Eastern	18,000	21,250
Northern	19,400	23,500
Central	15,025	18,775
Western	17,600	20,018
Southern	19,325	21,850

# EVE Command Dictionary

## BOX CUT

If the buffer is in *insert* mode, the chart looks like this after the cut:

	1989	1990
Eastern	18,000	21,250
Northern	19,400	23,500
Central	15,025	18,775
Western	17,600	20,018
Southern	19,325	21,850

---

## BOX CUT INSERT

Cuts (removes) a box selection so you can paste it elsewhere, collapsing existing text to the left.

---

**format**                      **BOX CUT INSERT**

---

**description**

To cut a box of text:

- 1 Select or find the text you want to cut. Typically, you use BOX SELECT.
- 2 Use the BOX CUT INSERT command to cut the selected box of text. If you used SET BOX SELECT, press any key defined as CUT or REMOVE.

Text to the right of the box “collapses” to the left, closing the gap.

- 3 Use the BOX PASTE command to paste the text elsewhere.

The original selection does not have to be a box selection because the BOX CUT INSERT command converts the standard, linear range into a box defined by the start and the end of the range.

By default, cutting a box pads the area with spaces to keep the column alignment of text to the right. (In other words, by default, BOX CUT works like BOX CUT OVERSTRIKE.) Typically, you use BOX CUT INSERT to override this effect.

Tab characters that overlap the box are converted to spaces to keep the column alignment of text. (See the description of the CONVERT TABS command.)

Depending on your setting, the removed text is stored in the Insert Here buffer or the DECwindows clipboard, replacing what you previously copied or removed to that storage area. Default is SET NOCLIPBOARD, which uses the Insert Here buffer.

If you use BOX CUT INSERT in an unmodifiable buffer, EVE does a BOX COPY instead.

---

**related commands**

BOX COPY  
BOX CUT  
BOX CUT OVERSTRIKE  
BOX PASTE  
BOX SELECT  
FIND  
SELECT  
SET BOX PAD

# **EVE Command Dictionary**

## **BOX CUT INSERT**

SET BOX SELECT  
SET CLIPBOARD  
WILDCARD FIND

---

## BOX CUT OVERSTRIKE

Cuts (removes) a box selection so you can paste it elsewhere, padding with spaces.

---

<b>format</b>	<b>BOX CUT OVERSTRIKE</b>
---------------	---------------------------

---

<b>description</b>	
--------------------	--

To cut a box of text:

- 1 Select or find the text that you want to cut. Typically, you use BOX SELECT.
- 2 Use the BOX CUT OVERSTRIKE command to cut the selected box of text.

The area where you removed the text is padded with spaces to keep the column alignment of text to the right.

- 3 Use the BOX PASTE command to paste the text elsewhere.

The original selection does not have to be a box selection because the BOX CUT OVERSTRIKE command converts the standard, linear range into a box defined by the start and the end of the range.

Typically, you use BOX CUT OVERSTRIKE if you have used SET BOX NOPAD but want the area padded with spaces.

Tab characters that overlap the box are converted to spaces to keep the column alignment of text. (See the description of the CONVERT TABS command.)

Depending on your setting, the removed text is stored in the Insert Here buffer or the DECwindows clipboard, replacing what you previously copied or removed to that storage area. Default is SET NOCLIPBOARD, which uses the Insert Here buffer.

If you use BOX CUT OVERSTRIKE in an unmodifiable buffer, EVE does a BOX COPY instead.

---

<b>related commands</b>	
-------------------------	--

BOX COPY  
BOX CUT  
BOX CUT INSERT  
BOX PASTE  
BOX SELECT  
FIND  
SELECT  
SET BOX PAD  
SET BOX SELECT  
SET CLIPBOARD  
WILDCARD FIND

# EVE Command Dictionary

## BOX PASTE

---

## BOX PASTE

Inserts the text from the paste buffer into your buffer as a box at the current cursor position.

---

### format

### BOX PASTE

---

### description

To paste a box of text:

- 1 Put the cursor where you want to paste the text—that is, where you want the upper left corner of the box.
- 2 Use BOX PASTE. (Or, if you used SET BOX SELECT to enable box selection, press any key defined as INSERT HERE or PASTE.)

The paste buffer does not have to contain a rectangular box of text to use the BOX PASTE command. Each line in the paste buffer is inserted or overstruck into your buffer as a separate entity. This ensures, for example, that a ragged right edge is pasted into your buffer if the paste buffer contains ragged text, or a straight right edge is pasted into your buffer if the paste buffer contains a rectangular box of text.

The results of a BOX PASTE operation depend upon the current SET BOX PAD mode and whether your buffer is in insert or overstrike mode.

If SET BOX PAD (the default) is in effect or if SET BOX NOPAD is in effect and the buffer is in overstrike mode, then each line of text in the paste buffer is overstruck into the corresponding “box position” in your buffer. No text is pushed to the right.

If SET BOX NOPAD is in effect and the buffer is in insert mode, then each line of text in the paste buffer is inserted into the corresponding “box position” in your buffer. Existing text is pushed to the right.

Note that if lines of text in the current buffer do not extend to the left side of the box, then the pasted text will have a ragged left edge as it follows the existing text.

---

### related commands

BOX CUT  
BOX PASTE INSERT  
BOX PASTE OVERSTRIKE  
BOX SELECT  
SET BOX PAD  
SET BOX NOPAD

---

**example**

Here is a chart into which you want to insert a column of text that you previously cut from another chart:

	1989	1990
Eastern	18,000	21,250
Northern	19,400	23,500
Central	15,025	18,775
Western	17,600	20,018
Southern	19,325	21,850

Use BOX PASTE INSERT to insert the column to the left of the columns labelled 1989 and 1990. The chart now looks like this:

	1988	1989	1990
Eastern	15,575	18,000	21,250
Northern	17,000	19,400	23,500
Central	14,874	15,025	18,775
Western	16,450	17,600	20,018
Southern	15,900	19,325	21,850



# EVE Command Dictionary

## BOX PASTE INSERT

---

# BOX PASTE INSERT

Pastes a box of text, starting at your current position, pushing existing lines to the right.

---

**format****BOX PASTE INSERT**

---

**description**

To paste a box of text:

- 1 Put the cursor where you want to paste the text—that is, where you want the upper left corner of the box.
- 2 Use BOX PASTE INSERT. (Or, if you used SET BOX SELECT to enable box selection, press any key defined as INSERT HERE or PASTE.)

The paste buffer does not have to contain a rectangular box of text to use the BOX PASTE INSERT command. Each line in the paste buffer is inserted or overstruck into your buffer as a separate entity. This ensures, for example, that a ragged right edge is pasted into your buffer if the paste buffer contains ragged text, or a straight right edge is pasted into your buffer if the paste buffer contains a rectangular box of text.

Usually, pasting a box overwrites existing text, depending on settings. Typically, you use BOX PASTE INSERT to have the pasted text push existing lines to the right—for example, in adding columns to the middle of a table.

Tab characters to the right of the box or that overlap the box are converted to spaces to keep the column alignment of text. (See the description of the CONVERT TABS command.)

Depending on your setting, the text is pasted from the Insert Here buffer or the DECwindows clipboard. The default is SET NOCLIPBOARD, which uses the Insert Here buffer.

---

**related commands**

BOX PASTE  
BOX PASTE OVERSTRIKE  
SET BOX PAD  
SET BOX SELECT  
SET CLIPBOARD

---

## BOX PASTE OVERSTRIKE

Pastes a box of text, starting at your current position, overwriting existing lines.

---

**format**                    **BOX PASTE OVERSTRIKE**

---

**description**

To paste a box of text:

- 1 Put the cursor where you want to paste the text—that is, where you want the upper left corner of the box.
- 2 Use BOX PASTE OVERSTRIKE.

The paste buffer does not have to contain a rectangular box of text to use the BOX PASTE command. Each line in the paste buffer is inserted or overstruck into your buffer as a separate entity. This ensures, for example, that a ragged right edge is pasted into your buffer if the paste buffer contains ragged text, or a straight right edge is pasted into your buffer if the paste buffer contains a rectangular box of text.

Typically, you use BOX PASTE OVERSTRIKE if you used SET BOX NOPAD (which makes BOX PASTE sensitive to the mode of the buffer) and you want to make sure the pasted text overwrites existing text—for example, if you are replacing a column of text in a table or list.

Tab characters that overlap the box are converted to spaces to keep the column alignment of text. (See the description of the CONVERT TABS command.)

Depending on your setting, the text is pasted from the Insert Here buffer or the DECwindows clipboard. The default is SET NOCLIPBOARD, which uses the Insert Here buffer.

---

**related commands**

BOX PASTE  
BOX PASTE INSERT  
SET BOX PAD  
SET BOX SELECT  
SET CLIPBOARD

# EVE Command Dictionary

## BOX SELECT

---

### BOX SELECT

Selects a box (rectangular area) of text for an editing operation, rather than a linear range. This is useful, for example, for editing column-aligned material.

---

#### keys

EVE default:	SELECT
VT100 keypad:	KP7
EDT keypad:	PERIOD (on keypad)
WPS keypad:	PERIOD (on keypad)

---

#### format

### BOX SELECT

---

#### description

To select a box of text so that you can perform editing operations on it:

- 1 Put the cursor where you want to begin the selection.
- 2 Use the BOX SELECT command to begin selecting text.
- 3 Move the cursor to select text.

A box is defined by diagonally opposite corners—the current position and the position where you started the selection. Note that in BOX SELECT, *all* text the cursor crosses is highlighted in bold video, not just the rectangular box of text.

If you move the cursor by using FIND, FIND NEXT, or WILDCARD FIND in a forward direction, the select range ends at the start of the found string. The found text is *not* part of the select range.

If you are in the Buffer List buffer, BOX SELECT lets you view the buffer on which the cursor rests.

Once you have selected text, you can then use EVE commands, EDT keypad keys, or WPS keypad keys with the select range, as listed in Table 2-1.

# EVE Command Dictionary

## BOX SELECT

**Table 2-1 EVE Commands and Keypad Keys for Editing a Select Range**

---

<b>EVE Commands:</b>	BOX COPY BOX CUT CAPITALIZE WORD CONVERT TABS DELETE (if pending delete is enabled) FILL or FILL RANGE FIND SELECTED LOWERCASE WORD OPEN SELECTED REMOVE or CUT SPELL (if DECspell is installed on your system) STORE TEXT or COPY UPPERCASE WORD
<b>EDT Keypad Keys:</b>	Append (KP9) Chngcase (GOLD-KP1) EDT Replace (GOLD-KP9) Subs (GOLD-ENTER)
<b>WPS Keypad Keys:</b>	Lower Case (GOLD-KP3) Upper Case (KP3) WPS Copy (GOLD-MINUS) WPS Cut (MINUS or REMOVE) WPS Replace (GOLD-' or GOLD-")

---

To cancel the selection, do any of the following:

- Use the RESET command.
- Repeat the BOX SELECT or SELECT command.
- Click MB1 once.
- If the selection was done by clicking or dragging the mouse, you can simply move the cursor out of the select range (for example, by pressing the down arrow key).

---

### related commands

BOX CUT  
RESET  
SELECT  
SET BOX SELECT

# EVE Command Dictionary

## BOX SELECT

---

### example

Here is a chart in which you want to select the column labeled 1988:

	1988	1989	1990
Eastern	15,575	18,000	21,250
Northern	17,000	19,400	23,500
Central	14,874	15,025	18,775
Western	16,450	17,600	20,018
Southern	15,900	19,325	21,850

Use BOX SELECT and select the column labeled 1988 by moving the cursor from the upper left corner of the column (to the left of 1988) to the lower right corner of the column (to the right of 15,900):

	<b>1988</b>	1989	1990
<b>Eastern</b>	<b>15,575</b>	18,000	21,250
<b>Northern</b>	<b>17,000</b>	19,400	23,500
<b>Central</b>	<b>14,874</b>	15,025	18,775
<b>Western</b>	<b>16,450</b>	17,600	20,018
<b>Southern</b>	<b>15,900</b> █	19,325	21,850

The column labeled 1988 is now selected and ready for you to perform another edit operation (such as CUT or COPY).

---

## BUFFER

Puts a buffer you specify into the current EVE window.

---

**format**                    **BUFFER** *buffer-name*

---

**parameter**            ***buffer-name***  
The buffer you want to edit or create. In returning to an existing buffer, you can abbreviate the buffer name; also, buffer names are not case sensitive. You cannot use wildcards (for example, an asterisk is treated as a character in the buffer name). If more than one name matches your request, EVE shows a list of the matching names so you can choose the one you want. If you do not specify a buffer, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**description**            If the buffer exists, EVE returns the cursor to your last position in that buffer. If the buffer does not exist, EVE creates a new buffer and puts the cursor at the top of that buffer (upper left corner).

To return to a buffer that you previously viewed, use the BUFFER command and specify the buffer name. Typically, a buffer name is the same as the file it contains—that is, the file specified when you invoked EVE or when you used the GET FILE, OPEN, or OPEN SELECTED command. For a list of the buffers you have created, use the SHOW BUFFERS command.

You can also use the BUFFER command to view EVE system buffers such as the Messages buffer, DCL buffer, or Insert Here buffer. For a list of the buffers EVE creates, use the SHOW SYSTEM BUFFERS command.

Buffers you create have the same margins and other settings as an EVE system buffer named \$DEFAULTS\$. For more information, see Section 1.6.

---

**related commands**      DELETE BUFFER  
NEXT BUFFER  
NEW  
PREVIOUS BUFFER  
SHOW BUFFERS

---

**examples**                The following examples show how to create or view a buffer for editing, and how to view an EVE system buffer:

■ Command: BUFFER memo.txt

Puts a buffer named MEMO.TXT into the current window, returning the cursor to your last position in that buffer, or creating a new buffer.

# EVE Command Dictionary

## BUFFER

■ Command: BUFFER MESSAGES

Puts the EVE Messages buffer into the current window. This is useful to view compiler messages when you use EXTEND commands.

---

## CAPITALIZE WORD

Capitalizes a range, box, or single word, making the first character uppercase (if it is a letter) and the other letters lowercase.

---

### format

**CAPITALIZE WORD**

---

### description

#### Steps:

- 1 Optionally, select or find the text you want to capitalize (or put the cursor anywhere on the single word you want to capitalize). For example, you can use SELECT, BOX SELECT, or FIND.
- 2 Use the CAPITALIZE WORD command. The highlighting, if any, is canceled. The cursor moves to the start of the next word, if there is one.

With a select range or found range, CAPITALIZE WORD works on each word in the range, starting with the first character of the range. If the highlighted range ends in the middle of a word, the case change continues to the end of that word. A select range takes precedence over a found range.

If there is no select range or found range, CAPITALIZE WORD works on the current word. If you are between words, it works on the next word on the line.

---

### related commands

BOX SELECT  
FIND  
LOWERCASE WORD  
SELECT  
SELECT ALL  
UPPERCASE WORD  
WILDCARD FIND

---

### example

The following commands find a string of text and then capitalize each of the words in the string (first letter uppercase, other letters lowercase). The result is *Digital Equipment Corporation*.

Command: FIND digital equipment corporation  
Command: CAPITALIZE WORD



# EVE Command Dictionary

## CENTER LINE

---

### CENTER LINE

Centers the current line between the left and right margins of the buffer by inserting spaces at the start of the line.

---

#### keys

WPS keypad:            GOLD-C

---

#### format

**CENTER LINE**

---

#### description

- 1 Put the cursor anywhere on the line you want to center.
- 2 Use the CENTER LINE command. The cursor moves with the line (that is, it stays on the same character as the line moves).

CENTER LINE deletes existing spaces and tabs at the beginning and end of the line, but does not affect spaces and tabs within the line. You can adjust the centering by erasing some of the spaces at the start of the line, or by adding spaces or tabs at the start of the line.

If you are on a blank line, CENTER LINE inserts spaces to move the cursor to the center column between the left and right margins.

---

#### related commands

SET LEFT MARGIN  
SET RIGHT MARGIN

## CHANGE DIRECTION

Changes the direction of the current buffer from forward to reverse or conversely.

### keys

<b>EVE default:</b>	F11
<b>VT100:</b>	PF3

### format

**CHANGE DIRECTION**

### description

The direction of the buffer is shown in the status line. It affects the EVE commands, EDT keypad keys, and WPS keypad keys, listed in Table 2–2.

**Table 2–2 EVE Direction-Sensitive Commands and Keypad Keys**

<b>EVE Commands:</b>	FIND FIND NEXT FIND SELECTED MOVE BY LINE MOVE BY PAGE MOVE BY WORD REPLACE WILDCARD FIND
<b>EDT Keypad Keys:</b>	Char (KP3) EOL (KP2) FndNxt (PF3) EDT Line (KP0) Sect (KP8) Subs (GOLD-ENTER)
<b>WPS Keypad Keys:</b>	Continue Search (GOLD-.) Continue Search/Select (GOLD-/ or GOLD-?) WPS Line (KP2 or GOLD-KP2) Paragraph (KP5) Search Right Angle (ENTER) Sentence (KP7 or GOLD-KP7) Tab Position (KP8) WPS Word (KP4)

On DECwindows, you can toggle the direction of the buffer by clicking MB1 on the Forward or Reverse indicator in the status line—effectively the same as the CHANGE DIRECTION command.

For buffers you create, the default direction is forward (right and down). Note that direction is a buffer-specific setting; you can have one buffer set to forward and another buffer set to reverse.

# EVE Command Dictionary

## CHANGE DIRECTION

For editing EVE command lines, the default direction is reverse. To change the direction when you are editing a command line, press a key defined as CHANGE DIRECTION. This direction remains in effect until you change it again—it does *not* revert to the previous direction after you finish typing a command. It is independent of the direction of your text buffers.

---

### related commands

FORWARD  
REVERSE

---

## CHANGE MODE

Changes the mode of the current buffer from insert to overstrike or conversely.

---

### keys

<b>EVE default:</b>	F14 CTRL/A
<b>VT100:</b>	ENTER CTRL/A

---

### format

## CHANGE MODE

---

### description

The mode of the buffer is shown in the status line. It affects not only how text is entered, but also some EVE commands, EDT keypad keys, and WPS keypad keys, listed in Table 2–3.

**Table 2–3 EVE Mode-Sensitive Commands and Keypad Keys**

---

<b>EVE Commands:</b>	DELETE ERASE CHARACTER QUOTE RESTORE CHARACTER
<b>EDT Keypad Keys:</b>	Del C (COMMA) SpecIns (GOLD-KP3)
<b>WPS Keypad Keys:</b>	Delete Character (PF4)

---

On DECwindows, you can toggle the mode of the buffer by clicking MB1 on the Insert or Overstrike indicator in the status line—effectively the same as the CHANGE MODE command.

For buffers you create, the default mode is insert. Note that the mode is a buffer-specific setting; you can have one buffer set to insert and another buffer set to overstrike.

For typing or editing command lines, the default mode matches your terminal setting (on character-cell terminals only), according to the DCL command SET TERMINAL. To change the mode when you are editing a command line, press CTRL/A or other key defined as CHANGE MODE. This mode remains in effect until you change it again—it does *not* revert to the previous mode after you finish typing a command. It is independent of the mode of your text buffers.

If you set the buffer to unmodifiable (for example, by using the command SET BUFFER READ\_ONLY), then Unmodifiable appears in the status line, instead of Insert or Overstrike. To change the mode of an unmodifiable buffer, first use the command SET BUFFER MODIFIABLE.

# EVE Command Dictionary

## CHANGE MODE

---

**related commands**      INSERT MODE  
                                 OVERSTRIKE MODE  
                                 SET BUFFER

---

## CONVERT TABS

Converts tab characters to the appropriate number of spaces in a range, a box, or the entire buffer.

---

**format**                      **CONVERT TABS**

---

**description**

The CONVERT TABS command is useful if your text will be printed or displayed on devices with tab stops different from those used in editing. To convert tab characters in your text:

- 1    Optionally, select or find the text in which you want to convert tabs. For example, you can use SELECT, BOX SELECT, or FIND.
- 2    Use the CONVERT TABS command.

If you do not select or find text, CONVERT TABS works on the entire buffer. In converting tabs for an entire buffer, if the cursor is on a tab character, CONVERT TABS moves the cursor to the right.

Also note that EVE converts tabs to spaces when you perform box cut and paste operations.

---

**related commands**

BOX CUT  
BOX PASTE  
BOX SELECT  
FIND  
SELECT  
SET TABS  
TAB  
WILDCARD FIND

## EVE Command Dictionary

### COPY

---

## COPY

Copies a range or box without removing it so you can paste it elsewhere (same as the STORE TEXT command).

Note that the COPY command is not the same as the WPS keypad Copy key. The WPS Copy key uses either the Insert Here buffer or WPS-style alternate paste buffers but does *not* use the clipboard.

## **CUT**

Removes a box or range, which you can then paste elsewhere. (Same as the REMOVE command.)

Note that the CUT command is not the same as the WPS keypad Cut key. The CUT (or REMOVE) command uses either the Insert Here buffer in EVE or the DECwindows clipboard, depending on your setting. The WPS Cut key uses either the Insert Here buffer or a WPS-style alternate paste buffer but does *not* use the clipboard.



# EVE Command Dictionary

## DCL

---

### DCL

Executes the DCL command you specify, and puts the command and any output from it into the DCL buffer in a second EVE window.

---

**format**                    **DCL**   *dcl-command*

---

**parameter**                ***dcl-command***  
The DCL command you want to execute, including any required parameters. If you do not specify a command, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**description**                One window shows the buffer you are editing. The other window shows the DCL buffer. (If you are already using two or more windows, EVE uses the next or other window to show the DCL buffer. If you are using only one window, EVE splits the main window in two.) EVE creates a subprocess for executing the DCL command. When the command is completed, the cursor automatically returns to your last position in the buffer you are editing in the other window. The DCL window stays on the screen.

You can edit the DCL buffer to move the output from the DCL command into another buffer. To delete the DCL window, typically you use the ONE WINDOW command.

Because EVE creates a DCL subprocess, some commands apply only to that subprocess and do not affect the process in which you are running EVE. For example, the command SET DEFAULT does not change the current (default) directory for subsequent EVE commands such as GET FILE, INCLUDE FILE, or SAVE EXTENDED EVE.

Using the DCL command to invoke an application or utility may continue the subprocess after the command is completed. Subsequent DCL commands may not work until you end the subprocess for that utility. For example, if you use the command DCL HELP to read a VMS help topic, then when you try to use another DCL command, such as DIRECTORY, the subprocess is still running VMS HELP. In such cases, you must pass a CTRL/Z to the DCL subprocess, as follows:

Command: DCL  
DCL command:

This ends the subprocess running VMS HELP. You can then use another DCL command, which creates a new subprocess.

**related commands**    ATTACH  
                          SPAWN  
                          SPELL

---

**example**                The following command splits the EVE window (unless it is already split), and displays the DCL command DIRECTORY and its output (the directory listing) in the second window:

Command: DCL DIRECTORY \*.txt

# EVE Command Dictionary

## DEFINE KEY

---

### DEFINE KEY

---

**format**                    **DEFINE KEY** *[=key-name] eve-command*

---

**description**

Defines a key to execute an EVE command or an EDT keypad or WPS keypad function you specify. You can type the key name (preceded by an equal sign) on the command line or let EVE prompt you to press the key you want to define.

For information about key names and nondefinable keys, see Section 1.5.

Generally, the DEFINE KEY command overrides any current definition of the specified key, whether EVE default, EDT keypad, WPS keypad, or your own. For example, if you define a key that is ordinarily defined by a keypad setting, such as EDT or WPS, your definition overrides the keypad definition. Use the UNDEFINE KEY command to restore the keypad definition of the key. Setting the EDT keypad or WPS keypad makes PF1 the GOLD key, overriding any definition you have given PF1—unless you set a different key as GOLD (with the SET GOLD KEY command).

If you define a key for a command that requires additional information, such as a file name, search string, or other parameter, then when you press the key, EVE prompts you to enter the information the same as if you typed the command.

The key definition remains in effect throughout the editing session or until you redefine or undefine the key. To save key definitions for future sessions, put the DEFINE KEY commands in your EVE initialization file or use the SAVE EXTENDED EVE command to create a section file. To show the definition of a key, use the SHOW KEY command. To cancel a key definition, use the UNDEFINE KEY command.

---

**parameters**

***key-name***

The key you want to define. You cannot abbreviate the key name. Note that the key name must be preceded by an equal sign to distinguish it from the command you are assigning to the key. For more information about EVE key names, see Section 1.5. If you do not type a key name on the command line, EVE prompts you to press the key you want to define. Pressing the RETURN key or CTRL/M at the prompt cancels the operation, because those keys cannot be redefined.

***eve-command***

The command you want to bind to the key, or the name of an EDT key or WPS key whose function you want to bind to the key. If you do not specify a command, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**examples**

The following examples show how to define a key, specifying it by pressing the key at the prompt, and specifying it by typing the key name on the command line:

■ Command: DEFINE KEY include file  
Press the key that you want to define: **F20**

Defines F20 as the INCLUDE FILE command. Thereafter, when you press the key, EVE prompts you to type the name of the file to be included.

■ Command: DEFINE KEY= ctrl/d edt kp9

Defines CTRL/D as KP9 in the EDT keypad (that is, the Append key), without having to use SET KEYPAD EDT. Similarly, you can assign WPS keypad definitions, such as WPS GOLD-R for the Ruler key. Note the equal sign before the key name. In specifying control keys, GOLD key sequences, shifted function keys, or ALT key combinations, use a slash, dash, or underscore as a delimiter in the key name.

# EVE Command Dictionary

## DEFINE MENU ENTRY

---

### DEFINE MENU ENTRY

Adds a menu item to a pull-down or pop-up menu in DECwindows.

---

**format****DEFINE MENU ENTRY**

*menu-name* *eve-command* *label* { *Yes* }  
  *No* }

---

**parameters*****menu-name***

The DECwindows pull-down or pop-up menu to which you want to add a menu item. Valid menu names are:

- Customize
- Display
- Edit
- File
- Format
- Help
- Noselect
- Search
- Select

***eve-command***

The EVE command you want the menu item to execute.

***label***

The label you want to appear on the menu.

***Yes or No***

Whether you want a separator line to appear above the label.

---

**description**

EVE prompts you for the name of the menu you want to add to, the command you want for a menu item, and other information. You can either answer the EVE prompts or you can enter all the information on the command line:

- 1 Use the DEFINE MENU ENTRY command.
- 2 Type the name of the menu to which you want to add an item—for example, "File" or "Noselect." Put the name in quotation marks or let EVE prompt you for it. Note that you cannot abbreviate the menu name.
- 3 Type the name of the EVE command you want the menu item to execute. Put the name in quotation marks or let EVE prompt you for it.
- 4 Type the label that you want to appear on the menu. Put the label in quotation marks or let EVE prompt you for it. If you simply press Return at the prompt, the label is the same as the command name.

# EVE Command Dictionary

## DEFINE MENU ENTRY

- 5 Type Yes or No to specify whether you want a separator line to appear above the label, either as a visual aid or for aesthetics. Put the response in quotation marks or let EVE prompt you for it.

You can use this command only if you invoke EVE using the /INTERFACE=DECWINDOWS qualifier. You can also define and undefine menu items by choosing Extend Menu from the Customize menu. You can save menu definitions for future editing sessions in your section file or VAXTPU command file.

---

### related commands

UNDEFINE MENU ENTRY  
SAVE ATTRIBUTES  
SAVE EXTENDED EVE  
SAVE SYSTEM ATTRIBUTES

---

### example

The following command adds SHOW BUFFERS to the File menu, labeling the item "Buffer List," and adds a line separator above the item:

```
Command: DEFINE MENU ENTRY "File" "SHOW BUFFERS" "Buffer List" "Yes"
```

# EVE Command Dictionary

## DELETE

---

## DELETE

Erases the character left of the cursor, or replaces it with a space, depending on the mode of the buffer.

---

### keys

**EVE default:**            <X>  
**VT100:**                 DELETE

---

### format

**DELETE**

---

### description

If you use DELETE when the buffer is in insert mode, the rest of the line moves left one character to close the space. If the buffer is in overstrike mode, the erased character is replaced by a space.

At the start of a line, DELETE erases the carriage return for the previous line—regardless of the mode—causing the current line to move up. This is useful to join paragraphs for FILL commands.

To insert the character you erased, use the RESTORE CHARACTER command, which is also mode sensitive.

If you enable PENDING DELETE and then select text, DELETE erases the selected text. To insert the erased text, use the RESTORE SELECTION or RESTORE BOX SELECTION command.

---

### related commands

CHANGE MODE  
ERASE CHARACTER  
RESTORE BOX SELECTION  
RESTORE CHARACTER  
RESTORE SELECTION  
SET PENDING DELETE

---

### examples

The following examples show how to use DELETE to erase the previous character, and to erase a select range (pending delete):

■ Command: INSERT MODE  
Command: DELETE

In insert mode, DELETE erases the character left of the cursor.

■ Command: OVERSTRIKE MODE  
Command: DELETE

In overstrike mode, DELETE replaces the previous character with a space, unless you are at the start of a line.

# EVE Command Dictionary

## DELETE

■ Command: SET PENDING DELETE  
Command: SELECT  
.  
.  
.  
Command: DELETE

If you enable pending delete and then select text, DELETE erases the select range. To insert what you erased, use the RESTORE SELECTION command. (If a box selection was erased, use the RESTORE BOX SELECTION command.)



# EVE Command Dictionary

## DELETE BUFFER

---

# DELETE BUFFER

Deletes the buffer you specify by name.

---

**format**                    **DELETE BUFFER**    *buffer-name*

---

**parameter**            ***buffer-name***

The buffer you want to delete. The buffer name must match exactly—no wildcards or abbreviations. Buffer names are not case sensitive. Typically, a buffer name is the same as the file it contains (as specified when you invoked EVE or when you used the BUFFER, GET FILE, NEW, OPEN, or OPEN SELECTED command). If you do not specify a buffer, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**description**

If the specified buffer is displayed in a window, EVE deletes the buffer, and then displays another buffer—usually the first buffer viewed in the editing session.

If you specify a buffer that has been modified and is not empty, EVE asks you to confirm that you want to delete it. The following table shows the possible responses and the effect of each response. You need only type the first letter of the response (and press RETURN).

---

<b>Response</b>	<b>Effects</b>
DELETE_ONLY	Deletes the specified buffer.
WRITE_FIRST	Writes out the buffer to a file before deleting it. If there is no file specification for the buffer—that is, if you invoked EVE without specifying an input file or if you created the buffer with the BUFFER or NEW command—EVE prompts you for one, as with the WRITE FILE command.
QUIT	Cancels the operation—the buffer is <i>not</i> deleted. This is the default response: you can simply press RETURN or CTRL/Z.

---

Deleting a buffer also deletes the buffer-change journal file for that buffer. It does not delete the keystroke journal file, if any.

You can also delete buffers by using REMOVE or CUT in the Buffer List buffer without having to type the buffer name. See the description of the SHOW BUFFERS command.

You should not delete EVE system buffers, such as the Messages buffer, Insert Here buffer, or \$RESTORE\$ buffer, because they may be required for some commands. Some system buffers cannot be deleted and are marked as permanent.

### related commands

SHOW BUFFERS  
SHOW SYSTEM BUFFERS

---

### example

The following command deletes a buffer named MEMO.TXT. In this case, because the buffer has been modified (and not yet written out), EVE prompts you to confirm the deletion.

```
Command: DELETE BUFFER memo.txt  
That's a modified buffer. Type Delete_only, Write_first, or Quit: D
```

# EVE Command Dictionary

## DELETE WINDOW

---

# DELETE WINDOW

Deletes the current window, if you are using more than one window in EVE.

---

### format

### DELETE WINDOW

---

### description

#### Steps:

- 1 Put the cursor anywhere in the window you want to delete.

You can use NEXT WINDOW, OTHER WINDOW, or PREVIOUS WINDOW to move the cursor into the window you want to delete. With DECwindows, you can move the cursor into the window by pointing with the mouse and clicking MB1.

- 2 Use the DELETE WINDOW command.

EVE moves the cursor to the previous or other window, and enlarges that window to use the available space.

Deleting a window does not delete the buffer that was displayed in the window.

For more information about using multiple windows in EVE, see the online help topic called Windows.

---

### related commands

ONE WINDOW  
SHRINK WINDOW  
SPLIT WINDOW

---

**DO**

Enters or terminates an EVE command that you type.

---

**keys**

<b>EVE default:</b>	DO PF4
<b>VT100:</b>	PF4
<b>EDT keypad:</b>	GOLD-KP7
<b>WPS keypad:</b>	GOLD-[ (left bracket)

---

**format****DO**

---

**description**

- 1 Press DO or PF4. The cursor moves to the command window (just below the status line), and the *Command:* prompt appears.
- 2 Type the EVE command you want to execute, such as CENTER LINE, GET FILE, or SET RIGHT MARGIN. You can abbreviate the command, usually using the first letters of the command. Also, you can use EVE keys to edit the command line.
- 3 Press RETURN or DO to terminate the command. EVE then executes the command or prompts you for more information.

To cancel the command, erase the command line (for example, by pressing CTRL/U).

Pressing DO twice repeats the last command you entered. If you press DO and then press RETURN without typing a command, no command is executed.

If the command you type is ambiguous—that is, if more than one command or parameter matches your abbreviation—EVE shows a list of the matching commands or parameters so you can choose the one you want. This list is called the Choices buffer. For example, you use the following command to edit a file with the type TXT:

```
Command: GET FILE *.txt
```

If more than one file matches your request, EVE lists the matching files in a second window. For example, there may be two files, LETTER.TXT and MEMO.TXT. EVE recalls the command you typed and puts the cursor at the end of the command line. You then edit the command line, adding enough information so that the command is not ambiguous—for example, you can type L\*.TXT or M\*.TXT, and press RETURN to complete the command.

# EVE Command Dictionary

## DO

Alternatively, when the Choices buffer appears, you can select a choice, without having to type anything, by doing any of the following:

- Press a key defined as NEXT WINDOW or PREVIOUS WINDOW to put the cursor into the Choices buffer. Then move the cursor to the choice you want, and press DO. EVE then uses that choice to complete the command.
- Put the cursor into the Choices buffer. Move to the choice you want. Press SELECT to copy that choice onto the command line. Move back to the command window. If necessary, you can edit the command line. Press RETURN to execute the command.
- On DECwindows, using the mouse, point to the choice you want and click MB1 twice. The first click copies the choice onto the command line; the second click executes the command.

---

### related commands

RECALL  
RETURN

---

## END OF LINE

Moves the cursor to the end of the current line.

---

### keys

<b>EVE default:</b>	CTRL/E GOLD-→
<b>DECwindows function keys:</b>	SHIFT/F12

---

---

### format                    **END OF LINE**

---

### description

If you are already at the end of the line, the cursor does not move.  
You can also use CTRL/E (or another key defined as END OF LINE) to move to the end of an EVE command line you are editing, much as in editing command lines at the DCL level.

---

### related commands

LINE  
MOVE BY LINE  
MOVE RIGHT  
START OF LINE

---

### example

The following commands select text starting with the current character to the end of the current line:

```
Command: SELECT
Move the text cursor to select text.
Command: END OF LINE
```

# EVE Command Dictionary

## ENLARGE WINDOW

---

### ENLARGE WINDOW

Enlarges the current window by the number of lines you specify—if you are using more than one window in EVE.

---

**format**                    **ENLARGE WINDOW** *integer*

---

**parameter**            *integer*  
The number of screen lines you want to add to the current window. If you do not specify a number, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**description**            The maximum size of a window depends on the size and type of terminal you are using. The minimum size is one line for text, one line for the status line, and on DECwindows, one line for the horizontal scroll bar. If there is not enough room on the screen to enlarge the window as specified, EVE enlarges it as much as possible.  
  
The lines are added to the bottom of the window, unless the window is the bottommost window.

---

**related commands**      DELETE WINDOW  
NEXT WINDOW  
ONE WINDOW  
PREVIOUS WINDOW  
SHRINK WINDOW  
SPLIT WINDOW  
TWO WINDOWS

---

**example**                    The following commands form two windows, and then enlarge the lower of the two windows by five lines:

Command: TWO WINDOWS  
Command: ENLARGE WINDOW 5

---

## ERASE CHARACTER

Erases the character that the cursor is on, or replaces it with a space, depending on the mode of the buffer.

---

### keys

DECwindows function keys:	SHIFT/⟨X⟩
EDT keypad:	COMMA
WPS keypad:	PF4

---

### format

## ERASE CHARACTER

---

### description

In insert mode, the rest of the line moves left one character to close up the space. In overstrike mode, the erased character is replaced by a space.

#### Steps:

- 1 Put the cursor on the character you want to erase.
- 2 Use the ERASE CHARACTER command.

If you are at the end of a line, ERASE CHARACTER erases only the carriage return for that line—regardless of the mode—causing the next line (if any) to move up. This is useful to join paragraphs for FILL commands.

To insert the character you erased, use the RESTORE CHARACTER command, which is also mode sensitive.

---

### related commands

CHANGE MODE  
DELETE  
RESTORE CHARACTER

---

### examples

The following examples show how to use ERASE CHARACTER with insert mode and with overstrike mode:

■ Command: INSERT MODE  
Command: ERASE CHARACTER

In insert mode, ERASE CHARACTER erases the current character.

■ Command: OVERSTRIKE MODE  
Command: ERASE CHARACTER

In overstrike mode, ERASE CHARACTER replaces the current character with a space, unless you are at the end of a line.



# EVE Command Dictionary

## ERASE LINE

---

### ERASE LINE

Erases the current line, starting with the character that the cursor is on. The next line (if any) moves up.

---

#### keys

EDT keypad:            PF4

---

#### format

### ERASE LINE

---

#### description

##### Steps:

- 1 Put the cursor where you want to erase text—that is, on the first character of the text you want to erase.
- 2 Use the ERASE LINE command.

If you are at the end of a line, ERASE LINE erases only the carriage return for that line; the next line (if any) moves up. This is useful to join paragraphs for FILL commands.

To insert the erased text, use the RESTORE LINE command.

---

#### related commands

ERASE START OF LINE  
RESTORE  
RESTORE LINE

---

#### example

The following commands move the cursor to the start of the current line and then erase the line. The next line, if any, moves up.

Command: START OF LINE

Command: ERASE LINE

---

## ERASE PREVIOUS WORD

Erases all of the previous word or all of the current word, depending on your cursor position. If you are between words or on the first character of a word, the previous word is erased (left of the cursor). In the middle of a word, all of that word is erased (same as the ERASE WORD command).

---

**format**                      **ERASE PREVIOUS WORD**

---

**description**

**Steps:**

- 1 Put the cursor where you want to erase text—typically, on the space or tab between words.
- 2 Use the ERASE PREVIOUS WORD command.

If you are at the start of a line, ERASE PREVIOUS WORD erases only the carriage return for the previous line (if any), causing the current line to move up. This is useful to join paragraphs for FILL commands.

For example, in the following line of text, what you erase depends on your cursor position:

```
What I tell you three times is true.
```

Cursor Position	Effects of ERASE PREVIOUS WORD
Start of line (the <i>W</i> in <i>What</i> )	Erases the carriage return for the previous line; the current line moves up.
Space or tab between <i>tell</i> and <i>you</i>	Erases all of the previous word ( <i>tell</i> ) and the trailing spaces or tabs.
The <i>t</i> in the word <i>three</i>	Erases all of the previous word ( <i>you</i> ) and the trailing spaces or tabs.
The <i>i</i> in the word <i>times</i>	Erases all of that word and the trailing spaces or tabs.

To insert the erased text, use the RESTORE WORD command.

If you are editing an EVE command line, any keys defined as ERASE WORD work like ERASE PREVIOUS WORD. Thus, you can use CTRL/J for editing command lines much as at the DCL level.

---

**related commands**

ERASE WORD  
RESTORE  
RESTORE WORD

# EVE Command Dictionary

## ERASE START OF LINE

---

### ERASE START OF LINE

Erases the current line, starting with the character left of the cursor until the start of the line. If you are already at the start of a line, nothing is erased.

---

#### keys

EVE default:           CTRL/U  
                          CTRL/⟨X⟩

---

#### format

**ERASE START OF LINE**

---

#### description

**Steps:**

- 1 Put the cursor where you want to erase text—typically, to the right of the text you want to erase. (In other words, put the cursor on the character that you want to become the first character on the line.)
- 2 Use the ERASE START OF LINE command.

To insert the erased text, use the RESTORE LINE command.

You can also use CTRL/U (or another key defined as ERASE START OF LINE) to erase all or part of an EVE command line you are editing or have recalled.

---

#### related commands

ERASE LINE  
RESTORE  
RESTORE LINE

---

#### example

The following commands move the cursor to the end of the current line and then erase the line, leaving the cursor at the start of a blank line:

Command: END OF LINE  
Command: ERASE START OF LINE

---

## ERASE WORD

Erases all of the current word or, if you are between words, erases all of the next word.

---

### keys

**EVE default:** F13  
CTRL/J

**VT100:** COMMA  
CTRL/J  
LINEFEED

---

### format

### ERASE WORD

---

### description

#### Steps:

- 1 Put the cursor anywhere on the word you want to erase.
- 2 Use the ERASE WORD command.

Erasing a word also erases the trailing spaces and tabs.

If you are at the end of a line, ERASE WORD erases only the carriage return for that line; the next line (if any) moves up. This is useful to join paragraphs for FILL commands.

For example, in the following line of text, what you erase depends on your cursor position:

```
What I tell you three times is true.
```

---

Cursor Position	Effects of ERASE WORD
Anywhere on <i>tell</i>	Erases all of that word and the trailing spaces or tabs.
Space between <i>three</i> and <i>times</i>	Erases the space and all of the word <i>times</i> and the trailing spaces or tabs.
End of line	Erases the carriage return for the current line; the next line moves up.

---

To insert the erased text, use the RESTORE WORD command.

If you are editing an EVE command line, any keys defined as ERASE WORD work like ERASE PREVIOUS WORD. Thus, you can use CTRL/J for editing command lines much as at the DCL level.

---

### related commands

ERASE PREVIOUS WORD  
RESTORE  
RESTORE WORD

# EVE Command Dictionary

## EXIT

---

## EXIT

Ends the editing session and, typically, produces a new file or a new version of an existing file.

---

### keys

<b>EVE default:</b>	F10 CTRL/Z
<b>VT100:</b>	CTRL/Z
<b>WPS keypad:</b>	GOLD-F

---

### format

### EXIT

---

### description

When you exit, EVE writes out (saves) the current buffer, unless you have made no edits or unless there are no changes since you previously wrote out the buffer during the session.

If there is no file specification for the buffer—that is, if you invoked EVE without specifying an input file or if you created the buffer with the BUFFER or NEW command—EVE asks you for one. Simply pressing RETURN at the prompt discards the buffer and continues exiting.

If you have modified other buffers (as in editing more than one file in the session), EVE asks if you want to write out those buffers. Respond YES or NO. If necessary, EVE prompts you for any output file specifications.

If you have not modified any buffers, the EXIT and QUIT commands are the same—exiting does not produce a new file or new version of a file.

The output file for a buffer is typically the same as its input file—that is, the file specified when you invoked EVE or when you used the GET FILE, OPEN, or OPEN SELECTED command. If you wrote out the buffer with the WRITE FILE or SAVE FILE AS command and specified an output file, that file specification is used for writing out the buffer on exiting.

If you have changed attributes and not saved them, then on exiting, EVE prompts you as follows:

```
Command: SET CURSOR BOUND
Command: SET FIND CASE EXACT
Command: SET TABS VISIBLE
```

```
.
```

```
Command: EXIT
```

```
Attributes were changed. Save them? [YES]
```

If you want to save the changes, press RETURN. Effectively, EVE then does a SAVE ATTRIBUTES command before going on with the exit. If you do not want to save the changes, type NO and press RETURN. EVE then continues exiting.

To disable this prompting—typically, to make exiting faster or simpler—use the `SET NOEXIT ATTRIBUTE CHECK` command. However, the command does not apply to the current editing session because exit checking is itself a global setting and can be saved in a section file or command file. After you save it, the setting applies to future editing sessions in which you use the relevant section file or command file.

---

### related commands

QUIT  
SAVE ATTRIBUTES  
SAVE FILE  
SAVE FILE AS  
SET EXIT ATTRIBUTE CHECK  
SET NOEXIT ATTRIBUTE CHECK  
WRITE FILE

# EVE Command Dictionary

## EXTEND ALL

---

### EXTEND ALL

Compiles all the VAXTPU procedures in the current buffer. (Same as the command EXTEND EVE \* or EXTEND TPU \*.)

---

#### format

#### EXTEND ALL

---

#### description

- 1 Put the cursor anywhere in the buffer containing the procedures you want to compile.
- 2 Use the EXTEND ALL command.

Compiler messages appear in the message window (the bottom line of the EVE screen layout). To view all the compiler messages, use the following command to put the Messages buffer into the current window:

Command: BUFFER MESSAGES

For more information, see the online help topic called Message Buffer.

EXTEND commands do not execute procedures. To execute a compiled procedure, use the EVE command TPU followed by the name of the procedure. To save compiled procedures for future editing sessions, use the SAVE EXTENDED EVE command to create a section file.

---

#### related commands

EXTEND EVE  
EXTEND THIS  
SAVE EXTENDED EVE  
TPU





# EVE Command Dictionary

## EXTEND EVE

---

### **example**

The following command compiles a procedure named USER\_PROC:

```
Command: EXTEND EVE user_proc  
EVE extended by: USER_PROC
```

---

## EXTEND THIS

Compiles the VAXTPU procedure that the cursor is in. This command is the same as using the EXTEND EVE command without having to type the procedure name. This is useful for compiling a procedure with a lengthy name or a name similar to other procedures, without having to type it exactly.

---

### format

### EXTEND THIS

---

### description

- 1 Put the cursor anywhere in the procedure you want to compile (that is, anywhere between the PROCEDURE and ENDPROCEDURE statements.)
- 2 Use the EXTEND THIS command.

Compiler messages appear in the message window (the bottom line of the EVE screen layout). To view all the compiler messages, use the following command to put the Messages buffer into the current window:

Command: BUFFER MESSAGES

For more information, see the online help topic called Message Buffer.

EXTEND commands do not execute procedures. To execute a compiled procedure, use the EVE command TPU followed by the name of the procedure. To save compiled procedures for future editing sessions, use the SAVE EXTENDED EVE command to create a section file.

EXTEND by itself is a synonym for EXTEND THIS. However, if you use the command HELP EXTEND, EVE displays help on all the EXTEND commands.

Note that the PROCEDURE and ENDPROCEDURE statements must be at the start of a line.

---

### related commands

EXTEND ALL  
EXTEND EVE  
SAVE EXTENDED EVE  
TPU

**EVE Command Dictionary**  
**EXTEND TPU**

---

**EXTEND TPU**

Same as the EXTEND EVE command—compiles one or more VAXTPU procedures to extend EVE.

---

## FILL

Reformats (rewraps) a box, a range, or the current paragraph, so that the maximum number of words fits on a line according to the margins of the buffer.

---

### keys

EDT keypad:           GOLD-KP8  
WPS keypad:           GOLD-KP5

---

### format

### FILL

---

### description

Typically, you use FILL commands to rewrap text after making some change in the buffer, such as inserting new text or changing the margins.

#### Steps:

- 1 Optionally, select or find the text you want to reformat. For example, you can use SELECT, BOX SELECT, or FIND.
- 2 Use the FILL command. The highlighting, if any, is canceled. The cursor stays at the end of the range you fill or moves to the end of the paragraph you fill.

In EVE, a *paragraph* is bounded by any of the following:

- Blank line
- Bottom or top of the buffer
- Page break (form-feed at the start of a line)
- DIGITAL Standard Runoff (DSR) command at the start of a line
- VAX DOCUMENT tag at the start of a line

With a box selection, FILL ignores the margins of the buffer and fills according to the limits of the box. This prevents text outside the box from being overwritten or otherwise affected by the FILL. This is useful to rewrap a column in a table or list.

FILL deletes tabs and spaces at the beginning and end of the paragraph or range and also at the start of each line in the paragraph or range, but does not affect other tabs and spaces within the text. Filling a range keeps blank lines and page breaks as paragraph boundaries, which is useful if you select several paragraphs or the entire buffer for reformatting. EVE does not reformat a line that begins with a DSR command, DOCUMENT tag, or page break.

If you use the SET PARAGRAPH INDENT command and specify an indent other than 0 (which is the default setting), you cannot fill a range that does not begin at the beginning of a paragraph.

# EVE Command Dictionary

## FILL

---

### related commands

BOX SELECT  
FILL PARAGRAPH  
FILL RANGE  
FIND  
SELECT  
SELECT ALL  
SET LEFT MARGIN  
SET NOWRAP  
SET PARAGRAPH INDENT  
SET RIGHT MARGIN  
SET WRAP  
WILDCARD FIND

---

## FILL PARAGRAPH

Reformats (rewraps) the current paragraph so that the maximum number of words fits on a line according to the margins of the buffer.

---

<b>format</b>	<b>FILL PARAGRAPH</b>
---------------	-----------------------

---

**description**

Typically, you use FILL commands to rewrap text after making some change in the buffer, such as inserting new text or changing the margins.

**Steps:**

- 1 Put the cursor anywhere in the paragraph you want to fill.
- 2 Use the FILL PARAGRAPH command. The cursor moves to the end of the paragraph.

In EVE, a *paragraph* is bounded by any of the following:

- Blank line
- Bottom or top of the buffer
- Page break (form-feed at the start of a line)
- DIGITAL Standard Runoff (DSR) command at the start of a line
- VAX DOCUMENT tag at the start of a line

FILL PARAGRAPH deletes tabs and spaces at the beginning and end of the paragraph and also at the start of each line in the paragraph, but does not affect other tabs and spaces within the paragraph. EVE does not reformat a line that begins with a DSR command, DOCUMENT tag, or page break.

---

**related commands**

FILL  
SET LEFT MARGIN  
SET NOWRAP  
SET PARAGRAPH INDENT  
SET RIGHT MARGIN  
SET WRAP

# EVE Command Dictionary

## FILL RANGE

---

## FILL RANGE

Reformats (rewraps) a box or range, so that the maximum number of words fits on a line according to the margins of the buffer.

---

### format

### FILL RANGE

---

### description

Typically, you use FILL commands to rewrap text after making some change in the buffer, such as inserting new text or changing the margins.

#### Steps:

- 1 Select or find the text you want to reformat. For example, you can use SELECT, BOX SELECT, or FIND.
- 2 Use the FILL RANGE command. The highlighting is canceled. The cursor does not move (that is, it stays at the end of the range you fill).

With a box selection, FILL ignores the margins of the buffer and fills according to the limits of the box. This prevents text outside the box from being overwritten or otherwise affected by the FILL. This is useful to rewrap a column in a table or list.

FILL RANGE deletes tabs and spaces at the beginning and end of the range and also at the start of each line in the range, but does not affect other tabs and spaces within the text. Filling a range keeps blank lines and page breaks as paragraph boundaries, which is useful if you select several paragraphs or the entire buffer for reformatting.

If you use the SET PARAGRAPH INDENT command and specify an indent other than 0 (which is the default setting), you cannot fill a range that does not begin at the beginning of a paragraph.

---

### related commands

BOX SELECT  
FILL PARAGRAPH  
FIND  
SELECT  
SELECT ALL  
SET LEFT MARGIN  
SET NOWRAP  
SET PARAGRAPH INDENT  
SET RIGHT MARGIN  
SET WRAP  
WILDCARD FIND

---

## FIND

Searches the current buffer for the text string you specify (or for one already entered). If the string is found, EVE puts the cursor at the beginning of the found text and highlights the found text.

---

### keys

EVE default:	FIND
VT100 keypad:	PF1
EDT keypad:	GOLD-PF3
WPS keypad:	GOLD-, (on keyboard)

---

**format**            **FIND** *[search-string]*

---

### parameter

#### ***search-string***

The text you want to find. By default, if you enter the string in all lowercase, EVE searches for any occurrence regardless of case; if you enter it in uppercase or mixed case, EVE searches for an exact match. The search is also sensitive to diacritical marks, such as accents, in the search string. If you do not specify a search string, EVE prompts you for one. Pressing the FIND key at the prompt without typing anything searches for the previous string, if any; pressing RETURN at the prompt without typing anything cancels the operation.

---

### description

To search for text, do the following steps:

- 1 Use the FIND command or press the FIND key. In DECwindows, you can choose Find from the Search menu.
- 2 Type the text you want to find.

If you press a key defined as FIND or if you type the command and let EVE prompt you for the search string, you can terminate the response by pressing a direction-setting key to begin searching in that direction. For example, with the EDT keypad, you can press KP4 for forward or KP5 for reverse. If you terminate the response by pressing RETURN, the search starts in the current direction of the buffer as shown in the status line.

If the string is found only in the opposite direction, EVE prompts you whether to change the direction of the search and go there. For example, if you are searching in forward direction and EVE finds the string only in reverse direction, the following prompt appears:

```
Found in reverse direction. Go there?
```

To change the direction of the search and go there, simply press RETURN. To end the search and stay where you are, type NO and press RETURN. If the string is not found, the cursor does not move.



# EVE Command Dictionary

## FIND

The found text is highlighted in video bold, with the cursor at the beginning of the found text. If there is no select range, you can use an EVE command, EDT keypad key, or WPS keypad key with the found range much the same as with a select range. If there is a select range, the operation works on the selected text, which may not include the found range. (A select range appears in reverse video.) Table 2-4 lists the commands and keys you can use. To cancel the highlighting, move the cursor off the found range or use the RESET command.

**Table 2-4 Commands and Keys for Editing a Found Range**

---

<b>EVE:</b>	BOX COPY BOX CUT CAPITALIZE WORD CONVERT TABS FILL or FILL RANGE FIND NEXT FIND SELECTED LOWERCASE WORD OPEN SELECTED REMOVE or CUT SPELL STORE TEXT or COPY UPPERCASE WORD
<b>EDT Keypad:</b>	Append (KP9) ChngCase (KP1) FndNxt (PF3) EDT Replace (GOLD-KP9) Subs (GOLD-ENTER)
<b>WPS Keypad:</b>	Continue Search (GOLD-. on keyboard) Continue Search/Select (GOLD-/ or GOLD-?) WPS Copy (GOLD-MINUS) WPS Cut (MINUS or REMOVE) Lower Case (GOLD-KP3) WPS Replace (GOLD-' or GOLD-") Upper Case (KP3)

---

Pressing FIND *twice* searches for the last string you entered with the FIND, FIND SELECTED, REPLACE, or WILDCARD FIND command—effectively, the same as the FIND NEXT command. If you press FIND only once and then press RETURN without typing anything, EVE does not execute the FIND command.

In typing the FIND command, if you want to search for the word *next* or the word *selected*, put it in quotation marks or let EVE prompt you for the search string. This is to avoid ambiguity with the FIND NEXT and FIND SELECTED commands.

---

### related commands

FIND NEXT  
FIND SELECTED  
REPLACE  
SET FIND CASE EXACT  
SET FIND CASE NOEXACT

SET FIND NOWHITESPACE  
SET FIND WHITESPACE  
WILDCARD FIND

---

## examples

The following examples show how to use the FIND command to search for any occurrence of a string, for an exact match, and for a multiword string that may span a line break.

■ Command: FIND digital

Searches for the word *digital*, finding any occurrence regardless of its case in the buffer. For example, EVE then finds any of the following occurrences:

*digital*

*Digital*

*DIGITAL*

Any mixed-case occurrence, such as *digitAL*

■ Command: FIND Digital

Searches for the word *Digital*, finding an occurrence that begins with an uppercase *D* and the rest of the letters in lowercase.

■ Command: SET FIND CASE EXACT  
Command: FIND digital

Enables case-exact searches and then searches for *digital* in all lowercase only, skipping any occurrences with uppercase letters.

■ Command: SET FIND WHITESPACE  
Command: FIND Mark Twain

Enables FIND to treat spaces, tabs, and up to one line break as “whitespace” and then searches for *Mark Twain* whether the words are separated by one or more spaces or tabs or if *Mark* is the end of a line and *Twain* at the start of the next line.

# EVE Command Dictionary

## FIND NEXT

---

## FIND NEXT

Searches the current buffer for another occurrence of a string already entered with the FIND, FIND SELECTED, REPLACE, or WILDCARD FIND command.

---

### keys

<b>DECwindows</b>	SHIFT/FIND
<b>function keys:</b>	
<b>EDT keypad:</b>	PF3 (FndNxt)
<b>WPS keypad:</b>	GOLD-. on keyboard

---

### format

### FIND NEXT

---

### description

#### Steps:

- 1 If necessary, set the direction in which you want to begin the search (forward or reverse). Otherwise, EVE uses the direction of the last search.
- 2 Use the FIND NEXT command or press FIND *twice*.

If the string is found only in the opposite direction, EVE asks if you want to change the direction of the search and go there. Press RETURN if you want to go there, or type NO and press RETURN to end the search. If the string is not found, the cursor does not move.

If the string is found, EVE puts the cursor at the beginning of the string and highlights the found text (video bold). If there is no select range, you can use COPY, FILL, REMOVE, UPPERCASE WORD, or other commands that work on a range of text. (If there is a select range, the operation works on the selected text, which may not include the found range.) For a list of the commands and keypad keys you can use with the found range, see Table 2-4.

---

### related commands

CHANGE DIRECTION  
FIND  
FIND SELECTED  
REPLACE  
RESET  
WILDCARD FIND

**example**

The following commands search for a string of text (*digital*) and then search for it again, finding it in the opposite direction. This does not change the direction of the buffer, but does change the initial direction for subsequent FIND NEXT commands.

Command: FIND digital

Command: FIND NEXT

Found in reverse direction. Go there?

# EVE Command Dictionary

## FIND SELECTED

---

## FIND SELECTED

Searches the current buffer for the text string you have selected, rather than for a typed string. This is particularly useful to find a lengthy mixed-case string (such as a book title or a person's name) without having to type it exactly.

---

### format

### FIND SELECTED

---

### description

- 1 Select the text you want to find.

On DECwindows, the select range can be in EVE or in another DECwindows application running concurrently.

- 2 Use the FIND SELECTED command. The selection is canceled.

EVE searches the buffer first in the current direction and then in the opposite direction. If the string is found only in the opposite direction, EVE asks if you want to change the direction of the search and go there. Press RETURN if you want to go there, or type NO and press RETURN to end the search. If the string is not found, the cursor does not move.

You can edit the found text by using a command or key that works on a range or box, such as COPY, BOX CUT, FILL, REMOVE, or UPPERCASE. If you used SET BOX SELECT, the editing operation converts the found range to a box, defined by the start of the found range (cursor position) and the end of the found range.

To find another occurrence of the same string, use the FIND NEXT command or press FIND twice.

If there is a found range (highlighted found text) and no selection, FIND SELECTED is the same as FIND NEXT. If there are both a found range and a selection, FIND SELECTED uses the selection.

Note that the selection cannot cross lines. For example, you cannot use SELECT ALL and then use FIND SELECTED.

---

### related commands

CHANGE DIRECTION  
FIND  
FIND NEXT  
RESET  
SELECT  
WILDCARD FIND

---

## FORWARD

Sets the direction of the current buffer to forward (right and down).

---

### keys

EDT keypad: KP4

---

### format

**FORWARD**

---

### description

The direction of the buffer is shown in the status line. It affects commands like FIND and MOVE BY LINE and some EDT keypad and WPS keypad keys. (See Table 2-2.)

For buffers you create, the default direction is forward. Note that direction is a buffer-specific setting; you can have one buffer set to forward and another buffer set to reverse.

For editing EVE command lines, the default direction is reverse, independent of the direction of your text buffers.

If you press a key defined as FIND or WILDCARD FIND, or if you type either command and let EVE prompt you for the search string, you can terminate the response by pressing a direction-setting key to begin searching in that direction. For example, with the EDT keypad, you can press KP4 for forward or KP5 for reverse. If you terminate the response by pressing RETURN, the search starts in the current direction of the buffer, as shown in the status line.

Using the RESET command (typically to cancel a select range or found range) also sets the direction of the buffer to forward.

---

### related commands

CHANGE DIRECTION  
REVERSE

---

### example

The following commands set the direction of the buffer to forward, and then move the cursor to the nearest end of line:

Command: FORWARD  
Command: MOVE BY LINE

# EVE Command Dictionary

## GET FILE

---

### GET FILE

Puts the file you specify into the current EVE window, creating a new buffer if necessary (same as the OPEN command). This lets you edit another file in the same session.

---

**format**            **GET FILE**    *filespec*

---

**parameter**        ***filespec***  
The file you want to edit or create. You can use logical names and wildcards in the file specification. If more than one file matches your request, EVE shows a list of the matching files so you can choose the one you want. You can edit several files in an editing session, but can specify only one file at a time. If you do not specify a file, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**description**        If the file exists, EVE copies it into a new buffer in the current window. If the file does not exist, EVE creates a new, empty buffer, using the file name and file type for the buffer name.

If a buffer with that name already exists and is not associated with the same file requested (for example, if you created the buffer with the BUFFER command or NEW command), EVE asks you for a different name to use before it creates the buffer.

If you specify a file you have already opened in the editing session—that is, a file for which there is already a buffer—EVE returns to your last location in the buffer for that file, if the buffer still exists.

If you specify an input file using a search list or wildcard directory (such as [...]), EVE gets the first matching file found—without displaying the \$CHOICES\$ buffer.

New buffers have the same margins and other settings as an EVE system buffer named \$DEFAULTS\$. For more information, see Section 1.6.

---

**related commands**    DELETE BUFFER  
                          INCLUDE FILE  
                          OPEN SELECTED  
                          WRITE FILE

---

**example**            The following command gets a file called MEMO.TXT, returning the cursor to your last position in the buffer or creating a new buffer:

Command: GET FILE memo.txt

---

## GO TO

Moves the cursor to the position you specify, as previously labeled with the MARK command. Using MARK and GO TO commands makes it easier to move through a large buffer or to move between buffers.

---

**format**                    **GO TO** *marker-name*

---

**parameter**                ***marker-name***

The marker you want to go to, as previously specified with the MARK command. You can abbreviate the marker name, but cannot use wildcards (for example, an asterisk is treated as a character in the marker name). Marker names are not case sensitive. If more than one name matches your request, EVE shows a list of the matching names so you can choose the one you want. If you do not specify a marker, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

### **description**

If the marker is in a buffer other than the current buffer, EVE puts that buffer into the current window. If you are using two windows, EVE puts the buffer into the other window.

To find out marker names in a buffer, use the SHOW command.

Markers are *not* saved from session to session.

---

**related commands**        MARK  
                              SHOW

---

### **example**

The following commands mark the current position as INTRO SEC, and later move the cursor to that position:

```
Command: MARK intro sec
```

```
          .
```

```
          .
```

```
          .
```

```
Command: GO TO intro sec
```

```
Going to mark: intro sec
```



# EVE Command Dictionary

## HELP

---

### HELP

Displays online help for EVE commands, keys, or other topics, including VAXTPU built-in procedures.

---

#### keys

<b>EVE default:</b>	HELP (keypad diagram) GOLD-HELP (list of defined keys)
<b>VT100 keypad:</b>	PF2 (diagram)
<b>EDT keypad:</b>	PF2 (diagram) GOLD-PF2 (list)
<b>WPS keypad:</b>	GOLD-H (diagram)

---

#### format

**HELP** [*topic-name*]

---

#### parameter

##### ***topic-name***

An EVE command or other topic on which you want help. You can abbreviate the topic name. If more than one name matches your request, EVE shows a list of the matching topics so you can choose the one you want. (For example, if you type **HELP SET**, EVE lists all the **SET** commands.) If you specify a question mark (?) or if you do not specify any topic, EVE displays the list of topics. If you get help on the TPU command, EVE switches to a help library on VAXTPU built-in procedures and other topics.

---

#### description

EVE has three kinds of **HELP** topics:

- **Command topics** explain EVE commands and provide one or more examples or a list of steps for using the command, a list of any keys defined for the command (including EDT keys or WPS keys), and other information.
- **Keypad topics** explain EDT keypad and WPS keypad keys that are defined as special procedures other than as EVE commands.
- **Informational topics** explain areas of operation, features of the editor, or concepts such as Attributes, Defaults, Initialization Files, and Names For Keys.

To scroll through lengthy **HELP** topics, press the **NEXT SCREEN** and **PREV SCREEN** keys. (On VT100-series terminals, press **KP0** and **PERIOD** on the keypad.)

To exit from **HELP** and resume editing, press **RETURN**.

On DECwindows, you can get help on menu items as follows:

- 1 Drag the mouse to the menu item for which you want help.
- 2 Press and hold the HELP key. Release the mouse, and then release the HELP key.

The last HELP topic you viewed is stored in an EVE system buffer named Help. You can write out the Help buffer, for example, to keep a copy of the list of defined keys, as follows:

- 1 Get HELP on the topic you want. For example, to get a list of all the defined keys, use the following command:

```
Command:  HELP KEYS
```

Press RETURN to exit from HELP.

- 2 To put the Help buffer into the current window, use the following command:

```
Command:  BUFFER HELP
```

You can edit the Help buffer, for example, to add comments of your own. Note that some editing operations, such as FILL commands, may not work in the Help buffer.

- 3 The last topic you viewed remains in the Help buffer until you use another HELP command (or until you exit from the editor). To write out the Help buffer, use the following command—in this example, writing a file called KEYDEFS.LIS:

```
Command:  WRITE FILE keydefs.lis
```

---

## examples

The following examples show how to get help on EVE commands, keys, and other topics.

■ Command: HELP

Displays the list of EVE commands and other topics on which help is available. You can then type the name of a topic for which you want help.

■ Command: HELP ENLARGE WINDOW 5

Displays help on the ENLARGE WINDOW command. Note that HELP discards the variable parameter (in this case, 5).

■ Command: HELP KEYPAD

Same as pressing the HELP key—draws a keypad diagram, showing the mini keypad, numeric keypad, or both, depending on which keys are defined. The key definitions appear in the diagram; GOLD key sequences appear in reverse video. You can then press defined keys for which you want help, whether defined by EVE, EDT keypad, WPS keypad, or yourself. For example, if you are using the EDT keypad or WPS keypad, you can press CTRL/J to get help on the Delete Previous Word key. You can also press a key you have defined to get help on the command bound to that key.

# EVE Command Dictionary

## HELP

■ Command: HELP KEYS

Same as pressing GOLD-HELP—lists all the currently defined keys, including control keys, shifted function keys, GOLD key sequences, and ALT key combinations. You can then press defined keys for which you want help, whether defined by EVE, EDT keypad, WPS keypad, or yourself.

■ Command: HELP TPU

Displays help on the TPU command and automatically switches to the TPUHELP library. You can then type the name of the VAXTPU built-in procedure for which you want help, such as COPY\_TEXT or GET\_INFO. You can abbreviate the name of the topic. For a list of the TPUHELP topics, type a question mark (?). To return to help on EVE commands, type *EVE*.

---

## INCLUDE FILE

Copies the file you specify into the current buffer, inserting its contents before the current line.

---

### keys

WPS keypad:            GOLD-G

---

### format

**INCLUDE FILE**    *filespec*

---

### parameter

#### ***filespec***

The file you want to include. You can use logical names and wildcards in the file specification. If more than one file matches your request, EVE shows a list of the matching files so you can choose the one you want. You can include several files in a buffer, but can include only one file at a time. If you do not specify a file, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

### description

The text of the included file is inserted whether the mode of the buffer is insert or overstrike. The cursor remains on the current character after the text of the file is included.

Including a file does not change the name of the buffer or the output file associated with the buffer. If the file you are including contains tab characters, the tab stops of the current buffer apply. Including a file does not reformat (rewrap) the text. To reformat text according to the margins of the buffer, use FILL commands.

If you specify an input file using a search list or wildcard directory (such as [...]), EVE gets the first matching file found—without displaying the \$CHOICES\$ buffer.

---

### related commands

GET FILE  
OPEN  
OPEN SELECTED

---

### example

The following command includes a file called MORE.DAT, copying it into the current buffer:

Command: INCLUDE FILE more.dat

# EVE Command Dictionary

INSERT HERE

---

## INSERT HERE

Inserts at your current position what you previously copied or removed (same as the PASTE command).

---

### keys

<b>EVE default:</b>	INSERT HERE
<b>VT100:</b>	KP9
<b>EDT keypad:</b>	GOLD-KP6

---

### format

**INSERT HERE**

---

### description

- 1 Put the cursor where you want to insert the text you copied or removed.
- 2 Use the INSERT HERE command.

The text is inserted whether the mode of the buffer is insert or overstrike. Existing text is pushed to the right or down. Depending on the amount of text inserted and where you are on the line, your text may go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

Using SET BOX SELECT with INSERT HERE is the same as using BOX PASTE. The pasted box overwrites existing lines—unless you used SET BOX NOPAD and then paste a box into an insert-mode buffer.

Depending on your setting, the text is inserted either from the Insert Here buffer in EVE or from the DECwindows clipboard. The default setting is SET NOCLIPBOARD, which uses the Insert Here buffer. For more information, see the description of the SET CLIPBOARD command.

---

### related commands

BOX PASTE  
PASTE  
REMOVE  
SET BOX [NO]PAD  
SET BOX [NO]SELECT  
SET [NO]CLIPBOARD  
STORE TEXT

---

## INSERT MODE

Sets the mode of the current buffer to insert, as opposed to overstrike.

---

**format****INSERT MODE**

---

**description**

As you type, the new text is inserted at the current position, pushing the cursor and any existing text to the right or down.

The mode of the buffer is shown in the status line. For editing text, the default mode is insert. Note that the mode is a buffer-specific setting; you can have one buffer set to insert and another buffer set to overstrike.

For editing EVE command lines, the default mode matches your terminal setting (on character-cell terminals only), according to the DCL command SET TERMINAL, independent of the mode of your text buffers.

With SET BOX NOPAD, the mode of the buffer determines the effects of BOX CUT and BOX PASTE. In insert mode, BOX CUT causes the text to the right to “collapse” to the left (closing the gap), and BOX PASTE pushes existing lines to the right. To override these effects, use BOX CUT OVERSTRIKE and BOX PASTE OVERSTRIKE.

For a list of the commands and keypad keys affected by the mode of the buffer, see Table 2-3.

---

**related commands**

CHANGE MODE  
OVERSTRIKE MODE  
SET BOX NOPAD

# EVE Command Dictionary

## INSERT PAGE BREAK

---

### INSERT PAGE BREAK

Inserts at your current position a "hard" page break—a form feed, appearing as a small  $F$ .

---

#### keys

EVE default:	CTRL/L
VT100:	CTRL/L
WPS keypad:	GOLD-N

---

#### format

### INSERT PAGE BREAK

---

#### description

- 1 Put the cursor where you want to start a new page.
- 2 Use the INSERT PAGE BREAK command.

EVE puts the form feed on a line by itself, as follows:

- If you are at the start of a line of text, EVE inserts a form feed and does a RETURN.
- At the start of a blank line, EVE inserts a form feed and moves the cursor to the start of the next line—without doing a RETURN.
- If you are *not* at the start of a line, EVE first does a RETURN to start a new line, inserts a form feed, and then does another RETURN.

To erase a page break, use the MOVE BY PAGE command to put the cursor on a page break, and then use the ERASE LINE command or a similar EDT keypad or WPS keypad key.

To insert a "soft" page break for a 54-line page, use the PAGINATE command.

---

#### related commands

MOVE BY PAGE  
PAGINATE

---

**LEARN**

Learns a sequence of keystrokes and remembers them as a single key. The sequence can comprise commands, text, or both. (In some text editors and word processors, this is called a *macro*.)

---

**keys**

<b>EDT keypad:</b>	CTRL/K
<b>WPS keypad:</b>	CTRL/K GOLD-> (right angle)

---

**format****LEARN**

---

**description**

To create a learn sequence:

- 1 Use the LEARN command to begin recording your keystrokes.
- 2 EVE prompts you to enter the keystrokes you want learned. You can enter text, commands, or both, including pressing keys already defined.
- 3 To end or remember the learn sequence, press CTRL/R (defined as REMEMBER). Do *not* type the REMEMBER command.
- 4 EVE then prompts you to press the key to be defined. You can press any of the following keys. Do *not* press a key you have used in the sequence being remembered.
  - A function key such as PF4, KP7, or F20
  - A control key such as CTRL/N
  - A GOLD key combination, such as GOLD-KP7 or GOLD-A
  - A shifted function key such as SHIFT/F14 (DECwindows only)
  - An ALT key combination, such as ALT/Z (DECwindows only)
  - A mouse button such as MB3 (DECwindows only)

To cancel the definition, press the RETURN key or CTRL/M, which cannot be redefined. For information about nondefinable keys, see Section 1.5.

The learn sequence overrides the current definition of the specified key, whether EVE default, EDT keypad, WPS keypad, or your own. For example, if the key you define for the learn sequence is ordinarily defined by a keypad setting, such as EDT or WPS, your definition overrides the keypad definition. Use the UNDEFINE KEY command to restore the keypad definition of the key.

The key definition remains in effect throughout your editing session or until you redefine or undefine the key. To save the key definition for future sessions, use the SAVE EXTENDED EVE command to create a section file. You cannot put a learn sequence in an initialization file.



# EVE Command Dictionary

## LEARN

A learn sequence records keystrokes, rather than the key definitions at the time the sequence was created. Therefore, before you “replay” a learn sequence, check that any keys used in the sequence are defined appropriately, and also that any settings that affect the sequence are correct. Otherwise, the learn sequence may fail or may not work as expected. Depending on what your learn sequence is to do, you may want to check the following:

- Box settings (box selection, padding)
- Buffer attributes (margins, tab stops, paragraph indent)
- Clipboard setting
- Contents of the Insert Here buffer or DECwindows clipboard
- Contents of \$RESTORE\$ buffers
- Cursor motion (bound or free)
- Direction (forward or reverse)
- Key definitions, including keypad setting and GOLD key
- Mode (insert or overstrike)
- Pending delete
- Search attributes (whitespace, case exact)
- Search string for FIND NEXT
- Tab mode (insert, movement, spaces)

Mouse operations (such as choosing DECwindows menu items) are *not* learned.

---

### related commands

REMEMBER  
UNDEFINE KEY

---

### example

In the following example, you create a learn sequence to bind the INSERT HERE and FILL PARAGRAPH commands to F20. Thereafter, pressing F20 inserts the text you copied or removed and then fills the current paragraph.

Command: LEARN

Press keystrokes to be learned. Press CTRL/R to remember these keystrokes.

INSERT HERE  RETURN

FILL PARAGRAPH  RETURN

CTRL/R

Press the key you want to use to do what was just learned:  F20

Key sequence remembered.

---

## LINE

Moves the cursor to the start of a line you specify by number—either in the current buffer or within a specified VAXTPU procedure in the buffer.

---

**format**                    **LINE** *integer* [*procedure-name*]

---

**parameters**            ***integer***

The number of the line you want to go to. If you specify a number greater than the total number of lines in the buffer, EVE moves the cursor to the end of the buffer. If you do not specify a line number, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

***procedure-name***

Optionally, the VAXTPU procedure in which you want to go to the specified line. The procedure must be in the current buffer. You can abbreviate the procedure name, but cannot use wildcards; the name is not case sensitive. If more than one procedure matches your request, EVE shows a list of the matching procedures so you can choose the one you want. Specifying a procedure is useful because some compiler messages refer to line numbers in a procedure.

---

**description**

If you do not specify a line number, EVE prompts you for one but does not prompt for a procedure name.

If you specify a number greater than the total number of lines in the buffer, EVE places the cursor at the end of the buffer.

To find out the current line number and total number of lines in the buffer, use the WHAT LINE command.

---

**related commands**

MOVE BY LINE  
MOVE DOWN  
MOVE UP  
WHAT LINE

---

**examples**

The following examples show how to go to a particular line in the buffer, and how to go to a particular line within a specified procedure:

■ Command: LINE 10

Moves the cursor to the start of line 10 in the current buffer.

■ Command: LINE 10 user\_proc

Moves the cursor to the start of line 10 in a procedure named USER\_PROC in the current buffer.

# EVE Command Dictionary

## LOWERCASE WORD

---

### LOWERCASE WORD

Makes letters lowercase in a range, a box, or a single word.

---

#### format

**LOWERCASE WORD**

---

#### description

- 1 Optionally, select or find the text you want to make lowercase (or put the cursor anywhere on the single word you want to make lowercase). For example, you can use **SELECT**, **BOX SELECT**, or **FIND**.
- 2 Use the **LOWERCASE WORD** command. The highlighting, if any, is canceled. The cursor moves to the start of the next word, if there is one.

With a select range, box selection, or found range, **LOWERCASE WORD** changes the letters in the range, starting with the first letter in the range (even if it is not the first letter of the word). A select range takes precedence over a found range.

If there is no select range, box selection, or found range, **LOWERCASE WORD** changes the current word. If you are between words, it changes the next word on the line.

---

#### related commands

**BOX SELECT**  
**CAPITALIZE WORD**  
**FIND**  
**SELECT**  
**SELECT ALL**  
**UPPERCASE WORD**  
**WILDCARD FIND**

---

#### example

The following commands find the string of text you have already specified, and then make all its letters lowercase:

Command: **FIND NEXT**

Command: **LOWERCASE WORD**

---

## MARK

Puts an invisible marker at the current position, and associates it with the name you specify. Later, using the GO TO command, you can return to the marked position. This makes it easier to move through a large buffer or between buffers.

---

**format**            **MARK** *marker-name*

---

**parameter**        ***marker-name***  
The name you want to mark the current position in the buffer. Marker names are not case sensitive and may contain embedded spaces. You cannot use wildcards (for example, an asterisk is treated as a character in the marker name). If you specify a marker name that is already used, the previous marker is canceled. If you do not specify a marker, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**description**        To find out marker names in a buffer, use the SHOW command.  
Markers are *not* saved from session to session.

---

**related commands**    GO TO  
                          SHOW

---

**example**            The following commands mark the current position as INTRO SEC, and later move the cursor to that position:

```
Command: MARK intro sec
Current position marked as: intro sec
      .
      .
      .
Command: GO TO intro sec
```

# EVE Command Dictionary

## MOVE BY LINE

---

### MOVE BY LINE

Moves the cursor a line at a time in the direction of the buffer—forward or reverse, as shown in the status line.

---

#### keys

EVE default:	F12
VT100:	MINUS (on keypad)

---

#### format

### MOVE BY LINE

---

#### description

- 1 If necessary, set the direction to move in (forward or reverse).
- 2 Use the MOVE BY LINE command.

In forward direction, the cursor moves to the end of the current line or, if you are already there, to the end of the next line. In reverse direction, it moves to the start of the current line or, if you are already there, to the start of the previous line. You can repeat the operation until you reach the bottom or top of the buffer.

---

#### related commands

CHANGE DIRECTION  
END OF LINE  
LINE  
START OF LINE

---

## MOVE BY PAGE

Moves the cursor a page at a time in the direction of the buffer—forward or reverse, as shown in the status line. *Pages* are bounded by a form-feed character (usually appearing as a small  $F$ ) or by the top or bottom of the buffer.

---

### keys

EDT keypad: KP7  
WPS keypad: PF2

---

### format

### MOVE BY PAGE

---

### description

- 1 If necessary, set the direction to move in (forward or reverse).
- 2 Use the MOVE BY PAGE command. The buffer scrolls so that the page break is at the top of the window.

If there is no next or previous page break, the cursor moves to the bottom or top of the buffer.

For more information about page breaks, see the descriptions of the INSERT PAGE BREAK and PAGINATE commands.

---

### related commands

CHANGE DIRECTION  
INSERT PAGE BREAK  
PAGINATE

# EVE Command Dictionary

## MOVE BY WORD

---

## MOVE BY WORD

Moves the cursor a word at a time in the direction of the buffer—forward or reverse, as shown in the status line.

---

### keys

EDT keypad:            KP1  
WPS keypad:            KP4

---

### format

## MOVE BY WORD

---

### description

- 1 If necessary, set the direction to move in (forward or reverse).
- 2 Use the MOVE BY WORD command.

In a forward direction, the cursor moves to the start of the next word, if any—that is, the first non-whitespace (space or tab) character in the word. In a reverse direction, the cursor moves to the start of the current word or, if you are already there, to the start of the previous word, if any. You can repeat the operation until you reach the bottom or top of the buffer.

---

### related commands

CHANGE DIRECTION  
END OF LINE  
MOVE BY LINE  
START OF LINE

---

## MOVE DOWN

Moves the cursor down a line at a time.

---

### keys

EVE default:	↓
VT100:	↓ KP2

---

### format

## MOVE DOWN

---

### description

If the cursor is free—which is the default setting—it moves down in the same column on the screen, regardless of whether text is there or not.

If the cursor is bound, it moves down to the corresponding line position, as in EDT, WPS, and other editors. For example, from the end of a line longer than the next line, MOVE DOWN moves the cursor to the end of the next line. It does not move into the unused portion of the buffer.

If you are at the end of a buffer, the cursor does not move unless the buffer is shorter than the window length and the cursor is free. Thus, you can move the cursor past the [End of file] marker. If you do this, the next edits you make (such as typing text) reposition the [End of file] marker appropriately.

For information about setting the type of cursor motion, see the descriptions of the SET CURSOR BOUND and SET CURSOR FREE commands.

---

### related commands

BOTTOM  
MOVE BY LINE  
NEXT SCREEN  
SET CURSOR BOUND  
SET CURSOR FREE  
SET SCROLL MARGINS



# EVE Command Dictionary

## MOVE LEFT

---

### MOVE LEFT

Moves the cursor left one character or column at a time.

---

#### keys

**EVE default:** ←  
**VT100:** ←  
KP1

---

#### format

### MOVE LEFT

---

#### description

If the cursor is free—which is the default setting—you can move it anywhere in the buffer, whether characters are already there or not. For example, if the left margin is greater than 1, you can move left of the left margin.

If the cursor is bound, then from the start of a line it moves to the end of the previous line, if there is one. When you edit an EVE command line, the cursor is always bound and does not move past the start of the line.

For information about setting the type of cursor motion, see the descriptions of the SET CURSOR BOUND and SET CURSOR FREE commands.

---

#### related commands

MOVE BY WORD  
SET CURSOR BOUND  
SET CURSOR FREE  
START OF LINE

---

## MOVE RIGHT

Moves the cursor right one character or column at a time.

---

### keys

EVE default: →  
VT100: →  
KP3

---

### format

## MOVE RIGHT

---

### description

If the cursor is free—which is the default setting—you can move it anywhere on the screen, whether characters are already there or not. For example, you can move right of the right margin.

If the cursor is bound, then from the end of a line it moves to the start of the next line, if there is one. When you edit an EVE command line, the cursor is always bound and does not move past the end of the line.

For information about setting the type of cursor motion, see the descriptions of the SET CURSOR BOUND and SET CURSOR FREE commands.

---

### related commands

END OF LINE  
MOVE BY WORD  
SET CURSOR BOUND  
SET CURSOR FREE

# EVE Command Dictionary

## MOVE UP

---

## MOVE UP

Moves the cursor up a line at a time.

---

### keys

<b>EVE default:</b>	↑
<b>VT100:</b>	↑ KP5

---

### format

## MOVE UP

---

### description

If the cursor is free—which is the default setting—it moves up in the same column on the screen, regardless of whether text is there or not.

If the cursor is bound, it moves up to the corresponding line position, as in EDT, WPS, and other editors. For example, from the end of a line longer than the previous line, MOVE UP moves the cursor to the end of the previous line. It does not move into the unused portion of the buffer.

For information about setting the type of cursor motion, see the descriptions of the SET CURSOR BOUND and SET CURSOR FREE commands.

---

### related commands

MOVE BY LINE  
PREVIOUS SCREEN  
SET CURSOR BOUND  
SET CURSOR FREE  
SET SCROLL MARGINS  
TOP

---

**NEW**

Creates a new buffer, putting it into the current EVE window. The cursor moves to the top of the new buffer.

---

**format****NEW**

---

**description**

The new buffer is named **MAIN**. If a buffer named **MAIN** already exists, **EVE** asks you for the name of the new buffer to create. Pressing **RETURN** or **DO** at the prompt without typing anything cancels the operation.

You cannot create a buffer with the same name as an existing buffer. For example, you cannot create a buffer named **MESSAGES**, because **EVE** has a system buffer with that name (for storing the messages you receive during your editing session). For a list of the buffers you have created, use the **SHOW BUFFERS** command. For a list of the buffers created by **EVE**, use the **SHOW SYSTEM BUFFERS** command.

Buffers you create have the same margins and other settings as an **EVE** system buffer named **\$DEFAULTS\$**. For more information, see Section 1.6.

---

**related commands**

**BUFFER**  
**DELETE BUFFER**  
**NEXT BUFFER**  
**SHOW BUFFERS**

---

**example**

The following command creates a new buffer. Since a buffer named **MAIN** already exists, **EVE** asks you for a buffer name. In this case, you call the new buffer **TEST**.

Command: **NEW**

Type a new buffer name or press **RETURN** to cancel: test

# EVE Command Dictionary

## NEXT BUFFER

---

### NEXT BUFFER

Puts your next buffer into the current EVE window and returns the cursor to your last position in that buffer—if the buffer still exists.

---

**format**                    **NEXT BUFFER**

---

**description**            This command lets you toggle between two buffers or cycle through several buffers without having to type their names. (It does *not* create a new buffer or re-create a deleted buffer.)

If you have only two buffers, repeating NEXT BUFFER toggles between them. If you have more than two buffers, the next buffer is determined by the order in which you created the buffers. For a list of your buffers, use the SHOW BUFFERS command.

On DECwindows, you can switch buffers by clicking MB1 on the buffer name in the status line—effectively the same as the NEXT BUFFER command.

---

**related commands**      BUFFER  
                             PREVIOUS BUFFER  
                             SHOW BUFFERS

---

**example**                    In the following example, you first edit a file called ALPHA.TXT, and then edit a file called BETA.TXT. The NEXT BUFFER command then returns you to the ALPHA.TXT buffer.

```
Command: GET FILE alpha.txt
          .
          .
          .
Command: GET FILE beta.txt
          .
          .
          .
Command: NEXT BUFFER
```

---

## NEXT SCREEN

---

**format**                      **NEXT SCREEN**

---

**keys**

**EVE default:**              NEXT SCREEN  
**VT100:**                      KP0

---

**description**

Scrolls text vertically to show the next screen's worth of text—roughly, the length of the current EVE window. Note that the cursor does not move; rather, the text scrolls up under the cursor.

The cursor moves only when no more text can be scrolled at the bottom of the buffer. In this case, cursor movement depends on the bound/free setting.

If the cursor is free—which is the default setting—it moves down in the same column on the screen, regardless of whether text is there or not.

If the cursor is bound, it moves down by the corresponding line positions, depending on the shape of your text.

For information about setting the type of cursor motion, see the descriptions of the SET CURSOR BOUND and SET CURSOR FREE commands.

You also press NEXT SCREEN to scroll through a lengthy help topic.

---

**related commands**

BOTTOM  
PREVIOUS SCREEN  
SET CURSOR BOUND  
SET CURSOR FREE

# EVE Command Dictionary

## NEXT WINDOW

---

## NEXT WINDOW

Puts the cursor at your last position in the next window, if you are using two or more windows in EVE (same as the OTHER WINDOW command).

---

### keys

EVE default:            GOLD-NEXT SCREEN

---

### format

**NEXT WINDOW**

---

### description

For example, if you split the EVE main window into three windows, the NEXT WINDOW command does the following:

- From the top window, the cursor returns to your last position in the middle window.
- From the middle window, the cursor returns to your last position in the bottom window.
- From the bottom window, the cursor returns to your last position in the top window.

If you are using only two windows, the NEXT WINDOW, OTHER WINDOW, and PREVIOUS WINDOW commands are the same.

If the \$CHOICES\$ buffer is displayed, such as when you type an ambiguous command, you can press a key defined as NEXT WINDOW to move between the \$CHOICES\$ buffer and the command line.

---

### related commands

PREVIOUS WINDOW  
SPLIT WINDOW  
TWO WINDOWS

---

## ONE WINDOW

Restores a single, large window when the EVE main window is split into two or more windows.

---

**format**                    **ONE WINDOW**

---

**description**

**Steps:**

- 1 Put the cursor anywhere in the window you want to keep.  
Use the NEXT WINDOW, OTHER WINDOW, or PREVIOUS WINDOW command. With DECwindows, you can move the cursor into the window by pointing with the mouse and clicking MB1.
- 2 Use the ONE WINDOW command.  
EVE deletes all the windows except the current window. The buffers associated with those windows are not deleted.

---

**related commands**

DELETE WINDOW  
ENLARGE WINDOW  
NEXT WINDOW  
PREVIOUS WINDOW  
SHRINK WINDOW  
SPLIT WINDOW  
TWO WINDOWS



## EVE Command Dictionary

### OPEN

---

## OPEN

Puts the file you specify into the current EVE window, creating a new buffer if necessary. This lets you edit another file in the same session. (Same as the GET FILE command.)

---

## OPEN SELECTED

Opens the file whose name you have selected or found. This is the same as using the GET FILE or OPEN command without having to type the file name.

---

**format**                      **OPEN SELECTED**

---

**description**

This command is particularly useful to open a file that has a long name, or a name similar to other files, without having to type it exactly.

**Steps:**

- 1 Select or find the name of the file you want to edit.

A selection takes precedence over a found range. In DECwindows, the selection can be in EVE or in another DECwindows application running concurrently. Note that the selection cannot cross lines. For example, you cannot use SELECT ALL and then use OPEN SELECTED.

- 2 Use the OPEN SELECTED command.

If the file exists, EVE copies it into a new buffer in the current window. If the file does not exist, EVE creates a new, empty buffer using the file name and file type for the buffer name. If a buffer with that name already exists and is not associated with the same file requested (for example, if you created the buffer with the BUFFER command or NEW command), EVE asks you for a different name to use before it creates the buffer.

If you specify a file you have already opened in the editing session—that is, a file for which there is already a buffer—EVE returns to your last location in the buffer for that file, if the buffer still exists.

If you specify an input file using a search list or wildcard directory (such as [...]), EVE gets the first matching file found without displaying the \$CHOICES\$ buffer.

New buffers have the same margins and other settings as an EVE system buffer named \$DEFAULTS\$. For more information, see Section 1.6.

---

**related commands**

DELETE BUFFER  
INCLUDE FILE  
OPEN  
SELECT  
WRITE FILE

## **EVE Command Dictionary**

### **OTHER WINDOW**

---

## **OTHER WINDOW**

Same as the NEXT WINDOW command—puts the cursor at your last position in the next window, if you are using two or more windows in EVE.

---

## OVERSTRIKE MODE

Sets the mode of the current buffer to overstrike, as opposed to insert. Each character you type replaces the character at the current position. (In some editors, this is called *typeover mode* or *replace mode*.)

---

### format

**OVERSTRIKE MODE**

---

### description

The mode of the buffer is shown in the status line. For editing text, the default mode is insert. Note that the mode is a buffer-specific setting; you can have one buffer set to insert and another buffer set to overstrike.

For editing command lines, the default mode matches your terminal setting (on character-cell terminals only), according to the DCL command SET TERMINAL, independent of the mode of your text buffers.

With SET BOX NOPAD, the mode of the buffer determines the effects of BOX CUT and BOX PASTE. In overstrike mode, BOX CUT pads the area with spaces where you cut the text. To override these effects, use BOX CUT INSERT and BOX PASTE INSERT.

For a list of the commands and keypad keys affected by the mode of the buffer, see Table 2-3.

---

### related commands

CHANGE MODE  
INSERT MODE  
SET BOX NOPAD

# EVE Command Dictionary

## PAGINATE

---

### PAGINATE

Inserts a “soft” page break for a 54-line page, erasing any existing soft breaks within the 54 lines. A soft page break is a form feed followed by the null character—appearing as a small  $F_N$ .

---

#### keys

WPS keypad:            GOLD-PF2

---

#### format

**PAGINATE**

---

#### description

##### Steps:

- 1 Use the PAGINATE command. EVE then moves back to the previous page break or to the top of the buffer, and checks ahead for page breaks within the next 54 lines.
- 2 If soft breaks are found within the 54 lines, EVE deletes them, moves down to insert a soft break for a 54-line page, and then puts the cursor on the next line. The page break always appears on a line by itself.

You can then repeat the PAGINATE command to continue paginating the buffer.

If a “hard” page break is found, EVE stops on the line after that page break, in case you want to erase it. A hard page break is a form feed only, typically inserted with the INSERT PAGE BREAK command (CTRL/L key).

To find or go to page breaks in the buffer—soft breaks or hard breaks—use the MOVE BY PAGE command.

---

#### related commands

INSERT PAGE BREAK  
MOVE BY PAGE

---

## PASTE

Same as the INSERT HERE command—inserts the text you have copied or removed.

Note that the PASTE command is not the same as the WPS keypad Paste key. The PASTE (or INSERT HERE) command uses either the Insert Here buffer in EVE or the DECwindows clipboard, depending on your setting. The WPS Paste key uses either the Insert Here buffer or a WPS-style alternate paste buffer but does *not* use the clipboard.

# EVE Command Dictionary

## PREVIOUS BUFFER

---

### PREVIOUS BUFFER

Puts your previous buffer into the current EVE window if you have two or more buffers.

---

#### format

**PREVIOUS BUFFER**

---

#### description

This command lets you toggle between two buffers or cycle through several buffers without having to type their names. (It does *not* create a new buffer or re-create a deleted buffer.)

If you have only two buffers, the **PREVIOUS BUFFER** and **NEXT BUFFER** commands are the same. You switch between the buffers.

If you have more than two buffers, the previous buffer is determined by the order in which you created the buffers. Conceptually, the list of buffers is circular so that repeating **PREVIOUS BUFFER** cycles through your buffers.

For a list of your buffers, use the **SHOW BUFFERS** command.

---

#### related commands

**BUFFER**  
**NEXT BUFFER**  
**SHOW BUFFERS**

---

## **PREVIOUS SCREEN**

Scrolls text vertically to show the previous screen's worth of text—roughly, the length of the current EVE window. Note that the cursor does not move; rather, the text scrolls down under the cursor.

---

### **keys**

<b>EVE default:</b>	PREV SCREEN
<b>VT100:</b>	PERIOD

---

### **format**

**PREVIOUS SCREEN**

---

### **description**

The cursor moves only when no more text can be scrolled at the top of the buffer. In this case, cursor movement depends on the bound/free setting.

If the cursor is free—which is the default setting—it moves up in the same column on the screen, regardless of whether text is there or not.

If the cursor is bound, it moves up by the corresponding line positions, depending on the shape of your text.

For information about setting the type of cursor motion, see the descriptions of the **SET CURSOR BOUND** and **SET CURSOR FREE** commands.

You also press **PREV SCREEN** to scroll through a lengthy help topic.

---

### **related commands**

**NEXT SCREEN**  
**SET CURSOR BOUND**  
**SET CURSOR FREE**  
**TOP**



# EVE Command Dictionary

## PREVIOUS WINDOW

---

## PREVIOUS WINDOW

Puts the cursor at your last position in the previous window, if you are using two or more windows in EVE.

---

### keys

**EVE default:** GOLD-PREV SCREEN

---

### format

**PREVIOUS WINDOW**

---

### description

For example, if you split the EVE main window into three windows, the PREVIOUS WINDOW command does the following:

- From the bottom window, the cursor returns to your last position in the middle window.
- From the middle window, the cursor returns to your last position in the top window.
- From the top window, the cursor returns to your last position in the bottom window.

If you are using only two windows, the PREVIOUS WINDOW, NEXT WINDOW, and OTHER WINDOW commands are the same.

If the Choices buffer is displayed, such as when you type an ambiguous command, you can press a key defined as PREVIOUS WINDOW to move between the Choices buffer and the command line.

---

### related commands

DELETE WINDOW  
ONE WINDOW  
SPLIT WINDOW

---

## QUIT

Ends the editing session without writing out a new file or new version of an existing file.

---

### keys

WPS keypad:            GOLD-K

---

### format

## QUIT

---

### description

Quitting discards the edits made during the session, except those you have already saved by using `SAVE FILE` or `WRITE FILE` commands.

If you have modified any buffers that you created, EVE asks you to confirm that you want to quit (to prevent accidentally discarding your edits). If you want to quit, simply press `RETURN` at the prompt. If you do *not* want to quit, type `NO` and press `RETURN`.

If you did not modify any buffers, or if you have already saved all your edits, then the `EXIT` and `QUIT` commands are the same. Thus, you can quit by pressing a key defined as `EXIT`, such as `F10` or `CTRL/Z`.

If you have changed attributes and not saved them, then when quitting, EVE prompts you as follows:

```
Command: SET CURSOR BOUND
Command: SET FIND CASE EXACT
Command: SET TABS VISIBLE
      .
      .
      .
Command: QUIT
Attributes were changed. Save them? [YES]
```

If you want to save the changes, press `RETURN`. Effectively, EVE then does a `SAVE ATTRIBUTES` command before quitting. If you do not want to save the changes, type `NO` and press `RETURN`. EVE then quits.

To disable this prompting—typically, to make quitting faster or simpler—use the `SET NOEXIT ATTRIBUTE CHECK` command. However, the command does not apply to the current editing session because exit checking is itself a global setting and can be saved in a section file or command file. After you save it, the setting applies to future editing sessions in which you use the relevant section file or command file.

---

### related commands

`DELETE BUFFER`  
`EXIT`  
`SAVE FILE`  
`SAVE FILE AS`  
`WRITE FILE`

# EVE Command Dictionary

## QUIT

---

### example

The following command ends the editing session without saving your edits:

Command: QUIT

Buffer modifications will not be saved, continue quitting?

---

## QUOTE

Enters a control code or other character you specify by a key press. You can quote a character either as part of a command string or to enter the character as text in the buffer.

---

### keys

EVE default:           CTRL/V

---

### format

**QUOTE**

---

### description

QUOTE is sensitive to the mode of the buffer (shown in the status line). In insert mode, the quoted character is inserted at the current position. In overstrike mode, the quoted character replaces the current character. Some control codes appear as a backwards question mark.

You can quote a control code or other character when you enter a string for the FIND or REPLACE commands. For example, if you have used the commands SET TABS SPACES or SET TABS MOVEMENT, you can quote TAB or CTRL/I to search for tab characters as follows:

- 1 Use the FIND command, letting EVE prompt you for the search string.
- 2 At the prompt, press CTRL/V (or a key you have defined as QUOTE).
- 3 Press TAB or CTRL/I for the tab character.
- 4 Press RETURN to complete the command.

Similarly, if you used the TPU DEFINE\_KEY built-in procedure to define a typing key (letter, number, or punctuation mark) or a control key, you can use QUOTE to enter the character or control code normally bound to that key. For example, if you have defined the tilde (~) to execute a procedure, do the following to insert a tilde character:

- 1 Use the QUOTE command (or press CTRL/V).
- 2 Type the tilde (~).

Another use of QUOTE is to pass a CTRL/Z to subprocess created with the DCL command, so you can terminate that subprocess. For more information, see the description of the DCL command.

You cannot quote the following control codes or keys, because they are processed by VMS:

CTRL/C	CTRL/T
CTRL/O	CTRL/X
CTRL/Q	CTRL/Y
CTRL/S	F6 on VT300- and VT200-series terminals

# EVE Command Dictionary

## QUOTE

---

### related commands

INSERT MODE  
OVERSTRIKE MODE

---

### example

The following example inserts an escape character in the buffer:

Command: QUOTE

Press the key to be added:

---

## RECALL

Recalls a previous EVE command, which you can edit (if necessary) and execute again.

---

### keys

<b>EVE default:</b>	CTRL/B
<b>VT100:</b>	CTRL/B

---

### format

## RECALL

---

### description

Do not type the command RECALL. If you type RECALL, that command itself is recalled. Instead, use CTRL/B or a key you have defined as RECALL.

#### Steps:

- 1 Press CTRL/B or any key you have defined as RECALL. The previous command reappears in the command window, with the cursor at the end of the command line.
- 2 To execute the recalled command, press RETURN. To recall another command, press CTRL/B again or press the up arrow key (in effect, scrolling back through the Commands buffer).

To cancel the recalled command, erase the command line (for example, by pressing CTRL/U).

When an EVE command prompts you for additional information, such as a file name, search string, or other parameter, you can press CTRL/B to scroll through the \$PROMPTS\$ buffer, to recall your previous responses to command prompts.

# EVE Command Dictionary

## RECOVER BUFFER

---

## RECOVER BUFFER

Recovers a text buffer after a system failure by using the journal file for the buffer. You can specify the name of the buffer or file you want to recover or the name of the journal file for the buffer.

---

**format**

**RECOVER BUFFER** { *buffer-name* }  
                                  { *journal-name* }

---

**parameter*****buffer-name***

The name of the buffer you want to recover. If you specify a buffer that already exists (such as the MAIN buffer), EVE first deletes the buffer (prompting you to confirm the deletion, if the buffer was modified) before doing the recovery.

***journal-name***

The name of the journal file for the buffer you want to recover. The journal file name is the name of the buffer or file you were editing with the file type .TPU\$JOURNAL. For example, if you were editing a file called MEMO.TXT, the journal file for that buffer is called MEMO\_TXT.TPU\$JOURNAL.

---

**description**

The recovery restores only your text—it does *not* restore settings, key definitions, or the contents of system buffers (such as the Insert Here buffer) before the system failure.

To recover a buffer that you were editing when the system failed, do the following:

- 1 Invoke EVE again, using the DCL command EDIT/TPU. (You need not use the /RECOVER qualifier.)
- 2 To recover your text, use RECOVER BUFFER commands in EVE. For example, to recover the MAIN buffer, use the following command:

Command: RECOVER BUFFER main

- 3 If the journal file is available, EVE shows the following information and asks if you want to recover that buffer:

Name of the buffer  
Original input file for the buffer, if any  
Output file for the buffer, if any  
Source file for recovery, if any  
Starting date and time of the editing session  
Journal file creation date and time

If you want to recover the buffer, press RETURN. Otherwise, type NO and press RETURN.

# EVE Command Dictionary

## RECOVER BUFFER

**4** Repeat Step 2, if necessary, to recover another text buffer.

You can recover buffers from different editing sessions. For a list of all the journal files available, specify a wildcard:

Command: RECOVER BUFFER \*

EVE lists the journal files so you can choose the one you want.

To recover all your buffers, that is, each buffer for which there is a journal file, use the RECOVER BUFFER ALL command.

---

### related commands

RECOVER BUFFER ALL  
SET JOURNALING



# EVE Command Dictionary

## RECOVER BUFFER ALL

---

# RECOVER BUFFER ALL

Recovers all your text buffers, one at a time, by using the journal files for the buffers. You can recover buffers from different editing sessions.

---

<b>format</b>	<b>RECOVER BUFFER ALL</b>
---------------	---------------------------

---

**description**

The recovery restores only your text—it does *not* restore settings, key definitions, or the contents of system buffers (such as the Insert Here buffer) before the system failure.

To recover all buffers that you were editing when the system failed, follow these steps:

- 1 Invoke EVE again, using the DCL command EDIT/TPU. (You need not use the /RECOVER qualifier.)
- 2 Use the RECOVER BUFFER ALL command:

Command: RECOVER BUFFER ALL

EVE tries to recover each text buffer for which there is a journal file in the directory defined by the logical name TPU\$JOURNAL. (The default directory is SYS\$SCRATCH.)

The effect is the same as repeating the RECOVER BUFFER command, except you do not have to specify buffer names or journal file names.

For each text buffer, EVE displays information such as the buffer name, the files associated with the buffer, and the time and date the journal file was created. EVE prompts you to choose one of the following:

- |      |  |
|------|--|
| YES  | Recovers the buffer and then asks you whether to recover the next buffer, if there is one. This is the default response—you can simply press Return. |
| NO   | Skips this recovery. If there is another buffer to recover, EVE asks you about the other buffer.   |
| QUIT | Cancels—does not recover the buffer and does not continue recovery operations.   |

---

<b>related commands</b>	RECOVER BUFFER SET JOURNALING
-------------------------	----------------------------------

---

## REFRESH

Refreshes (repaints) the screen, typically to remove extraneous characters that are the result of a system broadcast.

---

### keys

**EVE default:** CTRL/W

**VT100:** CTRL/W

---

### format

## REFRESH

---

### description

REFRESH also clears the message window at the bottom of the EVE screen layout. However, all the messages are still listed in the Messages buffer. To view the Messages buffer, use the following command:

Command: `BUFFER MESSAGES`

For more information, see the online help topic called Message Buffer.

To return to the buffer you were editing, use the `BUFFER` command and specify the name of the buffer you want to edit, or use the `SHOW BUFFERS` command and then select the buffer from the list.

REFRESH does not cancel highlighting of a select range or found range. Instead, use the `RESET` command to cancel the highlighting.

# EVE Command Dictionary

## REMEMBER

---

### REMEMBER

Ends (“remembers”) a learn sequence and prompts you to press the key to be defined for the sequence. (See the description of the LEARN command.)

---

#### keys

**EVE default:** CTRL/R  
**WPS keypad:** GOLD-‘ (WPS Halt key)

---

#### format

### REMEMBER

---

#### description

Do not type the REMEMBER command. If you type REMEMBER, that command itself is remembered as part of the learn sequence. Instead, use CTRL/R or a key you have defined as REMEMBER.

#### Steps:

- 1 Press CTRL/R or any key you have defined as REMEMBER.  
EVE then prompts you to press the key you want to define for the learn sequence.
- 2 Press the key to be defined. Do *not* press a key you have used in the sequence being remembered. You can press any of the following keys:
  - A function key such as PF4, KP7, ENTER, or F20
  - A control key such as CTRL/N
  - A GOLD key combination, such as GOLD-KP7 or GOLD-A
  - A shifted function key such as SHIFT/F14 (DECwindows only)
  - An ALT key combination, such as ALT/Z (DECwindows only)
  - A mouse button such as MB3 (DECwindows only)

To cancel the definition, press the RETURN key or CTRL/M, which cannot be redefined. For information about nondefinable keys, see Section 1.5.

---

## REMOVE

Removes a box or range, which you can insert elsewhere (same as the CUT command). In the Buffer List buffer, deletes the buffer whose name the cursor is on.

---

### keys

EVE default:	REMOVE
VT100:	KP8
EDT keypad:	KP6

---

### format

## REMOVE

---

### description

- 1 Select or find the text you want to remove. For example, you can use SELECT, BOX SELECT, or FIND.
- 2 Use the REMOVE command.
- 3 To insert the removed text elsewhere, use the INSERT HERE or PASTE command.

With a box selection, REMOVE is the same as BOX CUT—thus, you do not have to redefine keys for box editing. The area where you removed the text is padded with spaces to keep the column alignment of text to the right—unless you used SET BOX NOPAD and then cut a box from an insert-mode buffer.

The removed text is stored either in the Insert Here buffer in EVE or in the DECwindows clipboard, depending on your setting, and replaces in that storage area whatever you previously removed or copied. The default setting is NOCLIPBOARD, which uses the Insert Here buffer. For more information, see the description of the SET CLIPBOARD command.

If you use REMOVE in an unmodifiable buffer, EVE does the STORE TEXT or BOX COPY command instead, copying the highlighted text without removing it.

When you are in the Buffer List buffer, REMOVE deletes a buffer without your having to type the buffer name, as follows:

- 1 Use the SHOW BUFFERS command to list the buffers you have created.
- 2 Put the cursor on the name of the buffer you want to delete.
- 3 Use REMOVE to delete that buffer.

For more information about deleting buffers, see the description of the DELETE BUFFER command.

# EVE Command Dictionary

## REMOVE

---

### related commands

BOX CUT  
BOX PASTE  
BOX SELECT  
FIND  
INSERT HERE  
SELECT  
SET BOX NOPAD  
SET BOX NOSELECT  
SET BOX PAD  
SET BOX SELECT  
SET CLIPBOARD  
SET NOCLIPBOARD  
STORE TEXT  
WILDCARD FIND

---

## REPEAT

Repeats the next command or keystroke as often as you specify, without your having to retype it.

---

**format**                    **REPEAT** *integer*

---

**parameter**            *integer*

The number of times you want the next operation repeated. Must be greater than 1. If you do not specify a number, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**description**

For example, you can repeat an arrow key or a cursor-movement command, or you can repeat a typing key (such as the dash) or an editing operation (such as an ERASE command).

You cannot use one REPEAT command to multiply the effects of another REPEAT command. If you use two REPEAT commands in a row, the second command supersedes the first.

If you are using the EDT keypad or WPS keypad, you can specify repeat counts by using GOLD-number sequences. For example, to move the cursor down five lines you can do the following:

- 1 Press the GOLD key (typically PF1) and type 5.
- 2 Press ↓.

The maximum repeat count is 32767. If you enter more than five digits, EVE displays an error message and sets the repeat count to 0.

You cannot use Gold-number sequences to repeat the following keys. Instead, use the REPEAT command to repeat the key.

- The Delete key (<X>), which lets you erase the repeat count in case you mistyped the number
- The EDT SpecIns key (GOLD-KP3), which uses a Gold-number sequence to specify the decimal value of the character to be inserted
- The WPS Paste key (Comma or GOLD-Comma on the keypad or Insert Here on the mini keypad), which uses GOLD-1 through GOLD-9 to specify an optional WPS-style alternate paste buffer

---

**related commands**    DO  
                              RECALL  
                              RESET

# EVE Command Dictionary

## REPEAT

---

### **example**

In the following example, you repeat the ERASE WORD command five times—that is, you erase the current word and the next four:

```
Command: REPEAT 5  
Will repeat next command 5 times.  
Command: ERASE WORD
```

## REPLACE

Replaces one text string with another—that is, EVE searches for the *old string* you specify and replaces it with the *new string* you specify.

### keys

WPS keypad:            GOLD-;  
                              GOLD-:

### format

**REPLACE**    { "*old-string*" ["*new-string*"] }  
                      *old-string* [*new-string*]

### parameters

#### ***old-string***

The text you want to remove. If the string is more than one word, put it in quotation marks or let EVE prompt you for the string. Use all lowercase to search for any occurrence; use mixed case or all uppercase to search for an exact match. If you do not specify an old string, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

#### ***new-string***

The text you want to replace the old string. If the string is more than one word, put it in quotation marks or let EVE prompt you for the string. If you do not specify a new string—that is, if you simply press RETURN at the prompt—REPLACE deletes the old string without substituting any text.

### description

EVE searches for the old string first in the current direction and then, if necessary, in the opposite direction. If the old string is found in the opposite direction, EVE asks if you want to change the direction of the search and go there. If you want to go there, press RETURN. If you do not want to go there, type NO and press RETURN.

If the old string is found, EVE puts the cursor at the beginning of the string, highlights the found text, and asks you for one of the following choices. You need only type the first letter of the response (and press RETURN).

Response	Effects
YES	Replaces this occurrence of the old string and searches for the next occurrence. This is default choice: you can simply press RETURN.
NO	Skips this occurrence and searches for the next occurrence.
ALL	Replaces all the occurrences, starting with this one, without moving the cursor to each successively found occurrence.
LAST	Replaces this occurrence and stops here.
QUIT	Skips this occurrence and stops here. (You can also press CTRL/Z.)



# EVE Command Dictionary

## REPLACE

With YES or ALL, if the search covers the buffer more than once, EVE asks if you want to continue (so you can avoid replacing a string again when the old and new strings are similar).

When the operation is finished, EVE tells you how many replacements were made.

The REPLACE command is case sensitive. If the old string is all lowercase, EVE searches for any occurrence, regardless of its case in the buffer (much like the FIND command). If the new string is *also* all lowercase, EVE tries to match the case appropriately for each replacement, as follows:

- A capitalized version of the old string (first letter uppercase, others lowercase) is replaced by a capitalized version of the new string.
- An all-uppercase version of the old string is replaced by an all-uppercase version of the new string.
- Otherwise, the old string is replaced by an all-lowercase version of the new string.

The following table shows how EVE uses the case of the strings:

Old String	New String	Highlights	Replacements
butter	margarine	butter Butter BUTTER BUtTeR	margarine Margarine MARGARINE margarine
Butter	margarine	Butter	margarine
butter	Margarine	butter Butter BUTTER BUtTeR	Margarine Margarine Margarine Margarine
Butter	Margarine	Butter	Margarine

The *old string* becomes the search string for the next FIND. Thus, after you replace *butter* with *margarine*, the FIND NEXT command searches for *butter*.

If the old string is all lowercase, EVE searches for any occurrence regardless of its case in the buffer. To make the search case-exact, use SET FIND CASE EXACT (particularly when you want to replace lowercase occurrences only).

### related commands

FIND  
FIND NEXT  
SET FIND CASE EXACT  
WILDCARD FIND

---

## examples

The following examples show how to replace one text string with another, including strings that are more than one word:

■ Command: REPLACE butter margarine  
Replace? Type yes, no, all, last, or quit: A  
Replaced 8 occurrences.

Replaces all occurrences of the word *butter* with the word *margarine*. Because the old string is lowercase, EVE finds any occurrence of *butter* regardless of its case in the buffer. Because the new string is also lowercase, EVE matches the case appropriately in the replacement.

■ Command: REPLACE computer VAX

Replaces *computer* with *VAX*. Because the old string is lowercase, EVE finds any occurrence, but because the new string has uppercase letters, the replacement is exact (in this example, all uppercase).

■ Command: REPLACE "Samuel L. Clemens" "Mark Twain"

To replace phrases (several words), put the strings in quotation marks or let EVE prompt you for them. Because the old and new strings contain uppercase letters, the search and replacement are case exact.

# EVE Command Dictionary

## RESET

---

### RESET

Cancels a selection or other operation and sets the direction to FORWARD.

---

#### keys

<b>EVE default:</b>	GOLD-SELECT
<b>EDT keypad:</b>	GOLD-PERIOD
<b>WPS keypad:</b>	GOLD-PERIOD

---

#### format

**RESET**

---

#### description

Cancels any of the following and sets the direction of the buffer to FORWARD:

- Highlighting of a selection or found range
- A press of the GOLD key or GOLD-number combination for a repeat count (with the EDT keypad or WPS keypad)
- An incomplete or recalled command line or a \$CHOICES\$ buffer display when you type an ambiguous command
- The following SHOW commands, thus returning you to the buffer you were working in:

SHOW  
SHOW DEFAULTS BUFFER  
SHOW SUMMARY  
SHOW WILDCARDS

RESET does not reset the terminal or redraw the screen. Instead, use the REFRESH command (CTRL/W) to redraw the screen.

---

#### related commands

BOX SELECT  
FIND  
FORWARD  
SELECT  
WILDCARD FIND

**example**

In the following example, you select text and then use RESET to cancel the selection:

```
Command: SELECT
      .
      .
      .
Command: RESET
Selection canceled.
```

# EVE Command Dictionary

## RESTORE

---

## RESTORE

Inserts at your current position what you last erased with most ERASE commands or similar EDT keypad or WPS keypad keys—same as using RESTORE LINE, RESTORE SENTENCE, or RESTORE WORD, depending on what you last erased.

---

### keys

<b>EVE default:</b>	GOLD-INSERT HERE
<b>WPS keypad:</b>	GOLD-PF3 GOLD-PF4

---

### format

## RESTORE

---

### description

#### Steps:

- 1 Put the cursor where you want to insert what you erased.
- 2 Use the RESTORE command.

The restored text is inserted whether the mode of the buffer is insert or overstrike. Existing text is pushed to the right or down. Depending on the amount of text restored and where you are on the line, your text may go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

---

### related commands

RESTORE BOX SELECTION  
RESTORE CHARACTER  
RESTORE LINE  
RESTORE SELECTION  
RESTORE SENTENCE  
RESTORE WORD

---

### example

The following commands erase a word and then insert it:

```
Command: ERASE WORD
      .
      .
      .
Command: RESTORE
```

---

## RESTORE BOX SELECTION

Restores (reinserts) text you last erased with a pending delete operation. The text is inserted similar to BOX PASTE.

---

**format**                      **RESTORE BOX SELECTION**

---

**description**

This command is useful if you inadvertently erased a selection. It also lets you use the pending delete feature as another way to cut and paste text.

The RESTORE BOX SELECTION command works like the BOX PASTE command. The results of a RESTORE BOX SELECTION operation depend upon the current SET BOX PAD mode and whether your buffer is in insert or overstrike mode.

If SET BOX PAD (the default) is in effect or if SET BOX NOPAD is in effect and the buffer is in overstrike mode, then each line of restored text is overstruck into the corresponding “box position” in your buffer. No text is pushed to the right.

If SET BOX NOPAD is in effect and the buffer is in insert mode, then each line of restored text is inserted into the corresponding “box position” in your buffer. Existing text is pushed to the right.

Note that if subsequent lines of text in the current buffer do not extend to the left side of the box, then the pasted text will have a ragged left edge as it follows the existing text.

Using SET BOX SELECT with RESTORE SELECTION is the same as using RESTORE BOX SELECTION. Restoring a box is similar to using BOX PASTE. The restored box overwrites existing lines—unless you used SET BOX NOPAD and then restore the text into an insert-mode buffer.

For more information about pending delete, see the description of the SET PENDING DELETE command.

---

**related commands**

RESTORE SELECTION  
SET BOX PAD  
SET PENDING DELETE

# EVE Command Dictionary

## RESTORE BOX SELECTION

---

### example

In the following example, you enable PENDING DELETE, select a box of text, erase the selection, and then put back the erased text:

```
Command: SET PENDING DELETE
Command: BOX SELECT
      .
      .
      .
Command: DELETE
Command: RESTORE BOX SELECTION
```

---

## RESTORE CHARACTER

Puts back at your current position what you last erased with DELETE, ERASE CHARACTER, or similar EDT keypad or WPS keypad keys.

---

### keys

EDT keypad:            GOLD-COMMA

---

### format

**RESTORE CHARACTER**

---

### description

#### Steps:

- 1 Put the cursor where you want to insert the character you erased.
- 2 Use the RESTORE CHARACTER command.

RESTORE CHARACTER is sensitive to the mode of the buffer (shown in the status line). In insert mode, the restored character is inserted at the current position. In overstrike mode, the restored character replaces the current character.

---

### related commands

CHANGE MODE  
DELETE  
ERASE CHARACTER

---

### example

The following commands erase a character and then insert it:

```
Command: ERASE CHARACTER
        .
        .
        .
Command: RESTORE CHARACTER
```



# EVE Command Dictionary

## RESTORE LINE

---

# RESTORE LINE

Inserts at your current position what you last erased with ERASE LINE, ERASE START OF LINE, or similar EDT keypad or WPS keypad keys.

---

### keys

EDT keypad:            GOLD-PF4

---

### format

**RESTORE LINE**

---

### description

#### Steps:

- 1 Put the cursor where you want to insert what you erased.
- 2 Use the RESTORE LINE command.

The restored text is inserted whether the mode of the buffer is insert or overstrike. Existing text is pushed to the right or down. Depending on the amount of text restored and where you are on the line, your text may go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

---

### related commands

RESTORE  
RESTORE CHARACTER  
RESTORE SENTENCE  
RESTORE WORD

---

### example

The following commands erase a line and then insert it:

Command: ERASE LINE

·  
·

Command: RESTORE LINE

---

## RESTORE SELECTION

Inserts at your current position what you last erased with a pending delete operation.

---

**format**                      **RESTORE SELECTION**

---

**description**

This command is useful if you inadvertently erased a selection, and it also lets you use the pending delete feature as another way to cut and paste text.

**Steps:**

- 1 Put the cursor where you want to insert what you erased.
- 2 Use the RESTORE SELECTION command.

The restored text is inserted whether the mode of the buffer is insert or overstrike. Existing text is pushed to the right or down. Depending on the amount of text restored and where you are on the line, your text may go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

Using SET BOX SELECT with RESTORE SELECTION is the same as using RESTORE BOX SELECTION. Restoring a box is similar to using BOX PASTE. The restored box overwrites existing lines—unless you used SET BOX NOPAD and then restore the text into an insert-mode buffer.

For more information about pending delete, see the description of the SET PENDING DELETE command.

---

**related commands**

RESTORE BOX SELECTION  
SET BOX SELECT  
SET PENDING DELETE

# EVE Command Dictionary

## RESTORE SENTENCE

---

# RESTORE SENTENCE

Inserts at your current position what you last erased with the WPS Delete Beginning Sentence key (GOLD-F13 or GOLD-CTRL/J).

---

<b>format</b>	<b>RESTORE SENTENCE</b>
---------------	-------------------------

---

### description

#### Steps:

- 1 Put the cursor where you want to insert what you erased.
- 2 Use the RESTORE SENTENCE command.

The restored text is inserted whether the mode of the buffer is insert or overstrike. Existing text is pushed to the right or down. Depending on the amount of text restored and where you are on the line, your text may go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

Setting the WPS keypad does *not* define a key for RESTORE SENTENCE. Therefore, if you use the WPS keypad, you may want to define a key for RESTORE SENTENCE.

---

### related commands

RESTORE  
RESTORE LINE  
SET KEYPAD WPS

---

## RESTORE WORD

Inserts at your current position what you last erased with ERASE PREVIOUS WORD, ERASE WORD, or similar EDT keypad or WPS keypad keys.

---

### keys

**EVE default:** GOLD-F13 (except with WPS keypad)  
**EDT keypad:** GOLD-MINUS

---

### format

## RESTORE WORD

---

### description

#### Steps:

- 1 Put the cursor where you want to insert what you erased.
- 2 Use the RESTORE WORD command.

The restored text is inserted whether the mode of the buffer is insert or overstrike. Existing text is pushed forward. Depending on the length of the restored text and where you are on the line, your text may go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

---

### related commands

RESTORE  
RESTORE CHARACTER  
RESTORE LINE

---

### example

The following commands erase a word and then insert it:

Command: ERASE WORD

.  
.  
.

Command: RESTORE WORD

# EVE Command Dictionary

## RETURN

---

## RETURN

Inserts a carriage return at your current position to start a new line of text, or terminates an EVE command or a response to a prompt.

---

### keys

<b>EVE default:</b>	RETURN ENTER CTRL/M
<b>VT100:</b>	RETURN CTRL/M
<b>EDT keypad:</b>	ENTER

---

### format

## RETURN

---

### description

To start a new line:

- 1 Put the cursor where you want to start a new line.
- 2 Press RETURN. The cursor and any existing text to the right move down to start a new line at the current left margin of the buffer.

In terminating a command or response to a prompt, you can have the cursor anywhere on the command line. Generally, if an EVE command prompts you for required information, such as a file name, search string, or other parameter, simply pressing RETURN at the prompt without typing anything cancels the operation. In some cases, pressing RETURN indicates a default choice.

In the Buffer List, pressing RETURN lets you put a buffer into the current window without having to type the buffer name, as follows:

- 1 Use SHOW BUFFERS to list the buffers you created.
- 2 Put the cursor on the name of the buffer that you want to view and press RETURN.

Because EVE defines the ENTER key as RETURN (except with the VT100 keypad or WPS keypad), pressing ENTER also does the same thing.

Pressing RETURN also exits from HELP.

EVE does not let you define the RETURN key or CTRL/M. You can redefine ENTER.

---

### related commands

SET NOWRAP  
SET WRAP  
SHOW BUFFERS

---

## REVERSE

Sets the direction of the current buffer to reverse (left and up).

---

### keys

EDT keypad: KP5

---

### format

**REVERSE**

---

### description

The direction of the buffer is shown in the status line. It affects commands like **FIND** and **MOVE BY LINE** and some EDT keypad and WPS keypad keys. (See Table 2-2.)

For buffers you create, the default direction is forward. Note that direction is a buffer-specific setting; you can have one buffer set to forward and another buffer set to reverse.

For editing EVE command lines, the default direction is reverse, independent of the direction of your text buffers.

If you press a key defined as **FIND** or **WILDCARD FIND**, or if you type either command and let EVE prompt you for the search string, you can terminate the response by pressing a direction-setting key to begin searching in that direction. For example, with the EDT keypad, you can press KP4 for forward or KP5 for reverse. If you terminate the response by pressing **RETURN**, the search starts in the current direction of the buffer, as shown in the status line.

---

### related commands

**CHANGE DIRECTION**  
**FORWARD**

---

### example

The following commands set the direction of the buffer to reverse, and then move the cursor to the nearest start of line:

Command: REVERSE  
Command: MOVE BY LINE

---

# SAVE ATTRIBUTES

Saves global settings and other customizations in a section file or VAXTPU command file for future editing sessions.

---

### format

### SAVE ATTRIBUTES

---

### description

To save your customizations for future editing sessions:

- 1 Make the changes you want such as adding or removing menu items, enabling bound cursor motion, setting tab modes, and so on.
- 2 Use the SAVE ATTRIBUTES command.

If you save in a section file, EVE saves attributes, key definitions, compiled procedures, menu entries, and other extensions. The section file is in binary form so that it is executed quickly at startup. In effect, the section file is your own customized version of EVE.

If you save in a VAXTPU command file, EVE saves attributes and menu entries by generating a specially marked block of VAXTPU statements. EVE then creates a new command file or updates an existing command file.

You can set up a default section file or VAXTPU command file that EVE creates or updates without your having to specify the file each time you save attributes. The following table shows the effects of SAVE ATTRIBUTES depending on whether you set a default section file and whether section file prompting is enabled or disabled.

---

Default/Prompt Setting	Result of SAVE ATTRIBUTES Command
SET DEFAULT SECTION FILE	Prompts whether to save in a section file.
SET SECTION FILE PROMPTING	If Yes, saves in your default section file.
SET DEFAULT SECTION FILE	Saves in your default section file without prompting.
SET NOSECTION FILE PROMPTING	
SET NODEFAULT SECTION FILE	Prompts whether to save in a section file.
SET SECTION FILE PROMPTING	(Default settings.)
SET NODEFAULT SECTION FILE	Prompts whether to save in a VAXTPU
SET NOSECTION FILE PROMPTING	command file.

---

Note that these effects apply whether you use the SAVE ATTRIBUTES command or save attributes as part of exiting or quitting.

On DECwindows, you can choose Save Attributes from the Customize menu. The dialog box includes a list of the current settings and includes buttons for saving in a section file or command file.

**related commands**

SAVE EXTENDED EVE  
SAVE SYSTEM ATTRIBUTES



# EVE Command Dictionary

## SAVE EXTENDED EVE

---

### SAVE EXTENDED EVE

Creates a section file you specify, saving your current key definitions, other extensions, and attributes for future editing sessions (same as the SAVE EXTENDED TPU command).

---

**format**                    **SAVE EXTENDED EVE**    *section-file*

---

**parameter**            ***section-file***  
The section file you want to create. The default file type is TPU\$SECTION. You can use logical names in the file specification, but cannot use wildcards. For example, you can use SYS\$LOGIN or other logical names to specify the device or directory where you want the section file created. By default, the section file is created in your current (default) directory. If you do not specify a file, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

### description

- 1 Compile any VAXTPU procedures you have written to extend EVE. You can use EXTEND commands during the editing session, or you can put the procedures in a command file executed when you invoke the editor (with the /COMMAND qualifier).
- 2 Define any keys you want by using DEFINE KEY, LEARN, SET GOLD KEY, and SET KEYPAD commands. You can do the commands during the editing session, or you can put the commands in an EVE initialization file.
- 3 To create a section file, use the SAVE EXTENDED EVE command and specify the name of the section file. The default file type is TPU\$SECTION. For example, the following command creates a section file called MYSEC.TPU\$SECTION in your current (default) directory:

```
Command:  SAVE EXTENDED EVE mysec
```

- 4 To use a section file, invoke the editor using the /SECTION qualifier, or define the logical name TPU\$SECTION (particularly if there is a section file you want to use for all or most sessions). For example, the following command invokes the editor using a section file called MYSEC.TPU\$SECTION in your top-level (or login) directory:

```
$ EDIT/TPU/SECTION=sys$login:mysec
```

In specifying the section file, include the device (disk) and directory. Otherwise, VAXTPU assumes the section file is in SYS\$SHARE.

A section file is in binary form, so it is executed quickly. You use one section file at a time. Section files are cumulative, saving the current key definitions and extensions done during the editing session and adding them to those already saved in the section file you are using. Effectively, the section file is your own, customized version of EVE. However, a section

## EVE Command Dictionary

### SAVE EXTENDED EVE

file usually does not save margins, tabs, and other settings. Therefore, you may want to use an EVE initialization file to save your editing preferences. (See Section 1.6.)

The default section file is `SYSS$SHARE:EVE$SECTION.TPU$SECTION`.

You can also create a section file by using `SAVE ATTRIBUTES` or `SAVE SYSTEM ATTRIBUTES` or by saving attributes as part of exiting or quitting.

Note that `SAVE`, by itself, is a synonym for `SAVE EXTENDED EVE`. This avoids ambiguity with the `SAVE ATTRIBUTES`, `SAVE SYSTEM ATTRIBUTES`, `SAVE FILE`, and `SAVE FILE AS` commands.

---

#### related commands

`SAVE ATTRIBUTES`  
`SET DEFAULT SECTION FILE`  
`SET NODEFAULT SECTION FILE`  
`SET NOSECTION FILE PROMPTING`  
`SET SECTION FILE PROMPTING`

---

#### example

In the following example, you enable the EDT keypad and define other keys, and then create a section file called `MYEVE.TPU$SECTION`:

```
Command: SET KEYPAD EDT
Command: DEFINE KEY
          .
          .
          .
Command: SAVE EXTENDED EVE myeve
```

## **EVE Command Dictionary**

### **SAVE EXTENDED TPU**

---

## **SAVE EXTENDED TPU**

Same as the SAVE EXTENDED EVE command—creates a section file you specify, saving your current key definitions and other extensions for future editing sessions.

---

## SAVE FILE

Saves (writes out) the current buffer, without ending the editing session.  
(Similar to the WRITE FILE command.)

---

**format**                    **SAVE FILE**

---

**description**            This command is similar to the WRITE FILE command, except that you do not specify an output file on the command line. Instead, SAVE FILE uses the output file specification associated with the buffer. Typically, this is the same as the file specified when you invoked EVE or when you used the GET FILE, OPEN, or OPEN SELECTED command.

If there is no output file associated with the buffer—for example, if you invoked EVE without specifying a file, or if you created the buffer with the BUFFER or NEW command, or if you are saving an EVE system buffer—then EVE prompts you to enter an output file name. In such a case, specifying an output file does not change the buffer name, but does associate that file with the buffer for later SAVE FILE or WRITE FILE commands or for exiting (except with system buffers).

To check the output file specification of the buffer, use the SHOW command.

---

**related commands**      DELETE BUFFER  
                              EXIT  
                              SAVE FILE AS  
                              SHOW  
                              WRITE FILE

---

**example**                    The following commands open a file called MEMO.TXT and then save your edits in a new version of that file:

```
Command: OPEN memo.txt
          .
          .
          .
Command: SAVE FILE
45 lines written to file DISK$1:[GEOFF]MEMO.TXT;2
```

# EVE Command Dictionary

## SAVE FILE AS

---

### SAVE FILE AS

Saves (writes out) the current buffer to the file you specify, without ending the editing session.

---

**format**                    **SAVE FILE AS**    *output-file*

---

**parameter**                ***output-file***  
The output file you want to create for saving the contents of the current buffer. If you do not specify a file, EVE prompts you for one. Pressing RETURN or DO at the prompt without specifying a file, writes the buffer to the output file associated with that buffer, if there is one (same as with the SAVE FILE or WRITE FILE command).

---

**description**                This command is similar to the SAVE FILE or WRITE FILE command, except that SAVE FILE AS requires an output file specification. This lets you save your edits in a file with a different name from the input file.  
  
Specifying an output file does not change the buffer name, but does associate that file with the buffer for later SAVE FILE or WRITE FILE commands or for exiting (except with system buffers).  
  
To check the output file specification of the buffer, use the SHOW command.

---

**related commands**        DELETE BUFFER  
EXIT  
SAVE FILE  
SHOW  
WRITE FILE

---

**example**                    The following commands open a file called ROUGH.DAT and then save your edits as a file called FINAL.TXT:

```
Command: OPEN rough.dat
      .
      .
      .
Command: SAVE FILE AS final.txt
38 lines written to DISK$1:[GEOFF]FINAL.TXT;1
```

---

## SAVE SYSTEM ATTRIBUTES

Saves the EVE default attribute settings and menu entries in a section file or VAXTPU command file for future editing sessions. This is useful if you set attributes or otherwise customized EVE and want to restore standard EVE settings. For example, you might want to have a standard EVE section file or command file.

---

**format**                      **SAVE SYSTEM ATTRIBUTES**

---

**description**                The following table shows the effect of SAVE SYSTEM ATTRIBUTES depending on whether you set a default section file and whether section file prompting is enabled or disabled.

---

<b>Default/Prompt Setting</b>	<b>Effects with SAVE SYSTEM ATTRIBUTES Command</b>
SET DEFAULT SECTION FILE SET SECTION FILE PROMPTING	Prompts whether to save in a section file. If Yes, saves in your default section file.
SET DEFAULT SECTION FILE SET NOSECTION FILE PROMPTING	Saves in your default section file without prompting.
SET NODEFAULT SECTION FILE SET SECTION FILE PROMPTING	Prompts whether to save in a section file. (Default settings.)
SET NODEFAULT SECTION FILE SET NOSECTION FILE PROMPTING	Prompts whether to save in a VAXTPU command file.

---

**related commands**        SAVE ATTRIBUTES  
                                  SAVE EXTENDED EVE

# EVE Command Dictionary

## SELECT

---

### SELECT

Selects text for an editing operation such as COPY, FILL, REMOVE, OPEN SELECTED, or UPPERCASE WORD. In the Buffer List buffer, lets you view the buffer on whose name the cursor is positioned.

---

#### keys

EVE default:	SELECT
VT100 keypad:	KP7
EDT keypad:	PERIOD
WPS keypad:	PERIOD

---

#### format

### SELECT

---

#### description

To select text:

- 1 Put the cursor where you want to begin the selection.
- 2 Use the SELECT command to begin selecting text.
- 3 Move the cursor to select text. Whatever text the cursor crosses is highlighted in reverse video. Blank lines are not highlighted. If you move the cursor forward, the select range begins with the current character. If you move the cursor back (reverse direction), the select range begins with the character left of the cursor. If you move the cursor by using FIND, FIND NEXT, or WILDCARD FIND in forward direction, the select range ends at the start of the found string—that is, the found text is *not* part of the select range.

You can then use an EVE command, EDT keypad key, or WPS keypad key with the select range, as listed in Table 2–5.

**Table 2–5 EVE Commands and Keypad Keys for Editing a Select Range**

<b>EVE Commands:</b>	BOX COPY BOX CUT CAPITALIZE WORD CONVERT TABS DELETE (if pending delete is enabled) FILL or FILL RANGE FIND SELECTED LOWERCASE WORD OPEN SELECTED REMOVE or CUT SPELL (if DECspell is installed on your system) STORE TEXT or COPY UPPERCASE WORD
<b>EDT Keypad Keys:</b>	Append (KP9) ChngCase (GOLD-KP1) EDT Replace (GOLD-KP9) Subs (GOLD-ENTER)
<b>WPS Keypad Keys:</b>	WPS Copy (GOLD-MINUS) WPS Cut (MINUS or REMOVE) Lower Case (GOLD-KP3) WPS Replace (GOLD-' or GOLD-") Upper Case (KP3)

On DECwindows, you can select text by using MB1 as follows. The cursor moves to where you are pointing.

Mouse Action	Selection
1 Click	Cancels a selection, if any.
2 Clicks	Selects all of the word that the pointer is on.
3 Clicks	Selects all of the line that the pointer is on.
4 Clicks	Selects all of the paragraph that the pointer is on.
5 Clicks	Selects all of the buffer (same as the SELECT ALL command).
Drag	Selects text, starting where you press MB1 and ending where you release MB1.
Shift/Drag	Extends or shrinks a select range.

To cancel the selection, do any of the following:

- Use the RESET command.
- Repeat the SELECT command (for example, by pressing the SELECT key again).
- Click MB1 once.
- If the selection was done by clicking or dragging the mouse, you can simply move the cursor out of the select range (for example, by pressing the down arrow key).



# EVE Command Dictionary

## SELECT

When you are in the Buffer List buffer, SELECT is specially redefined to view a buffer, as follows:

- 1 Use the SHOW BUFFERS command to get a list of the buffers you have created, or use the SHOW SYSTEM BUFFERS command to get a list of the buffers EVE creates.
- 2 Put the cursor on a buffer name in the list and use SELECT.

When the \$CHOICES\$ buffer is displayed and you are in the list of choices, pressing a key defined as SELECT copies a choice onto the command line.

---

### related commands

BOX SELECT  
RESET  
SELECT ALL  
SET BOX SELECT  
SET PENDING DELETE  
SHOW BUFFERS

---

### examples

The following examples show how to select text for an editing operation:

- Command: SELECT  
Move the text cursor to select text.  
Command: END OF LINE  
Command: UPPERCASE WORD

Selects text starting with the current character to the end of the line, and then makes that text all uppercase.

- Command: SELECT  
Move the text cursor to select text.  
Command: FIND digital  
Command: REMOVE

Selects text starting with the current character to the beginning of the search string you specify (*digital*), and then removes that text so you can insert it elsewhere. Note that if the search was in the forward direction, the found text is *not* part of the select range, and therefore is not removed.

---

## SELECT ALL

Selects all of the current buffer—regardless of your position—so you can perform an editing operation, such as COPY, FILL, or REMOVE.

---

**format**                      **SELECT ALL**

---

**description**

- 1 Use the SELECT ALL command or, on DECwindows, click MB1 five times. The entire buffer is highlighted in reverse video.
- 2 You can then use an EVE command, EDT keypad key, or WPS keypad key to edit the select range. See Table 2-5. Note that you cannot use BOX COPY or BOX CUT.

To cancel the selection, do any of the following:

- Use the RESET command.
- Repeat SELECT or SELECT ALL. (For example, you can press the SELECT key.)
- Click MB1 once.

Note that if you use SELECT ALL, you cannot then use pending delete or any of the following commands:

- BOX COPY
- BOX CUT
- FIND SELECTED
- OPEN SELECTED

---

**related commands**      RESET  
                                    SELECT

# EVE Command Dictionary

## SET BOX NOPAD

---

### SET BOX NOPAD

Disables padding and overstriking for box editing, unless the mode of the buffer is overstrike.

---

#### format

**SET BOX NOPAD**

---

#### description

If the buffer is in overstrike mode, then box cut and paste operations are the same as for SET BOX PAD mode.

If, however, the buffer is in insert mode, then box cut and past operations have the following effects:

- The BOX CUT command removes the box of text and collapses to the left any text that was to the right of the box. Any tabs in or to the right of the box are first converted to spaces to maintain the correct column alignment.
- The BOX PASTE command inserts the box and pushes existing text to the right.

Regardless of the current SET BOX [NO]PAD mode, you can force overstrike or insert box operations by using the BOX CUT OVERSTRIKE, BOX PASTE OVERSTRIKE, BOX CUT INSERT, and BOX PASTE INSERT commands.

SET BOX NOPAD is a global setting, applying in all buffers. To save your setting, use SAVE ATTRIBUTES to create a section file or to create or update a command file (see online help on Attributes for more information).

---

#### related commands

BOX CUT  
BOX PASTE  
CHANGE MODE  
SET BOX PAD

---

## **SET BOX NOSELECT**

Disables SET BOX SELECT mode. All select operations revert back to the standard, nonbox, linear text selection operations. (Default setting.)

---

**format**                    **SET BOX NOSELECT**

---

**description**            When SET BOX SELECT mode is disabled, you can still do box operations by using the box commands, such as BOX SELECT, BOX CUT, and BOX PASTE.

---

**related commands**    BOX SELECT  
                              SELECT  
                              SET BOX SELECT

# EVE Command Dictionary

## SET BOX PAD

---

### SET BOX PAD

Sets overstrike mode for box cut and paste operations regardless of whether the buffer is in insert or overstrike mode. (Default setting.)

---

**format**                    **SET BOX PAD**

---

**description**            When SET BOX PAD is enabled (overstrike mode), then box cut and paste operations have the following effects:

- The BOX CUT command removes the box of text and then pads the entire box with spaces. Any tabs in the box are first converted to spaces to maintain correct column alignment of text.
- The BOX PASTE command overstrikes the contents of the paste buffer into the current buffer.

Regardless of the current SET BOX [NO]PAD mode, you can force overstrike or insert box operations by using the BOX CUT OVERSTRIKE, BOX PASTE OVERSTRIKE, BOX CUT INSERT, and BOX PASTE INSERT commands.

---

**related commands**    BOX CUT  
                              BOX PASTE  
                              BOX SELECT  
                              RESTORE BOX SELECTION  
                              SET BOX NOPAD

---

## SET BOX SELECT

Sets BOX SELECT mode, in which all standard select operations become box select operations. Enabling this mode also makes other editing operations work on boxes (rectangular areas of text) instead of the usual linear ranges.

---

**format**                    **SET BOX SELECT**

---

**description**            SET BOX SELECT makes the following commands the same as BOX commands.

Command	Effect with SET BOX SELECT
INSERT HERE or PASTE	BOX PASTE
REMOVE or CUT	BOX CUT
RESTORE SELECTION	RESTORE BOX SELECTION
SELECT	BOX SELECT
STORE TEXT or COPY	BOX COPY

For example, you can then select, cut, and paste a box by using the SELECT, REMOVE, and INSERT HERE keys without having to redefine the keys.

Note that you need not be in SET BOX SELECT mode to perform box operations. You can simply use the box commands, such as BOX SELECT, BOX CUT, and BOX PASTE.

SET BOX SELECT is a global setting, applying in all buffers. To save your setting, use SAVE ATTRIBUTES to create a section file or to create or update a command file (see online help on Attributes for more information). However, for routine editing, you may want to use the EVE default, SET BOX NOSELECT.

---

**related commands**    BOX SELECT  
                              SELECT  
                              SET BOX NOSELECT

# EVE Command Dictionary

## SET BUFFER

---

### SET BUFFER

Sets the editing status of the current buffer—whether you can modify the buffer or whether EVE saves (writes out) the buffer on exiting.

---

#### format

**SET BUFFER** { *MODIFIABLE*  
*UNMODIFIABLE*  
*READ\_ONLY*  
*WRITE* }

---

#### parameters

##### ***MODIFIABLE***

Default setting. The buffer can be modified (edited). Also restores the previous mode of the buffer (insert or overstrike).

##### ***UNMODIFIABLE***

The buffer cannot be modified. For example, you cannot insert or erase text in the buffer. In the status line, Unmodifiable replaces the Insert or Overstrike indicator.

##### ***READ\_ONLY***

The buffer is write-locked and unmodifiable. Text-editing functions do not work in the buffer, and exiting does not write out the buffer. However, you can write out the buffer by using the WRITE FILE, SAVE FILE, or SAVE FILE AS command.

##### ***WRITE***

Default setting. The buffer is write-enabled (opposite of READ\_ONLY). On exiting, if the buffer has been modified, EVE writes it out or asks if you want to write it out.

You can specify only one keyword per command. If you do not specify a keyword, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

#### description

The modification status is indicated in the status line by Insert or Overstrike (if the buffer is modifiable) or by Unmodifiable. The read/write status is shown by Read-only or Write in the status line.

Typically you set a buffer to read-only, unmodifiable, or both to prevent inadvertently changing text you want to keep intact, such as reference data or a previous draft.

If you create a “scratchpad” buffer as a temporary work area, you may want to set it to read-only and modifiable. This lets you edit the buffer, but EVE does not write out (save) that buffer on exiting.

# EVE Command Dictionary

## SET BUFFER

If the buffer is unmodifiable, commands or keys that normally cut text perform the following copy operations instead:

- REMOVE and CUT commands and EDT Append key—STORE TEXT
- WPS Cut key—WPS COPY
- BOX CUT, BOX CUT INSERT, and BOX CUT OVERSTRIKE commands—BOX COPY

On DECwindows, you can toggle the buffer settings by clicking MB1 on the indicator or indicators in the status line, as follows:

- Clicking on the Write indicator makes the buffer read-only and unmodifiable.
- Clicking on the Read-only indicator makes the buffer write-enabled.
- Clicking on the Unmodifiable indicator makes the buffer modifiable and restores its previous mode (Insert or Overstrike).

---

### related commands

DELETE BUFFER  
SHOW  
SHOW BUFFERS

---

### examples

The following examples show how to set a buffer to read-only, and how to set a buffer to read-only and modifiable:

■ Command: SET BUFFER READ\_ONLY

Sets the current buffer to read-only and unmodifiable. This is useful to prevent inadvertently changing text you want to keep intact, such as reference data or a previous draft. To undo the setting, use the command SET BUFFER WRITE.

■ Command: SET BUFFER READ\_ONLY  
Command: SET BUFFER MODIFIABLE

Sets the current buffer to read-only and modifiable. This is useful for a “scratchpad” buffer that you want to edit, but do not want EVE to save on exiting.



# EVE Command Dictionary

## SET CLIPBOARD

---

# SET CLIPBOARD

Enables the DECwindows clipboard for copying, cutting, and pasting text, instead of the Insert Here buffer in EVE. Using the clipboard lets you transfer text between EVE and other DECwindows applications.

---

**format**                    **SET CLIPBOARD**

---

### description

You can enable the clipboard only if you invoke EVE using /INTERFACE=DECWINDOWS. Otherwise, the command is invalid.

Table 2-6 lists the EVE commands and EDT keypad keys that are affected by the clipboard setting. WPS keypad keys do *not* use the clipboard regardless of the setting.

**Table 2-6 EVE Commands and Keypad Keys Using the Clipboard**

---

<b>EVE Commands:</b>	BOX CUT BOX COPY BOX PASTE INSERT HERE or PASTE REMOVE or CUT STORE TEXT or COPY
<b>EDT Keypad Keys:</b>	Append (KP9) EDT Replace (GOLD-KP9) Subs (GOLD-ENTER)

---

The default is SET NOCLIPBOARD, which uses the Insert Here buffer.

SET CLIPBOARD is a global setting that applies to all buffers. To save your setting, use SAVE ATTRIBUTES to create a section file or to create or update a command file (see online help on Attributes for more information). However, for routine editing within EVE, using the Insert Here buffer may be faster depending on the amount of text involved.

---

**related command**                    SET NOCLIPBOARD

---

### example

The following commands enable the DECwindows clipboard, select the entire buffer, and then copy the selection, storing it in the clipboard so you can paste it into another DECwindows application or elsewhere in EVE:

```
Command: SET CLIPBOARD
Command: SELECT ALL
Command: STORE TEXT
```

---

## SET CURSOR BOUND

Enables bound cursor motion, similar to the cursor motion in EDT, WPS, and other editors.

---

### format

### SET CURSOR BOUND

---

### description

A bound cursor cannot move into unused portions of the buffer. For example, if you are at the end of a line and you press the right arrow key (→), the cursor moves to the start of the next line. Thus, as you move through the buffer, the cursor “tracks” the shape of your text. For example, if you press the down arrow key (↓), the cursor moves down to the next line staying in the same column only if there is a character at that position on the line. If there is no character in that column, the cursor moves left (as well as down) to occupy a column in which there is a character.

When you use the SET CURSOR BOUND command, if the cursor is in an unused area of the buffer, EVE moves the cursor to the nearest text—an effect called “snapping.”

Table 2-7 lists the commands and keys affected by the type of cursor motion.

**Table 2-7 Commands and Keys Using Bound or Free Cursor Motion**

---

<b>EVE:</b>	MOVE DOWN (↓) MOVE LEFT (←) MOVE RIGHT (→) MOVE UP (↑) NEXT SCREEN PREVIOUS SCREEN
<b>EDT Keypad:</b>	EDT Next Screen (NEXT SCREEN) EDT Previous Screen (PREV SCREEN) Sect (KP8)
<b>WPS Keypad:</b>	Advance (KP0) Backup (KP1) Scroll Advance (GOLD-KP0) Scroll Backup (GOLD-KP1)

---

By default, EVE uses a free cursor; that is, you can move the cursor anywhere in the buffer whether text is already there or not. However, for editing command lines, the cursor is always bound.

On DECwindows, you can set bound or free cursor motion by choosing Global Attributes from the Customize menu.

## EVE Command Dictionary

### SET CURSOR BOUND

SET CURSOR BOUND is a global setting, applying in all buffers. To save your setting, use SAVE ATTRIBUTES to create a section file or to create or update a command file (see online help on Attributes for more information).

The SET KEYPAD WPS command automatically sets the cursor to bound.

---

#### **related commands**

SET CURSOR FREE  
SET KEYPAD WPS

---

## SET CURSOR FREE

Enables free cursor motion, which lets you move anywhere in the buffer and insert text whether characters are already there or not. (Default setting.)

---

**format**                      **SET CURSOR FREE**

---

**description**

If you move up and down, the cursor stays in the same column on the screen. You can move left of the left margin (if the left margin is greater than 1), right of the right margin, in the middle of a tab, or past the [End of file] marker (if the buffer is shorter than the current window).

For example, if you are at the end of a line and press the right arrow key, the cursor moves past the end of the line and you can put text there. By contrast, a bound cursor moves to the start of the next line.

For a list of the commands and keypad keys affected by the setting, see Table 2-7.

Free cursor motion is useful to create tables or other special layouts, because you can put the text anywhere in the buffer. For example, you can put text to the right of the right margin, or, if the left margin is greater than 1, you can put text left of the left margin. If you move the cursor into an unused area of the buffer, such as to the right of the right margin, and enter text there, EVE puts in spaces or blank lines between your existing text and where you put the new text. In other words, EVE pads the gap with spaces or blank lines. You can erase these spaces or blank lines to close up the gap. If you move into an unused area of the buffer without typing anything, no padding occurs.

To enable bound cursor motion (like that in EDT or WPS), use the SET CURSOR BOUND command.

---

**related command**                      SET CURSOR BOUND

# EVE Command Dictionary

## SET DEFAULT COMMAND FILE

---

### SET DEFAULT COMMAND FILE

Determines the VAXTPU command file that you want EVE to create or update for saving attributes and menu entries without having to specify the command file each time.

---

**format**                    **SET DEFAULT COMMAND FILE**    *command-file*

---

**parameter**                ***command-file***  
The name of the command file you want EVE to use by default. The default file type is .TPU.

---

**description**              If you do not specify a file on the command line, EVE prompts you. The prompt shows the name of the current default command file, if one is set. If you have not already set a default command file, the prompt shows one of the following:

- The command file specified with /COMMAND= when you invoked EVE
- The command file defined by the logical name TPU\$COMMAND
- A command file called TPU\$COMMAND.TPU in your current directory

Setting a default command file does not determine the command file executed at startup but only the command file created for saving attributes and menu entries.

---

**related commands**        SAVE ATTRIBUTES  
                              SAVE EXTENDED EVE  
                              SAVE SYSTEM ATTRIBUTES  
                              SET NODEFAULT COMMAND FILE

---

**example**                    The following command sets your default command file as MYCOMM.TPU in your top-level (or login) directory:

Command: SET DEFAULT COMMAND FILE sys\$login:mycomm

---

## SET DEFAULT SECTION FILE

Determines the section file that EVE creates to save attributes, key definitions, and other customizations without having to specify the file each time.

---

**format**                    **SET DEFAULT SECTION FILE**    *section-file*

---

**parameter**            ***section-file***  
The name of the section file you want EVE to use by default. The default file type is .TPU\$SECTION.

---

**description**            If you use SET DEFAULT SECTION FILE and do not specify a file on the command line, EVE prompts you. The prompt shows the name of the current default section file, if one is set. Typically, the default name is SYS\$LOGIN:EVE\$SECTION.TPU\$SECTION.

The following table shows the effects of SET DEFAULT SECTION FILE depending on whether you enabled or disabled section file prompting for saving attributes.

---

Attribute Setting	Effects with SET DEFAULT SECTION FILE
SET SECTION FILE PROMPTING	When you save attributes, EVE prompts whether to save in a section file. If Yes, EVE saves in your default section file.
SET NOSECTION FILE PROMPTING	When you save attributes, EVE saves in your default section file without prompting.

---

Note that these effects apply when you use either SAVE ATTRIBUTES or SAVE SYSTEM ATTRIBUTES or when you save attributes as part of exiting or quitting.

Setting a default section file does not determine the section file executed at startup but only the section file created when you save your customizations.

---

**related commands**    SAVE ATTRIBUTES  
                          SAVE EXTENDED EVE  
                          SAVE SYSTEM ATTRIBUTES  
                          SET NODEFAULT SECTION FILE  
                          SET SECTION FILE PROMPTING

# EVE Command Dictionary

## SET DEFAULT SECTION FILE

---

### example

The following commands set your default section file as MYSECT.TPU\$SECTION in your top-level (or login) directory and then create that section file (or a new version of that file):

```
Command: SET DEFAULT SECTION FILE sys$login:mysect  
Command: SAVE EXTENDED EVE
```

---

## SET EXIT ATTRIBUTE CHECK

Enables attribute checking on exiting so that if you set attributes, EVE asks whether you want to save your customizations. (Default setting.)

---

**format**                    **SET EXIT ATTRIBUTE CHECK**

---

**description**            If **SET EXIT ATTRIBUTE CHECK** is enabled and you changed attributes (such as bound or free cursor, tab modes, and so on) during the editing session, EVE asks whether you want to save them when you exit or quit.

---

**related commands**      EXIT  
                              QUIT  
                              SAVE ATTRIBUTES  
                              SAVE SYSTEM ATTRIBUTES  
                              SET NOEXIT ATTRIBUTE CHECK

---

**example**                    If **SET EXIT ATTRIBUTE CHECK** is enabled (the default), EVE displays the following prompt when you exit or quit:

```
Command: EXIT
Attributes were changed.  Save them [YES]?
```

If you respond YES (or press RETURN), EVE does a **SAVE ATTRIBUTES** before continuing with the exit. Depending on your other settings or responses to prompts, you save in a section file or **VAXTPU** command file. If you respond NO, EVE continues exiting without saving your customizations.



# EVE Command Dictionary

## SET FIND CASE EXACT

---

### SET FIND CASE EXACT

Enables case-exact searches. This is particularly useful to find or replace lowercase occurrences only.

---

<b>format</b>	<b>SET FIND CASE EXACT</b>
---------------	----------------------------

---

<b>description</b>	The SET FIND CASE EXACT setting applies to the FIND, REPLACE, and WILDCARD FIND commands.
--------------------	---

The default setting is SET FIND CASE NOEXACT, where EVE searches for any occurrence if you enter a string in lowercase and an exact match if you enter it in uppercase or mixed case.

SET FIND CASE EXACT is a global setting, applying in all buffers. To save your setting, use SAVE ATTRIBUTES to create a section file or to create or update a command file (see online help on Attributes for more information).

---

<b>related commands</b>	FIND REPLACE SET FIND CASE NOEXACT WILDCARD FIND
-------------------------	---

---

<b>example</b>	The following commands enable case-exact searches and then find the word <i>digital</i> if it occurs in lowercase only:
----------------	---

```
Command: SET FIND CASE EXACT
Command: FIND digital
```

---

## SET FIND CASE NOEXACT

Disables case-exact searches so that EVE finds any occurrence if you enter the search string in all lowercase. (Default setting.)

---

**format**                      **SET FIND CASE NOEXACT**

---

**description**                This setting applies to the FIND, REPLACE, and WILDCARD FIND commands.

To enable case-exact searches, particularly when you want to find or replace lowercase occurrences only, use the SET FIND CASE EXACT command.

---

**related commands**        FIND  
                                REPLACE  
                                SET FIND CASE EXACT  
                                WILDCARD FIND

---

**example**                    The following commands disable case-exact searches and then find the words *digital*, *DIGITAL*, *Digital*, or other occurrence:

Command: SET FIND CASE NOEXACT  
Command: FIND digital

# EVE Command Dictionary

## SET FIND NOWHITESPACE

---

## SET FIND NOWHITESPACE

Enables FIND and WILDCARD FIND commands to match spaces and tabs exactly as specified in the search string and to search for multiword strings that do not cross lines. (Default setting.)

---

**format**                    **SET FIND NOWHITESPACE**

---

**description**            By default, FIND searches for an occurrence of the search string containing the same number of spaces or tabs that you specify in the search string, and searches for an occurrence entirely on one line—that is, no line break in a multiword string.

If you want EVE to treat spaces, tabs, and up to one line break as “whitespace,” use the SET FIND WHITESPACE command—particularly useful in searching for multiword strings. Also, some WILDCARD FIND patterns may override the setting. For example, with VMS-style wildcards, two asterisks (\*\*) match any amount of text crossing lines and \W matches any amount of whitespace.

---

**related commands**      FIND  
                              SET FIND WHITESPACE  
                              WILDCARD FIND

---

**example**                    In the following example, you search for *Mark Twain* with exactly one space between the words and entirely on one line:

```
Command: SET FIND NOWHITESPACE
Command: FIND Mark Twain
```

---

## SET FIND WHITESPACE

Enables FIND and WILDCARD FIND commands to treat spaces, tabs, and up to one line break as “white space.” This lets you search for a string of two or more words, regardless of how they are separated.

---

**format**                    **SET FIND WHITESPACE**

---

**description**            The default setting is NOWHITESPACE—that is, EVE matches spaces and tabs in the search string exactly, and search strings do not span a line break.

SET FIND WHITESPACE is a global setting, applying in all buffers, but is not saved in a section file or command file. To keep your setting for future editing sessions, put the command in your EVE initialization file. (See Section 1.6.)

---

**related commands**      FIND  
                              SET FIND NOWHITESPACE  
                              WILDCARD FIND

---

**example**                In the following example, you search for *Mark Twain* whether there is one or more spaces or tabs between the words or if *Mark* is at the end of one line and *Twain* at the start of the next line:

```
Command: SET FIND WHITESPACE
Command: FIND Mark Twain
```

# EVE Command Dictionary

## SET FUNCTION KEYS DECWINDOWS

---

# SET FUNCTION KEYS DECWINDOWS

Defines or redefines some function keys to be the same as in other DECwindows applications.

---

### format

### SET FUNCTION KEYS DECWINDOWS

---

### description

Use the SET FUNCTION KEYS DECWINDOWS command to enable DECwindows-style key definitions, as follows.

Key	DECwindows-Style Definition
Shift/⟨X⟩	ERASE CHARACTER (In insert mode, erases the current character; in overstrike mode, replaces the current character with a space.)
Shift/Find	FIND NEXT
F12	START OF LINE
Shift/F12	END OF LINE
F13	EDT/WPS Delete Previous Word (Erases all or part of the word left of the cursor; at the start of a line, erases the line break for the previous line.)
Shift/F13	EDT/WPS Delete Word (Erases from the current character to the end of the word; at the end of a line, erases the line break.)

This overrides the current definitions of the keys, whether EVE default, EDT keypad, or WPS keypad, but does not override definitions of your own. For example, if you defined the F13 key, your definition applies.

Remember that shifted function keys work only when you invoke EVE with /INTERFACE=DECWINDOWS. They do not work on character-cell terminals such as the VT220 or VT100 series.

The default setting is SET FUNCTION KEYS NODECWINDOWS—there are no shifted function keys (other than any you defined) and the F12 and F13 keys are defined according to your keypad setting.

For more information about using EVE on DECwindows, see Appendix B or the online help topic called DECwindows Differences.

---

### related commands

SET FUNCTION KEYS NODECWINDOWS  
SHOW KEY

---

## SET FUNCTION KEYS NODECWINDOWS

Cancels DECwindows-style definitions of some function keys done with the SET FUNCTION KEYS DECWINDOWS command. (Default setting.)

---

**format**                    **SET FUNCTION KEYS NODECWINDOWS**

---

**description**            The SET FUNCTION KEYS NODECWINDOWS command restores the keys' normal definitions (whether EVE default, EDT keypad, or WPS keypad) as shown.

---

Key	Non-DECwindows-Style Definition
-----	---------------------------------

---

F12	MOVE BY LINE or EDT Start of Line
-----	-----------------------------------

F13	ERASE WORD or EDT/WPS Delete Prev Word
-----	--

---

There is no effect on keys you have defined with DEFINE KEY or LEARN.

Note that learn sequences that use DECwindows-style function keys may not “replay” properly because the keys are now undefined or defined differently.

---

**related commands**      SET FUNCTION KEYS DECWINDOWS  
                              SHOW KEY

# EVE Command Dictionary

## SET GOLD KEY

---

### SET GOLD KEY

Defines a key as the GOLD key for use with other keys, and enables several GOLD key combinations.

---

**format**                    **SET GOLD KEY** *[key-name]*

---

**parameter**                ***key-name***  
The key you want to set as GOLD. You cannot abbreviate the key name. For more information about EVE key names, see Section 1.5. If you do not specify a key name, EVE prompts you to press the key you want to define. Pressing the RETURN key or CTRL/M at the prompt cancels the operation, because those keys cannot be redefined.

---

**description**                You can type the key name on the command line or let EVE prompt you to press the key you want to set as GOLD.

The GOLD key increases the possible key bindings. For example, you can define F20 to execute one command and define the GOLD-F20 combination to execute another command. To execute one function, you press F20 alone; to execute the other function, you press GOLD and then press F20. You can also define combinations of GOLD and a typing key, such as GOLD-C.

Setting the GOLD key—by itself or by setting the EDT keypad or WPS keypad—automatically defines some GOLD combinations for the arrow keys and the mini keypad, unless you have defined the keys otherwise. Table 2-8 lists the default GOLD combinations. Note that some GOLD combinations require a VT300- or VT200-series terminal (for example, GOLD-HELP).

**Table 2-8 EVE Default GOLD Key Combinations**

Key	Definition
GOLD-F13	RESTORE WORD or WPS Delete Beginning Sentence
GOLD-HELP	HELP KEYS (list)
GOLD-FIND	WILDCARD FIND
GOLD-INSERT HERE	RESTORE
GOLD-REMOVE	STORE TEXT
GOLD-SELECT	RESET
GOLD-PREV SCREEN	PREVIOUS WINDOW
GOLD-NEXT SCREEN	NEXT WINDOW
GOLD-↑	TOP

(continued on next page)

# EVE Command Dictionary

## SET GOLD KEY

**Table 2–8 (Cont.) EVE Default GOLD Key Combinations**

Key	Definition
GOLD-←	START OF LINE
GOLD-↓	BOTTOM
GOLD-→	END OF LINE

SET GOLD KEY overrides any current definition of the key you specify, whether the key is defined by EVE, the EDT keypad, the WPS keypad, or a definition of your own. You can have only one key set as GOLD at a time. Setting the EDT keypad or WPS keypad makes PF1 the GOLD key, overriding any current definition of PF1. However, if you set a different key as the GOLD key, then the EDT keypad and WPS keypad use your GOLD key. In such a case, using the SET NOGOLD KEY command cancels your GOLD key and restores PF1 as the GOLD key for the EDT keypad or WPS keypad.

Key definitions remain in effect throughout your editing session or until you redefine or undefine the keys. To save the GOLD key setting for future sessions, put the SET GOLD KEY command in your EVE initialization file, or use the SAVE EXTENDED EVE command to create a section file.

### related commands

DEFINE KEY  
SET NOGOLD KEY  
SHOW KEY  
UNDEFINE KEY

### example

The following commands set PF1 as the GOLD key, and then define the combination of GOLD and the letter C as the CENTER LINE command. Typing a C or c by itself still inserts that letter. In specifying a GOLD key combination, use a dash, slash, or underscore as a delimiter in the key name.

```
Command: SET GOLD KEY pf1
Command: DEFINE KEY= gold-c center line
```



# EVE Command Dictionary

## SET JOURNALING

---

### SET JOURNALING

Enables buffer-change journaling for the buffer you specify, creating a journal file. (Default setting.)

---

**format**                    **SET JOURNALING** *buffer-name*

---

**parameter**            ***buffer-name***  
The buffer for which you want to create a buffer-change journal file. If you do not specify a file name, EVE prompts you for one.

---

**description**            By default, EVE creates a journal file for each text buffer you create. Therefore, you would use the SET JOURNALING command only if you had specifically disabled journaling either by invoking EVE with the /NOJOURNAL qualifier or by using the SET NOJOURNALING command during your editing session.

The journal file name derives from the name of the buffer or file you are editing and the file type .TPU\$JOURNAL. For example, if you edit a file or buffer named MEMO.TXT, the journal file is called MEMO\_TXT.TPU\$JOURNAL.

The journal file is created in the directory defined by the logical name TPU\$JOURNAL. (The default directory is SYS\$SCRATCH.)

To check the journal file name for the buffer, use the SHOW command.

You cannot enable journaling for a buffer that is modified. First write out the buffer (by using WRITE FILE or SAVE FILE), and then enable journaling.

To enable journaling for all your buffers, use the SET JOURNALING ALL command.

---

**related commands**      RECOVER BUFFER  
                             SET JOURNALING ALL  
                             SET NOJOURNALING  
                             SHOW

---

**example**                    The following example enables buffer-change journaling for a buffer called TESTDATA:

Command: SET JOURNALING testdata

By default, EVE creates the journal file TESTDATA.TPU\$JOURNAL in the directory SYS\$SCRATCH.

---

## SET JOURNALING ALL

Enables buffer-change journaling for all your text buffers. (Default setting.)

---

**format**                    **SET JOURNALING ALL**

---

**description**

By default, EVE creates a journal file for each text buffer you create. Therefore, you would use the SET JOURNALING ALL command only if you had specifically disabled journaling either by invoking EVE with the /NOJOURNAL qualifier or by using the SET NOJOURNALING ALL command during your editing session.

The journal file name derives from the name of the buffer or file you are editing and the file type .TPU\$JOURNAL. For example, the journal file for the MAIN buffer is called MAIN.TPU\$JOURNAL. If you edit a file or buffer named MEMO.TXT, the journal file is called MEMO\_TXT.TPU\$JOURNAL.

The journal file is created in the directory defined by the logical name TPU\$JOURNAL. (The default directory is SYSSCRATCH.)

To check the journal file name for the current buffer, use the SHOW command.

You cannot enable journaling for buffers that are modified. First write out the buffers by using WRITE FILE or SAVE FILE, and then enable journaling.

---

**related commands**

RECOVER BUFFER  
SET JOURNALING  
SET NOJOURNALING ALL  
SHOW

# EVE Command Dictionary

## SET KEYPAD EDT

---

## SET KEYPAD EDT

Enables the EDT-style keypad, defining the numeric keypad keys and other keys. See Table 2–9.

---

### format

### SET KEYPAD EDT

---

### description

To save the EDT keypad for future sessions, put the SET KEYPAD EDT command in your EVE initialization file, or use the SAVE EXTENDED EVE command to create a section file.

Setting the EDT keypad does not completely emulate EDT. The following is a list of the important differences between the EDT keypad in EVE and real EDT. For information on converting from EDT to EVE, see Section 1.8.

- The EDT keypad makes PF1 the GOLD key, overriding any current definition of PF1. However, if you set a different key as GOLD (with the SET GOLD KEY command), your GOLD key is used. You can have only one key set as the GOLD key at a time.
- If you define keys that EDT ordinarily defines, such as KP8, GOLD-KP8, or CTRL/U, your definitions override the EDT definitions.
- In addition to EDT keys, setting the EDT keypad defines the same GOLD combinations as the SET GOLD KEY command. For example, GOLD-FIND is defined as WILDCARD FIND and GOLD-↓ is defined as BOTTOM. (See Table 2–8.)
- PF2 is defined as HELP KEYPAD, which draws a diagram of the current keypad, and GOLD-PF2 is defined as HELP KEYS, which lists all the current key definitions.
- GOLD-KP7 is defined as DO, for typing EVE commands. EVE does *not* support EDT line-mode commands or nokeypad commands.
- GOLD-KP8 is defined as FILL, to reformat a select range, found range, or the current paragraph. If you want the key to fill only a select range or found range, as in real EDT, redefine the key as FILL RANGE.

In EVE, a *paragraph* is bounded by any of the following:

- Blank line
- Bottom or top of the buffer
- Page break (form feed at the start of a line)
- DIGITAL Standard Runoff (DSR) command at the start of a line
- VAX DOCUMENT tag at the start of a line

Filling a range keeps blank lines and page breaks as paragraph boundaries, which is useful if you select several paragraphs or the entire buffer for reformatting. EVE does not reformat a line that begins with a DSR command, DOCUMENT tag, or page break.

# EVE Command Dictionary

## SET KEYPAD EDT

- GOLD-KP2 is defined as DELETE EOL. This command erases a line from the current character until a line break (it does *not* erase the line break). Thus, what you erase depends on your cursor position, as follows.

Cursor position	Effects of the DELETE EOL Key
Start of line	Erases all the text on the line, stopping at the line break. This gives you a blank line.
Middle of line	Erases text starting with the current character and stopping at the line break.
End of line	Erases the line break and the text of the <i>next</i> line (if any), stopping at the next line break. This is useful if the next line is blank, so you form a paragraph for FILL commands.

To insert (undelete) what you erased, press GOLD-PF4 on the EDT keypad, or use the RESTORE LINE command.

- On VT300- and VT200-series terminals, NEXT SCREEN and PREV SCREEN on the mini keypad are defined slightly differently from EVE. In EVE, the keys scroll the length of the current window. With the EDT keypad, the keys scroll 75% of the window size.
- CTRL/H, CTRL/J, and CTRL/U are defined to emulate EDT. Their standard EVE definitions are slightly different. Also, the EDT keypad defines CTRL/K as LEARN.
- CTRL/Z is defined as EXIT, to end the editing session. In real EDT, CTRL/Z exits to line mode. To emulate this in EVE, you can redefine CTRL/Z as follows:

Command: DEFINE KEY= CTRL/Z DO

- Some other control keys are defined differently from real EDT: CTRL/A is defined as CHANGE MODE (to switch between insert mode and overstrike). CTRL/E is defined as END OF LINE (which is slightly different from the EDT keypad EOL key). CTRL/R is defined as REMEMBER (to end a learn sequence).
- CTRL/C may cancel an operation, but its use is *not* recommended. Because CTRL/C is not recorded in the keystroke (.TJL) journal file, it may be impossible to recover your work if your editing session is interrupted by a system failure and you are not also using buffer-change journaling. If you use CTRL/C to cancel an operation, you should exit immediately to save your edits. Then restart the editing session.

This restriction does *not* apply to buffer-change journaling.

- The EDT keypad defines ENTER as RETURN, to terminate a command or start a new line. You can redefine the ENTER key, but cannot redefine the RETURN key or CTRL/M.
- Some EDT keypad definitions use the corresponding EVE commands, which may have slightly different names but are usually functionally similar to EDT. The KP1 key is defined as MOVE BY WORD, which uses slightly different word boundaries. In EVE, a *word* includes

# EVE Command Dictionary

## SET KEYPAD EDT

the trailing spaces or tabs until the next word separator (typically, a printing character).

- EVE key names are usually the same as at the DCL level and therefore are different from EDT key names. For more information about EVE key names, see Section 1.5. For examples of equivalent EDT and EVE key names, see Section 1.8.
- In EVE, using the SELECT command and then the REMOVE (or CUT) command—without moving the cursor—does not clear the paste buffer. Instead, it selects and removes the current character. If you want a SELECT-REMOVE operation to clear the paste buffer, you must first make the following EVE variable assignment:

```
$ EVE$X_SELECT_REMOVE_FLAG:=0;
```

- The following EDT keypad keys use either the Insert Here buffer in EVE or the DECwindows clipboard, depending on your setting:

Insert Here or GOLD-KP6  
Remove (KP6)  
Append (KP9)  
EDT Replace (GOLD-KP9)  
Subs (GOLD-ENTER)

The default setting is NOCLIPBOARD, which uses the Insert Here buffer. See the description of the SET CLIPBOARD command.

- By default EVE uses a free cursor, which you can move anywhere in the buffer regardless of whether text is already there. To enable an EDT-style bound cursor, use the SET CURSOR BOUND command. The type of cursor motion affects the following EDT keypad keys:

EDT Next Screen (NEXT SCREEN)  
EDT Previous Screen (PREV SCREEN)  
Sect (KP8)

The EDT Char key (KP3) uses bound cursor motion even if the cursor is set to free.

- Some key functions are sensitive to the mode of the buffer (insert or overstrike):

Del C (COMMA)  
SpecIns (GOLD-KP3)

Also, remember that some EVE commands are mode sensitive, such as RESTORE CHARACTER, which the EDT keypad binds to GOLD-COMMA.

- To set distances for scrolling to begin automatically, use the SET SCROLL MARGINS command, in place of the EDT command SET CURSOR. Note that in EVE, scroll margins are measured from the top and the bottom respectively. For example, with a 24-line terminal screen (21-line main window), the command SET SCROLL MARGINS 5 6 is equivalent to the EDT command SET CURSOR 5:15. The default settings are 0 0 (scrolling begins when you attempt to move past the top or bottom of the window).

# EVE Command Dictionary

## SET KEYPAD EDT

- Searches follow EVE rules for case sensitivity and direction. To include a carriage return in a search string, press ^V and then ^M. You can also use the SET FIND WHITESPACE command to enable searching across line breaks or use the WILDCARD FIND command to search for text at the start or end of a line.
- Exiting from EVE creates a new file only if you have made changes to the buffer (and not yet written it out). Quitting discards your edits, but if you have made changes to the buffer, EVE asks you to confirm that you want to quit. Also, if the buffer or buffers have not been modified (or already written out and not modified since then), EXIT and QUIT are the same—no new file is produced.
- The EVE commands SHIFT LEFT and SHIFT RIGHT moves the horizontal position of the window relative to the buffer; whereas the EDT nokeypad commands SHL and SHR move the buffer relative to the window. Thus, in EVE, the command SHIFT RIGHT 8 is equivalent to SHL in EDT—column 9 of your text appears in the leftmost column of the screen.
- EDT features *not* implemented in EVE:
  - GOLD key equivalents for control keys. For example, GOLD-U and GOLD-Z are not defined, although CTRL/U and CTRL/Z are defined.
  - Keys for tab adjustments. To change tab stops, use the SET TABS AT or SET TABS EVERY command. You can also define a key for the WPS keypad Ruler key (WPS GOLD-R) and use the ruler to add or delete tab stops.

For information about customizing EVE to emulate EDT more closely, see Section 1.8. For a list of EDT and EVE command equivalents, see Appendix A.

Table 2–9 lists the keys defined when you use SET KEYPAD EDT, including any EVE default keys still in effect. Keep in mind that if you define any keys, by using DEFINE KEY or LEARN, your definitions override the EVE or EDT definitions.

**Table 2–9 Keys Defined with SET KEYPAD EDT**

Key	Key Definition
F10	EXIT
F11	CHANGE DIRECTION
F12	EDT Start Of Line <sup>1</sup>
F13	EDT Delete Previous Word
GOLD-F13	RESTORE WORD
F14	CHANGE MODE

<sup>1</sup>Using SET FUNCTION KEYS DECWINDOWS redefines F12 slightly differently from the EDT definition.

(continued on next page)

# EVE Command Dictionary

## SET KEYPAD EDT

**Table 2-9 (Cont.) Keys Defined with SET KEYPAD EDT**

<b>Key</b>	<b>Key Definition</b>
HELP	HELP KEYPAD (diagram)
GOLD-HELP	HELP KEYS (list)
DO	DO
FIND	FIND
GOLD-FIND	WILDCARD FIND
INSERT HERE	INSERT HERE
GOLD-INSERT HERE	RESTORE
REMOVE	REMOVE
GOLD-REMOVE	STORE TEXT
SELECT	SELECT
GOLD-SELECT	RESET
PREV SCREEN	EDT Previous Screen
GOLD-PREV SCREEN	PREVIOUS WINDOW
NEXT SCREEN	EDT Next Screen
GOLD-NEXT SCREEN	NEXT WINDOW
↑	MOVE UP
GOLD-↑	TOP
←	MOVE LEFT
GOLD-←	START OF LINE
↓	MOVE DOWN
GOLD-↓	BOTTOM
→	MOVE RIGHT
GOLD-→	END OF LINE
PF1	GOLD (unless you specified a different key with SET GOLD KEY)
PF2	HELP KEYPAD (diagram)
GOLD-PF2	HELP KEYS (list)
PF3	EDT FndNxt
GOLD-PF3	FIND
PF4	EDT Delete Line
GOLD-PF4	RESTORE LINE
KP0	EDT Line
GOLD-KP0	EDT Open Line
KP1	MOVE BY WORD
GOLD-KP1	EDT ChngCase
KP2	EDT End Of Line
GOLD-KP2	EDT Delete EOL

(continued on next page)

# EVE Command Dictionary

## SET KEYPAD EDT

**Table 2-9 (Cont.) Keys Defined with SET KEYPAD EDT**

Key	Key Definition
KP3	EDT Character
GOLD-KP3	EDT SpecIns
KP4	FORWARD
GOLD-KP4	BOTTOM
KP5	REVERSE
GOLD-KP5	TOP
KP6	REMOVE
GOLD-KP6	INSERT HERE
KP7	MOVE BY PAGE
GOLD-KP7	DO
KP8	EDT Sect
GOLD-KP8	FILL
KP9	EDT Append
GOLD-KP9	EDT Replace
MINUS	EDT Delete Word
GOLD-MINUS	RESTORE WORD
COMMA	EDT Delete Character
GOLD-COMMA	RESTORE CHARACTER
PERIOD	SELECT
GOLD-PERIOD	RESET
ENTER	RETURN
GOLD-ENTER	EDT Subs
CTRL/A	CHANGE MODE
CTRL/B	RECALL
CTRL/E	END OF LINE
CTRL/H or BACKSPACE	EDT Start Of Line
CTRL/I or TAB	TAB
CTRL/J or LINEFEED	EDT Delete Previous Word
CTRL/K	LEARN
CTRL/L	INSERT PAGE BREAK
CTRL/M or RETURN	RETURN
CTRL/R	REMEMBER
CTRL/U	EDT Delete Start Line
CTRL/V	QUOTE
CTRL/W	REFRESH
CTRL/Z	EXIT

(continued on next page)



# EVE Command Dictionary

## SET KEYPAD EDT

Table 2-9 (Cont.) Keys Defined with SET KEYPAD EDT

Key	Key Definition
DELETE or <X>	DELETE
GOLD-1 . . . GOLD-9	REPEAT 1 . . . REPEAT 9

### related commands

SET GOLD KEY  
SET FUNCTION KEYS DECWINDOWS  
SET KEYPAD NOEDT  
SET KEYPAD NUMERIC  
SET KEYPAD VT100

---

## SET KEYPAD NOEDT

Disables (undefines) the EDT keypad, restoring the default keypad for the type of terminal you are using.

---

**format**                    **SET KEYPAD NOEDT**

---

**description**

- On a VT300- or VT200-series terminal, the effect is the same as using the SET KEYPAD NUMERIC command. (See Figure 2-1.)
- On a VT100-series terminal, it is the same as the SET KEYPAD VT100 command. (See Figure 2-2.)

Keys defined with DEFINE KEY, LEARN, or SET GOLD KEY commands remain defined. However, remember that any learn sequences that use EDT keypad keys will not work properly, because the keys are now undefined or defined differently. SET KEYPAD NOEDT cancels the current GOLD key if it was set by enabling the EDT keypad, but does not cancel the GOLD key if you set it with the SET GOLD KEY command.

---

**related commands**      SET KEYPAD EDT  
                                 SET KEYPAD NUMERIC  
                                 SET KEYPAD VT100

## **SET KEYPAD NOWPS**

Disables (undefines) the WPS keypad, restoring the default keypad for the type of terminal you are using

---

**format**                      **SET KEYPAD NOWPS**

---

**description**

- On a VT300- or VT200-series terminal, the effect is the same as using the SET KEYPAD NUMERIC command. (See Figure 2-1.)
- On a VT100-series terminal, it is the same as the SET KEYPAD VT100 command. (See Figure 2-2.)

Keys defined with DEFINE KEY, LEARN, or SET GOLD KEY commands remain defined. However, remember that any learn sequences that use WPS keypad keys will not work properly, because the keys are now undefined or defined differently. SET KEYPAD NOWPS cancels the current GOLD key if it was set by enabling the WPS keypad, but does not cancel the GOLD key if you set it with the SET GOLD KEY command.

Disabling the WPS keypad does not restore free cursor motion. To restore free cursor motion, use the SET CURSOR FREE command.

---

**related commands**            SET KEYPAD NUMERIC  
                                      SET KEYPAD VT100  
                                      SET KEYPAD WPS

---

## SET KEYPAD NUMERIC

Sets the numeric keypad to the default state, canceling the current keypad setting (EDT, VT100, or WPS).

---

**format**                      **SET KEYPAD NUMERIC**

---

**description**

This is the default setting except on VT100-series terminals. The command is *not* valid on VT100-series terminals.

Keys defined with DEFINE KEY, LEARN, or SET GOLD KEY commands remain defined. However, remember that any learn sequences that use EDT keypad or WPS keypad keys will not work properly, because the keys are now undefined or defined differently. SET KEYPAD NUMERIC cancels the current GOLD key if it was set by the EDT keypad or WPS keypad, but does not cancel the GOLD key if you set it with the SET GOLD KEY command.

Figure 2-1 shows the EVE default keypad for VT300- and VT200-series terminals.

# EVE Command Dictionary

## SET KEYPAD NUMERIC

Figure 2-1 EVE Default Keys for VT300- and VT200-Series Terminals

EVE Default Keys (SET KEYPAD NUMERIC)

	Exit
F9	F10

Change Direction	Move By Line	Erase Word	Change Mode
F11	F12	Res Wor	F14

Help Keypad	Do
Keys	

☒ DELETE  
 Tab TAB  
 Return RETURN  
 Enter RETURN  
 PF4 DO

CTRL/A CHANGE MODE  
 CTRL/B RECALL  
 CTRL/E END OF LINE  
 CTRL/H START OF LINE  
 CTRL/I TAB  
 CTRL/J ERASE WORD  
 CTRL/L INSERT PAGE BREAK  
 CTRL/M RETURN  
 CTRL/R REMEMBER  
 CTRL/U ERASE START OF LINE  
 CTRL/V QUOTE  
 CTRL/W REFRESH  
 CTRL/Z EXIT

Find	Insert Here	Remove
Wild Find	Restore	Store Text
Select	Prev Screen	Next Screen
Reset	Prev Window	Next Window
	↑	
	Top	
	↓	
Sta of LI	Bottom	End of LI

GOLD key functions are shown in gray shading.

ZK-6300-GE

### related commands

SET KEYPAD EDT  
 SET KEYPAD VT100  
 SET KEYPAD WPS

## SET KEYPAD VT100

Enables the VT100-style keypad, canceling the current keypad setting (EDT, NUMERIC, or WPS). This is the default setting if you are using a VT100-series terminal.

**format**

**SET KEYPAD VT100**

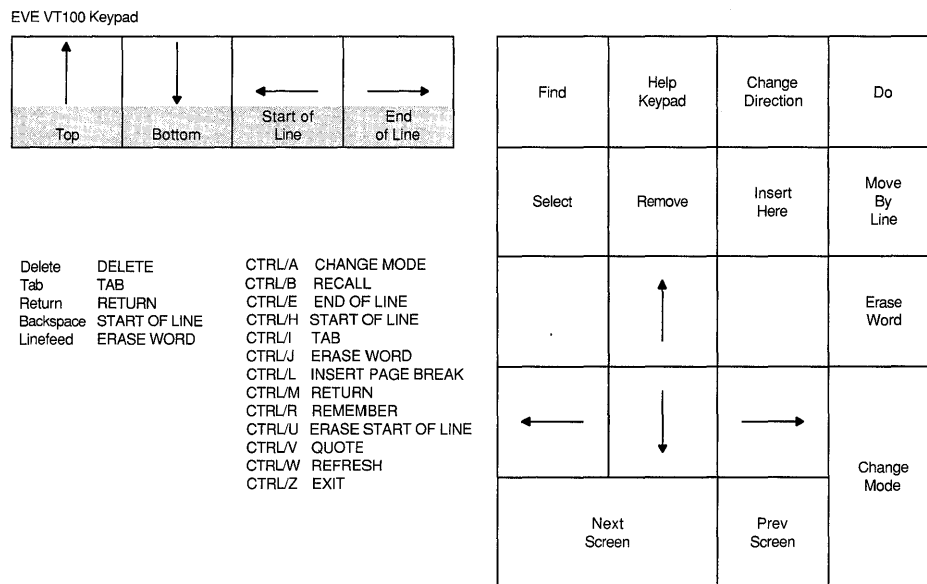
**description**

Keys defined with DEFINE KEY, LEARN, or SET GOLD KEY commands remain defined. However, remember that any learn sequences that use WPS keypad keys will not work properly, because the keys are now undefined or defined differently. SET KEYPAD VT100 cancels the current GOLD key if it was set by the EDT keypad or WPS keypad, but does not cancel the GOLD key if you set it with the SET GOLD KEY command.

Figure 2–2 shows the EVE default keys for VT100-series terminals.

If you want the VT100 keypad enabled for all or most editing sessions—even if you run EVE on VT300- or VT200-series terminals—put the SET KEYPAD VT100 command in your EVE initialization file or use the SAVE EXTENDED EVE command to create a section file.

**Figure 2–2 EVE Default Keys for VT100-Series Terminals**



GOLD key functions are shown in gray shading.

ZK-6301-GE

**EVE Command Dictionary**  
**SET KEYPAD VT100**

---

**related commands**

- SET KEYPAD EDT
- SET KEYPAD NUMERIC
- SET KEYPAD WPS

---

## SET KEYPAD WPS

Enables the WPS-style keypad, defining the numeric keypad and other keys, and setting the cursor to bound. See Table 2–11.

---

### format

### SET KEYPAD WPS

---

### description

To save the WPS keypad for future sessions, put the SET KEYPAD WPS command in your EVE initialization file, or use the SAVE EXTENDED EVE command to create a section file.

SET KEYPAD WPS provides most WPS keypad keys for “GOLD-key editing.” It does not fully implement or emulate WPS. The following is a list of differences between the WPS keypad in EVE and real WPS:

- The WPS keypad makes PF1 the GOLD key, overriding any current definition of PF1. However, if you set a different key as GOLD (with the SET GOLD KEY command), your GOLD key is used. You can have only one key set as the GOLD key at a time.
- In addition to WPS keys, setting the WPS keypad defines the same GOLD combinations as the SET GOLD KEY command—except that GOLD-F13 is defined as Delete Beginning Sentence. (See Table 2–8.)
- You can use GOLD-number combinations for repeat counts. For example, to repeat the next keystroke or command five times, you can press GOLD-5. However, you cannot repeat the WPS Paste key this way, because WPS Paste interprets GOLD-1 through GOLD-9 as specifying WPS-style alternate paste buffers.
- If you define keys that WPS ordinarily defines, such as KP5 or GOLD-R, your definitions override the WPS definitions.
- GOLD-[ is defined as DO for typing EVE commands. Both GOLD-> and CTRL/K are defined as LEARN. To end a learn sequence, press a key defined as REMEMBER (CTRL/R) or press the WPS Halt key (GOLD-·).
- CTRL/J and F13 are both defined as Delete Previous Word. GOLD-F13 and GOLD-CTRL/J are both defined as Delete Beginning Sentence.
- Both GOLD-PF3 and GOLD-PF4 are defined as RESTORE, which inserts what you last erased with the WPS Delete Word key (PF3), WPS Delete Beginning Sentence key, ERASE LINE command, and so on, but does not insert the last character erased or deleted. Therefore, you may want to define GOLD-PF3 as RESTORE WORD, and define GOLD-PF4 as RESTORE CHARACTER.
- The RESTORE SENTENCE command inserts what you last erased with the Delete Beginning Sentence key (GOLD-F13 or GOLD-CTRL/J). Setting the WPS keypad does *not* define a key for RESTORE SENTENCE. Therefore, you may want to define a key for RESTORE SENTENCE.



# EVE Command Dictionary

## SET KEYPAD WPS

- Both GOLD-' and GOLD-" are defined as REPLACE, which replaces a select range or found range with text you removed or copied. The replacement text is inserted from the Insert Here buffer in EVE.

The replacement text is inserted whether the mode of the buffer is insert or overstrike. The text does not automatically rewrap. Depending on where you insert the text and on how much is inserted, your text may go past the right margin or even out of view. Use FILL commands to rewrap your text.

If there is no text in the Insert Here buffer, the WPS Replace key deletes the highlighted text without inserting anything. To check the contents of the Insert Here buffer, use the following command:

```
Command: BUFFER INSERT HERE
```

The WPS Replace key does not match the case of the replacement text to the case of the search string. To have the replacement text match the case of the search string, use the REPLACE command (with the WPS keypad, press GOLD-; or GOLD-:).

- With the WPS keypad, pressing either SELECT on the mini keypad or PERIOD on the keypad also sets the direction of the buffer to forward. However, typing the SELECT command or using the mouse to select text does not change the direction.
- When you are in the Buffer List buffer, you can press the WPS Cut key (MINUS or REMOVE) to delete the buffer whose name the cursor is on (same as REMOVE). For more information, see the description of the SHOW BUFFERS command.
- WPS keypad keys do *not* use the DECwindows clipboard. For example, the WPS Copy, Cut, and Paste keys use EVE's Insert Here buffer or a WPS-style, alternate paste buffer which you specify by number (GOLD-1 through GOLD-9). EVE commands and EDT keypad keys use either the Insert Here buffer or the clipboard, depending on your setting. (See the description of the SET CLIPBOARD command.)
- The WPS keypad in EVE defines GOLD-R as the Ruler key. When you press the WPS Ruler key, EVE displays a ruler at the bottom of the current window just above the status line. The cursor appears in the ruler at the same column position it occupied in the buffer. The left margin is marked with an *L*, the right margin with an *R*, paragraph indent (if any) with a *P*, word wrap indent (if any) with a *W*, and each tab stop with a *T*.

You can then move the cursor within the ruler and press keys to set or change margins, tab stops, and other settings, without having to type commands. (You cannot edit text while the ruler is displayed.)

You can define a key for the WPS ruler without having to use SET KEYPAD WPS. For example, the following command defines F20 as the WPS Ruler key:

```
Command: DEFINE KEY= F20 WPS GOLD-R
```

Thus, even if you use the EDT keypad or if you use neither EDT nor WPS, you can still use the ruler as a convenient way of setting or showing margins tab stops and paragraph indent.

# EVE Command Dictionary

## SET KEYPAD WPS

Table 2–10 lists the keys that are enabled when the ruler is displayed, regardless of how the keys are defined otherwise.

**Table 2–10 WPS Keypad Ruler Keys**

Key	Effect Within the Ruler
I or i	Sets the paragraph indent to the current column. Does not reformat existing text. Note that paragraph indent set with the ruler is independent of the left margin. If set with the SET PARAGRAPH INDENT command, it is relative to the left margin.
L or l	Sets the left margin to the current column. Does not reformat existing text.
P or p	Same as l.
R or r	Sets the right margin to the current column. Does not reformat existing text.
S or s	Saves ruler settings, prompting for the ruler number (0–9).
T or t	Sets or deletes a tab stop at the current column. The new tab stops are immediately applied to the buffer you are editing.
W or w	Sets the WPS-style wrap point to the current column.
1234567890	Recalls the ruler of that number. Only one ruler can be active at a time.
!@#%^&*()	Saves settings in ruler number 0–9. For example, type ! for ruler 1, @ for ruler 2, and so on. Rulers are not saved from session to session.
←	Moves the cursor left one column in the ruler.
→	Moves the cursor right one column in the ruler.
CTRL/H	Moves the cursor to the start of the ruler.
CTRL/E	Moves the cursor to the end of the ruler.
KP0	(WPS Advance) Moves the cursor one column to the right and sets the direction of the ruler to forward.
KP1	(WPS Backup) Moves the cursor one column to the left and sets the direction of the ruler to reverse.
KP4	(WPS Word) Moves the cursor to the next or previous setting indicator (L, P, R, or T), depending on the direction of the ruler. The default direction is forward.
KP2	(WPS Line) Moves the cursor to the start of or end of the ruler, depending on the direction.
TAB	Moves the cursor to the next or previous tab stop (T), depending on the direction of the ruler.
SPACE	Deletes an I, P, or W under the cursor.
HELP or GOLD-H	Displays a help topic called <i>Ruler Keys</i> , which lists the keys you can use within the ruler.
RETURN or GOLD-RETURN	Exits from the ruler and resumes editing.

Setting the margins or paragraph indent—whether by using the WPS Ruler or EVE commands—does not by itself reformat or rewrap text in the buffer. To reformat text, use FILL commands.

# EVE Command Dictionary

## SET KEYPAD WPS

Setting or deleting tab stops—whether by using the WPS Ruler or EVE commands—does affect existing tabs in the buffer. The new tab stops are applied immediately.

Only one ruler can be active at a time. Rulers cannot be embedded in a file or saved from session to session. Keep in mind that ASCII files do not store formatting values such as margins and tab stops. Therefore, if you re-edit the file in a future editing session, you may have to reset the margins, tab stops, and paragraph indent.

- Scrolling with WPS keypad keys is halted when you press any key—not just the WPS Halt key (GOLD-). Pressing a key to stop scrolling executes whatever function is assigned to that key.
- Setting the WPS keypad automatically sets the cursor to bound, which prevents moving into the unused portion of the buffer. To enable a free cursor, use the SET CURSOR FREE command, which is otherwise the EVE default setting. The type of cursor motion affects the following WPS keypad keys:

Advance (KP0)  
 Backup (KP1)  
 Scroll Advance (GOLD-KP0)  
 Scroll Backup (GOLD-KP1)

- The WPS keypad defines the following keys for pagination:

Key	Definition
PF2	MOVE BY PAGE. Puts the cursor on the next or previous page break, depending on the direction of the buffer.
GOLD-PF2	PAGINATE. Inserts a “soft” break for a 54-line page—a form feed and a null character, appearing as a small $F_N$ .
GOLD-N	INSERT PAGE BREAK. Inserts a “hard” page break—a form feed appearing as a small $F$ . Same as CTRL/L.
GOLD-P	WPS Page Marker. Inserts a “soft” page break.

- Searches follow EVE rules for case sensitivity and direction. For more information, see the description of the FIND command.
- In EVE, a *paragraph* is bounded by any of the following:

Blank line  
 Bottom or top of the buffer  
 Page break (form feed at the start of a line)  
 DIGITAL Standard Runoff (DSR) command at the start of a line  
 VAX DOCUMENT tag at the start of a line

*Sentences* are bounded by a period, question mark, or exclamation point. Periods in DSR commands or in decimal numbers are treated as sentence boundaries.

- Paragraph indent done with the SET PARAGRAPH INDENT command is relative to the left margin of the buffer; done with the WPS Ruler key (GOLD-R), it is independent of the margin.

# EVE Command Dictionary

## SET KEYPAD WPS

- GOLD-C is defined as CENTER LINE, which uses spaces to center the current line between the left and right margins. It does not leave a centering mark.
- Exiting does not delete the old version of the input file. Also, if the buffer or buffers have not been modified (or already written out and not modified since then), EXIT and QUIT are the same—no new file is produced. EVE defines both F10 and CTRL/Z as EXIT. The WPS keypad defines GOLD-F as EXIT, and defines GOLD-K as QUIT.
- WPS features *not* implemented in EVE:
  - Abbreviation or library documents
  - Control commands for printing
  - DEAD key
  - Editor math
  - Footnotes, paragraph numbering, or table of contents
  - Hyphenation and nonbreaking spaces
  - Output files other than ASCII
  - Superscripts, subscripts, or composite characters
  - VIEW mode
  - TDE (two-dimension editor)
  - UDP (user-defined WPS procedures)
  - Word-wrap returns (In EVE, all lines end in a “hard” return.)

Table 2–11 lists the keys defined when you use SET KEYPAD WPS, including any EVE default keys still in effect. Keep in mind that if you define any keys, by using DEFINE KEY or LEARN, your definitions override the EVE or WPS definitions.

**Table 2–11 Keys Defined with SET KEYPAD WPS**

Key	Key Definition
F10	EXIT
F11	CHANGE DIRECTION
F12	MOVE BY LINE <sup>1</sup>
F13	WPS Delete Previous Word
GOLD-F13	WPS Delete Beginning Sentence
F14	CHANGE MODE
HELP	HELP KEYPAD (diagram)
GOLD-HELP	HELP KEYS (list)
DO	DO
FIND	FIND
GOLD-FIND	WILDCARD FIND
INSERT HERE	WPS Paste
GOLD-INSERT HERE	RESTORE

<sup>1</sup>Using SET FUNCTION KEYS DECWINDOWS redefines F12 as START OF LINE.

(continued on next page)

# EVE Command Dictionary

## SET KEYPAD WPS

**Table 2-11 (Cont.) Keys Defined with SET KEYPAD WPS**

Key	Key Definition
REMOVE	WPS Cut
GOLD-REMOVE	STORE TEXT
SELECT	SELECT
GOLD-SELECT	RESET
PREV SCREEN	PREVIOUS SCREEN
GOLD-PREV SCREEN	PREVIOUS WINDOW
NEXT SCREEN	NEXT SCREEN
GOLD-NEXT SCREEN	NEXT WINDOW
↑	MOVE UP
GOLD-↑	TOP
←	MOVE LEFT
GOLD-←	START OF LINE
↓	MOVE DOWN
GOLD-↓	BOTTOM
→	MOVE RIGHT
GOLD-→	END OF LINE
PF1	GOLD (unless you specified a different key with SET GOLD KEY)
PF2	MOVE BY PAGE
GOLD-PF2	PAGINATE
PF3	WPS Delete Word
GOLD-PF3	RESTORE
PF4	WPS Delete Character
GOLD-PF4	RESTORE
KP0	WPS Advance
GOLD-KP0	WPS Scroll Advance
KP1	WPS Backup
GOLD-KP1	WPS Scroll Backup
KP2	WPS Line
GOLD-KP2	WPS Line
KP3	WPS Upper Case
GOLD-KP3	WPS Lower Case
KP4	WPS Word
GOLD-KP4	WPS Word
KP5	WPS Paragraph
GOLD-KP5	FILL
KP6	(not defined)

(continued on next page)

## EVE Command Dictionary

### SET KEYPAD WPS

**Table 2–11 (Cont.) Keys Defined with SET KEYPAD WPS**

Key	Key Definition
GOLD-KP6	(not defined)
KP7	WPS Sentence
GOLD-KP7	WPS Sentence
KP8	WPS Tab Position
GOLD-KP8	(not defined)
KP9	(not defined)
GOLD-KP9	(not defined)
MINUS	WPS Cut
GOLD-MINUS	WPS Copy
COMMA	WPS Paste
GOLD-COMMA	WPS Paste
PERIOD	SELECT
GOLD-PERIOD	RESET
ENTER	WPS Search Right Angle (<>)
GOLD-ENTER	WPS Swap
CTRL/A	CHANGE MODE
CTRL/B	RECALL
CTRL/E	END OF LINE
CTRL/H or BACKSPACE	START OF LINE
CTRL/I or TAB	TAB
CTRL/J or LINEFEED	WPS Delete Previous Word
GOLD-CTRL/J or GOLD-LINEFEED	WPS Delete Beginning Sentence
CTRL/K	LEARN
CTRL/L	INSERT PAGE BREAK
CTRL/M or RETURN	RETURN
CTRL/R	REMEMBER
CTRL/U	ERASE START LINE
CTRL/V	QUOTE
CTRL/W	REFRESH
CTRL/Z	EXIT
DELETE or <X>	DELETE
GOLD-DELETE or GOLD-<X>	WPS Delete Start Line
GOLD-1 . . . GOLD-9	REPEAT 1 . . . REPEAT 9, or to specify a WPS-style alternate paste buffer
GOLD-B	BOTTOM

(continued on next page)

# EVE Command Dictionary

## SET KEYPAD WPS

**Table 2–11 (Cont.) Keys Defined with SET KEYPAD WPS**

<b>Key</b>	<b>Key Definition</b>
GOLD-C	CENTER LINE
GOLD-F	EXIT
GOLD-G	INCLUDE FILE
GOLD-H	HELP KEYPAD (diagram)
GOLD-K	QUIT
GOLD-N	INSERT PAGE BREAK
GOLD-P	WPS Page Marker
GOLD-R	WPS Ruler
GOLD-S	SPELL
GOLD-T	TOP
GOLD-W	WRITE FILE
GOLD-` (grave accent)	WPS Halt
GOLD-\$	SPAWN
GOLD-[ (left bracket)	DO
GOLD-:	REPLACE
GOLD-;	REPLACE
GOLD-'	WPS Replace
GOLD-"	WPS Replace
GOLD-\	WPS Insert Date/Time
GOLD-	WPS Insert Date/Time
GOLD-> (right angle)	LEARN
GOLD-, (comma)	FIND
GOLD-. (period)	WPS Continue Search
GOLD-/ (slash)	WPS Continue Search/Select
GOLD-?	WPS Continue Search/Select

### **related commands**

SET CURSOR BOUND  
SET GOLD KEY  
SET KEYPAD NOWPS  
SET KEYPAD NUMERIC  
SET KEYPAD VT100

---

## SET LEFT MARGIN

Sets the left margin of the current buffer to the column you specify.

---

**format**                    **SET LEFT MARGIN** *integer*

---

**parameter**            *integer*  
The column at which you want the left margin. Default is 1 (leftmost column). The left margin must be less than the right margin. If you do not specify a number, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**description**            When you press RETURN or use FILL commands or when EVE wraps text automatically, new lines start at the left margin. Setting the margins does not change existing lines but only affects new lines or text you reformat with CENTER LINE or FILL commands.

The left margin is a buffer attribute; you can have a different left margin for each buffer. To find out the current margins of the buffer, use the SHOW command.

You can also set the left margin and right margin by using the WPS Ruler key (GOLD-R). In DECwindows, you can choose Set Margins from the Format menu or choose Buffer Attributes from the Customize menu.

If you want a particular left margin for all or most editing sessions, put the SET LEFT MARGIN command in your initialization file. When you invoke EVE using that initialization file, the setting then applies to the Main (or first) buffer and to an EVE system buffer named \$DEFAULTS\$, so that each buffer you create has the same left margin.

If you use the SET PARAGRAPH INDENT command, the sum of the left margin and the paragraph indent must be less than the right margin and (in the case of a negative indent) must be at least 1. For example, if the paragraph indent is -4, the left margin must be at least 5.

---

**related commands**      CENTER LINE  
                             FILL  
                             SET PARAGRAPH INDENT  
                             SET RIGHT MARGIN  
                             SHOW



# EVE Command Dictionary

## SET LEFT MARGIN

---

### **example**

The following commands set the left margin to 5 and then reformat the current paragraph according to the new margin:

```
Command: SET LEFT MARGIN 5  
Command: FILL PARAGRAPH
```

---

## SET NOCLIPBOARD

Disables the DECwindows clipboard for copying, cutting, and pasting text, and enables the Insert Here buffer in EVE. (Default setting.)

---

**format**                      **SET NOCLIPBOARD**

---

**description**                For a list of the EVE commands and EDT keypad keys that use the clipboard, see Table 2–6. WPS keypad keys do *not* use the clipboard, regardless of the setting.

Enabling the clipboard lets you transfer text between EVE and other DECwindows applications. However, for routine editing within EVE, it may be faster to use the Insert Here buffer, depending on the amount of text involved.

---

**related commands**        COPY  
                                  CUT  
                                  PASTE  
                                  SET CLIPBOARD

---

## **SET NODEFAULT COMMAND FILE**

Cancels the command file specification for saving attributes and menu entries.  
(Default setting.)

---

**format**

**SET NODEFAULT COMMAND FILE**

---

**description**

The **SET NODEFAULT COMMAND FILE** command cancels the default command file set with the **SET DEFAULT COMMAND FILE** command.

This command does not determine the command file executed at startup, but only the command file created for saving attributes and menu entries.

In effect, **SET NODEFAULT COMMAND FILE** makes one of the following the default command file:

- The command file specified with the **/COMMAND=** qualifier when you invoked **EVE**
- The command file defined by the logical name **TPU\$COMMAND**
- A command file called **TPU\$COMMAND** in your current directory

---

**related command**

**SET DEFAULT COMMAND FILE**

---

## SET NODEFAULT SECTION FILE

Cancels the default section file specification for saving your customizations.  
(Default setting.)

---

**format**                      **SET NODEFAULT SECTION FILE**

---

**description**

The SET NODEFAULT SECTION FILE command cancels the default section file set with the SET DEFAULT SECTION FILE command.

This does not determine the section file executed at startup, but only the section file created when you save your customizations.

The following table shows the effects of SET NODEFAULT SECTION FILE depending on whether you enabled or disabled section file prompting for saving attributes.

---

<b>Attribute Setting</b>	<b>Result of SET NODEFAULT SECTION FILE</b>
SET SECTION FILE PROMPTING	When you save attributes, EVE prompts whether to save in a section file.
SET NOSECTION FILE PROMPTING	When you save attributes, EVE prompts you whether to save in a command file.

---

Note that these effects apply when you use either SAVE ATTRIBUTES or SAVE SYSTEM ATTRIBUTES or when you save attributes as part of exiting or quitting.

---

**related commands**

SET DEFAULT SECTION FILE  
SET SECTION FILE PROMPTING

## EVE Command Dictionary

### SET NOEXIT ATTRIBUTE CHECK

---

## SET NOEXIT ATTRIBUTE CHECK

Disables attribute checking on exiting so that EVE does not ask whether to save your customizations.

---

**format**                    **SET NOEXIT ATTRIBUTE CHECK**

---

**description**            SET NOEXIT ATTRIBUTE CHECK does not apply to the session when you first use it because the setting itself is saved in a section file or VAXTPU command file. After you save it, the setting applies to future editing sessions in which you use the relevant section file or command file. See the SAVE ATTRIBUTES command.

---

**related commands**      EXIT  
                              QUIT  
                              SET EXIT ATTRIBUTE CHECK

---

## SET NOGOLD KEY

Cancels (undefines) the current GOLD key, so you can define that key by itself.  
(Default setting.)

---

**format**                    **SET NOGOLD KEY**

---

**description**

You can have only one key set as GOLD at a time. If you set the GOLD key other than PF1 and set the EDT keypad or WPS keypad, your GOLD key is used. You can then define PF1 like any other key, or use SET NOGOLD KEY to restore PF1 as the GOLD key for the EDT keypad or WPS keypad, canceling your GOLD key.

SET NOGOLD KEY does not cancel or undefine GOLD key combinations, but they cannot be executed unless another key is set as GOLD, either by using the SET GOLD KEY command or by setting the EDT keypad or WPS keypad.

---

**related commands**

SET GOLD KEY  
SHOW KEY  
UNDEFINE KEY

---

**example**

In the following example, you set F20 as the GOLD key, and then enable the EDT keypad, which ordinarily uses PF1 as the GOLD key. The SET NOGOLD KEY command then cancels F20, making PF1 the GOLD key:

```
Command: SET GOLD KEY F20
Command: SET KEYPAD EDT
Command: SET NOGOLD KEY
GOLD key restored to PF1 in the EDT keypad.
```

# EVE Command Dictionary

## SET NOJOURNALING

---

# SET NOJOURNALING

Disables buffer-change journaling for the buffer you specify.

---

**format**                    **SET NOJOURNALING**    *buffer-name*

---

**parameter**                ***buffer-name***  
The buffer for which you want to disable the creation of a buffer-change journal file. If you do not specify a buffer name, EVE prompts you for one.

---

**description**                By default, EVE creates a journal file for each text buffer you create. Typically, you disable journaling for a buffer in which you do not have to protect text against loss from a system failure—for example, a “scratchpad” buffer used to test procedures or a read-only buffer that contains text you want to view without editing.

To disable journaling for all your text buffers, use the SET NOJOURNALING ALL command.

SET NOJOURNALING does not delete the journal file for the buffer. To delete the journal file, use the DCL command DELETE, as in the following example:

```
$ DELETE TPU$JOURNAL:testdata.tpu$journal
```

The SET NOJOURNALING command has no effect on keystroke journaling.

---

**related commands**        SET JOURNALING  
                              SET NOJOURNALING ALL

---

**example**                    The following example disables buffer-change journaling for a buffer called TESTDATA:

Command: SET NOJOURNALING testdata

---

## SET NOJOURNALING ALL

Disables buffer-change journaling for all your text buffers.

---

**format**                      **SET NOJOURNALING ALL**

---

**description**

By default, EVE creates a journal file for each text buffer you create. Typically, you disable buffer-change journaling if you want to rely on keystroke journaling (enabled by using the /JOURNAL= qualifier and specifying a journal file when you invoked EVE). Disabling buffer-change journaling may improve performance, depending on the type of edits you make.

To disable journaling for a particular buffer, use the SET NOJOURNALING command and specify the buffer name. If you want to disable buffer-change journaling for all your buffers (that is, to use keystroke journaling only), specify the SET NOJOURNALING ALL command in your EVE initialization file and use that file when you invoke EVE.

SET NOJOURNALING ALL disables the creation of new journal files but does not delete existing journal files. To delete the journal files, use the DCL command DELETE, as in the following example:

```
$ DELETE TPU$JOURNAL:*.TPU$JOURNAL
```

The SET NOJOURNALING command has no effect on keystroke journaling, if it is enabled.

---

**related commands**        SET JOURNALING ALL  
                              SET NOJOURNALING



# EVE Command Dictionary

## SET NOPENDING DELETE

---

## SET NOPENDING DELETE

Disables the deletion of selected text when you use DELETE or type new text.  
(Default setting.)

---

**format**                      **SET NOPENDING DELETE**

---

**description**                If you select text in the buffer, typing new text adds characters to the select range and using DELETE erases only the character left of the cursor. In other words, if pending delete is disabled, using DELETE and typing new text characters work the same whether there is a select range or not.

---

**related commands**        RESTORE BOX SELECTION  
                                 RESTORE SELECTION  
                                 SAVE ATTRIBUTES  
                                 SET PENDING DELETE

---

## SET NOSECTION FILE PROMPTING

Disables prompting for a section file in which to save attributes and other customizations.

---

**format**                      **SET NOSECTION FILE PROMPTING**

---

**description**                The following table shows the effects of SET NOSECTION FILE PROMPTING depending on whether you set a default section file.

---

<b>Attribute Setting</b>	<b>Effects with SET NOSECTION FILE PROMPTING</b>
SET DEFAULT SECTION FILE	When you save attributes, EVE saves in your default section file.
SET NODEFAULT SECTION FILE	When you save attributes, EVE asks whether to save in a VAXTPU command file.

---

Typically, you disable section-file prompting to speed up exiting or attribute saving or when you always want to save in a VAXTPU command file (which uses less disk space than a section file).

---

**related commands**        SAVE ATTRIBUTES  
                                 SET DEFAULT SECTION FILE  
                                 SET SECTION FILE PROMPTING

# EVE Command Dictionary

## SET NOWRAP

---

# SET NOWRAP

Disables automatic word wrapping in the current buffer so that as you type a new word past the right margin, your text may go past the right margin.

---

### format

### SET NOWRAP

---

### description

This command is useful for editing very long lines such as wide multicolumn tables or lengthy program statements that are progressively indented. Depending on the width of the EVE window, your text may go out of view.

To enable wrapping, use the SET WRAP command, which is the default setting. Then as you type at the end of a line, EVE automatically starts a new line when your text reaches the right margin, without your having to press RETURN or use FILL commands.

Note that wrapping is a buffer-specific setting; you can disable and enable wrapping for the current buffer, without affecting other buffers.

To reformat text while leaving wrap disabled, use FILL commands.

---

### related commands

FILL  
SET RIGHT MARGIN  
SET WRAP  
SHOW

---

### example

The following commands turn off wrapping so you can enter wide text, and later turn it on again:

```
Command: SET NOWRAP  
Wrapping disabled in this buffer.
```

```
      .  
      .  
      .
```

```
Command: SET WRAP  
Text in this buffer will wrap at the right margin.
```

---

## SET PARAGRAPH INDENT

Sets the number of spaces to be added or subtracted at the start of paragraphs in the current buffer—relative to the left margin. This does not change existing text, but only affects paragraphs you create or reformat with FILL commands.

---

**format**                    **SET PARAGRAPH INDENT** *[[+|-]]integer*

---

**parameter**            *integer*

The number of spaces to be added or subtracted to the start of paragraphs, relative to the left margin of the buffer. If the value is positive (or unsigned), the sum of the left margin and paragraph indent must be less than the right margin. A negative value produces a “hanging” paragraph—its first line starts left of the left margin. The algebraic sum of a negative indent and the left margin must be at least 1. If you do not specify a paragraph indent, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation. The default setting is 0 (no indent).

---

**description**            In EVE, a *paragraph* is bounded by any of the following:

- Blank line
- Top or bottom of the buffer
- Page break (form-feed at the start of a line)
- DIGITAL Standard Runoff (DSR) command at the start of a line
- VAX DOCUMENT tag at the start of a line

Paragraph indent is a buffer-specific setting; you can have a different setting for each buffer.

If you want a particular paragraph indent for all or most editing sessions, put the SET PARAGRAPH INDENT command in your initialization file. When you invoke EVE using that initialization file, the setting then applies to the main (or first) buffer and to an EVE system buffer named \$DEFAULTS\$, so that each buffer you create has the same paragraph indent. (See Section 1.6.)

Paragraph indent set by command is relative to the left margin of the buffer; set with the WPS Ruler key (GOLD-R), it is independent of the margin.

If the paragraph indent is other than 0 (the default setting), you cannot use FILL or FILL RANGE commands to reformat a range that does not begin at the beginning of a paragraph. Also, EVE does not reformat a line that begins with a DSR command, DOCUMENT tag, or page break.

# EVE Command Dictionary

## SET PARAGRAPH INDENT

---

**related commands**

- FILL
- FILL PARAGRAPH
- FILL RANGE
- SET LEFT MARGIN

---

### example

The following examples show how to set paragraph indent, including a negative indent for a “hanging” paragraph:

■ Command: SET PARAGRAPH INDENT 4

Sets the paragraph indent at 4 columns from the left margin. Thus, if your left margin is 5, the first line of a new paragraph starts at column 9 and the remaining lines in column 5. To reformat existing text use the FILL or FILL PARAGRAPH command.

■ Command: SET LEFT MARGIN 4  
Command: SET PARAGRAPH INDENT -3

·  
·  
·

Command: SET PARAGRAPH INDENT 0  
Command: SET LEFT MARGIN 1

Sets the left margin at column 4 and the paragraph indent at three columns to the left of the left margin. Thus, the first line of a new paragraph starts in column 1, and the rest of the lines in column 4 (called a “hanging” paragraph). This is useful to format lists, for example, to have a bullet or counter three spaces left of the left margin. In restoring your previous settings, note the order of the commands (paragraph indent 0, left margin 1).

Reversing the order would produce an error with SET LEFT MARGIN 1 because the sum of the paragraph indent (-3) and the new left margin is less than 1.

---

## SET PENDING DELETE

Enables deletion of a select range when you use DELETE or type new text. This is useful for quickly erasing or replacing a block of text.

---

**format**                      **SET PENDING DELETE**

---

**description**

- 1 Use the SET PENDING DELETE command.
- 2 Select the text you want to erase. (See the description of the SELECT command.)
- 3 Use the DELETE command or type new text. The selected text is erased, or it is replaced by the new text.

To insert what you erased, use RESTORE SELECTION or RESTORE BOX SELECTION.

If you want pending delete enabled for all or most editing sessions, put the SET PENDING DELETE command in your EVE initialization file. (See Section 1.6.)

The default setting is NOPENDING DELETE. If you have selected text, using DELETE erases the character left of the cursor and typing new text inserts the new characters.

SET PENDING DELETE is a global setting, applying in all buffers. To save your setting, use SAVE ATTRIBUTES to create a section file or to create or update a command file (see online help on Attributes for more information).

If you select the entire buffer (with the SELECT ALL command or by clicking MB1 five times), pending delete is disabled to prevent accidentally erasing all of the buffer.

---

**related commands**

BOX SELECT  
RESTORE BOX SELECTION  
RESTORE SELECTION  
SELECT  
SET BOX SELECT  
SET NOPENDING DELETE

# EVE Command Dictionary

## SET RIGHT MARGIN

---

### SET RIGHT MARGIN

Sets the right margin of the current buffer to the column you specify.

---

**format**                    **SET RIGHT MARGIN** *integer*

---

**parameters**            *integer*

The column at which you want the right margin. Must be greater than the left margin (or greater than the sum of the left margin and the paragraph indent). If you do not specify a number, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

The default right margin is one column less than the screen width. Typically, the width is 80 columns; the default right margin is then 79.

---

**description**

This command does not change existing lines, but only affects new lines or text you reformat with CENTER LINE or FILL commands. When EVE wraps text automatically, or when you use FILL commands, no characters will go beyond the right margin.

You can set different margins for each buffer you edit. To find out the current margins of the buffer, use the SHOW command.

If you want all your buffers to have the same right margin, put SET RIGHT MARGIN in your EVE initialization file. For example, if your initialization file has the command SET RIGHT MARGIN 70, the setting applies to the Main (or first) buffer and to an EVE system buffer named \$DEFAULTS\$, so that each buffer you create has the same right margin. (See Section 1.6.)

Note that the SET WIDTH command makes the right margin of the \$DEFAULTS\$ buffer one column less than the width you specify, but does not affect the margins of other, existing buffers.

---

**related commands**

CENTER LINE  
FILL  
SET LEFT MARGIN  
SET WIDTH  
SET WRAP

---

**example**

The following command sets the right margin to 65. To reformat existing text according to the new margin, use FILL commands.

Command: SET RIGHT MARGIN 65

---

## SET SCROLL MARGINS

Sets the top and bottom distances at which scrolling begins automatically as you move the cursor up and down. You specify these distances as numbers of lines or as percentages of the window size.

---

**format**                    **SET SCROLL MARGINS** *integer1[%] integer2[%]*

---

**parameters**

***integer1***

The number of lines down from the top of a window at which you want scrolling to begin. Cannot overlap the bottom scroll margin (*integer2*). The default setting is 0—that is, scrolling starts when you move past the top of the window. If you do not specify a value, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything keeps the current value.

***integer2***

The number of lines up from the bottom of a window at which you want scrolling to begin. Cannot overlap the top scroll margin (*integer1*). The default setting is 0—that is, scrolling starts when you move past the bottom of the window. If you do not specify a value, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything keeps the current value.

**%**

Percent sign, specifying that scroll margins are percentages of the window height, rounded to the nearest line. This is useful if you frequently split the EVE main window into two or more windows.

---

**description**

Scroll margins apply to all windows in EVE. Also, EVE converts numbers of lines into percentages, and uses the percentages when you split the main window into two or more windows.

Scroll margins are global settings, applying in all buffers, but are not saved in a section file or command file. To keep your settings for future editing sessions, put SET SCROLL MARGINS in your EVE initialization file. (See Section 1.6.)

---

**related commands**

SET CURSOR BOUND  
SET CURSOR FREE



# EVE Command Dictionary

## SET SCROLL MARGINS

---

### examples

The following examples show how to set scroll margins using numbers of lines and using percentages:

■ Command: SET SCROLL MARGINS 2 3

Sets the scroll margins at two lines from the top and three lines from the bottom of the window.

■ Command: SET SCROLL MARGINS 7 7

Sets the scroll margins at seven lines from the top and seven lines from the bottom. This is the EVE equivalent of the EDT command SET CURSOR 7:14.

■ Command: SET SCROLL MARGINS 10% 15%

Sets the scroll margins at 10 percent from the top and 15 percent from the bottom of the window.

---

## SET SECTION FILE PROMPTING

Enables prompting for a section file in which to save attributes and other customizations. (Default setting.)

---

**format**                      **SET SECTION FILE PROMPTING**

---

**description**                When you use the `SAVE ATTRIBUTES` or `SAVE SYSTEM ATTRIBUTES` command or when you save attributes as part of exiting or quitting, EVE prompts you whether to save your customizations in a section file.

The following table shows the effects of `SET SECTION FILE PROMPTING` depending on whether you set a default section file for saving customizations.

---

<b>Attribute Setting</b>	<b>Effects with SET SECTION FILE PROMPTING</b>
<code>SET NODEFAULT SECTION FILE</code>	When you save attributes, EVE prompts whether to save in a section file.(Default setting.)
<code>SET DEFAULT SECTION FILE</code>	When you save attributes, EVE prompts whether to save in a section file. If Yes, EVE saves in your default section file.

---

**related commands**        `SAVE ATTRIBUTES`  
                                  `SET NOSECTION FILE PROMPTING`

# EVE Command Dictionary

## SET TABS

---

## SET TABS

Sets tab stops for the buffer (*AT* or *EVERY*), tab modes (*INSERT*, *MOVEMENT*, or *SPACES*), or the appearance of tab characters during editing (*INVISIBLE* or *VISIBLE*).

---

### format

**SET TABS** { *AT integer1 [integer2 ...]*  
*EVERY integer*  
*INSERT*  
*INVISIBLE*  
*MOVEMENT*  
*SPACES*  
*VISIBLE* }

---

### parameters

#### ***AT integer1 [integer2...]***

The column or columns at which you want a tab stop in the current buffer. The new tab stops are applied to any tab characters already in the buffer. Enter the numbers in ascending order, separated by spaces. If you do not specify a number, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

#### ***EVERY integer***

An equal interval for all tab stops in the current buffer. The new tab stops are applied to any tab characters already in the buffer. If you do not specify a number, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation. The default setting is *EVERY 8* (that is, tab stops are set at columns 9, 17, 25, 33, and so on.)

#### ***INSERT***

Default setting. Makes TAB insert a tab character, pushing the cursor and any existing text on the line to the next tab stop. The setting applies to all buffers.

#### ***MOVEMENT***

Makes TAB move the cursor to the next tab stop, without inserting anything. The cursor stays on the current line and can move into the unused portion of the buffer, even if the cursor is set to bound. The setting applies to all buffers. This is useful for moving through tab-aligned text, such as tables and multicolumn lists.

#### ***SPACES***

Makes TAB insert the appropriate number of spaces, instead of a tab character, pushing the cursor and any existing text on the line to the next tab stop. The setting applies in all buffers, but does not affect existing tabs—for example, does *not* convert tab characters to spaces. This is useful for editing text to be printed or displayed on different devices, because the spacing will be the same regardless of the tab stops set for the printer or display device.

### **VISIBLE**

Makes tab characters visible—appearing as a small  $H_T$  (horizontal tab). The setting applies to all buffers. Visible tabs are an editing convenience only; the setting does *not* affect how tab characters appear when the text is printed.

### **INVISIBLE**

Default setting. Makes tab characters invisible—appearing as white space. The setting applies to all buffers.

You can specify only one keyword per command. If you do not specify a keyword, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

## **description**

Tab stops are buffer-specific settings; you can have different tab stops for each buffer. Changing the tab stops affects any tab characters already in the buffer. To find out the current tab stops of the buffer, use the SHOW command.

If you want particular tab stops for all or most editing sessions, put the SET TABS AT or SET TABS EVERY command in your initialization file. When you invoke EVE using that initialization file, the setting then applies to the main (or first) buffer and to an EVE system buffer named \$DEFAULTS\$, so that each buffer you create has the same tab stops. (See Section 1.6.)

Tab modes and tab visibility are global settings, applying to all buffers in EVE. Specifying INSERT, SPACES, or MOVEMENT does not affect existing tabs entered in a different mode. For example, the SET TABS SPACES command does *not* convert tab characters to spaces. If you want particular tab modes for all or most editing sessions, put the relevant SET TABS commands in your EVE initialization file.

To save your settings, use SAVE ATTRIBUTES to create a section file or to create or update a command file (see online help on Attributes for more information). However, for routine editing within EVE, using the Insert Here buffer may be faster, depending on the amount of text involved.

Tab stops are not stored in the output file. Therefore, in printing or typing the file, tab-aligned text may not appear the same as during editing, depending on the tab stops set for the printer or display device. You may want to use the CONVERT TABS command to convert tab characters to spaces. See the description of the CONVERT TABS command for more information.

---

## **related commands**

CONVERT TABS  
SAVE ATTRIBUTES  
SHOW  
TAB

# EVE Command Dictionary

## SET TABS

---

### examples

The following examples show how to set tab stops and tab modes:

■ Command: SET TABS AT 6 11 20 36

Sets tab stops at the specified columns in the current buffer. This changes any tab characters already in the buffer. Note that after you use this command, any tab characters added after column 36 do not push existing text to the right because there is no tab stop after column 36.

■ Command: SET TABS EVERY 10  
Command: SET TABS MOVEMENT

Sets tab stops every 10 columns in the current buffer (11, 21, 31, and so on), changing any tab characters already in the buffer, and sets the tab mode to move the cursor to the next tab stop without inserting anything. Thus, pressing TAB moves the cursor 10 columns or less, to the next tab stop.

■ Command: SET TABS SPACES  
Command: SET TABS VISIBLE

Sets the TAB function to insert spaces, instead of a tab character, and makes existing tab characters visible.

---

## SET WIDTH

Sets the width of the EVE screen layout to the number of columns you specify. This does not affect how many characters you can put on a line (which is determined by the right margin), but only how many characters are visible.

---

**format**                    **SET WIDTH** *integer*

---

**parameter**            *integer*

The number of columns you want for the width of the display. If you specify a value of 132, EVE sets the terminal to 132-character mode, which uses a smaller video font. If you specify a value of 80 while in 132-character mode, the normal video font is used. If you do not specify a number, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation. The default width is the same as your terminal setting (according to the DCL command SET TERMINAL)—typically, 80 columns.

Do not use a width greater than 80 on VT100-series terminals without the advanced video option (AVO).

---

**description**

Width is a global setting, applying in all buffers, but is not saved in a section file or command file. To keep your setting for future editing sessions, put SET WIDTH in your EVE initialization file.

The width determines the default right margin, unless you specify otherwise by using the SET RIGHT MARGIN command. Thus, if you use a width of 120 columns, the default right margin is 119.

To find out the current width, use the SHOW command. Also, the horizontal length of the status line indicates the width of the window.

SET WIDTH makes the right margin of the \$DEFAULTS\$ buffer one column less than the width. Buffers you create thereafter will have the same right margin as \$DEFAULTS\$. For example, the command SET WIDTH 132 makes the default right margin 131; the command SET WIDTH 80 makes the default right margin 79. This does not affect the right margin of other, existing buffers, but only buffers you create after a SET WIDTH command.

---

**related commands**

SET RIGHT MARGIN  
SHIFT LEFT  
SHIFT RIGHT  
SHOW

# EVE Command Dictionary

## SET WIDTH

---

### **example**

The following commands set the width of the display to 132 columns and later restore it to 80 columns (which is typically the default setting):

Command: SET WIDTH 132

.

.

.

Command: SET WIDTH 80

---

## SET WILDCARD ULTRIX

Enables ULTRIX-style wildcards for the WILDCARD FIND command.

---

**format**                    **SET WILDCARD ULTRIX**

---

**description**

ULTRIX-style wildcards (sometimes called *regular expressions* or *meta-characters*) include the period (.) to match any single character on a line, the dollar sign (\$) to match end-of-line, and the circumflex (^) to match beginning-of-line. For a list of the available wildcards, use the SHOW WILDCARDS command or see Table 2-13.

SET WILDCARD ULTRIX is a global setting, applying in all buffers, but is not saved in a section file or command file. To keep your setting for future editing sessions, put the command in your EVE initialization file. (See Section 1.6.) The default setting is VMS.

The setting affects only the WILDCARD FIND command. It does *not* affect the wildcards you can use in specifying files with GET FILE, INCLUDE FILE, and so on.

---

**related commands**

SET WILDCARD VMS  
SHOW WILDCARDS  
WILDCARD FIND

---

**example**

The following commands enable ULTRIX-style wildcards and then find a string like *bet* or *But* at the end of a line:

```
Command: SET WILDCARD ULTRIX
Command: WILDCARD FIND b.t$
```



# EVE Command Dictionary

## SET WILDCARD VMS

---

### SET WILDCARD VMS

Enables VMS-style wildcards for the WILDCARD FIND command. (Default setting.)

---

**format**                    **SET WILDCARD VMS**

---

**description**            VMS-style wildcards (sometimes called *meta-characters*) include the percent sign (%) to match any single character on a line, the asterisk (\*) to match any amount of text on a line, and the backslash and right angle bracket (\>) to match end-of-line. For a list of the available wildcards, use the SHOW WILDCARDS command or see Table 2-12.

The setting affects only the WILDCARD FIND command. It does *not* affect the wildcards you can use in specifying files with GET FILE, INCLUDE FILE, and so on.

---

**related commands**      SET WILDCARD ULTRIX  
                              SHOW WILDCARDS  
                              WILDCARD FIND

---

**example**                    The following commands enable VMS-style wildcards and then find a string like *bet* or *But* at the end of a line:

```
Command: SET WILDCARD VMS
Command: WILDCARD FIND b%t\>
```

---

## SET WRAP

Enables automatic word wrapping in the current buffer so that as you type a new word past the right margin, EVE starts a new line without your having to press RETURN or use FILL commands. (Default setting.)

---

**format**                    **SET WRAP**

---

**description**

The SET WRAP command does not by itself rewrap or reformat existing text. To reformat text, use FILL commands.

To disable wrapping, use the SET NOWRAP command, so that lines can go past the right margin. This is useful for editing very long lines, such as multicolumn tables or program statements that are progressively indented.

Note that wrapping is a buffer-specific setting; you can disable and enable wrapping for the current buffer, without affecting other buffers.

---

**related commands**

FILL  
SET NOWRAP  
SET RIGHT MARGIN  
SHOW

# EVE Command Dictionary

## SHIFT LEFT

---

# SHIFT LEFT

Shifts the current EVE window to the left by the number of columns you specify.

---

**format**                    **SHIFT LEFT** *integer*

---

**parameter**                ***integer***  
The number of columns you want to shift the window to the left. You cannot shift the window left past column 1. If you do not specify a number, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**description**              You can use SHIFT LEFT commands only if you have used SHIFT RIGHT.  
  
Using SHIFT LEFT and SHIFT RIGHT commands lets you view the undisplayed portion of very wide text, such as lines 100 characters long, without having to change the width of the window or use 132-column mode. This does not shift text within the buffer, but shifts the window's horizontal position relative to the buffer.  
  
SHIFT LEFT and SHIFT RIGHT commands affect only the current window, if you are using two or more windows in EVE.  
  
To find out the current width and any shift, use the SHOW command.

---

**related commands**        SET WIDTH  
                              SHIFT RIGHT  
                              SHOW

---

**example**                    In the following example, you shift the current window five columns to the right, and then another five columns to the right. (Thus, column 11 of the buffer appears in the leftmost column of the screen.) You then shift the window back 10 columns to the left (so that column 1 of the buffer is in the leftmost column of the screen). Note that for each shift right, EVE tells you the cumulative shift.

```
Command: SHIFT RIGHT 5
Window now shifted right 5 columns.
Command: SHIFT RIGHT 5
Window now shifted right 10 columns.
      .
      .
      .
Command: SHIFT LEFT 10
Window now shifted right 0 columns.
```

---

## SHIFT RIGHT

Shifts the current EVE window to the right by the number of columns you specify.

---

**format**                    **SHIFT RIGHT**    *integer*

---

**parameter**            *integer*  
The number of columns you want to shift the window to the right. If you do not specify a number, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**description**            Using SHIFT RIGHT and SHIFT LEFT commands lets you view the undisplayed portion of very wide text, such as lines 100 characters long, without having to change the width of the window or use 132-column mode. This does not shift text within the buffer, but shifts the window's horizontal position relative to the buffer.

SHIFT RIGHT and SHIFT LEFT commands affect only the current window, if you are using two or more windows in EVE.

To find out the current width and any shift, use the SHOW command.

---

**related commands**      SET WIDTH  
                              SHIFT LEFT  
                              SHOW

---

**example**                In the following example, you shift the current window five columns to the right, and then another five columns to the right. (Thus, column 11 of the buffer appears in the leftmost column of the screen.) You then shift the window back 10 columns to the left (so that column 1 of the buffer is in the leftmost column of the screen). Note that for each shift right, EVE tells you the cumulative shift.

```
Command: SHIFT RIGHT 5
Window now shifted right 5 columns.
Command: SHIFT RIGHT 5
Window now shifted right 10 columns.
      .
      .
      .
Command: SHIFT LEFT 10
Window now shifted right 0 columns.
```

# EVE Command Dictionary

## SHOW

---

# SHOW

Shows information about the current buffer or other buffers you created.

---

### format

### SHOW

---

### description

The SHOW command displays the following information about the current buffer or other buffers:

- Name of the buffer
- Input file for the buffer, if any
- Output file for the buffer, if any (typically the same as the input file)
- Journal file for the buffer, if any
- Whether the buffer has been modified
- Total number of lines in the buffer
- Margins, tab stops, and other buffer settings
- Window width and any shift
- Names of markers in the buffer, if any
- List of non-default keymaps for the buffer, if any

#### Steps:

- 1 Use the SHOW command. The output appears in an EVE system buffer named Show, which covers the entire display.
- 2 If you created other buffers, EVE first shows information about the current buffer. To show information about your other buffers, if any, press DO. To return to the buffer you were editing, press any other key.

If you created only one buffer, press any key to return to that buffer.

The output from the SHOW command remains in the Show buffer until you do another SHOW command or exit from EVE. To write out the information, such as margins and tab stops, use the following commands. In this example, you save the information in a file named SHOWINFO.LIS:

```
Command: BUFFER SHOW
```

```
Command: WRITE FILE SHOWINFO.LIS
```

# EVE Command Dictionary

## SHOW

The following is typical of the output from the SHOW command. In this case, you are editing a file called MEMO.TXT in which you have made several edits and marked two positions:

EVE V2.4 1990-08-31 11:03

Information about buffer JABBER.TXT

Input file: DISK\$1:[USER.MEMOS]JABBER.TXT;1

Output file: DISK\$1:[USER.MEMOS]JABBER.TXT;1

Journal file: DISK\$1:[USER]JABBER\_TXT.TPU\$JOURNAL;1

Modified	Left margin set to: 5
Mode: Insert	Right margin set to: 72
Paragraph indent: -4	WPS word wrap indent: none
Write	Modifiable
Direction: Forward	Window width set to: 80
28 lines	

Tab stops set every 10 columns.

Word wrap: on

Marks:

slithy toves

brillig

---

### related commands

- RESET
- SHOW BUFFERS
- SHOW DEFAULTS BUFFER
- SHOW SUMMARY
- SHOW WILDCARDS

# EVE Command Dictionary

## SHOW BUFFERS

---

## SHOW BUFFERS

Lists the buffers you created and puts the cursor in the list so you can view or delete a buffer without having to type the buffer name.

---

### format

### SHOW BUFFERS

---

### description

To list the buffers you created:

- 1 Use the SHOW BUFFERS command.

The list appears in an EVE system buffer named Buffer List in the current window. The name of the buffer you were in is highlighted in video bold and the cursor is on the name of that buffer (unless you were in a system buffer).

- 2 Move the cursor to the name of a buffer in the list. You can put the cursor anywhere on the line referring to that buffer.

- 3 Use SELECT or press RETURN to view that buffer.

Use REMOVE, CUT, or the WPS Cut key to delete that buffer.

This is effectively the same as using the BUFFER or DELETE BUFFER commands respectively, without having to type the buffer name.

On DECwindows, you can use the mouse (MB1DRAG) to select all or part of the buffer list to copy it, as follows:

- 1 Using the mouse, point where you want to begin the selection.
- 2 Drag MB1 where you want to end the selection.
- 3 Use CUT, REMOVE, STORE TEXT, or COPY to copy the selected text. CUT and REMOVE are the same as a COPY command because the Buffer List buffer is unmodifiable.

---

### related commands

BUFFER  
DELETE BUFFER  
NEXT BUFFER  
SHOW  
SHOW SYSTEM BUFFERS

---

## SHOW DEFAULTS BUFFER

Shows information about the \$DEFAULTS\$ buffer—margins, tab stops, direction, mode, maximum lines, and so on.

---

**format**                      **SHOW DEFAULTS BUFFER**

---

**description**

The \$DEFAULTS\$ buffer is an EVE system buffer whose settings are applied to new buffers you create. If you use an initialization file when you invoke EVE, commands in the initialization file for buffer settings apply to the \$DEFAULTS\$ buffer as well as to the main (or first) buffer, so that each buffer you create has the same setting (effectively, setting your own, private defaults). If your initialization file does not have commands for buffer settings, the EVE default settings are used.

For more information about EVE default settings, see Section 1.6.

**Steps:**

- 1 Use the SHOW DEFAULTS BUFFER command. The output appears in an EVE system buffer named Show, which covers the entire display.
- 2 To return to the buffer you were editing, press any key.

The following is typical of the output from the SHOW DEFAULTS BUFFER command:

```
Information about buffer $DEFAULTS$
```

```
Not modified                      Left margin set to: 1
Mode: Insert                      Right margin set to: 79
Paragraph indent: none            WPS word wrap indent: none
Read-only                         Unmodifiable
Direction: Forward
Max lines: no limit
```

```
Tab stops set every 8 columns.
```

```
Word wrap: on
```

---

**related commands**

SHOW  
SHOW SYSTEM BUFFERS



# EVE Command Dictionary

## SHOW DEFAULTS BUFFER

---

### **example**

The output from the SHOW DEFAULTS BUFFER command is stored in an EVE system buffer named Show. If you want to write out (save) the information, such as for reference in creating an initialization file, use the following commands—in this case, writing out the Show buffer to a file called DEFAULTS.LIS.

```
Command: SHOW DEFAULTS BUFFER
Command: BUFFER SHOW
Command: WRITE FILE defaults.lis
```

---

## SHOW KEY

Shows the definition of a key, telling you the command or keypad function bound to the key, if any.

---

**format**                    **SHOW KEY** *[key-name]*

---

**parameter**            ***key-name***  
The key you want to know about. You cannot abbreviate the key name. For more information about EVE key names, see Section 1.5. If you do not specify a key name, EVE prompts you to press the key you want to know about.

---

**description**            You can type the name of the key on the command line or let EVE prompt you to press the key.  
  
If the key you specify is defined for a learn sequence, EVE tells you the key is defined as *Sequence*, because a learn sequence may comprise several keystrokes or commands.  
  
The output from SHOW KEY appears in the message window, at the bottom of the EVE screen layout.

---

**related commands**      DEFINE KEY  
                              SET FUNCTION KEYS DECWINDOWS  
                              UNDEFINE KEY

---

**example**                The following command shows the definition of GOLD-KP8 when you set the EDT keypad. In specifying control keys or GOLD key combinations, use a slash, dash, or underscore as a delimiter in the key name.

Command: SHOW KEY gold-kp8  
GOLD/KP8 is defined as 'fill' in the EDT keypad.

# EVE Command Dictionary

## SHOW SUMMARY

---

# SHOW SUMMARY

Shows statistics and other information about EVE.

---

<b>format</b>	<b>SHOW SUMMARY</b>
---------------	---------------------

---

<b>description</b>	<p>The SHOW SUMMARY command displays the following:</p> <ul style="list-style-type: none"><li>• Version number of the software</li><li>• Current journal file specification, if any</li><li>• Current section file specification</li><li>• Total number of buffers (system- and user-created)</li><li>• Modules used in the current section file</li><li>• Other information about the EVE configuration</li></ul> <p>This information is useful for VAXTPU programming or in case you have to submit a software performance report (SPR).</p> <p><b>Steps:</b></p> <ol style="list-style-type: none"><li>1 Use the SHOW SUMMARY command. The output appears in an EVE system buffer named Show, which covers the entire display.</li><li>2 To scroll through the list, you can press the up and down arrow keys or other cursor-movement keys.</li><li>3 To return to the buffer you were editing, press DO or use the RESET command.</li></ol>
--------------------	--






---

<b>related commands</b>	SHOW SHOW DEFAULTS BUFFER SHOW BUFFERS SHOW SYSTEM BUFFERS
-------------------------	---

---

<b>example</b>	<p>The output from the SHOW SUMMARY command is stored in an EVE system buffer named Show. If you want to write out (save) the information, such as for submitting an SPR or for keeping a record of your customized versions of EVE, use the following commands—in this case, writing out the Show buffer to a file called SUMMARY.LIS.</p> <p>Command: SHOW SUMMARY Command: BUFFER SHOW Command: WRITE FILE summary.lis</p>
----------------	---

---

## SHOW SYSTEM BUFFERS

Lists the buffers created by EVE and puts the cursor in the list. You can then use SELECT to view a buffer without having to type its name.

---

**format**                      **SHOW SYSTEM BUFFERS**

---

**description**

To list the buffers EVE created:

- 1 Use the SHOW SYSTEM BUFFERS command.

The list appears in an EVE system buffer named Buffer List in the current window. If you were in a system buffer (such as Messages), the name of that buffer is highlighted in video bold and the cursor is on the name of the buffer.

- 2 Move the cursor to the name of a buffer in the list. You can put the cursor anywhere on the line referring to that buffer.
- 3 To view that buffer, use SELECT or press RETURN.

As a rule, do not delete system buffers, such as the Insert Here buffer or \$RESTORE\$ buffer, and do not change their read/write status or other attributes. Some system buffers cannot be deleted or changed.

On DECwindows, you can use the mouse (MB1DRAG) to select all or part of the buffer list to copy it, as follows:

- 1 Using the mouse, point where you want to begin the selection.
- 2 Drag MB1 where you want to end the selection.
- 3 Use CUT, REMOVE, STORE TEXT, or COPY to copy the selected text. CUT and REMOVE are the same as COPY because the Buffer List buffer is unmodifiable.

---

**related commands**

SHOW BUFFERS  
SHOW DEFAULT BUFFERS

# EVE Command Dictionary

## SHOW WILDCARDS

---

## SHOW WILDCARDS

Lists the wildcards available for the WILDCARD FIND command—either VMS or ULTRIX, depending on your setting.

---

<b>format</b>	<b>SHOW WILDCARDS</b>
---------------	-----------------------

---

<b>description</b>	<b>Steps:</b>
--------------------	---------------

- 1 Use the SHOW WILDCARDS command. The output (the list of wildcards) appears in an EVE system buffer named Show that covers the entire display.
- 2 To scroll through the list, you can press the up and down arrow keys or other cursor-movement keys.
- 3 To return to the buffer you were editing, press DO or use the RESET command.

To set the type of wildcards, use the SET WILDCARD ULTRIX or SET WILDCARD VMS command. The default setting is VMS.

---

<b>related commands</b>	SET WILDCARD ULTRIX SET WILDCARD VMS WILDCARD FIND
-------------------------	--

---

<b>example</b>	The output from the SHOW WILDCARDS command is stored in an EVE system buffer named Show. If you want to write out (save) the information, for example, so you can print the list later on, use the following commands—in this case, writing out the Show buffer to a file called WILDCARDS.LIS.
----------------	---

```
Command: SHOW WILDCARDS
Command: BUFFER SHOW
Command: WRITE FILE wildcards.lis
```

---

## SHRINK WINDOW

Shrinks the current window by the number of lines you specify—if you are using more than one window in EVE.

---

**format**                    **SHRINK WINDOW** *integer*

---

**parameter**                *integer*  
The number of screen lines you want to subtract from the current window. The minimum size of a window is one line for text, one line for the status line, and on DECwindows, one line for the horizontal scroll bar. If the number you specify would shrink the window beyond these limits, EVE shrinks the window to the minimum size. The maximum size depends on the size and type of terminal you are using. If you do not specify a number, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**description**                The lines are subtracted from the bottom unless the window is the bottommost window.

---

**related commands**        DELETE WINDOW  
                                ENLARGE WINDOW  
                                NEXT WINDOW  
                                ONE WINDOW  
                                PREVIOUS WINDOW  
                                SPLIT WINDOW  
                                TWO WINDOWS

---

**example**                    The following commands form two windows, and then shrink the lower of the two windows by five lines:

Command: TWO WINDOWS  
Command: SHRINK WINDOW 5

# EVE Command Dictionary

## SPAWN

---

### SPAWN

Spawns a subprocess, suspending, but not ending, your editing session. This lets you return to the DCL level or run another utility, such as MAIL, without having to end your editing session.

---

#### keys

WPS keypad:            GOLD-\$

---

#### format

**SPAWN** *[command-string]*

---

#### parameter

##### ***command-string***

Optionally, the DCL command you want executed in the subprocess, such as a utility you want to invoke. Exiting from that utility ends the subprocess and resumes your editing session. If you do not specify a command string, EVE spawns a subprocess for DCL. To resume your editing session, use the LOGOUT command.

---

#### description

Using SPAWN and ATTACH commands, in EVE and at the DCL level or in other utilities such as MAIL, lets you keep an editing session active throughout your VMS session (or login)—effectively making EVE a “kept” editor. This makes it faster to resume editing, but uses more system resources.

The SPAWN command does not work if you invoke EVE using /INTERFACE=DECWINDOWS.

---

#### related commands

ATTACH  
DCL  
SPELL

---

#### example

The following examples show how to spawn a subprocess to run MAIL, and how to spawn a subprocess for DCL:

```
■ Command: SPAWN mail
MAIL>
.
.
MAIL> EXIT
```

Spawns a subprocess running MAIL. Exiting from MAIL then resumes your editing session.

```
■ Command: SPAWN
$
.
.
$ LOGOUT
```

Spawns a subprocess for DCL (indicated by the dollar sign prompt). You can then execute DCL commands, including running other applications. To resume your editing session, use the DCL command LOGOUT.



# EVE Command Dictionary

## SPELL

---

### SPELL

Runs DECspell (if it is installed on your system) to check spelling in the currently selected text or the entire buffer.

---

#### keys

WPS keypad:            GOLD-S

---

#### format

**SPELL**

---

#### description

The SPELL command does not work if you invoke EVE using /INTERFACE=DECWINDOWS.

##### Steps:

- 1 Select the text you want to check. (See the description of the SELECT command.)

If you select less than a full line, EVE extends the select range to include the start and end of the line. If you do *not* select any text, SPELL checks the entire buffer.

- 2 Use the SPELL command.

EVE spawns a subprocess to run DECspell, and writes out the current buffer or select range to a temporary file in a system directory called SYS\$SCRATCH.

- 3 Use DECspell commands to correct your text.

After you make the corrections, exiting from DECspell resumes your editing session. EVE then replaces the buffer or range with the new version of the temporary file, containing any corrections, and deletes the temporary file.

**Note:** Do *not* use CTRL/Y while using SPELL. This deletes lines in the temporary output file, and therefore destroys the select range or current buffer.

---

#### related commands

BOX SELECT  
SELECT

---

## SPLIT WINDOW

Splits the current EVE window into two or more smaller windows. This lets you view different buffers at the same time or different parts of the same buffer.

---

**format**                    **SPLIT WINDOW** *[integer]*

---

**parameter**                *integer*  
Optionally, the number of windows you want to form. The default is 2 (effectively the same as using the TWO WINDOWS command). The maximum number of windows in EVE depends on the size and type of terminal you are using.

---

**description**                The cursor appears in the bottommost new window. Each window has its own status line and displays the buffer you are currently editing. To put a different buffer into the window, use one of the following commands:

    BUFFER  
    GET FILE or OPEN  
    NEW  
    NEXT BUFFER (if you have created more than one buffer)  
    OPEN SELECTED  
    PREVIOUS BUFFER  
    SHOW BUFFERS (to choose a buffer from the list)

---

**related commands**        DELETE WINDOW  
                          ENLARGE WINDOW  
                          NEXT WINDOW  
                          ONE WINDOW  
                          PREVIOUS WINDOW  
                          SHRINK WINDOW  
                          TWO WINDOWS

---

**example**                    The following command splits the current window into three smaller windows, putting the cursor in the bottommost of the three windows:

Command:    SPLIT WINDOW 3

# EVE Command Dictionary

## START OF LINE

---

### START OF LINE

Moves the cursor to the start of the current line (unless already there).

---

#### keys

<b>EVE default:</b>	CTRL/H GOLD-←
<b>VT100 keypad:</b>	CTRL/H GOLD-← BACKSPACE
<b>DECwindows function keys:</b>	F12

---

#### format

### START OF LINE

---

#### description

The start of the line is the leftmost character on the line up to the left margin when the line was created. It is possible to move left of the left margin (if the left margin is greater than 1) by using the left arrow key (←) when in free cursor mode (the default).

You can press a key defined as **START OF LINE** to move to the start of the command line you are typing or have recalled.

Note that GOLD-← is a “sleeper” key—that is, EVE defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the **SET GOLD KEY**, **SET KEYPAD EDT**, or **SET KEYPAD WPS** command, unless you have otherwise defined it yourself.

The EDT keypad defines CTRL/H and BACKSPACE slightly differently. See the description of the EDT Start Of Line key.

---

#### related commands

END OF LINE  
MOVE BY LINE  
MOVE LEFT

---

## STORE TEXT

Copies a select range or found range, without removing it, so you can insert the text elsewhere (same as the COPY command).

---

### keys

EVE default:            GOLD-REMOVE

---

### format                    STORE TEXT

---

### description

- 1 Select or find the text you want to copy. For example, you can use SELECT, BOX SELECT, or FIND.
- 2 Use the STORE TEXT command. The highlighting is canceled. A message tells you that the copying has been completed.
- 3 To paste the copied text elsewhere, use the INSERT HERE or BOX PASTE command.

With a box selection, STORE TEXT is the same as BOX COPY—thus, you do not have to redefine keys for box editing.

The copied text is stored either in the Insert Here buffer in EVE or in the DECwindows clipboard, depending on your setting, and replaces in that storage area whatever you previously copied or removed. The default setting is NOCLIPBOARD, which uses the Insert Here buffer. For more information, see the description of the SET CLIPBOARD command.

---

### related commands

BOX COPY  
BOX PASTE  
BOX SELECT  
FIND  
INSERT HERE  
REMOVE  
SELECT  
SET BOX SELECT  
SET CLIPBOARD  
WILDCARD FIND

# EVE Command Dictionary

## TAB

---

### TAB

Inserts a tab at the current position, according to the current tab stops of the buffer and the tab modes.

---

#### keys

**EVE default:**           TAB  
                                  CTRL/I

---

#### format

**TAB**

---

#### description

Tab modes are as follows:

Tab Mode	Effects with TAB
SET TABS INSERT	Default setting. TAB inserts a tab character, pushing the cursor and any existing text on the line to the next tab stop.
SET TABS MOVEMENT	TAB moves the cursor to the next tab stop on without inserting anything. The cursor stays on the current line and can move into the unused portion of the buffer, even if the cursor is set to bound.
SET TABS SPACES	TAB inserts the appropriate number of spaces, instead of a tab character, pushing the cursor and any existing text on the line to the next tab stop.
SET TABS INVISIBLE	Default setting. Tab characters appear as blank space during editing.
SET TABS VISIBLE	Tab characters appear during editing as a small $\text{H}_\perp$ (horizontal tab).

---

Tab modes and tab visibility are global settings, applying to all buffers in EVE.

To set tab stops for the buffer, use the **SET TABS AT** or **SET TABS EVERY** command. The default tab stops are every 8. To find out the tab stops of the current buffer, use the **SHOW** command.

Note that redefining either the **TAB** key or **CTRL/I** affects the other as well.

If you have defined **TAB** or **CTRL/I**, or if you have set the tab mode to spaces or movement, you can use the **QUOTE** command to insert a tab character, as follows:

- 1 Use the **QUOTE** command or press **CTRL/V**.
- 2 Press **TAB** (or **CTRL/I**) for the tab character.

(For more information, see the description of the **QUOTE** command.)

Tab stops are not stored in the output file. Therefore, in printing or typing the file, tab-aligned text may not appear the same as during editing, depending on the tab stops set for the printer or display device. You may want to use the CONVERT TABS command to convert tab characters to spaces. For more information, see the description of the CONVERT TABS command.

---

**related commands**

CONVERT TABS  
SET TABS  
SHOW

# EVE Command Dictionary

TOP

---

## TOP

Moves the cursor to the top of the current buffer (unless already there).

---

### keys

<b>EVE default:</b>	GOLD-↑
<b>VT100 keypad:</b>	GOLD-↑
<b>EDT keypad:</b>	GOLD-KP5
<b>WPS keypad:</b>	GOLD-T

---

### format

**TOP**

---

### description

The top of the buffer is the upper left corner—row 1, column 1. Note that GOLD-↑ is a “sleeper” key—that is, EVE defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

---

### related commands

BOTTOM  
PREVIOUS SCREEN

---

## TPU

Executes the VAXTPU procedure or statement you specify. You can execute a VAXTPU built-in procedure or a procedure you have compiled.

---

**format**            **TPU** *procedure-name*

---

**parameter**        ***procedure-name***  
The VAXTPU procedure or statement you want to execute, including any required parameters or arguments. You cannot abbreviate the procedure name or statement, and cannot use wildcards. If you do not specify a procedure or statement, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

---

**description**      To get help on VAXTPU built-in procedures, use the command HELP TPU. EVE then displays help on the TPU command and automatically switches the help library so you can get help on built-in procedures, such as COPY\_TEXT and GET\_INFO. To return to help on the editor, type EVE.

---

**examples**            The following examples show how to execute VAXTPU procedures and statements, including how to execute a procedure you have compiled:

- Command: TPU SHOW (PROCEDURES)  
  
Lists all the available procedures—including both VAXTPU built-in procedures and any user-compiled procedures.
- Command: TPU COPY\_TEXT (FAO ('!11%D', 0))  
  
Executes the COPY\_TEXT built-in procedure to insert the current date.
- Command: EXTEND EVE user\_proc  
Command: TPU user\_proc  
  
Compiles a procedure named USER\_PROC and then executes that procedure.



# EVE Command Dictionary

## TWO WINDOWS

---

## TWO WINDOWS

Splits the current EVE window into two smaller windows. (Same as the SPLIT WINDOW command, except that it does not take a parameter.) This lets you view different buffers at the same time or different parts of the same buffer.

---

### format

**TWO WINDOWS**

---

### description

The cursor appears in the new, lower window. Each window has its own status line and displays the buffer you are currently editing. To put a different buffer into the window, use one of the following commands:

BUFFER  
GET FILE or OPEN  
NEW  
NEXT BUFFER (if you have created more than one buffer)  
OPEN SELECTED  
PREVIOUS BUFFER  
SHOW BUFFERS (to choose a buffer from the list)

You can repeat the TWO WINDOWS command to continue splitting windows. The maximum number of windows in EVE depends on the size and type of terminal you are using.

---

### related commands

DELETE WINDOW  
ENLARGE WINDOW  
NEXT WINDOW  
ONE WINDOW  
PREVIOUS WINDOW  
SHRINK WINDOW  
SPLIT WINDOW

---

### example

The following commands split the current window into two windows, and then put a buffer named ROUGH.DAT into the new, lower window:

Command: TWO WINDOWS  
Command: BUFFER rough.dat

---

## UNDEFINE KEY

Cancels the current definition of a key, if it was done with the DEFINE KEY or LEARN command. It does *not* cancel definitions done by a SET KEYPAD command or with the SET GOLD KEY command.

---

**format**                    **UNDEFINE KEY** *key-name*

---

**parameter**            ***key-name***  
The key you want to undefine. You cannot abbreviate the key name. For more information about EVE key names, see Section 1.5. If you do not specify a key name, EVE prompts you to press the key to be undefined. Pressing the RETURN key or CTRL/M at the prompt cancels the operation, because those keys cannot be undefined.

---

**description**            You can type the key name on the command line or let EVE prompt you to press the key to be undefined.  
  
If the key you specify was previously defined by a SET KEYPAD command, its previous definition is restored, if the keypad setting is still in effect.  
  
You cannot undefine a key defined as DO unless there is another key defined as DO, and you cannot undefine or redefine the RETURN key or CTRL/M.

---

**related command**        SHOW KEY

---

**example**                    In the following example, you set the EDT keypad, then redefine KP9 as CENTER LINE, overriding its EDT definition. The UNDEFINE KEY command then cancels that definition, restoring its EDT keypad definition (Append).

```
Command: SET KEYPAD EDT
Command: DEFINE KEY= kp9 center line
Command: UNDEFINE KEY kp9
```

# EVE Command Dictionary

## UNDEFINE MENU ENTRY

---

## UNDEFINE MENU ENTRY

Removes a menu item from a pull-down or pop-up menu in DECwindows.

---

**format**                    **UNDEFINE MENU ENTRY**  
                              *menu-name entry-name*

---

**parameters**            ***menu-name***  
The name of the pull-down or pop-up menu from which the entry is to be removed. Valid menu names are:

- Customize
- Display
- Edit
- File
- Format
- Help
- Noselect
- Search
- Select

***entry-name***  
The entry to be removed from the pull-down or pop-up menu.

---

**description**            You cannot abbreviate the name of the menu (such as "File" or "Noselect") or the name of the menu item. Put each name in quotation marks or let EVE prompt you for the names.

You can also define and undefine menu items by choosing Extend Menu from the Customize menu.

You can save menu definitions for future editing sessions in your section file or VAXTPU command file.

---

**related commands**      DEFINE MENU ENTRY  
                              SAVE ATTRIBUTES  
                              SAVE EXTENDED EVE  
                              SAVE SYSTEM ATTRIBUTES

---

**example**                    The following command removes CENTER LINE from the pop-up menu that is displayed with MB2 when there is no selection:

Command: UNDEFINE MENU ENTRY "Noselect" "Center Line"

---

## UPPERCASE WORD

Makes letters uppercase in a box, a range, or a single word.

---

**format**                      **UPPERCASE WORD**

---

**description**

**Steps:**

- 1    Optionally, select or find the text you want to make uppercase (or put the cursor anywhere on the single word you want to make uppercase). For example, you can use SELECT, BOX SELECT, or FIND.
- 2    Use the UPPERCASE WORD command. The highlighting, if any, is canceled. The cursor moves to the start of the next word, if there is one.

With a box or range, UPPERCASE WORD changes the letters in the range, starting with the first letter in the range (even if it is not the first letter of the word). A select range takes precedence over a found range.

If there is no box or range, UPPERCASE WORD works on the current word. If you are between words, it works on the next word on the line.

---

**related commands**

BOX SELECT  
CAPITALIZE WORD  
FIND  
LOWERCASE WORD  
SELECT  
SELECT ALL  
WILDCARD FIND

---

**example**

The following commands find the next occurrence of a search string you have already specified, and then makes all the letters of the found text uppercase:

Command: FIND NEXT  
Command: UPPERCASE WORD

# EVE Command Dictionary

## WHAT LINE

---

### WHAT LINE

Shows the current line number, total number of lines in the buffer, and percentage of that position in the buffer. This is useful if you want to know whether to insert a page break or simply to find out how many lines are in the buffer.

---

#### format

#### WHAT LINE

---

#### description

The output from WHAT LINE appears in the message window, at the bottom of the EVE screen layout.

To go to a particular line by number, use the LINE command. For example, the command LINE 10 puts the cursor at the start of line 10 in the current buffer.

---

#### related commands

LINE  
MOVE BY LINE  
SHOW

---

#### example

The following example shows the output from the WHAT LINE command:

```
Command: WHAT LINE  
You are on line 35 of 45 (78%).
```

---

## WILDCARD FIND

Searches for a pattern of text using wildcards, literal text, or both. You can use VMS or ULTRIX wildcards, depending on your setting. The default setting is VMS.

---

### keys

EVE default:           GOLD-FIND

---

### format

**WILDCARD FIND**   *search-pattern*

---

### parameter

#### ***search-string***

The pattern of text you want to find, using wildcards, literal text, or both. WILDCARD FIND follows the same rules as the FIND command for case sensitivity and white space—unless specified otherwise by a wildcard. If you do not specify a string, EVE prompts you for one. Pressing RETURN or DO at the prompt without typing anything cancels the operation.

Note that some search patterns may not be found because they are too large, depending on the combination of wildcards, particularly when the search pattern involves ranges of characters.

---

### description

Table 2–12 lists the wildcards enabled with the SET WILDCARD VMS command. Table 2–13 lists the wildcards enabled by the SET WILDCARD ULTRIX command.

If you press a key defined as WILDCARD FIND or if you type the command and let EVE prompt you for the search string, you can terminate the response by pressing a direction-setting key to begin searching in that direction. For example, with the EDT keypad, you can press KP4 for forward or KP5 for reverse. If you terminate the response by pressing RETURN, the search starts in the current direction of the buffer, as shown in the status line.

If the string is found only in the opposite direction, EVE asks if you want to change the direction of the search and go there. Press RETURN if you want to go there, or type NO and press RETURN to end the search. If the string is not found, the cursor does not move.

EVE highlights the found text (video bold), with the cursor at the beginning of the string. If there is no select range, you can use COPY, FILL, REMOVE, UPPERCASE WORD, or other commands that work on a range of text. (If there is a select range, the operation works on the selected text, which may not include the found range.) For a list of the commands and keypad keys you can use with the found range, see Table 2–4.

To cancel the highlighting, move the cursor off the found range or use the RESET command.

# EVE Command Dictionary

## WILDCARD FIND

To find another occurrence of the same string, use the FIND NEXT command or press FIND *twice*.

**Table 2–12 EVE VMS-Style Wildcards**

Pattern	Matches . . .
%	Any single character within a line.
*	Any amount of text within a line.
**	Any amount of text, crossing lines.
\<	Start of a line.
\>	End of a line.
\[abc]	Any character in the specified set. For example, \[aeiou] is the set of all vowels.
\[a–z]	Any character in the range of the specified set. For example, \[1–9] is the set of digits from 1 through 9. A hyphen (-) at the beginning or end of a set is treated as a literal character, not as a wildcard.
\[~abc]	Any character <i>not</i> in the specified set. For example, \[~aeiou] excludes all the vowels. A tilde (~) that is <i>not</i> the first character in the bracketed set is treated as a literal character, not as a wildcard.
\[~a–z]	Any character <i>not</i> in the range of the specified set. For example, \[~1–9] excludes the digits from 1 through 9.
\A	Any alphabetic character, including supplementals.
\D	Any decimal digit.
\F	Any formatting character, such as $\mathbb{B}$ , $\mathbb{H}$ , $\mathbb{L}$ , $\mathbb{F}$ , $\mathbb{T}$ , $\mathbb{F}$ , or $\mathbb{C}$ .
\L	Any lowercase letter. Makes the entire search case exact.
\N	Any alphanumeric character (letter or digit).
\O	Any octal digit.
\P	Any punctuation character (, ; ? .).
\S	Any symbol constituent (alphanumeric, dollar sign, or underscore).
\U	Any uppercase letter. Makes the entire search case exact.
\W	Any amount of white space—spaces, tabs, or up to one line break.
\X	Any hexadecimal digit.
\^	Any control character.
\+	Any character with bit 7 set.
\.	Repeats the previous pattern zero or more times, including the original.
\:	Repeats the previous pattern at least once, including the original (that is, does <i>not</i> match a null occurrence).

(continued on next page)

# EVE Command Dictionary

## WILDCARD FIND

**Table 2–12 (Cont.) EVE VMS-Style Wildcards**

Pattern	Matches . . .
\	<p>Quotes any of the following—that is, treats the character as literal text, rather than as a wildcard:</p> <ul style="list-style-type: none"> <li>* asterisk</li> <li>% percent sign</li> <li>[ left bracket</li> <li>~ tilde</li> <li>\ backslash</li> </ul> <p>For example, to find an actual backslash, use \\; to find an actual percent sign, use \%.</p>

**Table 2–13 EVE ULTRIX-Style Wildcards**

Pattern	Matches . . .
.	Any single character within a line.
^	Start of a line.
\$	End of a line.
[abc]	Any character in the specified set. For example, <i>[aeiou]</i> is the set of all vowels.
[a–z]	Any character in the range of the specified set. For example, <i>[1–9]</i> is the set of digits from 1 through 9. A hyphen (-) at the beginning or end of a set is treated as a literal character, not as a wildcard.
[^abc]	Any character <i>not</i> in the specified set. For example, <i>[^aeiou]</i> excludes all the vowels. A circumflex (^) that is <i>not</i> the first character in the bracketed set is treated as a literal character, not as a wildcard.
[^a–z]	Any character <i>not</i> in the range of the specified set. For example, <i>[^1–9]</i> excludes the digits from 1 through 9.
*	Repeats the previous pattern zero or more times, including the original.
+	Repeats the previous pattern at least once, including the original (that is, does <i>not</i> match a null occurrence).

(continued on next page)



# EVE Command Dictionary

## WILDCARD FIND

Table 2–13 (Cont.) EVE ULTRIX-Style Wildcards

Pattern	Matches . . .
\	Quotes any of the following—that is, treats the character as literal text, rather than as a wildcard: <ul style="list-style-type: none"><li>. period</li><li>^ circumflex</li><li>\$ dollar sign</li><li>[ left bracket</li><li>] right bracket</li><li>+ plus sign</li><li>* asterisk</li><li>\ backslash</li></ul>
	For example, to find an actual backslash, use \\; to find an actual dollar sign, use \\$.

### related commands

CHANGE DIRECTION  
FIND NEXT  
RESET  
SET FIND CASE EXACT  
SET FIND WHITESPACE  
SET WILDCARD ULTRIX  
SET WILDCARD VMS  
SHOW WILDCARDS

### examples

The following examples show how to search for a pattern of text. The commands use VMS wildcards, which are the default setting.

■ Command: WILDCARD FIND b%t

Searches for *B* or *b* followed by any single character and a *T* or *t* on the same line, such as *bet* or *bat* in the following:

*between*  
*debating*

The equivalent using ULTRIX wildcards is *b.t*.

■ Command: WILDCARD FIND b\*t

Searches for *B* or *b* followed by any number of characters and a *T* or *t* on the same line, as in the following:

*blast*  
*be still*  
the strings found by *b%t* in the preceding example

## EVE Command Dictionary

### WILDCARD FIND

■ Command: WILDCARD FIND August\<>31

Searches for *August 31* split by a line break—that is, *August* at the end of one line and *31* at the start of the next line. The equivalent using ULTRIX wildcards is *August\$31*.

# EVE Command Dictionary

## WRITE FILE

---

### WRITE FILE

Writes out (saves) the current buffer, without ending the editing session. The buffer is written out to the file you specify or to the output file associated with the buffer. (Similar to the SAVE FILE or SAVE FILE AS command.)

---

#### keys

WPS keypad:            GOLD-W

---

#### format

**WRITE FILE**    *output-filespec*

---

#### parameter

##### ***output-filespec***

Optionally, the output file you want to create for saving the contents of the current buffer. If you do not specify a file, EVE uses the file associated with the buffer. If there is no file associated with the buffer, EVE prompts you to type a file name. In such a case, simply pressing RETURN or DO at the prompt without specifying a file cancels the operation.

---

#### description

If you do not specify a file on the command line, EVE writes out the buffer using the output file associated with the buffer. Typically, this is the same as the file specified when you invoked EVE or when you used the GET FILE, OPEN, or OPEN SELECTED command. If there is no file associated with the buffer—for example, if you invoked EVE without specifying a file, or if you created the buffer with the BUFFER or NEW command, or if you are writing out an EVE system buffer—then EVE prompts you to type a file name.

You can specify a file on the command line to write the buffer to that file instead of whatever file is associated with the buffer (same as the SAVE FILE AS command). This lets you save your edits under a different file name, instead of producing a new version of the file you are editing.

Specifying an output file does not change the buffer name, but does associate that file with the buffer for later SAVE FILE or WRITE FILE commands or for exiting (except with system buffers). To check the output file specification of the buffer, use the SHOW command.

---

#### related commands

DELETE BUFFER  
EXIT  
QUIT  
SAVE FILE  
SAVE FILE AS

---

**examples**

The following examples show how to write out a buffer using the output file associated with the buffer, and how to write out a buffer to a specified file:

■ Command: GET FILE memo.txt  
.  
.  
Command: WRITE FILE  
45 lines written to DISK\$1:[GEOFF]MEMO.TXT;2

**Edits a file called MEMO.TXT and writes out (saves) your edits as a new version of that file.**

■ Command: GET FILE rough.dat  
.  
.  
Command: WRITE FILE final.txt  
38 lines written to DISK\$1:[GEOFF]FINAL.TXT;1

**Edits a file called ROUGH.DAT and writes out (saves) your edits as a file called FINAL.DAT, rather than as a new version of ROUGH.DAT.**



# A

## EVE and EDT Command Equivalents

Table A-1 lists EDT and EVE command equivalents. You can refer to this table if you want to convert or translate your EDT customization file (EDTINI.EDT) to an EVE initialization file. For more information about converting from EDT to EVE, see Section 1.8.

**Table A-1 EVE and EDT Command Equivalents**

EDT Commands or Keys	EVE Equivalents
line-number	<p>LINE. For example, the following command puts the cursor at the start of line 40 in the current buffer:</p> <p>Command: <code>LINE 40</code></p> <p>EVE does not display line numbers. Also, EVE line numbers are integers (no fractions). To find out the current line number, use the WHAT LINE command.</p>
Repeat count with GOLD	<p>Setting the EDT keypad lets you use GOLD-number sequences to specify repeat counts. For example, to repeat the next operation five times, press GOLD (usually PF1) and type the number 5. Alternatively, use the REPEAT command and type the repeat count.</p>
ADJUST TAB	<p>Not implemented. To set tab stops, use the SET TABS AT or SET TABS EVERY command. You can also adjust tabs by defining a key for the WPS Ruler key (GOLD-R) and then use the ruler to add or delete tab stops (see the EVE help topic called Ruler Keys). Note that EVE does not define CTRL/T (which may be trapped by the operating system) or GOLD-T.</p>
ADVANCE	<p>FORWARD. Setting the EDT keypad defines KP4. You can also switch the direction of the buffer by using CHANGE DIRECTION (F11).</p>
APPEND	<p>No equivalent EVE command. Setting the EDT keypad defines KP9 as the EDT Append key. You can append a range or a box (see the EVE help topic called Ranges And Boxes).</p>
ASC	<p>No equivalent EVE command. In some cases, you can get the same effect by using the QUOTE command (CTRL/V). For example, to type the escape character, do the following steps:</p> <ol style="list-style-type: none"><li>1 Use the QUOTE command, which prompts you to press the key to be added.</li><li>2 Press CTRL/[ for the escape character.</li></ol> <p>Another method is to use the EVE\$INSERT_TEXT procedure and the ASCII built-in. This is useful if you want to insert text from within a VAXTPU procedure or command file. For example, the following statement inserts an escape character (ASCII decimal 27):</p> <pre>EVE\$INSERT_TEXT (ASCII (27));</pre> <p>To execute the statement from an EVE initialization file, use the TPU command.</p>

(continued on next page)

# EVE and EDT Command Equivalents

**Table A-1 (Cont.) EVE and EDT Command Equivalents**

EDT Commands or Keys	EVE Equivalents
BACKUP	REVERSE. Setting the EDT keypad defines KP5. You can also switch the direction of the buffer by using CHANGE DIRECTION (F11).
BELL	No equivalent EVE command.
BOL or BACKSPACE	Setting the EDT keypad defines CTRL/H (or BACKSPACE) and F12 as the EDT Start Of Line key. The START OF LINE command (GOLD←) is slightly different. Using SET FUNCTION KEYS DECWINDOWS redefines F12, overriding the EDT definition.
BOTTOM	BOTTOM. Setting the EDT keypad defines GOLD-KP4. EVE also defines GOLD-↓.
CHANGE	No equivalent EVE command, because EVE is a full-screen editor and does not have a separate line-mode state. In EVE, the CHANGE MODE command switches the mode of the buffer from insert to overstrike or conversely.
CHAR	No equivalent EVE command. Setting the EDT keypad defines KP3 as the EDT Character key, which uses bound cursor motion even if the cursor is to free.
CLEAR	DELETE BUFFER. You can also delete a buffer by using the SHOW BUFFERS command to get a list of your buffers, then putting the cursor on the name of the buffer you want to delete, and using REMOVE or CUT.
CLSS	No equivalent EVE command.
COMMAND	DO. Setting the EDT keypad defines GOLD-KP7 as DO. However, EVE does <i>not</i> support EDT line-mode commands.
COPY	No equivalent EVE command, but you can get the same effects by using the STORE TEXT and INSERT HERE commands. In EVE, the COPY command is the same as the STORE TEXT command. EVE defines GOLD-REMOVE as STORE TEXT. You can copy a range or a box (see the EVE help topic called Ranges And Boxes).
CHNGCASE	No equivalent EVE command. Setting the EDT keypad defines GOLD-KP1 as the EDT ChngCase key. You can change the case of a range, a box, or the current character.
CHGL	LOWERCASE WORD. You can change the case of a range, a box, or the current word.
CHGU	UPPERCASE WORD. You can change the case of a range, a box, or the current word.
<b>CTRL/C</b>	In EVE, pressing CTRL/C may halt or cancel an operation, such as a repeat count or a global replacement. However, if you are using keystroke journaling (instead of buffer-change journaling), CTRL/C <i>not</i> is not recorded in the journal file. Therefore, in case of a system failure, the recovery may fail or may not work properly. If you use CTRL/C, you should immediately exit, writing out your buffers, and then restart the editing session. This does not apply to buffer-change journaling, which is the EVE default.
<b>CTRL/L</b> (form feed)	EVE defines CTRL/L as INSERT PAGE BREAK, which puts the form feed (small F <sub>f</sub> ) on a line by itself.
<b>CTRL/Z</b>	EVE defines CTRL/Z as EXIT, ending the editing session. To emulate EDT-style "exit-to-line-mode", redefine CTRL/Z as DO. EVE does not define GOLD-Z.

(continued on next page)

## EVE and EDT Command Equivalents

**Table A-1 (Cont.) EVE and EDT Command Equivalents**

EDT Commands or Keys	EVE Equivalents
CUT	REMOVE or CUT. Setting the EDT keypad defines KP6. EVE also defines REMOVE on the mini keypad. You can cut a range or a box (see the EVE help topic called Ranges And Boxes). Note that SELECT followed by REMOVE without moving the cursor selects and removes the current character; it does <i>not</i> clear the paste buffer as in real EDT.
DATE	<p>No equivalent EVE command, but you can define a key for the WPS Insert Date/Time key (GOLD-\ or GOLD- ). For example, the following command defines CTRL/D to insert the current date and time:</p> <pre>Command: DEFINE KEY= CTRL/D WPS GOLD- </pre> <p>Another method is to use the EVE\$INSERT_TEXT procedure and the FAO built-in. This is useful if you want to insert text from within an EVE initialization file. For example, the following statement inserts the current date:</p> <pre>EVE\$INSERT_TEXT (FAO ('!11%D', 0));</pre> <p>To execute the statement from an EVE initialization file, use the TPU command.</p>
DBW or LINEFEED	No equivalent EVE command. Setting the EDT keypad defines CTRL/J (or LINEFEED) and F13 as the EDT Delete Previous Word key. The ERASE PREVIOUS WORD command is somewhat different.
DECREASE TAB LEVEL	Not implemented. To set tab stops, use the SET TABS AT or SET TABS EVERY command. You can also adjust tabs by defining a key for the WPS Ruler key (GOLD-R) and then use the ruler to add or delete tab stops (see the EVE help topic called Ruler Keys).
DEFINE KEY	<p>DEFINE KEY. Setting the EDT keypad defines CTRL/K as LEARN, which lets you bind several keystrokes to a single key. The syntax of the DEFINE KEY command is different. In EVE, you can type the key name on the command line or let EVE prompt you to press the key you want to define. For example, the following command defines GOLD-C as CENTER LINE:</p> <pre>Command: DEFINE KEY= GOLD-C CENTER LINE</pre>
DEFINE MACRO	No equivalent EVE command. However, usually you can create a learn sequence or VAXTPU procedure to do the same thing. For example, you can write and compile a VAXTPU procedure to add another command to EVE. In some cases you can use an EVE initialization file executed interactively with the @ command.
DEL BOL	Setting the EDT keypad defines CTRL/U as the EDT Delete Start Line key. The ERASE START OF LINE command is slightly different.
DEL C	ERASE CHARACTER. Setting the EDT keypad defines COMMA as the EDT Delete Character key. In insert mode, the current character is erased and the rest of the line moves left; in overstrike mode, the character is replaced with a space.
DEL EOL	No equivalent EVE command. Setting the EDT keypad defines GOLD-KP2 as the EDT Delete EOL key.

(continued on next page)



# EVE and EDT Command Equivalents

**Table A-1 (Cont.) EVE and EDT Command Equivalents**

EDT Commands or Keys	EVE Equivalents
DELETE	DELETE. In insert mode, the character left of the cursor is erased and the rest of the line moves left; in overstrike mode, the character is replaced with a space. EVE defines the DELETE key (VT100-series terminals) or the $\langle X \rangle$ (VT330- and VT200-series terminals). Also, you can enable pending delete (for erasing selections).
DEL L	ERASE LINE. Setting the EDT keypad defines PF4 as the EDT Delete Line key.
DEL W	No equivalent EVE command. Setting the EDT keypad defines MINUS as the EDT Del Word key. The ERASE WORD command is somewhat different.
DESEL	No equivalent EVE command. In EVE, repeating the SELECT, SELECT ALL, or BOX SELECT command cancels a selection. You can also use the RESET command.
DOWN	MOVE DOWN or the $\downarrow$ key. EVE uses free cursor motion by default; you can set the cursor to bound.
<span style="border: 1px solid black; padding: 2px;">ENTER</span>	Setting the EDT keypad defines ENTER as RETURN. EVE does not treat the RETURN and ENTER keys differently, as EDT does. Therefore, in specifying a search string, you cannot press RETURN to specify a line break as part of the string. Instead, use SET FIND WHITSPACE command to enable searches across line breaks, or use the WILDCARD FIND command.
EOL	Setting the EDT keypad defines KP2 as the EDT EOL key. The END OF LINE command (GOLD $\rightarrow$ or CTRL/E) is slightly different.
EXIT	EXIT. In EVE, exiting does not write out a buffer unless you have made changes to it. In other words, if you have made no edits, exiting and quitting are the same. Also, if there is no file specification associated with the buffer, EVE asks you for one to avoid accidentally losing or discarding your work. EVE defines both F10 and CTRL/Z as EXIT. If you want to emulate EDT-style "exit-to-line-mode," redefine CTRL/Z as DO.
EXT	Roughly equivalent to DO. Because EVE does not have a separate line-mode state or "nokeypad" mode, no corresponding command is really necessary.
FILL	FILL, FILL PARAGRAPH, or FILL RANGE. Setting the EDT keypad defines GOLD-KP8 as FILL, which does a FILL RANGE if there is a box or range; otherwise, it does a FILL PARAGRAPH.
FIND	FIND. Setting the EDT keypad defines GOLD-PF3. EVE also defines FIND on the mini keypad. Rules for case sensitivity are different in EVE. If the search string is all lowercase, EVE searches for any occurrence of the string, regardless of its case in the buffer. If the search string contains any uppercase letters or any diacritical or accent marks, EVE searches for an exact match.
FIND =	BUFFER. In EVE, buffer names are usually the same as the file in that buffer—that is, the name and type of the file specified when you invoked EVE or when you used the GET FILE command. Also, EVE returns the cursor to your last position in the buffer. For example, the following command creates or returns to the Main buffer:  Command: BUFFER MAIN  To create a new buffer, you can use the NEW command.

(continued on next page)

# EVE and EDT Command Equivalents

**Table A-1 (Cont.) EVE and EDT Command Equivalents**

EDT Commands or Keys	EVE Equivalents
FNDNXT	Setting the EDT keypad defines PF3 as the FndNxt key. FIND NEXT is only slightly different. Pressing the FIND key twice does a FIND NEXT.
HELP	HELP. In EVE, pressing the HELP key (or with the EDT keypad, pressing PF2) draws a keypad diagram; GOLD key sequences are shown in reverse video. Pressing GOLD-HELP (or with the EDT keypad, pressing GOLD-PF2) lists all the current key definitions.
INCLUDE	INCLUDE FILE. The text is inserted before the start of the current line.
INSERT	No equivalent EVE command, because EVE does not have a separate line-mode state. To insert text from within a VAXTPU procedure or command file, use the EVE\$INSERT_TEXT procedure. For example, the following statement inserts the quoted string:  <pre>EVE\$INSERT_TEXT ("Top Secret!");</pre> To execute the statement from an EVE initialization file, use the TPU command. Another method is to put the text in another file and use the INCLUDE FILE command, to copy that file into the current buffer.
KS	No equivalent EVE command.
LEFT	MOVE LEFT or the ← key. EVE uses free cursor motion by default; you can set the cursor to bound.
LINE	Setting the EDT keypad defines KP0 as the EDT Line key. The MOVE BY LINE command is slightly different. The LINE command in EVE moves the cursor to the start of a line specified by number.
MOVE	No equivalent EVE command, but you can get the same effects by using the REMOVE and INSERT HERE commands.
<span style="border: 1px solid black; padding: 2px;">NEXT SCREEN</span>	Setting the EDT keypad defines NEXT SCREEN on the mini keypad as the EDT Next Screen key, which scrolls forward roughly 75% of the window size. EVE uses free cursor motion by default; you can set the cursor to bound.
OPEN LINE	No equivalent EVE command. Setting the EDT keypad defines GOLD-KP0 as the EDT Open Line key.
PAGE	MOVE BY PAGE. Setting the EDT keypad defines KP7.
PASTE	PASTE or INSERT HERE. Setting the EDT keypad defines GOLD-KP6 as INSERT HERE. EVE also defines INSERT HERE on the mini keypad. You can paste a range or a box (see the EVE help topic called Ranges And Boxes).
<span style="border: 1px solid black; padding: 2px;">PREV SCREEN</span>	Setting the EDT keypad defines PREV SCREEN on the mini keypad as the EDT Previous Screen key, which scrolls back roughly 75% of the window size. EVE uses free cursor motion by default; you can set the cursor to bound.
PRINT	No equivalent EVE command. However, you can create a learn sequence or VAXTPU procedure to do the same thing (that is, copying the current buffer, adding page breaks, and then writing out the file). EVE does <i>not</i> insert line numbers as text in the buffer.
QUIT	QUIT. If you have modified any buffers, EVE prompts you to confirm that you want to quit, to prevent accidentally discarding your work.

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# EVE and EDT Command Equivalents

**Table A-1 (Cont.) EVE and EDT Command Equivalents**

EDT Commands or Keys	EVE Equivalents
REF	REFRESH (or press CTRL/W). EVE defines CTRL/R as REMEMBER, which ends a learn sequence. EVE does not define GOLD-W or GOLD-R.
REPLACE	No equivalent EVE command. Setting the EDT keypad defines GOLD-KP9 as the EDT Replace key. You can replace a range or a box (see the EVE help topic called Ranges And Boxes). The REPLACE command is similar to the SUBSTITUTE command in EDT.
RESEQUENCE	No equivalent EVE command, because EVE line numbers are integers (no fractions). To find out the current line number, use the WHAT LINE command.
RESET	RESET. Setting the EDT keypad defines GOLD-PERIOD. EVE also defines GOLD-SELECT on the mini keypad.
RETURN	RETURN. EVE does not let you redefine the RETURN key or CTRL/M. You can redefine the ENTER key.
RIGHT	MOVE RIGHT or the → key. EVE uses free cursor motion by default; you can set the cursor to bound.
SECT	No equivalent EVE command. Setting the EDT keypad defines KP8 as the EDT Sect key which scrolls roughly 75% of the window size in the current direction. EVE uses free cursor motion by default; you can set the cursor to bound.
SELECT	SELECT. Setting the EDT keypad defines PERIOD. EVE also defines SELECT on the mini keypad. You can select a range or box (see the EVE help topic called Ranges And Boxes). To select the entire buffer, use SELECT ALL. Note that SELECT followed by REMOVE without moving the cursor selects and removes the current character; it does <i>not</i> clear the paste buffer as in real EDT.
SET [NO]AUTOREPEAT	No equivalent EVE commands.
SET CASE	No equivalent EVE command.
SET COMMAND	No equivalent EVE command. You cannot nest initialization files—that is, you cannot put the @ command in an initialization file. However, during an editing session you can execute additional initialization files (one at a time). For example, the following command executes an initialization file called MYINIT.EVE in your current, default directory:  Command: @ myinit
SET CURSOR	SET SCROLL MARGINS. In EVE, scroll margins are set from the top and bottom of the window, whereas in EDT, they are both set from the top. For example, the following command sets scroll margins at two lines from the top of the window and three lines from the bottom of the window:  Command: SET SCROLL MARGINS 2 3  You can specify the scroll margins either as integers (numbers of lines) or as percentages of the window height. EVE converts integer values to percentages.
SET ENTITY	No equivalent EVE command.
SET [NO]FNF	No equivalent EVE commands.
SET HELP	No equivalent EVE command.
SET [NO]KEYPAD	SET KEYPAD [NO]EDT. Also, using SET KEYPAD NUMERIC, SET KEYPAD VT100, or SET KEYPAD WPS disables the EDT keypad.

(continued on next page)

## EVE and EDT Command Equivalents

**Table A-1 (Cont.) EVE and EDT Command Equivalents**

EDT Commands or Keys	EVE Equivalents
SET LINES	No equivalent EVE command, but if you use multiple windows, you can shrink and enlarge them. The size of the main window depends on the size of your terminal screen, determined by the DCL command SET TERMINAL/PAGE. On a 24-line screen, the EVE main window is 21 lines; the remaining lines are used for the status line, command window, and message window.
SET MODE	No equivalent EVE command. EVE is a full-screen editor and does not have a separate line-mode state. In EVE, the CHANGE MODE command switches the mode of the buffer from insert to overstrike or conversely.
SET [NO]NUMBERS	No equivalent EVE commands.
SET PARAGRAPH	No equivalent EVE command. In EVE, a paragraph (for purposes of FILL commands or the WPS Paragraph key) is bounded by any of the following: <ul style="list-style-type: none"> <li>• Top or bottom of the buffer</li> <li>• Blank line</li> <li>• Digital Standard Runoff (DSR) command at the start of a line (for example, .BR; or .LE;)</li> <li>• VAX DOCUMENT tag at the start of a line (for example, &lt;LE&gt;)</li> </ul>
SET PROMPT	No equivalent EVE command.
SET [NO]QUIET	No equivalent EVE commands.
SET [NO]REPEAT	No equivalent EVE commands.
SET SEARCH EXACT	SET FIND CASE EXACT. These are not exact equivalences, because EVE always matches diacritical marks exactly. The default setting is SET FIND CASE NOEXACT—searches match any occurrence if the search string is entered in all lowercase, and match an exact occurrence if the search string contains any uppercase letters.
SET SCREEN	SET WIDTH. By default, the width of the EVE main window is the width of your terminal screen, determined by the DCL command SET TERMINAL/WIDTH. Typically, this is 80 columns.
SET [NO]SUMMARY	No equivalent EVE commands.
SET TAB	SET TABS AT or SET TABS EVERY. For example, the following command sets tab stops at the columns indicated:  <pre>Command: SET TABS AT 5 9 17 32 55</pre> EVE does not implement EDT-style keys to adjust tabs. However, you can define a key for the WPS Ruler key (GOLD-R) and then use the ruler to add or delete tab stops (see the EVE help topic called Ruler Keys).
SET TERMINAL	No equivalent EVE command.
SET TEXT	No equivalent EVE command.
SET [NO]TRUNCATE	SET [NO]WRAP. In EVE, the default is SET WRAP, which is equivalent to the EDT command SET NOTRUNCATE.

(continued on next page)

# EVE and EDT Command Equivalents

**Table A-1 (Cont.) EVE and EDT Command Equivalents**

EDT Commands or Keys	EVE Equivalents
SET [NO]VERIFY	No equivalent EVE commands. When you execute an initialization file, EVE displays a message telling you the name of the initialization file. If any of the commands requires a search string, file name, or other parameter, EVE prompts you for the required information the same as if you were typing the command interactively.
SET WORD [NO]DELIMITER	No equivalent EVE commands. In EVE, a "word" begins with a non-whitespace or printing character and includes the trailing whitespace (spaces, tabs, or a line break).
SET WRAP	SET RIGHT MARGIN. The default right margin is typically 79 (one less than the width, which is usually 80 columns).
SHL	SHIFT RIGHT 8. The EVE command shifts the window relative to the buffer, whereas EDT shifts the text relative to the window. The outcome is the same—column 9 of your text appears in the leftmost column of the screen.
SHOW BUFFER	The following EVE commands: <ul style="list-style-type: none"> <li>• SHOW—Shows information about the current buffer, such as the margins and tab stops</li> <li>• SHOW BUFFERS—Lists the buffers you have created, and shows the number of lines in each buffer and whether the buffers have been modified</li> <li>• SHOW DEFAULTS BUFFER—Shows information about the \$DEFAULTS\$ buffer (that is, the settings applied when you create a buffer)</li> <li>• SHOW SYSTEM BUFFERS—Lists the buffers created by EVE, such as the DCL buffer, Help buffer, Insert Here buffer, Messages buffer, Show buffer, \$DEFAULTS\$ buffer, and \$RESTORE\$ buffers</li> </ul>
SHOW COMMAND	No equivalent EVE command. However, when you execute an initialization file, EVE displays a message telling you the name of the initialization file. To check the current section file specification, use the SHOW SUMMARY command.
SHOW KEY	SHOW KEY. You can type the key name on the command line or let EVE prompt you to press the key you want to know about. EVE key names are generally the same as at DCL (see the EVE help topic called Names For Keys).
SHOW VERSION	SHOW SUMMARY or HELP ABOUT.
SHR	SHIFT LEFT 8. The EVE command shifts the window relative to the buffer, whereas EDT shifts the text relative to the window.
SN	No equivalent EVE command.
SPECINS	No equivalent EVE command. Setting the EDT keypad defines GOLD-KP3 as the EDT SpecIns key. In insert mode, the character you specify is inserted at the current position, pushing the current character to the right; in overstrike mode, it replaces (overwrites) the current character. You can also enter control codes by using the QUOTE command (CTRL/V).
SSEL	No equivalent EVE command. However, you can get the same effects by using the WPS Continue Search/Select key (GOLD-? or GOLD-/). For example, the following command defines F20 as the WPS Continue Search/Select key:  Command: DEFINE KEY= F20 WPS GOLD-?

(continued on next page)

## EVE and EDT Command Equivalents

**Table A-1 (Cont.) EVE and EDT Command Equivalents**

EDT Commands or Keys	EVE Equivalents
SUBS	No equivalent EVE command. Setting the EDT keypad defines GOLD-ENTER as the EDT Subs key. You can replace a range or a box (see the EVE help topic called Ranges And Boxes). In EVE, the REPLACE command corresponds to the SUBSTITUTE command in EDT.
SUBSTITUTE	REPLACE. However, the EVE command does not use qualifiers or range specifiers. Also, the search follows the same rules as FIND for case sensitivity.
TAB	TAB. Note that defining the TAB key or CTRL/I affects the other as well.
TAB ADJUST	Not implemented. To set tab stops, use the SET TABS AT or SET TABS EVERY command, or use the WPS Ruler key (GOLD-R).
TC (tab compute)	Not implemented. To set tab stops, use the SET TABS AT or SET TABS EVERY command. You can also adjust tabs by defining a key for the WPS Ruler key (GOLD-R) and then use the ruler to add or delete tab stops (see the EVE help topic called Ruler Keys). Note that EVE defines CTRL/A as CHANGE MODE (to switch from insert mode to overstrike or conversely), and does not define GOLD-A.
TD (tab decrement)	Not implemented. To set tab stops, use the SET TABS AT or SET TABS EVERY command. You can also adjust tabs by defining a key for the WPS Ruler key (GOLD-R) and then use the ruler to add or delete tab stops (see the EVE help topic called Ruler Keys). EVE does not define CTRL/D or GOLD-D.
TI (tab increment)	Not implemented. To set tab stops, use the SET TABS AT or SET TABS EVERY command. You can also adjust tabs by defining a key for the WPS Ruler key (GOLD-R) and then use the ruler to add or delete tab stops (see the EVE help topic called Ruler Keys). EVE defines CTRL/E as END OF LINE, and does not define GOLD-E.
TOP	TOP. Setting the EDT keypad defines GOLD-KP5. EVE also defines GOLD-↑. EVE does <i>not</i> have an equivalent for the EDT “nokeypad” command TOP.
TYPE	No equivalent EVE command, but you can use NEXT SCREEN and PREVIOUS SCREEN to scroll through a long file. Also, you can define keys for the WPS Scroll Backup key (GOLD-KP1) and WPS Scroll Advance key (GOLD-KP0). For example, the following commands define the PREV SCREEN and NEXT SCREEN keys on the mini keypad as WPS Scroll Backup and WPS Scroll Advance, respectively:  <pre>Command: DEFINE KEY= PREV_SCREEN WPS GOLD-KP1 Command: DEFINE KEY= NEXT_SCREEN WPS GOLD-KP0</pre> To halt the scrolling, press any key.
UND C	RESTORE CHARACTER. Setting the EDT keypad defines GOLD-COMMA. In insert mode, the restored character is inserted at the current position, pushing the current character to the right; in overstrike mode, the restored character replaces (overwrites) the current character.
UND L	RESTORE LINE. Setting the EDT keypad defines GOLD-PF4.
UND W	RESTORE WORD. Setting the EDT keypad defines GOLD-MINUS. EVE also defines GOLD-F13.
UP	MOVE UP or the J key. EVE uses free cursor motion by default; you can set the cursor to bound.

(continued on next page)

## EVE and EDT Command Equivalents

Table A-1 (Cont.) EVE and EDT Command Equivalents

EDT Commands or Keys	EVE Equivalents
WORD	MOVE BY WORD. Setting the EDT keypad defines KP1. In EVE, a “word” begins with a non-whitespace or printing character and includes the trailing whitespace (spaces, tabs, or a line break).
WRITE	WRITE FILE. Note that the EVE command writes out the entire current buffer. You can create a VAXTPU procedure to write out a range or to write out a buffer other than the current one.
XLATE	No equivalent EVE command. In some cases, you can use the DCL command to create a subprocess.

You can add EDT-style commands to EVE by creating “jacket” procedures that use EVE\$EDT procedures. (The EVE source files are available in SYS\$EXAMPLES.) Compile your procedures and save them in a section file, or put the procedures in a VAXTPU command file. For example, the following procedures create two EVE commands, APPEND and CHANGE CASE, by using the procedures for the Append key and ChngCase key:

```
procedure eve_append
return (EVE$EDT_APPEND);
endprocedure;      ! APPEND command

procedure eve_change_case
return (EVE$EDT_CHNGCASE);
endprocedure;      ! CHANGE CASE command
```

# B

---

## EVE DECwindows Features and Restrictions

You can run EVE on workstations with the DECwindows screen updater as well as on character-cell terminals. If you invoke EVE with `/INTERFACE=DECWINDOWS`, EVE has pull-down and pop-up menus, scroll bars, and other DECwindows features. Generally, EVE commands work the same in either environment. There are some commands that do not work with the DECwindows screen updater (notably, `ATTACH`, `SPAWN`, and `SPELL`), and there are some features not available with the character-cell screen updater (such as the clipboard).

The following is a list of features and restrictions when you use EVE on DECwindows. For more information, see the *VMS DECwindows Desktop Applications Guide*.

### Clipboard Operations

If you invoke EVE using `/INTERFACE=DECWINDOWS`, you can enable the clipboard for copy, cut, and paste operations. This lets you transfer text between EVE and other DECwindows applications. For more information, see the description of the `SET CLIPBOARD` command in Chapter 2.

### Dialog Boxes

If you choose a command from a pull-down or pop-up menu, instead of typing the command or pressing a defined key, EVE uses a dialog box for entering any required information, such as a file name, search string, or other parameter. If you type a command or press a defined key, EVE prompts you on the command line, the same as on a character-cell terminal. Some dialog boxes may provide features that are not available when you use EVE on character-cell terminals, or that are not available in the same way. For example, the dialog box for the `REPLACE` command has an `ALL` button so you can specify a global replacement at the same time that you specify the search and replace strings.

### Global Selections

Operations that use selected text can use a select range in another DECwindows application, as well as a select range within EVE. For example, you can select the name of a file listed in another DECwindows application, and then use `OPEN SELECTED` in EVE to edit that file in an EVE buffer.

### Selecting with the Mouse

On DECwindows, you can use the mouse to select text by simply pointing to the text you want to select and clicking or dragging MB1 as follows:



## EVE DECwindows Features and Restrictions

1 Click	Cancels a selection (if any).
2 Clicks	Selects all of the word the pointer is on.
3 Clicks	Selects all of the line the pointer is on.
4 Clicks	Selects all of the paragraph the pointer is on.
5 Clicks	Selects all of the buffer (same as the SELECT ALL command).
Drag	Selects a block of text, starting where you press MB1, and ending where you release MB1.
Shift/Drag	Extends or shrinks a selection.

If a selection was done by clicking or dragging the mouse, you can cancel the selection by simply moving the cursor out of the select range. For more information, see the description of the SELECT command in Chapter 2.

### Quick Copy

On DECwindows, you can also use the Quick Copy feature to copy, cut and paste text. The Quick Copy feature uses MB3 or CTRL/MB3 to copy or move text between EVE and other DECwindows applications without having to use the clipboard and without having to change the input focus.

Mouse Action	Usage or Effects
MB3 Click	(Copy To) Copies the select range to the pointer location. For example, if EVE has the input focus, you can select text in EVE, point where you want to copy the selection and click MB3. You can copy the selection elsewhere in EVE or copy it to another DECwindows application.
CTRL/MB3 Click	(Move To) Copies the select range to the pointer location and then deletes the selection. To insert the deleted text, use RESTORE SELECTION or RESTORE BOX SELECTION.
MB3 Drag	(Copy From) Copies a secondary selection from one application to the application that has the input focus. The secondary selection appears underlined on your screen. For example, if you are using MAIL in one window and MAIL has the input focus, point to text in EVE in another window, press MB3, and drag the mouse. When you release MB3, the secondary selection is copied from EVE into MAIL.
CTRL/MB3 Drag	(Move From) Copies a secondary selection from one application to the application that has the input focus and then deletes the selection. To insert the deleted text, use RESTORE SELECTION or RESTORE BOX SELECTION.

Copying duplicates the selected text without removing it.

Moving is the same as copying but also removes the text at the original location—effectively a cut-and-paste operation.

You can copy or move the primary selection (displayed in reverse video) that is typically created with SELECT or the secondary selection (displayed underlined) that is created by dragging MB3.

# EVE DECwindows Features and Restrictions

## Status Line Indicators

On DECwindows, the status line comprises a kind of menu as well as an informational display. You can click MB1 on the indicators in the status line to toggle the respective settings:

- Clicking MB1 on the buffer name is the same as the NEXT BUFFER command. It puts your next buffer, if any, into the current window. Thus you can toggle or cycle between buffers.
- Clicking MB1 on the other indicators toggles the respective setting, for example, to change the direction from forward to reverse or to change the mode from insert to overstrike.

This method of using the status line works with both the character-cell screen updater and the DECwindows screen updater. In other words, even if you invoke EVE without using /INTERFACE=DECWINDOWS, you can still use the mouse with the status line.

## Restrictions

- Keystroke journaling and recovery are not supported if you invoke EVE with /INTERFACE=DECWINDOWS. Buffer-change journaling is the default.
- ATTACH, SPAWN, and SPELL commands are not supported if you invoke EVE with /INTERFACE=DECWINDOWS. However, if you run several DECwindows applications concurrently, you may not need to use subprocesses. The EVE command DCL does work on DECwindows because it creates a subprocess differently from SPAWN and SPELL.
- WPS keypad keys do not use the clipboard.
- Mouse operations are not recorded in a learn sequence. If you want your learn sequence to execute one or more EVE commands, either type the commands or press defined keys.



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# Index

---

## A

---

@ command • EVE-2  
ATTACH command • EVE-4 to EVE-5  
Attributes  
    SAVE ATTRIBUTES command • EVE-134  
    SAVE SYSTEM ATTRIBUTES command •  
        EVE-141  
    saving • 1-2, 1-33  
    saving in command file • 1-37  
    saving in section file • 1-35  
    saving system defaults • 1-38

## B

---

Batch editing • 1-10  
BOTTOM command • EVE-6  
Bound cursor movement  
    with EDT keypad • EVE-172  
    with the MOVE DOWN command • EVE-87  
    with the MOVE LEFT command • EVE-88  
    with the MOVE RIGHT command • EVE-89  
    with the MOVE UP command • EVE-90  
    with WPS keypad • EVE-186  
BOX COPY command • EVE-7  
BOX CUT command • EVE-8 to EVE-10  
BOX CUT INSERT command • EVE-11 to EVE-12  
BOX CUT OVERSTRIKE command • EVE-13  
BOX PASTE command • EVE-14 to EVE-15  
BOX PASTE INSERT command • EVE-16  
BOX PASTE OVERSTRIKE command • EVE-17  
BOX SELECT command • EVE-18 to EVE-20  
Buffer  
    creating with NEW command • EVE-91  
    deleting • EVE-40  
    saving contents of • EVE-250  
Buffer-change journaling • 1-2, 1-12, 1-19, 1-20  
BUFFER command • EVE-21 to EVE-22

## C

---

CAPITALIZE WORD command • EVE-23

Case-exact search • 1-2  
CENTER LINE command • EVE-24  
CHANGE DIRECTION command • EVE-25 to  
    EVE-26  
CHANGE MODE command • EVE-27 to EVE-28  
\$CHOICES\$ buffer • EVE-43  
    with input files • 1-6  
    with journal files • 1-22  
    with NEXT WINDOW command • EVE-94  
    with PREVIOUS WINDOW command • EVE-104  
    with RESET command • EVE-122

### Clipboard

    commands and keys affected • EVE-152  
    See SET CLIPBOARD command

Code generated for saving attributes • 1-37

@ command • EVE-2 to EVE-3

Command file • 1-8

    saving attributes in • 1-37

    TPU\$COMMAND.TPU • 1-38

    TPU\$COMMAND.TPU file • 1-8

    TPU\$COMMAND logical name • 1-8

    VAXTPU • 1-8

/COMMAND qualifier • 1-8

Compiling VAXTPU procedures

    with the EXTEND ALL command • EVE-54

Control keys

    restrictions with QUOTE • EVE-107

Converting from EDT to EVE • 1-39

    equivalent commands • A-1

CONVERT TABS command • EVE-29

COPY command • EVE-30

/CREATE qualifier • 1-9

CTRL/Y key

    restriction with SPELL command • EVE-232

Cursor motion

    commands and keys affected • EVE-153

CUT command • EVE-31

    See also REMOVE command

---

## D

---

\$DEFAULTS\$ buffer • 1-32, EVE-223

DCL command • EVE-32 to EVE-33

Debugging

    VAXTPU • 1-9

## Index

/DEBUG qualifier • 1–9  
DECspell  
    See SPELL command  
DECwindows • 1–10, 1–12  
    changing menu entries • 1–2  
    quick copy • 1–3  
DECwindows function keys • 1–27, EVE–164  
Default settings • 1–29  
DEFINE KEY command • EVE–34 to EVE–35  
DEFINE MENU ENTRY command • EVE–36 to  
    EVE–37  
Defining keys • 1–25  
DELETE BUFFER command • EVE–40 to EVE–41  
DELETE command • EVE–38 to EVE–39  
DELETE WINDOW command • EVE–42  
Direction  
    commands and keys affected • EVE–25  
    See also CHANGE DIRECTION command  
    with FIND command • EVE–63, EVE–69, EVE–133  
    with RESET command • EVE–122  
    with SELECT command • EVE–142  
    with WILDCARD FIND command • EVE–245  
    with WPS keypad Select • EVE–184  
/DISPLAY qualifier • 1–10  
DO command • EVE–43 to EVE–44

---

## E

EDIT/TPU command • 1–5  
    /COMMAND qualifier • 1–8, 1–38  
    /CREATE qualifier • 1–9  
    /DEBUG qualifier • 1–9  
    /DISPLAY qualifier • 1–10  
    /INITIALIZATION qualifier • 1–11, 1–33  
    /INTERFACE qualifier • 1–12  
    /JOURNAL qualifier • 1–12, 1–23  
    /MODIFY qualifier • 1–13  
    /NOJOURNAL qualifier • 1–23  
    /OUTPUT qualifier • 1–14  
    /READ\_ONLY qualifier • 1–14  
    /RECOVER qualifier • 1–15  
        with buffer-change journal file • 1–21  
        with keystroke journal file • 1–23  
    /SECTION qualifier • 1–16, 1–36  
    /START\_POSITION qualifier • 1–18  
    /WORK qualifier • 1–18  
    /WRITE qualifier • 1–19  
EDT conversion • 1–39  
    equivalent commands • A–1

EDT keypad • EVE–170  
END OF LINE command • EVE–45  
ENLARGE WINDOW command • EVE–46  
ERASE CHARACTER command • EVE–47  
ERASE LINE command • EVE–48  
ERASE PREVIOUS WORD command • EVE–49  
ERASE START OF LINE command • EVE–50  
ERASE WORD command • EVE–51  
EVE  
    commands  
        SET NOEXIT ATTRIBUTE CHECK • EVE–53,  
            EVE–105  
EVE\$INIT.EVE file • 1–24, 1–32  
EVE\$INIT logical name • 1–11, 1–24, 1–32  
EXIT command • EVE–52 to EVE–53  
EXTEND ALL command • EVE–54  
EXTEND EVE command/BEGIN • EVE–55  
EXTEND EVE command/END • EVE–56  
EXTEND THIS command • EVE–57  
EXTEND TPU command • EVE–58  
    See also EXTEND EVE command

---

## F

File  
    creating • 1–9  
    editing • 1–13  
    output • 1–14, 1–19  
FILL command  
    with paragraph indent • EVE–203  
FILL command/BEGIN • EVE–59  
FILL command/END • EVE–60  
FILL PARAGRAPH command/BEGIN • EVE–61  
FILL PARAGRAPH command/END • EVE–61  
FILL RANGE command/BEGIN • EVE–62  
FILL RANGE command/END • EVE–62  
FIND command • EVE–63 to EVE–65  
FIND NEXT command • EVE–66 to EVE–67  
    after a REPLACE command • EVE–120  
    after a WILDCARD FIND command • EVE–246  
FIND SELECTED command • EVE–68  
FORWARD command • EVE–69  
Free cursor movement • EVE–155  
    with EDT keypad • EVE–172  
    with the MOVE DOWN command • EVE–87  
    with the MOVE LEFT command • EVE–88  
    with the MOVE RIGHT command • EVE–89  
    with the MOVE UP command • EVE–90  
    with WPS keypad • EVE–186

---

## G

---

GET FILE command • EVE-70  
 GOLD key • EVE-166  
   canceling • EVE-197  
   default combinations • EVE-166, EVE-167  
 GO TO command • EVE-71

---

## H

---

Hard page break  
   See INSERT PAGE BREAK command  
 HELP command • EVE-72 to EVE-74

---

## I

---

INCLUDE FILE command • EVE-75  
 Initialization file  
   at startup • 1-11, 1-32  
   EVE\$INIT.EVE file • 1-24, 1-32  
   EVE\$INIT logical name • 1-24, 1-32  
   for default settings • 1-31, EVE-3  
   with @ command • EVE-2  
 /INITIALIZATION qualifier • 1-11, 1-33  
 Input file specification • 1-2  
 INSERT HERE command • EVE-76  
 INSERT MODE command • EVE-77  
 INSERT PAGE BREAK command • EVE-78  
   with WPS keypad • EVE-186  
 /INTERFACE qualifier • 1-12  
 Invoking • 1-5

---

## J

---

Journal file • 1-12, 1-15  
   deleting • 1-23  
   directory for • 1-21  
   naming • 1-21  
 Journaling • 1-12  
   buffer-change • 1-2, 1-12, 1-15  
   keystroke • 1-12, 1-15  
 /JOURNAL qualifier • 1-12

---

## K

---

Key names • 1-25  
 Keypad diagram • EVE-72  
 Keys  
   Alt combinations • 1-25  
   DECwindows-style • 1-27, EVE-164  
   shifted function • 1-25  
 Keys defined  
   list of • EVE-72  
 Keystroke journaling • 1-12, 1-20, 1-23  
   restrictions • 1-24  
   with software performance report • 1-24

---

## L

---

LEARN command • EVE-79 to EVE-80  
 LINE command • EVE-81  
 Line numbers  
   with LINE command • EVE-81  
 Logical name  
   EVE\$INIT • 1-11, 1-24  
   MAIL\$EDIT • 1-24  
   TPU\$COMMAND • 1-8  
   TPU\$DEBUG • 1-10  
   TPU\$DISPLAY\_MANAGER • 1-10  
   TPU\$SECTION • 1-16, 1-24  
   TPU\$WORK • 1-19  
 Logical names  
   TPU\$JOURNAL • 1-21  
 LOWERCASE WORD command • EVE-82

---

## M

---

MAIL\$EDIT logical name • 1-24  
 Mail Utility  
   using EVE within • 1-24  
 MARK command • EVE-83  
 Menu entries • 1-2  
 Mode of buffer  
   commands and keys affected • EVE-27  
   See also CHANGE MODE command  
 /MODIFY qualifier • 1-13  
 Mouse  
   defining buttons • 1-28  
   to select text • EVE-143

## Index

### Mouse (Cont.)

- with status line indicators • EVE-25, EVE-27, EVE-92, EVE-151
  - MOVE BY LINE command • EVE-84
  - MOVE BY PAGE command • EVE-85
    - with WPS keypad • EVE-186
  - MOVE BY WORD command • EVE-86
  - MOVE DOWN command • EVE-87
  - MOVE LEFT command • EVE-88
  - MOVE RIGHT command • EVE-89
  - MOVE UP command • EVE-90
- 

## N

---

- Names for keys • 1-25
  - NEW command • EVE-91
  - NEXT BUFFER command • EVE-92
  - NEXT SCREEN command/BEGIN • EVE-93
  - NEXT SCREEN command/END • EVE-93
  - NEXT WINDOW command • EVE-94
  - Nondefinable keys • 1-27
  - Nonprinting characters
    - with QUOTE command • EVE-107
- 

## O

---

- ONE WINDOW command • EVE-95
  - OPEN command • EVE-96
    - See also GET FILE command
  - OPEN SELECTED command • EVE-97
  - OTHER WINDOW command • EVE-98
    - See also NEXT WINDOW command
  - Output file
    - on exiting • EVE-52
    - with /OUTPUT qualifier • 1-14
    - with the SAVE FILE AS command • EVE-140
    - with the SAVE FILE command • EVE-139
    - with WRITE FILE command • EVE-250
  - /OUTPUT qualifier • 1-14
  - OVERSTRIKE MODE command • EVE-99
- 

## P

---

- Page break
  - with INSERT PAGE BREAK command • EVE-78
  - with MOVE BY PAGE • EVE-85

### Page break (Cont.)

- with PAGINATE command • EVE-100
  - with WPS keypad • EVE-186
  - PAGINATE command • EVE-100
    - with WPS keypad • EVE-186
  - Paragraph
    - with FILL commands • EVE-59, EVE-61
  - Paragraph boundaries • 1-3
  - Paragraph indent
    - setting • EVE-203
    - with filling a range • EVE-59, EVE-62
    - with WPS Ruler key • EVE-186
  - PASTE command • EVE-101
    - See also INSERT HERE command
  - Pending delete
    - to disable • EVE-200
    - to enable • EVE-205
    - to restore text erased with • EVE-129
    - with DELETE command • EVE-38
  - Permanent buffers • EVE-40
  - PREVIOUS BUFFER command • EVE-102
  - PREVIOUS SCREEN command • EVE-103
  - PREVIOUS WINDOW command • EVE-104
- 

## Q

---

- Qualifiers • 1-7
  - Quick copy • 1-3
  - QUIT command • EVE-105 to EVE-106
  - QUOTE command • EVE-107 to EVE-108
- 

## R

---

- Range
  - commands and keys for found range • EVE-64
  - commands and keys for select range • EVE-18, EVE-142
- /READ\_ONLY qualifier • 1-14
- RECALL command • EVE-109
- RECOVER BUFFER ALL command • 1-22, EVE-112
- RECOVER BUFFER command • 1-21, EVE-110 to EVE-111
- /RECOVER qualifier • 1-15
- Recovery from system failure • 1-12
  - with buffer-change journaling • 1-15
  - with keystroke journaling • 1-15
- REFRESH command • EVE-113
- REMEMBER command • EVE-114

REMOVE command • EVE-115 to EVE-116  
 REPEAT command • EVE-117 to EVE-118  
 REPLACE command • EVE-119 to EVE-121  
 RESET command • EVE-122 to EVE-123  
 RESTORE BOX SELECTION command • EVE-125 to EVE-126  
 RESTORE CHARACTER command • EVE-127  
 RESTORE command • EVE-124  
 RESTORE LINE command • EVE-128  
 RESTORE SELECTION command • EVE-129  
 RESTORE SENTENCE command • EVE-130  
 RESTORE WORD command • EVE-131  
 RETURN command • EVE-132  
 REVERSE command • EVE-133  
 Ruler key  
   See WPS Ruler key

---

## S

---

SAVE ATTRIBUTES command • EVE-134 to EVE-135  
   with command file • 1-37  
   with section file • 1-36  
 SAVE command  
   See SAVE EXTENDED EVE command  
 SAVE EXTENDED EVE command • EVE-136 to EVE-137  
 SAVE EXTENDED TPU command • EVE-138  
   See also SAVE EXTENDED EVE command  
 SAVE FILE AS command • EVE-140  
 SAVE FILE command • EVE-139  
 SAVE SYSTEM ATTRIBUTES command • 1-38, EVE-141  
 Saving Attributes • 1-2  
 Saving buffer contents to file • EVE-250  
 Search  
   case-exact • 1-2  
 Section file • 1-16  
   creating • EVE-136  
   saving attributes in • 1-35  
 /SECTION qualifier • 1-16  
 SELECT ALL command • EVE-145  
 SELECT command • EVE-142 to EVE-144  
 SET BOX NOPAD command • EVE-146  
 SET BOX NOSELECT command • EVE-147  
 SET BOX PAD command • EVE-148  
 SET BOX SELECT command • EVE-149  
 SET BUFFER command • EVE-150 to EVE-151  
 SET CLIPBOARD command • EVE-152  
 SET CURSOR BOUND command • EVE-153 to EVE-154  
 SET CURSOR FREE command • EVE-155  
 SET DEFAULT COMMAND FILE command • 1-38, EVE-156  
 SET DEFAULT SECTION FILE command • 1-36, EVE-157 to EVE-158  
 SET EDITOR TPU command in MAIL • 1-24  
 SET EXIT ATTRIBUTE CHECK command • EVE-159  
 SET FIND CASE EXACT command • EVE-160  
 SET FIND CASE NOEXACT command • EVE-161  
 SET FIND NOWHITESPACE command • EVE-162  
 SET FIND WHITESPACE command • EVE-163  
 SET FUNCTION KEYS DECWINDOWS command • 1-27, EVE-164  
 SET FUNCTION KEYS NODECWINDOWS command • EVE-165  
 SET GOLD KEY command • EVE-166 to EVE-167  
 SET JOURNALING ALL command • 1-23, EVE-169  
 SET JOURNALING command • 1-23, EVE-168  
 SET KEYPAD EDT command/BEGIN • EVE-170  
 SET KEYPAD EDT command/END • EVE-176  
 SET KEYPAD NOEDT command • EVE-177  
 SET KEYPAD NOWPS command • EVE-178  
 SET KEYPAD NUMERIC command • EVE-179 to EVE-180  
 SET KEYPAD VT100 command • EVE-181 to EVE-182  
 SET KEYPAD WPS command/BEGIN • EVE-183  
 SET KEYPAD WPS command/END • EVE-190  
 SET LEFT MARGIN command • EVE-191 to EVE-192  
 SET NOCLIPBOARD command • EVE-193  
 SET NODEFAULT COMMAND FILE command • EVE-194  
 SET NODEFAULT SECTION FILE command • 1-36, EVE-195  
 SET NOEXIT ATTRIBUTE CHECK command • 1-35, EVE-196  
 SET NOGOLD KEY command • EVE-197  
 SET NOJOURNALING ALL command • 1-22, EVE-199  
 SET NOJOURNALING command • 1-22, EVE-198  
 SET NOPENDING DELETE command • EVE-200  
 SET NOSECTION FILE PROMPTING command • 1-36, 1-38, EVE-201  
 SET NOWRAP command/BEGIN • EVE-202  
 SET NOWRAP command/END • EVE-202  
 SET PARAGRAPH INDENT command • EVE-203 to EVE-204  
   with filling a range • EVE-59, EVE-62  
 SET PENDING DELETE command • EVE-205



## Index

SET RIGHT MARGIN command • EVE-206  
SET SCROLL MARGINS command • EVE-207 to  
EVE-208  
SET SECTION FILE PROMPTING command • 1-36,  
EVE-209  
SET TABS command • EVE-210 to EVE-212  
SET WIDTH command • EVE-213 to EVE-214  
SET WILDCARD ULTRIX command • EVE-215  
SET WILDCARD VMS command • EVE-216  
SET WRAP command • EVE-217  
SHIFT LEFT command • EVE-218  
SHIFT RIGHT command • EVE-219  
SHOW BUFFERS command • EVE-222  
SHOW command • EVE-220 to EVE-221  
SHOW DEFAULTS BUFFER command • EVE-223 to  
EVE-224  
SHOW KEY command • EVE-225  
SHOW SUMMARY command • EVE-226  
SHOW SYSTEM BUFFERS command • EVE-227  
SHOW WILDCARDS command • EVE-228  
SHRINK WINDOW command • EVE-229  
Soft page break  
    See PAGINATE command  
SPAWN command • EVE-230 to EVE-231  
SPELL command • EVE-232  
SPLIT WINDOW command • EVE-233  
START OF LINE command • EVE-234  
Start position • 1-18  
/START\_POSITION qualifier • 1-18  
Status line  
    with mouse • EVE-25, EVE-27, EVE-92,  
    EVE-151  
STORE TEXT command • EVE-235  
Subprocess  
    with ATTACH command • EVE-4  
    with DCL command • EVE-32  
    with SPAWN command • EVE-230  
    with SPELL command • EVE-232  
System buffers • EVE-40  
System failure  
    see /RECOVER qualifier

---

## T

TAB command • EVE-236 to EVE-237  
Tab modes • EVE-210, EVE-236  
Tab stops • EVE-210  
TOP command • EVE-238  
TPU\$COMMAND.TPU file • 1-8

TPU\$COMMAND logical name • 1-8  
TPU\$DEBUG logical name • 1-10  
TPU\$DISPLAY\_MANAGER logical name • 1-10  
TPU\$JOURNAL logical name • 1-21  
TPU\$SECTION logical name • 1-16, 1-24  
TPU\$WORK logical name • 1-19  
TPU command • EVE-239  
TWO WINDOWS command • EVE-240

---

## U

ULTRIX wildcards • EVE-215, EVE-247, EVE-248  
UNDEFINE KEY command • EVE-241  
UNDEFINE MENU ENTRY command • EVE-242  
UPPERCASE WORD command • EVE-243

---

## V

VAX Text Processing Utility  
    See VAXTPU  
VAXTPU  
    command file • 1-8  
    compiling procedures • EVE-54, EVE-55, EVE-57  
    debugger • 1-9  
    executing procedures • EVE-239  
    help on built-in procedures • EVE-239  
    procedures  
        help on • EVE-72  
Version number with SHOW SUMMARY command •  
EVE-226  
VMS wildcards • EVE-216, EVE-246, EVE-247

---

## W

WHAT LINE command • EVE-244  
WILDCARD FIND command • EVE-245 to EVE-249  
Window  
    deleting • EVE-42, EVE-95  
    moving between • EVE-94, EVE-98, EVE-104  
    resizing • EVE-46, EVE-229  
    shifting • EVE-218, EVE-219  
    with the DCL command • EVE-32  
Work file • 1-18  
/WORK qualifier • 1-18  
WPS keypad • EVE-183  
WPS Ruler key • EVE-184

WPS Ruler key (Cont.)  
    for paragraph indent • EVE-186  
    for tab stops • 1-42  
WRITE FILE command • EVE-250 to EVE-251  
/WRITE qualifier • 1-19



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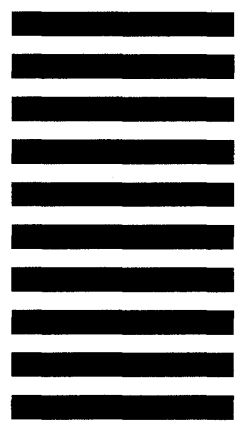
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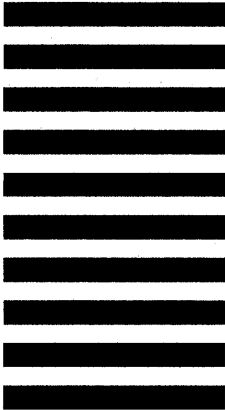


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