Using the xedit Text Editor

Introduction

This document describes how to use the **`xedit`** text editor to create and enter programs. The **`xedit`** text editor is a simple text editor, but powerful enough to handle most small and medium size C programs. The **`xedit`** text editor has a graphical user interface that makes it easy to use.

Starting the xedit Text Editor

To start up the **`xedit`** text editor, you must first create a UNIX window, if one does not already exist. This is done by clicking with the *left* mouse button on the *UNIX* entry in the RCS Applications Menu on the workstation screen.

In a UNIX window, type the following command after a command prompt:

```
xedit &
```

After a few seconds, the **`xedit`** window should appear.

Alternately, if you know the name of the file that you want to edit, you can enter the following command in the UNIX window:

```
xedit filename &
```

where `filename` is the name of the file that you want to edit. This both starts **`xedit`** and loads the specified file into the **`xedit`** window ready for editing. If a file with the specifed name does not exist, it is created. In this case the **`xedit`** window is empty, ready for you to type the contents of the new file.

The xedit Window

The **`xedit`** window is divided into several regions. The largest of these regions is at the bottom of the window, and this is where you type and edit your program.

At the top of the window are three buttons used for *quitting* from the editor, *saving* a document that you are editing to a file, and *loading* a new document from a file into the editor.

Immediately to the right of the three buttons is a region for you to use to type the name of a file. Whenever you use the *Save* and *Load* buttons, you must specify the name of a file in this region.

Below the three buttons are several areas that **`xedit`** uses to display information about the file you are editing.

Loading a File into xedit

To load an existing file into **`xedit`** to edit it, move the mouse to the region immediately to the right of the three buttons at the top of the **`xedit`** window and click the *left* mouse button. If another file name appears in the region, move the mouse cursor to the end of this name, click the *left* button, and use the *Backspace* or *Delete* keys enough times to remove this name. Now type the name of the file you want to load.

Then move the mouse to the *Load* button in the **`xedit`** window and click the *left* mouse button. The file is loaded into the large region at the bottom of the window.

If you were previously editing another file and did not save it before attempting to load a new file, **`xedit`** displays a message telling you to either *save* the file, or click on the *Load* button again with the *left* mouse button to load the new file in place of the old file. In the later case, any changes you made to the old file will be lost.

Saving an Edited Document to a File

When you are done typing and editing your program, you must save it in a file. This is done with the *Save* button at the top of the **`xedit`** window.

If the name of the file in which you want to save the document does not appear in the region to the right of the three buttons at the top of the **`xedit`** window, move the mouse cursor into this region. Click the *left* mouse button to activate the region. If the name of another file appears in the region, click the *left* mouse button at the end of this name and use the *Backspace* or *Delete* keys enough times to delete this name. Then type the name of the file in which you want to save the current document.

Then move the mouse cursor to the *Save* button and click on it with the *left* mouse button. The document is now saved in a file with the name you specified.

Inserting Text into a Program

To insert new text into a program in the **xedit** window, move the mouse to the place where you want to insert the text and click the *left* mouse button. This moves the insertion point (i.e., the little pointer marker) to that spot.

Now start typing on the keyboard. Whatever you type is inserted into the document as you type.

You must keep the mouse cursor inside the **`xedit`** window for this to work properly.

To fix mistakes, you can use the *Backspace* or the *Delete* key to remove characters that you don't want, and then type the correct characters in their place.

Deleting Text from a Program

To delete text from a program, move the mouse cursor immediately after the text that you don't want and click the *left* mouse button. This moves the pointer marker in the window to that spot.

Now press the *Backspace* or *Delete* keys enough times to delete the text that you want to remove from the program.

You must keep the mouse cursor inside the **`xedit`** window in order for this to work properly.

Searching for a Particular Text String

In a large program you sometimes might want to have the editor search for a particular text string to locate it for you. To do this, type *Control-S* (hold down the *Control* key and type the *S* key). This brings up the Search window.

If there is not a little box after the label "Search for:" in this window, click with the *left* mouse button after the label. This should activate the box. Now move the mouse cursor inside the box and type the text string for which you want to search. You can edit this string by inserting and deleting text exactly like you do when editing a program.

Once you have the search string specified correctly, move the mouse cursor to the *Search* button at the bottom of the Search window and click on it with the *left* mouse button. If the text appears in the program you are editing, the first occurrence found will be highlighted. To find the next occurrence, click on the *Search* button again.

A search is always started from the current location of the pointer marker in the large region at the bottom of the **`xedit`** window. You can control whether to search from that point towards the end of the program or towards the beginning of the program by clicking with the *left* mouse button on the *Forward* and *Backward* buttons in the Search window.

Replacing a Particular Text String

To search for a particular text string and replace it by another (for example to change the name of a variable throughout a program), begin as you would if you were simply going to search for the string.

However, in addition to specifying the search string, you must also specify the replacement string. To do this, click with the *left* mouse button after the label "Replace with:" in the Search window. Now move the mouse inside the box that appears after this label and type the replacement string.

If you want to replace all occurrences of the search string with the replacement string, click on the

Replace All button at the bottom of the Search window with the *left* mouse button.

If you want to replace selective occurrences of the search string with the replacement string, then first click on the *Search* button. If the occurrence that it finds is one that you want to replace, then click with the *left* mouse button on the *Replace* button at the bottom of the Search window. Continue in this fashion using the *Search* and *Replace* buttons until all desired occurrences have been replaced.

Copying Text

If you want to copy lines from one point in the program text to another, you can do it as follows. Move the mouse cursor to the beginning of the text that you want to copy. Push and hold down the *left* mouse button. Slide the mouse along the text that you want to copy. As you do so, a black highlighting bar will appear around the text. When you get to the end of the text that you want to copy, let go of the *left* mouse button. The black highlighting bar should remain around the selected text. If you have problems, simply start over again.

Now move the mouse cursor to the point in the program where you want to insert the highlighted text. Click at that point with the *left* mouse button to set the pointer marker to that spot. Then click with the *middle* mouse button to copy the highlighted text string to that point in the program.

The text is copied and is not deleted from its original position. To delete it from its original position you must use the standard procedure for deleting text in **`xedit`**.

Quitting the Editor

When you are done entering a new program or editing an existing program, make sure that you save it. Otherwise, everything that you typed will be lost.

Once you have saved the program into a file, you can terminate **`xedit`** by clicking with the *left* mouse button on the *Quit* button in the top left corner of the **`xedit`** window. This will remove the **`xedit`** window from the screen of the workstation.

If you try to quit from **`xedit`** without saving the file you were editing, **`xedit`** displays a message warning you of this. You can then either save the file, or click on the *Quit* button again to quit without saving the file.