Appendix C

Icon and Text Editors

Below are a list of icon and full screen text editors. Most icon editors and full screen text editors are dependent on platform, operating system and motif package installed. Some systems may have other custom editors available. Additionally, most unix systems support vi and a list of some essential commands are given.

Icon Editors

The following is a list of icon editors found on specific unix platforms. The table below is broken up by system, operating system and motif package. It is possible that you may have other editors available that are not listed or you may have more than one on a system.

Operating System	Motif Package	Editor
OSF1	MWM	bitmap
Ultrix	MWM	bitmap
HP-UX 9.0.*	HP Vue	vueicon
AIX 3.*, 4.*	MWM	bitmap
IRIX 4.*, 5.*	4DWM	imged
	MWM	bitmap
Sun OS 4.1.*	Openlook	iconedit
	MWM	bitmap
Solaris 2.*	Openlook	iconedit
	MWM	bitmap
	OSF1 Ultrix HP-UX 9.0.* AIX 3.*, 4.* IRIX 4.*, 5.* Sun OS 4.1.*	OSF1 MWM Ultrix MWM HP-UX 9.0.* HP Vue AIX 3.*, 4.* MWM IRIX 4.*, 5.* 4DWM MWM Sun OS 4.1.* Openlook MWM Solaris 2.* Openlook

notes: MWM is Motif Window Manager 4DWM is 4D Window Manager xedit is usually located in /usr/bin/X11 vuepad is usually located in/usr/vue/bin jot is usually located in /usr/sbin

Text Editors

Most unix systems support the vi editor. Some basic commands for vi are given below. In addition to vi, many unix systems also have full screen text editors available. The specific editor available to the user depends upon which operating system/motif the particular machine is running. Listed below are some of the more common full screen editors. Directions for running these are relative simple and operate in a similar fashion as most motif applications.

Machine Machine	Operating System	Motif Package	Editor
DEC Alpha	OSF1	MWM	xedit
DEC	Ultrix	MWM	xedit
HP	HP-UX 9.0.*	HP Vue	vuepad
IBM	AIX 3.*, 4.*	MWM	xedit
SGI	IRIX 4.*, 5.*	4DWM	jot
		MWM	xedit
SunOS	Sun OS 4.1.*	Openlook	textedit
		MWM	xedit
SunSolaris	Solaris 2.*	Openlook	textedit
		MWM	xedit

Full Screen Editors

notes: MWM is Motif Window Manager 4DWM is 4D Window Manager xedit is usually located in /usr/bin/X11 vuepad is usually located in/usr/vue/bin jot is usually located in /usr/sbin textedit is usually located in /usr/bin

vi Editor Quick Reference

Syntax Description FILE COMMANDS

- vi filename open filename for editing
 - <Esc> terminates current vi operation
 - :q! quit editing session without updating contents of current file
- :r *filename* insert contents of *filename* into current file starting at line below cursor location.
 - :w update contents of current file
- :w newfile save contents of current file to newfile
 - :wq update contents of current file & quit editing session
 - ZZ update contents of current file & quit editing session

CHARACTER CURSOR MOVEMENT

- 1 move cursor **right** by one character
- h move cursor left by one character
- k move cursor **up** by one line
- j move cursor **down** by one line
- *n*l move cursor **right** by *n* characters
- *n*h move cursor **left** by *n* characters
- *n*k move cursor **up** by *n* lines
- *n*j move cursor **down** *n* one lines

SCREEN CURSOR MOVEMENT

- 0 move cursor to beginning of current line
- ^ move cursor to first non-space character of line
- \$ move cursor to end of current line
- w move to beginning of next word
- nw move to beginning of nth word
 - b move backward to next beginning of word
- nb move backward to beginning of nth word
- H move cursor to screen top
- M move cursor to screen middle
- L move cursor to screen bottom
- G move cursor to end of file
- nG move cursor to line n
 - :*n* move cursor to line *n*

<ctrl>u scroll up one-half screen <ctrl>d scroll down one-half screen

Syntax Description

<ctrl>f scroll forward one full screen

<ctrl>b scroll back one full screen

<ctrl>g display current line number

GENERAL EDITING

- u undo last change
- . repeat last command

yy or Y yank a copy of current line

- *nyy or n*Y yank copies *n* lines beginning with current line
 - p paste yanked copies below cursor
 - P paste yanked copies above cursor
 - J join next line with current line
 - *n*J join next *n* lines with current line

INSERTING

- i insert before cursor
- I Insert at beginning of current line
- a append after cursor
- A append at end of current line
- o insert a new line below cursor
- O insert a new line above cursor
- r newchar replace current character with <u>newchar</u>
 - R begin overwriting current line beginning at cursor position

DELETING

- x delete current character
- *n*x delete *n* characters
- dw delete one word
- ndw delete n words
 - d0 delete to beginning of current line
 - D delete to end of current line
 - dd delete current line
- ndd delete n lines
- dG delete to end of file

EDITING

- cw change characters up to end of current word
- cnw change characters up to end of nth word
- c\$ or C change characters up to end of line **DISPLAY**
 - :set nu display line numbers

Syntax Description

:set nonu disable line numbers display

:set list display invisible characters :set nolist disable invisible characters display

SEARCHING

- fx search forward on current line for character x
- Fx search backward on current line for character x

/expression find expression ?expression find previous expression

n repeat search in same direction N repeat search in opposite direction

:1,\$s/ <x>/<y>/g</y></x>	searches for $\langle x \rangle$ and replaces with $\langle y \rangle$ eg.
	:1,\$s/PDA/MSC/g
$:map <\!\! x \!\! > \! <\!\! com \!\! >$	maps $< com >$ (commands) to key $< x >$ eg.
	:map z I\$^V^]
	now touching z in command mode inserts a "\$" at the beginning of
	the line and leaves edit mode
	NOTE: The CTRL V needs to precede any ESC or RETURN