DECUS
PROGRAM LIBRARY

DECUS NO.	8-334
TITLE	KVEDIT
AUTHOR	Edward Friedman and Evan Suits
COMPANY	Digital Equipment Corporation Maynard, Massachusetts
DATE	October 19, 1970
SOURCE LANGUAGE	PAL8

ATTENTION

This is a USER program. Other than requiring that it conform to submittal and review standards, no quality control has been imposed upon this program by DECUS.

The DECUS Program Library is a clearing house only; it does not generate or test programs. No warranty, express or implied, is made by the contributor, Digital Equipment Computer Users Society or Digital Equipment Corporation as to the accuracy or functioning of the program or related material, and no responsibility is assumed by these parties in connection therewith.

KVEDIT

DECUS Program Library Write-up DECUS No. 8-334

ABSTRACT

KVEDIT is the standard PS/8 Text Editor program modified to interact with the user through a KV8/I storage tube display. The scope displaces the teletype for all listing and echo functions thus providing faster and quieter I/O capability. All normal editing commands have been retained including punching tapes on the teletype punch, and three additional commands provided for display control functions. Besides providing increased editing speed, the program is especially useful for reviewing listing files on DECtape or disk.

REQUIREMENTS

1. Hardware

8K PDP-8
DECtape or disk
KV8/I storage tube display

2. Software

The PS/8 command decoder and operating system must be available to the program.

3. Storage

The program requires 8K core for program and data buffers.

LOADING

It is expected that KVEDIT will be run under the PS/8 operating system. To load the program from binary tape use the absolute loader.

```
.R ABSLDR ↓

* PTR: (ALT MODE)

.SAVE SYS KVEDIT ↓
```

STARTING

If KVEDIT is loaded and saved as above, the program may be started by typing:

```
.R KVEDIT ↓
```

The command decoder will be called (as with the regular PS/8 EDITOR) and input and output files may be specified.

OPERATING PROCEDURE

1. Normal Operation

When the command decoder has been dismissed, KVEDIT will go into scope interactive mode by painting "#" on the top line on the scope to accept another command.

2. Additional Commands

a. ERASE Command

Three additional commands have been provided. Typing CTRL/K at any time will cause the screen to be erased, and the next character will be painted in the top left -hand corner (Vertical Tab).

b. Automatic ERASE

In normal operation any list command (L, .+1L, nS, etc.) will cause the CTRL/K action to be performed before the listing operation itself. Thus the listing is always started at the top of the screen. If the user wishes, he may Suppress this feature by typing CTRL/S. Subsequent list operations will then take place without first clearing the scope. CTRL/K retains its function. If the auto erase is desired, CTRL/R will cause the action to be Resumed. CTRL/K, CTRL/S and CTRL/R may be typed at any time and are not echoed or treated as logical text.

3. Display Overflow

The KV8/I scope will hold a standard page (55 lines) of text. If the program is asked to list more than this line after 55 will be written at the top of the screen over the previous display. It is therefore the user's responsibility to list large buffers in sections (e.g. 1,5ØL ↓: 51, 1ØØL ↓ etc.).

RESTRICTIONS

1. Character Set

All 64 normally used ASCII characters may be used; others will be ignored.

2. Buffer Capacity

The size of the KV8/I character generator routine reduces buffer storage by about 12%.