

## Section 10: Editing Commands

The following commands may be used only in editing versions of XYBASIC. An RO error occurs if an editing command is attempted while XYBASIC is addressing a program outside its working space. An II error occurs if an editing command is attempted in program mode.

AUTO [line number 1], [line number 2]

Allows entering new lines of a program without typing line numbers, starting at line number 1 with increment line number 2. Both arguments are optional, and are defaulted to 10 if not present. XYBASIC prompts with line number of next line (followed by an asterisk if a line with the given number exists in the current program, or a space if not), and waits for user to enter a line. XYBASIC exits from AUTO mode when <control-C> is typed or when <carriage return> is typed at the beginning of a line. A SN error occurs if a line number is typed at the beginning of an AUTO mode line.

Examples:        AUTO 100,20  
                 AUTO

DELETE [line number 1], [line number 2]

Deletes section of XYBASIC program starting at line number 1 and ending at line number 2. If line number 2 is omitted, deletes line number 1. If specified line numbers are not found, deletes all lines following line number 1 and preceding line number 2. A US error occurs if line number 2 is omitted and line number 1 is not found.

Example:        DELETE 110,150

EDIT [line number]

Allows changing line given by line number of current program without retyping entire line. If the line number is omitted, EDITs the line most recently added to the program or line in which most recent error occurred. XYBASIC types the specified line, then waits for user to type editing commands as described under Special Characters in Section 12 below. Typing <carriage return> ends the editing process and returns user to direct mode. A US error occurs if the specified line is not found. An EX error occurs if a line containing too many characters is EDITed.

Example:        EDIT 120

RENUM [line number 1], [line number 2], [line number 3]

Renums the current program, with line number 1 becoming line number 3 and successive line numbers incremented by line number 2. If line number 3 is omitted, it is assumed to be the same as line number 1. If line number 2 is omitted, it is assumed to be 10. If line number 1 is omitted, it is assumed to be the first line number of the program. A US error occurs and no renumbering takes place if the specified renumbering is impossible. A US error occurs and renumbering takes place if the program contains references to nonexistent line numbers.

Examples:        RENUM 10, 100, 1000  
                 RENUM