

Semper 6 Command Reference

edit

w	write text to file and quit
q	quit without saving changes
f/s/	find (move to next occurrence of) string <i>s</i>
s	repeat last search (find command)
c/s/	continue macro with string <i>s</i> (i.e. add to end)
a/s1/s2/	after string <i>s1</i> insert string <i>s2</i>
b/s1/s2/	before string <i>s1</i> insert string <i>s2</i>
e/s1/s2/	exchange: change string <i>s1</i> to string <i>s2</i>
x	repeat last exchange (a,b,e commands)
g/s1/s2/	perform exchange globally (throughout macro text)
>	move one character to the right
#	delete next character
_	replace character by space
%	change character to upper case
\$	change character to lower case

The commands **a**, **b** and **e** operate from the prompt to the visible window, without moving the window. All string matching is case independent. You can use empty string matching to insert text at the current position, for example:

```
b//text/
```

inserts *text* at the current pointer position.

You can enter several commands to a line, if required, with no special separator and in upper or lower case. Commands involving strings use the character immediately following the command itself as the delimiting character (/ is used in the above examples), even if this is a space character. A number before a command indicates the number of repetitions of a command (or sequence of commands if they are enclosed in brackets), for example:

```
3n 12 (f/ jump/5>3$)
```

a zero placed before a command gives indefinite repetition, for example, **0p** moves to the start of the macro.

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Note that currently you cannot edit a *program* inside a Semper session. To edit a program you must write it to file, leave Semper and use a text editor provided by your operating system. For example:

```
list program 'programe' name 'filename'  
stop
```

...edit the file

```
semper  
add name 'filename'
```

*write program to file
leave Semper*

*use an editor provided by
your operating system*

*restart Semper
reload the program*

Notes

forms used internally:

integer

see also:

add, list program, spawn

Defaults and Ranges

keys/options	defaults	range
[from]	<i>none</i>	valid picture number
[to]	source macro if defined, otherwise <i>none</i>	valid picture number
verify	verification on	