

There now follows a short guide to all the key functions of PDS  
It was written by myself over a few hours so it is not ment to be complete,  
it is just a short guide, as soon as better manuals are available we will  
let you have them. Any problems please ring myself Andrew Glaister  
on Crawley, 0293 883819 or 'Foo' on 01 959 6008 with questions about the  
manual or operations.

Keyboard overlays will be sent soon, (as soon as I feel happy with the layout!)

The keyboard layout for the IBM PC Programmers development system.

F1 [Assemble]	F2 [Save/Load]
F3 [Graphics]	F4 [Monitor]
F5 [Configure]	F6 [Print]
F7 [Help]	F8 [Repeat]
F9 [Disk]	F10 [Finish]

- F1 - Assemble - Will assemble the program in RAM, starting from file 0, line 1.  
F2 - When you first run PDS, will be LOAD, press this and the files in the current directory will be loaded into memory, from then on this key will be SAVE, press it and all windows will be saved into the current directory. This saves you having to go into the disk system and allows you to make regular saves to disk without interrupting your work.  
F3 - Will enter the graphics editor, this is not implemented on the PC's at the moment due to the fact I have to cater for colour graphics and CGA and EGA formats.  
F4 - Enters the PDS monitor.  
F5 - Allows you to configure areas of the PDS system, note this is being implemented slowly due to the large number of hardware differences in the IBM and Apricot.  
F6 - Print - this will allow printing of files, windows or all files, on the PC this is not implemented yet due to hardware differences in the print spooler program.  
F7 - Loads the PDS help file into the 'other' window and find help on the topic the cursor was sitting on, swap to the other window and back again to get rid of it. Note you may change it.  
F8 - Repeat, for use with finds and replaces, prompts for type of repeating.  
F9 - Disk enters the disk system  
F10 - Finish - will escape from most commands in PDS, also used to exit PDS.

\*\*\*\*\*

Shift and keys F1-F8 allows you to swap between files 0-7 (Eventually the numbering system may be changed on the PC's to go from 1-8!)

\*\*\*\*\*

Alternate and keys F1-F10 allows you to set markers 1-0, note setting a marker deletes any other markers of the same number any where in your program

Control and keys F1-F0 moves the cursor to the marker 1-0, or beeps if the marker has not been set

\*\*\*\*\*

Escape - Is used to enter the escape mode, when 'TECO' type commands may be executed, Press escape twice on an empty line to escape this mode.  
Control or Alternate Escape - will prompt for deleting the whole current file.

\*\*\*\*\*

Control or Alternate and keys 1-0 across the top of the keyboard are the PDS function keys, which default to F1-F0 and can be set for each file in the configure system.

\*\*\*\*\*

Del --> will remove the character the cursor is sitting on  
Shift Del --> will remove the character behind the cursor (same as normal delete)  
<-- Del will remove the character behind the cursor  
Shift <-- Del will remove the character the cursor is sitting on

Alternate and either delete key will remove the line the cursor is on  
Control Del --> will delete all characters to the end of the line  
Control <-- Del will delete all characters to the start of the line

\*\*\*\*\*

Shift, control or alternate and PRTSC will enter the 'PRINT' menu (like F6)

\*\*\*\*\*

Alternate or control and c/r will enter a c/r, leaving the cursor where it was

\*\*\*\*\*

Caps lock - will change letters 'a' to 'z' into 'A' to 'Z' when lit up.  
note that at the moment the 'auto caps lock' in PDS works, but cannot change the status of the LED on the key! - I'm thinking about this.

\*\*\*\*\*

Num lock - When lit up, the keys on the keypad return numbers, when they are shifted they return the cursor keys, also when control and alternate are used they return their special functions

\*\*\*\*\*

Scroll lock/Break - Swaps between the two windows if they are open on the display

Control [ScrLk] - Sets the window division to the middle of the display.

Alternate [ScrLk] - Changes windows and enlarges the new window to take up the (or shift) whole display

\*\*\*\*\*

Alternate or control - on keypad, is the same as ^T, repeat last find or replace

Alternate or control + on keypad, evaluate the expression the cursor is at the start of.

Alternate or control Enter on keypad, enter time and date at cursor position

Alternate or control .[del] on keypad, swaps the case of the character under the cursor and moves one character right.

Alternate or control @[ins] on keypad, does a ^G and displays the results in the other window, leaving the current window untouched,

\*\*\*\*\*

The following keys are accessed by having NUM LOCK off (not lit up) or by pressing shift first.

- 1 - Goto the end of the current file
- 2 - Move down a line
- 3 - Move down 20 lines (one page)
- 4 - move one character left
- 5 - UNDO, goes back to where you were before the last operation eg: ^G or find or home. Note cursor keys don't count, so you could ^G, cursor around the routine and then press UNDO to go back to where you were before the ^G
- 6 - Move one character right
- 7 - Go to the top of the current file
- 8 - Move one line up
- 9 - Move up 20 lines (one page)

\*\*\*\*\*

The following is a list of the numeric keys when Control is pressed at the same time (The state of NUM LOCK doesn't matter)

- 1 - Will scroll down to the end of the file quickly, it will stop when any key is pressed.
- 2 - Move to the end of the file
- 3 - Will move down one page
- 4 - Will move to the start of the current line (Chr 001)
- 5 - UNDO
- 6 - Will move to the end of the current line
- 7 - Will HOME all the files and place you at the top of file 0
- 8 - Move to the top of the current file
- 9 - Will move up one page

\*\*\*\*\*

The following is a list of the numeric keys when Alternate is pressed at the same time (The state of NUM LOCK doesn't matter)

- 1 - Will scroll down to the end of the file quickly, it will stop when any key is pressed.
- 2 - Move to the end of the file
- 3 - Will move down one page
- 4 - Will move the window partition one character to the left
- 5 - UNDO
- 6 - Will move the window partition one character to the right
- 7 - Will HOME all the files and place you at the top of file 0
- 8 - Move to the top of the current file
- 9 - Will move up one page

(Note only 4 and 6 are different from Control)

\*\*\*\*\*

Alternate or control the letters A-Z

- ^A - Auto label A, if cursor at CHR 001, the label will be incremented first
- ^B - Block start ( note more popular key is ^< )
- ^C - Block copy
- ^D - Block delete - prompts yes/no first
- ^E - Execute escape mode macro
- ^F - Find a string, note the c/r and tabs characters can be searched for, end the string with escape, or FINISH to exit.
- ^G - This is the most popular command in the whole of PDS, it will move the cursor to the start of the routine that is called by the label that the cursor is sitting on, eg: if the cursor was sitting anywhere on the 'FRED' in CALL FRED, and you pressed ^G, the cursor would move to where the routine FRED is in your program, or beep if not present
- ^H - Moves the cursor to the start of block marker
- ^I - Inserts a comment box



J - Jumps to a prompted for line number  
 ^K - End of block ( note more popular is ^> )  
 ^L - Load current file, you are prompted where from  
 ^M - Move block  
 ^N - Move the cursor to the end of block marker  
 ^O - Assemble (same as F1)  
 ^P - Print block  
 ^Q - Moves the cursor to after the next quote character on the current line  
 ^R - Read a block from disk  
 ^S - Save the current file, you are prompted where from  
 ^T - Repeat the last find or replace  
 ^U - UNDO  
 ^V - Enlarge the current window to take up the whole display  
 ^W - Write block to disk  
 ^X - Find and replace (Xchange)  
 ^Y - Moves cursor to last assembler error line and reports error again  
 ^Z - Same as ^A but enters LZ labels

The best way to learn these keys is to use them, some you may never use, I never use ^B, ^K, ^I, ^A, ^Z, ^Q and a few others.

All other keys and shift keys should do what is written on the key.

If you have an AT keyboard, with seperate cursor keys etc... PDS will still work with it.

\*\*\*\*\*

The disk system is in a bit of a mess, it was written with an Apricot micro screen in mind, it is being re written at the moment, but if you just use it for loading and saving MSDOS files it is ok. Note: the keys are a bit of a muddle because I have not tried to order them yet.

When you enter the disk system you are in the MSDOS format mode (although without a microscreen you cannot tell (at the mo.!!)) F1 is load, either a single file or ALL files. F3 is save, either all or single files. F2 will change the current directory.

NOTE : Please only use the hard disk, the floppy will be implemented soon but I have to make it compatable with all possible formats yet.

This really limits the disk system at the moment, and does not allow you to use any MSDOS commands, formatting, XMSDOS mode (much faster load/save), or PDS mode (fast for floppies). I will redo the disk system very very soon (days....) F10 to exit back to the editor by the way.

\*\*\*\*\*

The files PDS writes to disk in MSDOS mode have no 'nasty' characters, they have c/r and l/f at the end of line (13,10) and tabs are just CHR\$(9). Note when you alter tab settings in PDS, or file titles, or author, or function keys they will be lost when saved to MSDOS (XMSDOS gets round this...). At the end of file there is no 'end of file character' you will have a c/r l/f then the file just stops.

If you are getting files from another assebler or computer, when PDS reads in MSDOS files it will ignore silly characters, ignore l/fs or lack of them. Also any lines over 120 charcters it will mark, insert a carridge return and inform you it has done so.

The same as above applies for block read/write in the editor (^R, ^W)

\*\*\*\*\*