Oberon System

Amiga Reference Card (V1.2)

Using the Mouse

■□□ Left Button : Sets the caret.
□■□ Middle B. : Executes a command.
□□■ Right B. : Sets the selection.
■■■ Cancels the current mouse click.

Large selections: Execute System.Copy to get a copy of your text viewer, select the beginning of the selection in the first viewer and the end of the selection in the second viewer.

[2]□[1] Deletes the selection.
□[2][1] Copies the selection to the caret position.

[1][2]□ Copies the selection to the caret position.
[1]□[2] Copies font from the caret to selection.

[2][1]□ Open object / edit PopupElems.
□[1][2] Executes a command, reloading its module (implicit System.Free).

In the title bar of a viewer:
■□□ Moves viewer up and down (within track).
[1][2]□ Moves viewer also across tracks.

In the scroll bar of a viewer:
■□□ Track line and scroll down.

□□■ Track line and scroll up.

□■□ Set position mark & scroll to arbitary point.
[2][1]□ Jump to botton of text.
□[1][2] Jump to top of text.

Two button mouse:
Use left Alt key as middle mouse button.

Special Keys

ESC	Removes selection, caret and star-marker.
F1	Marks viewer at the mouse position.
F5	Use as EditKey hot-key.
L-Alt	Use as middle mouse button.
F6-F10 and **HELP**	Keys are user definable. Try ! (see Configuration.Mod)

Viewer Menu Buttons (activate with MM or left Alt)

Close	Closes the viewer.
Grow	Expands the viewer. Can be reverted with the Close button.
Copy	Makes a copy of the viewer (same contents).
Search	Search and replace text.
Format	Change format of the viewer's text.
Edit	Commands of module Edit.
Locate	Jump to procedure / chapter.
Compile	Compile the viewer's contents.
Store	Store the viewer's contents.

Command Argument Conventions

name	The argument is the name following the command.
{name} ~	The arguments are the names following the command.The list is terminated with a ~.
^	The argument(s) are taken from the most recent selection.
*	The argument is the text in the marked viewer.

System

System.Close
Closes the marked viewer or the viewer containing the command in a menu. Does not store its contents ! (see System.Recall)

System.Grow
Enlarges the viewer containing the command. Undo the action with System.Close.

System.Copy
Opens a copy of the viewer (showing the same data).

System.Quit
Irrevocably quits Oberon.

System.Directory pattern | ^
Displays all files matching the pattern (may contain asterisks).

System.CopyFiles {src => dest} ~ | ^
Copies a list of files.

System.RenameFiles {oldname => newname} ~ | ^
Renames a list of files.

System.DeleteFiles {filename} ~ | ^
Deletes a list of files. Don't forget the ~ !

System.Recall
Reopens the most recently closed viewer.

System.ShowModules
Displays a list of all currently loaded modules.

System.Free {modulename[*]} ~ | ^
Unloads the specified modules. If a module is immediately followed by an asterix, imported modules are also unloaded. Don't forget the ~

System.State {modulename} ~ | ^
Displays the global data of the specified modules.

System (Amiga only, see also Oberon4Amiga.Guide.Text)

System.TwoButtonMouse
Use left Alt key as middle mouse button or three button mouse..

System.ThreeButtonMouse
Use three button mouse only.

System.ShowMode
Shows current screen mode.

System.ChangeMode
Changes screen mode. The change will only takes effect after a restart of the system.

System.ChangeDirectory directory | ^
Changes current directory.

XE (see also XE.Tool)

XE.Open filename | ^
Opens new viewer in user track with file.

XE.SysOpen filename | ^
Opens new viewer in system track.

Edit (see also Edit.Guide.Text)

Edit.Store
Stores the text in the viewer.

Edit.Print PSPrinter (* | { name} ~)
Prints the specified text files as Postscript. If activated from a menu the text in the viewer is printed. (see also Oberon4Amiga.Guide.Text)

Edit.Search ^
Searches the selected text starting at the caret position.

Edit.Replace ^
Replaces the pattern just found with Edit.Search by the selected text.

Edit.ReplaceAll ^
Replaces all occurrences of the pattern just found with Edit.Search by the selected text.

Edit.Recall
Inserts the most recently deleted text at the caret position.

Edit.Locate number | ^
Sets the caret in the marked viewer to the character position corresponding to the selected number.

EditTools

EditTools.Words {filename} ~ | * | ^
Counts lines, words and characters in the specified text(s).

EditTools.RemoveElems *
Removes all text elements in the specified text.

EditTools.StoreAscii
Stores the contents of the marked text viewer (or of the viewer containing this command) in plain ASCII form.

Clipboard (see also Clipboard.Tool)

Clipboard.Cut
Deletes the selection and copies it to the Amiga clipboard (right Amiga X).

Clipboard.Copy
Copies the selection to the clipboard (right Amiga C).

Clipboard.Paste
Copies the clipboard to the caret (right Amiga V).

Clipboard.Seletct [n] | ^
Selects Amiga clipboard number n.

Clipboard.Show
Shows contents of clipboard (F6).

Clipboard.CopyFrame *
Copies contents of frame to the clipboard.

Clipboard.SnapShot *
Copies O4A screen to the clipboard (F7).

Development Tools

XE.Compile [*][/ opt] | ^ | { name [/ opt]} ~
Compiles the specified file(s). With * the marked text is compiled. Inserts error symbols at the error positions. (see also Compiler.Tool)

Browser.ShowDef modulename | ^
Displays the interface of the specified (selected) module.

Browser.ShowObj module.objname | ^
Displays the declaration of the specified qualified object (variable, type, constant, procedure).

Analyzer.Analyze [*][/ opt] | ^ | { name [/ opt]} ~
Reports possible errors (uninitialized variables, etc.) in the specified program (see also Analyzer.Tool)

Find

Find.Diff
Compares two texts starting from the two most recent selections. Sets new selections at the first position where the two texts differ.

Find.All ^
Searches the selection in the files specified with Find.Domain and lists all lines containing the pattern.

Find.Domain {filename} ~
Defines the files in which Find.All should search.

Sort

Sort.Sort * | filename| ^
Sorts lines and displays them in a new viewer. Options
/r ... in reverse order
/e ... include empty lines,
/u ... unique lines only

Text-Elements (see also Elem.Guide.Text)

FoldElems.Insert
Inserts open fold elements around the most recent selection. Folds can be collapsed and expanded with MM (or lAlt).

FoldElems.Expand
Expands all fold elements in the marked text or in the text that contains this command in the menu.

FoldElems.Collapse
Collapses all fold elements in the marked text or in the text that contains this command in the menu.

FoldElems.Search pattern | ^
Searches the selected pattern (even in collapsed fold elements).

PopupElems.Insert <menuname>
Inserts a popup menu at the caret. Popup menus can be opened with MM (or lAlt). To edit them, click MM+MR (or lAlt + MR), add or remove commands and then execute PopupElems.Update from the menu of the viewer.

StampElems.Insert
Inserts a date stamp at the caret position. StampElems always display the date of the most recent Edit.Store operation of this text.

GraphicElems.Insert
Inserts an empty picture at the caret position. With an MM click (lAlt) the picture is shown in a Draw viewer (see also Draw.Tool and Draw.Text). After editing the picture it can be restored in the text by executing GraphicElems.Update from the menu.

ClockElems.Insert [size]
Inserts a clock of the given size (radius in mm) at the caret position.

IconElems.Insert
Inserts a walking icon-man at the caret position.

AsciiCoder (see also AsciiCoder.Tool)

AsciiCoder.CodeFiles {name} ~
Merges several Oberon files into a single ASCII text. Useful to transfer files to another computer.

AsciiCoder.DecodeFiles {name} ~
Recovers the original Oberon files from an asciiencoded File.

Games

Mines.Open
Opens a Minesweeper like game (F10). (see Mines.Tool)

ObTris.Open
Opens a Tetris like game (F9). (see ObTris.Tool)

This text gives only a short overview of some important commands. Please read the online documentation (.Text and *.Tool files) for more information.*