



# 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.

- Deletes the selection.
- Copies the selection to the caret position.
- Copies the selection to the caret position.
- Copies font from the caret to selection.
- Open object / edit PopupElems.
- Executes a command, reloading its module (implicit System.Free).

*In the title bar of a viewer:*

- Moves viewer up and down (within track).
- 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 arbitrary point.
- Jump to bottom of text.
- 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

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### 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)

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### 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

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### 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

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### 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

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### 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)

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### FoldElems.Insert

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

### 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 IAlt). To edit them, click MM+MR (or IAlt + 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 (IAlt) 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)

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### 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 asciencoded File.

## Games

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### 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.*