



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

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 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)

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

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.*