APL64 Developer Version
Instantiation of an Object Editor

In an APL64 developer version instance there are several ways to instantiate an object editor. An object editor can contain a user-defined function definition or the value of an APL64 variable. In an APL64 developer version instance, multiple, non-modal object editors can simultaneously exist, but only one modal object editor may exist.

)edit [Enter] without any argument
)ed [Enter] without any argument
☐edit '' Arg2 [Arg3] [Enter]
Initiate an APL64 object editor instance of the APL64 programmer-selected Object > Default Edit Session Type. The object name will be empty, until provided by the APL64 programmer. If Arg3 is present, a modal object editor instance will be created.

)edit ∇ [Enter]
∇ [Enter] without any argument
☐edit '∇' Arg2 [Arg3] [Enter]
Initiate an APL64 function editor instance. The function name will be empty, until provided by the APL64 programmer. If Arg3 is present, a modal object editor instance will be created.

)edit # [Enter]
[Enter] without any argument
☐edit '#' Arg2 [Arg3] [Enter]
Initiate an APL64 variable editor instance. The variable name will be empty, until provided by the APL64 programmer. If Arg3 is present, a modal object editor instance will be created.

∇ ExistingFunctionInfo [Enter]
☐edit ExistingFunctionInfo' Arg2 [Arg3] [Enter]
Depending on the user-selected Objects > Duplicate Editors options, initiate an APL64 function editor or place the keyboard focus on an existing APL64 function editor containing the same function name.

ExistingFunctionInfo is a valid APL64 user-defined function header including non-empty name and possibly including result, left argument, right argument and local variable specifications. If Arg3 is present, a modal object editor instance will be created.

)edit ExistingVariableName [Enter]
☐edit ExistingVariableName' Arg2 [Arg3] [Enter]
Depending on the user-selected Objects > Duplicate Editors options, initiate an APL64 variable editor or place the keyboard focus on an existing APL64 variable editor containing the same variable name. If Arg3 is present, a modal object editor instance will be created.

)edit NonExistingObjectName [Enter]

☐edit NonExistingObjectName' Arg2 [Arg3] [Enter]

Depending on the user-selected Object > Default Edit Session Type option, initiate an APL64 function or variable editor with valid function info or variable name in the NonExistingObject name argument. If Arg3 is present, a modal object editor instance will be created.
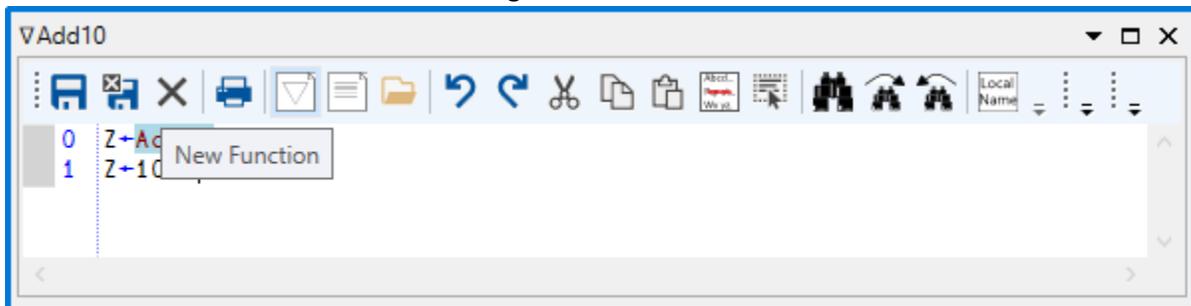
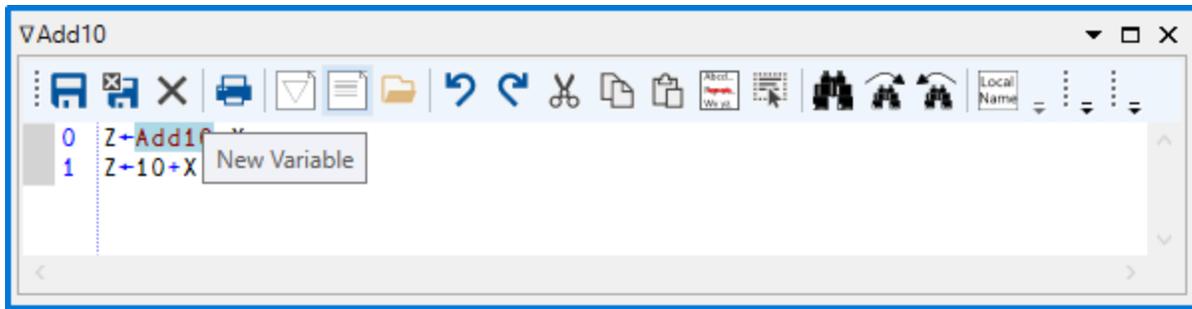New Function toolbar button on the main window
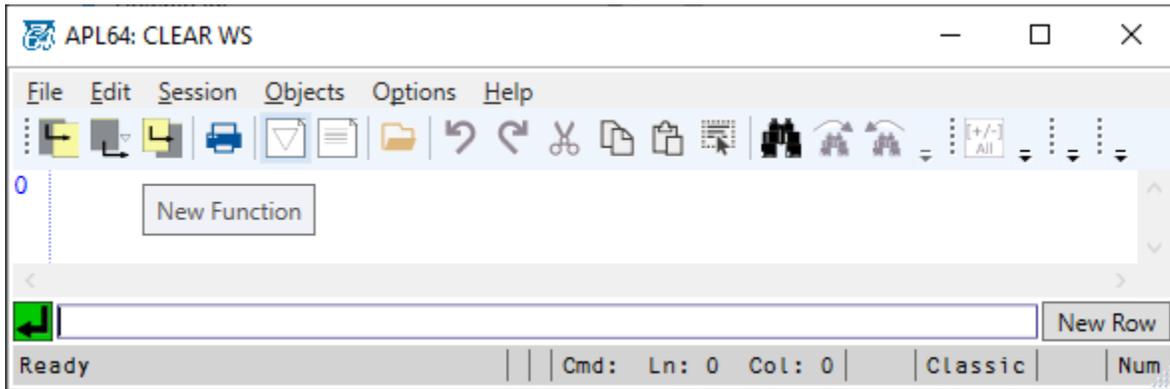
New Variable toolbar button on the main window
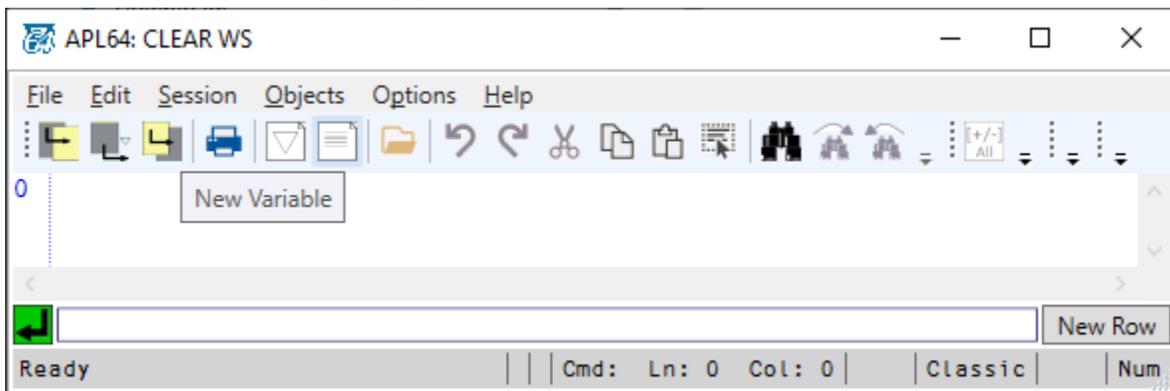
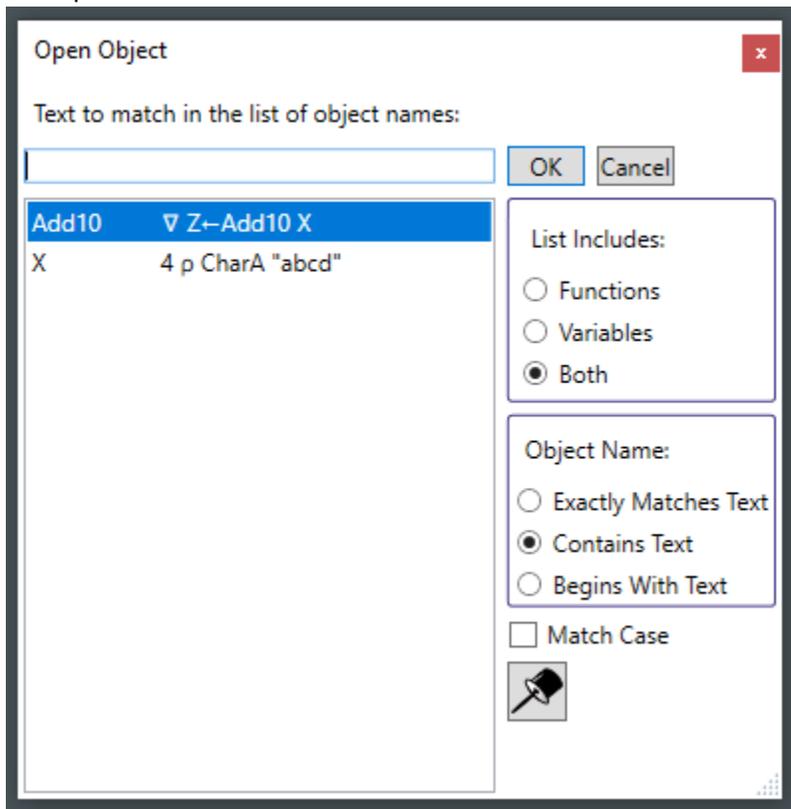New Function toolbar button on an existing function editor

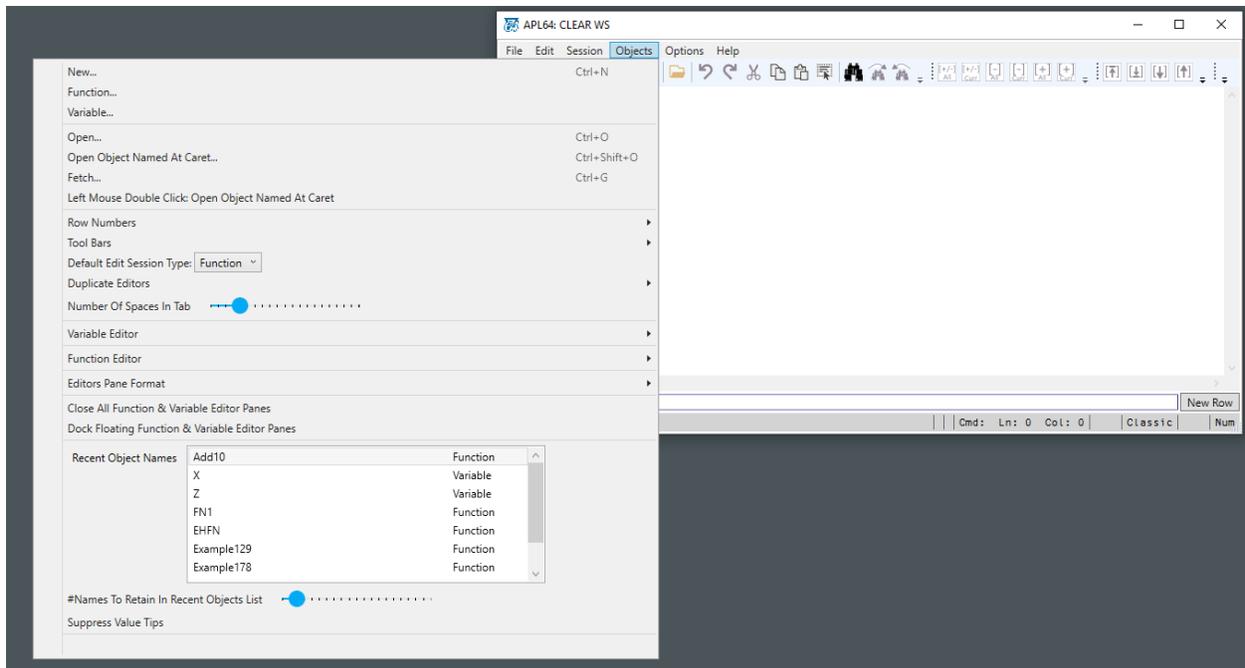New Variable toolbar button on an existing function editor

Objects Menu
- New editor of default object type
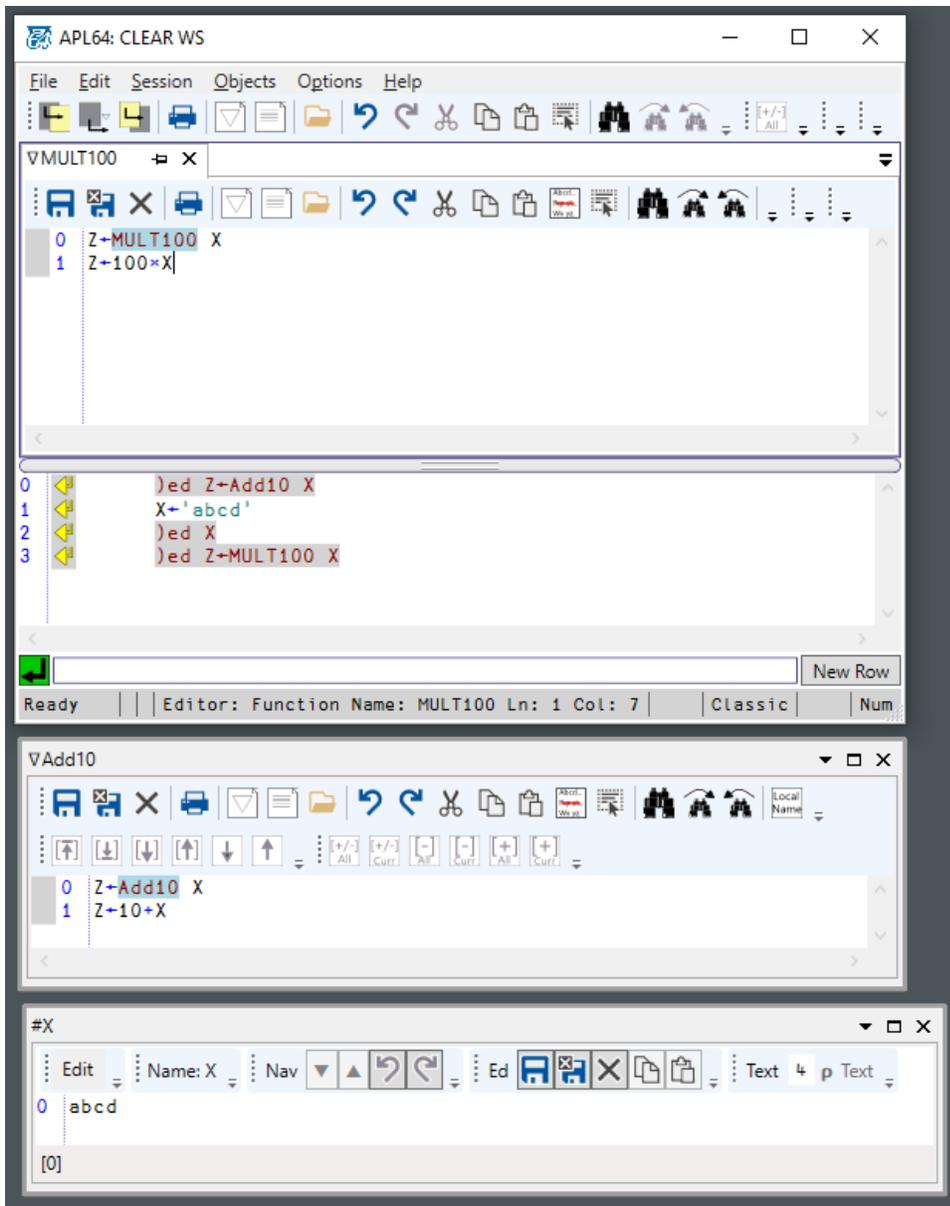- New Function
- New Variable
- Open…

- Open Object Named at Caret

Keystroke Short-cuts

- Ctrl+O
- Ctrl+Shift+O

Editors may be docked or floated

Notes:
-)ed and)edit are case-insensitive synonyms
- ⎕edit is case-insensitive