

Using APL64 Editors

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Overview

APL64 supports editors for programmer-defined functions and variables.

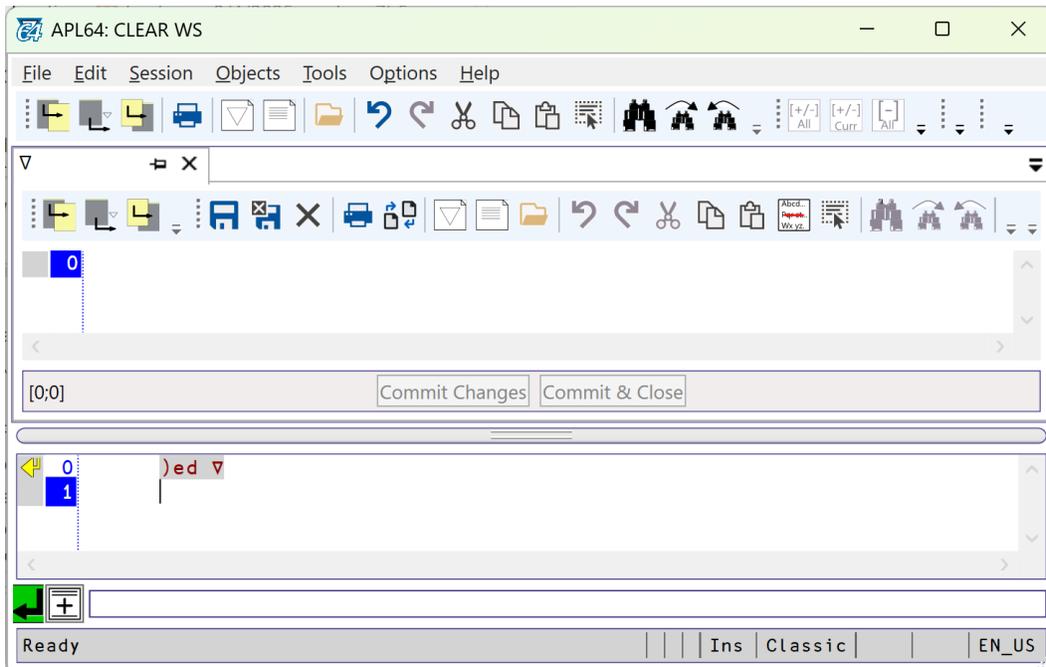
The function editor supports syntax coloring and checking.

The variable editor supports unified review and editing of all APL64 variable types including homogeneous, non-homogeneous and simple and nested variables with unlimited redo and undo of user edits. The

variable element values and their characteristics are displayed in an instance of the APL variable editor pane. The elements of the variable are contained in the cells of a grid with rows and columns representing the shape of the variable.

Instantiating an Editor

-)Edit system command)EDIT or)ED, optionally followed by ∇, ∇fnName, # or #varName
- [Edit system function](#) with appropriate arguments
- Click on the Function or Variable toolbar button
- Click on the **Objects | Function Editor** or **Object | Variable Editor** menu item

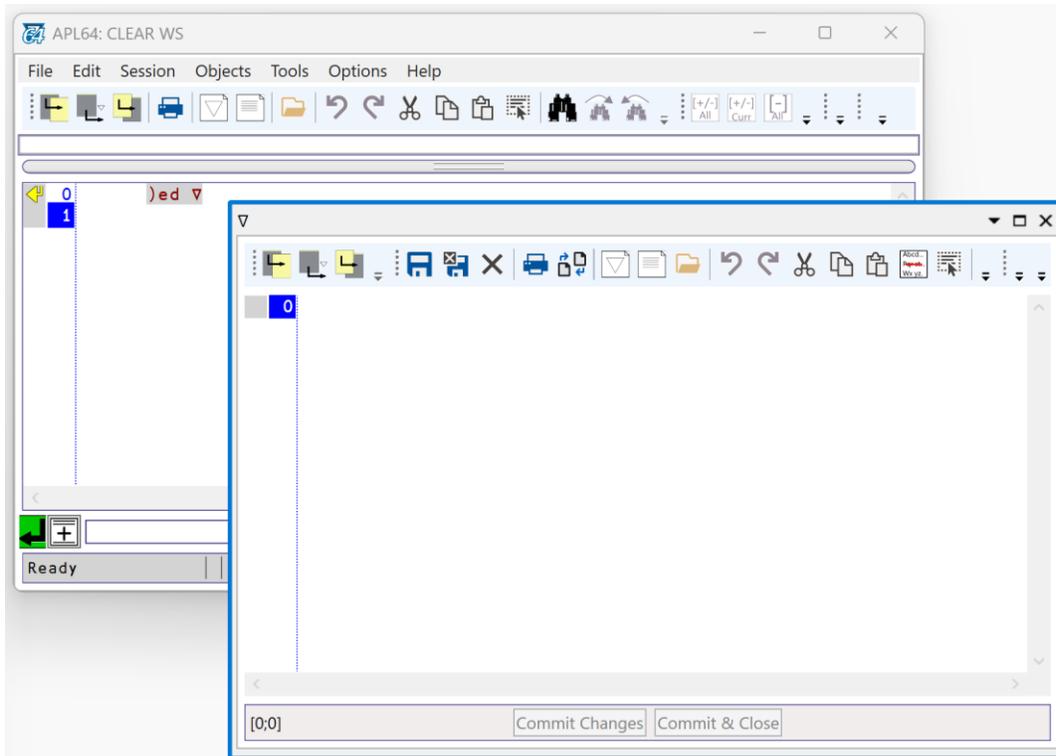


For more information on instantiating an editor click [here](#).

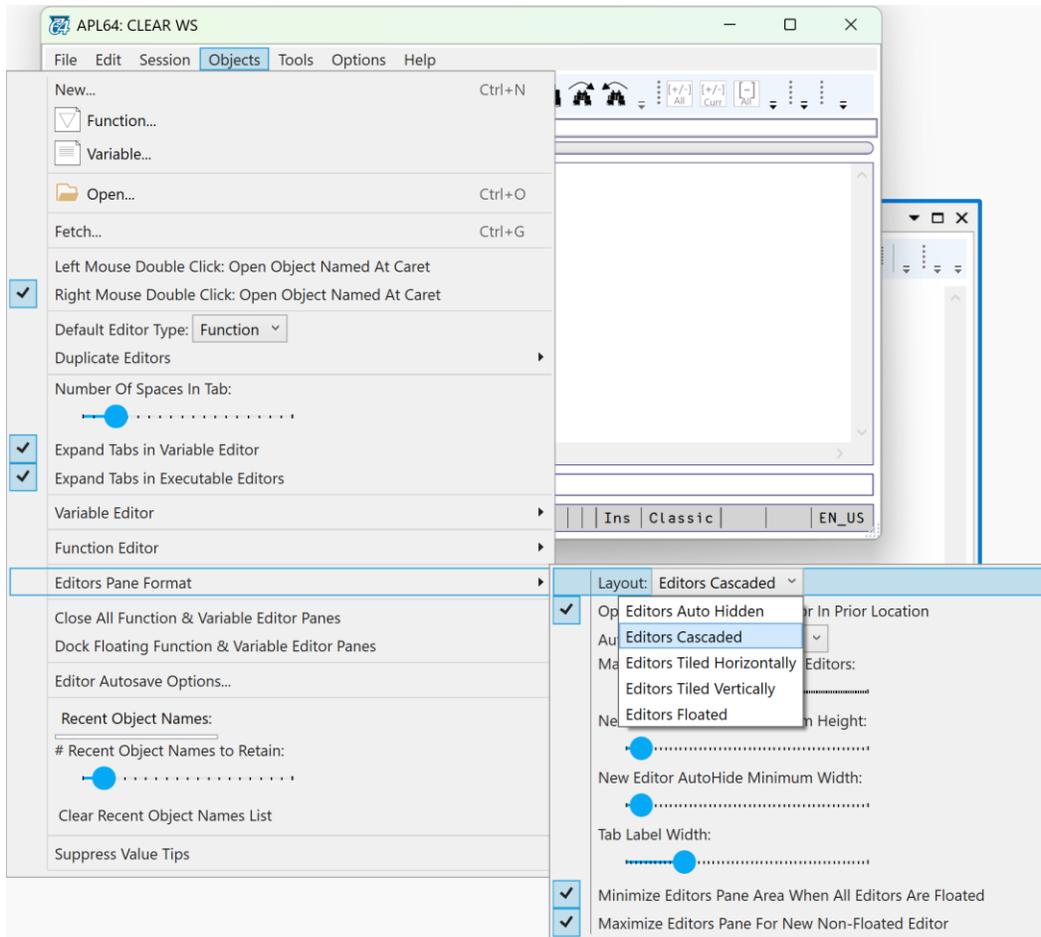
Use the Ctrl+T keystroke to toggle the keyboard focus between the selected object editor and the history (or command line) pane. Use the Ctrl+Tab keystroke to move the keyboard focus to the available panes.

Editor Pane Formats

An instance of the APL variable editor is contained within its own pane which can be independently docked or floated on any workstation monitor.



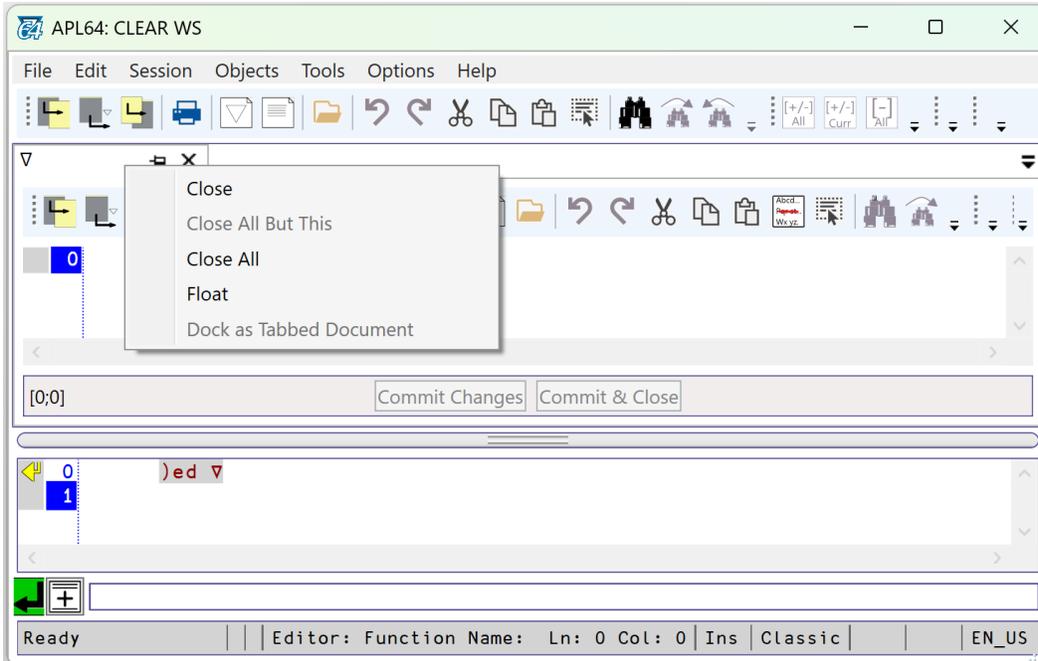
Additional formatting options for variables are available via the **Objects | Editors Pane Format** menu item:



Docking/Floating Editor Panes

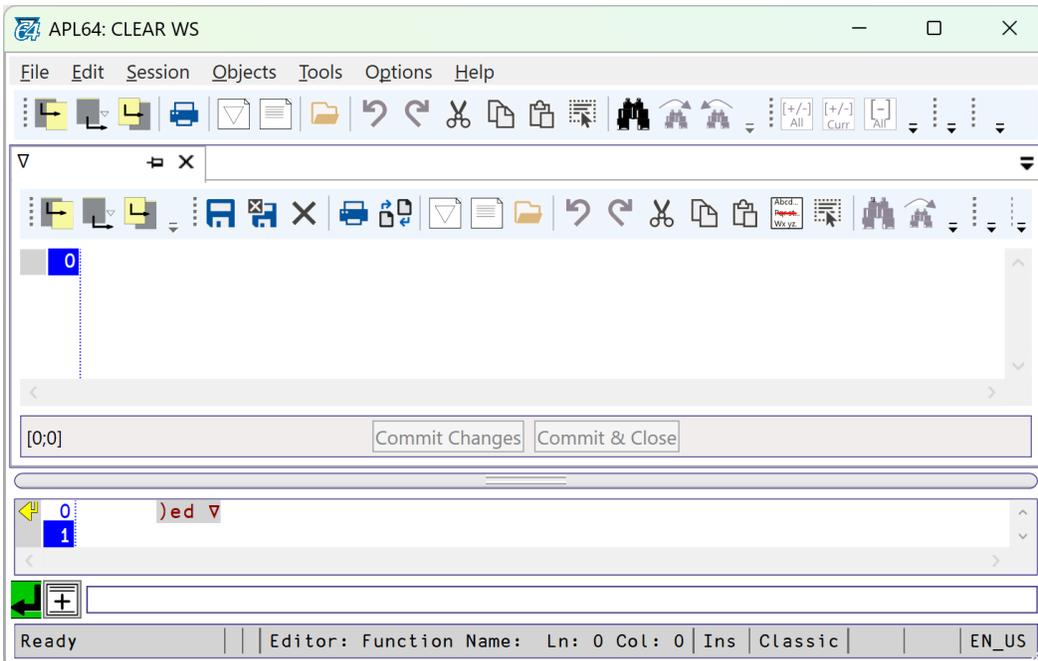
Docked Editor Pane

Right mouse click on the editor tab and select from the available options:



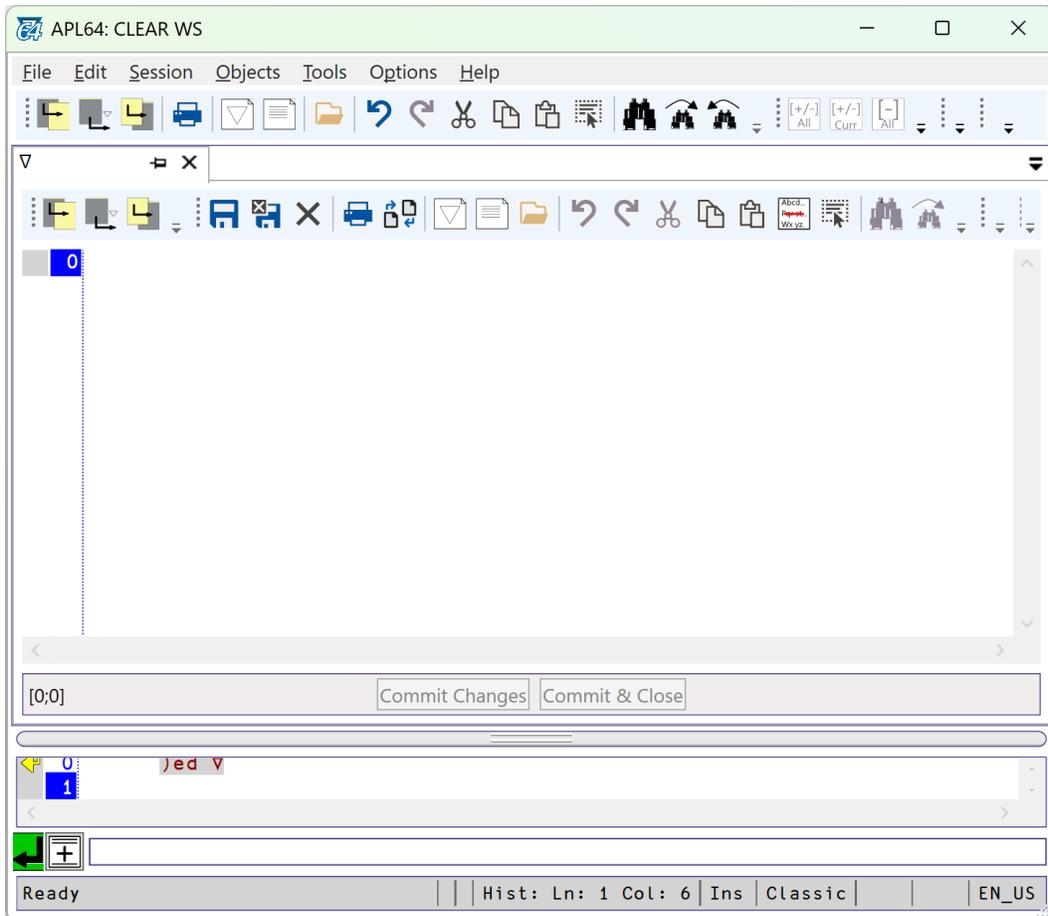
By default, the available display area of the main window of the APL64 developer version is equally split between the editors pane and the other panes in the window.

Drag the horizontal splitter bar with the left mouse button to modify the display area allocation:

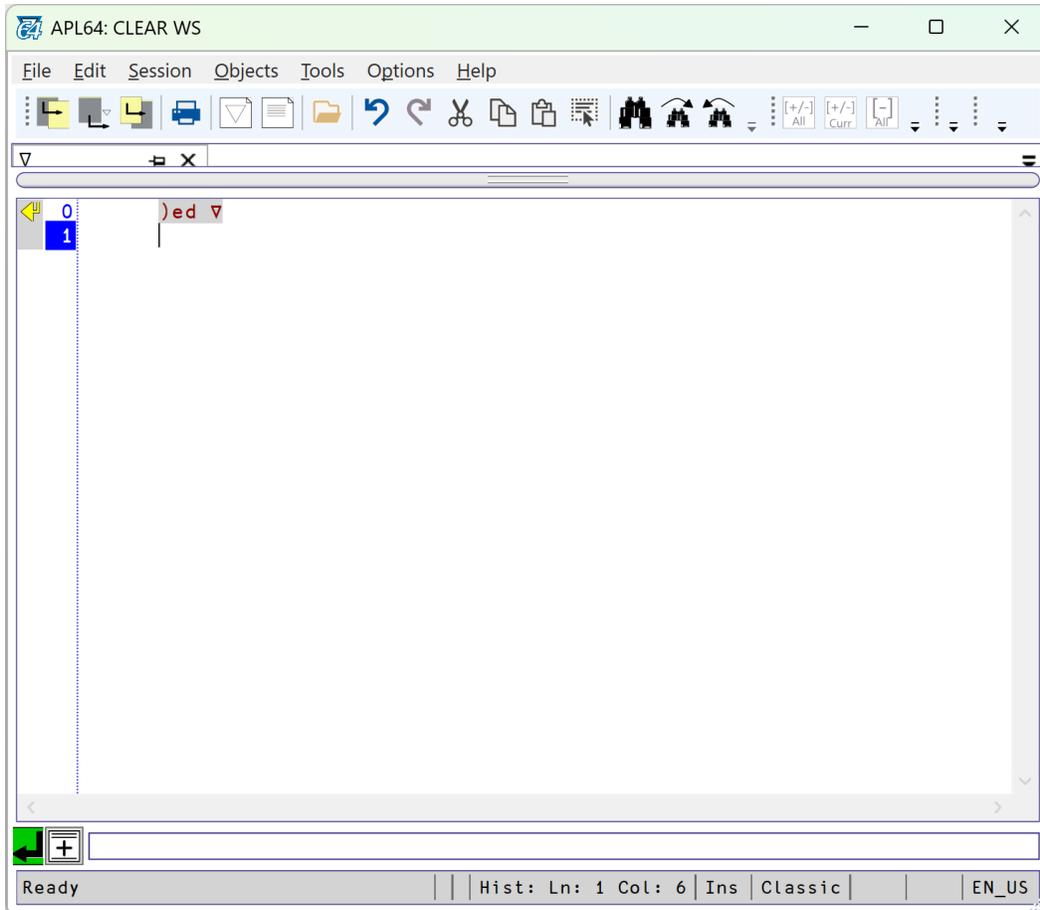


Double left mouse click the horizontal splitter bar to toggle between maximizing the editors pane display area allocation and that of the other panes in the main window:

Editors pane display area maximized:

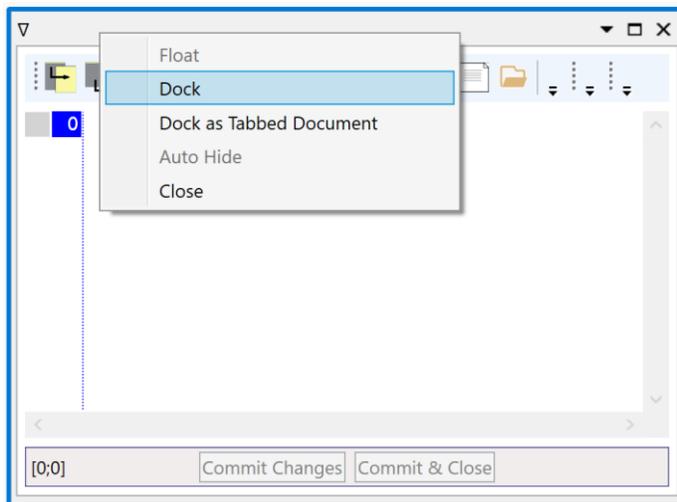


Editors pane display area minimized:

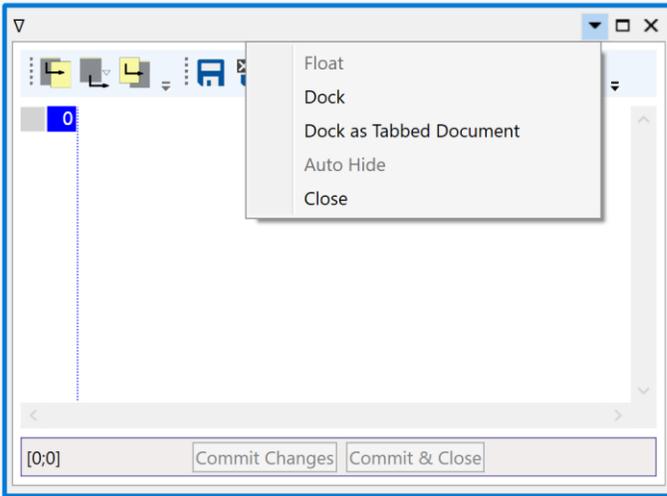


Floating Editor Pane

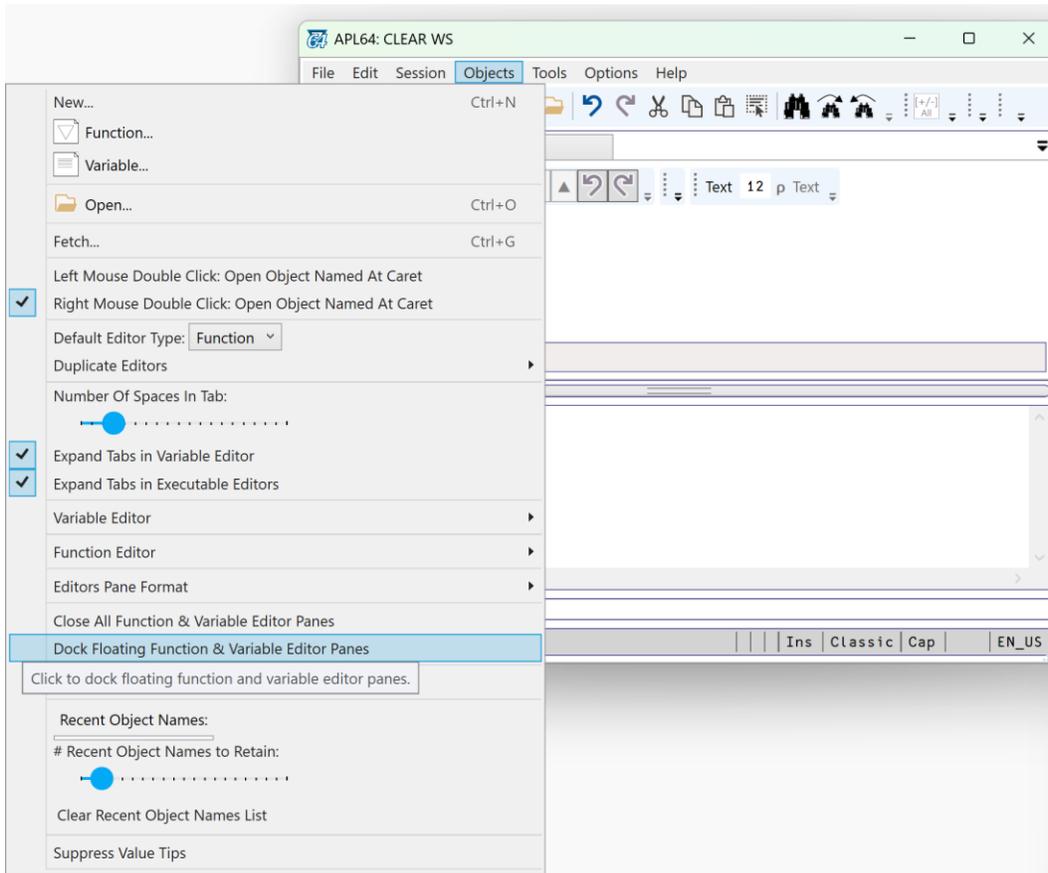
Right mouse click on the editor title bar and select from the available options:



Left mouse click on the list options button on the right of the editor title bar and select from the available options:



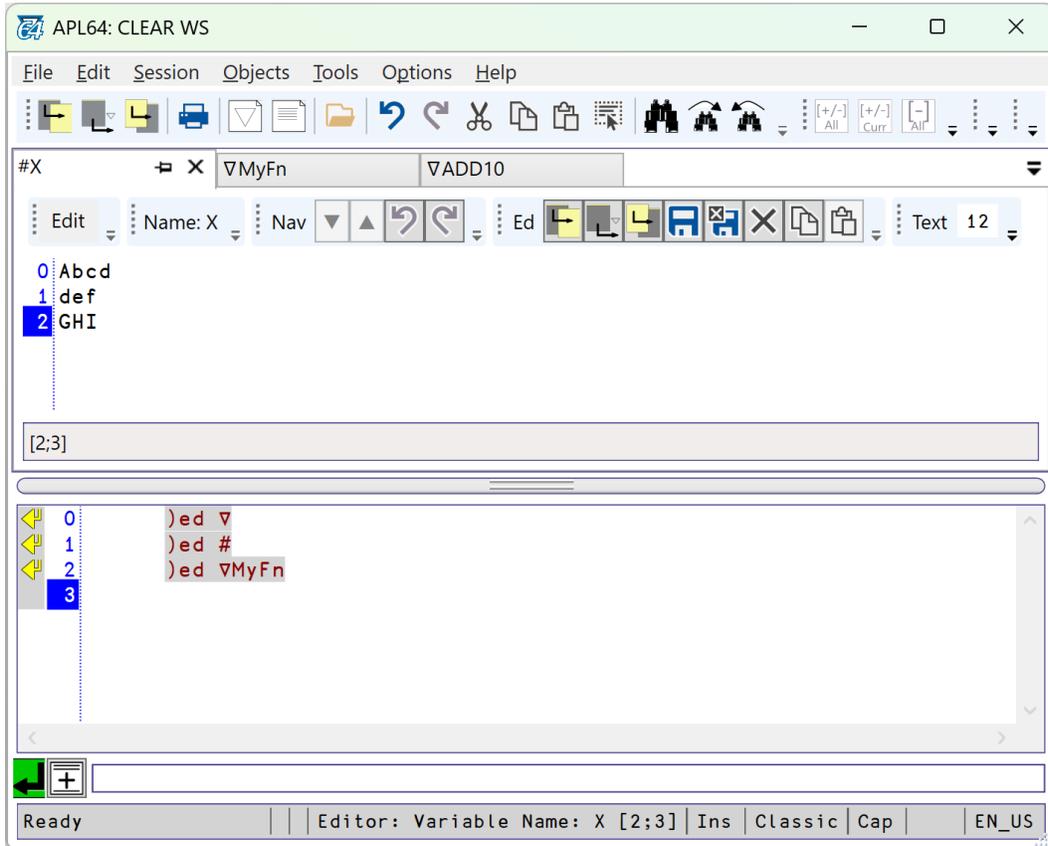
To dock all floating editor panes, use the **Objects | Dock Floating Function & Variables Editor Panes** menu item:



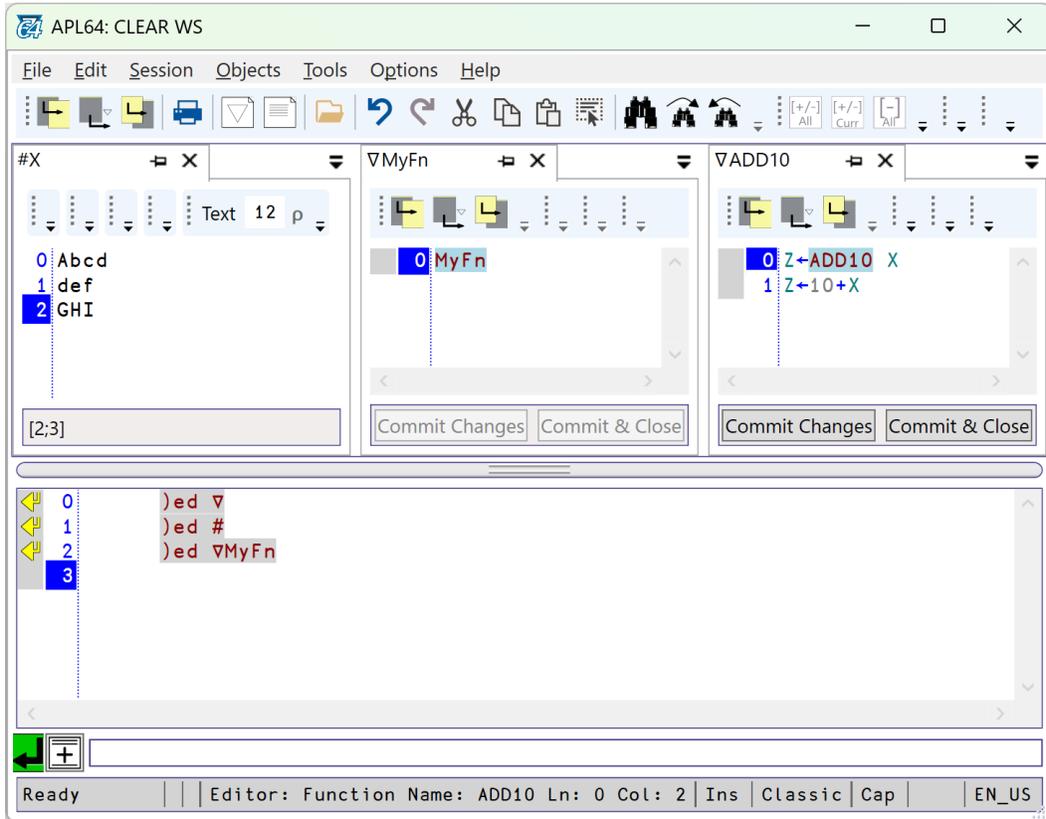
Multiple Variable Editor Instances

More than one variable editor can be instantiated and several formats to display them are available:

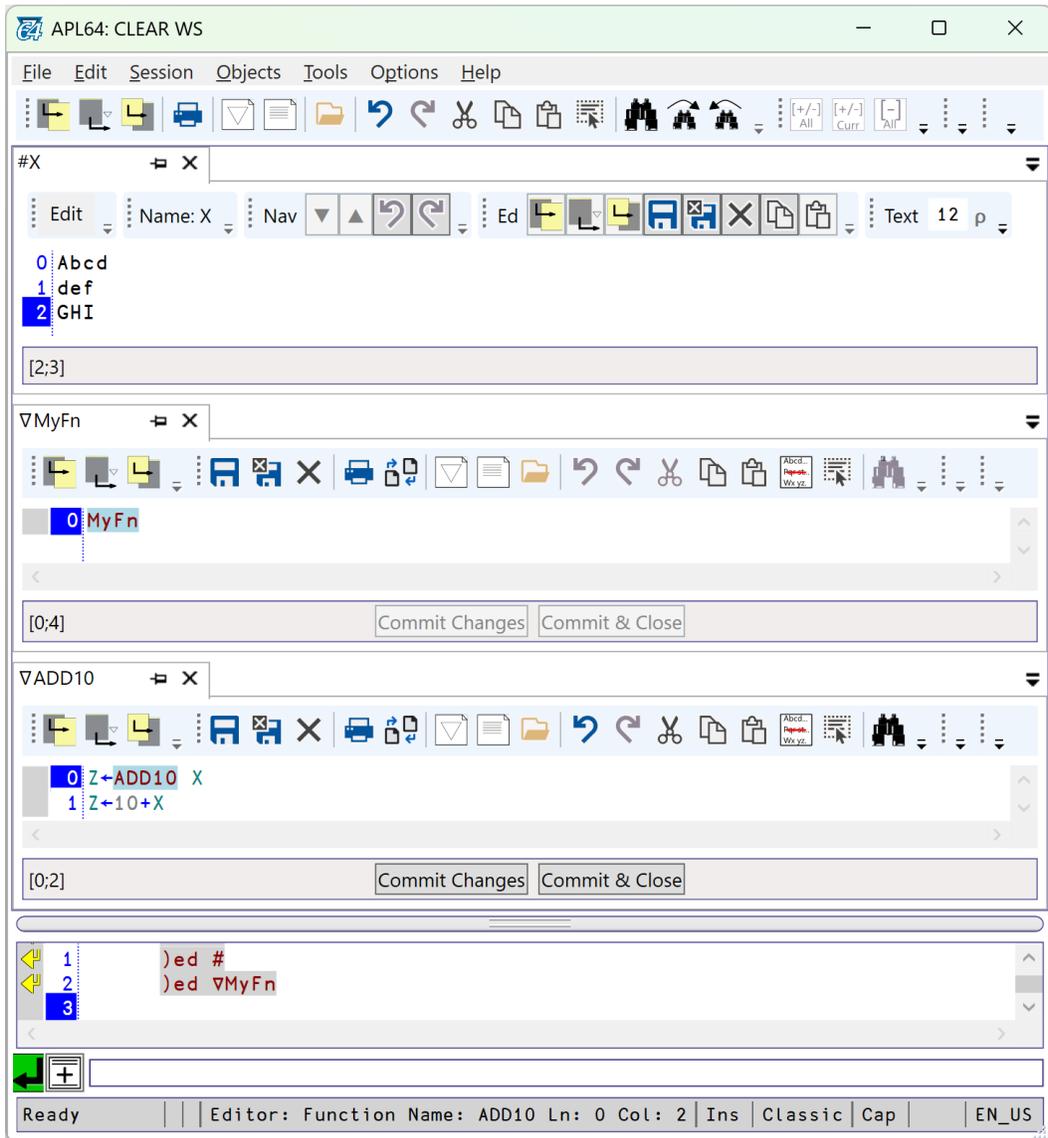
Objects | Editors Pane Format | Layout | Cascaded



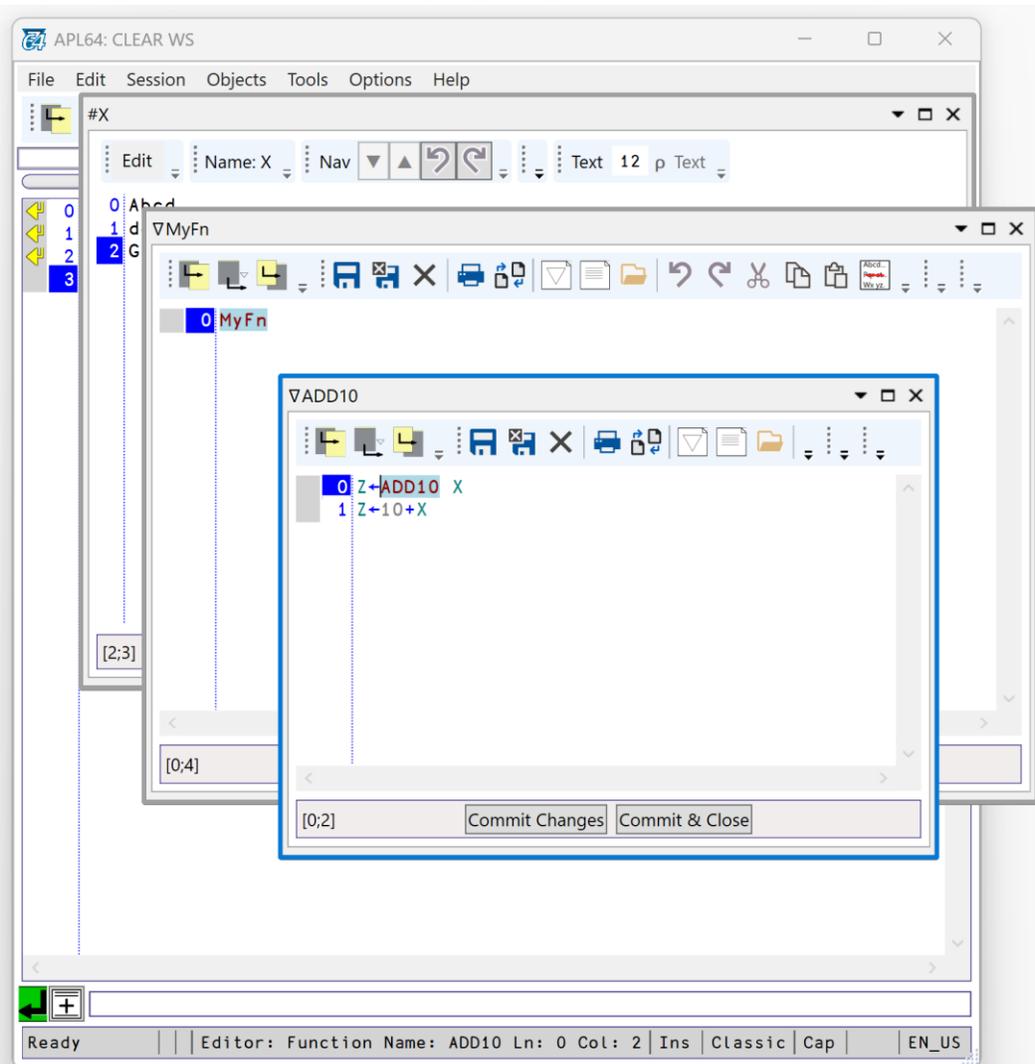
Objects | Editors Pane Format | Layout | Tiled Horizontally



Objects | Editors Pane Format | Layout | Tiled Vertically

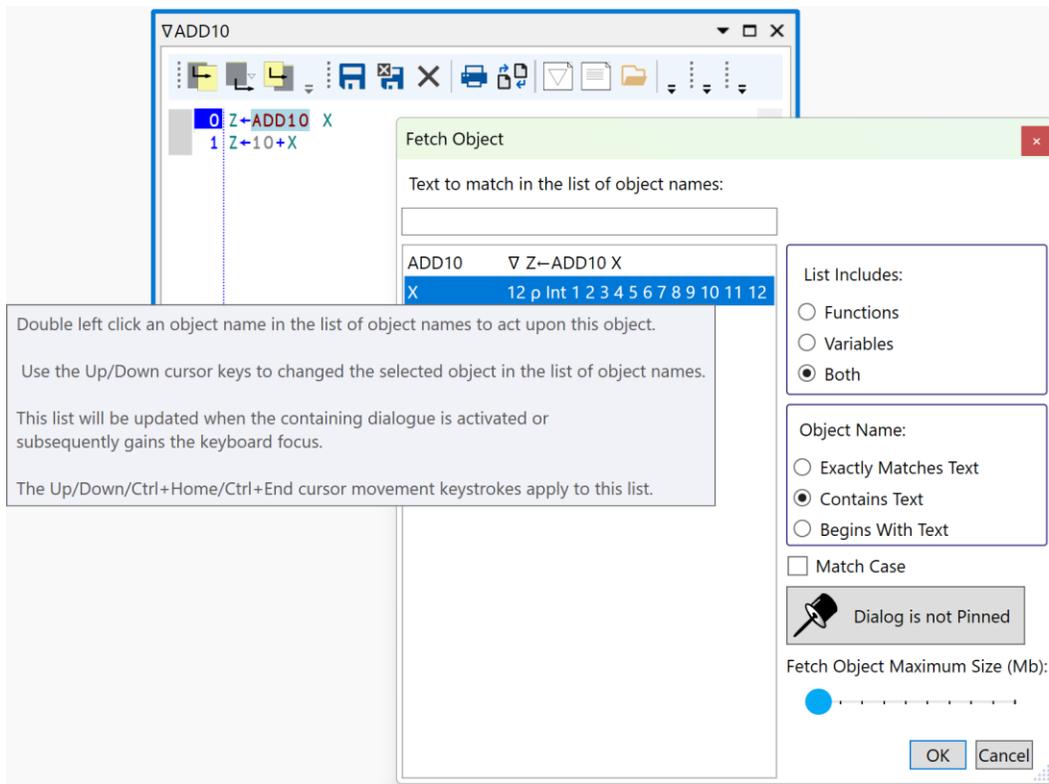


Objects | Editors Pane Format | Layout | Floated

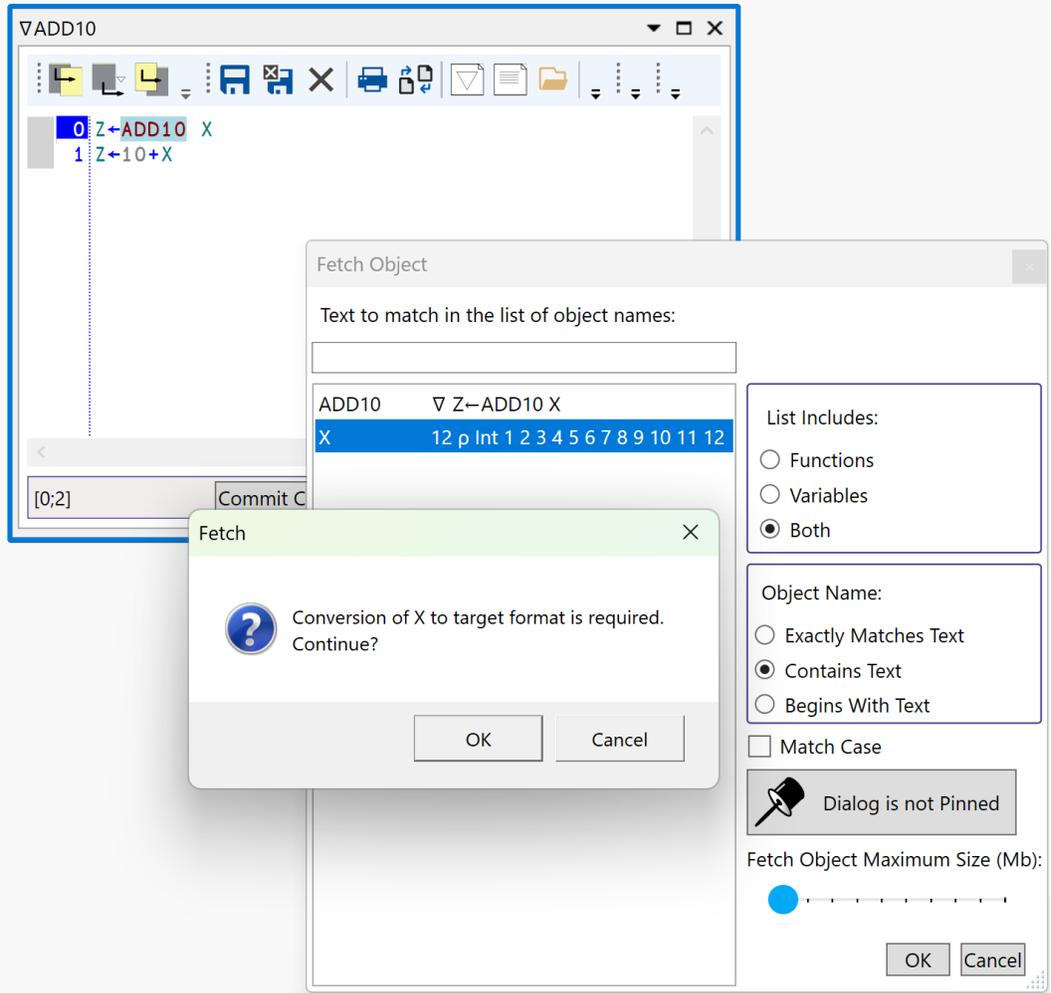


Fetching An Object Value into an Editor

While an editor pane has the focus, use the **Objects | Fetch...** menu item or Ctrl+G keystroke to present the fetch dialog and select an existing workspace object to bring its value into the editor:

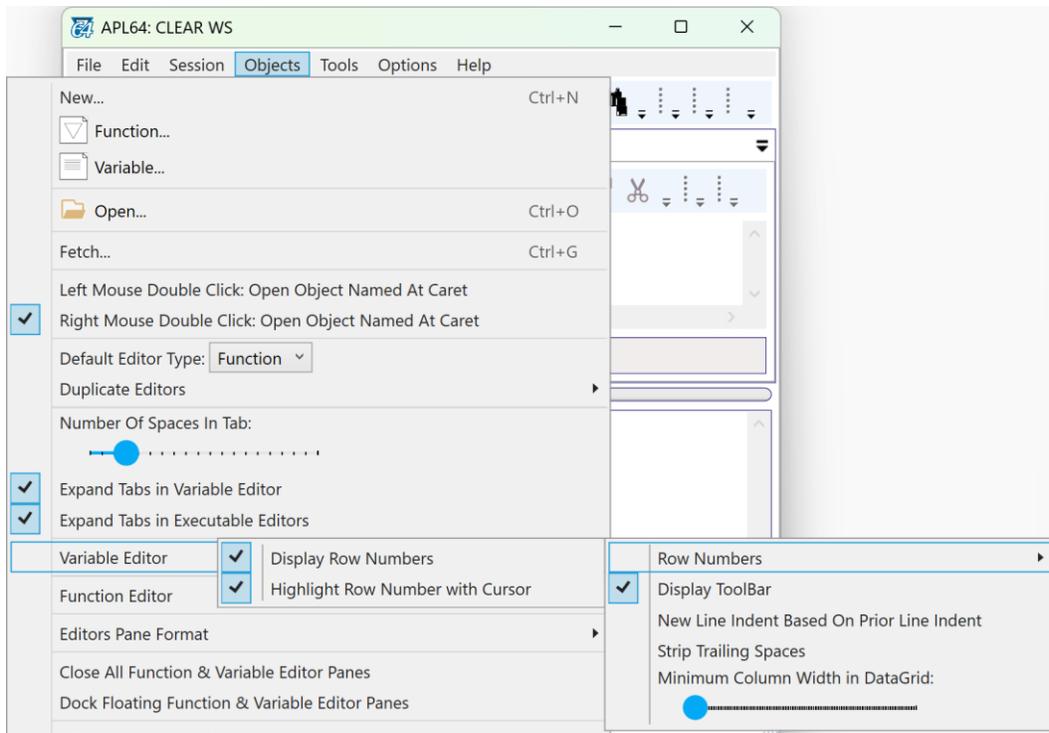


In some cases conversion of the selected existing object value to the editor format is required:



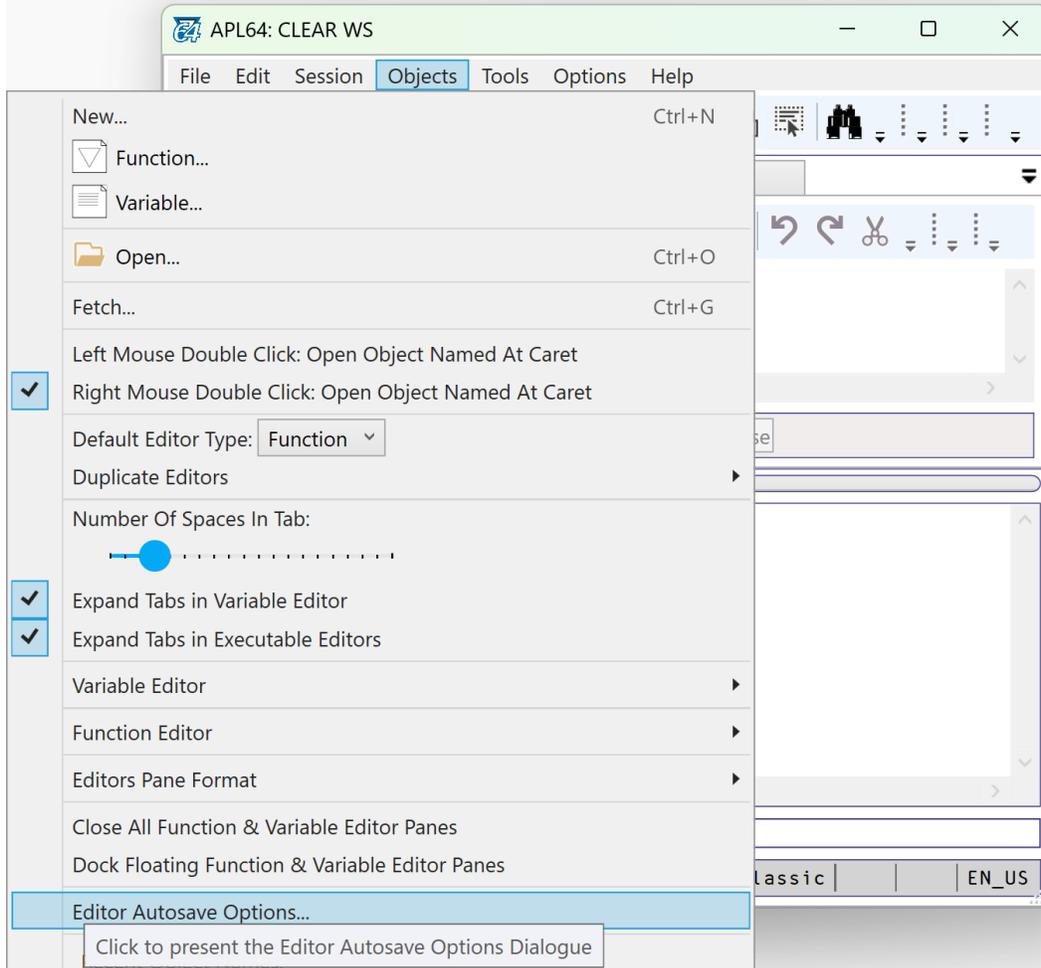
Row Numbers in an Editor

Use the **Objects | Variable Editor | Row Numbers** menu item to select the display of row numbers in the variable editor or the **Objects | Function Editor | Row Numbers** menu item to select the display of row numbers in the function editor:



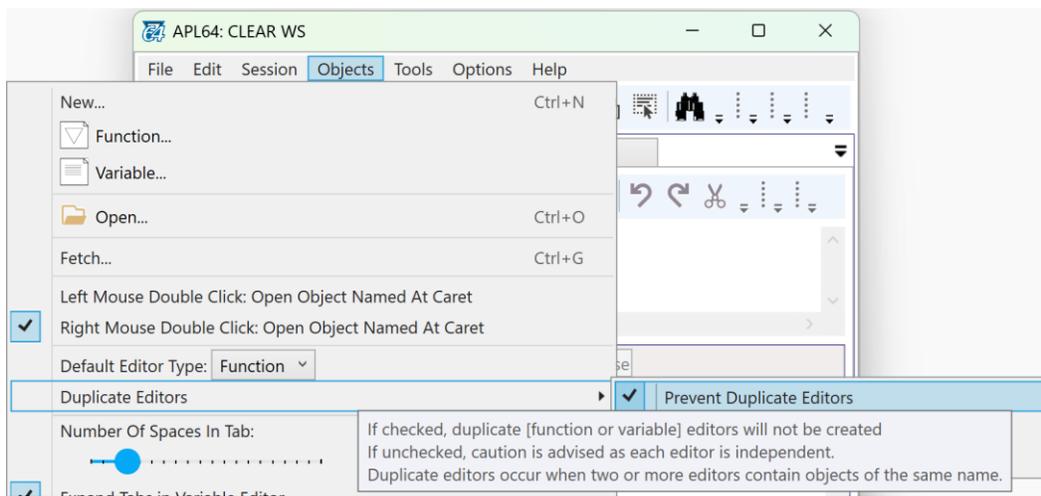
Autosave of Editor Content

Click the **Objects | Editor Autosave Options...** menu item to present the options dialog. For more information click [here](#).



Duplicate Editors

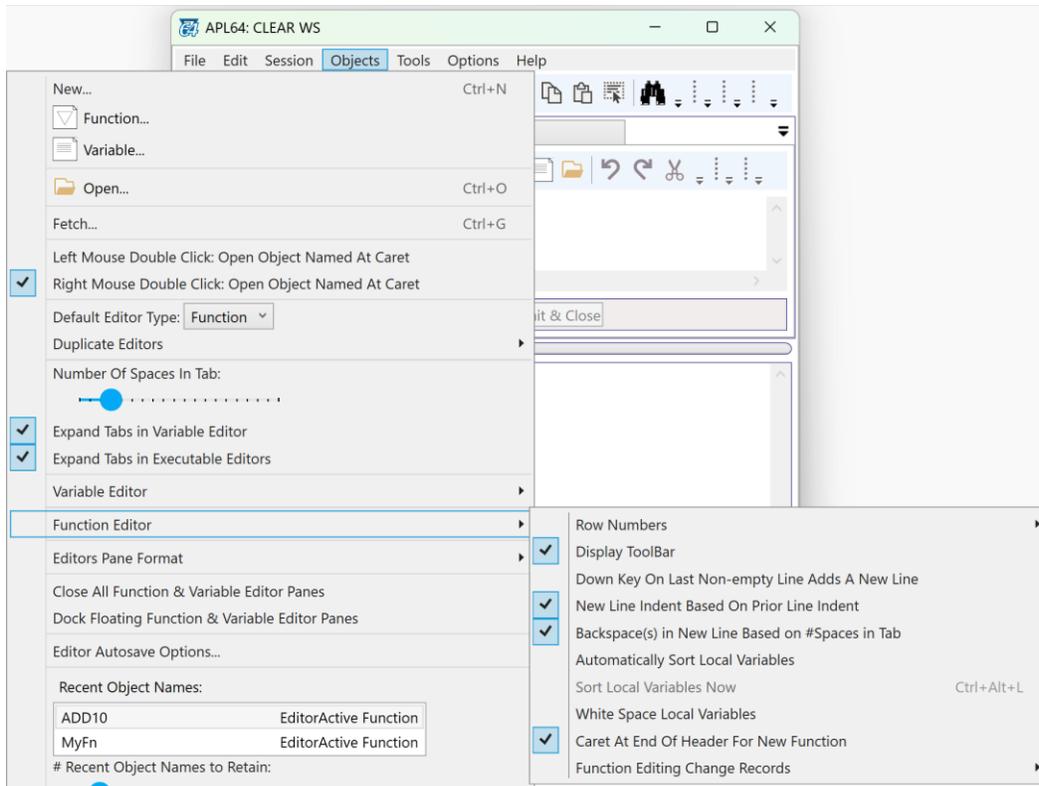
Use the **Objects | Duplicate Editors** menu item to select from the available options. For more information click [here](#).



Function Editor Details

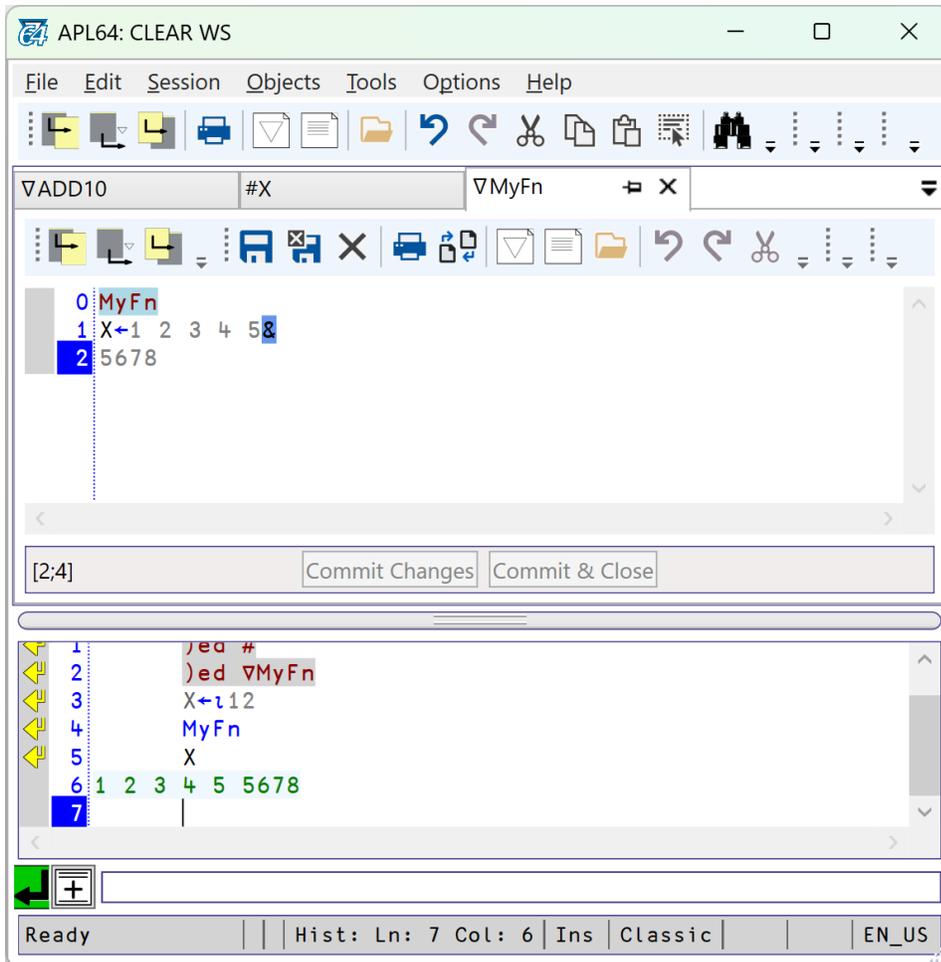
Objects | Function Editor Menu Item

Use the **Objects | Function Editor** menu item to select options specific to a function editor:



Function Line Continuation to an Additional Line

In the APL64 Project an APL executable statement in the Session Command Line or a line in a user-defined function editor instance can be continued by entering an ampersand as the last, non-blank character on the row and continuing the remainder of that statement or line on subsequent rows.

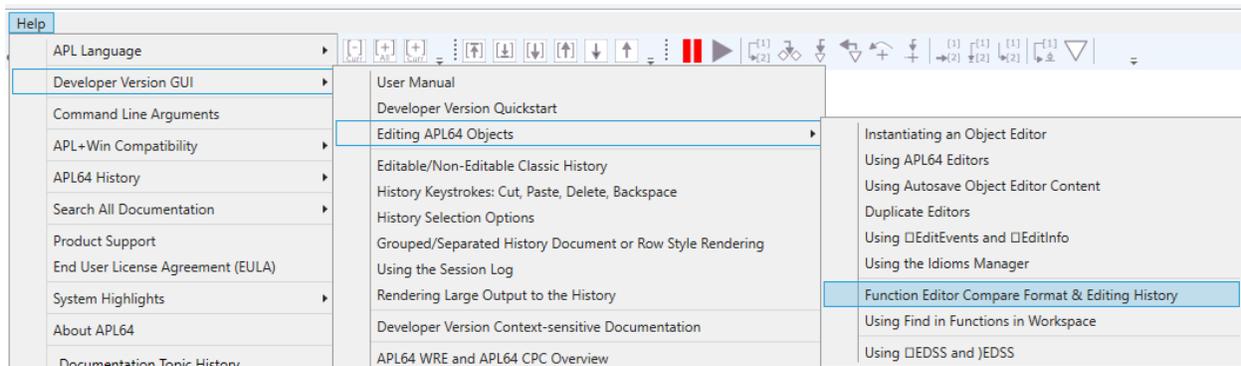


Find/Replace in a Function Editor

While the keyboard focus is in a function editor, click the Ctrl+F (Find) or Ctrl+H (Replace) keystroke to display the Find or Replace dialog inside of the function editor:

Traditional and Compare Function Editor Formats

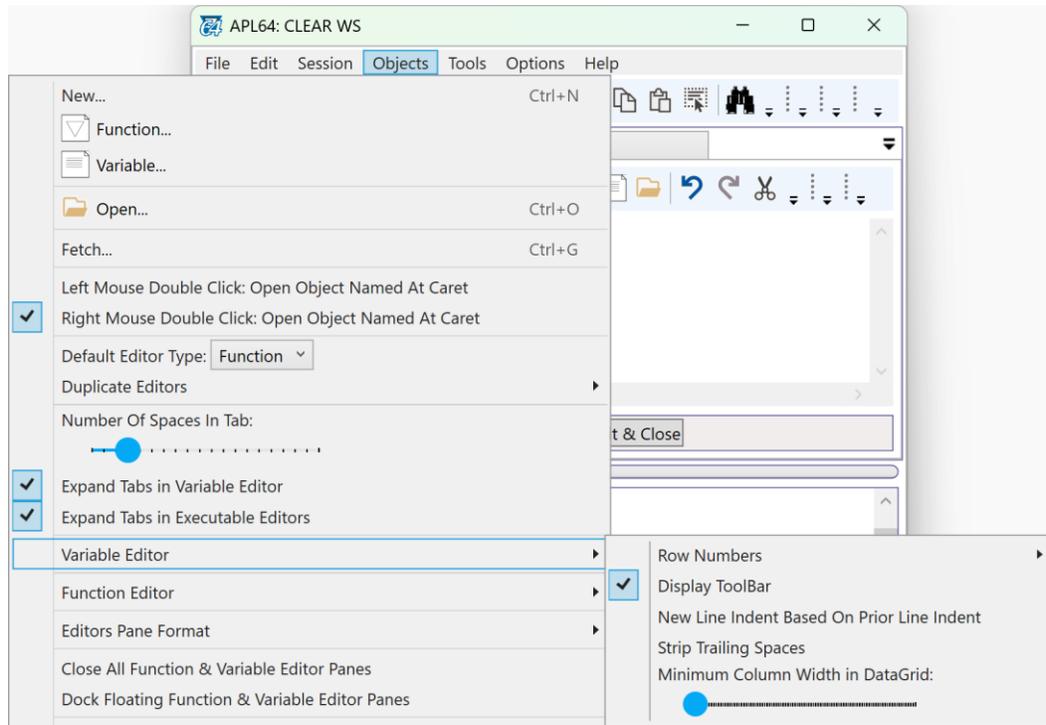
For more details:



Variable Editor Details

Objects | Variable Editor Menu Item

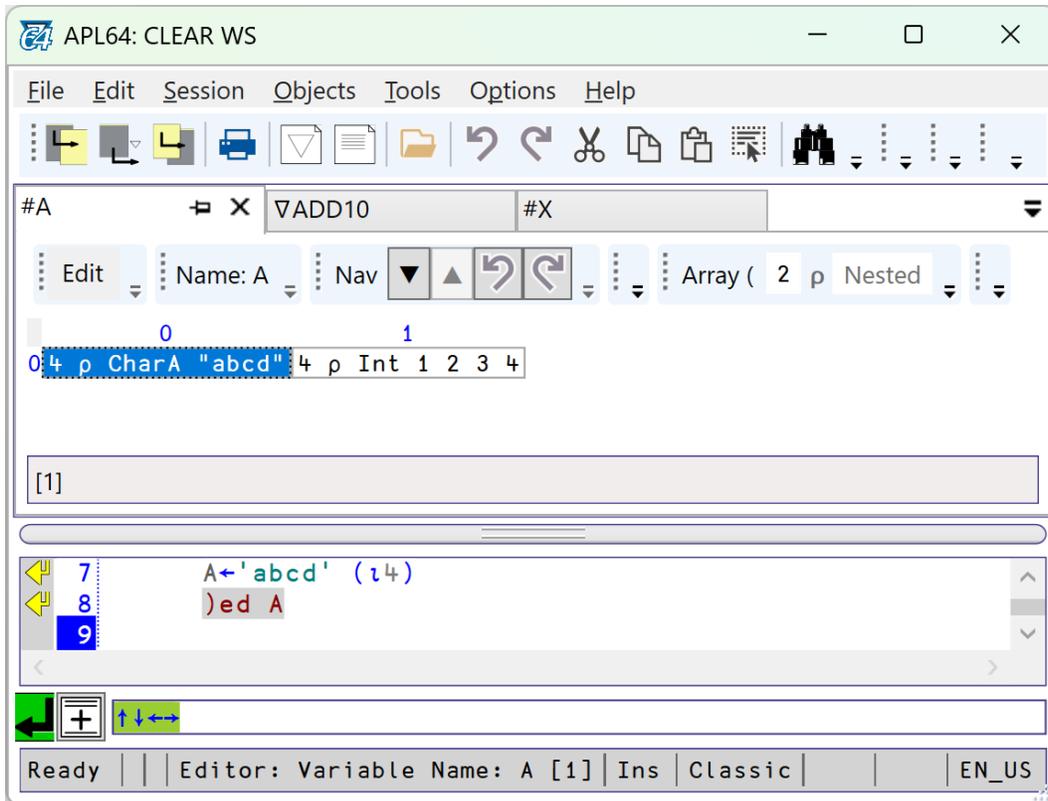
Use the **Objects | Variable Editor** menu item to select options specific to a variable editor:



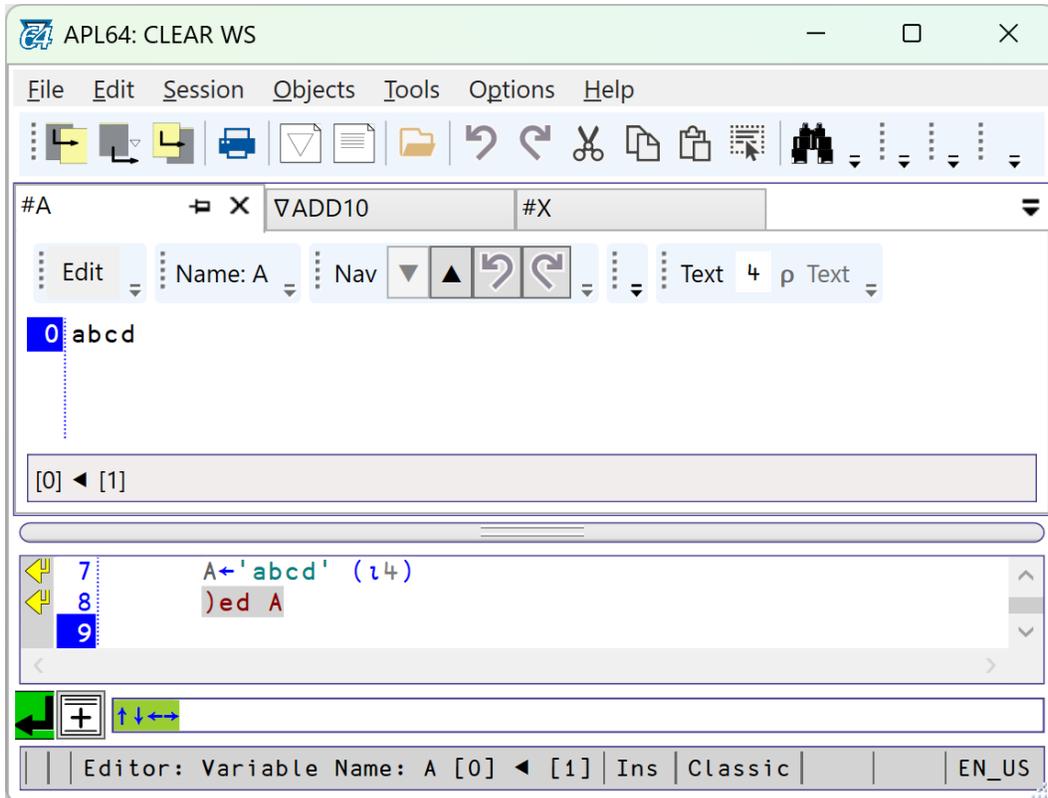
Editing Nested Variables: How to 'drill down' to an element

The variable editor user can navigate ('drill down' or up) through the nesting levels of the variable until a 'simple', homogeneous array of rank 2 or less is reached which can then be edited directly.

For example, if the nested array is $A \leftarrow 'abcd'$ (t4), open the APL64 variable editor and note that the 'drill down' toolbar button is enabled and the editor cell of the first element of the array is selected. Select any visible cell using the cursor keys (\uparrow \downarrow \leftarrow \rightarrow) to select any visible editor cell.



Click the 'drill down' toolbar button to edit the selected cell. Clicking a character key, or double left mouse clicking the selected cell also has the same result. Since the APL64 variable editor is presenting the value of the selected element, the 'move up' toolbar button is enabled:



In this example, because the array has only one level of nesting, the cell can now be edited directly. If the selected array element is also nested, use the 'drill down' button again until the underlying element value becomes editable.

To return to the previous nesting level, use the 'move up' toolbar button.