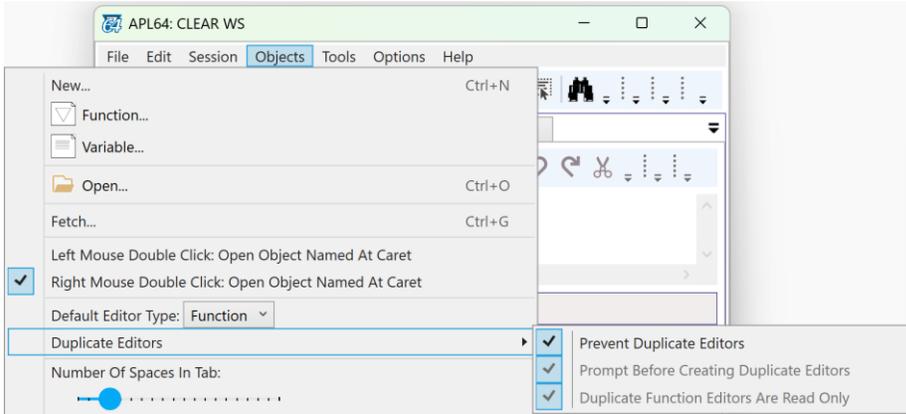


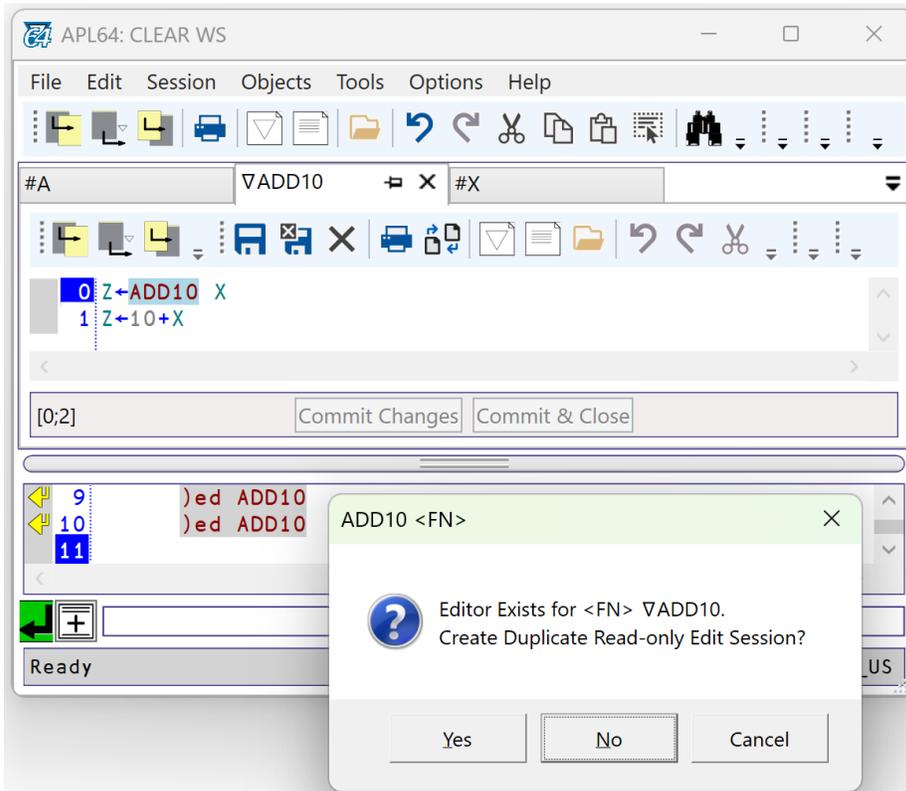
APL64- Duplicate Editors

Three Objects menu selections determine how function or variable editors will be created:

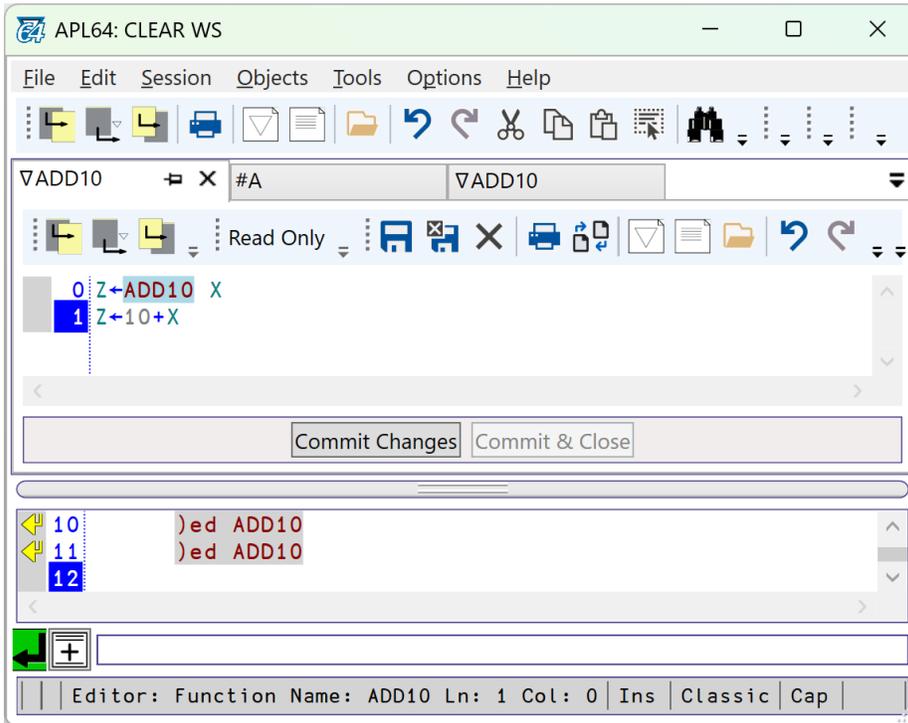
Prevent Duplicate Editors: When this menu item is checked, a duplicate editor will not be created and the existing editor will be selected. When this menu item is not checked, multiple editors of the same type and name can be created in an APL64 session.



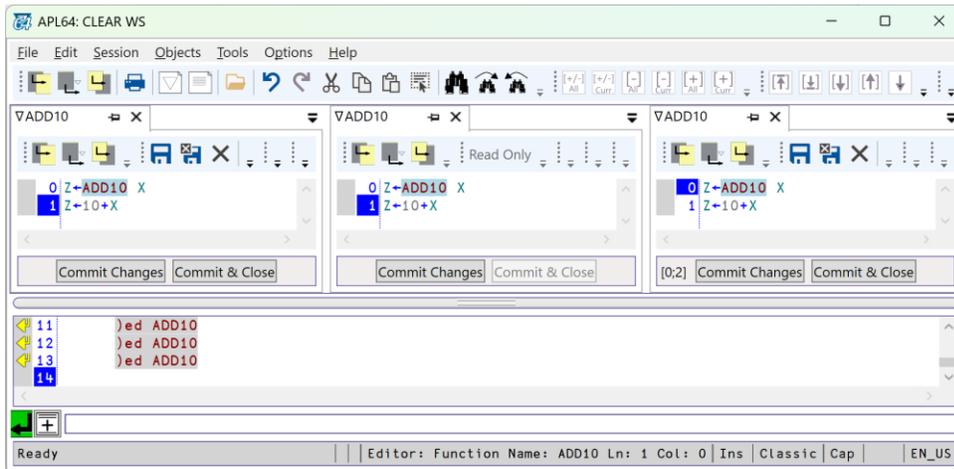
- **Prompt Before Creating Duplicate Edit Session:** This menu item is active only when 'Prevent Duplicate Editors' is not checked. If this menu item is checked, APL64 will prompt the user when an attempt is made to create a duplicate editor with the same name as an existing editor.



- **Duplicate Function Editors Are Read Only:** This menu item is active only when 'Prevent Duplicate Editors' is not checked. If this menu item is checked, duplicate function editors will be read only.



Example #1: Any number of duplicate editors with the same name and type may be created by unchecking the **Options | Duplicate Editors | Prevent Duplicate Editors** menu item. Depending on the **Options | Duplicated Editors | Duplicate Function Editors Are Read Only** menu item selection at the time the duplicate editor was created, the resulting editors will be read-only or not. When duplicate editors exist which are not read only, the last non-read-only editor content saved will apply to that object.



Example #2: The three Objects menu items described above apply to editors created using:

-)EDIT system command
- EDIT system function
- Objects | New menu item
- Objects | Function Editor menu item
- Objects | Variable Editor menu item
- At the caret position in the APL64 Session Command Line, Session History, Existing Editor or Function Debugger Window, left click Ctrl+Shift+O or right click to display the context menu and select the 'Open Object Named At Caret' option.

Example #3: The three Objects menu items described above do not apply to an existing editor initially created without a duplicate object name, but in which the user has subsequently modified the object's name to be a duplicate of an existing workspace object. If an object exists in the workspace, e.g. 'FN1', and the user creates an object editor with a different object name, e.g. 'FN2', changes the object's name in that editor to 'FN1' and attempts to save that new definition of FN1, APL64 will present a cautionary prompt:

