命令模式

EDit [filename [parameters]]

Invokes a text editor.

唤起文字编辑器。

EDit /DIR

Lists all *.CFG, *.CND, *.RF*, *.RUN, and *.SAV files in current directory, then prompts with "EDIT ".

列出当前目录下扩展名为*.CFG, *.CND, *.RF*, *.RUN, 和*.SAV 的文件，然后直接唤起命令 EDIT。

EDit /PROG[:program]

Changes the text editor program.

更改文字编辑器程序。

参数说明

filename

The name of the text file to be edited (path may be included).

将被编辑的文件名称（也可以包含路径）。

parameters

Information to be passed to the editor as command-line parameters.

传给编辑器的命令行参数。

program

The path to the program may be included and it should be enclosed in quotation marks if spaces are present in the path.

程序名称，可以包含路径，如果在路径中含有空格，应用引号将其引起。

Operation

操作

This command provides convenient access to an external text editor for editing run files. The initial editor is the one provided by the operating system (NOTEPAD.EXE or EDIT.COM). This can be changed by the command

这个命令提供外部编辑器来编辑运行文件，初始的编辑器是由操作系统自带的(NOTEPAD.EXE 或者 EDIT.COM)。可以通过下面命令更改程序：

EDIT /PROG:program

which makes the given program the editor that will be used in subsequent EDIT commands. To restore use of the the initial editor, the command is

指定后来的 EDIT 命令使用的编辑器。若恢复使用初始的编辑器，使用下面的命令：

EDIT /PROG

If a project name is in effect (see the PROJECT command), it supplies a default file name for the EDIT command by appending ".RF" to the project name.

如果项目名称是有效的（参看命令 PROJECT），EDIT 命令会默认编辑以项目名称命名的加扩展名.RF 的文件。

EDIT /DIR causes a list of filenames from the current directory to appear on the screen, then prompts with "EDIT " so that one of the listed filenames can easily be picked with the mouse pointer or the keyboard arrow keys. From the keyboard, the Tab key produces the same effect as the "/DIR".

EDIT /DIR 会在屏幕上列出当前目录下的文件，然后通过鼠标点击或键盘方向键选中文件直接进入编辑器。如用键盘操作，TAB 键会产生和参数/DIR 同样的效果。

Output:

输出

Determined by the editor.

由编辑器决定。

Examples

样例

Editing a run file named "ABC.RF3":

编辑文件 ABC.RF3：

```
EDIT ABC.RF3
```

Editing a run file named with the current PROJECT name and extension ".RF":

编辑以当前项目名称命名的文件，扩展名为 RF 的文件：

```
EDIT
```