

命令模式

EDit [filespec] [/SPAWN]

Edits the contents of a text file.

编辑文本文件的内容。

EDit /DIR

Lists all run files in current directory, then prompts with "EDIT".

列出当前目录下的运行文件，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

Filespec

The file specification of the text file to be edited; may include drive and path. If omitted, any Project Name in effect is used. Default extension is ".RF".

要编辑的运行文本文件；可能包括驱动器和路径。如果省略，则使用任何有效的项目名称，默认扩展名为“.RF”。

/SPAWN

Spawns editing as an independent task while the main program continues.

在主程序继续时生成编辑作为独立任务。

program

The name of the program to be used for editing (path may be included).

用于编辑的程序名称（可能包含路径）。

Operation

操作

This command provides convenient access to an external text editor for editing run files. The default editor is provided by the operating system, but this can be changed by entering.

这个命令提供外部编辑器来编辑运行文件，默认的编辑器是由操作系统自带的，但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. The default editor can be restored by entering EDIT /PROG without a program.

指定后来的 EDIT 命令使用的编辑器。默认编辑器可以通过输入 EDIT /PROG 来恢复，而无需程序：

EDIT /DIR lists run files (matching *.RF*, *.RUN, *.CFG, *.CND, *.SAV, or *.WIZ*) from the current directory, then prompts with "EDIT " so one of the listed filenames can be easily picked with the mouse or keyboard arrow keys. EDIT followed by the Tab key is equivalent to EDIT /DIR.

编辑 /DIR 列出运行文件（匹配 *.RF*，*.RUN，*.CFG*，*.CND，*.SAV 或 *.WIZ*）从当前目录中，然后提示“编辑”，以便可以使用鼠标或键盘箭头键轻松选择列出的文件名之一。EDIT 后跟 Tab 键等效于 EDIT /DIR。。

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