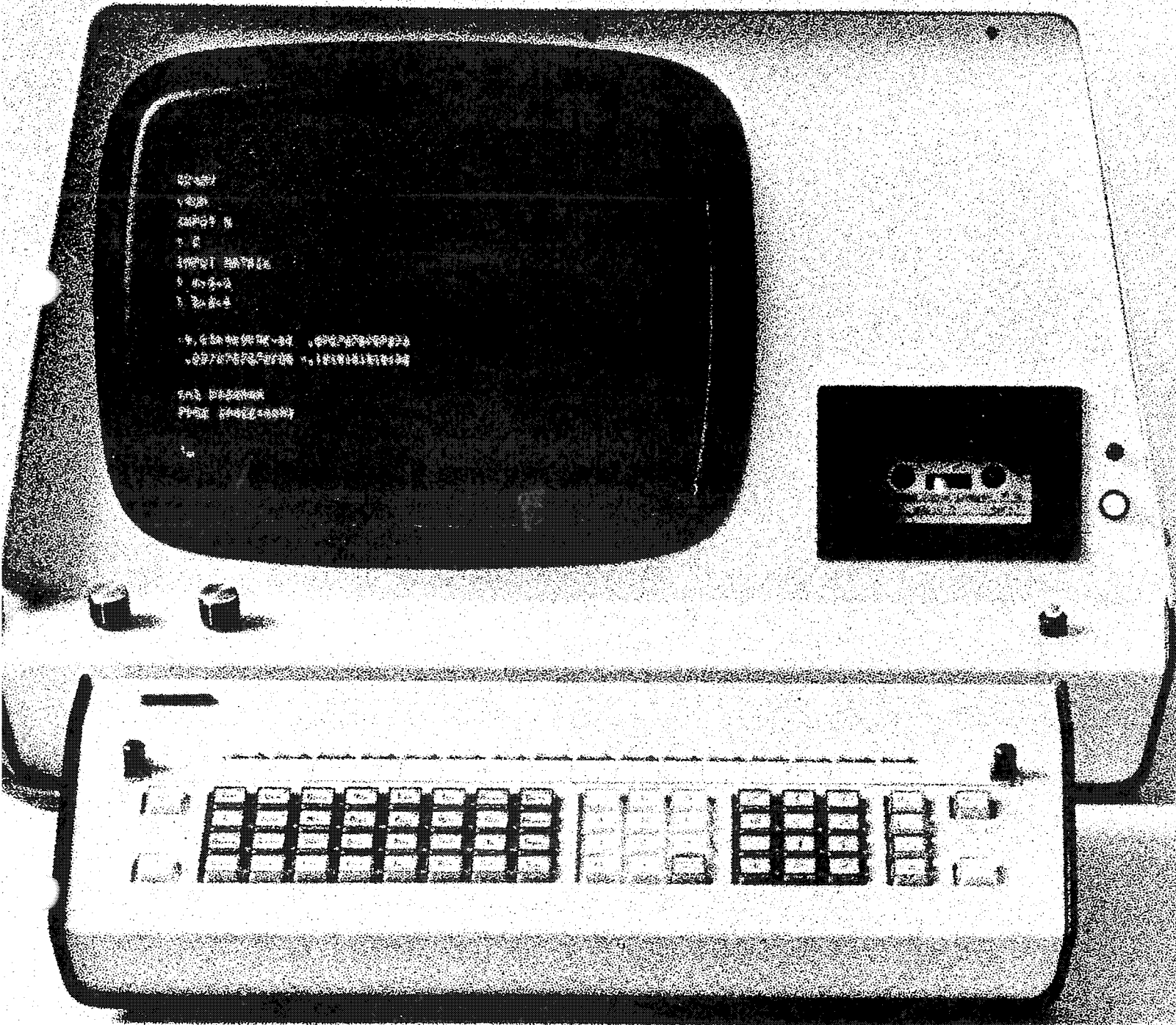


WANG

EDIT MANUAL

SYSTEM 2200





00000000000000000000000000000000

EDIT

Manual

© Wang Laboratories, Inc., 1975



LABORATORIES, INC.

836 NORTH STREET, TEWKSBURY, MASSACHUSETTS 01876. TEL. (617) 851-4111, TWX 710 343-6769, TELEX 94-7421

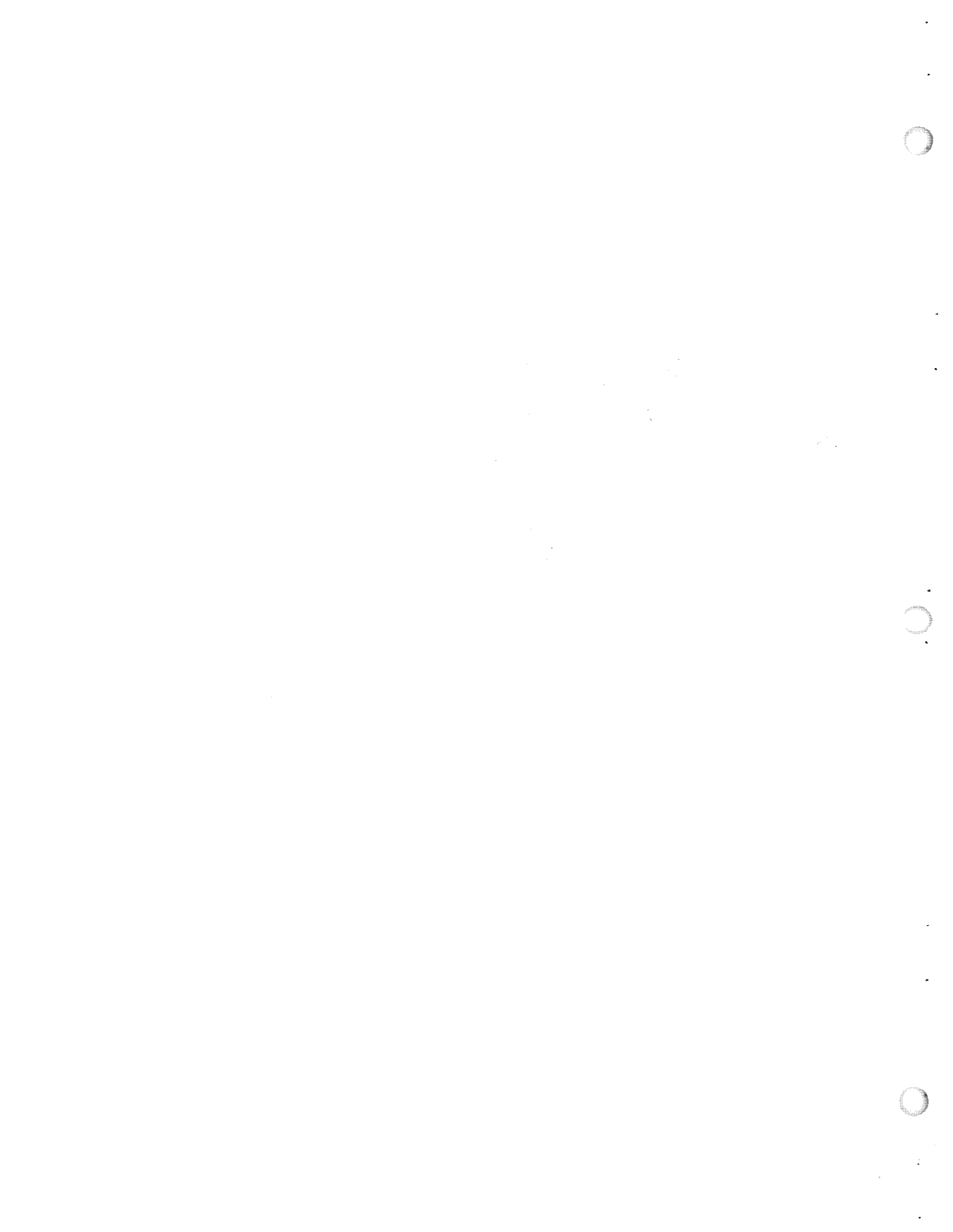


TABLE OF CONTENTS

	Page
SECTION I GENERAL INFORMATION	1
Introduction	1
Installation	1
System Keyboards	1
SECTION II EDITING WITH EDIT	4
Introduction	4
Delete	5
Edit	7
Erase	10
Insert	11
Multispace	14
Recall	15
Space	17
APPENDIX — Error Messages	18

HOW TO USE THIS MANUAL

This manual provides quick answers to questions concerning the operation of EDIT. It is expected that users who read this manual are already familiar with their Wang System and its supporting documentation, particularly the BASIC Language Reference Manual and the BASIC Programming Manual.

A self teaching approach is followed; each key used is described with examples of its operation. Keys are presented in alphabetical order.



Section I

General Information

INTRODUCTION

The Character EDIT feature is designed to facilitate editing lines of program text or data being input into the System. EDIT is installed as an option in the System 2200A or B and is a standard feature in the System 2200C or S and in all WCS Models. EDIT Mode operations are activated and controlled by the EDIT Mode Keys, the eight right-most Special Function Keys (see Figure 1). Each keyboard contains an EDIT Key to the right of the sixteenth Special Function Key and is provided with an EDIT Special Function Strip. When this EDIT Key is depressed, the System enters EDIT Mode and an asterisk (*) replaces the usual colon (:) at the beginning of the CRT line display. EDIT Mode can be entered at almost any time; either just before or during keyboard entry of a system command, a program statement or a data line. When the command or line has been edited, it is entered into memory by touching the RETURN/EXECUTE Key. When the RETURN/EXECUTE Key is touched the System leaves EDIT Mode and the Special Function Keys revert to their normal use.

INSTALLATION

EDIT is either factory installed or must be installed by a Wang Service Representative. Once installed, it is always available to the user as part of his system.

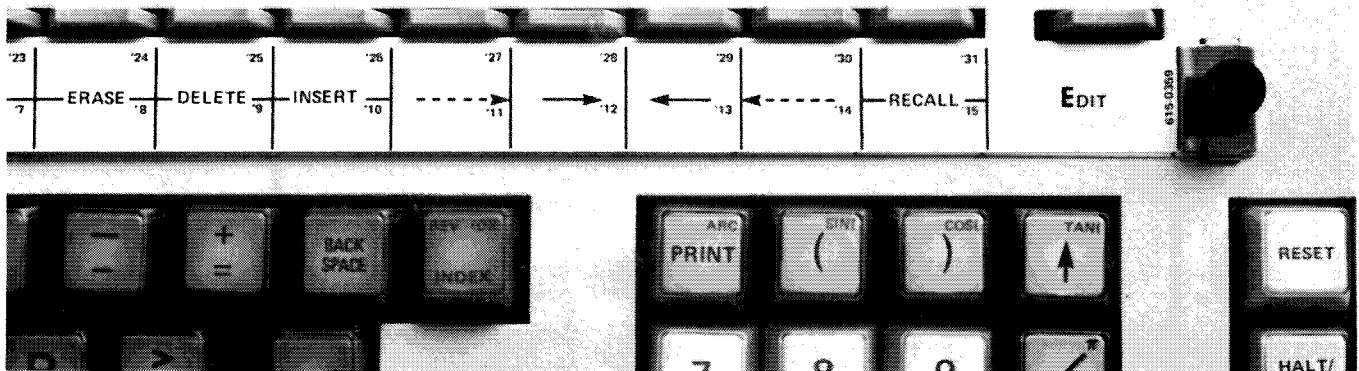


Figure 1. The EDIT Special Function Strip

SYSTEM KEYBOARDS

Any System keyboard (Model 2215 BASIC Keyword Keyboard, Model 2222 Alpha-Numeric Keyboard or Model 2223 Alphanumeric/BASIC Keyword Keyboard) can be used with EDIT; operation is the same with any of them. Throughout this manual, where the names of keys on the three keyboards are different although the keys perform the same

SECTION I GENERAL INFORMATION

operations, alternative names are given separated by a slash (/). For example, the RETURN(EXEC) key on the Model 2222 and Model 2223 keyboards (see Figures 2 and 3) performs the same operation as the EXECUTE (CR/LF) Key on the Model 2215 Keyboard (see Figure 4). In this manual, this key is referred to as the RETURN/EXECUTE Key.

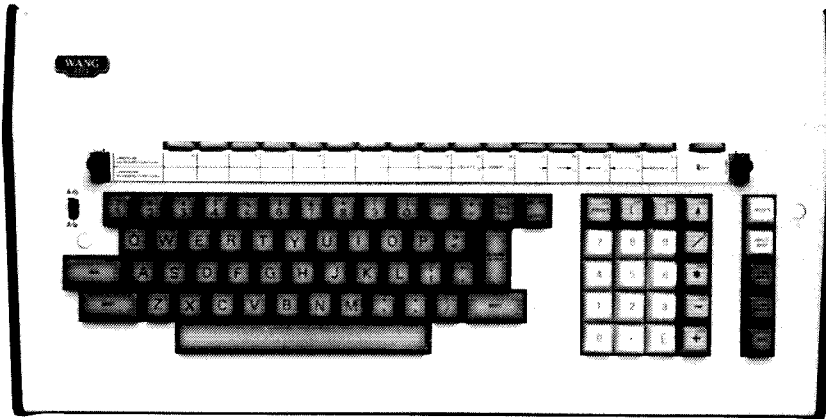


Figure 2. The Model 2222 Alpha-Numeric Keyboard

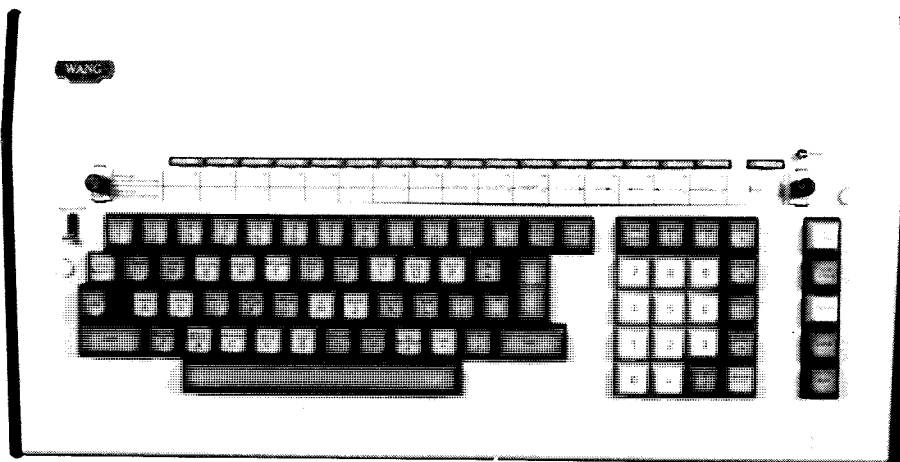


Figure 3. The Model 2223 Alphanumeric/BASIC Keyword Keyboard

SECTION I – GENERAL INFORMATION

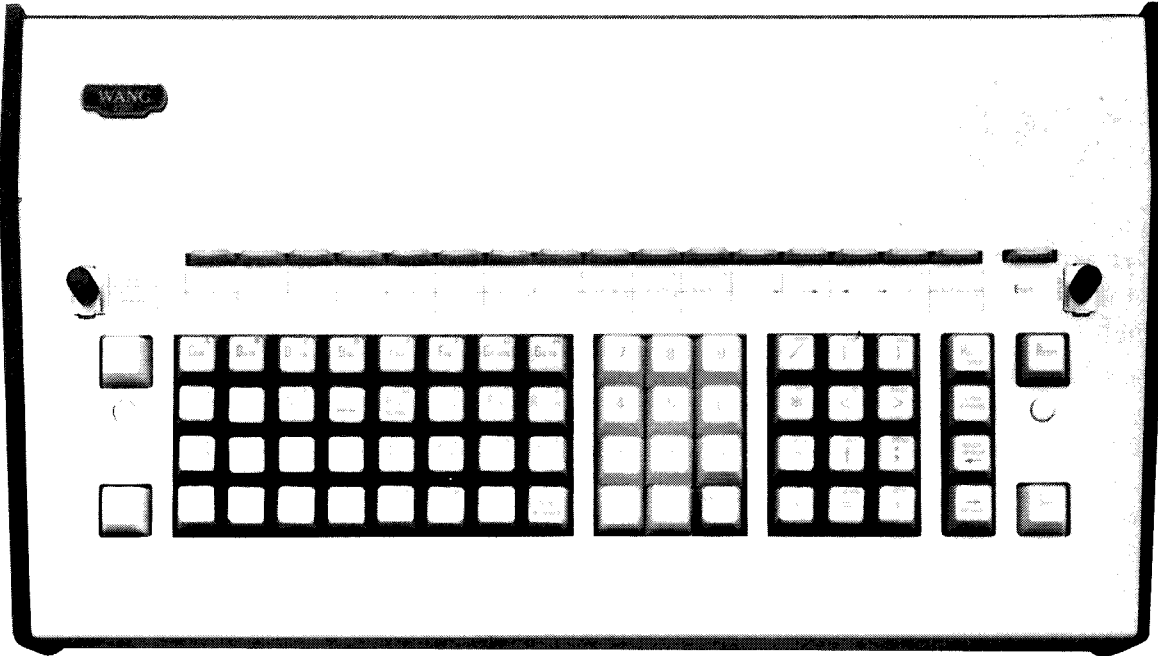


Figure 4. The Model 2215 BASIC Keyword Keyboard

NOTE:

The keyboard on any WCS model is the same as the Model 2223 Alphabetic/BASIC Keyword Keyboard.

In a line of program or input data text which is being edited, any keyword (e.g., SIN(, PRINTUSING, etc.) entered by a single keystroke acts as a single character when positioning the cursor. Note that some keywords (e.g., PRINT) contain a following space, but others [e.g., TAB(] do not. Experience in using EDIT is the best guide.

It is recommended that the EDIT Mode Keys be used to position the cursor when the system is in EDIT Mode. The usual Special Function Keys and the STMT NUMBER Key (on the Model 2215 and Model 2223 Keyboards) are inoperative when the System is in EDIT Mode.

The HALT/STEP Key should not be used when the system is in EDIT Mode; its use causes an error message. Any error message causes the system to drop out of EDIT Mode.

It is not recommended that the REV IDX/INDEX Key (on the Model 2222 Keyboard) be used when the System is in EDIT Mode, as it introduces an extra character into a line of text that makes program output difficult to manipulate (see Example 2, p. 6).

Section II

Editing with

EDIT

INTRODUCTION

EDIT provides great flexibility in editing (altering, inserting or deleting) characters in a line of program text stored in memory or in data currently being entered via the Keyboard. During EDIT operations, the entire line (up to 192 keystrokes) is displayed.

When the EDIT Key is depressed, the Wang System enters EDIT mode, and an asterisk (*) replaces the usual colon (:) as the first character of the CRT line display. EDIT mode can be entered at any time during System operation; when data or program text are in memory, when data is being keyed in in response to program INPUT statements, or when program lines are being keyed in. Once the System is in EDIT mode, all EDIT operations activated by the EDIT Special Function Keys are available until the RETURN/EXECUTE or LINE ERASE Key is touched to enter the line into memory. When either key is touched, the System drops out of EDIT mode and the usual System operations resume. When the System is in EDIT mode the normal use of all Special Function Keys is suspended; they revert to their normal functions once the System drops out of EDIT mode. All other keys add or overwrite characters when used in EDIT mode.

The Special Function Keys associated with EDIT mode are presented in alphabetical order in this section for easy future reference. They therefore are not presented in the order in which they may logically be used. It is recommended that the following sequence be followed for the first reading:

EDIT
RECALL
SPACE
MULTISPACE
DELETE
INSERT
ERASE

SECTION II – EDITING WITH EDIT

'25
-DELETE-
'9

When the DELETE Special Function Key is depressed, it deletes the character at the current cursor position.

If a sequence of characters is to be deleted, depress the DELETE Special Function Key the necessary number of times. When a character is deleted, the line automatically contracts to eliminate unnecessary spaces.

Example 1. Given the program line

100 X = SIN (Y - 17.3) + (LOG(Z+4) +5)

delete the expression [SIN (Y - 17.3) +] so that the program line reads

100 X = (LOG(Z+4) +5)

For purposes of program operation, the outer parentheses also can be deleted, but are not incorrect if they remain. The line

100 X = SIN (Y - 17.3) + (LOG(Z+4) +5)

is in memory at the start of the editing operation.

Operating Instructions	Display
1. (The line is in memory.)	:_
2. Depress the EDIT Key.	*_
<i>Note that an asterisk (*) is substituted for the usual colon (:).</i>	
3. Key in the line number of the program statement.	*100_
4. Depress the RECALL Special Function Key.	*100 X=SIN(Y-17.3)+(LOG(Z+4)+5)_
<i>Note that the cursor is positioned at the end of the line.</i>	
5. Position the cursor under the first character to be deleted, using the SPACE (←) and MULTISPACE (← - - - -) Keys.	*100 X= <u>S</u> IN(Y-17.3)+(LOG(Z+4)+5)
<i>Note that any keyword such as SIN(needs a single space only.</i>	
6. Depress the DELETE Key once.	*100 X= <u>Y</u> -17.3)+(LOG(Z+4)+5)
7. Depress the DELETE Key eight (8) more times to delete the rest of the expression and the plus sign.	*100 X= <u>_</u> (LOG(Z+4)+5)

SECTION II – EDITING WITH EDIT

'25
-DELETE-
'9

8. Touch the RETURN/EXECUTE Key to reenter the line and drop the System out of EDIT mode. The new line automatically replaces the old line in memory since the statement numbers are identical.

*100 X=(LOG(Z+4)+5)

Note that it does not matter where the cursor is positioned when EDIT operations are concluded. The entire new line is entered into memory.

Example 2. The line

**10 PRINT "THIS IS A
PROGRAM LINE"**

is in memory. This offset line was created by accidentally touching the INDEX Key (on the Model 2222 Keyboard only) while keying in the line. An invisible Index character thus was introduced in the line before the word PROGRAM. The line can be straightened by using EDIT. The line is represented in the buffer as indicated in the following keyword/character string diagram.

G	P	P		T	H	I	S	S	P	S	I	N	P	R	O	G	R	A	M	S	L	I	N	E	CR	
	P	R						P	A	C	E	I	N	D	E	X					P	A	C	E		

Operating Instructions

1. Key in the line number, depress the EDIT Key and the RECALL Key.

***10 PRINT "THIS IS A
PROGRAM LINE" _**

2. Position the cursor under the first character which follows the invisible Index character.

NOTE:

*SPACE. Left until the cursor is under the P; depress the SPACE. Left Key **once more**. The cursor still remains under the P on the CRT but is positioned correctly to EDIT the Index character.*

***10 PRINT "THIS IS A
PROGRAM LINE"**

3. Depress the DELETE Key to delete the Index Character.

***10 PRINT "THIS IS APROGRAM LINE"**

4. Touch the RETURN/EXECUTE Key to enter the line into memory and drop out of EDIT mode.

SECTION II – EDITING WITH EDIT

The EDIT Key is used to enter EDIT mode.

Once the EDIT Key is depressed, the System is in EDIT mode until either the RETURN/ EXECUTE or LINE ERASE Key is touched. If an error is detected, the System also drops out of EDIT mode (see Appendix). If the EDIT Key is accidentally depressed when the System is already in EDIT mode, nothing is altered; EDIT mode continues to operate as if nothing had happened. If the EDIT Key is depressed when the System is not in EDIT mode, and there was no intention of using EDIT mode, do not worry about it.

The following three examples illustrate several editing operations. Each makes use of more than one of the EDIT Special Function Keys.

Example 1: Data for an INPUT statement is being keyed in and found to be incorrect. The correct value is A = 571321176543.

Operating Instructions	Display
<i>Note that the first 17 should be 71.</i>	A=? 517321176543_
1. Depress the EDIT Key.	
<i>The asterisk remains until the System is no longer in EDIT mode.</i>	*517321176543_
2. Position the cursor by depressing the SPACE Left Key several times.	*517321176543
3. By mistake, the EDIT Key is depressed.	
<i>Note that there is no change on the CRT.</i>	*517321176543
4. Continue with editing operations, positioning the cursor and correcting the value.	*517321176543
5. Enter the line and drop out of EDIT mode by touching the RETURN/ EXECUTE Key.	*571321176543

Once the System is in EDIT mode, lines of program text can be recalled from memory and edited, or lines of data currently displayed on the CRT but not yet in memory can be edited. When a line of program text is recalled from memory, the RECALL function examines only the first four characters at the beginning of the line. Therefore, the original statement can be returned at any time by depressing the RECALL Key again.

Example 2: The line

50 PRINT "INVEREST PAYMENT": GO TO 100

is in memory. The line should read:

50 PRINT "INTEREST PAYMENT": GO TO 100

SECTION II – EDITING WITH EDIT

Operating Instructions	Display
1. The CRT displays:	:_
2. Depress the EDIT Key.	*_
3. Key in the line number of the statement.	*50_
4. Depress the RECALL Key.	*50 PRINT "INVEREST PAYMENT": GOTO 100_

Note that the cursor is positioned at the end of the line, and that the System must be in EDIT mode before depressing the RECALL Key.

To recall a line from memory, either follow the sequence EDIT, line no., RECALL or line no., EDIT, RECALL.

5. Position the cursor by depressing the MULTISPACE Left Key four (4) times.	*50 PRINT "IN <u>VEREST</u> PAYMENT": GOTO 100
6. Key in T on the Keyboard.	*50 PRINT "INTER <u>EST</u> PAYMENT": GOTO 100
7. Enter the corrected line into memory and drop out of EDIT mode by touching the RETURN/EXECUTE Key.	*50 PRINT "INTEREST PAYMENT": GOTO 100

Note that it does not matter where the cursor is positioned when the line is entered into memory.

Example 3: The line of program text

40 GOTO 200: PRINT USING 700

is in memory. You wish to have it read

40 GOTO 200: GOSUB 700

In this example using the Model 2222 Alphanumeric Keyboard, the new keyword must be inserted character-by-character rather than with a single key-stroke.

Operating Instructions	Display
1. The CRT displays:	:_
2. Depress the EDIT Key.	*_
3. Key in the line number and depress the RECALL Key.	*40 GOTO 200: PRINT USING 700_

SECTION II – EDITING WITH EDIT

Operating Instructions

4. Depress the Single SPACE Left Key four times.
5. Key in the 'G' of GOSUB.

The entire word PRINTUSING is overwritten by the G since once in memory, PRINTUSING acts as a single character.

6. To complete the line correctly, either enter "OSUB 700" or depress the INSERT Key four times to allow room for the end of the word GOSUB.
7. Touch the RETURN/EXECUTE Key to enter the new line into memory and drop the system out of EDIT mode.

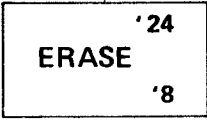
Display

*40 GOTO 200: PPRINTUSING 700

*40 GOTO 200: G700

*40 GOTO 200: GOSUB700

SECTION II – EDITING WITH EDIT



Once the System is in EDIT mode and the cursor has been properly positioned in the line to be corrected, the program or data line can be erased from the current position of the cursor to the end of the line by touching the ERASE Special Function Key.

The cursor remains positioned at the new end of the line.

Example: The following line is in memory:

1400 GOSUB 1500: GOSUB '241 (1, "EOR"): IF T=1 THEN 1450:
B\$(1)=B\$: GOTO 1460

You wish to eliminate: B\$(1)=B\$:GO TO 1460

Operating Instructions	Display
1. The CRT displays:	:_
2. Depress the EDIT Key.	*_
3. Key in the line number.	*1400_
4. Depress the RECALL Key.	*1400 GOSUB 1500:GOSUB '241 (1, "EOR"): IF T=1 THEN 1450: B\$(1)=B\$:GOTO 1460_
5. Position the cursor under the colon following [1450] by depressing the MULTISPACE Left and Single SPACE Left Keys.	*1400 GOSUB 1500:GOSUB '241 (1, "EOR"): IF T=1 THEN 1450:_ B\$(1)=B\$:GOTO 1460
6. Depress the ERASE Key once. Everything from the cursor to the end of the line is erased.	*1400 GOSUB 1500:GOSUB '241 (1, "EOR"): IF T=1 THEN 1450_
The cursor remains positioned at the new end of the line.	
7. Touch the RETURN/EXECUTE Key to drop out of EDIT mode and enter the new line into memory.	

SECTION II – EDITING WITH EDIT

-INSERT-	'26 '10
----------	------------

The INSERT Special Function Key can be used when the System is in EDIT mode to expand a line to allow for additional text or data. One space is inserted at the current position of the cursor each time you press the key and the remainder of the line is adjusted.

Example 1: To insert a space in a line of program text. The line stored in memory is:

60 PRINT "NEWYORK,N.Y."

You wish to have it read:

60 PRINT "NEW YORK,N.Y."

Operating Instructions	Display
1. The CRT displays:	:_
2. Depress the EDIT Key.	*_
3. Key in the line number.	*60_
4. Depress the RECALL Key.	*60 PRINT "NEWYORK,N.Y."_
5. Position the cursor by depressing the MULTISPACE Left Key twice.	*60 PRINT "NEW <u>Y</u> ORK,N.Y."
6. Depress the INSERT Key once; a space is inserted at the current position of the cursor.	*60 PRINT "NEW_ YORK,N.Y."
7. Touch the RETURN/EXECUTE Key to enter the line into memory and drop out of EDIT mode.	*60 PRINT "NEW YORK,N.Y." :_

Example 2: To insert a space in a line of data being displayed on the CRT but not yet in memory. The value

1.032E99

in exponential notation is to be keyed in but is incorrectly entered as

1.03299

To correct this value, activate EDIT mode, insert a space and key in the necessary E.

Operating Instructions	Display
1. The CRT displays:	ENTER DATA ?_
2. Key in the required value.	ENTER DATA ? 1.03299_
3. Depress the EDIT Key.	*1.03299_
4. Position the cursor at the position where the character is needed, using the Single SPACE Left Key.	*1.032 <u>9</u> 9

SECTION II – EDITING WITH EDIT

–INSERT–	'26 '10
----------	------------

Operating Instructions	Display
5. Depress the INSERT Key.	*1.032_99
<i>Note that the line is expanded to accommodate the insertion.</i>	
6. Key in the new character.	*1.032E99
7. Touch the RETURN/EXECUTE Key to enter the corrected value and resume program operation.	*1.032E99 :_

Example 3: To insert a keyword in a line of program text currently being displayed on the CRT. The line

90 DEFFN' 42 (Q1): GOSUB 9000: TAB(6)

has been entered; it should read

90 DEFFN' 42 (Q1): GOSUB 9000:PRINT TAB(6)

The keyword PRINT can be entered from either keyboard with a single stroke, so the INSERT Key need be depressed only once. *Note that when using the Model 2222 Alpha-Numeric Typewriter Keyboard most keywords must be entered character-by-character. In such cases the requisite number of spaces must be inserted.*

Operating Instructions	Display
1. The CRT displays:	:90 DEFFN' 42(Q1):GOSUB 9000: TAB(6)_
2. Depress the EDIT Key.	*90 DEFFN' 42(Q1):GOSUB 9000:TAB(6)_
3. Depress the Single SPACE Left Key three (3) times.	*90 DEFFN' 42(Q1):GOSUB 9000: TAB(6)
4. Depress the INSERT Key once to provide space for the keyword PRINT.	*90 DEFFN' 42(Q1):GOSUB 9000:_TAB(6)
5. Touch the PRINT Key.	*90 DEFFN' 42(Q1):GOSUB 9000:PRINT TAB(6)
6. Touch the RETURN/EXECUTE Key to enter the corrected line into memory and drop out of EDIT mode.	*90 DEFFN' 42(Q1):GOSUB 9000:PRINT TAB(6) :_

Example 4: To insert a keyword character-by-character in a line of program text currently displayed on the CRT. The line

100 GOSUB' 200: GOTO 400: PRINT 700

should read:

100 GOSUB' 200: GOTO 400: PRINTUSING 700

SECTION II – EDITING WITH EDIT

'26
-INSERT-
'10

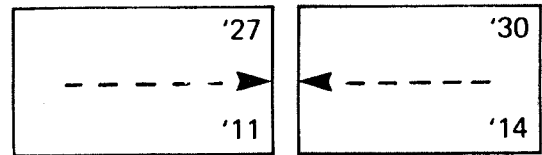
Operating Instructions

1. The CRT displays:
2. Depress the EDIT Key.
3. Depress the Single SPACE Left Key four (4) times.
4. The keyword PRINTUSING contains ten characters; PRINT contains five but is represented by only one in the buffer since it was entered as a single keystroke. Therefore depress the INSERT Key nine times to allow room for the keyword PRINTUSING. The line expands automatically.
5. Key in PRINTUSING.
Note that the 'G' of PRINTUSING overwrites the keyword PRINT.
6. Touch the RETURN/EXECUTE Key to drop out of EDIT mode and enter the line into memory.
7. When the new line is recalled from memory, it will read:

Note that spaces are automatically inserted after each keyword.

Display

```
:100 GOSUB'200:GOTO400:PRINT 700_  
*100 GOSUB'200:GOTO400:PRINT 700_  
  
*100 GOSUB'200:GOTO400:PRINT 700  
  
*100 GOSUB'200:GOTO400:_____ PRINT 700  
*100 GOSUB'200: GOTO 400:PRINTUSING700  
  
100 GOSUB '200:GOTO 400:PRINTUSING 700
```



SECTION II — EDITING WITH EDIT

Two MULTISPACE Keys are provided with the EDIT ROM, one to move the cursor five spaces to the left, and one to move it five spaces to the right.

These Keys are used only for positioning the cursor when the System is in EDIT mode, and perform no other editing function. Note that in any cursor movement, any keyword (a word represented by a single key) is treated as a single character.

Example: The following statement is to be edited: 1835 PRINT TAB(22);"NO. OF UNITS"; TAB(45);PRINTUSING 2150: PRINT TAB(22). Positioning the cursor under the 4 in the expression TAB(45) can be done by depressing the MULTISPACE Left Key three times, although this requires passing 32 characters, since the keywords TAB(, PRINTUSING and PRINT act as single characters. Keywords like PRINT are followed by a space which is part of the keyword; a space in the line counts as an (invisible) character.

1. Recall the original line:

```
*1835 PRINT TAB(22);"NO. OF UNITS";TAB(45);PRINTUSING 2150:PRINT TAB (22)_
```

2. After one depression of the MULTISPACE Left Key:

```
*1835 PRINT TAB(22);"NO. OF UNITS";TAB(45);PRINTUSING 2150:PRINT TAB(22)
```

3. After the second depression of the MULTISPACE Left Key:

```
*1835 PRINT TAB(22);"NO. OF UNITS";TAB(45);PRINTUSING 2150:PRINT TAB(22)
```

4. After the third depression of the MULTISPACE Left Key:

```
*1835 PRINT TAB(22);"NO. OF UNITS";TAB(45);PRINTUSING 2150:PRINT TAB(22)
```

SECTION II – EDITING WITH EDIT

The RECALL Key is used to recall a program line previously entered into memory. The System must be in EDIT mode before depressing the RECALL Key. The RECALL function examines only the first four digits at the beginning of the line being recalled. Therefore, if a statement has been partially edited but not yet entered into memory, the original statement can be returned by pressing the RECALL Key.

Example 1: The program line

200 PRINT "TEST DATA"

is in memory. Recall it for editing.

Operating Instructions	Display
1. The CRT displays:	:_
2. Key in the statement line number.	:200_
3. Depress the EDIT Key.	*200_
4. Depress the RECALL Key.	*200 PRINT "TEST DATA" _
<i>Note that the cursor is positioned at the end of the line.</i>	
5. Proceed with EDIT mode operations (key in ENTER and depress the INSERT Key).	*200 PRINT "ENTER _DATA"
6. RECALL the original line 200 by depressing the RECALL Key.	*200 PRINT "TEST DATA" _
7. Proceed with EDIT mode operations.	*200 PRINT "BEST _DATA"
8. Touch the RETURN/EXECUTE Key to enter the corrected line into memory and drop out of EDIT mode.	

Example 2: To EDIT the line number of a program line recalled from memory. The line 110 GOTO 140 is in memory. You wish to change the line to: 125 GOTO 140. This can be done by editing the 110 and correcting it to 125 without deleting the line 110. However, the line 110 still remains in memory after the line 125 has been created by the EDIT ROM and you must explicitly erase line 110 if you do not wish it to remain as part of your program.

Operating Instructions	Display
1. The CRT displays:	:_
2. Key in the line number.	:110_
3. Depress the EDIT Key.	*110_
4. Depress the RECALL Key.	*110 GOTO 140_
5. Depress the MULTISPACE Left Key once.	*110_GOTO 140

SECTION II – EDITING WITH EDIT

–RECALL–

'31

'15

Operating Instructions	Display
6. Depress the Single SPACE Left Key twice.	*1 <u>1</u> 0 GOTO 140
7. Key in the number 25.	*125_ <u>G</u> OTO 140
8. Touch the RETURN/EXECUTE Key.	125 GOTO 140 : _
9. Key in LIST and touch the RETURN/ EXECUTE Key. Both program lines are displayed.	110 GOTO 140 : 125 GOTO 140
10. In order to delete the line 110, key in the line number and touch the RETURN/EXECUTE Key.	
11. The line 110 has been eliminated and is no longer in memory.	

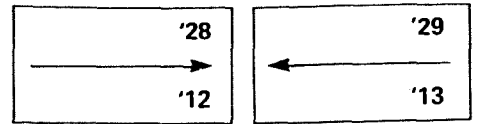
Example 3: The program line

400 PRINT "INDEX": GOSUB 400 :PRINTUSING 3400

is in memory. You wish to delete the statement GOSUB 400 and when in EDIT mode by mistake depress the ERASE Special Function Key. The entire line can still be recalled if you have not dropped out of EDIT mode.

Operating Instructions	Display
1. The CRT displays:	: _
2. Key in the line number and depress the EDIT Key.	*400_
3. Depress the RECALL Key.	*400 PRINT "INDEX":GOSUB 400:PRINTUSING 3400_
4. Position the cursor under the keyword GOSUB.	*400 PRINT "INDEX": <u>G</u> OSUB 400:PRINTUSING 3400
5. Depress the ERASE Key (by mistake).	*400 PRINT "INDEX":_
6. Since you are still in EDIT mode, the original line can be recalled again by depressing the RECALL Key.	*400 PRINT "INDEX":GOSUB 400:PRINTUSING 3400_
7. Position the cursor and use the DELETE Key five (5) times to delete the GOSUB 400: statement.	*400 PRINT "INDEX": <u>P</u> RINTUSING 3400
8. Touch the RETURN/EXECUTE Key to drop out of EDIT mode and enter the line into memory.	

SECTION II – EDITING WITH EDIT



Two Single SPACE Keys are provided to move the cursor a single space left or right.

It should be noted that the normal space bar and BACKSPACE keys on System keyboards add a space character (or overwrite an existing character with a space character) when the system is not in EDIT mode. The EDIT SPACE Keys merely position the cursor without adding or overwriting characters.

When the System is in EDIT mode, the BACKSPACE Key operates in the same way as the Single SPACE Left Key, i.e., it *does not* overwrite the current character.

Appendix

Error Messages

Any error message normally generated by the System can occur when using EDIT, and is activated by the usual problems. The common messages encountered when in EDIT mode are:

ERR 11 a missing or incorrect line number was given, followed by a RECALL command.

ERR 45 The program line exceeds 192 keystrokes.

Corrections are obvious.

INDEX

	Page
Asterisk (*)	4
BACKSPACE Key	2, 17
Buffer	6, 13
Colon (:)	4
CPU	1
DELETE Key	5
EDIT Key	1, 7
ERASE Key	10
Error Messages	18
Exponential Notation	11
HALT/STEP Key	3
Index Character	6
INPUT Statement	4
INSERT Key	11
Installation	1
Keyboard, Alphanumeric Typewriter	1, (photo) 2
Keyboard, BASIC Keyword	1, 2, (photo) 3
Keyboard, Alphanumeric/BASIC Keyword	1, 2, (photo) 3
Keystrokes	4
Keyword	3, 8, 12
Keyword/Character String	6
LINE ERASE Key	2, 4
MULTI SPACE Key	14
RECALL Key	15
RETURN/EXECUTE Key	2
REV IDX/INDEX Key	2
SPACE Key	17
Special Function Keys	4
Special Function Strip	(photo) 1



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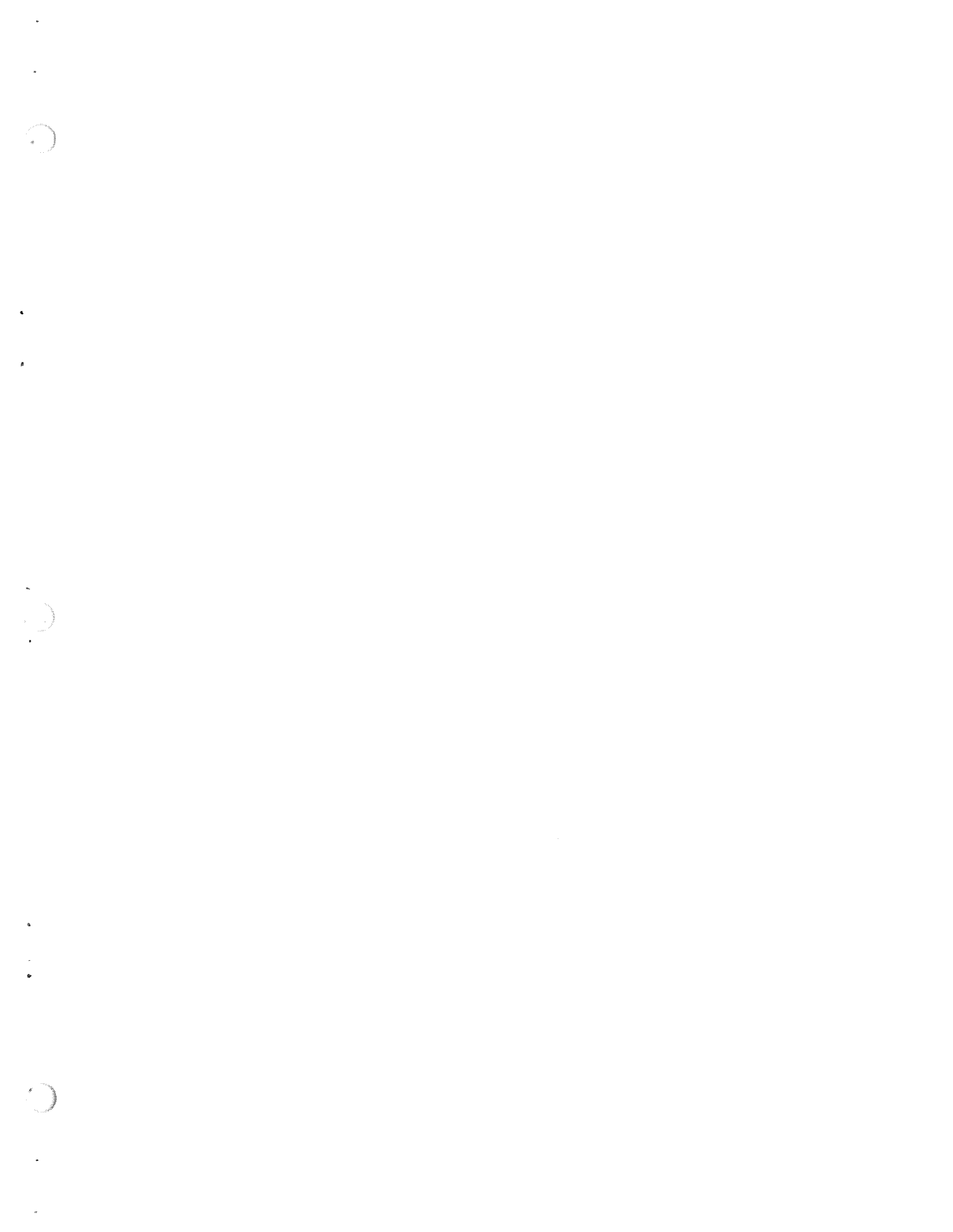
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180 Duncan Mill Road
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Telex: 68958

WANG LABORATORIES GMBH

Moselstrasse No. 4
6000 Frankfurt am Main
West Germany
TELEPHONE (0611) 252061-64
Telex: 416-246

WANG SKANDINAVISKA AB

Fredsgatan 17, Box 122
S-172 23 Sundbyberg 1, Sweden
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Telex: 21713

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Telex: 74640

WANG COMPUTER PTY. LTD.

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Australia
TELEPHONE 449-6388

**WANG INTERNATIONAL
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836 North Street
Tewksbury, Massachusetts 01876
TELEPHONE (617) 851-4111
TWX 710-343-6769
TELEX 94-7421

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836 North Street
Tewksbury, Massachusetts 01876
TELEPHONE (617) 851-4111
TWX 710-343-6769
TELEX 94-7421

24 Mill Street
Arlington, Massachusetts 02174
TELEPHONE (617) 648-8550

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