Summary of Teco Commands

Lower Case

- a without argument; appends next page to buffer with positive argument between 1 and 3: takes from 1 to 3 characters following the a, packs them left justified, and stands in expression as that value.
 - with negative argument between -1 and -3; takes from 1 to 3 characters fellowing surrent position of pointer in buffer, does as above. Pointer moves over characters examined.
- b has the value of the position at the beginning of the buffer
- c with single argument, positive or negative; moves ever the specified number of characters.
- d with single argument, positive or negative: deletes specified number of characters after pointer (before pointer if arg is negative).
- e inserts stop code at pointer.
- f with single positive argument: feed specified lines of blank tape
- g with single argument consisting of single q register into which block of characters has been 'x'ed: inserts previously stored block of characters at pointer.

 with no argument: does garbage collection
- h with single positive argument: inserts specified number of characters following the h into buffer at pointer.
- with no argument and sw3 down: inserts into buffer at pointer characters following i until center det. with no argument and sw3 up: takes character immediately following 'i' as delimiter; inserts characters until second occurance of delimiter.

with argument magnitude less than 4096: inserts argument into buffer at pointer as signed decimal number. with argument magnitude greated than 4096: inserts argument

into buffer at pointer as concise code, trailing spaces eliminated.

- j with single argument which is position in buffer: moves pointer to specified position.
- k with single positive argument: deletes characters from peinter to and including nth fellowing carriage return. with single negative argument: deletes characters from but not including nth previous carriage return to pointer

with double argument: deletes characters between specified

two buffer positions.

- l with single positive (negative) argument: moves pointer forward (backward) until nth following (preceeding) carriage eturn. Pointer is left following the carriage return.
- m with no argument: inserts commands from typewriter in command string following the 'm'; commences executing same when upper case followed by lower case is typed in.
 - with single argument: defines macro having as its name the characters between the 'm' and the first following comma (only first three are recognized). Macro definition consists of characters between name-terminating comma and first occurance of overbar immediately followed by period. Nested definitions are not allowed. Macros are called by placing an overbar immediately before the name, and a comma immediately after the name. Nested calls are allowed. Macros may be redefined.
- n causes the contents of the buffer to be punched and the program to halt. 'CONTINUE' to execute additional commands.
- o with single positive argument: inserts specifed number of characters into buffer at pointer. Characters are indicated by their concise code values typed in cetal following the 'o'.
- p with single positive argument; punches contents of buffer and reads in next page specified number of times. Does not attempt to read in new page after last page punched if 'w' immediately follows 'p'.
- q followed by single letter or number: designates one of 36 available temporary storage registers.
- r with single argument, positive or negative: moves pointer in reverse over specified number of characters.

s with no argument: presumes string following 's' in format same as 'i' (including sw3 option). Moves pointer forward until identical string is found. If string is not found in buffer, contents of buffer are punched and new page is read in and search continues. If sw6 is up, search is discontinued if string is not in buffer string is typed out followed by question mark, commands following 's' are ignored.

with single argument which is position of block of characters including terminator as specified above located in buffer or 'q' storage: searches for string in storage instead of

following 's'. sw6 option as above.

t takes arguments in same forms as 'k'. Types out characters on on-line typewriter. Pointer does not move.

- u stores argument in 'q' register immediately following 'u'.
 - V same as 't' except displays characters on scope instead of typing.
 - w prevents 'p' from reading in new page after last page has been punched.
 - x takeo arguments in same form as 'k'; must be followed by 'q' register. Places characters in storage. Leaves addres in specified 'q' register such that characters may be retrieved by 'g'. Pointer does not move; characters are not deleted from buffer.
 - y deletes entire contents of buffer, reads in new page
 - z has the value of the position at the end of the buffer

Upper Case

- A causes longitudinal parity character to be punched following stop code for all succedingaacter consists of xor of all characters on page with delete bit punched. TECO always not have the delete bit punched, it is ignored. If the delete bit is punched, the character is compared with one computed while
 - reading the page, and a disagreement causes an informative typeout.
- B with single positive argument: causes output to be written on specified tape unit.
 with single negative argument: causes output to be written on drum field number as specified by magnitude of argument.
- C causes the entire stored command string to be inserted in the buffer at the pointer. Command string is not changed.
- D with single argument: sets up size of characters for display routine.

 2 is minimum displayable size. Routine is initially set to 4.
- E causes TECO to discontinue punching longitudinal parity chack character (A) for succeeding pages.
- F with arguments same as 's': operates same as 's' except does not punch pages.
- G kills present command string and buffer and commences reading command tape.
- H dismisses reader and punch (time share).
- I with single argument: specifies number of places between tab stope for display.
- J unused
- K kills entire command string, moves entire buffer to command string, kills entire buffer, commences executing commands at beginning of string just moved. All macro definitions are killed. Loop depth is set to 0.
- L with no argument: rewinds both tape units being used.
 with single positive argument: rewinds specified tape unit.
- M unused
- N unused
- O with single argument: causes argument to be printed on line as signed octal number.

- P causes output to be punched, clears punch buffer, requests punch.

 If punch is not available, 'punch busy' is typed. Typing in carriage return causes request to be made again.
- 0 unused
- R causes input to be taken from paper tape reader, clears reader buffer, requests reader. If reader unavailable, action as in 'P'.
- S with arguments same as 's': operates same as 's' except does not move beyond end of current buffer if string is not found. If string is found, entire 'S' commands has value -1. If string is not found, pointer is at end of buffer and entire 'S' command has value 0.
- T with single positive argument which is tape unit number: causes input to be taken from specified tape unit instead of paper tape reader.
 - with single negative argument: causes input to be taken from drum field number as specified by magnitude of argument.
- U unused
- V has the value of the number of carriage returns passed over during the last search ('s', 'F' or 'S').
- W has the value of the test word.
- X unused
- Y unused
- Z unused

Other Characters

- , seperates arguments for double argument commands; terminates macro names; indicates point at which value for loop control is found
- = with single argument: causes argument to be printed on line as signed decimal number.
- . has value of pointer.
- × indicates multiplication in command string expression.
- / indicates division if within command string expression; indicates start of comment if not within expression. Comment continues until next carriage return. Comment is typed on line if sw4 is up of if first / is followed by a second.

- · terminates search and insert strings if sw3 down.
- indicates subtraction in command string expression.
 - indicates beginning of macro name if followed by legal macro name character (letter or number), indicates end of macro definition if followed by period.
- ([centerdot, open paren] indicates start of loop. Loop is executed
 if expression immediately before next comma is negative. If
 expression is zero of positive, commands are skipped until
 matching) [centerdot, close paren] is encountered.

Ascii	Teco		
*	×		
)	C	(upper	case)
;	S		