Moving, copying, deleting, and replacing code

1   Select the code to be copied or moved.

2   Choose the appropriate command from the Edit menu:

arrow.eps ¬   Copy

Or

arrow.eps ¬   Cut

3   Insert the cursor where you want the code to go.

4   Choose Paste from the Edit menu.

As you can in other OpenStep applications, you can use the Copy, Move, and Paste commands to delete, move, copy, and replace code.

Edit_CopyMove.eps ¬

When you choose the Copy or Cut commands, the selected code goes into a *kill buffer*. The Paste command puts the contents of this buffer into the stream of characters at the location marked by the cursor. You can issue multiple Paste commands to copy the same contents multiple times. Of course, if you only want to delete code, don't follow the Cut command with Paste.

Several techniques can help you move and copy code:

SquareBullet.eps ¬If the ªIndent pasted linesº option is checked in the Indentation preferences, pasted code will be automatically indented.

SquareBullet.eps ¬To replace code rather than inserting it, select the destination code before pasting the new

code in place of it.

SquareBullet.eps ¬To delete code without copying it to the kill buffer, select the code and then press the
Delete key.

You can use the delimiter-checking feature as a shortcut for selecting messages or blocks of code prior to
copying, moving, or replacing them. See ªChecking delimiters.º   ;CheckingDelimiters.rtfd;;¬

Several Emacs commands also allow you to copy, cut, and paste code. See ªEmacs Key Bindingsº for details.
 ;EditingCodeConcepts.rtfd;EmacsKeyBinding;¬