

**xdme\_cmds**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> xdme_cmds		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## xdme\_cmds

### 1.1 XDME commands overview

This file contains a complete list of all commands of XDME sorted alphabetically and by topic.

```
#toc
#node general General
(text)          enter text as if typed
key             execute a keymap as a macro (example -return)
header-item     execute a menu item as a macro (example: Project-Save)
                (case independent)
#node program Control structures
#node block Blockoperations
#node requester Requester
#node searchreplace Search and Replace
#node var Variable
#node textedit Text Editing
#node io IO Operations
    XDME will always save the text at the place where it came from, expect
    you have used the CD command to change the current directory.

#node format Text formatting
#node movement Move in the text
#node misc Misc
#node stack Stack
#node win Windows
#node keys Keyboard
#node prefs Preferences and Settings
    what is one of on, off or toggle to switch the option on,
    off or to change its state.

#node vars Variables
#node block Block
#node arexx AREXX
#node gtb GadtoolsBox
#node commandshell Commandshell
#node special Special Features
#node macro Using and Defining Macros
#node math Buildin integer math
#node menu Menu Manipulation
```

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```
#node record Input recorder

#cmd block,stack PUSHMARK -push the currently marked block onto a stack and ↵
    unhighlight the block
#cmd block,stack POPMARK -pop the block stack and highlight the popped block
#cmd block,stack PURGEMARK -clear the mark stack
#cmd block,stack SWAPMARK -PUSHMARK, swap top two marks on stack, POPMARK
#cmd prefs,keys MAP key map -map a key to a keymap
#cmd menu MENUADD hdr item cmd -add menu item
#cmd menu MENUDEL hdr item -delete menu item
#cmd menu MENUDELHDR hdr -delete menu header
#cmd menu MENUCLEAR -delete entire menu
#cmd menu MENUON -This command will enable menus.
#cmd menu MENUOFF -disable menus (multiple calls are stacked)
#cmd prefs,keys UNMAP key -unmap a key
#cmd menu MENUSETITEM menuname itemname status - set the status of a menu-item ↵
    with checkmarks
#cmd menu MENUCHKITEM menuname itemname variablename - write the current status (0 ↵
    or 1) of an checkmarks in a variable
#cmd menu,io MENUSAVE filename - write the current menustrip in a file
#cmd menu,io MENULOAD filename - replace the current menustrip with the one from ↵
    the file
#cmd menu USEMENUSTRIP name - switch to menustrip name
#cmd menu REMMENUSTRIP - delete the current menustrip, if it is not the only one
#cmd menu NEWMENUSTRIP name - use a menustrip or create a new one
#map keys QUALIFIER qualifierset - set certain qualifiers
#cmd keys,io KEYSAVE filename - save the current keymap into filename
#cmd keys,io KEYLOAD filename - replace the current keymap with the contents of ↵
    filename
#cmd keys USEKEYTABLE name - search for a certain keytable and use it as the ↵
    current one
#cmd keys REMKEYTABLE - delete the current keytable, if it is not the only one
#cmd keys NEWKEYTABLE name - use a keytable or create a new one
```

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