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1- INTROUCTION

There are three file editors available on the system; gedit(PC Host) jot(SGI,Octain), vi (unix editor- pronounced "vee-eye"), and Config File Manager. The gedit, jot and vi editors can be used to edit any file, whereas the Config File Manager can only be used to change the contents of the MR Configuration files.

2- "JOT" EDITOR (EASIEST TO USE!)

Jot or gedit is a very easy-to-use text editor for viewing or editing on the system. The jot or gedit editor can be started two different ways: 1) From a C-Shell, or 2) from the Service Desktop Utilities menu.

2-1 Starting Jot from the Utilities Menu

1. On the Service Desktop, select **[Utilities]**, **[File Editor (Jot)]**, then **[Start...]**.
2. An empty "gedit" tty window opens. To open a file to read/edit, use the "File" pulldown menu to select "Open". In the popup window, use the "Files" and "File Browser" fields along with the "OK" button to open.
3. When done viewing/editing the file, use the "File" pulldown menu to select "save", or "exit" (without saving changes) as appropriate.

2-2 Starting Jot from a C-Shell

1. On the Service Desktop, select **[C Shell...]**.
2. In the C-shell window:
 - a. Type the directory you need: **cd <directory name> <Enter>**
 - b. Open the file to view/edit: **gedit <filename> <Enter>**
3. When done viewing/editing the file, use the "File" pulldown menu to select "save", or "exit" (without saving changes) as appropriate.

3- "VI" EDITOR

The *vi* editor provides a tty window to edit or read files on the system. Invoking *vi* from within a CShell Tool displays up to 38 lines of a file. The *vi* editor, with over 100 commands, is **difficult** to use and is recommended only for experienced users. Table 3-1 provides an overview of the commands needed to negotiate within a file and handle the major editing tasks.

TABLE 3-1
 BASIC VI EDITOR COMMANDS

Command Types	Command	Description
Invoking <i>vi</i>	vi filename	Opens a window and display about 30 lines of the file
Input Mode Commands	I	Inserts text immediately before the cursor location
	a	Appends text immediately following the cursor location
	o	Appends text below the current line
	O	Appends text above the current line
Exit/Input Mode	<ESC>	Places <i>vi</i> in Command Mode
Cursor Positioning	h	Moves cursor one character to left
	l	Moves cursor one character to right
	j	Moves cursor down one line
	k	Moves cursor up one line
	H	Moves cursor to top of screen
	M	Moves cursor to middle of screen
	L	Moves cursor to bottom of screen
	Saving and Exiting <i>vi</i>	:w
:wq		Save the changes to the current file and quit <i>vi</i>
:q!		Quit <i>vi</i> without saving changes
Modifying Text	x	Delete the current character
	dd	Delete the current line
	#dd	Deletes the current line and # lines following it
	r	Replaces current character with character typed next
	u	Undo most recent delete or change
Search for Text String	U	Undo all changes on current line
	/<text string>	Searches for the specified text throughout the file

The *vi* editor has two modes of operation: Input mode and Command mode. While in Input mode, whatever is typed at the keyboard is entered into the file at the location of the cursor. While in Command mode, you can position the cursor anywhere in the file, delete characters, lines or groups of lines, write the changes to the file, and quit the editor. To change from Input Mode to Command Mode press <ESC>. The following is a listing of basic commands to begin using *vi*; refer to Table 3-1 for their full descriptions. A sample *vi* edit session is shown in Illustration 3-1.

OUTPUTS AND PROMPTS	INPUTS AND COMMENTS	FLOWCHART OF STEPS
<pre>genesis @ B12_0C0 1: genesis @ B12_0C0 2: This is entering the letters .. ~ "testfile" [New file] genesis @ B12_0C0 3:</pre>	<p>[UTILITIES], [C Shell] opens a window on the Touch Screen.</p> <p>cd /tmp (ENTER) changes directory to <i>tmp</i></p> <p>vi testfile (ENTER) starts <i>vi</i> editor of new file named "testfile".</p> <p>i enters Input mode.</p> <p>This is entering the letters I'm typing. "~" are line place holders in <i>vi</i> editor.</p> <p>(ESC)</p> <p>:wq (ENTER) This writes the changes to <i>testfile</i> and quits the <i>vi</i> editor.</p> <p>exit (ENTER) This quits the C Shell, and it is removed from the Touch Screen.</p>	<pre> graph TD A[OPEN SHELL TOOL] --> B[CHANGE DIRECTORY] B --> C[START vi] C --> D[INPUT MODE] D --> E[ENTER TEXT] E --> F[EXIT INPUT MODE] F --> G[SAVE AND QUIT EDITOR] G --> H[CLOSE SHELL TOOL] </pre>
<p><i>Use vi to view the file created by following the first three steps in this example.</i></p>		

SAMPLE VI EDIT SESSION
 ILLUSTRATION 3-1

Remember! All *vi* commands are case sensitive.

- Start *vi* editor: **vi filename**
- Enter Input mode: **i, a, o, O**
- Exit Input mode: **<ESC>**
- Cursor Position commands: **h, j, k, l** and **<ENTER>**
- Save and quit the editor: **:w, :q!, :wq**
- Delete or replace text: **x, dd, r, u**

4- CONFIGURATION FILE MANAGER

The Config File Manager is used to change the contents of the MR System configuration, Gradient configuration, SAR configuration, and Coil Configuration files via a GUI (Graphical User Interface) tool. Editing of configuration files using is covered in the Configuration File Manager procedure.

REVISION HISTORY

REV	DATE	AUTHOR	PRIMARY REASONS FOR CHANGE
0	Aug. 5, 1998	M. Whitlow	Initial conversion from Toolbook to Word.
1	Oct 14, 1999	M. Keber	Added "jot" editor; added correct proprietary header at top of page
2	Sep 4, 2002	Y.Masumo	Added "gedit" editor for PC Host