

TABLE OF CONTENTS

Chapter 1	INTRODUCTION	
1.1	Interlisp as a Programming Language	1.1
1.2	Interlisp as an Interactive Environment	1.2
1.3	Interlisp Philosophy	1.4
1.4	How to Use this Manual	1.6
1.5	References	1.7
Chapter 2	DATA TYPES	
2.1	Data Type Predicates	2.1
2.2	Data Type Equality	2.2
2.3	"Fast" and "Destructive" Functions	2.3
2.4	Litatoms	2.4
2.4.1	Using Litatoms as Variables	2.4
2.4.2	Function Definition Cells	2.6
2.4.3	Property Lists	2.6
2.4.4	Print Names	2.8
2.4.5	Character Code Functions	2.12
2.5	Lists	2.14
2.5.1	Creating Lists	2.16
2.5.2	Building Lists From Left to Right	2.17
2.5.3	Copying Lists	2.19
2.5.4	Extracting Tails of Lists	2.19
2.5.5	Counting List Cells	2.21
2.5.6	Logical Operations	2.22
2.5.7	Searching Lists	2.23
2.5.8	Substitution Functions	2.23
2.5.9	Association Lists and Property Lists	2.25
2.5.10	Other List Functions	2.27
2.6	Strings	2.27
2.7	Arrays	2.32
2.7.1	Interlisp- 10 Arrays	2.33
2.8	Hash Arrays	2.35
2.8.1	Hash Overflow	2.36
2.9	Numbers and Arithmetic Functions	2.36
2.9.1	Integer Arithmetic	2.38
2.9.2	Logical Arithmetic Functions	2.40
2.9.3	Floating Point Arithmetic	2.42
2.9.4	Mixed Arithmetic	2.44
2.9.5	Special Functions	2.45
Chapter 3	THE RECORD PACKAGE	
3.1	FETCH and REPLACE	3.1
3.2	CREATE	3.3

3.3	TYPE?	3.4
3.4	WITH	3.4
3.5	Record Declarations	3.5
3.6	De ning New Record Types	3.10
3.7	Record Manipulation Functions	3.11
3.8	Changetran	3.11
3.9	User De ned Data Types	3.14

Chapter 4 **CONDITIONALS AND ITERATIVE STATEMENTS**

4.1	The IF Statement	4.4
4.2	The Iterative Statement	4.5
4.2.1	I.s.types	4.6
4.2.2	Iteration Variable I.s.oprs	4.7
4.2.3	Condition I.s.oprs	4.10
4.2.4	Other I.s.oprs	4.10
4.2.5	Miscellaneous	4.11
4.2.6	Errors in Iterative Statements	4.13
4.2.7	De ning New Iterative Statement Operators	4.13

Chapter 5 **FUNCTION DEFINITION, MANIPULATION, AND EVALUATION**

5.1	Function Types	5.2
5.1.1	Lambda- Spread Functions	5.2
5.1.2	Nlambda- Spread Functions	5.3
5.1.3	Lambda- Nospread Functions	5.4
5.1.4	Nlambda- Nospread Functions	5.5
5.1.5	Compiled Functions	5.5
5.1.6	SUBRs	5.5
5.1.7	Function Type Functions	5.6
5.2	Function De nition	5.8
5.3	Function Evaluation	5.10
5.4	Functional Arguments	5.15
5.5	Macros	5.17
5.5.1	MACROTRAN	5.19

Chapter 6 **INPUT/OUTPUT**

6.1	Files	6.1
6.1.1	File Naming and Recognition	6.3
6.1.2	Manipulating File Names	6.5
6.1.3	File Attributes	6.6
6.1.4	Randomly Accessible Files	6.8
6.1.5	Closing and Reopening Files	6.11
6.1.6	Dribble Files	6.12
6.2	Input Functions	6.12
6.3	Output Functions	6.16
6.3.1	Printlevel	6.18
6.3.2	Printing numbers	6.19
6.3.3	User De ned Printing	6.23
6.3.4	Dumping Unusual Data Structures	6.23
6.4	READFILE and WRITEFILE	6.24

6.5	PRINTOUT	6.25	
6.5.1	Horizontal Spacing Commands		6.26
6.5.2	Vertical Spacing Commands	6.27	
6.5.3	Special Formatting Controls	6.27	
6.5.4	Printing Specifications	6.28	
6.5.4.1	Paragraph Format	6.28	
6.5.4.2	Right-Flushing	6.29	
6.5.4.3	Centering	6.29	
6.5.4.4	Numbering	6.29	
6.5.5	Escaping to LISP	6.30	
6.5.6	User-Defined Commands	6.30	
6.5.7	Special Printing Functions	6.31	
6.6	Readtables	6.32	
6.6.1	Readtable Functions	6.32	
6.6.2	Syntax Classes	6.33	
6.6.3	Read-Macros	6.36	
6.7	Terminal Tables	6.40	
6.7.1	Terminal Table Functions	6.41	
6.7.2	Terminal Syntax Classes	6.41	
6.7.3	Terminal Control Functions	6.42	
6.7.4	Line-Buffering	6.45	
6.8	Prettyprint	6.47	
6.8.1	Comment Feature	6.49	
6.8.2	Comment Pointers	6.51	
6.8.3	Converting Comments to Lower Case		6.52
6.8.4	Special Prettyprint Controls	6.53	
6.8.5	Font Package	6.55	
6.9	ASKUSER	6.57	
6.9.1	Startup Protocol	6.57	
6.9.2	Operation	6.59	
6.9.3	Format of KEYLST	6.59	
6.9.4	Completing a Key	6.61	
6.9.5	Options	6.62	
6.9.6	Special Keys	6.64	

Chapter 7 **VARIABLE BINDINGS AND THE INTERLISP STACK**

7.1	The Spaghetti Stack	7.2	
7.2	Stack Functions	7.3	
7.3	Releasing and Reusing Stack Pointers		7.10
7.4	The Push-Down List and the Interpreter		7.10
7.5	Generators and Coroutines	7.13	
7.5.1	Generators	7.13	
7.5.2	Coroutines	7.14	
7.5.3	Possibilities Lists	7.16	

Chapter 8 **THE PROGRAMMER'S ASSISTANT**

8.1	Introduction	8.1	
8.1.1	Input Formats	8.1	
8.1.2	Examples	8.2	

8.2	Programmer's Assistant Commands	8.5
8.2.1	Event Specification	8.5
8.2.2	Commands	8.7
8.2.3	P.A. Commands Applied to P.A. Commands	8.17
8.3	Changing The Programmer's Assistant	8.18
8.4	Statistics	8.21
8.5	Undoing	8.22
8.5.1	Undoing Out of Order	8.23
8.5.2	SAVESET	8.23
8.5.3	UNDONLSETQ and RESETUNDO	8.24
8.6	Format and Use of the History List	8.25
8.7	Programmer's Assistant Functions	8.28
8.8	The Editor and the Programmer's Assistant	8.35

Chapter 9 **ERRORS AND BREAK HANDLING**

9.1	Breaks	9.1
9.2	When to Break	9.10
9.3	BREAK1	9.11
9.4	Error Functions	9.13
9.5	Error Handling by Error Type	9.16
9.6	Interrupt Characters	9.17
9.7	Changing and Restoring System State	9.18
9.8	Error List	9.21

Chapter 10 **BREAKING, TRACING, AND ADVISING**

10.1	Breaking Functions and Debugging	10.1
10.2	Advising	10.7
10.2.1	Implementation of Advising	10.8
10.2.2	Advise Functions	10.9

Chapter 11 **FILE PACKAGE**

11.1	Loading Files	11.4
11.2	Storing Files	11.6
11.2.1	Remaking a Symbolic File	11.10
11.3	Marking Changes	11.11
11.4	Noticing Files	11.12
11.5	Distributing Change Information	11.14
11.6	File Package Types	11.14
11.6.1	Functions for Manipulating Typed Definitions	11.16
11.6.2	Defining New File Package Types	11.19
11.7	File Package Commands	11.21
11.7.1	Exporting Definitions	11.28
11.7.2	FileVars	11.30
11.7.3	Defining New File Package Commands	11.30
11.8	Functions for Manipulating File Command Lists	11.32
11.9	Symbolic File Format	11.34
11.9.1	Copyright Notices	11.36
11.9.2	Functions Used Within Source Files	11.37
11.9.3	File Maps	11.38

Chapter 12	THE COMPILER	
12.1	Compiler Printout	12.2
12.2	Global Variables	12.3
12.3	LOCALVARS and SPECVARS	12.4
12.4	Constants	12.5
12.5	Compiling Function Calls	12.6
12.6	FUNCTION and Functional Arguments	12.8
12.7	Open Functions	12.8
12.8	COMPILETYPELST	12.8
12.9	Compiling CLISP	12.9
12.10	Compiler Functions	12.10
12.11	Block Compiling	12.13
12.11.1	RETFNS	12.13
12.11.2	BLKAPPLYFNS	12.14
12.11.3	BLKLIBRARY	12.14
12.11.4	Block Declarations	12.14
12.11.5	Block Compiling Functions	12.16
12.12	Linked Function Calls	12.18
12.12.1	Relinking	12.19
12.13	Compiler Error Messages	12.20
Chapter 13	MASTERSCOPE	
13.1	Command Language	13.4
13.1.1	Commands	13.4
13.1.2	Relations	13.7
13.1.3	Sets	13.10
13.1.3.1	Set Specifications	13.10
13.1.3.2	Set Determiners	13.12
13.1.3.3	Set Types	13.12
13.1.4	Conjunctions	13.13
13.2	Paths	13.13
13.2.1	Path Options	13.14
13.3	Error Messages	13.15
13.4	Macro Expansion	13.15
13.5	Affecting Masterscope Analysis	13.16
13.6	Data Base Updating	13.19
13.7	Masterscope Entries	13.19
13.8	Noticing Changes that Require Recompiling	13.21
13.9	Implementation Notes	13.22
Chapter 14	MISCELLANEOUS	
14.1	Saving Interlisp State	14.2
14.2	Greeting and User Profiles	14.5
14.3	Manipulating File Directories	14.6
14.4	Sorting Lists	14.8
14.5	Date/Time Functions	14.9
14.6	Timers and Duration Functions	14.10
14.7	GAINSPACE	14.13
14.8	Performance Measuring Functions	14.14

	14.8.1	BREAKDOWN	14.15
	14.9	Page Mapped Files	14.17
Chapter 15		DWIM	
	15.1	Spelling Correction Protocol	15.3
	15.2	Parentheses Errors Protocol	15.5
	15.3	U.D.F. T Errors Protocol	15.5
	15.4	DWIM Operation	15.6
	15.4.1	DWIM Correction: Unbound Atoms	15.7
	15.4.2	Unde ned CAR of Form	15.8
	15.4.3	Unde ned Function in APPLY	15.9
	15.5	DWIMUSERFORMS	15.10
	15.6	DWIM Functions and Variables	15.11
	15.7	Spelling Correction	15.13
	15.7.1	Synonyms	15.13
	15.7.2	Spelling Lists	15.14
	15.7.3	Generators for Spelling Correction	15.15
	15.7.4	Spelling Corrector Algorithm	15.16
	15.7.5	Spelling Corrector Functions and Variables	15.17
Chapter 16		CLISP	
	16.1	CLISP Interaction with User	16.4
	16.2	CLISP Character Operators	16.5
	16.3	Declarations	16.9
	16.3.1	Local Declarations	16.10
	16.4	CLISP Operation	16.11
	16.5	CLISP Translations	16.13
	16.6	DWIMIFY	16.14
	16.7	CLISPIFY	16.17
	16.8	Miscellaneous Functions and Variables	16.19
	16.9	CLISP Internal Conventions	16.21
Chapter 17		THE TELETYPE EDITOR	
	17.1	Introduction	17.1
	17.2	Commands for the New User	17.7
	17.3	Local Attention- Changing Commands	17.9
	17.4	Commands That Search	17.13
	17.4.1	Search Algorithm	17.15
	17.4.2	Search Commands	17.15
	17.4.3	Location Speci cation	17.17
	17.5	Commands That Save and Restore the Edit Chain	17.20
	17.6	Commands That Modify Structure	17.22
	17.6.1	Implementation of Structure Modi cation Commands	17.23
	17.6.2	The A, B, and : Commands	17.24
	17.6.3	Form Oriented Editing and the Role of UP	17.26
	17.6.4	Extract and Embed	17.27
	17.6.5	The MOVE Command	17.29
	17.6.6	Commands That Move Parentheses	17.31
	17.6.7	TO and THRU	17.32

17.6.8	The R Command	17.35
17.7	Commands That Print	17.37
17.8	Commands for Leaving the Editor	17.38
17.9	Nested Calls to Editor	17.40
17.10	Manipulating the Characters of an Atom or String	17.41
17.11	Manipulating Predicates and Conditional Expressions	17.42
17.12	History commands in the editor	17.42
17.13	Miscellaneous Commands	17.43
17.14	Commands That Evaluate	17.45
17.15	Commands That Test	17.46
17.16	Edit Macros	17.48
17.17	Undo	17.50
17.18	EDITDEFAULT	17.51
17.19	Editor Functions	17.53
17.20	Time Stamps	17.60

Chapter 18 **INTERLISP-D SPECIFICS**

18.1	Interlisp- D Interrupt Characters	18.1
18.2	Garbage Collection	18.2
18.3	Variable Bindings	18.3
18.4	Stack Format	18.3
18.5	Saving Virtual Memory State	18.3
18.6	Error Types	18.4
18.7	Compiler	18.5
18.8	Linked Function Calls	18.5
18.9	HELPSYS	18.5
18.10	Operating System Dependent Functions	18.6
18.11	IDATE Format	18.6
18.12	Character Set	18.7
18.13	Read Tables	18.7
18.14	Keyboard Interpretation	18.8
18.15	Lispusers Packages	18.9
18.16	File System	18.10
18.16.1	File Names	18.10
18.16.2	Renaming Files	18.10
18.16.3	End Of Line Convention	18.10
18.16.4	Using Files with Processes	18.11
18.16.5	Miscellaneous File Manipulation	18.11
18.16.6	Connecting to Directories	18.11
18.16.7	Binary I/O	18.12
18.16.8	Temporary Files and the CORE Device	18.12
18.16.9	Floppy Disks on the Xerox 1108	18.13
18.16.10	Page Mapping	18.13
18.17	File Servers	18.13
18.17.1	File Server File Names	18.14
18.17.2	Logging In	18.14
18.17.3	Abnormal Conditions	18.15
18.17.4	Caveats	18.15
18.17.5	New Functionality	18.16
18.18	HardCopy Facilities	18.16

18.19	Performance Considerations	18.18
18.19.1	Variable Bindings	18.19
18.19.2	Garbage Collection	18.20
18.19.3	Datatypes	18.21
18.19.4	Incomplete Filenames	18.21
18.19.5	Turning O the Display	18.22
18.19.6	Gathering Statistics	18.22
18.20	The Interlisp-D Process Mechanism	18.25
18.20.1	Creating and Destroying Processes	18.26
18.20.2	Process Control Constructs	18.28
18.20.3	Events	18.29
18.20.4	Monitors	18.30
18.20.5	Global Resources	18.32
18.20.6	Typein and the TTY Process	18.33
18.20.6.1	Switching the TTY Process	18.33
18.20.6.2	Handling of Interrupts	18.35
18.20.7	Keeping the Mouse Alive	18.35
18.20.8	Debugging Processes	18.36
18.20.9	Non-Process Compatibility	18.37
18.21	PROMPTFORWARD	18.37

Chapter 19 **INTERLISP-D DISPLAY FACILITIES**

19.1	POSITION	19.2
19.2	REGION	19.2
19.3	BITMAP	19.3
19.4	BITBLT	19.4
19.5	TEXTURE	19.6
19.6	Saving BITMAPs	19.6
19.7	Screen Operation	19.6
19.8	Characters and Fonts	19.7
19.9	Display Streams	19.10
19.9.1	Manipulating Display Streams	19.10
19.9.2	Drawing on Windows and Display Streams	19.12
19.9.3	Drawing Lines and Curves	19.13
19.10	Typescript Facilities: The "T" File	19.14
19.11	Cursor and Mouse	19.15
19.11.1	Mouse Button Testing	19.16
19.11.2	Low Level Access to Mouse	19.17
19.12	Windows	19.18
19.12.1	What are Windows?	19.19
19.12.2	Interactive Window Operations	19.20
19.12.3	Changing Entries on the Window Command Menu	19.22
19.12.4	Coordinate Systems	19.23
19.12.5	Scrolling	19.23
19.12.6	Programmatic Window Operations	19.25
19.12.7	Window Properties	19.28
19.12.7.1	Mouse Function Window Properties	19.29
19.12.7.2	Event Window Properties	19.30
19.12.7.3	Miscellaneous Properties	19.32
19.12.8	Auxiliary Functions	19.33

19.12.9	Example: A Scrollable Window	19.34
19.13	Interactive Display Functions	19.36
19.14	Menus	19.38
19.14.1	Menu Fields	19.39
19.14.2	Miscellaneous Menu Functions	19.41
19.14.3	Examples of Menu Use	19.41
19.15	Grid Functions	19.42
19.16	Color Graphics	19.43
19.16.1	Color Bitmaps	19.43
19.16.2	Color Specifications	19.44
19.16.3	Color Maps	19.45
19.16.4	Turning the Color Display On and Off	19.47
19.16.5	Printing and Drawing in Color	19.48
19.16.6	Using the Cursor on the Color Screen	19.49
19.16.7	Miscellaneous Color Functions	19.49
19.16.8	Demonstration programs	19.49

Chapter 20 INTERLISP-D DISPLAY-ORIENTED TOOLS

20.1	DEdit	20.1
20.1.1	General Comments	20.1
20.1.2	Operation	20.1
20.1.3	Interactive Operation	20.2
20.1.3.1	Selection	20.2
20.1.3.2	Typein	20.3
20.1.3.3	Shift-Selection	20.3
20.1.3.4	Commands	20.3
20.1.3.5	Multiple Commands	20.6
20.1.3.6	Idioms	20.7
20.1.4	DEdit Parameters	20.8
20.2	Interactive Bitmap Editing	20.8
20.3	Display Break Package	20.10
20.4	The Inspector	20.12
20.4.1	Inspect Windows	20.12
20.4.2	Calling the Inspector	20.13
20.4.3	Choices Before Inspection	20.14
20.4.4	Redisplaying an Inspect Window	20.14
20.4.5	Interaction With the Display Break Package	20.14
20.4.6	Controlling the Amount Displayed During Inspection	20.14
20.4.7	Inspect Macros	20.15
20.4.8	INSPECTWs	20.15
20.5	CHAT	20.17
20.6	The TEdit Text Editor	20.19
20.6.1	Selecting Text	20.21
20.6.2	Editing Operations	20.22
20.6.3	TEdit Functional Interface	20.23
20.6.3.1	TEdit Interface Functions	20.24
20.6.3.2	User-function "Hooks" in TEdit	20.27
20.6.3.3	Changing the TEdit Command Menu	20.28
20.6.3.4	Variables Which Control TEdit	20.28
20.6.4	TEdit's Terminal Table and Readtables	20.29

20.6.5	The TEdit Abbreviation Facility	20.31
20.7	The TTYIN Display Typein Editor	20.31
20.7.1	Entering Input With TTYIN	20.31
20.7.2	Mouse Commands [Interlisp-D Only]	20.33
20.7.3	Display Editing Commands	20.33
20.7.4	Using TTYIN for Lisp Input	20.37
20.7.5	Useful Macros	20.37
20.7.6	Programming With TTYIN	20.38
20.7.7	EE Interface	20.40
20.7.8	?= Handler	20.41
20.7.9	Read Macros	20.41
20.7.10	Assorted Flags	20.43
20.7.11	Special Responses	20.44
20.7.12	Display Types	20.45

Chapter 21 **ETHERNET**

21.1	Ethernet Protocols	21.1
21.1.1	Protocol Layering	21.1
21.1.2	Level Zero Protocols	21.2
21.1.3	Level One Protocols	21.3
21.1.4	Higher Level Protocols	21.3
21.1.5	Connecting Networks: Routers and Gateways	21.3
21.1.6	Addressing Conflicts with Level Zero Mediums	21.4
21.1.7	References	21.4
21.2	Higher-level PUP Protocol Functions	21.4
21.3	Higher-level NS Protocol Functions	21.6
21.3.1	SPP Stream Interface	21.6
21.3.2	Courier Remote Procedure Call Protocol	21.7
21.3.2.1	Courier Template Language	21.8
21.3.2.2	Manipulating Courier Representations	21.10
21.3.2.3	Using Bulk Data Transfer with Courier	21.10
21.3.3	NS Printing	21.10
21.3.4	Clearinghouse	21.12
21.3.5	NS Filing	21.13
21.3.5.1	Pathnames and NS Fileservers	21.13
21.4	Level One Ether Packet Format	21.14
21.5	PUP Level One Functions	21.15
21.5.1	Creating and Managing Pups	21.15
21.5.2	Sockets	21.15
21.5.3	Sending and Receiving Pups	21.16
21.5.4	Pup Routing Information	21.17
21.5.5	Miscellaneous PUP Utilities	21.17
21.5.6	PUP Debugging Aids	21.18
21.6	NS Level One Functions	21.21
21.6.1	Creating and Managing XIPs	21.21
21.6.2	NS Sockets	21.22
21.6.3	Sending and Receiving XIPs	21.22
21.6.4	NS Debugging Aids	21.23
21.7	Support for Other Level One Protocols	21.23
21.8	The SYSQUEUE mechanism	21.25

Chapter 22	INTERLISP-10 SPECIFICS	
22.1	Interlisp-10 Interrupt Characters	22.1
22.2	Type Number Functions	22.2
22.3	Validity of Definitions in Interlisp-10	22.3
22.4	Reusing Boxed Numbers in Interlisp-10 - SETN	22.3
22.4.1	Caveats concerning use of SETN	22.4
22.5	Box and Unbox in Interlisp-10	22.5
22.6	Miscellaneous Operating System Functions	22.5
22.7	Storage Allocation and Garbage Collection	22.7
22.8	The Assembler and LAP	22.11
22.8.1	Assemble	22.12
22.8.1.1	Assemble Statements	22.12
22.8.1.2	COREVALs	22.14
22.8.2	LAP	22.15
22.8.2.1	LAP Statements	22.15
22.8.3	Using Assemble	22.18
22.9	Interfork Communication in Interlisp-10	22.20
22.10	SUBSYS	22.21
22.11	JFN Functions in Interlisp-10	22.22
22.12	Display Terminals	22.23
22.13	The Interlisp-10 Swapper	22.24
22.13.1	Overlays	22.24
22.13.2	Efficiency	22.25
22.13.3	Specifications	22.25
Chapter 23	LISPUSERS PACKAGES	
23.1	Pattern Match Compiler	23.1
23.1.1	Pattern Elements	23.2
23.1.2	Element Patterns	23.2
23.1.3	Segment Patterns	23.3
23.1.4	Assignments	23.5
23.1.5	Place-Markers	23.5
23.1.6	Replacements	23.6
23.1.7	Reconstruction	23.6
23.1.8	Examples	23.7
23.2	Printing Reentrant and Circular List Structures	23.8
23.2.1	CIRCLPRINT	23.8
23.2.2	PRINTL	23.11
23.3	Indexing and Cross Referencing Files	23.12
23.3.1	SINGLEFILEINDEX	23.12
23.3.2	MULTIFILEINDEX	23.13
23.4	Databasefns	23.15
23.5	Lambdatran	23.16
23.6	Permstatus	23.17
23.7	The Decl Package	23.18
23.7.1	Using Declarations in Programs	23.18
23.7.2	DLAMBDAAs	23.20
23.7.3	DPROG	23.21
23.7.4	Declarations in Iterative Statements	23.22
23.7.5	Declaring a Variable for a Restricted Lexical Scope	23.23

23.7.6	Declaring the Values of Expressions	23.23
23.7.7	Assertions	23.24
23.7.8	Using Type Expressions as Predicates	23.24
23.7.9	Enforcement	23.24
23.7.10	Decltypes	23.25
23.7.11	Predefined Types	23.25
23.7.12	Type Expressions	23.26
23.7.13	Named Types	23.28
23.7.13.1	Manipulating Named Types	23.29
23.7.14	Relations Between Types	23.29
23.7.15	The Declaration Database	23.30
23.7.16	Declarations and Masterscope	23.31
23.8	TRANSOR	23.31
23.8.1	Using TRANSOR	23.32
23.8.2	Translating	23.32
23.8.3	The Translation Notes	23.33
23.8.4	Errors and Messages	23.34
23.8.5	TRANSORSET	23.35
23.8.6	TRANSORSET Commands	23.36
23.8.7	The REMARK Feature	23.37
23.8.8	Controlling the Sweep	23.39
23.9	WHEREIS Package	23.40
23.10	Hash Files	23.41
23.10.1	Unstructured Pages and Symbol Tables	23.45
23.10.2	The Printing Region	23.46
23.11	EDITA	23.46
23.11.1	Overview	23.47
23.11.2	Input Protocol	23.48
23.11.3	EDITA Commands and Variables	23.49
23.11.4	Editing Arrays	23.52
23.12	Cjsys	23.53
23.13	Nobox	23.54
23.13.1	CONS Cells	23.54
23.13.2	Number Boxes	23.55
23.13.3	Cautions	23.56
23.14	Dateformat	23.57
23.15	Exec	23.59
23.15.1	Exec Commands	23.59
23.15.2	EXEC Functions	23.60
23.16	Passwords	23.62
23.17	Telnet	23.62
23.18	Ftp	23.62
23.19	Net	23.64