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RIDE User Guide

RIDE Version 4.1

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Contents

1	ABOUT THIS DOCUMENT	6
1.1	Audience	6
2	INTRODUCTION	7
3	INSTALLATION	8
3.1	Pre-requisites	8
3.2	Installation	8
3.2.1	Zero Footprint	8
3.2.2	Linux	9
3.2.3	macOS	9
3.2.4	Microsoft Windows	9
4	STARTING A DYALOG SESSION	10
4.1	The RIDE-Dyalog Session Dialog Box	10
4.1.1	Dyalog Menu	11
4.1.2	List of Configurations	11
4.1.3	Types	12
4.1.3.1	Type: Start	12
4.1.3.2	Type: Connect	14
4.1.3.3	Type: Listen	16
4.1.4	The Zero Footprint RIDE	17
5	THE DYALOG DEVELOPMENT ENVIRONMENT	19
5.1	Session User Interface	19
5.1.1	Caption	20
5.1.2	Menu Bar	20
5.1.2.1	File Menu	20
5.1.2.2	Edit Menu	21
5.1.2.3	View Menu	21
5.1.2.4	Window Menu	22
5.1.2.5	Action Menu	22
5.1.2.6	Help Menu	23
5.1.3	Language Bar	23
5.1.4	Session Window	24
5.1.5	Status Bar	24
5.1.6	Workspace Explorer	24
5.1.7	Debug Information Window	25
5.2	Keyboard Key Mappings for APL Glyphs	25
5.2.1	Other Keyboard Options	25
6	INPUT WINDOWS	27
6.1	Session Window	27
6.2	Edit Window	27
6.2.1	Toolbar	28
6.2.2	Search and Replace	29

- 6.2.3 Exiting the Edit Window..... 31
- 6.3 Trace Window 31
 - 6.3.1 Toolbar 31
 - 6.3.2 Search 32
 - 6.3.3 Exiting the Trace Window 33
- 7 WORKING IN A DYALOG SESSION 34
 - 7.1 Keyboard Shortcuts and Command Codes..... 34
 - 7.2 Navigating the Windows 34
 - 7.3 Display of Windows..... 34
 - 7.4 Entering APL Characters..... 35
 - 7.5 Entering Expressions 36
 - 7.5.1 Paired Enclosures..... 36
 - 7.5.2 Autocomplete 36
 - 7.5.3 Context-Sensitive Help..... 37
 - 7.5.4 Syntax Colouring 37
 - 7.6 Executing Expressions 38
 - 7.6.1 Executing a New Expression 38
 - 7.6.2 Re-executing a Previous Expression..... 38
 - 7.6.3 Re-executing Multiple Previous Expressions 38
 - 7.7 Threads..... 39
 - 7.8 Suspending Execution 39
 - 7.8.1 Breakpoints 39
 - 7.8.2 Interrupts 40
 - 7.9 Terminating a Dyalog Session Running Through the RIDE 40
- 8 RIDE-SPECIFIC LANGUAGE FEATURES..... 41
 - 8.1 I-Beams..... 41
 - 8.1.1 3500⍤ : Send HTML to RIDE 41
 - 8.1.2 3501⍤ : Connected to the RIDE?..... 41
 - 8.1.3 3502⍤ : Manage RIDE Connections..... 42
 - 8.2 Configuration Parameters..... 43
 - 8.2.1 RIDE_EDITOR..... 43
 - 8.2.2 RIDE_INIT 43
 - 8.3 Unsupported Language Elements 44
 - 8.3.1 Underscored Characters 44
 - 8.3.1.1 Underscored Characters in Window Captions 44
 - 8.3.1.2 Underscored Characters in the Session 45
 - 8.3.2 Function Key Configuration 45
 - 8.3.3 Operating System Terminal/Command Window Interaction 45
- 9 CUSTOMISING YOUR SESSION 46
 - 9.1 View Menu 46
 - 9.2 Preferences Dialog Box 46
 - 9.2.1 General Tab..... 47
 - 9.2.2 Keyboard Tab 49
 - 9.2.3 Shortcuts Tab 50
 - 9.2.4 Colours Tab 51
 - 9.2.5 Title Tab 52
 - 9.2.6 Menu Tab..... 53
 - 9.2.7 Windows Tab 53
 - 9.3 Configuration Parameters..... 54

APPENDIX A	KEYBOARD SHORTCUTS	55
APPENDIX B	SAMPLE CONFIGURATION FILE	63
B.1	TLS Flags	65

1 About This Document

This document introduces the Remote Integrated Development Environment (RIDE). It describes the installation process and the RIDE's user interface (windows, menus, customisation options, keycode/keystroke mappings, etc.).

RIDE can be extensively customised; this document assumes that the default configuration is in use.

1.1 Audience

It is assumed that the reader has a working knowledge of Dyalog (for information on the resources available to help develop your Dyalog knowledge, see <http://www.dyalog.com/introduction.htm> – new users might also find that it is helpful to select the *Show tips for glyphs* check box in the **General** tab of the **Preferences** dialog box, as detailed in section 9.2.1).

2 Introduction



The use of the RIDE is subject to the conditions of the MIT licence (see <https://github.com/Dyalog/ride/blob/master/licence>). The installation and use of the RIDE does not convey any additional rights to use Dyalog or any other Dyalog products. Specifically, although the interpreter can be configured to allow the RIDE to debug runtime executables, you should only do this if your Dyalog licence also allows it.

The Remote Integrated Development Environment (RIDE) is a cross-platform, graphical development environment capable of producing a rich user experience on a variety of platforms. It supports the interactive use of APL notation to explore data, discover algorithms and create solutions – or diagnose problems, resolve issues and resume the execution of running applications.

The RIDE runs separately from the APL interpreter, and communicates with it using TCP/IP sockets. The RIDE can be run on macOS, Microsoft Windows and Linux (including the Raspberry Pi). In addition to being used as a front end for APL running locally, it can also be used to launch APL sessions on remote machines or to connect to APL interpreters that are already running – either locally or remotely.

From Dyalog version 17.0, the interpreter can easily be configured to act as a web server which provides the RIDE application as a web page. This makes it possible to run the RIDE in a browser on any platform, without installing it locally. The RIDE needs to be installed on the machine where the interpreter is running, so the files can be provided as a webpage. Because no client-side installation is necessary, this mode is known as Zero Footprint.

The RIDE has two main modes of use:

- Providing a user interface to an interpreter engine (local or remote).

The RIDE is the recommended IDE for Dyalog on macOS or Linux (including the Raspberry Pi). In these environments, an application icon is provided to launch RIDE and an APL interpreter together. In this mode, the RIDE and the interpreter can be thought of as a single unit. Under Microsoft Windows, the native Dyalog IDE continues to provide the richest environment for the development of APL applications for Microsoft Windows users.

- As a tool for managing connections to a collection of interpreter sessions.

In this mode, the **RIDE-Dyalog Session** dialog box is used to launch or connect to one or more interpreters.



Although the RIDE can manage multiple concurrent Dyalog Sessions, each Dyalog Session can only be connected to a single instance of the RIDE at any one time.

3 Installation

This chapter describes how to install the RIDE.

3.1 Pre-requisites

RIDE 4.1 can only connect to a Dyalog interpreter that is version 15.0 or later.

The RIDE is supported on the following operating systems:

- Linux x86_64 – the following distributions:
 - Debian 8 onwards
 - Fedora 25 onwards
 - Open SUSE 13.2 onwards
 - Ubuntu 14.04 onwardsdistributions built on top of these should also work
(Linux distribution must also have libnss version 3.26 onwards)
- macOS – OS X Mavericks onwards
- Microsoft Windows – Windows 7 onwards

For the zero-footprint RIDE:

- a compatible browser must be installed

If Dyalog is not installed on the machine that the RIDE is being installed on, then the APL385 font and keyboard mappings installed with the RIDE mean that they are available when running a Dyalog Session through the RIDE. However, to be able to enter APL glyphs outside a Dyalog Session (for example, in text files or emails) you will need to download and install the appropriate files (files and instructions are available from <http://www.dyalog.com/apl-font-keyboard.htm>, as is the Dyalog Unicode IME for Microsoft Windows).

3.2 Installation

Installation instructions are dependent on operating system.

3.2.1 Zero Footprint

The use of the RIDE from a browser requires no installation on the machine where the RIDE will run. However, the RIDE must be installed on the machine where APL is installed, so that Dyalog can act as a web server, making the necessary files available to the browser.



When installing the RIDE, if you select the default location suggested by the installer then APL can be launched as a RIDE server without creating a configuration file (see *Appendix B*).

3.2.2 Linux

The installation process for the RIDE is the same irrespective of whether it is installed as a stand-alone product or on a machine that already has Dyalog installed.

To install the RIDE:

1. Download the RIDE's **.deb** or **.rpm** file (whichever is appropriate for your Linux distribution) from my.dyalog.com. If your Linux distribution does not support either **.deb** or **.rpm** files, then please contact support@dyalog.com.
2. From the command line, use standard installation commands to install the package.

The RIDE is now installed and ready to use. The RIDE icon (shortcut) is added to the desktop.

3.2.3 macOS

The RIDE is the default UI for Dyalog on macOS and is installed at the same time as Dyalog (see the *Dyalog for macOS Installation and Configuration Guide*); no further installation is required.

To install the RIDE as a separate, stand-alone, product:

1. Download the RIDE's **.pkg** file from my.dyalog.com.
2. Double-click on the RIDE's **.pkg** file.
The **RIDE Installer** window is displayed.
3. Follow the instructions in the **RIDE Installer** window to successful completion of the installation process.
The RIDE is now installed and ready to use. The RIDE icon is added to the **Applications** directory (accessed by selecting **Applications** from the **Go** menu in the **Finder** menu bar).

Starting the RIDE adds its icon to the dock. To keep the RIDE icon in the dock permanently, right-click on the icon and select **Options > Keep in Dock** from the drop-down list that appears.

3.2.4 Microsoft Windows

The installation process for the RIDE is the same irrespective of whether it is installed as a stand-alone product or on a machine that already has Dyalog installed.

To install the RIDE:

1. Download the RIDE's **.zip** file from my.dyalog.com.
2. Unzip the downloaded **.zip** file, placing the **setup_ride.exe** and **setup_ride.msi** files in the same location as each other.
3. Double-click on the **setup_ride.exe** file.
The **RIDE Installation** window is displayed.
4. Follow the instructions in the **RIDE Installation** window to successful completion of the installation process.

The RIDE is now installed and ready to use. The RIDE icon (shortcut) is added to the desktop.

4 Starting a Dyalog Session



When running a Dyalog Session through the RIDE, that Session should only be accessed through the RIDE. One exception to this rule is when developing or running applications that are `□SM/□SR` based; access to the `□SM` window cannot be made through the RIDE.

When running a Dyalog Session through the RIDE, the Session can be:

- local to the machine on which the RIDE is running.
This requires Dyalog to be installed on the machine on which the RIDE is running.
- remote from the machine on which the RIDE is running.
The RIDE can start a Session using an interpreter installed on a remote machine irrespective of whether Dyalog is installed on the machine on which the RIDE is running. In this situation:
 - The operating system on which the remote interpreter is running is irrelevant – the instructions given in this chapter apply to the operating system on which the RIDE is running (the two operating systems do not have to be the same).
 - The remote machine does not need to have the RIDE installed but the Dyalog Session must be RIDE-enabled (see section 8.2.2).

Connections between the RIDE and Dyalog interpreters are initialised through the **RIDE-Dyalog Session** dialog box. The exception to this is Zero Footprint use, which always requires Dyalog to be started first with suitable configuration parameters, after which the RIDE will appear when you direct a web browser at the APL interpreter. See section 4.1.4 for more information on Zero Footprint mode.

This chapter describes how to use the RIDE to run Dyalog Sessions, both local and remote.

4.1 The RIDE-Dyalog Session Dialog Box

When the RIDE is started, the **RIDE-Dyalog Session** dialog box is displayed. The **RIDE-Dyalog Session** dialog box comprises four areas, as shown in figure 1:

- the menu bar
- the list of configurations
- the basic information for the configuration selected in the configuration list
- the type-dependent information for the configuration selected in the configuration list

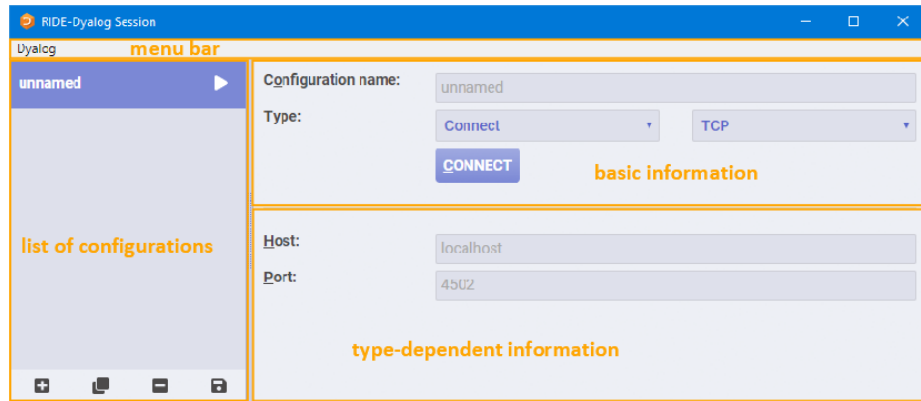


Figure 1. Areas of the RIDE-Dyalog Session dialog box (Microsoft Windows)

4.1.1 Dyalog Menu



The RIDE's UI can vary slightly across different operating systems (and window managers); in particular, RIDE-specific menu bars can be located either within the development environment or in the global menu bar.

The options available under the **Dyalog** menu are detailed in Table 1.

Table 1. Dyalog menu options

Item	Description
About Dyalog	Displays the About dialog box, which provides details of the RIDE.
Preferences	Opens the Preferences dialog box (see section 9.2).
Quit	Closes the RIDE-Dyalog Session dialog box.

4.1.2 List of Configurations

The **list of configurations** lists the names of previously-saved configurations. By default, a placeholder configuration called *unnamed* is present in the **list of configurations** with the **Type** set to *Connect* (see section 4).

Selecting a configuration from this list displays its basic information and type-dependent information.



At the bottom of the list of configurations is a bar containing four buttons, as shown in figure 2. The buttons available are detailed in Table 2.



Figure 2. The list of configurations' button bar

Table 2. Buttons in the list of configurations' button bar

Button	Name	Description
	New	Creates a new entry in the list of configurations . The default name for a new configuration is <i>unnamed</i> .
	Clone	Creates an exact copy of the configuration currently selected in the list of configurations . Details can then be changed in the

		cloned configuration without impacting the original.
	Delete	Prompts for confirmation before deleting the configuration currently selected in the list of configurations .
	Save	Saves all items in the list of configurations .

In addition to the buttons, the following actions can be performed when a configuration is selected in the **list of configurations**:

- activate the configuration
Click **CONNECT/START/LISTEN** (as appropriate) in the basic information area to start a Dyalog Session through the RIDE.
- amend the configuration
Change details in the basic or type-dependent information areas. Changes must be saved to be retained between RIDE sessions.

A configuration can also be activated by clicking the ► button to the right of its name in the **list of configurations**.

4.1.3 Types

The **Type** can be one of three options (selected from a drop-down list). The type that is selected determines the content of the type-dependent area. The options are:

- **Start** – the RIDE initiates and connects with a new local or remote interpreter (see section 4.1.3.1)
- **Connect** – a specific (local or remote) Dyalog interpreter is sought by the RIDE for connection (see section 4.1.3.2)
- **Listen** – the RIDE waits for a local or remote interpreter to connect to it (see section 4.1.3.3)

4.1.3.1 Type: Start

The most common use of the RIDE is where the RIDE launches an APL interpreter process and connects to it. The RIDE allocates a random TCP port and instructs the launched interpreter to connect to it immediately. The RIDE is also able to launch remote processes on machines that support Secure Shell (SSH) logins, in which case the communication between the RIDE and the interpreter is also encrypted.


To start a Dyalog Session:

1. Open the **RIDE-Dyalog Session** dialog box.
2. Select **Start** from the **Type** drop-down list.
3. Select a security protocol from the drop-down list.
The type-dependent information fields are displayed.
 - If the security protocol is set to **Local**: then the RIDE can only initiate and connect with a local interpreter:
 - **Interpreter**: the interpreter to initiate an instance of, selected from a drop-down list comprising all versions of Dyalog that are installed on the machine that the RIDE is running on; versions that are installed but not supported by the RIDE are listed but not enabled. If the path and/or name of the interpreter have been amended from the default installation values, then they might not appear in the drop-down list. An interpreter in this situation can be chosen by selecting *Other...* in the drop-down list and entering its full path in the **path to**

- **executable** field. The value of the **path to executable** field is remembered across invocations of the RIDE.
 - **Working directory**: optionally, specify the fully-qualified path to, and name of, a directory that overrides the interpreter's default working directory.
 - **Arguments**: optionally, specify additional arguments for the interpreter (one argument per line).
 - **Environment variables**: optionally, specify additional configuration parameters for the interpreter. These should be specified as `<key>=<value>` pairs, with one pair per line, no extra spaces and no quoting or escaping of value.
- If the security protocol is set to **SSH** then the RIDE connects to a local or remote interpreter using the secure shell network protocol:



The use of SSH is not applicable when the interpreter is running on the Microsoft Windows operating system.

- **Host**: the IP address/unique DNS name of the machine that the interpreter will be running on.
 - **Port**: the number of the port that the RIDE and the interpreter will connect through. By default, this is port 4502.
 - **SSH Port**: the number of the port to use for SSH. The default is 22.
 - **User**: the user name on the machine that the interpreter is running on.
 - **Key file**: the fully-qualified filename of the SSH identity file.
 - **Password/passphrase**: either the password corresponding to the specified **User** or, if an encrypted key file is being used for authentication, the passphrase.
 - If an encrypted **Key File** is specified, a passphrase is required for authentication.
 - If an unencrypted **Key File** is specified, a password/passphrase is not required.
 - If a **Key File** is not specified, then the password corresponding to the specified User is required.
 - **Interpreter**: the interpreter to initiate an instance of, selected from a drop-down list comprising all versions of Dyalog installed on the machine specified in the **Host** field (click the  button to populate this list). The path to the interpreter selected in the drop-down list is displayed in the **path to executable** field. If the required interpreter is not included in the drop-down list, select *Other...* in the drop-down list and enter its fully-qualified path in the **path to executable** field. The value of the **path to executable** field is remembered across invocations of the RIDE.
 - **Arguments**: optionally, specify additional arguments for the interpreter (one argument per line).
 - **Environment variables**: optionally, specify additional configuration parameters for the interpreter. These should be specified as `<key>=<value>` pairs, with one pair per line, no extra spaces and no quoting or escaping of value.
4. Click **START**.



In the Dyalog Session, selecting **New Session** in the **File** menu (see section 5.1.2.1) launches another instance of the interpreter whose path is specified in the **path to executable** field.

4.1.3.2 Type: Connect

The RIDE connects to a specific running (local or remote) Dyalog interpreter that is listening for connections. This is typically used when the RIDE is monitoring processes that have been started to provide some kind of service and to debug them if something unexpected happens.



You should only configure a Dyalog interpreter to listen for connections if either of the following apply:

- you have a firewall that allows you specify which client machines will be able to connect
- you use a configuration file (see *Appendix B*) to specify suitable security filters to limit access to the interpreter.

Your application can use `3502I` to enable debugging when it is appropriate (see section 8.1.3).

To safely experiment with configuring APL to listen for connections, leave the address field in the following examples empty, for example `RIDE_INIT="SERVE::4502"`. If the address field is empty, only local connections are allowed. The `*` used below instructs the interpreter to listen on all available network adapters.

To start a Dyalog Session:

1. On the machine that the interpreter will run on, start a Dyalog Session, optionally specifying an IP address/DNS name and port that it will listen for RIDE connections on using the `RIDE_INIT` configuration parameter. If specified, these will override any stored `RIDE_INIT` values (see section 8.2.2).

For example, if the RIDE is on a different machine and will connect to a Dyalog version 16.0 Unicode 64-bit interpreter through port 4502, then enter the following in a command window/at the command prompt:

- on AIX:
\$ `RIDE_INIT="SERVE:*:4502"`
/opt/mdyalog/16.0/64/unicode/p7/map1
- on Linux:
\$ `RIDE_INIT="SERVE:*:4502"` dyalog
- on macOS:
\$ `RIDE_INIT="SERVE:*:4502"` /Dyalog/
Dyalog-16.0.app/Contents/Resources/Dyalog/map1
- on Microsoft Windows:
> `cd "C:\Program Files\Dyalog\Dyalog APL-64
16.0 Unicode"`
> `dyalog RIDE_INIT=SERVE:*:4502`

Alternatively, create a shortcut with the appropriate settings:

- a. Select the appropriate Dyalog installation and create a shortcut to it.

- b. Right-click on the shortcut icon and select **Properties** from the context menu that is displayed.
The **Properties** dialog box is displayed.
- c. In the **Shortcut** tab, go to the **Target** field and:
 - o place " marks around the path
 - o append RIDE_INIT=SERVE:*:4502
 For example: "C:\Program Files\Dyalog\Dyalog APL-64 16.0 Unicode\dyalog.exe"
RIDE_INIT=SERVE:*:4502
- d. Click **OK**.

Alternatively, start a Dyalog Session and enter:

```
3502I 'SERVE:*:4502'           A Set RIDE_INIT
3502I1                        A enable RIDE
```

2. On the machine that the RIDE is running on:
 - a. Open the **RIDE-Dyalog Session** dialog box.
 - b. Select **Connect** from the **Type** drop-down list.
 - c. Select a security protocol from the drop-down list.
The type-dependent information fields are displayed.
 - If the security protocol is set to **TCP**:
 - o **Host**: the IP address/unique DNS name of the machine that the interpreter is running on.
 - o **Port**: the number of the port that the interpreter is listening on.
By default, the interpreter listens on port 4502.
 - If the security protocol is set to **SSH** then the RIDE connects to a remote interpreter using the secure shell network protocol:



The use of SSH is not applicable when the interpreter is running on the Microsoft Windows operating system.

- o **Host**: the IP address/unique DNS name of the machine that the interpreter is running on.
- o **Port**: the number of the port that the interpreter is listening on.
By default, the interpreter listens on port 4502.
- o **SSH Port**: the number of the port to use for SSH. The default is 22.
- o **User**: the user name on the machine that the interpreter is running on.
- o **Key file**: the fully-qualified filename of the SSH identity file.
Password/passphrase: either the password corresponding to the specified **User** or, if an encrypted key file is being used for authentication, the passphrase.
 - If an encrypted **Key File** is specified, a passphrase is required for authentication.
 - If an unencrypted **Key File** is specified, a password/passphrase is not required.
 - If a **Key File** is not specified, then the password corresponding to the specified User is required.
- If the security protocol is set to **TLS/SSL** then secure connections are enabled:



By default, the RIDE qualifies the server certificate using the root authority certificates available in the Microsoft Certificate Store.

- **Host:** the IP address/unique DNS name of the machine that the interpreter is running on.
- **Port:** the number of the port that the interpreter is listening on. By default, the interpreter listens on port 4502.
- Three optional check boxes (and associated fields) are relevant if you have not added your root certificate to the Microsoft Certificate Store or are not running on the Microsoft Windows operating system:
 - **Provide user certificate:** if selected, populate the **Cert** and **Key** fields with the fully-qualified paths to, and names of, the PEM-encoded certificate file and key file respectively – the interpreter (RIDE server) uses this to verify that the RIDE client is permitted to connect to it.
 - **Custom root certificates:** if selected, populate the **Directory** field with the fully-qualified path to, and name of, the directory that contains multiple root certificates and key files to use for authentication.
 - **Validate server subject common name matches hostname:** verifies that the CN (Common Name) field of the server's certificate matches the hostname.
- d. Click **CONNECT**.

4.1.3.3 Type: Listen

The RIDE waits for a local or remote interpreter to connect to it. This approach is more secure than configuring the interpreter to listen for connections, because an intruder will only be able to communicate with the RIDE rather than an APL system. An application that needs to be debugged can initiate the connection to a listening RIDE using `3502I` to set `RIDE_INIT` when debugging is desired (see section 8.1.3).

To start a Dyalog Session:

1. On the machine that the RIDE is running on:
 - a. Open the **RIDE-Dyalog Session** dialog box.
 - b. Select **Listen** from the **Type** drop-down list.
The type-dependent information fields are displayed.
 - In the **Host** field, specify the IP address/unique DNS name that the RIDE will bind to. By default, the RIDE will bind to all interfaces.
 - In the **Port** field, specify the number of the port that the RIDE should listen on. By default, the RIDE listens on port 4502.
 - c. Click **LISTEN**.
The **Waiting for connection...** dialog box is displayed.
2. On the machine that the interpreter will run on, start a Dyalog Session from the command prompt. When doing this, the IP address/DNS name for the machine that the RIDE is running on and the same port number as the RIDE is listening on must be specified as connection properties.

For example, if the RIDE is running on a machine that has DNS name `jay-pc.dyalog.bramley` and is listening on port 4502, then enter the following in a command window/at the command prompt:

- on AIX:


```
$ RIDE_INIT="CONNECT:
jay-pc.dyalog.bramley:4502"
/opt/mdyalog/16.0/64/unicode/p7/mapl
```


- on Linux:
\$ RIDE_INIT="CONNECT:
jay-pc.dyalog.bramley:4502" dyalog
- on macOS:
\$ RIDE_INIT="CONNECT:
jay-pc.dyalog.bramley:4502" /Dyalog/
Dyalog-16.0.app/Contents/Resources/Dyalog/mapl
- on Microsoft Windows:
> cd "C:\Program Files\Dyalog\Dyalog APL-64
16.0 Unicode"
> dyalog RIDE_INIT=CONNECT:
jay-pc.dyalog.bramley:4502

The Dyalog Session starts.

Alternatively, start a Dyalog Session and enter:

```
3502␣'CONNECT:jay-pc.dyalog.bramley:4502'  
3502␣1
```

The new Dyalog Session will connect to the RIDE and remain connected until the Dyalog Session is terminated.



On Microsoft Windows, an alternative to using the command window is to create a shortcut with the appropriate settings.

To configure the shortcut:

1. Select the appropriate Dyalog installation and create a shortcut to it.
2. Right-click on the shortcut icon and select **Properties** from the context menu that is displayed.

The **Properties** dialog box is displayed.

3. In the **Shortcut** tab, go to the **Target** field and:
 - place " marks around the path
 - append RIDE_INIT=CONNECT:10.0.38.1:4502

For example: "C:\Program Files\Dyalog\Dyalog APL-64 16.0 Unicode\dyalog.exe"
RIDE_INIT=CONNECT:10.0.38.1:4502

4. Click **OK**.

4.1.4 The Zero Footprint RIDE

The RIDE is an application that is implemented using a combination of HTML and Javascript. A full RIDE installation includes a small web server framework called Node/JS, which acts as a host for the application, and an embedded web browser that renders it to the user as a desktop application.

Dyalog is able to act as a web server, hosting the RIDE application and making it available to any compatible web browser – this is known as "Zero Footprint" operation as the RIDE is not installed on the client machine but is downloaded by the web browser on demand. The advantage of the Zero Footprint RIDE is that an APL session can be monitored and maintained from any device with a suitable browser installed; no installation of RIDE is required.

The functionality of the Zero Footprint RIDE is slightly restricted. Specifically:

- The RIDE can only interact with the APL interpreter that it is connected to; none of the functionality related to launching new sessions or connecting to running APL sessions is available.
- Preferences are persisted in browser storage using cookies.
- Behaviour that is provided by the browser (undo/redo, cut/copy/paste, change font size) does not appear in the RIDE's menus.
- Floating windows are not supported; all windows appear within the main browser window.
- Window captions cannot be controlled.

Apart from these limitations, the Zero Footprint RIDE provides exactly the same features for viewing and developing APL code as the desktop RIDE.

5 The Dyalog Development Environment

When a Dyalog Session is started through the RIDE, the Dyalog development environment is displayed. This means that:

- the Dyalog Session user interface is displayed (see section 5.1)
- the keyboard key mappings for APL glyphs are enabled (see section 5.2)

5.1 Session User Interface



The menu bar menu options on macOS are different to those on Microsoft Windows and Linux. This section details the options for Microsoft Windows and Linux; for the macOS options see the *Dyalog for macOS UI Guide*.



The RIDE's UI can vary slightly across different operating systems (and window managers); in particular, RIDE-specific menu bars can be located either within the development environment or in the global menu bar.

By default, the Dyalog Session user interface includes five elements, as shown in Figure 3:

- a caption (see section 5.1.1)
- a menu bar (see section 5.1.2)
- a Language bar (see section 5.1.3)
- a **Session** window (see section 5.1.4)
- a Status bar (see section 5.1.5)

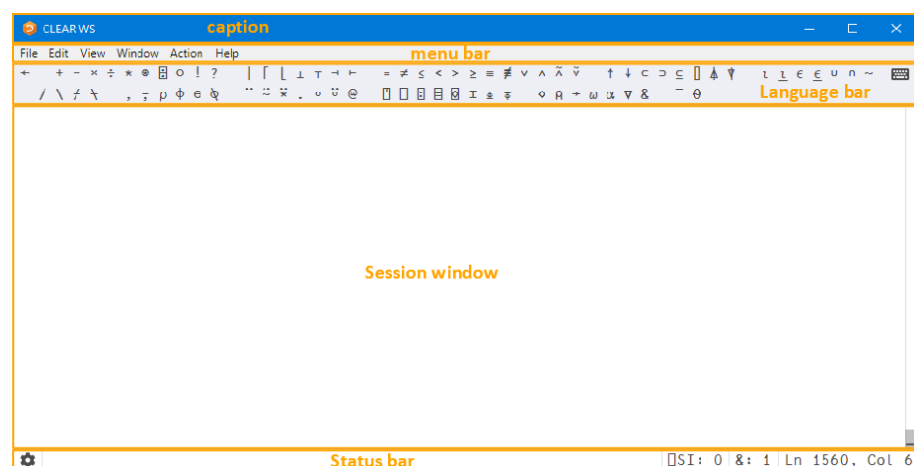


Figure 3. The default Dyalog Session user interface (Microsoft Windows)

Additional elements can also be present, as shown in Figure 4:

- a workspace explorer (see section 5.1.6)
- a debug information window (see section 5.1.7)

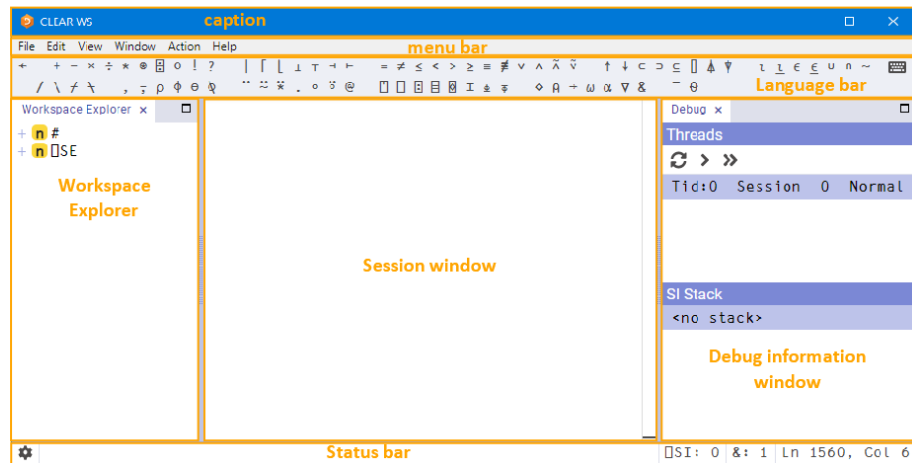


Figure 4. The Dyalog Session user interface with workspace explorer and debug information window displayed (Microsoft Windows)

5.1.1 Caption

The caption at the top of the **Session** window is the name of the workspace.

The caption can be customised (see section 9.2.5).

5.1.2 Menu Bar



The menu bar menu options on macOS are different to those on Microsoft Windows and Linux. This section details the options for Microsoft Windows and Linux; for the macOS options see the *Dyalog for macOS UI Guide*.

The menu bar menu options are:

- **File** menu (see section 5.1.2.1)
- **Edit** menu (see section 5.1.2.2)
- **View** menu (see section 5.1.2.3)
- **Window** menu (see section 5.1.2.4)
- **Action** menu (see section 5.1.2.5)
- **Help** menu (see section 5.1.2.6)

The menu names in the menu bar and the options under each menu can be customised (see section 9.2.6).

5.1.2.1 File Menu

The options available under the **File** menu are detailed in Table 3. These control the RIDE-enabled APL process connections (both on local and remote machines).

Table 3. File menu options

Item	Description
Open...	Prompts for a filename. If a workspace file is selected (a .dws file) then it is loaded into the Session; any other file is opened in the Edit window. Only relevant if the Session was started using the Start connection type (see section 4.1.3.1).

New Session	Starts a new Dyalog Session (a new instance of the interpreter). Only relevant if the Session was started using the Start connection type (see section 4.1.3.1).
Connect...	Opens the RIDE-Dyalog Session dialog box (see section 4.1).
Quit	Terminates the Dyalog Session (see section 7.9).

5.1.2.2 Edit Menu

The options available under the **Edit** menu are detailed in Table 4. These assist with manipulating text within (and between) windows.

Table 4. Edit menu options

Item	Description
Undo	Reverses the previous action
Redo	Reverses the effect of the previous Undo
Cut	Deletes the selected text from the active window and places it on the clipboard.
Copy	Copies the selected text to the clipboard.
Paste	Pastes the text contents of the clipboard into the active window at the current location.
Preferences	Opens the Preferences dialog box (see section 9.2).

A context menu that includes the **Cut**, **Copy** and **Paste** options from the **Edit** menu is available in the **Session** window, all **Edit** windows and the **Trace** window.

5.1.2.3 View Menu

The options available under the **View** menu are detailed in Table 5. These enable the appearance of the Dyalog Session to be changed.

Table 5. View menu options

Item	Description
Show Language Bar	Toggles display of the Language bar (see section 5.1.3) at the top of the Session window.
Show Status bar	Toggles display of the Status bar (see section 5.1.5) at the bottom of the Session window.
Show Workspace Explorer	Toggles display of the workspace explorer (see section 5.1.6) to the left of the Session window.
Show Debug	Toggles display of the debug information window (see section 5.1.7) to the right of the Session window.
Line Wrapping in Session	Toggles line wrapping. When off, <code>␣PW</code> is used to determine line length. When on, a combination of <code>␣PW</code> and line wrapping is used.
Stops	Toggles display of an additional column at the left-hand side of the Edit/Trace windows in which break-points

	can be set/unset. Hiding this column does not remove any previously-set break-points.
Line Numbers	Toggles display of line numbers in the Edit/Trace windows.
Outline	Toggles code folding/outlining for control structures (including :Section structures) and functions in Edit windows. When toggled, existing code in an open Edit window is automatically updated to reflect the new rules.
Increase Font Size	Increases the size of the font in all the windows
Decrease Font Size	Decreases the size of the font in all the windows
Reset Font Size	Sets the size of the font in all the windows to its default value.
Toggle Full Screen	Toggles the entire session between its current size and full screen size.

5.1.2.4 Window Menu

The option available under the **Window** menu is detailed in Table 6. This closes all open **Edit** and **Trace** windows.

Table 6. Window menu options

Item	Description
Close All Windows	Closes all open Edit and Trace windows (the Session window, workspace explorer and debug information window remain open).

5.1.2.5 Action Menu

The options available under the **Action** menu are detailed in Table 7. These enable **Edit** and **Trace** windows to be opened and allow currently-running APL code to be interrupted with trappable events.

Table 7. Action menu options

Item	Description
Edit	If the cursor is on or immediately after <code><object name></code> , then opens an Edit window on that name.
Trace	<p>In the Session window:</p> <ul style="list-style-type: none"> • If the cursor is on a line containing calls to multi-line functions, a Trace window is opened and the functions traced (<i>explicit trace</i>). • If the cursor is on a line containing no text and there is a suspended function (or operator) on the execution stack, open a Trace window for that function (<i>naked trace</i>) <p>In a Trace window:</p> <ul style="list-style-type: none"> • Open a new Trace window for any multi-line function (or operator) in that line and trace that line as it is

	evaluated.
Clear all trace/stop/monitor	Removes any trace/stop/monitor flags (as set by <code>□TRACE/□STOP/□MONITOR</code>) from all functions in the workspace.
Weak Interrupt	Suspends execution at the start of the next line.
Strong Interrupt	Suspends execution after the current primitive operation.

5.1.2.6 Help Menu

The options available under the **Help** menu are detailed in Table 8. These provide access to the Dyalog documentation, website, forum and update portal.

Table 8. Help menu options

Item	Description
Dyalog Help	Opens your default web browser on the welcome page of Dyalog's online help (http://help.dyalog.com).
Documentation Centre	Opens your default web browser on the Documentation Centre page of Dyalog Ltd's website (http://www.dyalog.com/documentation.htm).
Dyalog Website	Opens your default web browser on the home page of Dyalog Ltd's website (http://www.dyalog.com).
MyDyalog	Opens your default web browser on the login page for MyDyalog, the customer portal for updates of Dyalog (https://my.dyalog.com).
Dyalog Forum	Opens your default web browser on the main page of Dyalog Ltd's forum (http://www.dyalog.com/forum).
About	Displays the About dialog box, which provides details of the current RIDE and connected Dyalog interpreter.

5.1.3 Language Bar

The Language bar is located at the top of the **Session** window, beneath the menu bar. It contains buttons for each of the glyphs used as primitives in Dyalog.



When the cursor is positioned over one of the glyphs, information for that glyph is displayed. This includes the name of the glyph, the keyboard shortcut to enter it, its monadic/dyadic name and examples of its syntax, arguments and result.

Clicking on one of the glyphs copies that glyph into the active **Session/Edit** window at the position of the input cursor (the same as typing it directly into the **Session/Edit** window).

The order of glyphs in the Language bar can be customised by using the mouse to drag-and-drop individual glyphs to the required location.

Display of the Language bar can be toggled with the **View > Show Language Bar** menu option or by entering the *Toggle Language bar* command (`<LBR>`).

On the right hand side of the Language bar is the  button:

- Positioning the cursor over the  button displays a dynamic tooltip showing all configured keyboard shortcuts for command codes – for more information on these, see section 7.1.
- Clicking on the  button displays the **Preferences** dialog box (the same as selecting the **Edit > Preferences** menu option) – for more information on the **Preferences** dialog box, see section 9.2.

5.1.4 Session Window

The primary purpose of the **Session** window is to provide a scrolling area within which a user can enter APL expressions and view results. See section 6.1 for more information on the **Session** window.

You can move, resize, maximise and minimise the **Session** window using the standard facilities provided by your operating system.

5.1.5 Status Bar

The Status bar is located at the bottom of the **Session** window. It contains a button and three Session status fields, as shown in figure 5; the items in the Status bar are detailed in table 9.

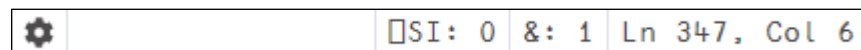






Figure 5. The Status bar

Table 9. Items in the Status bar

Item	Description
	Opens the Preferences dialog box (see section 9.2).
 SI: <number>	Displays the length of  SI. Turns blue if non-zero.
&: <number>	Displays the number of threads currently running (minimum value is 1). Turns blue if greater than 1.
Ln <num>, Col <num>	Displays the location of the cursor in the active window (line and column numbers).

5.1.6 Workspace Explorer

The workspace explorer is located to the left of the **Session** window. It contains a hierarchical tree view of all the namespaces, classes, functions, operators and variables in the active workspace (under #) and in the system namespace (under .

Double-clicking on a namespace, class, function, operator or variable opens its definition in the **Edit** window.

Display of the workspace explorer can be toggled with the **View > Show Workspace Explorer** menu option or by entering the *Toggle Workspace Explorer* command (<WSE>).

5.1.7 Debug Information Window

The debug information window is located to the right of the **Session** window. It comprises two areas:




- The **Threads** area lists the threads that are currently in existence. For each thread the following information is provided:
 - a description comprising the thread ID (□TID) and name (□TNAME)
 - the state of the thread, that is, what it is doing (for example, Session, Pending, :Hold, □NA)
 - the thread requirements (□TREQ)
 - a flag indicating whether the thread is *Normal* or *Paused*

The toolbar displayed at the top of the **Threads** area is shown in figure 6; the icons on this toolbar are detailed in table 10.



Figure 6. The **Threads** area's toolbar

Table 10. Icons on the **Threads** area's toolbar

Icon	Action	Description
	Refresh now	Refresh the list of threads
	Continue execution of this thread	Resume execution of the currently selected thread.
	Continue execution of all threads	Resume execution of any paused threads. For information on threads, see the <i>Dyalog Programming Reference Guide</i> .

- The **SI Stack** area lists the functions in the execution stack; each function in the list also has the line number and source code of the line that caused the function to be added to the stack. Equivalent to the result of)SI.

Display of the debug information window can be toggled with the **View > Show Debug** menu option.

5.2 Keyboard Key Mappings for APL Glyphs

A set of keyboard key mappings for APL glyphs is installed with the RIDE. When the RIDE is the active application, these key mappings are automatically enabled. The RIDE attempts to identify a user's locale and use the appropriate key mappings; if the locale cannot be identified or the locale-specific key mappings have not been configured, then the default configuration is used (key mappings for a US keyboard).

Using this set of key mappings, APL glyphs are entered by pressing the prefix key followed by either the appropriate key or the SHIFT key with the appropriate key. The prefix key and key mappings can be customised (see section 9.2.2).

5.2.1 Other Keyboard Options

Installing and enabling a set of key mappings allows Dyalog glyphs to be entered in other applications (for example, email). An alternative set of key mappings can also be used to replace the default key mappings for the RIDE.

Information and the requisite downloadable files are available at <http://www.dyalog.com/apl-font-keyboard.htm>.



If you have the Dyalog Unicode IME installed, then the RIDE activates it by default. It can be disabled by unchecking the **Also enable Dyalog IME** checkbox in the **Keyboard** tab of the **Preferences** dialog box (see section 9.2.2).

If Dyalog is not installed on the machine that the RIDE is running on, then the Dyalog Unicode IME can be downloaded and installed from <http://www.dyalog.com/apl-font-keyboard.htm>.



Most Linux distributions released after mid-2012 support Dyalog glyphs by default. For more information, see the *Dyalog for UNIX Installation and Configuration Guide*.

6 Input Windows

Instead of just a single **Session** window, the Dyalog Development Environment can comprise multiple windows:

- **Session** window – created when a Dyalog Session is started through the RIDE and always present while the Session is live. There is only one **Session** window.
- **Edit** windows – created and destroyed dynamically as required. There can be multiple **Edit** windows (one for each APL object).
- **Trace** window – created and destroyed dynamically as required. There is only one **Trace** window.

When multiple windows are open, the window that has the focus is referred to as the *active* window.

6.1 Session Window

The **Session** window contains:

- the *input line* – the last line entered in the **Session** window; this is (usually) the line into which you type an expression to be evaluated.
- the *Session log* – a history of previously-entered expressions and the results they produced.

If a log file is being used, then the Session log is loaded into memory when a Dyalog Session is started. When the Dyalog Session is closed, the Session log is written to the log file, replacing its previous contents.

6.2 Edit Window




This section applies to the RIDE's built-in editor. A different editor can be specified by setting the RIDE_EDITOR configuration parameter to the fully-qualified path of the desired editor's executable file.

The **Edit** window is used to define new objects as well as view/amend existing objects.

An **Edit** window can be opened from the **Session** window in any of the following ways:

- Enter `)ED <object name>`
- Enter `⎕ED '<object name>'`
- Enter `<object name> <ED>`
(for an explanation of the `<ED>` syntax, see section 7.1)
- Double-click on/after `<object name>`

If the object name does not already exist, then it is assumed to be of type function/operator. Different types can be explicitly specified using the `)ED` or `⎕ED` options – see `)ED` or `⎕ED` in the *Dyalog APL Language Reference Guide*.

An **Edit** window can be opened from the **Trace** window by entering the *Edit* command (<ED>), double-clicking the cursor or clicking the  button in the toolbar (see section 6.3.1). The position of the cursor when this is done determines the name of the object that the **Edit** window is for:

- If the cursor is on or immediately after <object name>, then the **Edit** window opens on that name.
- If the cursor is anywhere else, then the **Edit** window opens for the most recently-referenced function on the stack. This is a *naked edit*.

An **Edit** window can be opened from another **Edit** window in any of the following ways:

- Move the cursor over/after <object name> and enter the *Edit* command (<ED>)
- Double-click on/after <object name>

By default, the **Edit** window is docked to the right of the **Session** Window.






6.2.1 Toolbar

The toolbar displayed at the top of the **Edit** window is shown in figure 7; the icons on this toolbar are detailed in table 11.




Figure 7. The **Edit** Window's toolbar

Table 11. Icons on the **Edit** window's toolbar

Icon	Action	Description
	Save changes and return	Saves changes and closes the Edit Window.
	Toggle line numbers	Turns the display of line numbers on/off.
	Comment selected text	Add a comment symbol (A) to the beginning of the line in which the cursor is positioned. If text has been selected, then a comment symbol is added at the start of the line on which the selection starts and at the start of each subsequent line of text within the selection. Same as the <i>Comment Out</i> command (<AO>).
	Uncomment selected text	Removes the comment symbol (A) at the beginning of the line in which the cursor is positioned. If text has been selected, then comment symbols are removed from the start of each selected line of text. Comment symbols that are not at the start of a line of text cannot be removed. Same as the <i>Uncomment</i> command (<DO>).
	Search	Opens the Search bar, enabling a search to be performed – see Section 6.2.2.

6.2.2 Search and Replace

The  icon in the **Edit** window's toolbar opens the Search bar, enabling a search for every occurrence of a specified string (this can include APL glyphs) to be performed within the code in the active **Edit** window; optionally, a replacement string can be applied on an individual basis.

The Search bar is shown in figure 8; the icons on this toolbar are detailed in table 12.

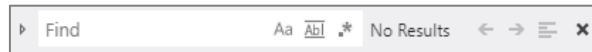



Figure 8. The Search bar (default)

The  icon (Toggle replace mode) extends the Search bar to include a *Replace* field and related icons as shown in figure 9; the icons on this toolbar are detailed in table 11.

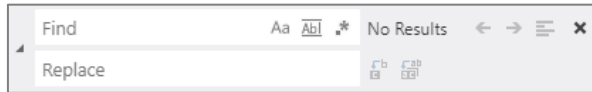











Figure 9. The Search bar (including display of the Replace fields)

Table 12. Icons on the Search bar



Icon	Action	Description
	Search for previous match	Positions the cursor at the previous occurrence of the <i>Search</i> text.
	Search for next match	Positions the cursor at the next occurrence of the <i>Search</i> text.
	Find in selection	Only searches within the selected text.
	Close	Closes the Search bar.
	Replace	Replaces the selected text in the Edit window with the text specified in the <i>Replace</i> field of the Search bar and highlights the next match.
	Replace all	Replaces all occurrences of the text specified in the <i>Find</i> field of the Search bar with that specified in the <i>Replace</i> field of the Search bar.

The *Find* field includes three filters, as detailed in table 13. Any combination of these filters can be applied when performing a search.


Table 13. Filters in the Find field

Icon	Action	Description
	Match case	Applies a case-sensitive filter so that only occurrences that match the case of the string in the <i>Find</i> field are highlighted.
	Match whole word	Only highlights whole words that match the string in the <i>Find</i> field. Note: Some glyphs are treated as punctuation when identifying "whole words", for example, ; : , { } [] (and).
	Use regular expression	Allows regular expressions to be specified in the <i>Find</i> field.



To search for a string:


1. Enter the string to search for in the *Find* field in one of the following ways:
 - Press the **Search** button  and enter the string directly in the *Find* field.
 - Enter the *Search* command (<SC>) and enter the string directly in the *Find* field.
 - select the string in the **Edit** window or position the cursor over a word and enter the *Search* command (<SC>) or press the **Search** button ; the selected string or the word under the cursor is copied to the *Find* field.

All occurrences of the specified string are highlighted in the **Edit** window. If the content of the **Edit** window is sufficiently long for there to be a vertical scroll bar, then the locations of occurrences of the specified string within the entire content are identified by yellow marks overlaid on the scroll bar.





2. Press the **Enter** key to select the first occurrence of the search string after the last position of the cursor.
3. Press the **Search for next match** button  to advance the selection to the next occurrence of the search string.
4. Repeat step 3 as required (the search is cyclic).
5. Use the **Esc** key to exit the search functionality.

To replace a string:

1. Do one of the following:
 - Enter the string to be replaced in the *Find* field in one of the following ways:
 - Press the **Search** button  and enter the string directly in the *Find* field.
 - Enter the *Search* command (<SC>) and enter the string directly in the *Find* field.
 - Select the string in the **Edit** window and enter the *Search* command (<SC>) or press the **Search** button ; the selected string is copied to the *Find* field.



Press  to extend the Search bar to display the *Replace* field.

- Enter the *Replace* command (<RP>) and enter the string directly in the *Find* field.
 - select the string in the **Edit** window and enter the *Replace* command (<RP>); the selected string is copied to the *Find* field and the *Replace* field is displayed.
2. Enter the replacement string directly in the *Replace* field.
 3. Press the **Enter** key to select the first occurrence of the search string after the last position of the cursor.


4. Do one of the following:
 - Press the **Enter** key or the **Replace** button  to replace the selected occurrence of the search string and to advance the selection to the next occurrence of the search string.
 - Press the **Search for next match** button  to leave the selected occurrence of the search string unaltered and to advance the selection to the next occurrence of the search string.
 - Press the **Replace all** button  to replaces all occurrences of the search string.
5. Press the **Close** button  to exit the search and replace functionality.

6.2.3 Exiting the Edit Window

To save changes and close the **Edit** window:

- click  in the **Edit** window's tab and select **yes** when prompted whether to save changes
- click  in the **Edit** window's toolbar
- use the *Escape* command (<EP>)

To close the **Edit** window without saving changes:

- click  in the **Edit** window's tab and select **no** when prompted whether to save changes
- use the *Quit* command (<QT>)

6.3 Trace Window

The **Trace** window aids debugging by enabling you to step through your code line by line, display variables in **Edit** windows and watch them change as the execution progresses. Alternatively, you can use the **Session** window and **Edit** windows to experiment with and correct your code.

A **Trace** window can be opened from the **Session** window by entering `<expression> <TC>`. This is an *explicit trace* and lets you step through the execution of any non-primitive functions/operators in the expression.

By default, Dyalog is also configured to initiate an *automatic trace* whenever an error occurs, that is, the **Trace** window opens and becomes the active window and the line that caused the execution to suspend is selected. This is controlled by the interpreter configuration parameter `TRACE_ON_ERROR` (for information on configuration parameters, see the *Dyalog for <operating system> Installation and Configuration Guide* specific to the operating system that you are using).

By default, the **Trace** window is docked beneath the **Session** and **Edit** windows. Other than setting/removing breakpoints (see section 7.8.1), **Trace** windows are read-only.












6.3.1 Toolbar

The toolbar displayed at the top of the **Trace** window is shown in figure 10; the icons on this toolbar are detailed in table 14.




Figure 10. The **Trace** Window's toolbar

Table 14. Icons on the **Trace** window's toolbar

Icon	Action	Description
	Quit this function	Cuts the execution stack back one level.
	Toggle line numbers	Turns the display of line numbers on/off.
	Execute line	Executes the current line and advances to the next line.
	Trace into expression	Traces execution of the current line and advances to the next line. If the current line calls a user-defined function then this is also traced.
	Stop on next line of calling function	Continues execution of the code in the Trace window from the current line to completion of the current function or operator. If successful, the selection advances to the next line of the calling function (if there is one).
	Continue execution of this thread	Closes the Trace window and resumes execution of the current application thread from the current line.
	Continue execution of all threads	Closes the Trace window and resumes execution of all suspended threads.
	Interrupt	Interrupts execution with a weak interrupt.
	Edit name	Converts the Trace window into an Edit window as long as the cursor is on a blank line or in an empty space. However, if the cursor is on or immediately after an object name that is not the name of the suspended function, then an Edit window for that object name is opened.
	Clear stops for this object	Clears all breakpoints (resets STOP) on the function(s) in the Edit/Trace windows.
	Search	Opens the Search bar, enabling a search to be performed – see Section 6.3.2).

6.3.2 Search

The  icon in the **Trace** window's toolbar opens the Search bar, enabling a search for every occurrence of a specified string (this can include APL glyphs) to be performed within the code in the **Trace** window.

The Search bar is shown in figure 11; the icons in the Search bar are detailed in table 15.

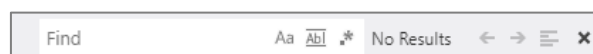








Figure 11. The Search bar

Table 15. Icons on the Search bar



Icon	Action	Description
	Search for previous match	Positions the cursor at the previous occurrence of the <i>Search</i> text.

	Search for next match	Positions the cursor at the next occurrence of the <i>Search</i> text.
	Find in selection	Only searches within the selected text.
	Close	Closes the Search bar.

To search for a string:



1. Enter the string to search for in the *Find* field in one of the following ways:
 - Press the **Search** button  and enter the string directly in the *Find* field.
 - Enter the *Search* command (<SC>) and enter the string directly in the *Find* field.
 - select the string in the **Trace** window and enter the *Search* command (<SC>) or press the **Search** button ; the selected string is copied to the *Find* field.

All occurrences of the specified string are highlighted in the **Trace** window and the number of occurrences is displayed to the right of the *Find* field. If the content of the **Trace** window is sufficiently long for there to be a vertical scroll bar, then the locations of occurrences of the specified string within the entire content are identified by yellow marks overlaid on the scroll bar.

2. Press the **Enter** key to select the first occurrence of the search string after the last position of the cursor.
3. Press the **Search for next match** button  to advance the selection to the next occurrence of the search string.
4. Repeat step 3 as required (the search is cyclic).
5. Press the **Close** button  to exit the search functionality.

6.3.3 Exiting the Trace Window

To close the **Trace** window:

- click  in the **Trace** window's tab
- click  in the **Trace** window's toolbar
- use the *Escape* command (<EP>)
- use the *Quit* command (<QT>)
- press the **Esc** key



When the **Trace** window is closed, the function within that **Trace** window is removed from the stack. It is possible to close all **Trace/Edit** windows without clearing the stack by selecting the **Window > Close All Windows** menu option or using `2023␣` (for information on this I-beam, see the *Dyalog APL Language Reference Guide*).

7 Working in a Dyalog Session

The main purpose of a development environment is to enable a user to enter and execute expressions; this chapter describes how this can be achieved when running a Dyalog Session through the RIDE and explains the functionality that is provided to simplify the process.

7.1 Keyboard Shortcuts and Command Codes

Keyboard shortcuts are keystrokes that execute an action rather than produce a symbol. The RIDE supports numerous keyboard shortcuts, each of which is identified by a *command code* and mapped to a keystroke combination; for example, the action to open the **Trace** window is identified by the code **TC** (described in the documentation as **<TC>**). For a complete list of the command codes that can be used in a Dyalog Session running through the RIDE and the keyboard shortcuts for those command codes, see Appendix A.

Positioning the cursor over the  button on the right hand side of the Language bar displays a dynamic tooltip showing all configured keyboard shortcuts for command codes. Clicking on the  button displays the **Preferences** dialog box (the same as selecting the **Edit > Preferences** menu option), through which keyboard shortcuts can be customised (see section 9.2.3).


7.2 Navigating the Windows

When multiple windows are open, the window that has the focus is referred to as the *active window*. A window can be made the active window by clicking within it.

The **Session**, **Edit** and **Trace** windows form a closed loop for the purpose of navigation:

- to make the next window in this loop the active window, enter the *Tab Window* command (**<TB>**)
- to make the previous window in this loop the active window, enter the *Back Tab Window* command (**<BT>**)

An active **Edit/Trace** window can be closed after changes have been made to its content:

- to save any changes in the content of the active window before closing it, enter the *Escape* command (**<EP>**), press the **Close** button  in its menu bar or, if the window is docked, press **X** in the window's tab.
- to discard any changes in the content of the active window before closing it, enter the *Quit* command (**<QT>**)

7.3 Display of Windows

By default, the **Trace** window and **Edit** windows are docked beneath and to the right of the **Session** window respectively. If the menu option **View > Show Workspace**

Explorer is checked, then the workspace explorer is docked to the far left of any open windows; if the menu option **View > Show Debug** is checked, then the debug information window is docked to the far right of any open windows.

Docked windows can be selected (by clicking within them), resized (by moving the splitter bar) and maximised/minimised (by toggling the icon at the top right of each window).

New **Edit** and **Trace** windows can be floating rather than docked by selecting the *Floating windows* checkbox in the **Windows** tab of the **Preferences** dialog box (see section 9.2.7).

Clicking in the tab of any window enables that window to be dragged to a different location.

7.4 Entering APL Characters

APL glyphs can be entered in a Dyalog Session running through the RIDE by:

- typing the glyph in the **Session** window or **Edit** window using the appropriate key combination (see section 5.2).
- clicking the appropriate glyph on the Language bar (see section 5.1.3) – this inserts that glyph into the active **Session/Edit** window at the position of the cursor.

When typing a glyph directly rather than using the Language bar, if you pause after entering the prefix key then the autocomplete functionality (see section 7.5.2) displays a list of all the glyphs that can be produced. If you enter the prefix key a second time then a list of all the glyphs that can be produced is again displayed but this time with the names (formal and informal) that are used for each glyph.

For example:

```
⊛          A default prefix key
```

The autocomplete functionality list includes the following for the ⊛ glyph:

```
⊛ \* ``logarithm
⊛ \* ``naturallogarithm
⊛ \* ``circlestar
⊛ \* ``starcircle
⊛ \* ``splat
```

This means that you can enter the ⊛ glyph by selecting (or directly typing) any of the following:

```
\*
``logarithm
``naturallogarithm
``circlestar
``starcircle
``splat
```

As you enter a name, the autocomplete functionality restricts the list of options to those that match the entered name.

For example, entering:

```
``ci
```

restricts the list to:

```
⊛ `* ``circlestar
o `o ``circular
φ `% ``circlestile
e `& ``circlebar
⋈ `^ ``circlebackslash
ö `O ``circlediaeresis
```

7.5 Entering Expressions

The RIDE provides several mechanisms that assist with accuracy and provide clarity when entering expressions in a Dyalog Session.

7.5.1 Paired Enclosures

*Applicable in the **Session** window and the **Edit** window.*

Enclosures in the RIDE include:

- parentheses ()
- braces { }
- brackets []

Angle brackets < > are not enclosures.

When an opening enclosure character is entered, the RIDE automatically includes its closing pair. This reduces the risk of an invalid expression being entered due to unbalanced enclosures. This feature can be disabled in the **General** tab of the **Preferences** dialog box (see section 9.2.1).

7.5.2 Autocomplete

*Applicable in the **Session** window and the **Edit** window.*

The RIDE includes autocomplete functionality for names to reduce the likelihood of errors when including them in an expression (and to save the user having to enter complete names or remember cases for case-sensitive names).

As a name is entered, the RIDE displays a pop-up window of suggestions based on the characters already entered and the context in which the name is being used.

For example, if you enter a `[` character, the pop-up list of suggestions includes all the system names (for example, system functions and system variables). Entering further characters filters the list so that only those system functions and variables that start with the exact string entered are included.

When you start to enter a name in the **Session** window, the pop-up list of suggestions includes all the namespaces, variables, functions and operators that are defined in the current namespace. When you start to enter a name in the **Edit** window, the pop-up list of suggestions also includes all names that are localised in the function header.

To select a name from the pop-up list of suggestions, do one of the following:

- click the mouse on the name in the pop-up list

- use the right arrow key to select the top name in the pop-up list
- use the up and down arrow keys to navigate through the suggestions and the right arrow key or the **TAB** key to enter the currently-highlighted name

The selected name is then completed in the appropriate window.

This feature can be disabled or customised in the **General** tab of the **Preferences** dialog box (see section 9.2.1).

7.5.3 Context-Sensitive Help

*Applicable in the **Session** window, **Edit** window and **Trace** window*

With the cursor on or immediately after any system command, system name, control structure keyword or primitive glyph, enter the *Help* command (<HLP>). The documentation for that system command, system name, control structure keyword or primitive glyph will be displayed.

7.5.4 Syntax Colouring

*Applicable in the **Edit** window and **Trace** window*

Syntax colouring assigns different colours to various components, making them easily identifiable. The default syntax colouring convention used is detailed in table 16.

Table 16. *Syntax colouring convention (default)*

Colour	Syntax
black	global names
grey	names namespaces numbers tradfn syntax (header line and final ▽ in scripted syntax)
maroon	control structure keywords
red	errors (including unmatched parentheses, quotes and braces)
teal	strings comments
navy	primitive functions zilde
blue	idioms (this takes priority over any other syntax colouring) operators parentheses/braces/brackets dfn syntax (specifically, { } α ω ▽ and :) assignment (←), diamond (◊) and semi-colon (;)
purple	system names

Syntax colouring can be customised (see section 9.2.4).

7.6 Executing Expressions

7.6.1 Executing a New Expression

*Applicable in the **Session** window*

After entering a new expression in the input line, that expression is executed by pressing the **Enter** key or with the *Enter* command (<ER>). Following execution, the expression (and any displayed results) become part of the Session log.

7.6.2 Re-executing a Previous Expression

*Applicable in the **Session** window*

Instead of entering a new expression in the input line, you can move back through the Session log and re-execute a previously-entered expression.

To re-execute a previously-entered expression:

1. Locate the expression to re-execute in one of the following ways:
 - Scroll back through the Session log.
 - Use the *Backward* command (<BK>) and the *Forward* command (<FD>) to cycle backwards and forwards through the input history, successively copying previously-entered expressions into the input line.
2. Position the cursor anywhere within the expression that you want to re-execute and press the **Enter** key or use the *Enter* command (<ER>).

If required, a previously-entered expression can be amended prior to execution. In this situation, when the amended expression is executed it is copied to the input line; the original expression in the Session log is not changed. If you start to edit a previous expression and then decide not to, use the *Quit* command (<QT>) to return the previous expression to its unaltered state.

7.6.3 Re-executing Multiple Previous Expressions

*Applicable in the **Session** window*

Multiple expressions can be re-executed together irrespective of whether they were originally executed sequentially (certain system commands cause re-execution to stop once they have been completed, for example,)LOAD and)CLEAR).

To re-execute multiple previously-entered expressions:

1. Locate the first expression to re-execute in one of the following ways by scrolling back through the Session log.
2. Change the expression in some way. The change does not have to impact the purpose of the expression; it could be an additional space character.
3. Scroll through the Session log to locate the next expression to re-execute and change it in some way. Repeat until all the required expressions have been changed.
4. Press the **Enter** key or enter the *Enter* command (<ER>)

The amended expressions are copied to the input line and executed in the order in which they appear in the Session log; the modified expressions in the Session log are restored to their original content.

To re-execute contiguous previously-entered expressions:

1. Position the cursor at the start of the first expression to re-execute.

2. Press and hold the mouse button (left-click)+ and drag the cursor to the end of the last expression to re-execute.
3. Copy the selected lines to the clipboard using the *Copy* command (<CP>) or the *Cut* command (<CT>) or the **Copy/Cut** options in the **Edit** menu.
4. Position the cursor in the input line and paste the content of the clipboard back into the Session using the *Paste* command (<PT>), the **Paste** option in the **Edit** menu or the **Paste** option in the context menu.
5. Press the **Enter** key or enter the *Enter* command (<ER>).

This technique can also be used to move lines from the **Edit** window into the **Session** window and execute them.

7.7 Threads

The RIDE supports multithreading. For information on threads, see the *Dyalog Programming Reference Guide*.

The number of threads currently in use is displayed in the Status bar (see section 5.1.5).

7.8 Suspending Execution

To assist with investigations into the behaviour of a set of statements (debugging), the system can be instructed to suspend execution just before a particular statement. This is done by setting a breakpoint – see section 7.8.1.

It is sometimes necessary to suspend the execution of a function, for example, if an endless loop has been inadvertently created or a response is taking an unacceptably long time. This is done using an interrupt – see section 7.8.2.

Suspended functions can be viewed through the stack; the most recently-referenced function is at the top of the stack. The content of the stack can be queried with the `)SI` system command; this generates a list of all suspended and pendent (that is, awaiting the return of a called function) functions, where suspended functions are indicated by a `*`. For more information on the stack and the state indicator, see the *Dyalog Programming Reference Guide*.

7.8.1 Breakpoints

*Applicable in the **Edit** window and the **Trace** window.*

When a function that includes a breakpoint is run, its execution is suspended immediately before executing the line on which the breakpoint is set and the **Trace** window is automatically opened (assuming that automatic trace is enabled – see section 6.3).

Breakpoints are defined by dyadic `□STOP` and can be toggled on and off in an **Edit** or **Trace** window by left-clicking on the far left of the line before which the breakpoint is to be applied or by placing the cursor anywhere in the line before which the breakpoint is to be applied and entering the *Toggle Breakpoint* command (<BP>).

Note that:

- Breakpoints set or cleared in an **Edit** window are not established until the function is fixed.
- Breakpoints set or cleared in a **Trace** window are established immediately.



When a breakpoint is reached during code execution, event 1001 is generated; this can be trapped. For more information, see `⎕TRAP` in the *Dyalog APL Language Reference Guide*.

7.8.2 Interrupts

A Dyalog Session running through the RIDE responds to both strong and weak interrupts.

Entering a *strong interrupt* suspends execution as soon as possible (generally after completing execution of the primitive currently being processed). A strong interrupt is issued by selecting **Actions > Strong Interrupt** in the menu options or by entering the *Strong Interrupt* command (`<SI>`).

Entering a *weak interrupt* suspends execution at the start of the next line (generally after completing execution of the statement currently being processed). A weak interrupt is issued by selecting **Actions > Weak Interrupt** in the menu options or by entering the *Weak Interrupt* command (`<WI>`).



When a strong or weak interrupt is issued during code execution, event 1003 or 1002 (respectively) is generated; these can be trapped. For more information, see `⎕TRAP` in the *Dyalog APL Language Reference Guide*.

7.9 Terminating a Dyalog Session Running Through the RIDE

The Dyalog Session can be terminated (without having to close any open windows first) in any of the following ways:

- From the menu options:
 - Linux: Select **File > Quit**
 - macOS : **Dyalog > Quit Dyalog**
 - Microsoft Windows: Select **File > Quit**
- Enter:
 - Linux: **Ctrl + Q**
 - macOS : **⌘ + Q**
 - Microsoft Windows: **Ctrl + Q**
(only if the Dyalog Unicode IME is not enabled – see section 9.2.2)

In addition, when the **Session** window is the active window, the Dyalog Session can be terminated cleanly in any of the following ways:

- Enter `)OFF`
- Enter `⎕OFF`
- Enter `<QIT>`
- macOS: enter **⌘ + W**

8 RIDE-Specific Language Features

When running a Dyalog Session through the RIDE, the majority of language features remain unaltered. However, there are a few additional features and some existing functionality that is meaningless when a Session is running through the RIDE.

8.1 I-Beams

I-Beam is a monadic operator that provides a range of system-related services.

Syntax: $R \leftarrow \{X\} (A \text{I}) Y$



Any service provided using an I-Beam should be considered as experimental and subject to change – without notice – from one release to the next. Any use of I-Beams in applications should, therefore, be carefully isolated in cover-functions that can be adjusted if necessary.

There are three I-Beams that are only relevant to the RIDE.

8.1.1 3500I : Send HTML to RIDE

Syntax: $R \leftarrow \{X\} (3500I) Y$

Optionally, X is a simple character vector or scalar, the contents of which are used as the caption of an embedded browser window opened by the RIDE client. If omitted, then the caption defaults to "3500I".

Y is a simple character vector of HTML markup, the contents of which are displayed in the embedded browser tab.

R identifies whether the write to the RIDE was successful. Possible values are:

- 0 : the write to the RIDE client was successful
- -1 : the RIDE client is not enabled

8.1.2 3501I : Connected to the RIDE?

Syntax: $R \leftarrow \{X\} (3501I) Y$

X and Y can be any value (ignored).

R identifies whether the Dyalog Session is running through the RIDE. Possible values are:

- 0 : the Session is not running through the RIDE
- 1 : the Session is running through the RIDE

8.1.3 3502I : Manage RIDE Connections



By default, the RIDE is not enabled on run-time executables. For security reasons, enabling the RIDE is a two-step process rather than using (for example) a single configuration parameter. To enable the RIDE, two steps must be taken:

1. Set the RIDE_INIT configuration parameter (see section 8.2.2) on the machine on which the run-time interpreter is running to an appropriate value.
2. Execute 3502I1 in your application code.

The run-time interpreter can then attempt to connect to a RIDE client. Enabling the RIDE to access applications that use the run-time interpreter means that the APL code of those applications can be accessed. The I-Beam mechanism described above means that the APL code itself must grant the right for a RIDE client to connect to the run-time interpreter. Although Dyalog Ltd might change the details of this mechanism, the APL code will always need to grant connection rights. In particular, no mechanism that is only dependent on configuration parameters will be implemented.

Syntax: R←3502IY

R is 0 if the call is successful, otherwise an integer (positive or negative) is returned.

Y can be any of the following possible values:

- 0 : disable any active RIDE connections.
 - R is always 0
- 1 : enable the RIDE using the initialisation string defined in the RIDE_INIT configuration parameter:
 - if R is 0, then the RIDE was disabled and is now successfully enabled
 - if R is -1, then the RIDE was already active
 - if R is 32, then the RIDE DLL/shared library is not available
 - if R is 64, then the RIDE_INIT configuration parameter is not correctly defined
- a simple character vector : replace the RIDE_INIT configuration parameter with the specified initialisation string, which should be in the format specified in section 8.2.2.
 - if R is 0, then the RIDE was disabled
 - if R is -2, then the RIDE was active



On a run-time interpreter, 3502I1 is the only way to enable the RIDE.

If the RIDE_INIT configuration parameter is set but the RIDE DLLs/shared libraries are not available then a run-time interpreter will start but the subsequent call to 3502I will be unsuccessful.

8.2 Configuration Parameters

There are two configuration parameters that are relevant to the RIDE:

- RIDE_EDITOR (set on the machine that the RIDE is running on)
- RIDE_INIT (set on the machine that the interpreter is running on)

8.2.1 RIDE_EDITOR

The fully-qualified path to the executable of the editor to use in a Dyalog Session instead of the RIDE's built-in editor (for example, vim, Emacs or Notepad++).

8.2.2 RIDE_INIT

How the interpreter should behave with respect to the RIDE protocol. Setting this configuration parameter on the machine that hosts the interpreter enables the interpreter-RIDE connection.

The format of the value is `{mode:setting}[,mode:setting]`

where `mode` is the action that the interpreter should take and determines the content of the `setting`. Valid (case-insensitive) values are:

- *serve* – listen for incoming connections from the RIDE client
- *connect* – attempt to connect to the specified RIDE client and end the session if this fails
- *poll* – attempt to connect to the specified RIDE client at regular intervals and reconnect if the connection is lost
- *config* – retrieve values to use from a `.ini` configuration file



If two modes are specified, then:

- one of the modes must be *config*
 - the *serve/connect/poll* values always override the equivalent values in the `.ini` configuration file.
-

If `mode` is *serve* then `setting` is `address:port`, where:

- `address` is the machine that is listening for a connection (the machine running the interpreter). Valid values are:
 - `<empty>` – the interpreter only listens for connections from the local machine
 - `*` – the interpreter listens for connections from any (local or remote) machine/interface
 - the host/DNS name of the machine/interface running the interpreter
 - the IPv4 address of the machine/interface running the interpreter
 - the IPv6 address of the machine/interface running the interpreter
- `<port>` is the TCP port to listen on

If `mode` is *connect* or *poll* then `setting` is `address:port`, where:

- `address` is the machine to attempt to connect to (the machine running the RIDE client). Valid values are:
 - the host/DNS name of a machine running the RIDE client
 - the IPv4 address of a machine running the RIDE client
 - the IPv6 address of a machine running the RIDE client
- `<port>` is the TCP port to connect to

If mode is *config* then setting is filename, where:

- filename is the fully-qualified path to, and name of, a .ini configuration file containing name-value pairs related to mode, certificate details, and so on. For a sample .ini configuration file, see Appendix B.

Examples

To listen on port 4502 for connection requests from a RIDE client running on any machine:

```
RIDE_INIT=SERVE:*:4502
```

To attempt to connect to a RIDE client running on a different machine (with IPv4 address 10.0.38.1) and listening on port 4502 and end the Session if unable to do so:

```
RIDE_INIT=CONNECT:10.0.38.1:4502
```

To establish a connection using the settings in the **ride_sample.ini** file:

```
RIDE_INIT=CONFIG:C:/Users/Tom/Desktop/ride_sample.ini
```

To attempt to establish a secure connection with a RIDE client running on a different machine (with IPv4 address 10.0.38.1) and listening on port 4502 using certificate details specified in the **ride_sample.ini** file:

```
RIDE_INIT=CONFIG:C:\Users\Tom\Desktop\ride_sample.ini,CONNECT:10.0.38.1:4502
```

or

```
RIDE_INIT=CONNECT:10.0.38.1:4502,CONFIG:C:\Users\Tom\Desktop\ride_sample.ini
```

The RIDE_INIT configuration parameter is set automatically when launching a new Dyalog Session from the RIDE (see section 4.1.3.1).



If the RIDE_INIT configuration parameter is set but the RIDE DLLs/shared libraries are not available then a run-time interpreter will start but the subsequent call to `3502I` will be unsuccessful – see section 8.1.3.

8.3 Unsupported Language Elements

When running a Dyalog Session through the RIDE, a few of the features that are available with non-RIDE Sessions do not function as might be expected.

8.3.1 Underscored Characters

Underscored characters can be entered into the **Session** window and **Edit** windows using the ```_<letter>` method, for example, enter ```_f` to produce F.

8.3.1.1 Underscored Characters in Window Captions

The RIDE is restricted by the operating system when it comes to displaying underscored characters in window titles (captions). This restriction means that:

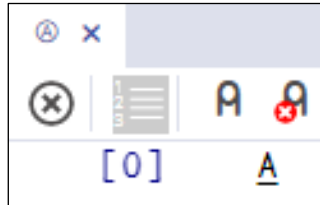
- if the APL385 font is installed (and the operating system has been configured to allow the title bar to use it), underscored characters are displayed as circled characters.
- if the APL385 font is not installed, underscored characters are displayed as a white rectangle, a black rectangle containing a question mark, or some other Unicode-compliant substitution.

For example:

Open an **Edit** window for an object that has an underscored name:

```
)ed A
```

The **Edit** window that is opened displays the name correctly, but its title (caption) is displayed incorrectly, as shown (assuming window is docked):



8.3.1.2 Underscored Characters in the Session

If the RIDE is connected to a Unicode edition of Dyalog, then underscored characters are displayed correctly in the **Session** window, **Edit** windows and **Trace** windows. If the RIDE is connected to a classic edition of Dyalog, then the following command must be run in every APL Session to enable the underscored alphabet to be displayed correctly:

```
⎕IO←0
⎕AVU[97+⍳26]←9398+⍳26
2 ⎕NQ '.' 'SetUnicodeTable' ⎕AVU
```

8.3.2 Function Key Configuration

Character strings (including command keys) can be associated with programmable function keys using the `⎕PFKEY` system function. When running a Dyalog Session through the RIDE, `⎕PFKEY` can be used to define/display the keystrokes for a designated function key; however, that function key does not acquire the defined set of keystrokes, rendering `⎕PFKEY` of no real use. Instead, function keys should be set through the **Shortcuts** tab of the **Preferences** dialog box (see Section 9.2.3).

8.3.3 Operating System Terminal/Command Window Interaction

Features that rely on interaction with an operating system terminal/command window (that is, `⎕SR` and `)SH` or `)CMD` with no argument) cannot work in a Dyalog Session that is running through the RIDE. Instead of behaving as documented in the *Dyalog APL Language Reference Guide*, their behaviour depends on the way in which the interpreter and the RIDE combined to start a Dyalog Session:

- If the interpreter was started by the RIDE (see section 4.1.3.1), then:
 - `⎕SR` generates a trappable error
 - `)SH` or `)CMD` with no argument produces a "Feature disabled in this environment" message.
- If the interpreter and the RIDE were started independently and then connected to each other (see sections 4 and 4.1.3.3), then the use of these features will appear to hang the Dyalog Session that is running through the RIDE. However, the Dyalog Session can be recovered by locating the operating system terminal/command window and using it to complete the operation. If there is no operating system terminal/command window, then the Dyalog Session is irrecoverable.

9 Customising Your Session

The appearance and behaviour of a Dyalog Session running through the RIDE can be customised to meet personal preferences and corporate guidelines. Configuration can be performed:

- through the **View** menu – see section 9.1
- through the **Preferences** dialog box – see section 9.2
- using configuration parameters – see section 9.3

Customisations performed using any of these methods persist between Sessions (they also persist when the installed version of Dyalog is upgraded).



To remove all customisations, reset all RIDE-specific settings and return to the initial default settings, rename/delete the following directory:

- Microsoft Windows: `%APPDATA%\Ride-<version>`
- Linux: `$HOME/.config/Ride-<version>`
- macOS: `$HOME/Library/Application Support/Ride-<version>` (hidden directory – access from the command line)

9.1 View Menu

The **View** menu (see section 9.1) includes options that enable the appearance of the Dyalog Session running through the RIDE to be changed. Select these options to:



- show/hide the Language bar (see section 5.1.3)
- show/hide the Status bar (see section 5.1.5)
- show/hide the Workspace Explorer (see section 5.1.6)
- show/hide the debug information window (see section 5.1.7)
- change the font size in all windows in the Session
- configure the display/functionality of the **Edit/Trace** windows


9.2 Preferences Dialog Box

The **Preferences** dialog box can be used to customise:

- the automatic formatting of text in an **Edit** window (see section 9.2.1)
- the default keyboard key mappings for APL glyphs (see section 9.2.2)
- the keyboard shortcuts for command codes (see section 9.2.3)
- the syntax colouring and background colour (see section 9.2.4)
- the caption of the **Session** window (see section 9.2.5)
- the menu options presented by the menu bar (see section 9.2.6)
- the display of floating **Edit/Trace** windows (see section 9.2.7)

The **Preferences** dialog box can be opened in any of the following ways:

- selecting the **Edit > Preferences** menu option
- clicking the  icon on the left hand side of the Status bar
- clicking on the  button on the right hand side of the Language bar
- entering the *Show Preferences* command (<PRF>)

The Preferences dialog box comprises multiple tabs. A  button enables the contents of the **Keyboard** and **Shortcuts** tabs to be printed.

9.2.1 General Tab

Allows customisation of a variety of features.

To change the general configuration options

1. Open the **General** tab.
2. Select the appropriate check boxes and set the variables as required:
 - *Indent content when an editor is opened*
Select this to apply the indentation rules to the contents of an **Edit** window when it is opened.
 - *Handle formatting through the interpreter*
Select this to use the interpreter to reformat code. This is useful to avoid formatting changes that could be detected by source code management systems when the RIDE is used to maintain a body of code that is also edited directly using the interpreter.
 - *Auto-indent <number> spaces*
Only relevant when *Handle formatting through the interpreter* is not selected. Select this and define the number of spaces by which each level of nested code should be indented relative to the previous level of indentation in the **Edit** window. If not selected, code in the **Edit** window will be left justified.
 - *in methods: <number> spaces*
Only relevant when *Handle formatting through the interpreter* is not selected. Select this and define the number of spaces by which the contents of methods should be indented relative to the start/end ∇ glyphs.

When changes to auto-indentation are applied, the indentation of existing code in an open **Edit** window does not change unless you enter the *Reformat* command (**<RD>**) when the **Edit** window is the active window. However, any new code entered in the **Edit** window follows the new rules.

- *Indent lines that contain only a comment*
Only relevant when *Handle formatting through the interpreter* is not selected. Select this to apply the appropriate indentation to lines that start with the **A** glyph. If this is not selected, then lines that start with the **A** glyph remain as positioned by the user.
- *Highlight matching brackets: () [] {}*
Select this to automatically highlight the matching start and end enclosures when positioning the cursor before or after one of them (with contiguous brackets, the bracket immediately before the cursor has its other enclosure highlighted).
- *Auto-close brackets*
Select this to automatically add the paired enclosure when an opening enclosure is entered (see section 7.5.1).
- *Autocompletion*
Select an autocompletion option from the drop-down list (autocompletion makes suggestions when entering the name of, for

example, namespaces, variables, functions, operators, user commands and system names). Options include:

- off – disables autocomplete functionality.
 - classic – displays a pop-up window of suggestions based on the characters already entered and the context in which the name is being used (see section 7.5.2).
 - shell – resembles the autocomplete functionality of the Linux bash shell in its use of the tab key.
- *Autocompletion after <time> ms*
Specify a time interval after which the RIDE's autocompletion functionality is activated.
 - *Autocomplete control structure with snippets*
Select this to be presented with auto-completion template options for control structures in the **Edit** window.
 - *Highlight matching words*
Select this to highlight all occurrences of a selected string in the same window.
 - *Show value tips*
Select this to display the referent of a name. When the cursor is positioned over or immediately after a name, the name is highlighted and its referent is displayed (for example, the value of a variable or the body of a function).
 - *Show tips for glyphs*
Select this to show the tooltip for a glyph. When the cursor is positioned over or immediately after a glyph, the glyph is highlighted and information about it is displayed – this includes the name of the glyph, the keyboard shortcut to enter it, its monadic/dyadic name and examples of its syntax, arguments and result.
 - *Persistent history <number> lines*
Select this and define the number of lines that are available to recall using the *Backward/Undo* command (<BK>). This specifies how many input lines RIDE remembers from the end of one RIDE session to the start of the next session.
 - *Block cursor*
Select this to display the cursor as a solid rectangular block rather than a vertical line.
 - *Cursor blinking*
Select a cursor animation from the drop-down list (for example, blink or solid).
 - *Highlight current line*
Select an option from the drop-down list to indicate how the line that the cursor is currently positioned on should be emphasised (applies to all windows). Options include:
 - none – do not indicate the current line.
 - gutter – display a small grey rectangle in the first column of the line.
 - line – display a grey rectangle around the entire line except the first column.
 - all – gutter and line.

- *Minimap enabled*
Select this to display a dynamic impression of the entire (or very large portion of) contents of the **Session/Edit** window in a column on the right-hand side of that window. Clicking within the minimap moves the display to that location.
 - *Minimap render characters*
Only relevant when *Minimap enabled* is selected. Select this to use tiny rendered font in the minimap rather than greeking.
 - *Minimap show slider*
Only relevant when *Minimap enabled* is selected. Select an option from the drop-down list to indicate how the currently-displayed content of the window is highlighted in the minimap. Options include:
 - always – the current display is always highlighted in the minimap.
 - mouseover – the current display is only highlighted in the minimap when the mouse is positioned over the minimap.
 - *Show quit prompt*
Select this to display a confirmation dialog box when exiting the RIDE session.
 - *Show toolbar in editor/trace windows*
Select this to display the toolbar in the **Edit/Trace** windows.
 - *Connect on quit*
Select this to be returned to the **RIDE-Dyalog Session** dialog box on exiting a Session.
3. Click **OK** to save your changes and close the **Preferences** dialog box, **Apply** to save your changes without closing the **Preferences** dialog box or **Cancel** to close the **Preferences** dialog box without saving your changes.



Settings that impact the automatic reformatting of code can cause changes to whitespace – this can be interpreted as changes to the source code. This means that:

- opening a scripted object in the **Edit** window can cause the source of that object to change (when closing an **Edit** window, you might be prompted to save a function even though you have not made any changes to it).
 - viewing an object can change its file timestamp; source code management systems can subsequently report changes due to the changed file timestamp.
 - source code changes resulting from reformatting will be evident in the results of system functions such as `⎕AT`, `⎕SRC`, `⎕CR`, `⎕VR` and `⎕NR`.
-

9.2.2 Keyboard Tab

Allows customisation of the default keyboard key mappings for APL glyphs (see section 5.2). This is only relevant if a locale-specific keyboard has not been installed.



To replace the keyboard with a locale-specific keyboard in the Session, or to enter Dyalog glyphs in other applications (for example, email), see <http://www.dyalog.com/apl-font-keyboard.htm>.



If you have the Dyalog Unicode IME installed, then the RIDE activates it at start-up when the **Also enable Dyalog IME (requires RIDE restart)** checkbox is selected (selected by default).

If Dyalog is not installed on the machine that the RIDE is running on, then the Dyalog Unicode IME can be downloaded and installed from <http://www.dyalog.com/apl-font-keyboard.htm>.



Most Linux distributions released after mid-2012 support Dyalog glyphs by default, for example, openSUSE 12.2, Ubuntu 12.10 and Fedora 17. For more information, see the *Dyalog for UNIX Installation and Configuration Guide*.

To customise the default keyboard's Prefix key

1. Open the **Keyboard** tab and select the appropriate keyboard from the drop-down list of options.
2. In the **Prefix** key field, enter the new prefix key (by default this is `).



In locales in which ` is a *dead key*, \$ is a viable alternative.

Be careful when selecting a new prefix key – although there are no restrictions, choosing certain keys (for example, alphanumeric characters) would restrict the information that could be entered in a Session.

3. Click **OK** to save your changes and close the **Preferences** dialog box, **Apply** to save your changes without closing the **Preferences** dialog box or **Cancel** to close the **Preferences** dialog box without saving your changes.

To customise the default keyboard's key mappings

1. Open the **Keyboard** tab and select the appropriate keyboard from the drop-down list of options.
2. In the image of a keyboard, click on the glyph to be replaced (bottom right of the key for unshifted mode and top right of the key for shifted mode).
3. Enter the glyph to replace the selected glyph with.
4. Repeat steps 2 and 3 until the key mappings are as required.
5. Click **OK** to save your changes and close the **Preferences** dialog box, **Apply** to save your changes without closing the **Preferences** dialog box or **Cancel** to close the **Preferences** dialog box without saving your changes.

Your selection of keyboard key mappings is unrestricted – you can choose to map the same glyph to multiple keys or have glyphs that are not represented on the keyboard at all. For example, when dealing with dfns on a Danish keyboard, it might be convenient to map { and } to a simpler key combination.


9.2.3 Shortcuts Tab

Allows customisation of the keyboard shortcuts for command codes (see section 7.1 and Appendix A). Multiple shortcuts can be defined for any command code, but each shortcut must be unique.

To change the keyboard shortcut for a command code

1. Open the **Shortcuts** tab.
2. Locate the command code that you want to define a new keyboard shortcut for. This can be done by scrolling through the list of possible command codes or by entering a string in the *Search* field. If a string is entered in the *Search* field then a dynamic search of both the command codes and descriptions is performed.
3. Optionally, delete any existing shortcuts for the command by clicking the red cross to the right of the shortcut.
4. Optionally, add a new shortcut. To do this:
 - a. Click the plus symbol that appears to the right of any existing shortcuts when the shortcut is moused over. A field in which to enter the shortcut is displayed.
 - b. In this field, enter the keystrokes to map to this action. The field closes when the keystrokes have been entered and the new shortcut is displayed on the **Shortcuts** tab.

If the keystrokes that you enter are already used for a different command code, then both occurrences will be highlighted and you should remove any duplicate entries (an error message will be displayed if you attempt to apply/save settings that contain duplicate entries).
5. Click **OK** to save your changes and close the **Preferences** dialog box, **Apply** to save your changes without closing the **Preferences** dialog box or **Cancel** to close the **Preferences** dialog box without saving your changes.

The tooltip showing keyboard shortcuts for command codes (obtained by positioning the cursor over the  button on the right hand side of the Language bar) is dynamically updated to any customisation.

9.2.4 Colours Tab

Allows customisation of the syntax colouring (see section 7.5.4). Several schemes are provided, any of which can be used as they are or further customised.

To change the syntax colouring to a predefined scheme

1. Open the **Colours** tab.
2. In the **Scheme** field, select the syntax colouring scheme that you want to use. When a scheme is selected, the example shown is updated to use that colour scheme.
3. Click **OK** to save your changes and close the **Preferences** dialog box, **Apply** to save your changes without closing the **Preferences** dialog box or **Cancel** to close the **Preferences** dialog box without saving your changes.

To define a new syntax colouring scheme

1. Open the **Colours** tab.
2. In the **Scheme** field, select the syntax colouring scheme that is closest to the scheme that you want to define. When a scheme is selected, the example shown is updated to use that colour scheme.

3. Click **Clone**.
A copy is made of the selected scheme and additional options are displayed to allow customisation of the scheme's name and syntax colouring.
4. Define your colour scheme. To do this:
 - a. Select the element that you would like to change the display of from the drop-down list or by clicking in the example. The customisation options reflect the current settings for the selection made. Some elements have a limited set of options, for example, the *cursor* element has no bold/italic/underline option.
 - b. Select a foreground colour and background (highlighting) colour for that syntax as required. If a background colour is selected, then the slide bar can be used to set its transparency.
 - c. Select the appropriate check boxes to make that syntax bold, italic or underlined as required.
 - d. Repeat as required.
5. Optionally, rename your colour scheme. To do this:
 - a. Click **Rename**.
The name in the Scheme field becomes editable.
 - b. Edit the name in the **Scheme** field.
6. Click **OK** to save your changes and close the **Preferences** dialog box, **Apply** to save your changes without closing the **Preferences** dialog box or **Cancel** to close the **Preferences** dialog box without saving your changes.

9.2.5 Title Tab

Allows customisation of the caption at the top of the Session (see section 5.1.1).

To change the caption

1. Open the **Title** tab.
2. In the **Window title** field, enter the new name for the Session. Some variable options that can be included are listed beneath this field – clicking on these inserts them into the **Window title** field.
3. Click **OK** to save your changes and close the **Preferences** dialog box, **Apply** to save your changes without closing the **Preferences** dialog box or **Cancel** to close the **Preferences** dialog box without saving your changes.

The default value is {WSID}.

Changing this to {WSID} - {HOST} : {PORT} (PID: {PID}) gives a different result on every machine. For example:

/Users/nick/myws.dws - 127.0.0.1:4502 (PID: 293)

Changing this to {CHARS} {BITS} gives information that could be the same on multiple machines. For example:

Unicode 64

9.2.6 Menu Tab

Allows customisation of the menu options in the menu bar (see section 5.1.2).



Great care should be taken when customising the menu options; although the ability to make changes is provided, it is not an activity that Dyalog Ltd supports.

If menu options are customised, then updates to menu items are ignored when updating the installed version of RIDE (this can be avoided by resetting the menu options before upgrading RIDE).

Top-level options (menu names in the menu bar) can be:

- created
- renamed
- reordered
- deleted

Options within each of the menus can be:

- moved to be under a different menu name in the menu bar
- reordered under the same menu name in the menu bar
- renamed
- deleted

Changes do not take effect until the next time a Dyalog Session is started through the RIDE.

9.2.7 Windows Tab

Allows customisation of the size and position of floating **Edit/Trace** windows.

To change the size/position of floating **Edit/Trace** windows

1. Open the **Windows** tab.
2. Select the appropriate check boxes and set the variables as required:
 - *Floating windows*
Toggles whether new **Edit** and **Trace** windows are docked inside the Session or floating (undocked). The remaining fields on this tab are only relevant if windows are floating, that is, this option is selected.
 - *Single floating window*
Select this to display a single floating window with multiple tabs for different **Edit/Trace** windows. If this option is not selected, then multiple floating windows are displayed for individual **Edit/Trace** windows.
 - *Remember previous window position*
Select this to open new floating windows in the positions that were occupied by previously-opened windows when they were closed. The location of the first floating window opened persists between sessions.
 - *Size width and height*
Specifies the width and height of new **Edit** and **Trace** windows.

- *Posn x and y*
Specifies the x-y co-ordinates of the screen position for the top left corner of the first **Edit/Trace** window opened.
- *Offset x and y*
Specifies the x-y offsets for the top left corner of **Edit/Trace** windows opened relative to the previously-opened window. Only relevant if *Single floating window* is not selected.

9.3 Configuration Parameters

Some customisation can be performed using configuration parameters outside a Session. For details of other configuration parameters that can be set, and the syntax used to set them, see the *Dyalog for <operating system> Installation and Configuration Guide* specific to the operating system that you are using.



Changes made to configuration parameters in the **dyalog.config** file only impact local interpreters (that is, interpreters that are configured by that file) and do not impact interpreters that the RIDE can connect with on other machines.

Appendix A Keyboard Shortcuts

The Dyalog keyboard shortcuts that are supported on the RIDE are listed in table 17; those that can be configured in the **Shortcuts** tab of the **Preferences** dialog box (see section 9.2.3) are indicated with a * character.

Table 17. Dyalog keyboard shortcuts supported on the RIDE

Code	Command	Default Keystrokes	Description
ABT *	About Dyalog	Shift + F1	Display the About Dyalog dialog box
AC *	Align comments		Edit: Align comments to current column
AO *	Comment out lines		Session/Edit: Add comment symbol at start of each tagged or current line
BH *	Run to exit (in tracer)		Trace: Continue execution from the current line to completion of the current function or operator. If successful, the selection advances to the next line of the calling function (if there is one).
BK *	Backward or Undo	Ctrl + Shift + Backspace	Session: Show previous line in input history Edit: Undo last change (where possible) Trace: Skip back one line
BP *	Toggle breakpoint		Edit: Toggle a breakpoint on the current line Trace: Toggle a breakpoint on the current line
BT *	Back Tab between windows	Ctrl + Shift + Tab	Move to previous window in loop
CAM *	Clear all trace/stop/monitor		Remove any trace/stop/monitor flags (as set by <input type="checkbox"/> TRACE, <input type="checkbox"/> STOP and <input type="checkbox"/> MONITOR) from all functions in the workspace
CAW *	Close all windows		Close all open Edit and Trace windows
CBP *	Clear stops for active object		Edit/Trace: Clear all breakpoints (resets <input type="checkbox"/> STOP) on the function(s).

Code	Command	Default Keystrokes	Description
CNC *	Connect		Display the RIDE-Dyalog Session dialog box (see section 4.1)
CP	Copy	Linux: Ctrl + C Mac: ⌘ + C Win: Ctrl + C	Session/Edit: Copy highlighted block of text to the clipboard
CT	Cut	Linux: Ctrl + X Mac: ⌘ + X Win: Ctrl + X	Session/Edit: Delete highlighted block of text and place it on the clipboard
DB	Backspace	Backspace	Delete character to left of cursor
DC	Down Cursor	Down Arrow	Move cursor down one character
DI	Delete Item	Linux: Delete Mac: Fn + Backspace or Delete Win: Delete	Delete character to right of cursor
DK *	Delete Lines	Delete	Session/Edit: Delete current line (or selected lines if selection exists)
DL	Down Limit	Linux: Ctrl + End Mac: ⌘ + Down Arrow or ⌘ + Fn + Right Arrow Win: Ctrl + End	Session: Move cursor to bottom right corner of Session log Edit: Move cursor to bottom right corner of content
DMK *	Toggle key display mode		Functionality that could be useful when presenting demonstrations.
DMN *	Next line in demo		Enables you to display your keystrokes and load/run a demo file.
DMP *	Previous line in demo		For more information on presenting demonstrations, enter]demo -? in a Session.
DMR *	Load demo file		
DO *	Uncomment lines		Session/Edit: Remove comment symbol that is first non-space character on each tagged or current line
DS	Down Screen	Linux: Page Down Mac: Fn + Down Arrow Win: Page Down	Move cursor down one screen

Code	Command	Default Keystrokes	Description
ED *	Edit	Shift + Enter	<p>Session: Open an Edit window (if there is a suspended function on the stack, this opens an Edit window for that function – this is called <i>Naked Edit</i>)</p> <p>Edit (not a class or namespace): Open a new Edit window for the name under or immediately before/after the cursor.</p> <p>Edit (a class or namespace): move the cursor to the definition of the name under or immediately before/after the cursor (also see <JBK>).</p>
EP *	Exit and save changes	Escape	<p>Edit: Fix and Close</p> <p>Trace: Cut stack back to calling function; close all windows to match new stack status</p>
ER *	Execute line	Enter	<p>Session: Execute current line/all modified lines</p> <p>Edit: Insert new line</p> <p>Trace: Execute current line</p>
EXP *	Expand Selection	Shift + Alt + Up Arrow	<p>Successive presses of <EXP> expand the highlighted selection</p> <p>Session: select the:</p> <ul style="list-style-type: none"> • current line • entire Session log <p>Edit: select the:</p> <ul style="list-style-type: none"> • current token (number, name, string, and so on) • current line • entire contents of window
FD *	Forward or Redo	Ctrl + Shift + Enter	<p>Session: Show next line in input history</p> <p>Edit: Reapply last change</p> <p>Trace: Skip current line</p>
FX *	Fix the current function		<p>Edit: Fixes the function without closing the Edit window</p>
HLP *	Help	F1	<p>Display the documentation for the system command, system name, control structure keyword or primitive glyph immediately to the left of the cursor</p>

Code	Command	Default Keystrokes	Description
HO	Home Cursor	Linux: Ctrl + Home Mac: ⌘ + Up Arrow or ⌘ + Fn + Left Arrow Win: Ctrl + Home	Session: Move cursor to top left corner of Session log Edit: Move cursor to top left corner of content
JBK *	Jump back	Ctrl + Shift + J	Edit (a class or namespace): move the cursor back to where the last double-click or <i>Edit</i> command (<ED>) was issued in the current Edit window. Repeatable.
JSC *	Show JavaScript Console	F12	Display the JavaScript console. Only necessary if requested by Dyalog Ltd. when reporting an issue.
LBR *	Toggle Language bar		Toggle display of the Language bar (see section 5.1.3) at the top of the Session window
LC	Left cursor	Left Arrow	Move cursor left one character
LL *	Left limit	Linux: Home Mac: Fn + Left Arrow Win: Home	Move cursor to the first non-blank character on the current line. If already there, move cursor to start of line.
LN *	Toggle line numbers		Turn line numbers on/off in all windows of the same type as the active window.
LOG *	Show RIDE protocol log	Ctrl + F12	Display the RIDE protocol log. Only necessary if requested by Dyalog Ltd when reporting an issue.
MA *	Continue execution of all threads		Restart execution of any paused or suspended threads. For information on threads, see the <i>Dyalog Programming Reference Guide</i> .
NEW *	New Session	Ctrl + N	Starts a new Dyalog Session (a new instance of the interpreter)
NX *	Next match		Edit/Trace: When performing a Search/Replace, locate first match after current one
PF1 *	Function Key 1		<user defined functionality>
PF2 * - PF10 *	Function Keys 2-10	F2 – F10	<user defined functionality>
PF11 * - PF 48 *	Function Keys 11-48		<user defined functionality>

Code	Command	Default Keystrokes	Description
PRF *	Show preferences		Display the Preferences dialog box
PT	Paste	Linux: Ctrl + V Mac: ⌘ + V Win: Ctrl + V	Session: Paste the text contents of the clipboard at cursor Edit: Paste the text contents of the clipboard at cursor
PV *	Previous match		Edit/Trace: When performing a Search/Replace, locate first match before current one
QCP	Quick Command Palette		Expose the underlying (Monaco) editor command palette
QIT *	Quit Session	Ctrl + Q	Terminate the Dyalog Session
QT *	Close window (and lose changes)	Shift + Escape	Session: Undo changes to a previously-entered expression that has not been re-executed and advance the cursor to the next line Edit: Close without saving changes
RC	Right cursor	Right Arrow	Move cursor right one character
RD *	Reformat		Edit: Formats function to have correct indentation and spacing between tokens
RL	Right limit	Linux: End Mac: Fn + Right Arrow Win: End	Move cursor to the last non-blank character on the current line. If already there, move to end of line.
RP *	Replace string		Edit: Replace. To do this, enter <RP> and type the string to replace the current search string with (see <SC>); enter <ER> to make the change. Enter <EP> to clear the field.
SA *	Select All	Linux: Ctrl + A Mac: ⌘ + A Win: Ctrl + A	Select all text in the active window
SBR *	Toggle Status bar		Toggle display of the Status bar (see section 5.1.5) at the bottom of the Session window and floating Edit/Trace windows.

Code	Command	Default Keystrokes	Description
SC *	Search	Ctrl + F	Edit/Trace: Search. To do this, enter <SC>, type the string to search for and then enter <ER> to find the first occurrence of the string. Enter <EP> to clear the field. Also see related <NX>, <PV>, <RA>, <RP> and <RT>.
SI *	Strong interrupt		Suspend code execution as soon as possible (generally after completing execution of the primitive currently being processed)
STL *	Skip to line		Trace: Move the current execution marker to the line on which the cursor is positioned
TB *	Tab between windows	Ctrl + Tab	Move to next window in loop
TC *	Trace line	Ctrl + Enter	Session: If entered directly after an expression, open a Trace window for that expression (<i>explicit trace</i>). If there is a suspended function on the execution stack, open a Trace window for that function (<i>naked trace</i>).
TGC *	Toggle comment		Session/Edit: Toggle a comment glyph at the start of the line in which the cursor is located
TIP *	Show value tips		For the name or glyph under or immediately before the cursor, highlight that name/glyph and display: <ul style="list-style-type: none"> • for a name: its referent (for example, the value of a variable or the code of a function). • for a glyph: the name of the glyph, the keyboard shortcut to enter it, its name and examples of its syntax, arguments and result.
TL *	Toggle localisation	Ctrl + Up Arrow	Edit: For tradfns, the name under the cursor is added to or removed from the list of localised names on the function's header line

Code	Command	Default Keystrokes	Description
TO *	Toggle fold		Edit: Open/Close outlined blocks (by default, outlines are shown)
TVB *	Toggle view stops		Edit/Trace: Toggle display of an additional column at the left-hand side of the window in which break-points can be set/unset. Hiding this column does not remove any previously-set break-points.
TVO *	Toggle view outline		Edit: Toggle code folding/outlining for control structures (including : Section structures) and functions. When toggled, existing code in an open Edit window is automatically updated to reflect the new rules.
TFR *	Refresh threads		Debug information window: Forces a refresh of the Threads area (see section 5.1.7).
UC	Up Cursor	Up Arrow	Move cursor up one character
UL	Up Limit	Linux: Ctrl + Home Mac: ⌘ + Up Arrow <i>or</i> ⌘ + Fn + Left Arrow Win: Ctrl + Home	Session: Move cursor to top left corner of Session log Edit: Move cursor to top left corner of content
US	Up Screen	Linux: Page Up Mac: Fn + Up Arrow Win: Page Up	Move cursor up one screen
VAL *	Evaluate selection or name		Edit: Evaluate the selected expression or name and display the result in the Session window.
WI *	Weak interrupt	Ctrl + PauseBreak	Suspend code execution at the start of the next line (generally after completing execution of the statement currently being processed)
WSE *	Toggle Workspace Explorer		Toggle display of the workspace explorer (see section 5.1.6) to the left of the Session window
ZM *	Toggle maximise Edit window		Toggle active Edit window between current size and full Session size

Code	Command	Default Keystrokes	Description
ZMI *	Increase font size	Ctrl + = or Ctrl + Shift + =	Increase the size of the font in all the windows
ZMO *	Decrease font size	Ctrl + -	Decrease the size of the font in all the windows
ZMR *	Reset font size	Ctrl + 0	Reset the size of the font in all the windows to its default value.

Appendix B Sample Configuration File

A `.ini` configuration file can be used to define settings for the `RIDE_INIT` configuration parameter.

Examples of the fields that you might want to include within the `.ini` configuration file are:

```
[RIDE]
Direction=Listen
Address=
Port=5002
MaxBlockSize=52428800
SSLValidation=0
Protocol=IPv4
Secure=Secure
PublicCertFile= C:\apps\d150U64\TCerts\server\localhost-
cert.pem
PrivateKeyFile= C:\apps\d150U64\TCerts\server\localhost-
key.pem
RootCertDir= C:\apps\d150U64\TCertss\ca
Priority=
AcceptCertDir= C:\apps\d150U64\TCerts\accept
```

where:

- `Direction`, `Address` and `Port` – as defined for the `RIDE_INIT` configuration parameter (see section 8.2.2). `Direction` in the `.ini` file is equivalent to `mode` in the `RIDE_INIT` configuration parameter and has possible values of `Listen` (equivalent to `RIDE_INIT`'s `Serve`), `Connect` and `Poll`. No defaults are defined for `Direction` and `Address`; the default for `Port` is 4502. Overridden if defined in `RIDE_INIT`.



An additional `Direction` value, `HTTP`, sets the RIDE to Zero Footprint mode (see section 4.1.4). If this is set then an `HttpDir` field can be included to specify the full path to (and name of) the directory in which to load the RIDE HTML files in Zero Footprint mode (no default).

-
- `MaxBlockSize` is the maximum size (in bytes) allocated to the buffer that receives data transmissions. The default is 16,777,216.
 - `SSLValidation` is the sum of the relevant TLS flags (see section 1B.1). The default is 0. Validity depends on the value of the `Secure` field.
 - `Protocol` is the communication protocol to use. Possible values are:
 - `IPv4`: use the `Ipv4` connection protocol; if this is not possible then generate an error.
 - `IPv6`: use the `Ipv6` connection protocol; if this is not possible then generate an error.
 - `<empty>`: use the `Ipv6` connection protocol; if this is not possible then use the `Ipv4` connection protocol. This is the default.

- `Secure` specifies the security of the connection. Possible values depend on the value of `Direction`:
 - If `Direction` is `Listen`, then `Secure` can be:
 - `Secure` – the connection is secure and certificates are provided. The `PublicCertFile`, `PrivateKeyFile`, `SSLValidation` and `Priority` fields are valid..
 - `<empty>` – the connection is unencrypted. This is the default.
 - If `Direction` is `Connect` or `Poll`, then `Secure` can be:
 - `Secure` – the connection is secure and certificates are provided. The `PublicCertFile`, `PrivateKeyFile`, `SSLValidation` and `Priority` fields are valid.
 - `<empty>` – the connection is unencrypted. This is the default.
 - `Anonymous` – the connection is secure but no certificate is provided on the client side. The `SSLValidation` and `Priority` fields are valid.
- `PublicCertFile` is the fully-qualified path to, and name of, the file containing the public certificate. Empty by default. Validity depends on the value of the `Secure` field.
- `PrivateKeyFile` is the fully-qualified path to, and name of, the file containing the private key. Empty by default. Validity depends on the value of the `Secure` field.
- `RootCertDir` is the full path to (and name of) the directory that contains Certificate Authority root certificates. Empty by default (on the Microsoft Windows operating system, the RIDE uses the Microsoft certificate store).
- `Priority` is the GnuTLS priority string (for complete documentation of this, see <http://www.gnutls.org/manual/gnutls.html#Priority-Strings>). Empty by default. Validity depends on the value of the `Secure` field.
- `AcceptCertDir` is the full path to (and name of) the directory that contains the public certificates of all users that are allowed to connect. Empty by default.

Two additional sections can be included within the `.ini` configuration file to control the IP addresses that are allowed or denied access to the connection. These are:

```
[AllowEndPoints]
[DenyEndPoints]
```

For each of these, IPv6/IPv4 addresses and/or address ranges can be specified (multiple entries must be separated by commas). For example:

```
[AllowEndPoints]
IPV4=192.168.100.0/24,192.168.17.0/24,127.0.0.0/10
IPV6= fe80::cbbd:aa34:3cfb::0/64
```

```
[DenyEndPoints]
IPV4=212.0.0.0/8
IPV6= 2a02:2658:1012::35/64
```

If `AllowEndPoints` is not included, all IP addresses are allowed to access the connection unless explicitly denied access with the `DenyEndPoints` field.

B.1 TLS Flags

TLS flags are employed as part of the certificate checking process; they determine whether a secure client or server can connect with a peer that does not have a valid certificate. When `Direction` is `Connect` or `Poll`, the RIDE acts as a client; when `Direction` is `Serve`, the RIDE acts as a server.

The code numbers of the TLS flags described in Table 18 can be added together and passed to the `SSLValidation` field to control the certificate checking process. If you do not require any of these flags, then the `SSLValidation` field should be set to 0.

Table 18: TLS Flags

Code	Name	Description
1	<code>CertAcceptIfIssuerUnknown</code>	Accept the peer certificate even if the issuer (root certificate) cannot be found.
2	<code>CertAcceptIfSignerNotCA</code>	Accept the peer certificate even if it has been signed by a certificate not in the trusted root certificates' directory.
4	<code>CertAcceptIfNotActivated</code>	Accept the peer certificate even if it is not yet valid (according to its <i>valid from</i> information).
8	<code>CertAcceptIfExpired</code>	Accept the peer certificate even if it has expired (according to its <i>valid to</i> information).
16	<code>CertAcceptIfIncorrectHostName</code>	Accept the peer certificate even if its <i>hostname</i> does not match the one it was trying to connect to.
32	<code>CertAcceptWithoutValidating</code>	Accept the peer certificate without checking it (useful if the certificate is to be checked manually).
64	<code>RequestClientCertificate</code>	Only valid when the RIDE is acting as a server; asks the client for a certificate but allows connections even if the client does not provide one.
128	<code>RequireClientCertificate</code>	Only valid when the RIDE is acting as a server; asks the client for a certificate and refuses the connection if a valid certificate (subject to any other flags) is not provided by the client.

TLS flags have the same meaning irrespective of whether the RIDE is acting as a server or a client. However, for a server they are applied each time a new connection is established whereas for a client they are only applied when the client object is created.