

命令模式

KEY key ["action" ["label"]]

Assigns an action and a label to a function key or a control key.

给功能键或控制键分配快捷键及标签。

KEY DEFAULT

Assigns the "default" set of key labels and actions.

使用默认的快捷键及标签。

KEY [SHow | NOshow]

Makes the key assignment labels visible or not.

使快捷键标签可见或不可见。

KEY OFF

Removes all function and control key assignments.

删除所有定义的快捷键。

key

The key identification:

快捷键标示:

F n or n (where $1 \leq n \leq 10$) identifies a function key;

F n 或 n (其中 $1 \leq n \leq 10$)代表功能键

C-a or Ca (where a is any letter) identifies a control key;

C-a 或 Ca (其中 a 可为任何字母) 代表控制键

ESC identifies the escape key.

ESC 代表退出键

参数说明

action

A string of characters to be emitted when the key is pressed. If any delimiters (such as spaces or commas) occur in the string, it must be enclosed in quotation marks.

按动快捷键所发送的字符串命令。如果字符串中含有分隔符（空格或逗号），必须用引号将此字符串引起。

label

A string of characters to be shown as a label for or description of the action. If label is absent, action is also used for the label.

快捷键上所显示的标签说明或命令说明。如果无标签，字符串命令会被显示为标签。

Note: When the program begins, the following "default" function key assignments are in effect and are initially visible when not beginning with a Run File:

注释：当程序开始时，下面为默认的有效快捷键，它们在初始未读入任何运行文件时为可见：

```
1,"HELP *|", HELP
2,"SAVE|"
3,"VIEW"
4,"EDIT"
5,"RUN"
6,"PROJ"
7,"READ"
8,"REPORT"
9,"IF NOT EXIST MENU THEN IF FEXIST MENU.LIB THEN RUN MENU.LIB|
IF EXIST MENU THEN .MENU ELSE RUN EXECUTIVE.WIZ|", "Menu"
10,"QUIT"
```

Operation

操作

The given action is assigned to the key. Subsequently, pressing that key will be equivalent to entering action directly. Carriage returns (Enter) may be effectively imbedded in the assignments by means of the vertical bar character (|). Up to 20 key assignments may be in effect at once.

将命令分配到快捷键后，按动快捷键和直接输入命令的效果是相同的。回车键(Enter)也可以嵌入到命令中，用竖杠|来表示。最多可同时分配 20 个快捷键。

The display of key assignments may be turned on by issuing the command

利用下面的命令可以显示快捷键标签：

KEY SHOW

(or simply KEY, omitting the SHOW parameter).

(或仅 KEY, 省略参数 SHOW)

The display may subsequently turned off by the command

利用下面的命令可以关闭快捷键标签：

KEY NOSHOW

The display can also be turned on and off by pressing Ctrl-B. Note that Ctrl-B may be assigned a key label and action, but any assigned action is ignored in favor of its normal control function. This also applies to Ctrl-C (copy), Ctrl-E (previous command), Ctrl-H (backspace), Ctrl-M (enter), Ctrl-V (paste), and Ctrl-X (cut).

Ctrl-B 也可以开启或关闭快捷键的显示。Ctrl-B 也可以定义为其它命令快捷键，但是定义的其它命令将被忽略而仍保持其常规功能。这也适用于 Ctrl-C (复制), Ctrl-E (前一命令), Ctrl-H (后退), Ctrl-M (回车), Ctrl-V (粘贴), 和 Ctrl-X (剪切)。

The key assignment display occupies one or two lines at the bottom of the screen. Normally, only the key labels are shown on this display; but if label is not given for a key, the action string is used for the label.

快捷键显示在软件界面的底部，占居一到两行。通常，只显示快捷键的标签，但如果快捷键没有分配标签，则显示所执行的命令来代替标签。

To remove a key assignment, omit action and label from the command. To remove all key assignments, use the command

删除定义的快捷键，忽略命令和标签。用下面命令可删除所有的快捷键：

KEY OFF

When assigned to the ESC key, action has no effect.

当定义 ESC 键时，定义无效。

Display Output

显示输出

As described above.

如上描述。

Nondisplay Output:

无显示输出

none.

无

Examples

样例

Assigning the HELP command to function key 1:

将 HELP 命令分配为快捷键 1 键：

```
KEY 1 HELP |
```

Assigning a macro command and label to function key 7:

将宏命令和标签分配为快捷键 7 键：

```
KEY 7 ".INTACT|" "Intact Criterion"
```

Assigning SAVE and QUIT commands to Ctrl-Q:

将 SAVE 和 QUIT 命令分配为快捷键 Ctrl-Q:

```
KEY C-Q "SAVE|QUIT|" "Quit program"
```

Setting up function key 9 to enter Load Editor with Transfer Function turned on:

定义键 9 为进入装载编辑器并开启传递函数：

```
KEY 9 "LOAD(*) EDIT /NOLS |
```

Displaying the key labels:

显示快捷键标签:

KEY SHOW

[Hiding the display:](#)

隐藏快捷键显示:

KEY NOSHOW

[Removing all key assignments:](#)

删除所有定义的快捷键:

KEY OFF

[Creating function key 9 default MENU.LIB file based on the following sample:](#)

基于下面的模板定义键 9 为默认的 MENU.LIB 文件:

```
IF NOT VEXIST GFILE THEN VARIABLE (STR) GFILE
TEMPLATE GETFILE "Read geometry file"
FILE GFILE /EXT:"GF"
/
MACRO READ
.GETFILE
IF {TEMPLOK}>0 THEN READ {GFILE}
/
MACRO LE
LOAD (*) EDIT
/
MACRO CALC
SOLVE
STATUS GHS
RA
/
TEMPLATE MENU "GHS Menu"
"Read GF" .READ
"Load Editor" .LE
"Calcs" .CALC
"EXIT" exit
/
.MENU
```