

Command Redisplay Feature

In any Natural Screen

With the LAST command, you can retrieve the last 10 (ten) commands you entered. A window opens with a list of the commands. You can select any command for reexecution by placing the cursor on it and pressing Enter. You can modify the command by overtyping it before execution. This also applies to Editor command strings.

If a command is executed again, it is always put on top of the last command buffer. This keeps the commands used most in the buffer. Additionally, you can also delete commands from the last buffer. Commands not used again can be deleted; this avoids automatic deletion of commands likely to be reused. You can delete the command from the buffer by setting the entire line to blanks and pressing Enter.

Only commands consisting of two words or more and entered via the keyboard are stored and appear in the window: commands executed by PF key, magic character or by selection from a prompt window are not stored.

In the Editor

Additionally, any Editor command entered in the command line of an Editor screen (LIST, BROWSE, EDIT) remains in display after execution if preceded by an ampersand **&**. This applies to Editor commands only.

Example:

You may find this feature useful, for example, in combination with the commands RFIND (to scan for all occurrences of a search string) or XSWAP (to exchange displayed lines and excluded lines).