

**Radio
Shack[®]**

SuperSCRIPST[™]

TRS - 80[®]

**SuperSCRIPSIT™
REFERENCE MANUAL**

Radio Shack®
Division of Tandy Corporation
Fort Worth, Texas 76102

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INTRODUCTION

This is the Reference Manual for the Model III SuperSCRIPSIT word processing program. The Reference Manual contains all the information you need to use SuperSCRIPSIT.

SuperSCRIPSIT enables you to take full advantage of your Model III's capabilities as a word processor. You can type, proofread, revise, and print quickly and easily. What's more, the disk drives greatly enhance accessibility and storage capacity.

As a result, you can print form letters, perform global changes, print with proportional spacing and justification, hyphenate automatically, reformat, align columns of figures, print with headers and footers and automatic page numbering, and much more.

How to Use the Reference Manual

The manual is designed as a handy desk-top reference. You will find thorough documentation whether you want to refresh your memory about a command or feature or you want to learn a new feature from "scratch." You can find information in the Reference Manual by reviewing individual sections or by checking the index.

By Section. After this introduction and before the Appendices, you will find the seven main sections of the Reference Manual:

- Installation
- Starting Up
- Typing
- Revising
- Printing
- Managing Files
- System Setup

These sections follow the usual order of word processing work flow. For example, you will find information about setting margins and tabs in the Typing section, information on editing text with block-action commands in the Revising section, and so on.

By Index. You can also find information in the Reference Manual by referring to the index at the end. For example, if you want to find how to change the align character, look under A in the index. Then turn to the page listed with "align character, change."

Brief Descriptions of the Sections

Installation

You will want to pay special attention to the Installation Overview at the beginning of the Reference Manual, especially if you are not that familiar with the Model III. This overview describes the components, the

Model III 48K, disk drive(s), and printer, that you will need as you use SuperSCRIPSIT.

Starting Up

In this section you will find instructions for turning on the Model III, loading TRSDOS, and loading SuperSCRIPSIT.

Typing

This section tells you how to open a document and type text. You will find information on margins, tabs, linespacing, pagination, centering, quitting a document, and so on.

Revising

This section presents the features that will enable you to efficiently manage how you store your documents on diskettes. It describes SuperSCRIPSIT functions and TRSDOS file management commands.

Printing

When you have typed and revised your document, you are ready to print it. In this section you will find information on Print Text Options, headers and footers, form letters, and print codes for such print features as bold and underline.

Managing Files

This section presents the features that will enable you to efficiently manage how you store your documents on diskettes. It describes SuperSCRIPSIT functions and TRSDOS file management commands. This section contains information concerning the conversion of Scripsit (26-1563) documents to SuperSCRIPSIT format. (See *ASCII Text Conversion Utility*, 87.)

System Setup

This section describes the features you use to tailor SuperSCRIPSIT to your personal work requirements. It also provides information on user keys and user print codes.

The Appendices

Appendix 1

After the main sections, Appendix 1 offers special instructions on using SuperSCRIPSIT with different printers. It includes a section on how to write your own printer driver.

Appendix 2

This appendix contains a complete list of system error messages.

Appendix 3

This appendix provides the instructions for using the *SCRIPSIT Dictionary* with SuperSCRIPSIT's proofread function.

A Few Words About Word Processing

Strictly speaking, all document preparation is word processing: typing, proofreading, revising, typing the final draft, and filing. SuperSCRIPSIT word processing simplifies and speeds up word processing by eliminating the need for retyping and by utilizing the computer's ability to organize, search and manipulate data. It also enables you to prepare and revise documents in a highly efficient way (and regardless of the length of the documents). Here is a typical word processing work flow:

Input. Set up the formats (margins, linespacing, lines per page, pitch, etc.) and type the document. It appears on the screen.

Proofread. View the document on the screen and make any obvious corrections.

Print out the first draft. Print your document for review. The printed document is also known as a "hard copy."

Edit and revise. After noting any changes on the hard copy, reopen the document and make the needed changes.

Finish. Once you have revised your document into final form, add the finishing touches, such as print codes, headers and footers, and final pagination.

Print. Print out the final draft of the edited document.

File. Store a copy of your document on the diskette, in an economical way. Reopen the document later as needed. Make a Backup of important documents.

Notes to Model I Owners

The SuperSCRIPSIT Reference Manual and Training Program were prepared for the Model III user, but Model I owners can also use the materials, noting the following differences and observing Model I operating procedures.

Sample Training Documents

The prerecorded documents that you need for the Training Program are stored on the Proofread diskette that comes with your SuperSCRIPSIT diskette. (Be sure to read the rest of these notes for information on how to open these prerecorded documents.)

Keyboard

Of course, since this is a word processing program, you must have installed the upper and lower case keyboard on your Model I before you can use SuperSCRIPSIT.

Disk Capacity

To use SuperSCRIPSIT on the Model I, you need *two* disk drives.

Model III diskettes hold up to 170,000 characters, and Model I diskettes hold only 76,000. Thus, on the Model I the program itself takes up an entire diskette, and there is no room for documents. You need one drive for the program diskette and at least one for documents (data files).

Opening a Document

Because of the disk capacity limitations mentioned above, all documents must be opened on a drive other than Drive 0 (normally Drive 1). Therefore, whenever you open a document, type a colon and 1 after its name. For example:

B A S E B A L L : 1

Clearing Space on the Proofread Diskette

The Model I Proofread diskette, which contains the training documents used by the instruction course, is almost full. You can free some space by "Backing up" the Proofread diskette and killing the file named PROOF/CTL from the Backup copy. Use the copy when taking the Training Program.

If you want to kill the file, the screen will show DOS READY. You type the following:

K I L L P R O O F / C T L

Special Characters

The symbols that appear in the manual are those that appear on the Model III screen. Most of these are the same for the Model I, with the following differences:

Model III	Model I	Description
¶	➤	End of paragraph
△	—	Two spaces in a row
©	↑	Print code
?	?	Active ghost cursor (for tab line editing)
\	:	Regular tab indicator
\	,	Align tab indicator
[}	Start block marker
]	}	End block marker
^	↓	Force new page

Disk Directory

The disk directory function on SuperSCRIPSIT's Main Menu does not work on the Model I. You must use TRSDOS to view the directory.

Proofread

To use SuperSCRIPSIT's Proofread Option with the SCRIPSIT Dictionary, you must have *three* disk drives.

Printer Drivers

There are four printer drivers on the program diskette, one for the Daisy Wheel II, one for the Line Printer IV, one for the Line Printer VIII, and one for serial printers. If you own a Line Printer III, V, or VI, you will use the Daisy Wheel II driver. Since you probably will not need more than one printer driver, you should delete the ones you don't need to free some space on the diskette. This will enable you to move larger blocks of text within the word processor.

If you want to delete unneeded drivers, the screen will show DOS READY. Then you use this procedure.

You type _____ if you don't have the following:

K I L L [] L P 8 / C T L	-----	Line Printer VIII or a DWP series printer
K I L L [] L P 4 / C T L	-----	Line Printer IV
K I L L [] S / C T L	-----	Serial Printer
K I L L [] D W 2 / C T L	-----	Daisy Wheel II or Line Printer III, V, VI

Power On Procedures

Be sure to power on your Model I before inserting the program diskette.

CONTENTS

INSTALLATION

INSTALLATION OVERVIEW	1
The Program	1
The Model III	1
The Disk Drives	1
The Disk Operating System	4
Printer Selection	4
THE MODEL III AS A WORD PROCESSOR	5
The Keyboard	5
The Screen	6
Diskettes and Disk Drives	7
The Printer	7

STARTING UP

STARTING UP OVERVIEW	9
How to Load SuperSCRIPSIT	9
SuperSCRIPSIT MAIN MENU	10
How to Request a Document When Loading the Program	10

TYPING

TYPING OVERVIEW	11
OPENING A DOCUMENT	11
How to Open a Document	12
SETTING UP A DOCUMENT	16
The Screen Page	16
Scrolling	17
Tab Line Editing (Setting Margins and Tabs)	18
How to Edit the Tab Line	19
Saving and Recalling Tab Lines	20
The Tab Line Help Menu	21
Margin Command	21
How to Use the Margin Command	21
TYPING A DOCUMENT	21
Align Tab	21
Break	22
Capital Mode	22
How to Turn On Capital Mode	22

How to Turn Off Capital Mode	22
Center	22
How to Center a Paragraph	23
How to Center a Paragraph as You Type	23
How to Uncenter a Centered Paragraph	23
Clear	24
Enter	24
Error Messages	24
Ghost Cursor	24
Help	24
How to Request and View the Help Screens	25
Using Help When Editing the Tab Line	25
The Seven Help Screens and the Tab Line Edit Options	25
How to Kill Help	29
Indent Tab	29
Linespacing	29
Margins	29
Modes	30
Paginating	30
How to Force a New Page	31
Quitting a Document	32
How to Quit a Document	32
Shift	32
Spaces	33
How to Type Two or More Spaces in a Row	33
Status Line	33
Tab Setting	33
Tabbing	33
How to Type at a Regular Tab	34
How to Type Text at an Align Tab	34
How to Type Text at an Indent Tab	35
User Keys	35
View Mode	35
How to Turn On View Mode	36
How to Turn Off View Mode	36
Wraparound	37
Write to Diskette	37
When to Write Text to the Diskette	37

How to Write Text to the Diskette	37
REVISING	
REVISING OVERVIEW	39
CURSOR MOVEMENT COMMANDS	39
The Arrow Keys	39
Text Quantity Definitions	40
The Two Kinds of Cursor Movement Commands	43
Simple Commands	43
How to Move the Cursor With the Four Arrow Keys	43
How to Use the Arrow Keys With Shift	43
Advanced Commands	44
How to Move the Cursor to a Footer Page	44
How to Move the Cursor to the Nearest Paragraph	45
How to Move the Cursor to a Header Page	45
How to Move the Cursor to an Absolute Line Number	45
How to Move the Cursor to a Specified Page	45
How to Move the Cursor to the Next or Previous Page	46
How to Move the Cursor to a Word or Phrase	46
How to Move the Cursor to the Next or Previous Word	48
How to Move the Cursor to the Next or Previous Video Page	48
BASIC EDITING: DELETE, INSERT, OVERSTRIKE	49
Delete	49
How to Delete One Character at a Time	49
Insert	49
How to Insert	50
Overstrike	50
BLOCK-ACTION COMMANDS	50
Defining the Block	51
How to Define a Block: Cursor Position Method	51
How to Define a Block: Text Quantity Method	51
Executing the Block-Action Commands	52
How to Display the Block-Action Commands	53
How to Execute a Block-Action Command	53
How to Make Hyphenation Decisions	57
GLOBAL SEARCH AND REPLACE	59
How to Begin a Search and Replace	59
How to Answer the Options	60

How to Edit the Fields on the Search and Replace Options	61
How to Find Every Occurrence Without Pause	62
How to Find Every Occurrence With Pause	62
How to Replace Every Occurrence Without Pause	62
How to Replace Every Occurrence With Pause	62
How to Delete Every Occurrence Without Pause	63
How to Delete Every Occurrence With Pause	63
PRINTING	
PRINTING OVERVIEW	65
PRINTING A DOCUMENT	65
Getting Ready to Print	65
How to Print	65
How to Monitor the Printout	69
How to Interrupt the Print Job	69
USING THE SYSTEM PRINT CODES	69
The Toggle Print Codes	70
How to Underscore	70
How to Double-Underscore	70
How to Print Bold	71
How to Strike-through	71
Non-Toggle Print Codes	71
How to Superscript	71
How to Subscript	72
How to Top the Form	73
How to Type a Pause Print Code	74
HEADERS AND FOOTERS	74
How to Prepare a Header or Footer Page	75
How to Print With Headers and Footers	76
FORM LETTERS	78
Preparing a Form Letter	78
How to Prepare a Form Letter	79
Preparing the Master Document	80
How to Prepare a Master Document	80
Preparing the Variables Document	81
How to Prepare a Variables Document	81
Merging the Master Document With the Variables Document	83
How to Merge the Master and Variables Documents	83

Some Common Mistakes in Preparing Form Letters	83
Merging With Non-SuperSCRIPSIT Files	84
MANAGING FILES	
MANAGING FILES OVERVIEW	85
SuperSCRIPSIT FILE MANAGEMENT COMMANDS	85
Disk Directory	85
How to Display the Disk Directory	85
Compress	86
How to Compress a File	86
ASCII Text Conversion Utility	87
Before You Convert ASCII to SCRIPSIT	87
How to Convert ASCII and SCRIPSIT Files	87
TRSDOS FILE MANAGEMENT COMMANDS	88
Backup	89
How to Back Up a Diskette	89
If the Destination Diskette Already Contains Data	89
Copy	90
How to Copy a File	90
Format	91
How to Format a Diskette	91
If the Diskette Contains Data	92
Kill	92
How to Kill a File	93
Rename	93
How to Rename a File	93
SYSTEM SETUP	
SYSTEM SETUP OVERVIEW	95
SYSTEM SETUP UTILITY	95
Requesting the System Setup Utility Menu	96
Open Document Options	96
How to Set Up the Open Document Options	97
Print Text Options	98
How to Set Up the Print Text Options	98
Search and Replace Options	99
How to Set Up the Search and Replace Options	99
Align Character	101
How to Change the Align Character	101

Verify Deletions	101
How to Change the Verify Deletions Default	101
USER KEYS	102
Programming a User Key	102
How to Program a User Key	102
Executing a User Key	103
How to Execute a User Key	103
Editing a User Key	103
How to Edit a User Key	104
Working With User Keys	106
How to Loop a User Key	107
How to Chain a User Key	107
Some More Ideas for Using User Keys	108
USER PRINT CODES	108
Defining a User Print Code	109
Before You Begin	109
How to Define a User Print Code	109
Executing a User Print Code	112
How to Execute a User Print Code	112
Editing a User Print Code	113
How to Edit a User Print Code	113
 APPENDICES	
Appendix 1: SuperSCRIPSIT AND PRINTERS:	
TECHNICAL INFORMATION	117
Using SuperSCRIPSIT With the Radio Shack Printers	117
Notes on Radio Shack Printers	117
Notes on Printer Types Included With the Program	117
Writing Your Own Printer Driver	118
How to Write Your Own Printer Driver	118
Appendix 2: ERROR MESSAGES	136
System Messages and Explanations	136
Appendix 3: THE PROOFREAD FUNCTION AND	
THE SCRIPSIT DICTIONARY	138
Installing the Proofread Option	138
Using the Proofread Option	138
Index	141

INSTALLATION OVERVIEW

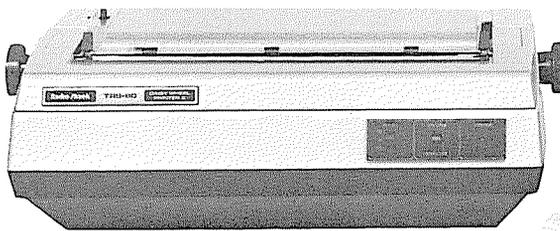
The following discussion will help you to make sure that your Model III is correctly installed for use as a word processor with the SuperSCRIPSIT program.

The Program

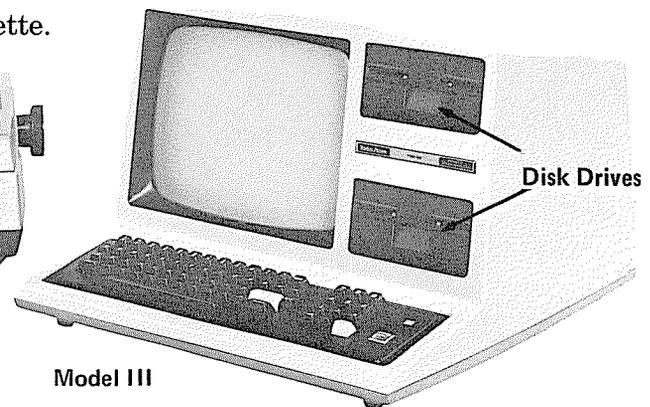
Are you equipped for SuperSCRIPSIT?

To work with the program, you need:

- Model III, 48K with at least one disk drive.
- A printer.
- The SuperSCRIPSIT program diskette.



DWII Printer



Model III

The Model III

Is your Model III correctly installed?

The SuperSCRIPSIT program enables you to use the Model III as a word processor. Naturally, the Model III must be "up and running" before you can use it.

If you have not yet installed your Model III, then read the *TRS-80 Model III Operation and BASIC Language Reference Manual*, Section 1, Chapter 2.

If you are unfamiliar with the operation of the disk drives, then read the *TRS-80 Model III Disk System Owner's Manual*, Part 1, "Operation."

If you have not yet installed your printer, then read the manual that came with it. Be sure you are familiar with the operation of your printer. You should know how to install a ribbon and how to use the pitch switch, on and off line switch, test switch, on/off switch, paper bale roller, copy control lever, and paper release lever.

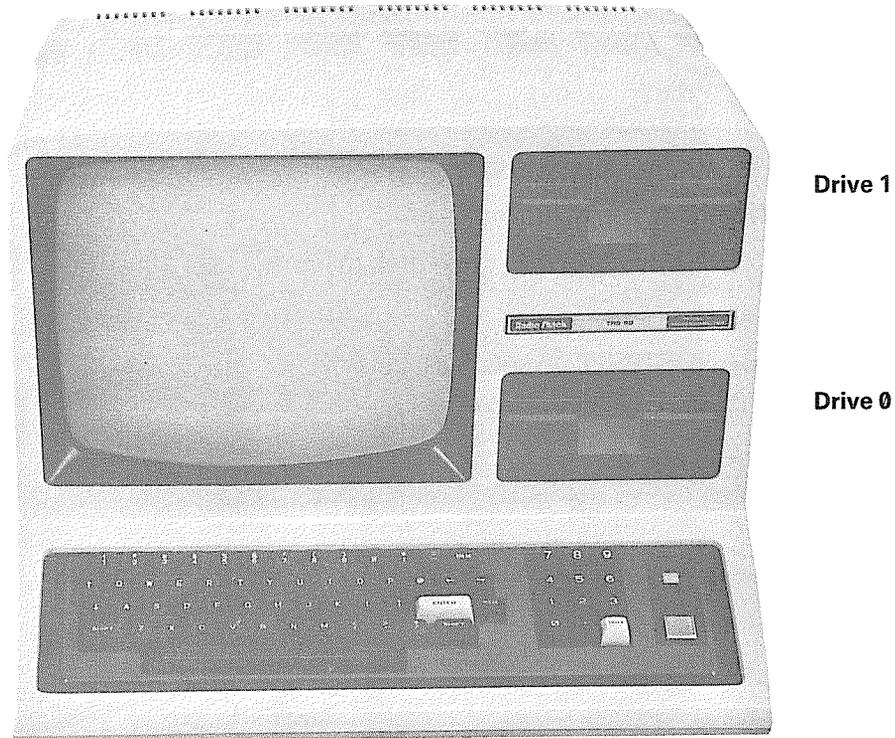
The Disk Drives

How many disk drives do you have?

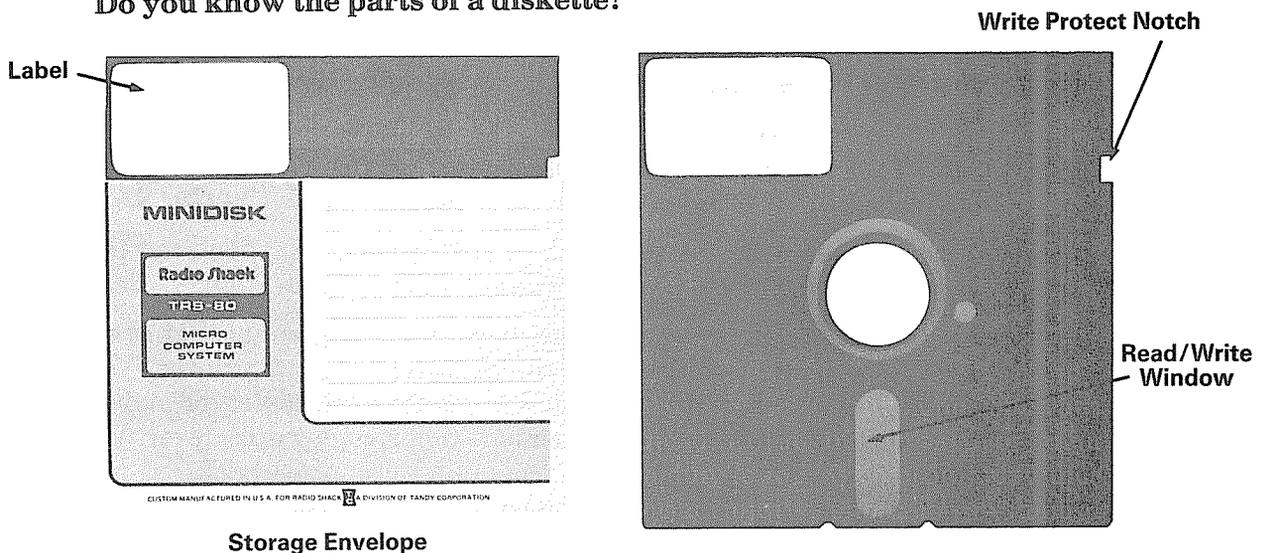
To use the SuperSCRIPSIT program, you must have at least one disk drive. However, the program and the Model III can support up to four disk drives.

The program identifies each drive as a number from 0 to 3.

The bottom drive in the Model III console is Drive 0. The top drive in the console is Drive 1. If you have expansion drives, they are Drives 2 and 3. Remember, the program diskette *must* be in Drive 0 whenever you work with SuperSCRIPSIT.



Do you know the parts of a diskette?



- **Storage envelope.** While the diskette is not in use, keep it in the envelope for protection.
- **Write protect notch.** When this notch is covered, the Model III will not write any information on the diskette. The notch must remain *uncovered* on all SuperSCRIPSIT diskettes.

- **Read/Write window.** The disk drives use this opening to read and write information. Be careful not to touch the opening, because soil may damage the exposed surface of the diskette.
- **Label.** Use the label to identify the diskette. Do not write on a diskette with anything but a felt-tipped pen. Pencils or ball-point pens can damage the diskette surface.

Do you know how to care for diskettes?

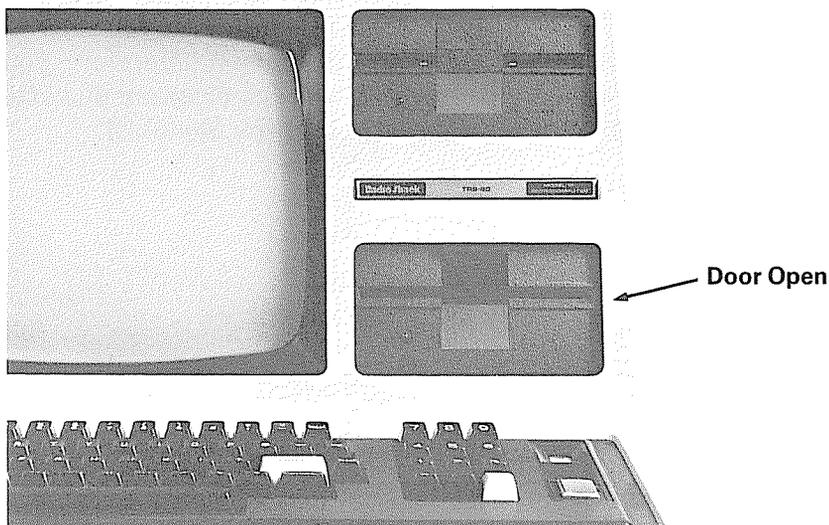
Magnetic media such as flexible diskettes are fragile, and you should care for them accordingly. For example:

- Don't bend a diskette.
- Don't touch exposed areas or allow a diskette to come into contact with any liquid or dirt.
- When a diskette is not in use, store it in its protective envelope.
- Don't insert a diskette into a disk drive while turning the system on or off.
- Keep diskettes away from anything magnetic (such as alternating current motors, transformers, or loud speakers).
- Don't write directly on a diskette. First write on the label; then affix it to the diskette.
- Don't paper-clip or staple a diskette.
- Don't expose a diskette to sunlight or extreme hot or cold.
- Store a diskette in a vertical file folder (just as you store phonograph records) to protect it from pressure.

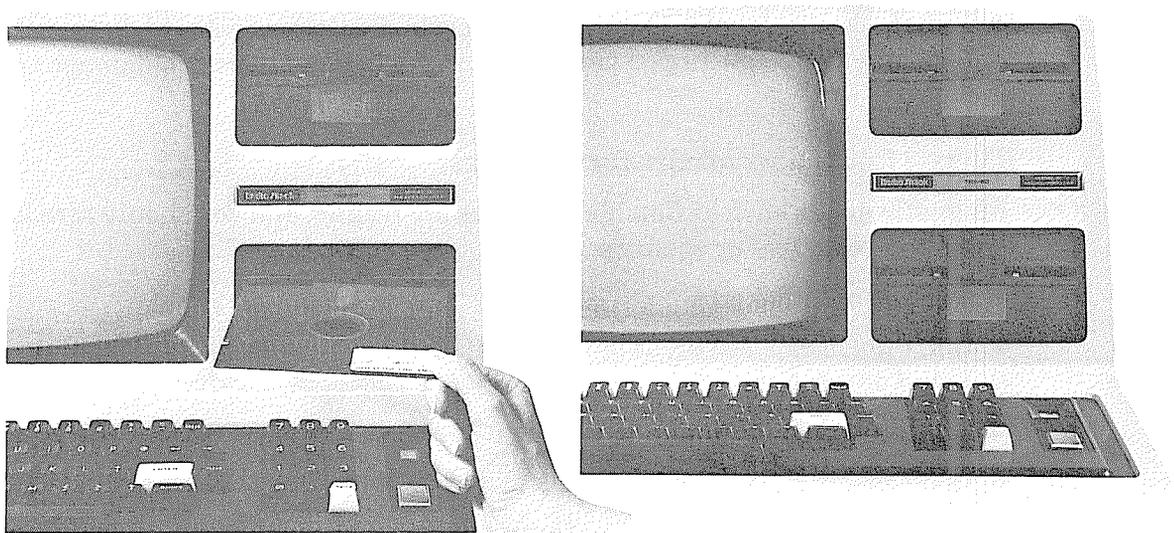
Do you know how to insert the diskette into a disk drive?

One of the leading causes of damage to diskettes is improper insertion into a disk drive. Always insert diskettes carefully. Never jam them in.

1. Open the disk drive door.



2. Carefully insert the diskette, label up, as far as it will go.
3. Close the disk drive door.



The Disk Operating System

Do you know about TRSDOS?

TRSDOS stands for Tandy Radio Shack Disk Operating System. The SuperSCRIPSIT program diskette contains TRSDOS. You use TRSDOS for two reasons when working with this program:

- TRSDOS enables the Model III to read and write information on diskettes. You use TRSDOS to load SuperSCRIPSIT from the program diskette to the Model III's memory.
- TRSDOS commands enable you to manage the information stored on diskettes. (See *MANAGING FILES*, which begins on page 85. It describes the TRSDOS commands that you can use to manage your SuperSCRIPSIT files.)

All Radio Shack disk operating systems use TRSDOS. Whenever you turn on a system, it first loads TRSDOS from the diskette in Drive 0. Therefore, you should always insert a TRSDOS diskette or a Radio Shack program diskette (such as SuperSCRIPSIT) in Drive 0 before you turn on the Model III.

Printer Selection

Which printer are you using?

SuperSCRIPSIT will print with any Radio Shack printer. To print with a non-Radio Shack printer, you may need to write your own printer driver. If you are using a non-Radio Shack printer, refer to *Appendix 1*, 117.

SuperSCRIPSIT offers perhaps the most advanced print capabilities of any word processor on the market today: for example, proportionally spaced printout and unit justification. However, because different printers offer

different capabilities, some of the program's print features are not available on all printers.

Here is a chart showing which program features are available with which Radio Shack printers:

Feature	LP5/6	LP4	DW2	LP8
Proportional Spacing*	N	Y	Y	Y
Justification				
Proportional*	N	Y	Y	Y
Mono	Y	Y	Y	Y
Print Codes				
Underline	N	Y	Y	Y
Double-Underline	N	N	Y	N
Bold	N	Y	Y	Y
Superscript	N	Y	Y	Y
Subscript	N	Y	Y	Y
Strike-through	N	Y	Y	Y
Top of Form	Y	Y	Y	Y
Pause Printout	Y	Y	Y	Y

*Proportional print wheel required on DW2.

Do not attempt to use any of the above features unless your printer is capable of executing them.

Which print wheel are you using?

If you are using a Daisy Wheel printer, make sure that you know the pitch of the print wheel.

If you have a Daisy Wheel II . . .

If you have a Daisy Wheel II, you must have a proportional print wheel in order to take full advantage of the program's proportional printing capability. To purchase a proportional print wheel, visit your nearest Radio Shack store.

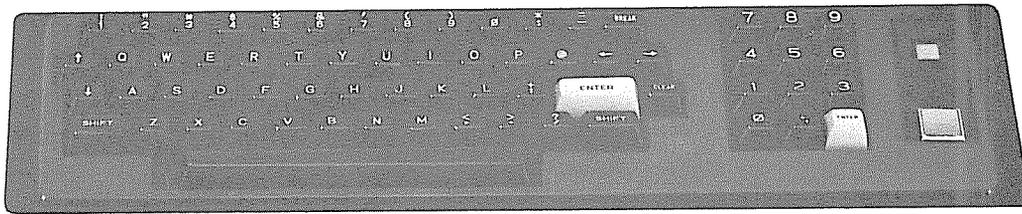
THE MODEL III AS A WORD PROCESSOR

To perform word processing with SuperSCRIPSIT, you use four main components:

- Keyboard
- Diskettes and disk drives
- Screen
- Printer

The Keyboard

Most of the keys on the keyboard are the same as the keys on a typewriter, and you type as you would on a typewriter.



But some keys are different. You use these keys to enter commands, to type codes, or to position the cursor. These keys are explained in detail throughout this manual. However, here is a brief summary of their functions:



These keys enable you to move the cursor in the direction indicated by the arrow. You use these keys in combination with other keys to move the cursor to a specific page, line, word, and so on. (See *CURSOR MOVEMENT COMMANDS*, 39.)



Use this key to end a paragraph while typing text, to complete a command, or to “lock in” your menu responses.



Use the control key in combination with other keys to enter commands.



Use this key to cancel a function in progress or to cancel the responses you have typed on a menu.



Use this key to enter print codes in your text and to edit menus.



When you hold this key down and type a character, it appears as upper case on the screen and the printout.



The reset button is the orange button on the far right-hand side of the keyboard. You press this button to clear the memory. When you press **RESET**, you lose any text that is not stored on the diskette.

The Screen

You use the screen for three basic purposes:

To Display Text

When you type, you type into memory. The screen is a window into memory, and the program displays a “screen page” with tabs, margins, and so on, for you to view as you type or edit. (See *The Screen Page*, 16.)

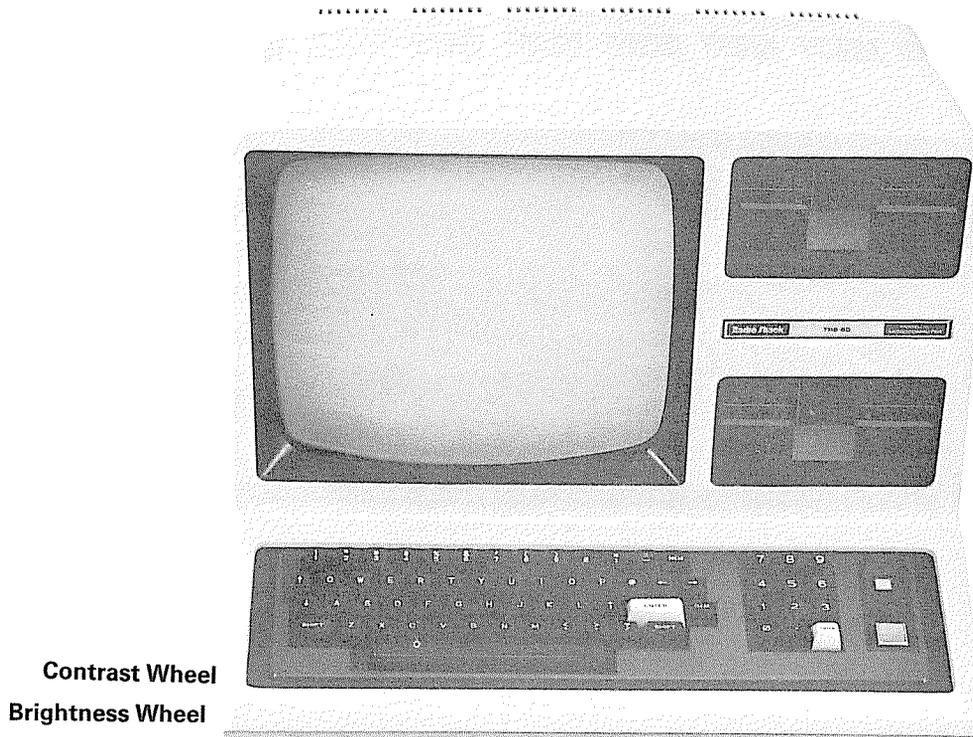
To Display Menus

From time to time, the program will ask you to make a choice or to provide information by displaying a menu. A menu is a list of functions or options that uses the full screen and temporarily replaces the screen page.

Menus appear when you open or print a document, when you print form letters, when you search and replace a block or document, when you use the help command, or when you use the utilities compress, ASCII conversion, and system setup.

To Display Prompts

A prompt is a message that appears in the status line below your text. A prompt either requests information or notifies you that you have entered a command incorrectly. For example, you see a prompt when you type the command to move the cursor to a specific page. The prompt asks for the number of the page you want.



To Adjust Brightness and Contrast

One wheel controls the brightness and another wheel controls the contrast of the screen display. The wheels are located under the keyboard on the left.

Diskettes and Disk Drives

With SuperSCRIPSIT you use the diskettes and disk drives for two primary purposes:

- To load the program.
- To store and recall documents that you have typed on the screen.

The Printer

When you have finished typing or editing your document, you use the printer to print out intermediate and final drafts.

STARTING UP OVERVIEW

■ Command Summary

Make sure that TRSDOS Ready appears on the screen.

Type **S****C****R****I****P****S****I****T**.

Press **ENTER**.

How to Load SuperSCRIPSIT

1. Before turning on the Model III, turn on all peripherals (printer, expansion drive units, and so on).

2. Load TRSDOS.

- Insert the SuperSCRIPSIT diskette in Drive 0, close the drive door, and turn on the Model III.

or

- Exit whatever program you are using and replace the diskette with SuperSCRIPSIT. Press **RESET** to return to the TRSDOS Ready level.

The red light on Drive 0 comes on as the system loads TRSDOS. TRSDOS displays a graphic representation of the Model III as well as the Tandy copyright notice. If you have just turned on the Model III, TRSDOS then prompts for the date and time.

3. Type the date.

Type **M****M**/**D****D**/**Y****Y** and press **ENTER**. For example, for July 4, 1983, type **07/04/83**. If you make an error when entering the date, the system will prompt you to enter the information again:

Try Again Enter Date (MM/DD/YY)?

4. Type the time.

Type **H****H**:**M****M**:**S****S** and press **ENTER**. For example, if it's 9:05, type **09:05:00**. Or bypass the prompt with **ENTER**. TRSDOS Ready then appears on the screen. If you make an error when entering the time, the system prompts you to enter the information again.

Try Again Enter Time (HH:MM:SS)?

5. Type **S****C****R****I****P****S****I****T** and press **ENTER**.

The red light on Drive 0 comes on as the Model III loads the program.

When the red light is off and the Scripsit Word Processing menu appears on the screen, the SuperSCRIPSIT program is loaded and ready.

SuperSCRIPSIT MAIN MENU

* * * * * SCRIPSIT WORD PROCESSING * * * * *

- <O> Open a document
- <D> Display disk directory
- <S> System setup utility
- <P> Proofread a document
- <C> Compress a document
- <A> ASCII text conversion utility
- <E> Exit to TRSDOS

What is your selection? ..

How to Request a Document When Loading the Program

You can load the program, bypass the Main Menu, and request the document you want to work with.

1. From the TRSDOS Ready level, type **S C R I P S I T**, a space, and then the name of the document. For example:

S C R I P S I T D I N O S A U R

2. Press **ENTER**.

The program displays the Open Document Options for the document you requested.

TYPING OVERVIEW

In word processing terms, here are the steps you follow to type a first draft with SuperSCRIPSIT:

1. Open the document.

Assign the document a name and set the printing specifications: lines per page, pitch, linespacing, and so on.

2. Set up the screen page for the document. Edit the tab line to set margins and tabs.

3. Type the text.

Use the program's typing features (centering, tabbing, capital mode, and so on).

4. Quit the document.

OPENING A DOCUMENT

■ Command Summary

1. Display the Scripsit Word Processing menu.

2. Type .

3. Type the document name.

4. Press .

5. Type responses to the Open Document Options.

6. If necessary, edit the fields.

7. Press .

* * * * * * * * * * SCRIPSIT WORD PROCESSING * * * * * * * * * *

- <O> Open a document
 - <D> Display disk directory
 - <S> System setup utility
 - <P> Proofread a document
 - <C> Compress a document
 - <A> ASCII text conversion utility
 - <E> Exit to TRSDOS
-

You use the open document function for two primary purposes: to create or print a *new* document and to edit or print an *existing* document.

A document is called *open* because the program “opens” a file for it on a diskette and stands ready to store the text when you enter the quit command, when you type more than 11,821 characters, or when you enter the write command. (See *Quitting a Document*, 32; *Write to Diskette*, 37.)

How to Open a Document

1. Display the Scripsit Word Processing menu.

You can display the menu either by loading the program from TRSDOS or by quitting a document.

2. Type **O** to choose the open document function from the Main Menu.

The following prompt and field appear:

```
* * * * * SCRIPSIT – OPEN DOCUMENT OPTIONS * * * * *
Name of document to open? -----
```

3. Type the name of the document you want to open.

If the document exists, you simply type the name. If you are opening a new document, you assign it a name in this field.

To assign a valid document name

The program uses TRSDOS to write files for your documents on a diskette. Therefore, the document name must be a valid TRSDOS file name. When assigning a document name, you must adhere to these rules:

- You cannot use more than 8 characters in the document name.
- You cannot use a numeral as the first character.
- You may add a 3-character extension to the 8-character name by typing a slash:

B A S E B A L L / T X T

- By typing a period, you may assign an 8-character password to limit access to the document:

B A S E B A L L / T X T . P A S S W O R D

or

B A S E B A L L . P A S S W O R D

If you name the document but do not specify a drive other than \emptyset , the program opens the document on the SuperSCRIPSIT diskette in Drive \emptyset . If you want to store the document on a drive other than Drive \emptyset , you must specify the drive you want to use.

To open a new document on a formatted diskette in a drive other than Drive 0

1. Make sure that a *formatted* diskette is in the other drive (Drive 1, 2, or 3). (See *Format*, 91.)
 2. After the document name, type a colon followed by the number of the drive you want to use; for example, BASEBALL`:``1`. (The colon and number are not stored as part of the document name.)
4. Lock in the document name by pressing `ENTER`, or cancel the process by pressing `BREAK`.
- If you press `ENTER`, you lock in the document name and bring the Open Document Options to the screen.
 - If you press `BREAK`, you cancel the process and return to the Main Menu.

* * * * * SCRIPSIT – OPEN DOCUMENT OPTIONS * * * * *

```
Document name: -----
Author: -----
Operator: -----
Comments: -----
Printer type:  DW2-----
Lines per page: 54      (4-99)
Pitch:         P-      (1-20 or P)
Line spacing (to 3 +, " + " = 1/2): 1-
1st page to include header: 1-- (1-999)
1st page to include footer: 1-- (1-999)
```

5. Type your responses to the Open Document Options.

- If you are opening a *new* document, you use the fields to type your choice for each option *except* Document name.
- If you are opening an *existing* document, you use the fields to change any of the options *except* Document name. (See *Rename*, 93.)

To answer the Open Document Options

Move the cursor from option to option and type your response.

- Use `↑` and `↓` to move the cursor from option to option.
- If you type the maximum number of characters allowed for a field, the cursor will move down to the next field.
- Use `→` and `←` to move the cursor within a field. (You cannot move the cursor beyond the last character in a field.)

The Open Document Options described

Document name. You entered the document name when you first chose the open document function and answered the prompt Name of document to open? You cannot change the document name on this menu.

Author. Use this field to identify the author of the document. You can type up to 32 characters.

Operator. Use this field to identify the operator who prepared the document. You can type up to 32 characters.

Comments. Use this field as a memory “jogger” to identify the document. You can type up to 32 characters.

Printer type. Use this field to specify which printer you are using:

- | | | | |
|----------|----------|----------|-------------------|
| D | W | 2 | Daisy Wheel II |
| L | P | 4 | Line Printer IV |
| L | P | 8 | Line Printer VIII |
| S | | | Serial Printer |

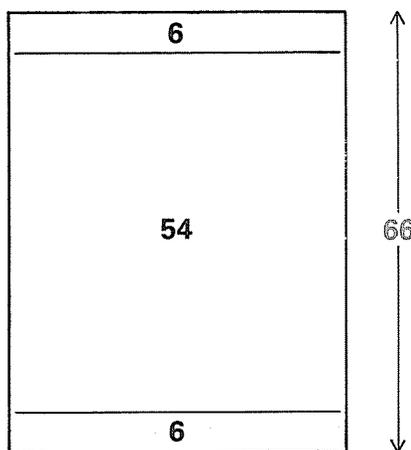
If you are using a non-Radio Shack printer or Line Printer V or VI, see *Appendix 1*, 117.

D**W****2** is the default response.

Lines per page. Use this field to specify the number of lines that you want to print on each page. You can specify any number of lines from 4 through 99.

There are 6 single-spaced lines per inch. Thus a sheet of paper 11 inches long contains a maximum of 66 printable lines.

Fifty-four printed lines per page is the default response, allowing 6 lines (1 inch) for the top border and 6 lines (1 inch) for the bottom border. (See *Paginating*, 30.)



Pitch. Use this field to specify the number of characters that you want to print to the inch. You can choose any number from 1 to 20. (Make sure your printer or Daisy Wheel is compatible with the pitch you set.) P (for proportional spacing) is the default response.

The three pitches that are most commonly used for this option are:

- | | | |
|----------|----------|--|
| 1 | 0 | Pica: 10 characters to the inch. |
| 1 | 2 | Elite: 12 characters to the inch. |
| P | | Proportional: Each character is assigned a specific number of units according to its width. For example, when you print with propor- |

tional spacing, an “i” is 1 unit wide, whereas an “M” is three units wide. (See *The Screen Page*, 16.)

Linespacing. Use this field to specify the linespacing you want for your printout.

- 1 Single-Space: text prints on every line (default).
- 2 Double-Space: text prints on every other line.
- 3 Triple-Space: text prints on every third line.
- 1+ Space and a Half: text prints with a half line of space between each line.
- 2+ Double-Space and a Half: text prints with 1½ lines of space between each line.
- 3+ Triple-Space and a Half: text prints with 2½ lines of space between each line.

Use this field to set the linespacing when you open a *new* document or to recalibrate the page number indicator in the status line of an *existing* document. To change the linespacing of an *existing* document, use the block-action command. (See *BLOCK-ACTION COMMANDS*, 50.) After changing the linespacing with the block-action command, change it on the Open Document Options.

1st page to include header/footer. Use these fields to specify the first page on which you want the headers or footers, if any, to print. For example, if page 1 of your document is a title page, you specify that the headers and/or footers are to begin on page 2.

1 is the default response for both options.

6. If necessary, edit the fields to correct mistakes or to change the response to an option.

- **SHIFT** **→** moves the cursor to the end of text in the field and enables you to add to the text you have already typed.
- **SHIFT** **←** moves the cursor to the beginning of the field.
- **→** and **←** position the cursor on characters that already appear in the field.
- Overstrike replaces one character with another. (Simply type the new character on top of the old one.)
- **@****D** deletes the character the cursor is on.
- **@****I** inserts text into a field. All text to the right of the cursor moves to the right of the field. (Type the text you want to insert. Hold down **@** and type **D** to close up the insert.)
- **SHIFT** **CLEAR** clears all text to the right of the cursor. If the cursor is on the first character of the field, you clear the entire field.

7. Complete your session with the Open Document Options by pressing **ENTER, or cancel the entries by pressing **BREAK**.**

- By pressing **ENTER**, you lock in the text you have typed or edited in the field.
- By pressing **BREAK**, you cancel any entries you have typed or edited and then return to the Scripsit Word Processing menu.

If you open a *new* document, a blank screen page appears, ready for you to type or format. If you open an *existing* document, the program displays the document with the cursor positioned where it was when you quit the document.

SETTING UP A DOCUMENT

The Screen Page

SuperSCRIPSIT uses a standard screen format to display text:

Cursor

```

Tab line           Ghost Cursor
  -----1----- (---I- 2-----+----- 3-----+----- 4-----+----- 5-----+-----) ---
Status line BASEBALL Pg:1 Ln:1 Pos: 1.8 Pitch:PS LS:1
  
```

The Tab Line

This line shows the position of margins and tabs.

(is the left margin. I is an indent tab.
) is the right margin. + is a tab.

The numbers represent inches on the printed page.

The Ghost Cursor

As the cursor moves along the typing line, the ghost cursor moves along the tab line. The ghost cursor shows you how close you are to a margin or tab.

Use the ghost cursor to judge the placement of characters on the printout. On the screen the width of each character is the same, but on the printout the width of each character is defined by the pitch you specify in the Open Document Options. The ghost cursor shows you the printed position of your characters.

The program ends each line according to the width of the characters as they will print, not according to their screen width. The ghost cursor, however, always shows you the true length of the *printed* line. For example, the screen always displays 10 characters to the inch. In 12 pitch, the program will print 12 characters to the inch, so the ghost cursor moves along each inch of the tab

line in increments of 12. In proportional spacing-pitch (PS), each character is assigned a number of units. For example, “M” is 3 units wide, “i” is 1. (See *The Open Document Options described*, 13.)

The Status Line

In addition to identifying the document name, page, and position, the status line informs you of the print specifications of the document.

Document name: For example: BASEBALL.

Pg: Page you are on. For example: 1.

Ln: Line the cursor is now on. For example: 1.

Pos: Current horizontal cursor position in inches. For example: 1.8.

Pitch: The pitch you set in the Open Document Options. For example: PS.

LS: Linespacing for the paragraph that the cursor is now on. For example: 1.

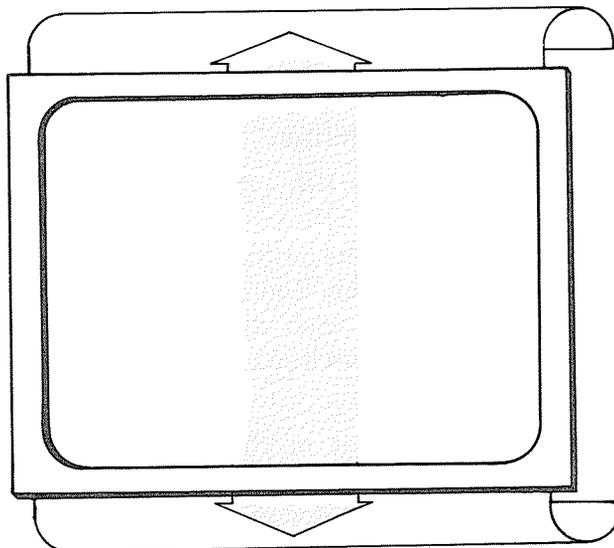
Scrolling

You type into memory. The screen is a window into memory that enables you to view your text. The screen page displays 14 lines of text from top to bottom and 64 characters from left to right.

If your text is longer than 14 lines or wider than 64 characters, then the program “scrolls” your text so that you can view any portion of it. For example, when you type beyond line 14, the text scrolls up *vertically* (the top line moving off the screen) to enable you to view line 15. And when you type beyond character 64, the text scrolls *horizontally* 8 characters to the left so that you can view character positions 64 through 71.

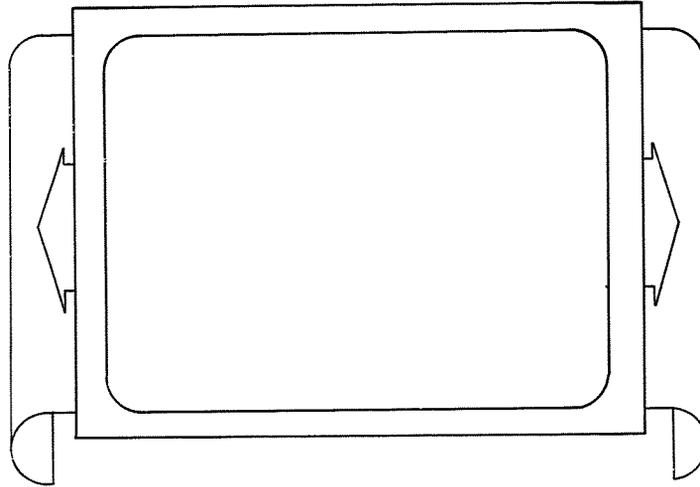
Vertical Scrolling

When you type or move the cursor, the program scrolls your text up or down 1 line at a time.



Horizontal Scrolling

When you type or move the cursor, the program scrolls your text back or forth 8 characters at a time.



Tab Line Editing (Setting Margins and Tabs)

■ Command Summary: @T

Type **[L]** to set the left margin.

Type **[R]** to set the right margin.

Type **[I]** to set the indent tab.

Type **[+]** or **[T]** to set a tab.

Type **[-]** or press **[SPACE]** to clear a tab or margin.

To End the Tab Line Edit

Type **[S]** and then type **[S]** or a number from 0 to 9 to set the tab line and save it.

Type **[R]** and a number from 0 to 9 to recall a saved tab line.

Press **[ENTER]** to lock in the tab line.

Press **[BREAK]** to cancel the tab line edit.

When you open a *new* document, the program displays standard margins and tabs — the system (default) tab line. You may wish to use the system tab line to type your document, or you may wish to edit the tab line to set your margins and tabs. Also, you may edit the tab line to set your own system (default) tab line.

The tab line controls the format of the document on a paragraph-by-paragraph basis. Each paragraph has its own tab line. You may have as many as 50 different tab lines for a single document.

- The tab line you set on a blank screen page or at the end of text controls each subsequent paragraph you type.
- If you change the tab line of a paragraph, you change only the margins and tabs for that paragraph.

How to Edit the Tab Line

Whenever you want to set or change margins or tabs, edit the tab line.

1. **From an open document, hold down [@] and press [T] for *tab line*.**

When you enter the tab line editing command, the cursor leaves the text area and a question mark appears within the ghost cursor.

2. **Move the cursor to the position on the tab line where you want to set a margin or tab.**

To move the ghost cursor along the tab line

- Use [>] or [<] to move the cursor along the tab line.
- Use [SHIFT] [>] to move the ghost cursor 6 spaces to the right.
- Use [SHIFT] [<] to move the ghost cursor to the extreme left.

3. **Set each margin and tab. Clear any unwanted tabs from the tab line.**

To set margins and tabs

- Position the cursor on the tab line where you want the margin. Type [(] to set a left margin. Type [)] to set a right margin. When you set a new margin, you delete the old margin automatically. If you plan to print the document using either an LP4 or LP8, do not set your right margin beyond 8.0.
- Position the cursor on the tab line and type [I] to set an indent tab.
- Position the cursor on the tab line and type [T] or [+] to set a regular tab or an align tab.

To clear a margin or tab

Position the cursor on the tab or margin you want to clear. Type [SPACE] or [-] to clear a margin or tab.

4. **To conclude the tab line edit, press [BREAK] or [ENTER], or type [S] or [R].**

- Press [BREAK] to cancel the changes. The cursor returns to the text area, and the format of the original tab line remains.
- Press [ENTER] to lock in the changes. The cursor returns to the text area.
- Type [S] for save and answer the prompt to lock in the changes and save the tab line. (See *Saving and Recalling Tab Lines*, which follows.)
- Type [R] and answer the prompt to recall a prerecorded tab line. (See *Saving and Recalling Tab Lines*.)

If you change the tab line for a paragraph, the program reformats the paragraph with the new margins and tabs you have set.

If you change the tab line for a new document or at the end of an existing document, all subsequent paragraphs you type will adhere to the format of the tab line you have set.

Saving and Recalling Tab Lines

SuperSCRIPSIT enables you to save as many as 11 tab lines. You can save 10 for later recall, and 1 as the “system” tab line. Saving and recalling tab lines is helpful when you want to type documents that have complicated format requirements (such as outlines), to store tab lines that you use often, or to reformat single paragraphs.

To save tab lines

1. **Enter the command to edit the tab line: From an open document, hold down **@** and type **T**.**

The cursor leaves the text area and ? appears in the ghost cursor.

2. **Set the tab line you want to save: margins, tabs, and indent tab.** (See *How to Edit the Tab Line*, 19.)

3. **Type **S** for save. This prompt appears:**

Save as which Tab Line (0-9 or <S>system) ?

4. **To save the tab line for later recall, type a number from 0 through 9.**

To save the tab line as the default tab line, type **S** for system. The tab line you save as the system tab line appears as the default tab line when you open a new document.

The program stores the tab line on a diskette and reformats the paragraph the cursor is on to the new tab line.

To recall tab lines

If you are recalling a tab line to reformat a paragraph, be sure you first move the cursor into the paragraph you want to change.

1. **From an open document, hold down **@** and type **T**.**

The cursor leaves the text area and a ? appears within the ghost cursor.

2. **Type **R** for recall. This prompt appears:**

Recall which Tab Line (0-9)?

3. **Type the number of the tab line you want to recall.**

The program recalls the tab line from the diskette and reformats the paragraph the cursor is on to the new tab line.

The Tab Line Help Menu

If you type an invalid command while editing the tab line, the program displays a “Help menu” entitled Tab Line Edit Options. The Help menu lists all valid commands you can use to edit the tab line. (See *Using Help When Editing the Tab Line*, 25.)

Margin Command

■ Command Summary

1. Position the cursor.
2. Hold down **@** and type **M**.
3. Type **L**, **R**, or **I**.

To quickly change the indent tab or a single margin, use the margin command. You cannot use the margin command to position the new margin or to indent tab beyond the existing margins.

How to Use the Margin Command

1. In an open document, position the cursor where you want the new margin or indent tab.
2. Hold down **@** and type **M**. The following prompt appears:
Set Left margin, Right margin or Indent (L,R, or I) ?
3. To set the new margin or indent tab, type **L**, **R**, or **I**.
 - Typing **L** moves the left margin to the cursor position.
 - Typing **R** moves the right margin to the cursor position.
 - Typing **I** moves the indent tab to the cursor position.

The program moves the margin or indent tab to the cursor position and reformats the paragraph the cursor was on to the new setting. If you plan to print the document using either an LP4 or LP8, do not set your right margin beyond 8.0.

TYPING A DOCUMENT

Align Tab

■ Command Summary: **@A**

You use align tab to type right-aligned text. For information on *setting* an align tab, see *Tab Line Editing*, 18. For information on *typing* with an align tab, see *Tabbing*, 33.

Break

Use **BREAK** to stop a command in progress or to exit a menu without locking in any of your responses. For example, if you are answering the Open Document Options and decide to stop and start over, press **BREAK**.

When you press **BREAK** to abort a command or to cancel a menu response, the program returns you to where you were before you entered the command.

You also use **BREAK** to close up an insert. (See *Insert*, 49.)

Capital Mode

■ Command Summary: **SHIFT @**

You use capital mode to type all capital (also known as upper case) letters. When capital mode is turned on, every alphabetical character appears in upper case. The numerals, however, are not affected. To type the special characters

! “ # \$ % & ’ () @ * =

above the numeral keys, you hold down **SHIFT** and type the desired numeral key.

How to Turn On Capital Mode

Hold down **SHIFT** and press **@**.

C appears at the right of the status line to remind you that capital mode is on.

```
-----1----- (-I- 2-----+----- 3-----+----- 4-----+----- 5-----+-----)-----  
BASEBALL Pg:1 Ln:1 Pos: 1.8 Pitch:PS LS:1 C
```

How to Turn Off Capital Mode

Hold down **SHIFT** and press **@**.

The C disappears from the status line to remind you that capital mode is off.

Center

■ Command Summary: **@|C**

Position the cursor in the paragraph you want to center.

You can use this command to center an existing paragraph or to center a paragraph *as* you type it. SuperSCRIPSIT always centers whole paragraphs. To

center a single word, phrase, or line, first define the text as a paragraph by pressing **ENTER** at the end of it.

How to Center a Paragraph

1. **Position the cursor anywhere in the paragraph that you want to center.**
2. **Hold down **@** and type **C** for *center*.**

The program centers the paragraph and displays the prompt Cen in the status line.

```
-----1----(-I-2-----+-----3-----+-----4-----+-----5-----+-----)---  
BASEBALL Pg:1 Ln:1 Pos: 1.8 Pitch:PS LS:1 Cen
```

How to Center a Paragraph As You Type

1. **Before typing the paragraph that you want to center, hold down **@** and type **C**.**

The cursor is centered between the margins, and the prompt Cen appears in the status line.

2. **Type the paragraph.**

As you type, the characters alternately move out in each direction from the center.

3. **When you have finished typing the paragraph, press **ENTER** to end the centering action and to define the centered text as a paragraph.**

When you press **ENTER**, the cursor moves out of the centered paragraph. The prompt Cen disappears from the status line.

How to Uncenter a Centered Paragraph

1. **Position the cursor anywhere in the centered paragraph that you want to uncenter.**
2. **Hold down **@** and type **C**.**

The paragraph is uncentered, and the prompt Cen disappears from the status line.

Whenever you move the cursor into a centered paragraph, the prompt Cen appears in the status line to remind you that the paragraph is centered.

Clear

You use **CLEAR** to type print codes. (See *USING THE SYSTEM PRINT CODES*, 69.)

Enter

You use **ENTER** for two basic purposes: to end a paragraph that instructs the printer to line feed or to lock in responses to a prompt or menu.

- Press **ENTER** to end a line of text, to define a quantity of text as a paragraph, or to create a linespace when at the left margin. If you turn on view mode, a ¶ is displayed at each place in the text where you pressed **ENTER**. (See *View Mode*, 35.)
- Press **ENTER** to lock in the response to a menu or prompt when the length of the response is less than the length of the field.

Error Messages

There are two kinds of error messages:

- System Messages. These appear in the status line to alert you to a specific problem. For example:

There is no more space left on this diskette.

Appendix 2 contains a complete list of system error messages, with an explanation of each. (See *ERROR MESSAGES*, 136.)

- Press CONTROL-H to see an index of Scripsit commands. This appears in the status line if you attempt to type a nonexistent command.

When the CONTROL-H message appears, either press **BREAK** to cancel the flashing message or hold down **@** and type **H** to see the Help screens. (See *Help*, below.)

Ghost Cursor

The ghost cursor moves along the tab line as the cursor moves along the text line. (See *The Screen Page*, 16.)

Help

■ Command Summary: **@H**

When you are working in an open document, you can request Help at any time. The program will provide you with complete lists of commands and functions. You then page through the seven Help screens to find the command you need. For example, if you are typing or editing and forget the mnemonic for a command, simply request the Help screens.

How to Request and View the Help Screens

1. Hold down **@** and type **H** for *help*.

The first of the seven Help screens appears. This prompt appears at the bottom of each Help screen:

* * * * * Use arrow keys to page, BREAK to return * * * * *

2. Use **↓** or **↑** to page through the seven screens.

- Press **↓** to move to the next Help screen.
- Press **↑** to move to the preceding Help screen.

The seven Help screens form a “loop.” If you press **↓** while the seventh screen is displaying, the program displays the first Help screen again.

3. To return to the open document, press **BREAK**.

The displayed Help screen disappears, and the program returns you to the document. The program positions the cursor at the place where you left it.

Using Help When Editing the Tab Line

You can refer to an eighth Help screen when you edit the tab line. This Help screen lists all the commands you use to edit the tab line.

To view the Help screen for editing the tab line

1. Hold down **@** and type **T** to request tab line editing.

The cursor leaves the text area and ? appears in the ghost cursor.

2. Type **H**.

The prompt TAB LINE EDIT OPTIONS: appears on the screen.

3. Press **BREAK** to return the cursor to the text area.

The Tab Line Edit Options disappear and the cursor returns to the text area. To resume editing the tab line, press **@T** again.

The Seven Help Screens and the Tab Line Edit Options

Here are copies of the seven Help screens and the Tab Line Edit Options.

* * * * * SCRIPSIT – INDEX OF VALID COMMANDS * * * * *

@A align tab

@B block action command followed by:

- D delete marked block
- C copy marked block into temporary memory
- M move (copy and delete) into temporary memory
- A adjust margins and tabs of marked block
- S perform global search on marked block
- F freeze (do not permit editing on) block
- H hyphenate marked block
- P print marked block
- L change linespacing of marked block

@C center or uncenter paragraph

@D delete character or close insert

@E end block of text (insert end marker)

Use arrow keys to page, BREAK to return

* * * * * SCRIPSIT – INDEX OF VALID COMMANDS * * * * *

@F form letter preparation

@G global find, delete or replace

@H help explain valid commands

@I insert new text

@J reserved for future versions of SCRIPSIT

@K reserved for future versions of SCRIPSIT

@L reserved for future versions of SCRIPSIT

@M set margin (followed by "L"eft, "R"ight, "I"ndent)

@N new page (force end of page)

@O reserved for future versions of SCRIPSIT

@P print entire document

@R recall block of text previously COPYed or MOVEd

@S start block (insert block start marker)

@T tab line editing (set new margins and tabs)

Use arrow keys to page, BREAK to return

* * * * * * * * SCRIPSIT – INDEX OF VALID COMMANDS * * * * * * * *

@Q quit editing and perform one of the following:

- O open new document
- P proofread a document
- C compress a document
- A convert a document from or to ASCII or SCRIPSIT
- E exit to TRSDOS
- R return to current document (if any)
- S display System Setup menu and do one of the following:
 - O set up Open Document options
 - P set up printer options
 - S set up search and replace options
 - A change align character

(System Setup commands continued on next screen)

Use arrow keys to page, BREAK to return

* * * * * * * * SCRIPSIT – INDEX OF VALID COMMANDS * * * * * * * *

(System Setup options cont.; press @Q, S, and . . .)

- U edit user key sequence
- C edit printer codes
- V change block delete verify option
- @U user key programmer on/off (followed by digit if on)
- @V view mode on or off
- @W write text to disk
- @X "quick" block marker (followed by length of block)
- @Y reserved for future versions of SCRIPSIT
- @Z reserved for future versions of SCRIPSIT
- SHIFT-@ locks or unlocks upper case

Use arrow keys to page, BREAK to return

* * * * * SCRIPSIT – INDEX OF VALID COMMANDS * * * * *

Simple cursor motion commands:

- arrows move cursor up, down, left, or right
- SHIFT-up, -down arrows move to start or end of document
- SHIFT-left arrow moves to start of line
- SHIFT-right arrow moves to next tab stop

Special keys:

- CLEAR precedes special printer codes
- BREAK stops command in progress or closes insert
- ENTER begins new paragraph or moves cursor to next line

User keys:

- @0, @1, @2, through @9 function as user-programmed keys

Use arrow keys to page, BREAK to return

* * * * * SCRIPSIT – INDEX OF VALID COMMANDS * * * * *

Advanced cursor motion commands:

Left or up arrow pressed at the same time as:

- W moves to previous word
- G moves to previous paragraph
- P moves to previous page
- V moves to previous video page
- L followed by line number and ENTER moves to specified absolute line number
- N followed by page number and ENTER moves to specified page number
- S followed by string searches backward for string
- H followed by O or E moves to specified header page
- F followed by O or E moves to specified footer page

(advanced cursor motion commands continued on next screen)

Use arrow keys to page, BREAK to return

Advanced cursor motion commands (continued):

Right or down arrow pressed at the same time as:

- W moves to next word
- G moves to next paragraph
- P moves to next page
- V moves to next video page
- L followed by line number and ENTER moves to specified absolute line number
- N followed by page number and ENTER moves to specified page number
- S followed by string searches forward for string
- H followed by O or E moves to specified header page
- F followed by O or E moves to specified footer page

Use arrow keys to page, BREAK to return

How to Kill Help

The seven Help screens are stored on the program diskette in a file named HELP/CTL. You can kill this file to make more room for documents on the program diskette. (See *Kill*, 92.) If you request Help after you have killed the file, the program displays the message Help not available.

Indent Tab

Use the indent tab to indent the first line of every paragraph. To read about *setting* an indent tab, see *Tab Line Editing (Setting Margins and Tabs)*, 18. To read about *typing* with an indent tab, see *Tabbing*, 33.

Linespacing

Linespacing is the amount of space between each line of printed text. For information about *setting* the linespacing for a new document, see *SETTING UP A DOCUMENT*, 16. For information about *changing* the linespacing of an existing document, see *To change the linespacing of the block*, 58.

Margins

Margins define the left and right borders of a document. The program displays margins in the tab line. It displays the left margin as (and the right margin as). To read about *setting margins* or changing them for a single paragraph, see *Tab Line Editing*, 18. To read about changing the margins for larger quantities of text, see *To adjust a block*, 55.

Modes

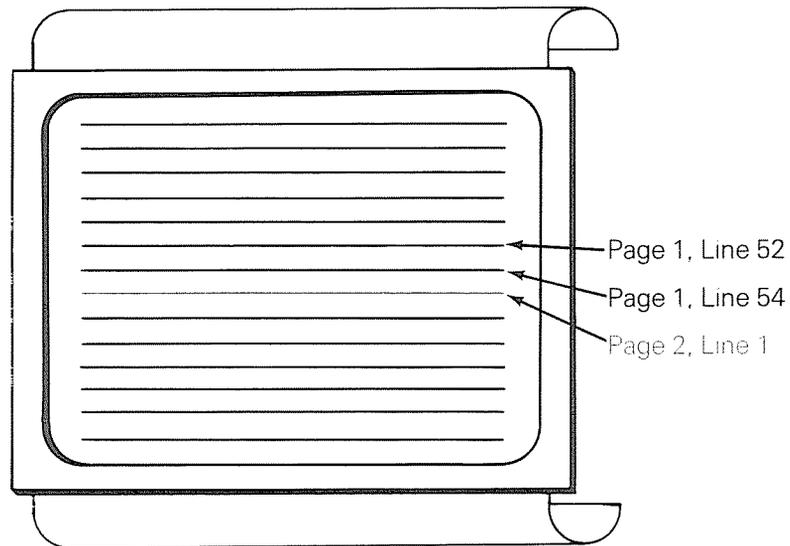
SuperSCRIPSIT offers two modes. You can type in all capital letters with capital mode, or you can view the codes that are embedded in text with view mode. (See *Capital Mode, 22*; *View Mode, 35*.)

Paginating

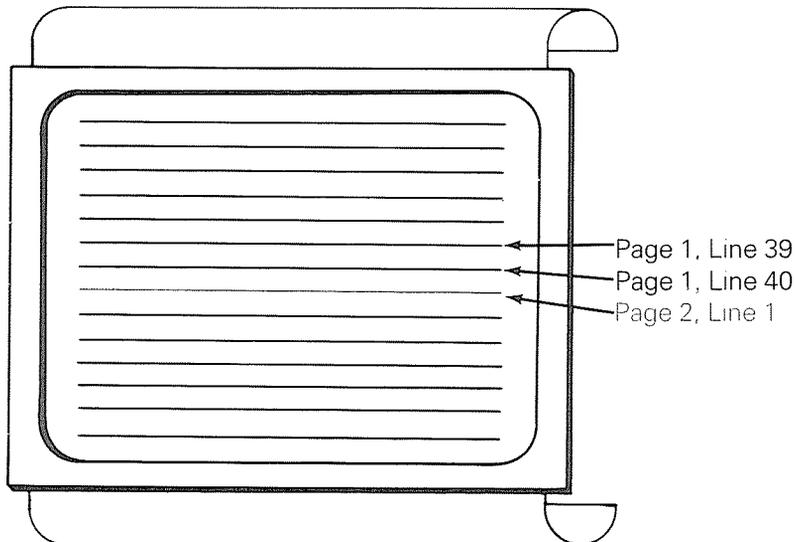
■ Command Summary: @|N

The program paginates your text as you type. It keeps track of the linespacing and lines per page that you set when you answered the Open Document Options. As soon as you type a line that exceeds the lines per page, the program starts a new page. In the status line, the program advances the page number indicator by 1 and resets the line number indicator to 1.

Linespacing 2
Lines per page 54



Linespacing 1
Lines per page 40



You can override the program's pagination and force a new page by typing a force new page code where you want the new page to begin.

How to Force a New Page

1. Position the cursor at the *beginning* of the paragraph that you want to appear first on the new page.

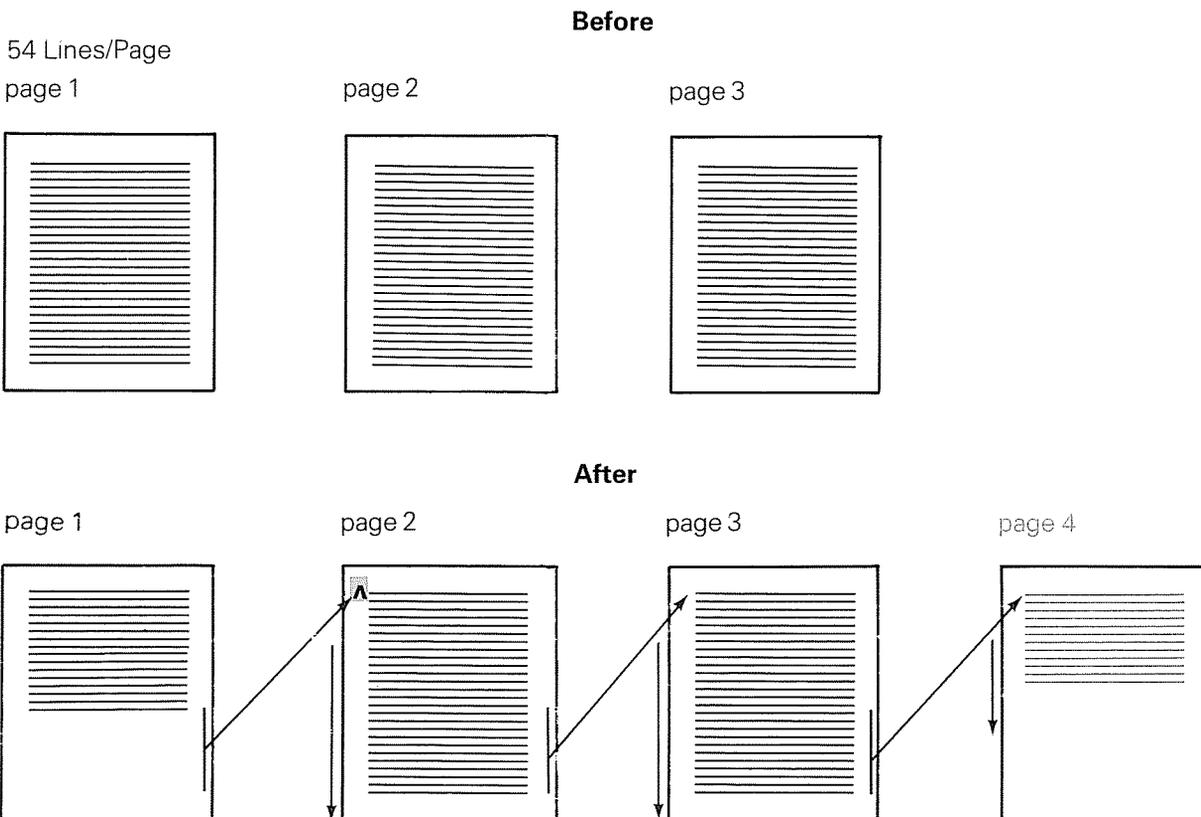
You cannot force a new page in the middle of a paragraph. If you are forcing a new page at the beginning of an existing paragraph, position the cursor on the first character of the paragraph. When you type the force new page code, the program *automatically* inserts it before the paragraph. (See *Insert*, 49.)

2. Hold down **@** and type **N** for *new*.

The program turns on view mode and inserts a \wedge into the text. The \wedge will not print.

Whenever you position the cursor on the line that contains the code, the program advances the page number indicator by 1 and resets the line number indicator to 1. When it prints the document and encounters the code, the program instructs the printer to eject the paper and begin printing a new page.

In addition, the program repaginates the rest of the document to accommodate the new page. For example, if you force a new page on line 20 of page 1, the line becomes line 1 of page 2. The program recalculates the pagination of each subsequent page.



Quitting a Document

■ Command Summary: @Q

You must end every session with a document by quitting it. When you quit a document, the program writes the document to the diskette and returns you to the Main Menu.

You do not have to quit a document to write it to the diskette. (See *Write to Diskette*, 37.)

How to Quit a Document

Hold down @ and type Q for quit.

The program writes the document to the diskette and returns you to the Main Menu.

When you quit a document, the program displays an additional prompt on the Main Menu. You can either choose any of the functions or answer the additional prompt to Return to current document, the document you just quit.

```
* * * * * * * * * * SCRIPSIT WORD PROCESSING * * * * * * * * * *
<O> Open a document
<D> Display disk directory
<S> System setup utility
<P> Proofread a document
<C> Compress a document
<A> ASCII text conversion utility
<E> Exit to TRSDOS
<R> Return to current document
```

Shift

You use **SHIFT** to perform eight basic functions:

- With the character keys to type upper case letters.
- With the numeral keys to type ! " # \$ % & ' () @ * = .
- With @ to turn capital mode on and off. (See *Capital Mode*, 22.)
- With **SPACE** to type two spaces in a row without displaying a Δ. (See *Spaces*, 33.)
- With **CLEAR** to clear fields on a menu. (See *How to Edit the Fields on the Search and Replace Options*, 61.)
- On the tab line with  and  to move the cursor left and right. (See *Tab Line Editing*, 18.)

- In text with **[←]** and **[→]** to move the cursor to the beginning of a line or to a tab. (See *Tabbing*, below.)
- In text with **[↑]** and **[↓]** to move the cursor to the beginning or end of a document. (See *CURSOR MOVEMENT COMMANDS*, 39.)

Spaces

To type a space, you press the space bar.

Many typists type two spaces after end punctuation such as a period. If you type two or more spaces in a row, the program displays a delta Δ for every two spaces you type.

When a sentence ends at the end of a line, SuperSCRIPSIT uses the delta to avoid beginning the next line with a space. The program also uses the delta to assure you of the best possible interline spacing for justified text. Whenever possible, the program calculates the delta as two spaces.

To take full advantage of the feature, you must type two spaces in a row after each sentence and display the delta.

How to Type Two or More Spaces in a Row

Hold down **[SHIFT]** and type a space. (Press the space bar.)

Now you can type as many spaces as you want without displaying a delta. The program will print each space without any recalculation during justification.

Status Line

The status line appears at the bottom of the screen page and displays the current status of your document. (See *The Screen Page*, 16.)

Tab Setting

To set a tab, you edit the tab line. (See *Tab Line Editing*, 18.)

Tabbing

■ Command Summary

Hold down **[SHIFT]** and press **[→]** to type at a tab.

Hold down **[@]** and type **[A]** to align text at a tab.

Press **[ENTER]** to position the cursor at an indent tab.

Typists use tabs for three primary purposes: to type columns aligned at the left, to type columns aligned on a decimal point (or on the right), and to indent the first line of a paragraph. The program provides you with three kinds of tab commands: regular, align, and indent, one for each kind of tabbing.

The program uses the same tab setting to align text at the left and right. Whether you will type the column at a *regular* tab or at an *align* tab, the program moves the cursor to the next + in the tab line. It treats a + as a regular tab or as an align tab, depending on the command you use to move the cursor to the +.

To indent the first line of a paragraph, use the I in the tab line.

The program uses + as a regular tab or as an align tab.

```
-----1----- (-----2-----+-----3-----+-----4-----+-----5-----)-----
```

The program uses I only as an indent tab.

```
-----1----- (---I-2-----+-----3-----+-----4-----+-----5-----)-----
```

How to Type at a Regular Tab

1. Hold down **SHIFT** and press **→**.

The cursor moves to the next + in the tab line. If view mode is turned on, \ appears in the text where you typed the instruction to move the cursor to the regular tab.

2. Type the text you want aligned left at the +.
3. If you are typing more than one column, repeat Steps 1 and 2 to move the cursor to each +.

Here are columns typed at a regular tab:

| | |
|----------------|---------------|
| Chairperson | Jane Watson |
| Secretary | Carl Fritz |
| Treasurer | Coco Gonzales |
| Vice-President | Mabel Summers |

```
--- (-1---+----- 2----- 3-----+-- 4----- 5-----)---
```

How to Type Text at an Align Tab

1. Hold down **@** and type **A**.

The cursor moves to the next +. If view mode is turned on, \ appears in the text where you typed the instruction to move the cursor to the align tab.

As you type, each character is displayed at the tab position. As you continue to type, previously typed characters are moved *left*.

2. To end the alignment, type **·** (the default align character), press **ENTER**, or tab to the next tab stop. If you type **·** to end the alignment and then type additional characters, they move right as usual.

Here are columns typed with an align tab:

1,204,880.00
1.54
1,256.95
101.15
Won Li
James Smith
Hernando Marques
Stuart Mather Gibson, III

-----1----- (-----2-----3-----4-----5+-----)-----

You can change the align character: for example, from period to comma. (See *How to Change the Align Character*, 101.)

How to Type Text at an Indent Tab

If an indent tab is displayed in the tab line, the cursor moves to the indent tab position each time you press **ENTER** to end a paragraph. The next line of the paragraph wraps around and begins at the left margin.

Here are paragraphs typed with an indent tab:

We resolve to disencumber our holding company
of those securities determined to be unprofitable
or whose performance is less progressive this year
as compared with last.

What's more, we will purchase more shares
where P/E ratio is demonstrably high.

-----1----- (2---I-----3-----4-----5-----)---

You can program each of the ten numeral keys to perform a sequence of keystrokes. These self-programmable keys are called user keys. (See *USER KEYS*, 102.)

View Mode

■ **Command Summary:** @V

Use view mode to see codes that are embedded in the text. For example, with view mode turned on, you can see the paragraph symbol ¶ that marks where you have pressed **ENTER** to end a paragraph.

View mode is especially helpful when editing because you can easily distinguish paragraphs, tabular columns, print codes, and forced pages. Some users prefer to do most of their routine typing with view mode on, while others prefer to type with it off.

How to Turn On View Mode

If view mode is off, hold down **@** and type **V**.

- Vw** appears in the status line.
- ¶ indicates that you have pressed **ENTER** to end a paragraph. (See *Enter*, 24.)
- \ indicates that you have used **SHIFT** **→** to tab to a regular tab. (See *Tabbing*, 33.)
- ` indicates that you have held down **@** and typed **A** to tab to an align tab. (See *Tabbing*, 33.)
- ▣ indicates that you have held down **@** and typed **I** to insert text. (See *Insert*, 49.)
- ∧ indicates that you have typed a force new page code. (See *Paginating*, 30.)
- Ⓞ indicates that you have typed a print code. (See *USER PRINT CODES*, 108.)
- [indicates the start of a block you have defined. (See *BLOCK-ACTION COMMANDS*, 50.)
-] indicates the end of a block you have defined. (See *BLOCK-ACTION COMMANDS*, 50.)

How to Turn Off View Mode

If view mode is on, hold down **@** and type **V**. **Vw** disappears from the status line.

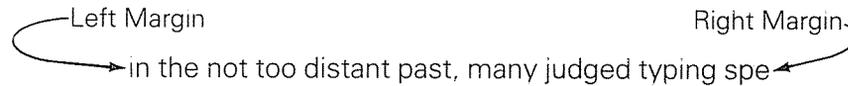
The program automatically turns on view mode when you enter any of the following commands:

- @S** to mark the start of a block. (See *BLOCK-ACTION COMMANDS*, 50.)
- @E** to mark the end of a block. (See *BLOCK-ACTION COMMANDS*, 50.)
- @X** to define a block by text quantity. (See *BLOCK-ACTION COMMANDS*, 50.)
- @N** to force a new page. (See *Paginating*, 30.)
- CLEAR** to type a print code. (See *USER PRINT CODES*, 108.)

Wraparound

One advantage of SuperSCRIPSIT word processing is that you never have to decide where to end lines of text. When you type a word that will not fit at the end of a line, the program moves the word down to begin the next line. The program “wraps” the text around.

As you type a word that will not fit,



the program moves the word down to begin the next line.

in the not too distant past, many judged typing
speed . . .

Write to Diskette

■ Command Summary: @W

When you type a document, the Model III saves the text in memory (in the buffer).

Normally the program writes (stores) the text to the diskette either when you quit the document or when you fill up the buffer. The buffer holds 11,821 characters.

However, you can instruct the program to write the text to the diskette by entering the write command. When you do this, the program writes to the diskette any text that has not already been written. During the write process, you cannot type because the system is emptying the buffer. But unlike what happens when you use the quit command, your document is still on the screen when the system finishes writing it to the diskette.

When to Write Text to the Diskette

- When the buffer is almost full.

When you come within 300 characters of filling up the buffer, the program displays this message:

300 LEFT

If you continue to type, the program begins a countdown, continuously displaying the number of characters that remain in the buffer. If you type until the countdown reaches 0 and the buffer is full, the program automatically writes the contents of the buffer to the diskette. During the diskette write, no keyboard entries will be recognized.

To avoid losing text, enter the write command before the countdown reaches 0.

- When the electric current is unreliable.

The write command is helpful in areas where the electric current is variable or sufficiently unreliable to cause the Model III to “crash.” During a system crash, you lose any text that is in the buffer. By entering the write command from time to time during text input, you can store text that you might lose during a crash.

How to Write Text to the Diskette

1. Hold down `@` and type `W` for *write*.

If there is any text in the buffer that has not as yet been written to the diskette, the program writes it to the diskette.

This prompt appears and temporarily takes the place of the status line:

PLEASE WAIT A MOMENT

2. When the prompt disappears and the status line reappears, resume typing.

REVISING OVERVIEW

Here is a list of the SuperSCRIPSIT features you can use to revise text:

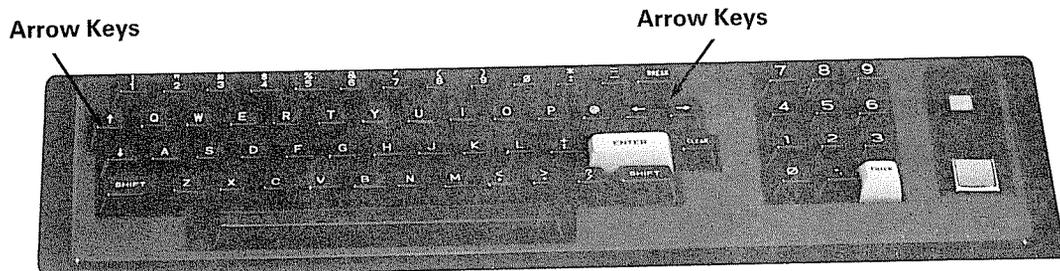
1. Cursor Movement Commands
 - The Arrow Keys
 - Text Quantity Definitions
 - Simple Commands
 - Advanced Commands
2. Basic Editing
 - Delete
 - Insert
 - Overstrike
3. Block-Action Commands
 - Defining the Block
 - Executing the Block-Action Commands
4. Global Search and Replace

CURSOR MOVEMENT COMMANDS

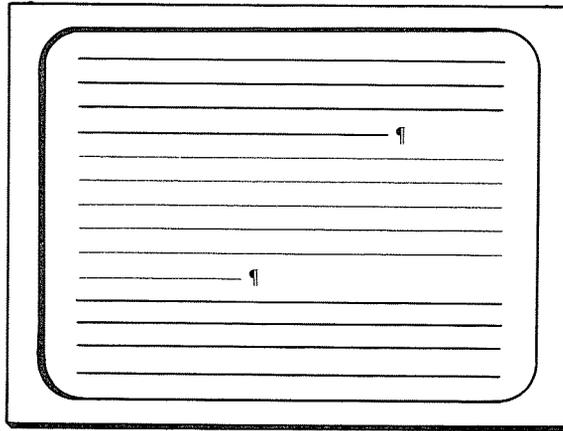
SuperSCRIPSIT is rich with instructions for moving the cursor. For example, you can move it to a specific word, phrase, or code; to a specific page or line number; to a header or footer page.

The Arrow Keys

The four arrow keys are used to move the cursor exclusively. All cursor movement commands use the arrow keys alone or in combination with another key.



Paragraph



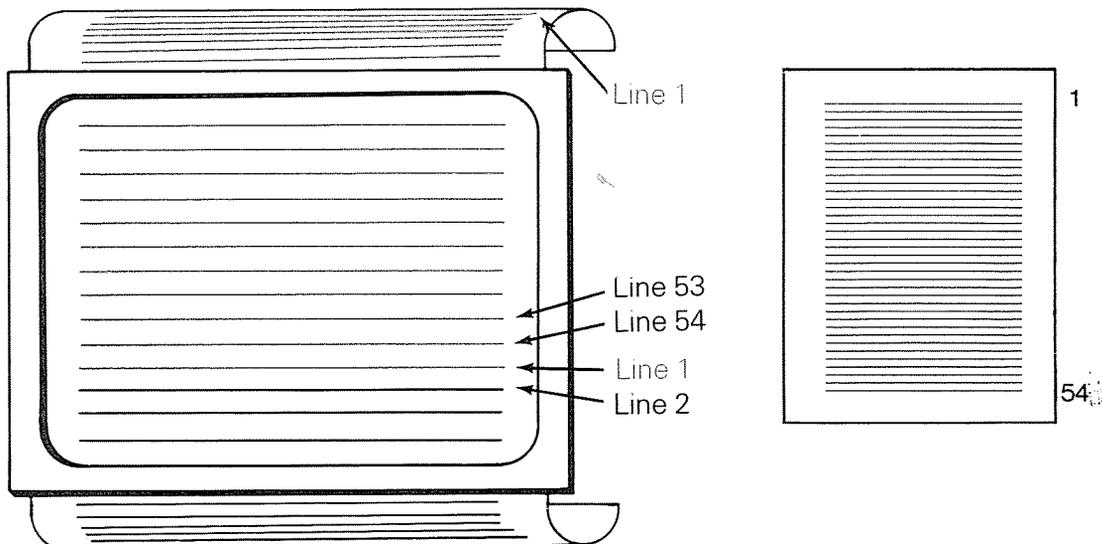
Page

A *page* is the number of lines set as lines per page in the Open Document Options for the document. If you set the lines per page at 54, then the program defines a page as 54 lines: page 1 is line 1 through line 54; page 2 is line 55 through line 108; and so on. The actual number of text lines (the absolute line number) depends on the linespacing:

- If you set the lines per page at 54 and the linespacing at 1 for single-space, each page will have 54 lines of text.
- If you set the lines per page at 54 and the linespacing at 2 for double-space, each page will still have 54 lines, but because the text prints on every other line, each page will have 27 lines of text.

Page

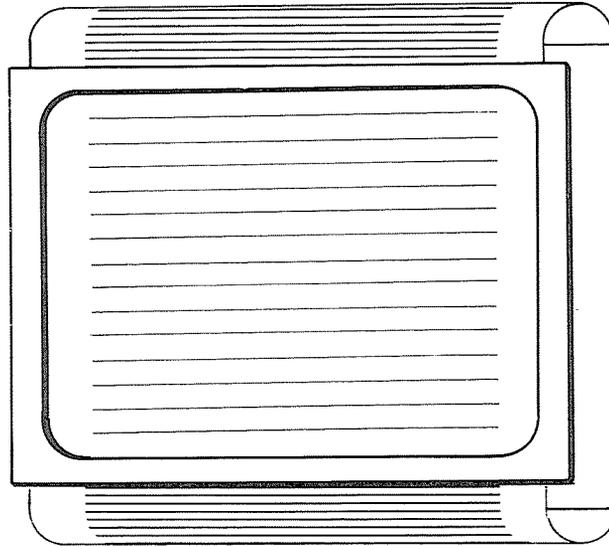
Linespacing 1
Lines per page 54



Video Page

A *video page* (14 lines) is the number of lines that are visible on the screen at one time.

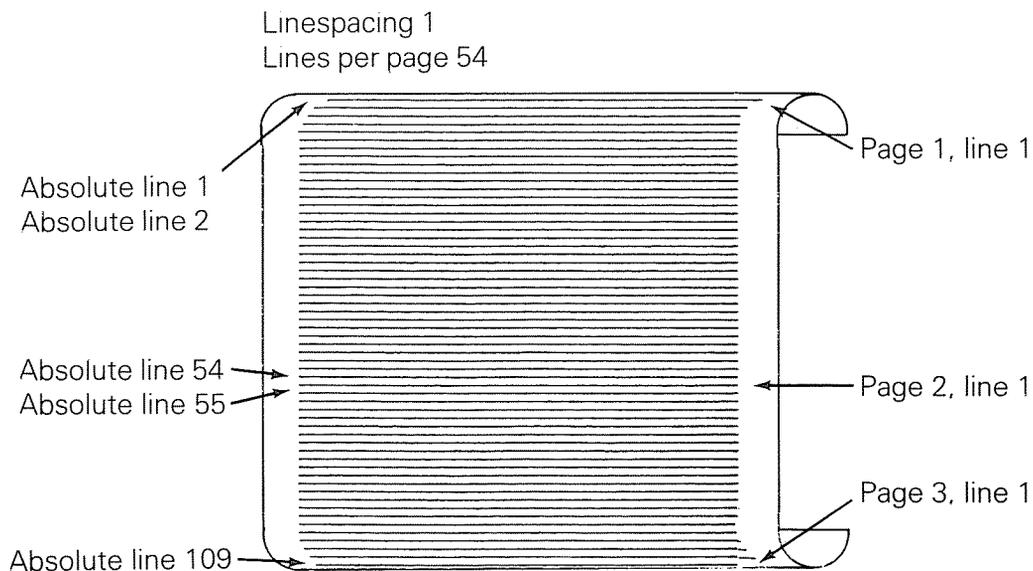
Video Page



Absolute Line Number

The actual number of text lines from the beginning to the end of the document is called the *absolute line number*. No matter what lines per page or linespacing option you select, the absolute line number does not vary. For example, if you are typing with the linespacing set at 1 for single-space and lines per page set at 54, then *page 1, line 54* is absolute line number 54. *Page 2, line 54* is absolute line number 108. However, if you are typing with the linespacing set at 2 for double-space, then *page 1, line 54* is absolute line number 27 and *page 2, line 54* is absolute line number 54.

Absolute Line Number



The Two Kinds of Cursor Movement Commands

You can use two kinds of commands to move the cursor:

- **Simple:** **→**, **←**, **↑**, or **↓** by itself or with **SHIFT**.
- **Advanced:** **→**, **←**, **↑**, or **↓** with a keyboard character, such as **W**, **G**, **V**, **P**, **N**, **L**, **S**, **H**, or **F**.

Simple Commands

■ Command Summary

→ moves the cursor right.

← moves the cursor left.

↑ moves the cursor up.

↓ moves the cursor down.

SHIFT **→** moves the cursor to the next tab.

SHIFT **←** moves the cursor to the left margin.

SHIFT **↑** moves the cursor to the beginning of the document.

SHIFT **↓** moves the cursor to the end of the document.

How to Move the Cursor With the Four Arrow Keys

To move the cursor one character left, right, up, or down, press one of the four arrow keys. If you hold down an arrow key, the cursor moves in the direction of the arrow until you release the key.

→ moves the cursor right.

← moves the cursor left.

↑ moves the cursor up.

↓ moves the cursor down.

You cannot move the cursor beyond the last *typed* character in a field or line of text. For example, if you hold down **→** or **←** in a *field*, the cursor stops when it reaches the end or beginning of the field. If you hold down **→** in *text* and the cursor reaches the last typed character of the line, the cursor wraps around to the beginning of the next line and continues to move along that line. If you continue to hold down **↑** or **↓** in text or while a menu with fields is displayed, the cursor stops when it reaches the first or last line or field.

How to Use the Arrow Keys With Shift

Use **SHIFT** with the arrow keys to move the cursor to a tab or to the beginning or end of a document or to the left margin.

To move the cursor to the next tab

Hold down **SHIFT** and press **→**.

The cursor moves to the next tab, and if you continue to hold down **SHIFT** **→**, the cursor moves to the right margin. (See *Tabbing*, 33.)

To move the cursor to the left margin

Hold down **SHIFT** and press **←**.

The cursor moves to the left margin.

To move the cursor to the beginning of a document

While in an open document, hold down **SHIFT** and press **↑**.

The cursor moves to the beginning of the document.

To move the cursor to the end of a document

While in an open document, hold down **SHIFT** and press **↓**.

The cursor moves to the end of the document.

Advanced Commands

■ Command Summary

Arrow with **F** to move to a footer page.

Arrow with **G** to move to the next or previous paragraph.

Arrow with **H** to move to a header page.

Arrow with **L** to move to an absolute line number.

Arrow with **P** to move to a specified page.

Arrow with **N** to move to the next or previous page.

Arrow with **S** to move to a word or phrase using the search string.

Arrow with **W** to move to the next or previous word.

Arrow with **V** to move to the next or previous video page.

The advanced cursor movement commands provide flexibility and precision in moving the cursor through text.

You can move to a word, paragraph, printed page, video page, or header/footer page. You can move by page number or absolute line number. You can even move to a specific word or phrase.

How to Move the Cursor to a Footer Page

Hold down any arrow key and press **F** to request a footer page. (See *HEADERS AND FOOTERS*, 74.)

How to Move the Cursor to the Nearest Paragraph

To move the cursor to the next paragraph

Hold down **→** or **↓** and type **G**.

The cursor moves to the next paragraph. If you continue to hold down the arrow key with **G**, the cursor moves through the text, one paragraph at a time, until it reaches the end.

To move the cursor to the previous paragraph

Hold down **↑** or **←** and type **G**.

The cursor moves to the previous paragraph. If you continue to hold down the arrow key with **G**, the cursor moves through the text, one paragraph at a time, until it reaches the beginning.

How to Move the Cursor to a Header Page

Use arrow **H** to request a header page. (See *HEADERS AND FOOTERS*, 74.)

How to Move the Cursor to an Absolute Line Number

For a definition of *absolute line number*, see *Absolute Line Number*, 42.

1. Hold down **→**, **←**, **↑**, or **↓** and type **L**.

This prompt appears in the status line:

Document line number on which to place cursor (1-65535)? - - - - -

The absolute line number that the cursor was on when you entered the command now appears in the field.

2. In the field, type the absolute line number you want.

3. If the number contains fewer than five digits, press **ENTER**.

If the number you type is five digits long (the length of the field), the instruction is entered when you type the fifth digit.

The status line returns to normal and the cursor moves to the absolute line specified.

How to Move the Cursor to a Specified Page

1. Hold down **→**, **←**, **↑**, or **↓** and type **N**.

This prompt appears in the status line:

Document page number on which to place cursor (1-999)? - - - - -

The page number of the page that the cursor was on when you entered the command now appears in the field.

2. In the field, type the number of the page you want.
3. If the page number contains fewer than three digits, press **ENTER**.

If the number you type is three digits long (the length of the field), the instruction is entered when you type the third digit.

The status line returns to normal and the cursor moves to the page specified.

How to Move the Cursor to the Next or Previous Page

For a definition of *page*, see *Page*, 41.

To move the cursor to the next page

Hold down **→** or **↓** and type **P**.

The cursor moves to the next page. If you continue to hold down the arrow key with **P**, the cursor moves through the text, one page at a time, until it reaches the end.

To move the cursor to the previous page

Hold down **←** or **↑** and type **P**.

The cursor moves to the previous page. If you continue to hold down the arrow key with **P**, the cursor moves through the text, one page at a time, until it reaches the beginning.

How to Move the Cursor to a Word or Phrase

1. To find the *next* occurrence of a word or phrase, hold down **→** or **↓** and type **S**. To find the *previous* occurrence of a word or phrase, hold down **←** or **↑** and type **S**.

This prompt appears in the status line:

Enter search string: -----

2. Type the word or phrase that you want to find. Be sure to type it *exactly* as it appears in the document.

To type the search string

Make sure the search string contains the same combination of spaces, as well as upper and lower case characters, as the target string.

You can use spaces to narrow the search:

- If you type the as the search string, the program will not find either, theatre, and so on.

- If you type the without spaces as the search string, the program will find either, theatre, and so on.

In addition to words and phrases, you can search for these embedded codes:

| Code | How to Type It
in the Field |
|------|--------------------------------|
| ^ | @ N |
| © | CLEAR |
| ¶ | @ G |
| [| @ S |
|] | @ E |

To edit the field for the search string prompt

The system retains a search string in memory until you either enter a new string or turn off the system. Therefore, if you want to use the command to search for more than one string during a work session, you may need to edit the field for the search string prompt.

- Use **SHIFT** **→** to move the cursor to the end of text in the field; then add to the text you have already typed.
- Use **SHIFT** **←** to move the cursor to the beginning of the field.
- Use **→** and **←** to position the cursor on any character that already appears in the field.
- Use overstrike to replace one character with another. Simply type the new character on top of the old one.
- Use **@** **D** to delete the character the cursor is on.
- Use **@** **I** to insert text in a field. All text to the right of the cursor moves to the right of the field. Type the text you want to insert. Type **@** **D** to close up the insert.
- Use **SHIFT** **CLEAR** to clear all text to the right of the cursor. If the cursor is on the first character of the field, the entire field is cleared.

3. If the search string contains fewer than 32 characters and spaces (the length of the field), press **ENTER**.

If the string is 32 characters long, the search begins when you type the thirty-second character.

The status line returns to normal and the cursor moves to the nearest occurrence of the word or phrase.

4. You can continue to find occurrences of the same word or phrase.

To find the previous occurrence

- Hold down **←** or **↑** and type **S**.

The prompt reappears in the status line. The field retains the most recently typed search string.

- Press **ENTER**.

The status line returns to normal and the cursor moves to the specified word or phrase.

To find the next occurrence

- Hold down **→** or **↓** and type **S**.

The prompt reappears in the status line. The field retains the most recently typed search string.

- Press **ENTER**.

The status line returns to normal and the cursor moves to the specified word or phrase.

How to Move the Cursor to the Next or Previous Word

To move the cursor to the next word

Hold down **→** or **↓** and type **W**.

The cursor moves to the next word. If you continue to hold down the arrow key with **W**, the cursor moves through the text, one word at a time, until it reaches the end.

To move the cursor to the previous word

Hold down **←** or **↑** and type **W**.

The cursor moves to the previous word. If you continue to hold down the arrow key with **W**, the cursor moves through the text, one word at a time, until it reaches the beginning.

How to Move the Cursor to the Next or Previous Video Page

For a definition of *video page*, see *Video Page*, 42.

To move the cursor to the next video page

Hold down **→** or **↓** and type **V**.

The cursor moves down 14 lines to the next video page. If you continue to hold down the arrow key with **V**, the cursor moves through the text, 14 lines at a time, until it reaches the end.

To move the cursor to the previous video page

Hold down **←** or **↑** and type **V**.

The cursor moves up 14 lines to the previous video page. If you continue to hold down the arrow key with **V**, the cursor moves through the text, 14 lines at a time, until it reaches the beginning.

BASIC EDITING: DELETE, INSERT, OVERSTRIKE

Delete

■ Command Summary: **@D**

You use the delete command, either in text or in menu fields, to delete one character at a time. If you want to delete larger quantities of text, you use the block-action delete command. (See *BLOCK-ACTION COMMANDS*, 50.)

How to Delete One Character at a Time

1. Position the cursor on the first character you want to delete.
2. Hold down **@** and type **D** for delete.
3. If you want to delete more than one character in a row, continue to hold down **@D**.

The program deletes one character at a time as long as you continue to hold down **@D**. When you release **@D** or delete all the text from the cursor to the end of the line, the program reformats the paragraph to compensate for the deleted characters. If you delete characters from centered text, the undeleted text remains centered.

Insert

■ Command Summary

1. Position the cursor.
2. Hold down **@** and type **I**.
3. Type the insert.
4. Press **BREAK** or hold down **@** and type **D**.

You use the insert command to insert characters either in text or in fields. With this command, you can insert any amount of text into a document.

How to Insert

1. Position the cursor in the paragraph or field where you want to insert text.

2. Hold down **@** and type **I**.

The paragraph or field opens up to allow you to insert text. In a paragraph, you can insert as much text as you want. In a field, you can insert text until you use the maximum number of characters permitted in the field.

If view mode is on, the program displays insert blocks in the text opening.

3. Type the text you want to insert.

4. When you finish inserting the text, press **BREAK** or hold down **@** and type **D** to close up the text around the insert.

If you insert in a field, you *must* use **@D** to close up the insert. If view mode is turned on, the insert blocks disappear when you close up the insert. When you finish inserting, the program reformats to compensate for the inserted characters. If you insert characters into centered text, the text remains centered.

Overstrike

■ Command Summary

1. Position the cursor.
2. Type the desired character.

Overstrike is the simplest editing technique: you just type one character over another. It is especially useful for correcting typos.

| | |
|-------------------------------------|--------|
| For example, if you type | iptown |
| just position the cursor over the i | iptown |
| and type u over it: | uptown |

BLOCK-ACTION COMMANDS

Block-action commands are the key to SuperSCRIPSIT's editing capability. You can define any amount of text as a block and then delete it, copy it, move it, adjust it, search it, freeze or unfreeze it, hyphenate it, print it, or change its linespacing. And editing with the block-action commands is easy. You use two basic steps:

1. Define the block.
2. Execute the block-action command.

Defining the Block

■ Command Summary

Cursor Position Method

1. Position the cursor at the start.
2. Hold down **@** and type **S**.
3. Position the cursor at the end.
4. Hold down **@** and type **E**.

Text Quantity Method

1. Position the cursor.
2. Hold down **@** and type **X**.
3. Type **W**, **S**, **G**, **P**, or **E**.
4. Type **B** or press **BREAK**.

You have two ways to define a block. You can use the cursor to mark the beginning and end of the text you want to define or you can define a quantity.

How to Define a Block: Cursor Position Method

1. Position the cursor at the beginning of the text you want to define as a block.
2. Hold down **@** and type **S** for *start*.
An open bracket **[** appears in the text to mark the beginning of the block.
3. Position the cursor at the end of the text you want to define.
4. Hold down **@** and type **E** for *end*.

A close bracket **]** appears in the text to mark the end of the block.

How to Define a Block: Text Quantity Method

In most cases you will want to use this method to define a block.

1. Position the cursor anywhere in the text you want to define.

2. Hold down **@** and type **X**.

This prompt appears in the status line:

Word, Sentence, paraGraph, Page, End-of-text, Block-action?

3. Define the text quantity by typing one or more of these letters in any combination you need. (See *Text Quantity Definitions*, 40.)

- Type **W** to define one word at a time. When the cursor is positioned on the word and you type **W** for *word*, the word from beginning to end is included in the block.
- Type **S** to define one sentence at a time. When the cursor is positioned in the sentence and you type **S** for *sentence*, the sentence from beginning to end is included in the block.
- Type **G** to define one paragraph at a time. When the cursor is positioned in the paragraph and you type **G** for *paragraph*, the paragraph from beginning to end is included in the block.
- Type **P** to define one page at a time. When the cursor is positioned on the page and you type **P** for *page*, the page from beginning to end is included in the block.
- Type **E** to define all the text from the cursor position to the end of the document. Unlike the other commands, when you type **E**, the block is defined *from the cursor position to the end of the document*.

As you begin to define the block, **[** appears at the start of the block. Each time you specify an amount of text, the cursor moves to the end of it to show you how much text you have defined.

4. Type **B** or press **BREAK** to finish defining the block.

Type **B** to bring the list of block-action commands to the screen. (See list below.) Press **BREAK** to define the block and return the cursor to the text area.

A **]** appears at the end of the defined text to mark the block.

Executing the Block-Action Commands

■ Command Summary

Display the block-action commands in the status line.

Type **D** to delete the block.

Type **C** to copy the block.

Type **M** to move the block.

Type **A** to adjust the block.

Type **S** to search the block.

Type **F** to freeze or unfreeze the block.

Type **H** to hyphenate the block.

Type **P** to print the block.

Type **L** to change the block's linespacing.

To recall a moved or copied block, hold down **@** and press **R**.

Once you have defined a quantity of text as a block, you can use any one of the nine block-action commands on it. Here is the basic procedure for using a block-action command:

1. Display the list of commands in the status line.
2. Select the command you want.
3. Answer the prompts, if any.

How to Display the Block-Action Commands

Before you can execute a block-action command, you must first display the list of commands in the status line.

- If you have used **@S** and **@E** to define the block, hold down **@** and type **B**.
- If you have used **@X** to define the block and the text quantity prompts are still displayed in the status line, type **B**.
- If you have used **@X** to define the block and you have pressed **BREAK** to finish defining, hold down **@** and type **B**.

This prompt then appears in the status line:

Delete Copy Move Adjust Search Freeze Hyph Print Linespace?

How to Execute a Block-Action Command

You can execute only one block-action command at a time. Unless you move or delete the block, it remains defined after you complete the command. You can repeat the command or perform another command on the same block.

If you freeze a block, you must unfreeze it before you can use any other block-action command on the frozen block.

Once you have defined a block and displayed the list of commands in the status line, select the command by typing its first letter:

| | | |
|-----------------|-----------------------------|--------------------|
| D Delete | A Adjust | H Hyphenate |
| C Copy | S Search | P Print |
| M Move | F Freeze or unfreeze | L Linespace |

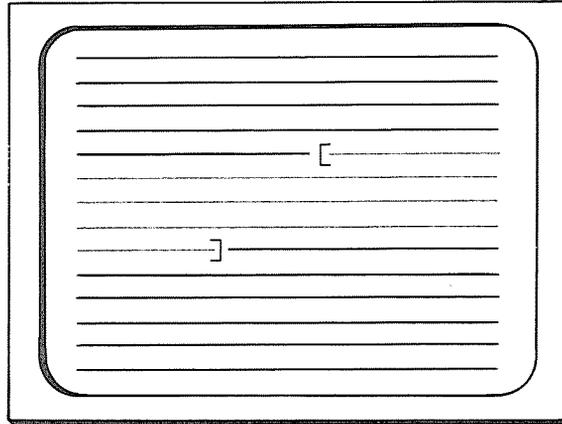
To delete a block

Type **[D]**.

This prompt appears in the status line:

You have asked to remove this block. Are you sure (Y or N)?

- Type **[Y]** to delete the block.
- Type **[N]** to cancel the command. The status line returns to normal and the cursor returns to the text.



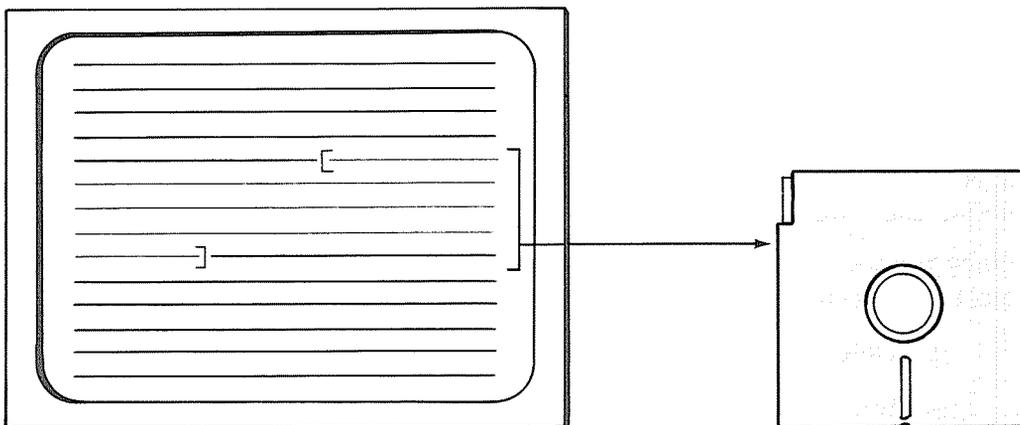
You can instruct the program not to request verification of the delete block command. (See *Verify Deletions*, 101.)

To copy a block

Type **[C]**.

Use the copy command when you want a block to appear in more than one place. The copy block command is especially useful for duplicating text (such as column heads and tables).

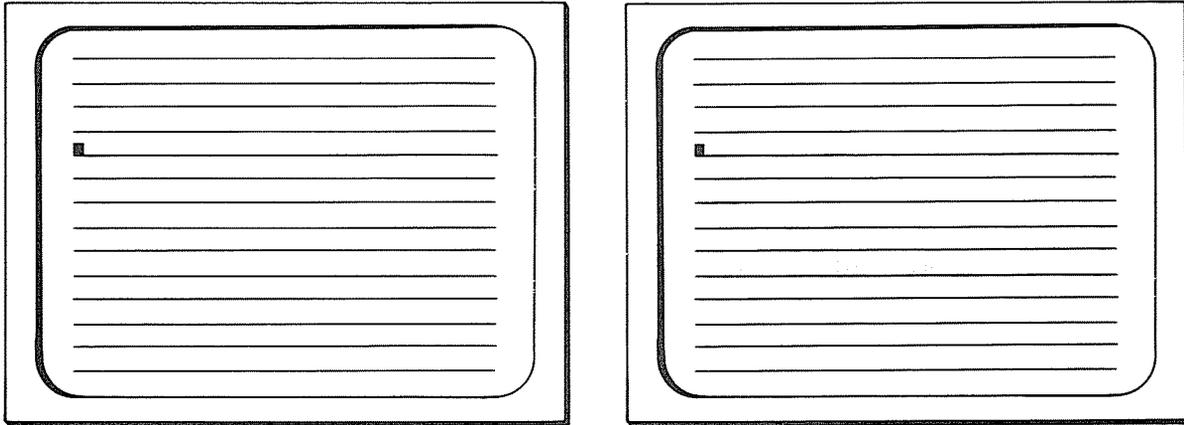
When you type **[C]**, the block remains on the screen. The program copies the block into temporary storage on the diskette. The program stores only one copied block at a time. When you copy a block, the program erases any block that you previously copied.



To recall a copied block

- Position the cursor where you want a copy of the block to appear.
- Hold down **@** and type **R** for *recall*. The program inserts the block at the cursor position.

You can recall a copied block anywhere in the document, or even in a different document. Once you have copied a block, you can recall it as often as you want it.



To move a block

Type **M**.

Use the move command to move a block from one place to another.

When you type **M**, the program deletes the block and saves it onto the diskette. The program stores only one moved block at a time. When you move a block, the program erases any block that you previously moved.

To recall a moved block

- Position the cursor where you want the moved block to appear.
- Hold down **@** and type **R** for *recall*. The program inserts the block at the cursor position.

You can recall a block anywhere in the document, or even in a different document. Once you have moved a block, you can recall it as often as you want it.

To adjust a block

Type **A**.

Use the adjust command to copy the format of a model paragraph. When you adjust a block, the program reformats the block to match the model paragraph (margins, tabs, and linespacing).

When you plan to use the adjust command, you must define the block you wish to reformat. (See *Defining the Block*, 51.)

1. Before displaying the block-action commands, position the cursor on the paragraph whose format you want to copy.

2. Hold down **@** and type **B** to display the block-action commands in the status line.

3. Type **A**.

The program changes the format of the block (margins, tabs, and linespacing) to match the format of the paragraph where the cursor was positioned.

Define the block and position the cursor on the paragraph whose format you want to copy.

Many of the professors disagreed. Martin was no exception.

If the Dean wants budget cuts, let him cut his own department.

However, the majority of professors sympathized with Dean Prescott, including Mabel Sommers.

If recent government cutbacks demand economy, then I believe that each of us should do our bit.

Choose the adjust block command.

Many of the professors disagreed. Martin was no exception.

If the Dean wants budget cuts, let him cut his own department.

However, the majority of professors sympathized with Dean Prescott, including Mabel Sommers.

If recent government cutbacks demand economy, then I believe that each of us should do our bit.

The program adjusts the block to match the model paragraph.

To search a block

Type **S**.

Use the search command to locate every occurrence of a word, phrase, or code and to find, delete, or replace it with another word, phrase, or code.

When you type **S**, the text temporarily disappears from the screen and the Search and Replace Options appear on the screen:

```
* * * * * SCRIPSIT – SEARCH & REPLACE OPTIONS * * * * *
Type of search:  F      (Find/Delete/Replace)
String to find:  -----
Search by word or character:  W      Word/Character)
Ignore upper/lower case:  Y      (Yes/No)
Replace with:    -----
Pause after each find:  Y      (Yes/No)
```

Select the options you want and press **ENTER** to begin the search or **BREAK** to cancel the search. (See *GLOBAL SEARCH AND REPLACE*, 59, for information about how to select and use the Search and Replace Options.)

To freeze or unfreeze a block

Type **F**.

Freeze a block so that it cannot change. When a block is frozen, you cannot delete from it, insert text into it, or change its format or linespacing.

When you type **F**, this prompt appears in the status line:

Freeze or Unfreeze block (F or U)?

- Type **F** to freeze the block.
- Type **U** to unfreeze the block.

If you need to change a frozen block, use the freeze block-action command and answer the prompt by typing **U** for unfreeze.

To hyphenate a block

Type **H**.

Use the hyphenate command to ensure that the maximum number of characters prints on each line. Use hyphenation especially when you plan to print a document justified, because hyphenation minimizes the amount of space inserted to even out a line and thus improves the appearance of justified text.

When you type **H**, the program scans the document for lines that have space available. When it finds space at the end of a line, it positions the cursor on the first word in the next line. The cursor position shows you that there is room on the line above for all the characters to the left of the cursor position. For example:

conclude

This prompt appears at the bottom of the screen:

Left, right, down arrows, ENTER move cursor; hyphen hyphenates

Make each hyphenation decision as the program presents it to you, or cancel the hyphenation process by pressing **BREAK**. In the above example, use the left arrow to move the cursor:

conclude

Then press **-** to hyphenate the word at the cursor position.

How to Make Hyphenation Decisions

The program presents one word at a time for a hyphenation decision. If you decide *not* to hyphenate the word, press **ENTER** or **↓** to move to the next hyphenation decision. If you decide to hyphenate, use **→** and **←** to position the cursor at the correct hyphenation point. For example:

conclude

Type **[-]** to hyphenate the word at the cursor position. The program hyphenates the word and moves on to the next hyphenation decision.

The program continues to present you with hyphenation decisions until it finishes scanning the block. When the hyphenation process is complete, the status line returns to normal.

To print the block

Type **[P]**.

Use the print command to print the block. The print block command is helpful when you want to print a portion of the document instead of the entire document with **[@] [P]**.

When you type **[P]**, the Print Text Options appear on the screen:

* * * * * SCRIPSIT – PRINT TEXT OPTIONS * * * * *

| | |
|---------------------------|----------------------------|
| Document name: | ----- |
| Paper size: | 66 (1-99) |
| Pause between pages: | Y (Yes/No) |
| Begin numbering as page: | 1- - (1-9999) |
| Method of justification: | P (Proportional/Mono/None) |
| Number of copies: | 1- (1-99) |
| Display codes: | N (Yes/No) |
| Suppress widow lines: | N (Yes/No) |
| Column to start printing: | 1- - (1-132) |

Select the options you want and press **[ENTER]**, or press **[BREAK]** to cancel the print job. (See *How to Print*, 65, for information about how to select and use the options on the Print Text Options.)

To change the linespacing of the block

Type **[L]**.

Use the linespace command to change the linespacing of a block. For example, if you type a double-spaced document but want to single-space some sections, such as quotations, use the linespace command to change the linespacing for the quotes.

This is the only way to change the linespacing of a document. To change the linespacing of an entire document, just define the entire document as a block and then use the linespace block-action command.

When you press **[L]**, this prompt appears in the status line:

New linespacing value for this block (use " + " for 1/2)?

Answer the prompt by typing the new linespacing for the block.

- [1]** Single-space Text prints on every line (default).
- [2]** Double-space Text prints on every other line.
- [3]** Triple-space Text prints on every third line.

| | | |
|------------|-------------------------|--|
| 1 + | Space and a half | Text prints with a half line of space between each line. |
| 2 + | Double-space and a half | Text prints with 1½ lines of space between each line. |
| 3 + | Triple-space and a half | Text prints with 2½ lines of space between each line. |

Lock in your response.

If the response contains less than 2 characters, press **ENTER**. If the response you type is 2 characters long (the length of the field), the instruction is entered when you type the second character.

When you use the linespace block-action command to change the linespacing of an entire document, the program prints and paginates the document with the new linespacing, but the line number indicator in the status line does not reflect the new linespacing.

Use the linespacing field in the Open Document Options to change the line number indicator in the status line to reflect the new linespacing.

GLOBAL SEARCH AND REPLACE

■ Command Summary

Hold down **@** and type **G**.

Answer the options.

Press **ENTER**.

Answer the prompts, if any.

When you want to find, replace, or delete several occurrences of a word, phrase, or code, use the global search command to search an entire document or the block-action search command to search a block.

How to Begin a Search and Replace

If you want to search a block, first define the block and display the block-action commands. Then type **S.** (See *BLOCK-ACTION COMMANDS*, 50.)

If you want to search an entire document, hold down **@ and type **G**.**

The Search and Replace Options appear.

```

Type of search:  F      (Find/Delete/Replace)
String to find:  -----
Search by word or character:  W      (Word/Character)
Ignore upper/lower case:  Y      (Yes/No)
Replace with:    -----
Pause after each find:  Y      (Yes/No)
    
```

How to Answer the Options

1. Type of search

- To *find* every occurrence of a word or phrase, keep the default response **F** for *find*.
- To *delete* every occurrence of a word or phrase, type **D** for *delete*.
- To *replace* every occurrence of a word or phrase, type **R** for *replace*.

2. String to find

Type the word, phrase, or code that you want to find exactly as it appears. You can type up to 32 characters. In addition to words and phrases, you can search for these embedded codes:

| Code | How to Type It
in the Field |
|------|--------------------------------|
| ^ | @ N |
| Ⓢ | CLEAR |
| ¶ | @ G |
| [| @ S |
|] | @ E |

3. Search by word or character

- To prevent the program from finding the search string *within* other words or phrases, type **W** to specify a word-by-word search. For example, if you search for the word *so* with the Word Option, the program will not find *Social, Some, Soul, insolent, console*, etc.
- To instruct the program to find the search string *within* other words or phrases, type **C** to specify a character-by-character search. If you search for *so* with the Character Option, the program will find *Social, Some, Soul, insolent, console*, etc.

4. Ignore upper/lower case

- To request the program to find every occurrence of the search string, whether or not it contains upper or lower case characters, type **Y** for *yes*. If you search for *So* with the Yes Option, the program will find *so*.
- To request the program to find only those occurrences of the search string that are capitalized exactly like the search string, type **N** for *no*. If you search for *So* with the No Option, the program will not find *so*.

5. Replace with

If you specified replace by typing **R** in response to the first option, type the string you want the program to put in place of the search string. You can type any combination of up to 32 characters or codes as the replace string.

6. Pause after each find

- If you type **Y** for *yes*, the program pauses after it finds each occurrence of the search string.
- If you type **N** for *no*, the program finds, replaces, or deletes all occurrences of the search string without pausing.

How to Edit the Fields on the Search and Replace Options

If you make a mistake or change your mind when answering an option, you will want to edit your response. Once you fill in the field for String to find or Replace with, the response remains in the field until you turn off the system. Therefore you may want to edit the fields:

- Use **SHIFT** **→** to move the cursor to the end of text in the field and add to the text you have already typed.
- Use **SHIFT** **←** to move the cursor to the beginning of the field.
- Use **→** and **←** to position the cursor on any characters that already appear in the field.
- Use overstrike to replace one character with another. Simply type the new character on top of the old one.
- Use **@** **D** to delete the character the cursor is on.
- Use **@** **I** to insert text in a field. All text to the right of the cursor moves to the right of the field. Type the text you want to insert. Hold down **@** and type **D** to close up the insert.
- Use **SHIFT** **CLEAR** to clear all text to the right of the cursor. If the cursor is on the first character of the field, you clear the entire field.

When you have answered or edited the options, press **ENTER** to begin the search.

How to Find Every Occurrence Without Pause

If you specify *find without pause*, the program searches the entire document and displays the number of occurrences it found. For example: Found 16.

Press **BREAK** to cancel the message.

How to Find Every Occurrence With Pause

If you specify *find with pause*, the program stops after the first occurrence and displays this prompt:

Finding no. 1 Find next (Yes/Cancel/All)?

To answer the prompt

- Type **Y** for *yes* to find the next occurrence of the string.
- Type **C** to *cancel* the search.
- Type **A** to find *all* occurrences of the string without further pause.

When the program completes the search, it displays the total number of occurrences it found.

Press **BREAK** to cancel the message.

How to Replace Every Occurrence Without Pause

If you specify *replace without pause*, the program searches the entire document and displays the number of occurrences it replaced. For example: Replaced 16.

Press **BREAK** to cancel the message.

How to Replace Every Occurrence With Pause

If you specify *replace with pause*, the program stops after the first occurrence and displays this prompt:

Finding no. 1 Replace (Yes/No/Cancel/All)?

To answer the prompt

- Type **Y** for *yes* to replace this occurrence and to find the next occurrence of the string.
- Type **N** for *no* to bypass this occurrence and to find the next occurrence of the string.
- Type **C** to *cancel* the search and replace.
- Type **A** to search and replace *all* occurrences of the string without further pause.

When the program completes the search, it displays the total number of occurrences it replaced.

Press **BREAK** to cancel the message.

How to Delete Every Occurrence Without Pause

If you specify *delete without pause*, the program searches the entire document and displays the number of occurrences it deleted. For example: Deleted 16.

Press **BREAK** to cancel the message.

How to Delete Every Occurrence With Pause

If you specify *delete with pause*, the program stops after the first occurrence and displays this prompt:

Finding no. 1 Delete (Yes/No/Cancel/All)?

To answer the prompt

- Type **Y** for *yes* to delete this occurrence and to find the next occurrence of the string.
- Type **N** for *no* to bypass this occurrence and to find the next occurrence of the string.
- Type **C** to *cancel* the search and delete.
- Type **A** to search and delete *all* occurrences of the string without further pause.

When the search is complete, the program displays the total number of occurrences it deleted.

Press **BREAK** to cancel the message.

PRINTING OVERVIEW

SuperSCRIPSIT offers an enormous variety of print capabilities. For example, you can use *proportional spacing* and *justification* to create high quality printouts. You can type *print codes* in your text to print bold, to print under-scores and double under-scores, to print superscripts and subscripts, and so on. You can print *headers* and *footers* that include automatic page numbering. You can also print *form letters* (standard text that prints over and over with variable information each time).

PRINTING A DOCUMENT

■ Command Summary: @P

Answer the Print Text Options.

Press **ENTER**.

After you have typed and revised a document, you are ready to print it. You can make some decisions about printing before you print.

Getting Ready to Print

You set most of the print specifications when you answer the Open Document Options. (See *The Open Document Options described*, 13.) These specifications are:

- Printer type
- Lines per page
- Pitch
- Linespacing
- 1st page to include header
- 1st page to include footer

Before printing, you can change any of these print specifications (except linespacing) by quitting the document, opening it, displaying the Open Document Options, and editing the fields on the Options menu. If you change printer types, you must change the printer codes stored in the document.

If you want to change the linespacing before printing, you must use the line-space block-action command. (See *BLOCK-ACTION COMMANDS*, 50.)

How to Print

To print a document, you enter the print command and then respond to the Print Text Options. Make sure that the printer is correctly connected, that it is turned on, and that it is on line.

1. **Type the print command: from an open document, hold down @ and type P.**

The Print Text Options appear on the screen. These options also appear on the screen when you print with the print block-action command. (See *To print the block*, 58.)

* * * * * SCRIPSIT – PRINT TEXT OPTIONS * * * * *

| | |
|---------------------------|-----------------------------|
| Document name: | ----- |
| Paper size: | 66 (1-99) |
| Pause between pages: | Y (Yes/No) |
| Begin numbering as page: | 1-- (1-9999) |
| Method of justification: | P (Proportional//Mono/None) |
| Number of copies: | 1- (1-99) |
| Display codes: | N (Yes/No) |
| Suppress widow lines: | N (Yes/No) |
| Column to start printing: | 1-- (1-132) |

2. Type your responses to the Print Text Options.

To answer the Print Text Options

To answer the options, move the cursor to the field for the option and type your choice.

Use and to move the cursor from option to option. (If you type the maximum number of characters allowed in a field, the cursor will move down to the next field.)

Use and to move the cursor within a field. (You cannot move the cursor beyond the last typed character in a field.)

The Print Text Options described

Document name. The program displays the name of your document. You cannot change the name of the document on this menu. (See *The Open Document Options described*, 13.)

Paper size. Use this field to specify the length (in lines) of the paper you will print on. There are 6 lines to the inch. (11-inch paper is 66 lines long. 14-inch paper is 84 lines long.)

If you print with a form feeder, the program uses the response for this option to correctly feed the paper between pages.

lines for 8½ x 11 inch paper is the default option.

Pause between pages. Use this field to specify whether or not you want the program to pause after it prints each page. If you type for yes, the program stops printing after each page and this message flashes on the screen:

Do you wish to continue printing (Y or N)?

Insert a sheet of paper in the printer and type to continue printing. Type to cancel the print job. If you type , the program advances the next page and continues printing automatically. Use this response to print with a sheet feeder or on continuous form paper.

Y is the default option.

Begin numbering as page. If you have prepared headers or footers for the document, and if you have typed the page numbering code on either the header or footer, use this field to specify the number you want to print on the first numbered page. (See *HEADERS AND FOOTERS*, 74.) For example if you type **7** in response in the field for this option, the program numbers the first page as 7, the next page as 8, and so on.

This option is helpful when you are printing a long document in sections and each section is typed as a separate document. You can use this option to begin numbering each section after the last page of the previous section.

Method of justification. Text printed with an even right margin is called *justified*. Use this field to choose whether or not you want to print justified and, if you do, to specify the method of justification you want to use.

- If you choose **P** (the default option) for *proportional justification*, the program inserts partial spaces (called *units*) between the words to fill out the line and even up the right margin. You select this option if you want to justify text typed with proportional spacing.
- If you type **M** to choose the *mono* method of justification, the program inserts whole spaces between words to fill out the line and to even up the right margin. (You should choose this option if you want to justify a document that you will print with a printer that does not support proportional spacing.)
- If you type **N** for *none*, the program does not justify the text.

Number of copies. Use this field to specify how many copies of the document you want to print. The program prints your document as many times as you specify.

1 is the default option.

Display codes. Use this field to specify whether or not you want the codes embedded in the text to print. If you type **N** for *no*, the codes on the screen do not print. If you type **Y** for *yes*, the program prints the codes that appear when you turn on view mode. (See *View Mode*, 35.)

| | |
|-------------------------|----------------------------|
| ¶ prints as \$ | ⊙= prints as ~ = |
| \ prints as \ | ⊙> prints as ~ > |
| ⊙- prints as ~ - | ⊙. prints as ~ . |
| ⊙* prints as ~ * | ⊙\ prints as ~ / |
| ⊙? prints as ~ ? | |
| \ prints as \ | |
| ⊙+ prints as ~ + | |

The print codes do not function if you print them. The **^** (force new page) code cannot be printed. It does function, however, with this option.

N is the default option.

Suppress widow lines. Use this field to specify whether or not you want the program to suppress *widows*. Most typists try to avoid stranding the first

line of a new paragraph at the bottom of a page, or the last line of a paragraph at the top of a page. Such stranded lines are *widows*.

- If you type **Y** for *yes*, the program avoids widows, if possible, either by printing an extra line at the bottom of a page or by printing one less line at the bottom of a page.
- If you print with **Y**, the length of the printed page may differ by one line from the length of the screen page as shown by the page indicator in the status line.
- If you type **N** for *no*, the program ignores widows.

N is the default option.

Column to start printing. Use this field to specify the starting point for the print wheel or print head. The program counts from the *column position* to the left margin. For example, assume that you are typing in 10 pitch. If the column position is set at 1 and the left margin is set at 1 (1 inch), the program counts to the left margin from position 1 on the pitch scale. Your left margin begins at position 10. But if the column position is set at 20 and the left margin is set at 1, the program counts to the left margin from position 20 on the pitch scale, and your left margin begins at position 30.

1 is the default option.

3. If necessary, edit the fields to correct mistakes or to change the response to an option.

To edit the fields

SHIFT **→** moves the cursor to the end of text in the field and enables you to add to the text you have already typed.

SHIFT **←** moves the cursor to the beginning of the field.

→ and **←** position the cursor on any character that already appears in the field.

Overstrike replaces one character with another. (Simply type the new character on top of the old one.)

@D deletes the character the cursor is on.

@I inserts text in a field. All text to the right of the cursor moves to the right of the field. (Type the text you want to insert. Hold down **@** and type **D** to close up the insert.)

SHIFT **CLEAR** clears all text to the right of the cursor. If the cursor is on the first character of the field, you clear the entire field.

4. Press **BREAK** or **ENTER**.

- Pressing **BREAK** cancels any entries you have typed or edited and returns you to the text.
- Pressing **ENTER** locks in the text you have typed or edited in the field and begins the printing.

How to Monitor the Printout

If you are printing a document of more than one page and you have requested the program to pause between pages, the program ejects the paper and after it prints each page displays this message beneath the Print Text Options:

Do you wish to continue printing (Y or N)?

To continue printing, insert another sheet of paper and type **Y**. To cancel the print job and redisplay the text on the screen, type **N**.

How to Interrupt the Print Job

During printing you can interrupt the print job.

1. Press **BREAK**.

The program halts the printer and displays this message:

Do you wish to continue printing (Y or N)?

2. To resume printing, type **Y**.
3. To cancel the print job and redisplay the text on the screen, type **N**.

USING THE SYSTEM PRINT CODES

■ Command Summary

Press **CLEAR** and type **_** to underscore.

Press **CLEAR** and type **=** to double-underscore.

Press **CLEAR** and type **+** to print bold.

Press **CLEAR** and type **/** to strike-through.

Press **CLEAR** and type **.** to subscript.

Press **CLEAR** and type ***** to superscript.

Press **CLEAR** and type **>** to top the form.

Press **CLEAR** and type **?** to pause printout.

When you want to print text underscored, double-underscored, bold, and so on, you type a print code in the text. When it prints, the program encounters the print code and performs the corresponding print function.

To type a print code, press **CLEAR** and then type the character that signifies the print function you want. When you press **CLEAR**, the program turns on view mode automatically.

With view mode turned on, each print code takes up two spaces on the *screen*; with view mode turned off, one space, since the © does not appear. *Print codes take up no space on the printout.*

The Toggle Print Codes

Some of the print codes are toggle codes. A toggle is simply an on/off switch. A toggle code turns *on* the print function the first time the printer encounters it and turns *off* the function the second time the printer encounters it.

The toggle print codes are:

- Underscore
- Double-underscore
- Bold
- Strike-through

Type a toggle code *before* the text to turn *on* the print function; then type the code *after* the text to turn *off* the print function.

The other print codes (superscript, subscript, pause printout, and top of form) are not toggle codes. In addition to the eight system print codes, you can design your own print codes.

How to Underscore

Before and after the text you want to underscore, press **CLEAR** and type **⊖**.

On the screen

If view mode is turned off, the program turns it on and © – appears on the screen. When view mode is off, – appears on the screen.

On the printout

The text enclosed by the underscore codes prints underscored:

When in the course of human events . . .

How to Double-Underscore

Before and after the text you want to double-underscore, press **CLEAR** and type **⊖=**.

On the screen

If view mode is turned off, the program turns it on and © = appears on the screen. When view mode is off, = appears on the screen.

On the printout

The text enclosed by the double-underscore codes prints double-underscored:

When in the course of human events . . .

This print feature is available only on the Daisy Wheel II.

How to Print Bold

Before and after the text you want to print bold, press **CLEAR** and type **+**.

On the screen

If view mode is turned off, the program turns it on and **Ⓢ+** appears on the screen. When view mode is off, **+** appears on the screen.

On the printout

The text enclosed by the print bold codes prints bold:

When in the course of human events . . .

How to Strike-through

Before and after the text you want to strike-through, press **CLEAR** and type **/**.

On the screen

If view mode is turned off, the program turns it on and **Ⓢ/** appears on the screen. When view mode is off, **/** appears on the screen.

On the printout

The text enclosed by the strike-through codes prints with a dash through each character:

W/hen

Non-Toggle Print Codes

A non-toggle print code instructs the printer to perform a specific action. The non-toggle codes are superscript, subscript, top of form, and pause print.

How to Superscript

Superscript characters print above the line. They are used primarily for footnotes:1.

1. Type the superscript code: press **CLEAR** and type *****.

When the printer encounters the superscript code, it prints a half line higher (reverse line feed).

2. Type the text that you want superscripted.

3. After the text, type the subscript code: press **CLEAR and type \square .**

When the printer encounters the subscript code, it prints a half line lower (line feed) and returns to the normal typing line.

On the screen

If view mode is turned off, the program turns it on. \odot^* appears *before* the text to be superscripted, and \odot appears *after* the text. For example:

\odot^* Super \odot .script

When view mode is off, *Super.script appears on the screen.

On the printout

The text preceded by \odot^* and followed by \odot prints as superscript:

Super_{script}

How to Subscript

Subscript characters print below the line. They are often used for mathematical expressions and chemical formulas, such as:

H_2O

1. Type the subscript code: press **CLEAR and type \square .**

When the printer encounters the subscript code, it prints a half line lower (line feed).

2. Type the text you want to subscript.

3. After the text, type the superscript code: press **CLEAR and type \square^* .**

When the printer encounters the superscript code, it prints a half line higher (reverse line feed) and returns to the normal printing line.

On the screen

If view mode is turned off, the program turns it on. Then \odot appears *before* the text to be subscripted, and \odot^* appears *after* the text. For example:

\odot .Sub \odot^* script

When view mode is off, .Sub*script appears on the screen.

On the printout

The text preceded by \odot and followed by \odot^* prints subscripted:

Sub_{script}

How to Top the Form

When the program encounters a top of form code while printing, it rolls the paper back down and positions the paper at the first printed line on the page. This instruction is useful for printing pages with a column format and for double-pass printing.

1. Position the cursor on the line where you want the printer to roll up.

The code *must* appear at the beginning of a line of text or on a line by itself.

2. Press **CLEAR** and type **>**.

3. Press **ENTER**.

On the screen

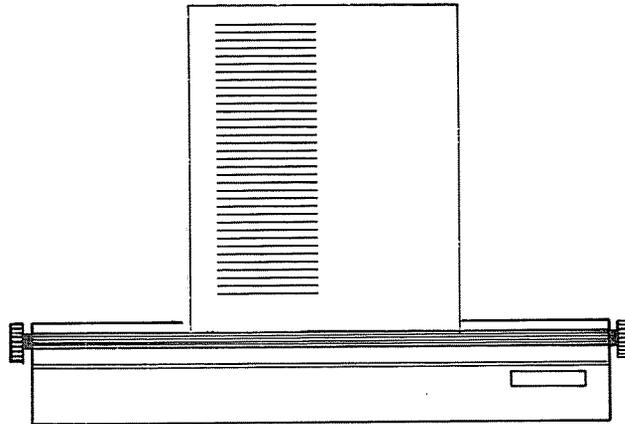
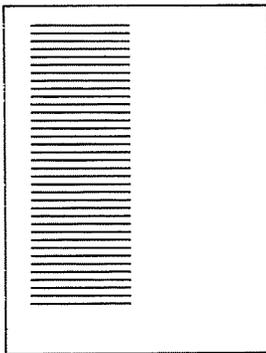
If view mode is turned off, the program turns it on and **© > ¶** appears on the screen. When view mode is off, **>** appears on the screen.

On the printout

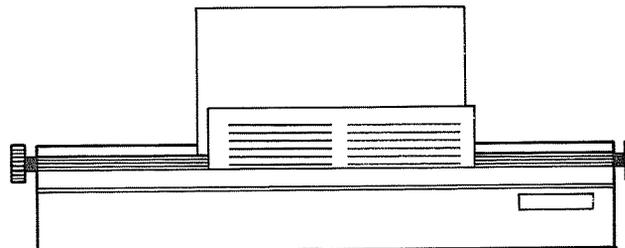
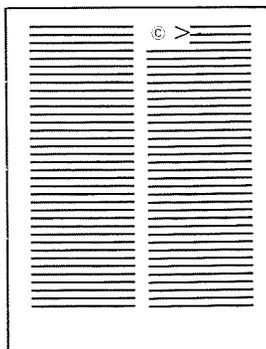
When the program encounters the code, it rolls the paper down to the first printed line on the page following the header (if any) and continues printing.

Using the Top of Form Code to Print Columns

Type the first column with its own margins, and type the code at the bottom.



Type the code and the second column with a set of margins to the right of the first set.



How to Type a Pause Print Code

Use a pause print code to stop the printer temporarily during printout. This code is useful for changing print wheels during printout.

1. On the screen, position the cursor wherever you want the printout to pause.
2. Press **CLEAR** and type **?**.

On the screen

If view mode is turned off, the program turns it on and **Ⓢ?** appears on the screen. When view mode is off, **?** appears on the screen.

On the printout

When the printer encounters the code, it stops printing and displays this prompt:

Do you wish to continue printing (Y or N)?

- Type **Y** to continue printing.
- Type **N** to cancel the print job.

HEADERS AND FOOTERS

■ Command Summary

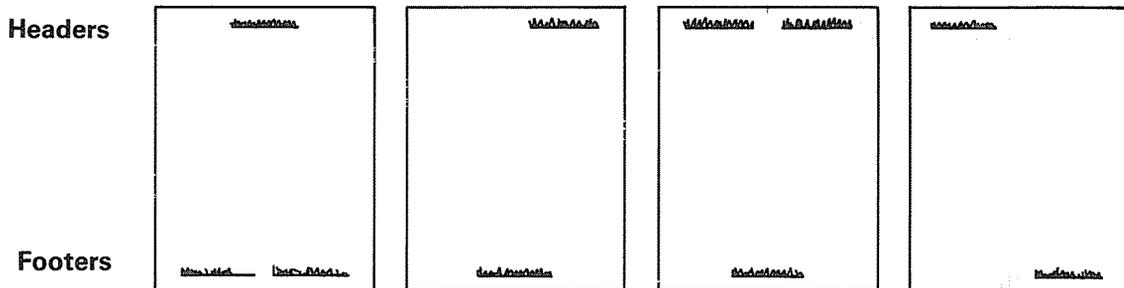
Hold down **ARROW** and type **H**, or hold down **ARROW** and type **F**.

Select even or odd.

Type the text.

Hold down **ARROW** and type **N**, or hold down **ARROW** and type **L**.

A *header* is a line (or lines) that prints at the top of a page. A *footer* is a line (or lines) that prints at the bottom of a page. You can use either a header or footer to request automatic page numbering for your printout.



When you want to print the same line at the top of every page of a document, you create a header. When you want to print the same line at the bottom of every page of a document, you create a footer. Each header or footer is stored with the document as a separate page on the diskette.

Once you have created the header or footer page, you can still delete or insert large amounts of text. The program paginates the text, taking into account the length of the headers and footers.

When the program prints the header and/or the footer, it positions the header or footer in the same place on each page of the document.

The program supports two headers and two footers per document. This provides you with flexibility in deciding how to use them. For example, you can print one header on all even-numbered pages and another on all odd-numbered pages. This is useful when you print documents on both sides of the paper. You can easily distinguish the front and back of each page. The *maximum* length of a header or footer is 768 characters.

You use two basic steps to print with headers and footers:

1. You prepare the header or footer page.
2. When you print the document, you specify the first page to print with the header or footer and you specify the number with which it will print.

How to Prepare a Header or Footer Page

1. **From an open document, request a header or footer page. Hold down `ARROW` and type `H` to request a header page or type `F` to request a footer page.**

This prompt appears in the status line:

Print on Even or Odd numbered pages (E or O)?

2. **Specify the pages on which you want the header or footer to print and answer the prompt. Type `E` to request a header or footer page to print on even-numbered pages. Type `O` to request a header or footer page to print on odd-numbered pages.**

The requested header or footer page appears on the screen.

If you prepare only one header page (even or odd) for a document, the header prints on *all* pages of the document. If you want alternating headers or footers (ones that print on every other page) you must prepare both an even and an odd header or footer page.

3. **On the header or footer page, type the text you want to print on each document page, and if you want it, request automatic page numbering.**

To separate the header text from the document page

After the text of the header, press `ENTER` once for each line of space you want between the header text and the text of each document page.

To separate the footer text from the document page

Before the text of the footer, press **ENTER** once for each line of space you want between the text of each document page and the footer text.

Header and footer margins and linespacing

When the header or footer page appears, the margins and linespacing are the same as that of the paragraph the cursor was on when you requested the page.

- If you want the header or footer to print with different margins, edit the tab line.
- If you want the header or footer to print with different linespacing, type the text and then use the linespace block-action command.

To request automatic page numbering

At the place in the header or footer where you want a page number to appear, press **CLEAR** and then type a lower case **P**. `Ⓟ` appears on the screen.

You use the Print Text Options to specify the number that you want the program to begin numbering with. (See *How to Print With Headers and Footers*, below.)

As the program prints the document, it numbers pages and prints the current page number in the header or footer whenever it encounters the page code.

4. Record the header or footer and return to the document.

Hold down **ARROW** and type **N** for page number. This prompt appears in the status line:

Document page number on which to place cursor (1-999)?- - -

The number of the page you were on when you requested the header or footer page is displayed in the field. Press **ENTER** to return to the page you were on, or type a page number and press **ENTER** to return to a specific page.

You also can hold down **ARROW** and type **L** to record the header or footer and return to the document. (See *CURSOR MOVEMENT COMMANDS*, 39.)

The prompt PLEASE WAIT A MOMENT appears as the program writes the header or footer to the diskette and repaginates the document to make room for the header or footer.

When the program has recorded the header or footer, the header or footer page leaves the screen and the program redisplay the text of the document.

How to Print With Headers and Footers

When you have prepared headers or footers for a document, the program provides you with two options for printing them.

Specify the first page to include header or footer

Sometimes you do not want to begin printing the headers or footers on the first page of the document. For example, if page 1 of the document is a title page, you would probably want to begin printing the headers or footers on page 2. You use the Open Document Options to specify the first page on which you want the header or footer to print.

* * * * * SCRIPSIT – OPEN DOCUMENT OPTIONS * * * * *

| | |
|-----------------------------------|----------------|
| Document name: | ----- |
| Author: | ----- |
| Operator: | ----- |
| Comments: | ----- |
| Printer type: | DW2- ---- |
| Lines per page: | 52 (4-99) |
| Pitch: | P- (1-20 or P) |
| Linespacing (to 3+, " + " = 1/2): | 1- |
| 1st page to include header: | 1-- (1-999) |
| 1st page to include footer: | 1-- (1-999) |

To begin headers on a page other than the first

In the field 1st page to include header, type the number of the first page on which you want the header to print. When you print the document, the program begins printing the header when it comes to that page.

To begin footers on a page other than the first

In the field 1st page to include footer, type the number of the first page on which you want the footer to print. When you print the document, the program begins printing the footer when it comes to that page.

To begin numbering pages with a specific number

If you decide to use automatic page numbering on one or more of your header or footer pages, you may want to begin the automatic page numbering with a number other than 1. For example, if you are printing section 2 of a report, you may want to begin numbering the pages from where you left off in section 1.

You use the Print Text Options to specify the first number to print. The program numbers each page consecutively. For example, if you tell the program to number the first page 32, it numbers the next page 33, the one after that 34, and so on.

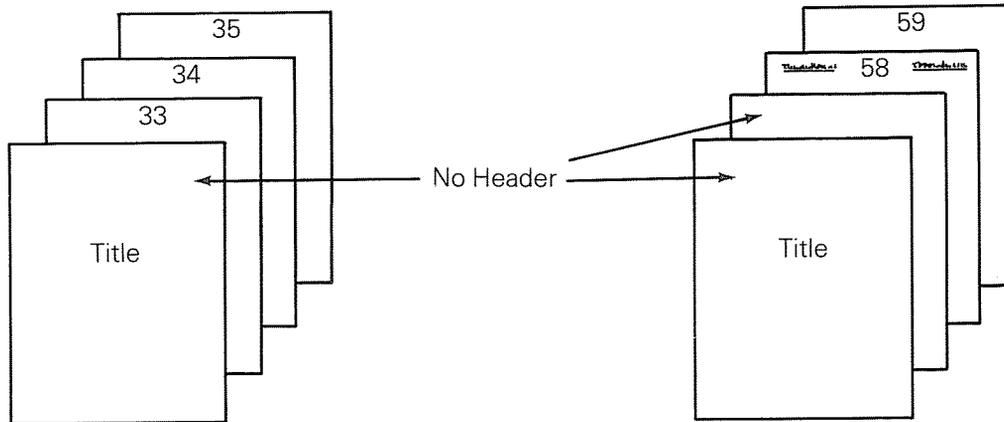
In the field Begin numbering as page, type the number you want the program to use as the page number of the first page of the document.

Whether or not you have coded the first page of the document to print with a page number, the program begins numbering the first page with the number you specify. It then counts each page from that number. It prints the current page number whenever it encounters the page numbering code.

Document name: -----
Paper size: 66 (1-99)
Pause between pages: Y (Yes/No)
Begin numbering as page: 1-- (1-9999)
Method of justification: P (Proportional/Mono/None)
Number of copies: 1- (1-99)
Display codes: N (Yes/No)
Suppress widow lines: N (Yes/No)
Column to start printing: 1-- (1-132)

Begin numbering as page 32.

Begin numbering as page 56.



FORM LETTERS

■ Command Summary

Prepare the master document.

Prepare the variables document.

Open the master document.

Hold down **@ and type **F**.**

Press **ENTER.**

Type the name of the variables document.

Press **ENTER.**

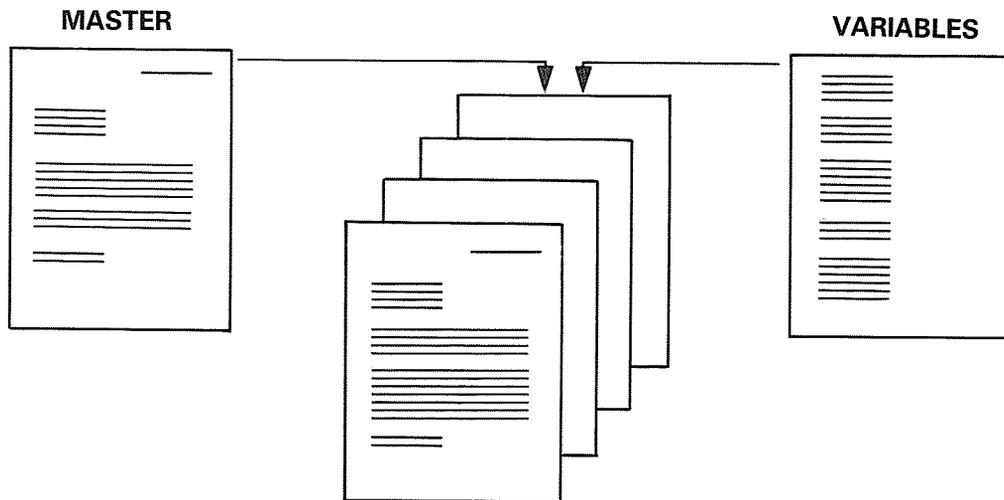
Preparing a Form Letter

A form letter is a letter that you print more than once, inserting different information (variables) each time. For example, a letter soliciting political

contributions may contain the same text, but the name and address will vary from letter to letter.

How to Prepare a Form Letter

1. Open and type a master document that contains the standard text of the letter, typing a code name where you want the program to insert each variable.
2. Open and type a variables document that contains the list of code names and the variables for each letter.
3. Merge the two documents with **@F** (for *form*) and print one letter for each group of variables.



Sample Form Letter

In this sample letter, the tinted words are variables. They will be different for each letter.

1 April 1985

Mr. Jonathan Cosgrave
1215 Fernando Heights
Fresno, California 90912

Dear Mr. Cosgrave:

We have just received our new shipment of TRS-80's. We are holding the 48K Model III you reserved.

Sincerely,
Radio Shack

Preparing the Master Document

The master document contains the text of the form letter with a code name where each variable is to appear. You can prepare as many master documents as you want to merge with the same variables document. You can also use the same master document to merge with different variables documents.

How to Prepare a Master Document

Open a document and type the text. At each place where you want variable information, type the code name of the variable.

1. **Name each variable with a code.** For example:

```
/FIRSTNAME/  
/LASTNAME/  
/MRMRS/  
/ADDRESS/
```

Each variable must have a unique name, but you can type the code name in the master document as often as you want the variable that it names to appear. For example, if you want a person's name to appear four times, just type the unique code name /NAME/ in the master document at each place where you want the person's name to appear.

2. **Make each variable name into a code name by enclosing it within the defining character of your choice.**

The defining character must appear before and after the name of the variable. Once you have decided on a defining character for the code names, you must use it consistently throughout the master document and the variables document. Here are some examples of defining characters for code names:

```
/LASTNAME/  
@LASTNAME@  
&LASTNAME&  
< LASTNAME <
```

If you were to merge the master document illustrated here with a variables document, the program would insert the variables wherever the corresponding code name appears.

Sample Master Document

1 April 1985

/MRMRS/ /FIRST/ /LAST/
/STREET/
/CITY/ /STATE/ /ZIP/

Dear /MRMRS/ /LAST/:

We have just received our new shipment of TRS-80's. We are holding the /K/ /MODEL/ you reserved.

Sincerely,
Radio Shack

Preparing the Variables Document

The variables document contains the variable information that you want to insert into each form letter. You type the variables for each letter in groups. There is no limit to the number of variable groups you can type.

How to Prepare a Variables Document

1. **Open and name a document for the variables.**
2. **Using the same defining character you used in the master document, type the complete list of code names.**

The defining character *must* appear as the first character in the variables document.

3. **To end the list of code names, press ENTER twice, once after the last code name and once to separate the code names from the lists of variables.**

You *must* separate the list of code names from the variable groups by typing a paragraph symbol on a line by itself.

4. **Following exactly the same order you used to type the list of code names, type each variable.**

As with the code names, type the defining character before and after each variable. You do not have to type each variable on a line by itself. You can type the variables side by side as long as there is a space between each one.

/FIRST/ /LAST/ /ADDRESS/ /CITY/ /STATE/ /ZIP/

5. After each group of variables, press **ENTER** twice, once after the last variable and once to separate the list of variables from the other lists of variables.

You *must* separate each list of variables by typing a paragraph symbol on a line by itself.

6. After the very last group of variables, press **ENTER** three times.

You *must* signify the end of *all* the variables in the variables document by typing three paragraph symbols — one after the last variable and then two more.

The following variables document is for the sample master document illustrated on page 81. It begins with a list of code names and then lists the group of variables for each form letter. The variables in each group are typed in the order of the code names that name them. (Note that in the last variables group the variables are typed side by side. Use the method that you find most convenient.)

```
/MRMRS/¶
/FIRST/¶
/LAST/¶
/STREET/¶
/CITY/¶
/STATE/¶
/ZIP/¶
/K/¶
/MODEL/¶
¶
/Mr./¶
/Jonathan/¶
/Cosgrave/¶
/1215 Fernando Heights/¶
/Fresno/¶
/California/¶
/90912/¶
/48K/¶
/Model III/¶
¶
/Ms./¶
/Lucy/¶
/Diamond/¶
/202 Barclay/¶
/Chapel Hill/¶
/North Carolina/¶
/27514/¶
/48K/¶
/Model III/¶
¶
/Mrs./ /Pamela/ /Snodgrass/ /15 East 61st Street/ /New York/¶
/New York/ /10011/ /48K/ /Model III/¶
¶
¶
```

Merging the Master Document With the Variables Document

Once you have prepared both the master and variables documents, you are ready to merge them. The program prints one form letter for each group of variables you typed in the variables document.

How to Merge the Master and Variables Documents

To merge and print the variables document with the master document, use the form letter command.

1. Display the master document on the screen.

2. Hold down `@` and type `F`.

The Print Text Options appear. (See *How to Print*, 65.)

3. Select the options you want and press `ENTER`.

This prompt appears:

Name of file to be merged?-----

4. Type the name of the file (document) that contains the variables you want to merge, and press `ENTER`.

The program prints the master document and inserts the first group of variables.

5. Continue to print the form letter until you have merged and printed each variable group.

- If you are printing with the Pause Print Option, type `Y` after you have printed each letter in order to continue printing.
- If you are printing without the Pause Option (with a sheet feeder or forms tractor), then the form letters print automatically until all the variable groups have printed. (To interrupt the print/merge operation, press `BREAK`.)

Some Common Mistakes in Preparing Form Letters

The preparation of form letters requires precise typing. Here are some common mistakes to avoid:

- A missing defining character.
- A code name in the master document that does not appear in the variables document (or vice versa).
- An incorrect sequence of variables in the variables document (as when the sequence does not correspond with the sequence of code names).

- A typo in a code name.
- A variable group that contains too few or too many variables.

Merging With Non-SuperSCRIPSIT Files

You can merge using variables files generated by programs other than SuperSCRIPSIT. To use a non-SuperSCRIPSIT variables file for merging, make sure that the file is written in ASCII format and that you use the same defining character in both the master and variables documents. For example, SCRIPSIT (26-1563) documents can be saved as merge files with the S, A option. Merge files can also be created by Profile III Plus (26-1592 Model III only). See the Profile III Plus manual for details.

MANAGING FILES OVERVIEW

Diskette storage provides enormous flexibility in storing and accessing documents. When you type a SuperSCRIPSIT document, the program uses TRSDOS to write your document to the diskette. Each document is stored on a diskette as a *file*. No file can extend beyond one diskette. The more files you accumulate, however, the more you will need to organize (manage) them in order to conserve space on the diskette. For example, you may want to copy files to another diskette or delete files that you no longer need.

You can use two kinds of commands to manage your files: SuperSCRIPSIT commands and TRSDOS commands. This section presents the commands that you will find most helpful in managing your files.

SuperSCRIPSIT FILE MANAGEMENT COMMANDS

SuperSCRIPSIT provides you with three commands for managing files. First, the program offers the *directory* function, which enables you to view the disk directory of any diskette in a disk drive. Second, there is a *convert* function for changing ASCII files into SCRIPSIT documents. Third, the program offers the *compress* function, which enables you to rewrite a document on a diskette so that it occupies the least possible amount of space on the diskette.

Disk Directory

■ Command Summary

From the Main Menu, type **D**.

Type the number of the drive that contains the diskette you want to see.

How to Display the Disk Directory

1. From the Main Menu, type **D**.

This prompt appears:

```
* * * * * * * * SCRIPSIT – DISPLAY DISK DIRECTORY * * * * * * * *  
Which drive do you wish to display (0-3)?
```

2. Type the number of the drive that contains the diskette whose directory you want to see.

3. The program displays the directory for the diskette in the specified drive.

This flashing message appears:

Press BREAK to return to menu

4. Press **BREAK** to return to the Main Menu.

A Sample Disk Directory

| | | | |
|--------------|------------|------------|------------|
| DRIVE :0 | PAGE | DEMO | HERZ50/BLD |
| SCRIPSIT/CMD | SYSTEM/CTL | ERRORS/CTL | SCR16/CTL |
| SCR17/CTL | SCR18/CTL | SCR19/CTL | SCR32/CTL |
| SCR33/CTL | SCR 35/CTL | SCR38/CTL | SCR50/CTL |
| SCR64/CTL | DW2/CTL | LP8/CTL | LP4/CTL |
| HELP/CTL | S/CTL | CATALOG | LECTURES |
| DINOSAUR | | | |

Compress

■ Command Summary

1. From the Main Menu, type **C**.
2. Type the name of the file to be compressed and press **ENTER**.
3. Type a new file name and press **ENTER**.

You use the compress function to rewrite a file to a new file in the least possible amount of space. When you finish compressing the file, the old wasteful file and the new compressed file remain on the diskette. Therefore, before using compress, make sure that your diskette has enough space to hold both the old file and the new file.

How to Compress a File

1. From the Main Menu, type **C** to choose the compress function.

This prompt appears:

Existing document to be compressed: -----

2. Type the name of the file you want to compress and press **ENTER**.

This prompt appears:

New document to hold compressed text: -----

3. Type a new name for the file and press **ENTER**.

Normally, you should name the new file so that the program associates the new name with the original: for example, new CHAN for original CHANDLER.

If you want to compress the file on a diskette in a drive other than 0, type a colon after the name, followed by the number of the drive you want to use: for example, CHAN[:1].

The program rewrites the existing file onto a new file using the least possible amount of space on the diskette. After you have compressed the file, you will probably want to “kill” the original. (See *Kill*, 92.)

ASCII Text Conversion Utility

■ Command Summary

1. From the Main Menu, type **A**.
2. Type **S** to convert SCRIPSIT to ASCII, or type **A** to convert ASCII to SCRIPSIT.
3. Type the name of the SCRIPSIT file and press **ENTER**.
4. Type the name of the ASCII file and press **ENTER**.

You use the ASCII text conversion utility to convert SCRIPSIT documents into ASCII files (and vice versa). ASCII stands for the American Standard Code for Information Interchange. In ASCII, each character is identified by a certain decimal number. For example, a space in ASCII is 32. ASCII is a standard text storage format used in computer applications such as communications. Documents created by the original SCRIPSIT program (26-1563) are stored on a diskette in ASCII and may be converted to SuperSCRIPSIT documents with this utility. ASCII documents cannot be spell checked with the Proofread option. They can be spell checked by the CHECK program supplied with the Model I/III SCRIPSIT Dictionary package (26-1591).

Before You Convert ASCII to SCRIPSIT

When you convert from ASCII to SCRIPSIT, no advance preparation is necessary: the program creates the SCRIPSIT document for you. However, if you want the newly converted SCRIPSIT document to have a specific format (tabs, margins, etc.), you have to open a SCRIPSIT document prior to the conversion and then format it. Thus, when you perform the conversion, the program copies the ASCII file into the SCRIPSIT document you have prepared.

How to Convert ASCII and SCRIPSIT Files

1. From the Main Menu, type **A** to choose the ASCII text conversion utility.

This prompt appears:

FROM which format do you wish to convert (Scriptsit/Ascii)?

2. Type **S** or **A** to specify the format from which you want to convert.
 - Type **S** to convert a file *from* SCRIPSIT *to* ASCII.

- Type **A** to convert a file *from* ASCII *to* SCRIPSIT.

No matter which format you are converting from, this prompt appears:

Name of Scripsit file: -----

3. In the field, type the name of the SCRIPSIT file that you want to convert either *from* or *to* and press **ENTER**.

This prompt appears:

Name of ASCII file: -----

4. In the field, type the name of the ASCII file that you want to convert either *from* or *to* and press **ENTER**.

The program performs the conversion.

When converting *from* ASCII *to* SCRIPSIT

A few seconds after the conversion begins, the program displays the Open Document Options for the SCRIPSIT document *to* which you are converting.

- If you want the new SCRIPSIT document to have different specifications, change the Default Options.
- Continue the conversion by pressing **ENTER**, or cancel by pressing **BREAK**.

Whether you are converting from ASCII to SCRIPSIT or the other way around, the program displays the SCRIPSIT document when the conversion is complete.

TRSDOS FILE MANAGEMENT COMMANDS

SuperSCRIPSIT uses the TRS Disk Operating System (TRSDOS) to write documents on diskettes as files. To manage your files, you use these TRSDOS commands:

- | | |
|--------|---|
| BACKUP | Copies the complete contents of one diskette to another. |
| COPY | Copies a file from one diskette to another or to the same diskette. |
| FORMAT | Prepares a diskette for use by the Model III. |
| KILL | Deletes a file from the diskette. |
| RENAME | Changes the name of a file. |

There are other TRSDOS file commands besides these. For more information, refer to your *Disk System Owner's Manual*.

Backup

■ Command Summary

1. From TRSDOS Ready, type **B|A|C|K|U|P** and press **ENTER**.
2. Type the source drive number and press **ENTER**.
3. Type the destination drive number and press **ENTER**.
4. Type the password and press **ENTER**.

Note: If your Model III has *one* disk drive, answer both *source* and *destination* prompts with Drive 0. TRSDOS will stop and tell you when to swap diskettes back and forth.

Backup is a TRSDOS command that you use to copy the contents of one diskette to another.

How to Back Up a Diskette

1. From TRSDOS Ready, type **B|A|C|K|U|P** and press **ENTER**.

This prompt appears:

SOURCE Drive Number?

2. Type the number of the drive that contains the diskette you want to copy *from*, and press **ENTER**.

This prompt appears:

DESTINATION Drive Number?

3. Type the number of the drive that contains the diskette you want to copy *to*, and press **ENTER**.

This prompt appears:

SOURCE Disk Master Password?

4. Type the password that protects the diskette and press **ENTER**.

All Radio Shack program diskettes use **P|A|S|S|W|O|R|D** as the password.

Unless the destination diskette contains data, the backup begins.

If the Destination Diskette Already Contains Data

If the destination diskette contains data, you have two more prompts to answer.

This prompt appears first:

Diskette contains DATA. Use Disk or not?

1. Type **Y** and press **ENTER** if you want to use the diskette anyway. To cancel the backup and return to TRSDOS Ready, type **N** and press **ENTER**.

If you type **Y**, this prompt appears:

Do you wish to RE-FORMAT the disk?

2. Type **Y** and press **ENTER** to reformat the destination diskette. Type **N** and press **ENTER** to copy the contents of the source diskette over the contents of the destination diskette.

TRSDOS formats the destination diskette. The screen shows you what tracks are being formatted.

After TRSDOS formats the destination diskette, it begins the backup. It reads a few tracks at a time from the source diskette and then writes them to the destination diskette.

When TRSDOS has completed the backup, this prompt appears:

* * Backup Complete * *

The system returns to TRSDOS Ready.

Copy

■ Command Summary

1. From TRSDOS Ready, type **COPY** and then a space.
2. Type the file name and then a space.
3. Type the name of the file you want to copy to.
4. Press **ENTER**.

Use the TRSDOS copy command to make a copy of an existing file. You can copy a file from one diskette to another or make a copy on the same diskette. (To copy an entire diskette, see *Backup*, 89.)

How to Copy a File

1. From TRSDOS Ready, type **COPY** and then a space.
2. Type the name of the file you want to copy and then type a space.
3. Type the name you want to assign to the copied file. For example:

COPY CHANDLER CHAN

If you want to copy the file onto a diskette other than the one in Drive 0, type a colon after the name of the new file, followed by the number of the drive you want to copy to. For example:

```
COPY CHANDLER CHAN:1
```

If you want to copy a file from one diskette to another and keep the same name, type the name of the document, a colon, the number of the source drive, a space, a colon, and the number of the destination drive. For example:

```
COPY CHANDLER:0 :1
```

4. Press **ENTER**.

If you are using one disk drive to copy, the system will prompt you to insert Destination diskette and Source diskette. Remember that the diskette containing the original file is the source diskette, and the diskette onto which you are copying is the destination diskette.

Format

■ Command Summary

1. From TRSDOS Ready, type **FORMAT** and press **ENTER**.
2. Type the drive number and press **ENTER**.
3. Type the diskette name and press **ENTER**.
4. Type the password and press **ENTER**.

Before you use a diskette on the Model III, you must format it. (Backup automatically formats a diskette. See *Backup*, 89.)

Use the format command to prepare a diskette for use by the Model III. You can prepare a blank diskette or erase everything from a previously used diskette. For example, if you want to use a diskette in a drive other than Drive 0 to open SuperSCRIPSIT documents, you must format the diskette first. (See *How To Open A Document*, 12.)

Remember: The diskette in Drive 0 *must* be the SuperSCRIPSIT Program Diskette.

How to Format a Diskette

1. With a program diskette in Drive 0 and from TRSDOS Ready, type **FORMAT** and press **ENTER**.

This prompt appears:

Format Which Drive?

2. Type the number of the drive you want to use to format the blank diskette and then press **ENTER**.

For example, if you have two disk drives, insert a blank diskette in Drive 1 and type **[1]**. (If you have only one disk drive, leave the program diskette in Drive 0 and type **[0]**.) This prompt appears:

Diskette Name?

If you are using Drive 0 to format, remove the system diskette after the prompt appears and insert the diskette you want to format.

3. Type a name for the diskette and press **[ENTER].**

You may use any combination of 8 letters or numerals. The first character must be a letter. For example, if the diskette will contain correspondence with XYZ company, you may want to name it XYZCOR. This prompt appears:

Master Password?

4. If you want to protect your diskette with a password, type the password you want to use and press **[ENTER].**

For additional information about passwords, see your *Disk System Owner's Manual*. This prompt appears:

Analyzing Diskette

5. If the diskette is blank, the system begins formatting.

If the diskette contains data, you have one more prompt to answer.

If the Diskette Contains Data

This prompt appears:

Diskette contains DATA. Use Disk or not?

- Type **[Y]** and press **[ENTER]** to begin formatting and to erase the data on the diskette, or type **[N]** and press **[ENTER]** to cancel the format command.
- If you format a diskette in Drive 0, after the formatting is complete, insert a program diskette in Drive 0 and press **[ENTER]**.

TRSDOS divides the diskette into tracks and sectors. When it has completed the formatting, the system returns to TRSDOS Ready. It then displays a prompt that tells you how many bad ("flawed") tracks it found.

Flawed tracks 00

If there are *any* flawed tracks on the diskette, you should not use it.

Kill

■ Command Summary

1. From TRSDOS Ready, type **[K][I][L][L]**.

2. Type a space and the name of the file.

3. Press **ENTER**.

To delete a file from the diskette, use the TRSDOS kill command.

How to Kill a File

1. From TRSDOS Ready, type **KILL**.

2. Type a space and the name of the file you want to delete. For example:

KILL REPORT

If you have two diskettes inserted in different drives, and if you have a file with the *same name* on each, specify the drive number when typing the kill command. After the file name, type a colon and then the number of the drive that contains the file that you want to delete. For example:

KILL REPORT:1

3. Press **ENTER**.

TRSDOS finds the file, wherever it is, and deletes it from the diskette.

Rename

■ Command Summary

1. From TRSDOS Ready, type **RENAME**.

2. Type a space and the name of the file.

3. Type a space and the new file name.

4. Press **ENTER**.

Use rename to change the name of a file.

How to Rename a File

1. From TRSDOS Ready, type **RENAME**.

2. Type a space and the name of the file you want to change.

3. Type a space and the new name you want to assign to the file. For example:

RENAME CHAN CHANDLER

4. Press **ENTER**.

TRSDOS finds the file, wherever it is, and renames it.



SYSTEM SETUP OVERVIEW

This section describes how to use the System Setup utility, user keys, and user print codes.

System Setup Utility

As you type, revise, and print with SuperSCRIPSIT, various menus appear enabling you to instruct the system. Many of the fields in the menus appear with a response already selected: the default response. Of course, if you want to specify a value different from the default response, you must change it.

The System Setup utility lets you write your own defaults. That way, when you use a menu, the fields appear with the default options that you have selected.

You can change the default responses for these menus:

- Open Document Options
- Print Text Options
- Search and Replace Options

In addition to menu responses, you can tailor other system defaults to your own needs:

- Align character
- Verify deletion of blocks

User Keys

User keys are keys you program to type often-used words and phrases, to store a sequence of commands, or to move the cursor. You can program user keys from an open document, or you can use the System Setup utility to edit user keys.

User Print Codes

In addition to system print codes, such as bold, underscore, and subscript, you can specify special characters or print actions for certain keys. You can use the System Setup utility to write your own print codes.

SYSTEM SETUP UTILITY

You use the System Setup utility to write your own defaults. In all cases you follow three basic steps:

1. **Request the System Setup utility function from the Main Menu.**
2. **Select the menu whose defaults you want to write.**
3. **Write the defaults you want and press `ENTER`.**

Requesting the System Setup Utility Menu

In order to write a default, you must first request the System Setup utility from the Main Menu.

1. **Make sure the Main Menu is on the screen. (Quit a document or load the program.)**
2. **Type to choose the System Setup utility from the Main Menu.**

The System Setup menu appears:

```
* * * * * SCRIPSIT – SYSTEM SETUP * * * * *
      set up <O>pen Document options
      set up <P>rinter options
      set up <S>earch and Replace options
      change <A>lign character
      edit <U>ser key sequence
      enter printer <C>odes
      <V>erify deletions of text blocks

      What is your selection?
```

3. **Type the letter (O, P, S, A, U, C, or V) representing the utility you want.**

The menu for the utility you select appears on the screen.

4. **Press or to exit the menu of the selected utility.**

The System Setup menu returns to the screen.

5. **Press to exit the System Setup menu and return to the Main Menu.**

Open Document Options

■ Command Summary

From the Main Menu, type .

From the System Setup menu, type .

Type the defaults you want.

Press to lock in your defaults.

Press to cancel.

Use the System Setup utility to write your own defaults for the Open Document Options.

How to Set Up the Open Document Options

When you type **O** from the System Setup menu, the Open Document Options appear on the screen. (See *OPENING A DOCUMENT*, 11.)

* * * * * SCRIPSIT – OPEN DOCUMENT OPTIONS * * * * *

| | |
|------------------------------------|----------------|
| Document name: | ----- |
| Author: | ----- |
| Operator: | ----- |
| Comments: | ----- |
| Printer type: | DW2- ---- |
| Lines per page: | 54 (4-99) |
| Pitch: | P- (1-20 or P) |
| Linespacing (to 3 +, " + " = 1/2): | 1- |
| 1st page to include header: | 1- - (1-999) |
| 1st page to include footer: | 1- - (1-999) |

1. **Type or edit the fields to specify the defaults you want for any of the options except Document name.**

To type defaults for the Open Document Options

To answer the options, move the cursor to the field for the option and type your choice.

↑ and **↓** move the cursor from option to option. (If you type the maximum number of characters allowed for a field, the cursor will move down to the next field.)

→ and **←** move the cursor within the field for any one option. (You cannot move the cursor beyond the last character in a field.)

To edit the fields

SHIFT **→** moves the cursor to the end of the text in the field and enables you to add to the text you have already typed.

SHIFT **←** moves the cursor to the beginning of the field.

→ and **←** position the cursor on any character that already appears in the field.

Overstrike replaces one character with another. (Simply type the new character on top of the old one.)

@D deletes the character the cursor is on.

@I inserts text in a field. All text to the right of the cursor moves to the right of the field. (Type the text you want to insert. Hold down **@** and type **D** to close up the insert.)

SHIFT **CLEAR** clears all text to the right of the cursor. If the cursor is on the first character of the field, you clear the entire field.

2. Complete your answers to the Open Document Options by pressing **BREAK** or **ENTER**.
- Pressing **BREAK** cancels entries you have typed or edited and returns you to the System Setup menu.
 - Pressing **ENTER** locks in the text you have typed or edited in the field and returns you to the System Setup menu.

Print Text Options

■ Command Summary

From the Main Menu, type **S**.

From the System Setup menu, type **P**.

Type the defaults you want.

Press **ENTER** to lock in your defaults.

Press **BREAK** to cancel.

Use the System Setup utility to write your own defaults for the Print Text Options.

How to Set Up the Print Text Options

When you type **P** from the System Setup menu, the Print Text Options appear. (See *How to Print*, 65.)

* * * * * SCRIPSIT – PRINT TEXT OPTIONS * * * * *

| | | |
|---------------------------|-------|--------------------------|
| Document name: | ----- | |
| Paper size: | 66 | (1-99) |
| Pause between pages: | Y | (Yes/No) |
| Begin numbering as page: | 1-- | (1-9999) |
| Method of justification: | P | (Proportional/Mono/None) |
| Number of copies: | 1- | (1-99) |
| Display codes: | N | (Yes/No) |
| Suppress widow lines: | N | (Yes/No) |
| Column to start printing: | 1-- | (1-132) |

1. Type or edit the fields to specify the defaults you want for any of the options except Document name.

To type defaults for the Print Text Options

To answer the options, move the cursor to the field for the option and type your choice.

↑ and ↓ move the cursor from option to option. (If you type the maximum number of characters allowed for a field, the cursor will move down to the next field.)

→ and ← move the cursor within the field for any one option. (You cannot move the cursor beyond the last character in a field.)

To edit the fields

SHIFT → moves the cursor to the end of the text in the field and enables you to add to the text you have already typed.

SHIFT ← moves the cursor to the beginning of the field.

→ and ← position the cursor on any character that already appears in the field.

Overstrike replaces one character with another. (Simply type the new character on top of the old one.)

@ **D** deletes the character the cursor is on.

@ **I** inserts text in a field. All text to the right of the cursor moves to the right of the field. (Type the text you want to insert. Hold down **@** and type **D** to close up the insert.)

SHIFT **CLEAR** clears all text to the right of the cursor. If the cursor is on the first character of the field, you clear the entire field.

2. Complete your answers to the Print Text Options by pressing **ENTER**. Or press **BREAK** to cancel your entries.

- Pressing **ENTER** locks in the text you have typed or edited in the field and returns you to the System Setup menu.
- Pressing **BREAK** cancels entries you have typed or edited and returns you to the System Setup menu.

Search and Replace Options

■ Command Summary

From the Main Menu, type **S**. Press **ENTER** to lock in your defaults.

From the System Setup menu, type **S**. Press **BREAK** to cancel.

Type the defaults you want.

Use the System Setup utility to write your own defaults for all the Search and Replace Options except String to find and Replace with.

How to Set Up the Search and Replace Options

When you type **S** from the System Setup menu, the Search and Replace Options appear. (See *GLOBAL SEARCH AND REPLACE*, 59.)

* * * * * SCRIPSIT – SEARCH & REPLACE OPTIONS * * * * *

| | | |
|------------------------------|-------|-----------------------|
| Type of search: | F | (Find/Delete/Replace) |
| String to find: | ----- | |
| Search by word or character: | W | (Word/Character) |
| Ignore upper/lower case: | Y | (Yes/No) |
| Replace with: | ----- | |
| Pause after each find: | Y | (Yes/No) |

1. **Type or edit the fields to specify the defaults you want for any of the options except String to find and Replace with.**

To type defaults for the Search and Replace Options

To answer the options, move the cursor to the field for the option and type your choice.

↑ and **↓** move the cursor from option to option. (If you type the maximum number of characters allowed for a field, the cursor will move down to the next field.)

→ and **←** move the cursor within the field for any one option. (You cannot move the cursor beyond the last character in a field.)

To edit the fields

SHIFT **→** moves the cursor to the end of the text in the field and enables you to add to the text you have already typed.

SHIFT **←** moves the cursor to the beginning of the field.

→ and **←** position the cursor on any character that already appears in the field.

Overstrike replaces one character with another. (Simply type the new character on top of the old one.)

@ **D** deletes the character the cursor is on.

@ **I** inserts text in a field. All text to the right of the cursor moves to the right of the field. (Type the text you want to insert. Hold down **@** and type **D** to close up the insert.)

SHIFT **CLEAR** clears all text to the right of the cursor. If the cursor is on the first character of the field, you clear the entire field.

2. **Complete your answers to the Search and Replace Options by pressing **ENTER**. Or press **BREAK** to cancel your entries.**

- Pressing **ENTER** locks in the text you have typed or edited in the field and returns you to the System Setup menu.
- Pressing **BREAK** cancels entries you have typed or edited and returns you to the System Setup menu.

Align Character

■ Command Summary

From the Main Menu, type **[S]**.

From the System Setup menu, type **[A]**.

Type the character you want, or press **[BREAK]**.

Use this utility to specify the character you want to use to terminate alignment at an align tab. (See *Tabbing*, 33.)

How to Change the Align Character

1. Type **[A]** from the System Setup menu.

This prompt appears:

Please type new align character:

2. Type the character that you want to use to terminate alignment at an align tab: **[@][A]**.

When you type your response, the program records it and returns you to the System Setup menu.

3. If you call the field to the screen and decide not to change the align character, press **[BREAK]** to return to the System Setup menu.

Verify Deletions

■ Command Summary

From the Main Menu, type **[S]**.

From the System Setup menu, type **[V]**.

Type **[Y]** or **[N]**.

Use this utility to specify whether or not you want the system to request verification when you delete a block. (See *BLOCK-ACTION COMMANDS*, 50.)

How to Change the Verify Deletions Default

1. Type **[V]** from the System Setup menu.

This prompt appears:

Do you wish to verify deletions of text blocks (Y/N)?

2. To request verification whenever you delete a block, type **[Y]**.

With **Y** as the response, the program displays this prompt whenever you use the block-action delete command:

You have asked to remove this block. Are you sure (Y or N)?

3. If you do not want the program to request verification when you delete a block, type **N**.

When you type your response, the program records it and returns you to the System Setup menu.

USER KEYS

You can program the ten number keys. You program these keys by storing keystrokes in them. These ten programmable keys are called user keys.

1 2 3 4 5 6 7 8 9 0

User keys are helpful for storing keystroke sequences that you type often, such as words or phrases, cursor movements, and command sequences.

You use three steps:

1. Program the user key.
2. Execute the user key.
3. Edit the user key.

Programming a User Key

■ Command Summary

1. From an open document, hold down **@** and type **U**.
2. Type a number key.
3. Type the keystroke sequence.
4. Hold down **@** and type **U**.

When you program a user key, the system deletes any keystrokes that were previously stored under that key.

How to Program a User Key

1. From an open document, hold down **@** and type **U**.

The command turns on the user key programmer and this prompt appears:

Store command sequence under which user key (0-9)?

2. **Type the number of the key you want to program. (Type one of the numeral keys from 0 through 9.)**

The letters `Usr` appear on the right side of the status line to remind you that the user key programmer is now on.

3. **Type the sequence of keystrokes that you want to store under the user key.**

Type any sequence of 127 keystrokes. If you exceed this number, `Usr` disappears from the status line to tell you that the user key programmer is turned off and will accept no more keystrokes. The user key programmer, however, stores the first 127 keystrokes.

If you type the keystrokes to execute another user key or to loop a user key, then `Usr` disappears from the status line to tell you that the user key programmer is turned off and that it will accept no more keystrokes. (See *How to Loop a User Key* and *How to Chain a User Key*, 107.)

4. **Hold down `@` and type `U` to end the sequence and turn off the user key programmer.**

When you complete these steps, you have programmed the user key. When you execute the user key, it executes the sequence of keystrokes.

Executing a User Key

■ Command Summary

Hold down `@` and type the user key number.

After you program a user key, use it as you would any command key.

How to Execute a User Key

Hold down `@` and type the number of the user key you want to execute.

The program executes the sequence of keystrokes you have stored under the user key.

Editing a User Key

■ Command Summary

1. From the Main Menu, type `S`.
2. From the System Setup menu, type `U`.
3. Type the number of the key you want to edit.
4. Edit the user key fields.
5. Press `ENTER` to lock in the edit, or press `BREAK` to cancel.

Once you have programmed a user key, the program enables you to edit it. Use the System Setup utility to edit a user key.

How to Edit a User Key

1. From the Main Menu, type **[S]** to choose the System Setup utility.

The System Setup menu appears on the screen.

* * * * * SCRIPSIT – SYSTEM SETUP * * * * *

set up <O> pen Document options
set up <P> rinter options
set up <S> earch and Replace options
change <A> lign character
edit <U> ser key sequence
enter printer <C> odes
<V> erify deletions of text blocks

What is your selection?

2. Type **[U]** to select the user key editing utility from the System Setup menu.

The program displays this prompt:

Which user key do you wish to edit (0-9)?

3. Type the number of the user key you want to edit.

The program displays the user key editing screen.

* * * * * SCRIPSIT – EDIT USER KEY SEQUENCE * * * * *

Which user key do you want to edit (0-9)?

4. Edit the fields to revise the sequence of keystrokes stored in the user key.

The program displays the keystrokes that you stored under the key in the fields. In this example, User Key 9 is programmed with a repeating message:

```
***** SCRIPSIT – EDIT USER KEY SEQUENCE *****
Which user key do you want to edit (0-9)? 9

l ,p,r,o,g,r,a,m,m,e,d, -----
u,s,e,r, ,k,e,y, ,9, ,t,o,-----
 ,p,r,i,n,t, ,t,h,i,s, ,r-----
e,p,e,a,t,i,n,g, ,m,e,s,s-----
a,g,e,,e,n,e,n,W,h,e,n, ,y,o-----
u, ,w,a,n,t, ,t,o, ,s,t,o-----
p, ,i,t, ,f,r,o,m, ,r,e,p-----
e,a,t,i,n,g,,, ,j,u,s,t, -----
p,r,e,s,s, ,B,R,E,A,K,,e,n-----
e,n,e,n,@9,-----
```

Special rules for editing the user key fields

You edit user key fields as you would any field, but there are some special considerations.

- You must follow each keystroke with a comma.

Remember that keystrokes such as space, **ENTER**, **tab**, **[]**, **[.]**, and so forth are unique keystrokes and must be separated from the following keystrokes by a comma. For example:

| <u>Keystroke</u> | <u>Code</u> |
|------------------|---------------|
| (space) | ”
, ,
” |

- The program defines as one keystroke all commands that you type with **@** and a character. For example, **,@p**, is the print command. (To type a **@**, type **SHIFT [Ø]**.)
- You use special codes to define keystrokes such as the cursor movement commands and **ENTER**:

| <u>Keystroke</u> | <u>Code</u> |
|------------------|-------------|
| BREAK | br |
| ENTER | en |

| | |
|----------------------------------|---------|
| CLEAR | cl |
| SHIFT CLEAR | CL |
| ↑ | up |
| SHIFT ↑ | UP |
| ↓ | do |
| SHIFT ↓ | DO |
| ← | le |
| SHIFT ← | LE |
| → | ri |
| SHIFT → | RI |
| → or ↓ | > (key) |
| with another key
for example, | >1 |
| ← or ↑ | < (key) |
| with another key
for example, | <1 |

To edit the user key fields

SHIFT → moves the cursor to the end of the text in the field and enables you to add to the text you have already typed.

SHIFT ← moves the cursor to the beginning of the field.

→ and **←** position the cursor on any character that already appears in the field.

Overstrike replaces one character with another. (Simply type the new character on top of the old one.)

@D deletes the character the cursor is on.

@I inserts text in a field. All text to the right of the cursor moves to the right of the field. (Type the text you want to insert. Hold down **@** and type **D** to close up the insert.)

SHIFT CLEAR clears all text to the right of the cursor. If the cursor is on the first character of the field, you clear the entire field.

5. Press **ENTER** or **BREAK** to conclude the editing session.

- Pressing **ENTER** locks in the revisions you have made.
- Pressing **BREAK** cancels any changes you have made and leaves the user key programmed as it was before you began to edit it.

Working With User Keys

Here are some ideas that will enable you to take full advantage of user keys.

* * * * * * * * * * SCRIPSIT – EDIT USER KEY SEQUENCE * * * * * * * * * *

Which user key do you want to edit (0-9)? 1

UP,@2,------

...

* * * * * * * * * * SCRIPSIT – EDIT USER KEY SEQUENCE * * * * * * * * * *

Which user key do you want to edit (0-9)? 2

@x,e,1,@3------

...

Some More Ideas for Using User Keys

Here are just a few of the useful sequences you can store under a user key.

- Often-used words and phrases:

- Vocabulary (e.g., “Rhododendron”)

- Phrases (e.g., “party of the first part”)

- Address blocks

- Signature blocks

- Often-used commands:

- Delete a word or sentence.

- Define a block and use a block-action command (e.g., Reformat, Copy, Move, Linespace, etc.).

- Prepare often-used headers or footers.

- Cursor movement commands:

- Scroll up or down through a document, one line at a time.

- Move cursor to end of current line.

USER PRINT CODES

In addition to the system print codes such as underscore, bold, subscript, you can instruct the program to print special characters (£, ¢, ™, etc.) and to perform print actions such as backspace and line feed.

You can define any of the numeral keys, in both the shift and the unshift position, as a user print code.

| | | | | | | | | | |
|---|---|---|----|---|---|---|---|---|---|
| ! | " | # | \$ | % | & | ' | (|) | @ |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | Ø |

The System Setup utility lets you write your own print codes.

Defining a User Print Code

■ Command Summary

From the Main Menu, type **[S].**

From the System Setup menu, type **[C].**

For each code, specify units, sequence, and comments.

Press **[ENTER] to lock in the code(s) or **[BREAK]** to cancel.**

When you want to define a user print code, choose the System Setup utility and request the print code entering selection. The program displays the fields you use to define the print action you want for the new code.

Before You Begin

Before you can write a user print code, you must have information about your printer. This information should be included in the manual that came with your printer.

- You need to know the number of units (the width) of the character or print action you plan to define.
- You need to know the decimal code that your printer requires to print the special character or execute the print action.
- Of course, you must be sure that your printer is capable of printing the code or executing the print action.

How to Define a User Print Code

You use the System Setup utility to define print codes.

1. **From the Main Menu, type **[S]** to choose the System Setup utility.**

The System Setup menu appears on the screen.

set up <O> pen Document options
 set up <P> rinter options
 set up <S> earch and Replace options
 change <A> ligh character
 edit <U> ser key sequence
 enter printer <C> odes
 <V> erify deletions of text blocks

What is your selection?

2. Type C to enter print codes.

The first of two print code screens appears on the screen.

| Code | Units | Sequence: up to 11 codes will be counted | Comments |
|------|-------|--|------------|
| 0 | 0-- | 27;53----- | STANDARD. |
| 1 | 0-- | 27;52----- | ITALIC. |
| 2 | 0-- | 27;71----- | DBL STRIKE |
| 3 | 0-- | 27;72----- | CANCEL " |
| 4 | 0-- | 27;69----- | EMPHASIZED |
| 5 | 0-- | 27;70----- | CANCEL |
| 6 | 0-- | 27;45;1----- | U/LINE ON. |
| 7 | 0-- | 27;45;0----- | U/LINE OFF |
| 8 | 0-- | 27;86;1----- | SLASHED / |
| 9 | 0-- | 27;86;0----- | " OFF |

Press <ENTER> to edit next screen

3. Position the cursor in the units field for the code you want to define. You can define any of the 10 codes listed in the code column.

For example, if you want to define 0 as the English pound symbol (£), position the cursor in the units field for code 0.

→ moves the cursor right within the field. Each time you press ↓, the cursor moves to the beginning of the next field. If you continue to press ↓, you move the cursor through each field on the screen, all the way to the end.

moves the cursor left within the field. Each time you press , the cursor moves to the beginning of the previous field. If you continue to press , you move the cursor through each field on the screen, all the way to the beginning.

If the first screen is displayed (0-9), pressing displays the second of the two screens (! " # \$ % & ' () @):

The Second Print Code Screen

* * * * * SCRIPSIT – EDIT PRINTER CONTROL SEQUENCE * * * * *

| Code | Units | Sequence: up to 11 codes will be counted | Comments |
|------|-------|--|----------------|
| ! | 0- | 27; 83; φ | SUPERSCRIPT ON |
| " | 0- | 27; 53; 1 | SUBSCRIPT ON |
| # | 0- | 27; 54 | BOTH OFF |
| \$ | 0- | 14 | DISEASE |
| % | 0- | 20 | 17 |
| & | 0- | 163 | £ |
| ' | 0- | 15 | 17 CPI |
| (| 0- | 18 | cancel |
|) | 0- | | |
| @ | 0- | | |

Press <ENTER> to return to System Setup menu

4. In the units field for the code you are defining, type the width of the character or print action you want.

For example, on the Daisy Wheel II, the English pound symbol is five characters wide, so you type:

If you type fewer than three digits, use to move the cursor to the sequence field for the code.

5. In the sequence field, type the code to instruct your printer to print the special character or print action you want.

For example, if you use a Daisy Wheel II with a Madeleine print wheel, type the decimal code 163 to instruct the printer to print the English pound symbol.

You can type up to 11 unique codes.

If the sequence you type contains fewer digits than the length of the sequence field, use to move the cursor to the comments field for the code.

Note: Allowable decimal codes are 0 thru 254.
The code 255 is not available.

- Use the comments field to type a memo of the character or print action you have specified for the code.

For example, if you use 0 to print the English pound symbol, you might type Eng pnd as the comment.

If you want to define another code and the comment you type contains fewer characters than the length of the comments field, use **[Y]** to move the cursor to the next field for the code.

- When you have defined the codes you want, press **[ENTER]** to lock in your responses or **[BREAK]** to cancel them.

The program writes the print code(s) to the program diskette.

0 Defined as a Print Code for the English Pound Symbol £

* * * * * SCRIPSIT – EDIT PRINTER CONTROL SEQUENCE * * * * *

| Code | Units | Sequence: up to 11 codes will be counted | Comments |
|------|-------|--|-------------|
| 0 | 005 | 163----- | Eng pnd --- |
| 1 | 0-- | ----- | ----- |
| 2 | 0-- | ----- | ----- |
| 3 | 0-- | ----- | ----- |
| 4 | 0-- | ----- | ----- |
| 5 | 0-- | ----- | ----- |
| 6 | 0-- | ----- | ----- |
| 7 | 0-- | ----- | ----- |
| 8 | 0-- | ----- | ----- |
| 9 | 0-- | ----- | ----- |

Executing a User Print Code

■ Command Summary

Press **[CLEAR]** and type the code.

Once you have used the System Setup utility to define a user print code, you type it in the text as you would a system print code.

How to Execute a User Print Code

- Position the cursor in the text where you want the printer to print the special character or execute the print action you have defined.

2. Press `CLEAR` and type the code you have defined.

For example, if you have defined 0 as the English pound symbol, press `CLEAR` and type 0.

If view mode is off, the program turns it on and displays ©0. When view mode is off, 0 appears.

When the program encounters the code, it instructs the printer to print the special character or to execute the defined print action.

Editing a User Print Code

■ Command Summary

From the Main Menu, type `S`.

From the System Setup menu, type `C`.

Position the cursor and edit the field.

Press `ENTER` to lock in the edit or press `BREAK` to cancel.

Once you have programmed a user print code, the program enables you to edit it. Use the System Setup utility to edit user print codes.

How to Edit a User Print Code

1. From the Main Menu, type `S` to choose the System Setup utility.

The System Setup menu appears on the screen:

```
***** SCRIPSIT – SYSTEM SETUP *****
set up <O>pen Document options
set up <P>rinter options
set up <S>earch and Replace options
change <A>ign character
edit U ser key sequence
enter printer <C>odes
<V>erify deletions of text blocks

What is your selection?
```

2. Type `C` to select the Enter Print or Code utility from the System Setup menu.

The program displays the print code editing screen:

| Code | Units | Sequence: up to 11 codes will be counted | Comments |
|------|-------|--|-------------|
| 0 | 005 | 163----- | Eng pnd --- |
| 1 | 0-- | ----- | ----- |
| 2 | 0-- | ----- | ----- |
| 3 | 0-- | ----- | ----- |
| 4 | 0-- | ----- | ----- |
| 5 | 0-- | ----- | ----- |
| 6 | 0-- | ----- | ----- |
| 7 | 0-- | ----- | ----- |
| 8 | 0-- | ----- | ----- |
| 9 | 0-- | ----- | ----- |

3. Position the cursor in the field of the code you want to edit.

→ moves the cursor right within the field. Each time you press **→**, the cursor moves to the beginning of the next field. If you continue to press **→**, you move the cursor through each field on the screen, all the way to the end.

← moves the cursor left within the field. Each time you press **←**, the cursor moves to the beginning of the previous field. If you continue to press **←**, you move the cursor through each field on the screen, all the way to the beginning.

If the first screen is displayed (0-9), pressing **ENTER** displays the second of the two screens (! " # \$ % & ' () @):

4. Edit the field.

To edit the print code fields

SHIFT → moves the cursor to the end of the text in the field and enables you to add to the text you have already typed.

SHIFT ← moves the cursor to the beginning of the field.

→ and **←** position the cursor on any character that already appears in the field.

Overstrike replaces one character with another. (Simply type the new character on top of the old one.)

@D deletes the character the cursor is on.

@I inserts text in a field. All text to the right of the cursor moves to the right of the field. (Type the text you want to insert. Hold down **@** and type **D** to close up the insert.)

SHIFT CLEAR clears all text to the right of the cursor. If the cursor is on the first character of the field, you clear the entire field.

5. Press **ENTER** or **BREAK** to conclude the editing session.

- Pressing **ENTER** locks in the revisions you have made.
- Pressing **BREAK** cancels any changes you have made and leaves the print code defined as it was before you began to edit it.

Appendix 1:

SuperSCRIPSIT AND PRINTERS: TECHNICAL INFORMATION

Using SuperSCRIPSIT With the Radio Shack Printers

SuperSCRIPSIT provides many advanced print features, such as justification, proportional spacing, superscripts and subscripts.

If your printer is a Daisy Wheel II, Line Printer VIII, Line Printer VI, or serial (RS-232) interfaced printer, you must specify this in the printer type option in the Open Document Options. (You should change the Open Document Options defaults so that your printer type is specified automatically every time you open a document. See *SYSTEM SETUP OVERVIEW*, 95.)

Notes on Radio Shack Printers

Here is some additional information for those of you who print with Radio Shack printers. (See also the chart of available features on page 5.)

Notes on Printer Types Included With the Program

The following printer types are included with version 1.0 of SuperSCRIPSIT:

DW2 for use with Daisy Wheel II, Line Printer V, and Line Printer VI.

LP8 for use with Line Printer VIII.

LP4 for use with Line Printer IV.

S for use with serial (RS-232) interfaced printers.

For DW2 proportional-space users, the DW2 printer driver includes a feature whereby it is possible to vary the minimum number of units between words. This feature is activated whenever you specify **P** as the document pitch and **DW2** as the printer type on the Open Document menu. The system default for this value is 04 units. Therefore, on a line where no filler units are inserted, the space between words will be four-sixtieths, or one-fifteenth, of an inch. You may find it more pleasing to the eye to use a larger or smaller value. To change it, enter the following command from TRSDOS Ready

```
P A T C H D W 2 / C T L ( A D D = B A D 5 , F I N D
= o l d , C H G = n e w )
```

where “old” is the old value (the first time this value will be 04) and “new” is the new value. Do not exceed 06 units.

For users of printers that do not support proportional spacing (including Line Printers III, V, and VI), you must *never* specify **P** on the Open Document menu. Most of these printers use 10 pitch. Answer this question with **10**. When printing, do not specify **P** in answer to the question justification type. You may specify **M** or **N**. Since **P** is the default response to both the

Open Document and Print Document menus, it is recommended that you change these responses under System Setup utility.

For users of Line Printer VIII, the elongated pitches, as well as 16.7 pitch supported by Line Printer VIII, are available under SuperSCRIPSIT. To use 16.7 pitch, specify **1|6** in response to Pitch at Open Document. To use elongated 16.7 (8.3) pitch, specify **8**. To use elongated 10 pitch (5 pitch), specify **5**. Elongated proportional spacing is not available.

For users of proportional space on serial printers, the serial driver included with SuperSCRIPSIT is intended as a base to modify for use with your particular printer. If you intend to use proportional spacing or special print codes with a serial printer, you will probably need to modify the driver. Use the following source listing, along with the explanation of user drivers, to guide your modifications. As supplied with SuperSCRIPSIT, the serial driver is compatible with Line Printer VIII.

Writing Your Own Printer Driver

If you have a non-Radio Shack printer, you may need to write your own printer driver. If your printer is a serial printer, you can use the TRSDOS utility SETCOM to configure the serial port.

How to Write Your Own Printer Driver

All SuperSCRIPSIT printer drivers adhere to a well-defined structure to make it easier to interface different printers to the program. All printer drivers consist of three main sections: a table containing information about character widths and linefeeds after carriage returns, a table containing "jump" instructions to up to 20 subroutines that drive the printer, and the subroutines themselves. All printer drivers begin at hex location BAD3 in the Model III RAM and must end at or before location C1D2, for a maximum total of 1792 bytes. The driver is stored on a diskette under the name used to recall it under Open Document, followed by the extension CTL. For example, the driver DW2 is accessed under Open Document as DW2 and stored on a diskette under the file name DW2/CTL. For an example of the implementation of a user driver, see the listing for the DW2 driver given below.

The Proportional Spacing Table

The first 100 bytes of the printer driver are arranged as follows:

- 0 Number of proportional units in one inch.
- 1 Average number of characters in one inch (pitch).
- 2-97 Unit widths of characters in ASCII order from ASCII 20H to 7FH.
- 98 Equals zero to suppress linefeed after carriage return.
- 99 Defines the number of nulls to send after a carriage return.

The Subroutine Vectors

The next 60 bytes consist of jumps to subroutines in the third section, followed by the address of the first available byte of free memory following the sub-

routines. In version 1.0, only 11 subroutines are defined. The routines are defined below, and the jumps must be in the order in which they are defined.

Specifications for Subroutines

All subroutines must handle their own errors using the system error routine defined below. All subroutines may change the contents of register A but may not alter any other register.

- PRINIT: Initialize printer hardware.
 - Entry: Don't care.
 - Exit: CY set if printout aborted.
- SETPCH: Initialize printer to proper pitch.
 - Entry: A = pitch as specified under Open Document.
If A = 0, use proportional pitch.
 - Exit: CY set if printout aborted.
- PRTCHR: Output one character to printer.
 - Entry: A = character or code to print.
 - Exit: CY set if printout aborted.
- PRTSPC: Output unit space to printer.
 - Entry: BC = number of units to output.
(If in non-proportional pitch, BC must be a multiple of the unit value of a blank.)
 - Exit: CY set if printout aborted.
- BACKSP: Backspace print head by specified number of units.
 - Entry: BC = number of units to backspace.
 - Exit: CY set if printout aborted.
- TOGFEA: Toggle special print feature.
 - Entry: A = code for feature to toggle.
A = hyphen to toggle underscore.
A = plus sign to toggle boldfacing.
A = equals sign to toggle double-underscore.
A = slash to toggle strike-through.
 - Exit: CY set if printout aborted.
- EXFEA: Execute special print feature (called if feature has been toggled ON).
 - Entry: A = code for feature to execute (see TOGFEA).
D = character just printed (needed for boldfacing only).
B = unit value of character just printed.
C = unit value of space following character (= 0 if no space).
 - Exit: CY set if printout aborted.
- HAFFOR: Print forward half-linefeed (subscript).
 - Entry: Don't care.
 - Exit: CY set if printout aborted.
- HAFREV: Print reverse half-linefeed (superscript).
 - Entry: Don't care.
 - Exit: CY set if printout aborted.
- RDYTST: Test printer for ready condition.
 - Entry: Don't care.

Exit: CY set if printout aborted.
Z set if printer ready.

SETTBL: Initialize character width table.

Entry: A = pitch as set at Open Document.
A = 0 for proportional pitch.

Exit: Units per inch, characters per inch, and unit widths for all ASCII characters initialized.

Note: Normally, the values included with the printer driver will be correct for proportional spacing. This routine is used to modify them for monospacing. For most printers, the characters per inch will equal the pitch, and each character will have a width equal to units per inch divided by pitch.

System Support Routines for User Drivers

The following SuperSCRIPSIT routines may be called from the user driver:

PRTERR: Handle printer not ready error.
Call: BAB5H.
Entry: Don't care.
Exit: CY set if user requested abort.
Note: This routine displays the Printer not ready error message and waits for a Yes/No response to continue.

PRPAUS: Pause printout and wait for Yes/No response to continue.
Call: BAB8H.
Entry: Don't care.
Exit: CY set if user requested abort.
Note: Displays Continue (Yes/No) message and waits for response.

PRSTOP: Test for **BREAK** key pressed, and pause if so.
Call: BABBH.
Entry: Don't care.
Exit: CY set if user requested abort.
Note: Scans keyboard for **BREAK** key pressed, calls PRPAUS if so.

Changing Printers

SuperSCRIPSIT embeds all printer control codes within its documents. The specific codes are determined by the printer driver selected on the Open Document options. Merely specifying a new driver on an existing document will not automatically replace the old print codes with new ones. You must block adjust the entire document to cause the substitution. If centering or multiple format lines are used within a document, you must block adjust the paragraphs associated with each format line separately.

To assist in changing from one printer to another, user key 0 has been set up to automatically block adjust the document and change the printer codes. The following key sequence has been stored in user key 0.

Hold down Type

| | |
|-------------|----------|
| CTRL | S |
| → | G |

| | |
|------|---|
| | ← |
| CTRL | E |
| CTRL | B |
| | A |
| → | G |
| CTRL | ∅ |

To change a document from LP8 to DW2, change printer type on Open Document Options and follow these steps:

1. Position the cursor at the beginning of the document.
2. Press CTRL ∅.
3. When the cursor reaches the end of the document, press BREAK.

If the document contains frozen paragraphs, an error message will be printed and the sequence will end. Move the cursor to the first character following the frozen paragraph and press CTRL ∅ again.

Line #

GEN/CTL.

```

00100 ;Source Code for SuperScripsit DW2/CTL Driver
00110 ;      (Model III Version)
00120 ;
00130 ;Updated 06/05/82 by Thomas D. Price, Jr.
00140 ;
00150 ;This modified version will support pitches other than
00160 ;10, 12 or Proportional Spacing for the DW2. It makes
00170 ;use of the External Program mode of the DW2 to allow
00180 ;SuperScripsit to support pitches of 15, 20 and others.
00190 ;
00200 ;
00210 ;
BABB 00220 PRSTOP EQU      0BABBH ✓      ;TEST FOR BREAK & PAUSE
BAB5 00230 PRTRERR EQU     0BAB5H ✓      ; ERROR MESSAGE
00FB 00240 PRPORT EQU      0FBH ✓        ;MODEL III PRINTER PORT
00250 ;
BAD3 00260                ORG      0BAD3H ✓      ;START OF DRIVER
BAD3 3C 00270 INCSIZ  DEFB  483CH      ;# OF UNITS/INCH FOR DW2
BAD4 0D 00280 PITCH0  DEFB  0E0DH      ;PITCH VALUE IF NOT PS
00290 ;
BAD5 00300 WIDTBL  EQU      $           ;CHARACTER WIDTH TABLE
BAD5 04 00310 WIDSPC  DEFB  04H 03H      ;ASSIGNED SPACE WIDTH
BAD6 03 00320                DEFB  03H 03H      ; !
BAD7 04 00330                DEFB  04H 03H      ; "
BAD8 06 00340                DEFB  06H 08H      ; #
BAD9 05 00350                DEFB  05H 09H      ; $
BADA 07 00360                DEFB  07H 07H      ; %
BADB 07 00370                DEFB  07H 08H      ; &
BADC 03 00380                DEFB  03H 03H      ; '
BADD 03 00390                DEFB  03H 03H      ; (
BADE 03 00400                DEFB  03H 03H      ; )
BADE 05 00410                DEFB  05H 05H      ; *
BAE0 05 00420                DEFB  05H 07H      ; +
BAE1 03 00430                DEFB  03H 03H      ; ,
BAE2 04 00440                DEFB  04H 07H      ; -
BAE3 03 00450                DEFB  03H 03H      ; .
BAE4 04 00460                DEFB  04H 07H      ; /
BAE5 05 00470                DEFB  05H 06H      ; 0
BAE6 05 00480                DEFB  05H 05H      ; 1
BAE7 05 00490                DEFB  05H 06H      ; 2
BAE8 05 00500                DEFB  05H 06H      ; 3
BAE9 05 00510                DEFB  05H 07H      ; 4
BAEA 05 00520                DEFB  05H 06H      ; 5
BAEB 05 00530                DEFB  05H 07H      ; 6
BAEC 05 00540                DEFB  05H 07H      ; 7
BAED 05 00550                DEFB  05H 07H      ; 8
BAEE 05 00560                DEFB  05H 07H      ; 9
BAEF 03 00570                DEFB  03H 03H      ; :
BAF0 03 00580                DEFB  03H 03H      ; ;
BAF1 05 00590                DEFB  05H 04H      ; <
BAF2 05 00600                DEFB  05H 07H      ; =
BAF3 05 00610                DEFB  05H 04H      ; >
BAF4 05 00620                DEFB  05H 08H      ; ?
BAF5 07 00630                DEFB  07H 08H      ; @
BAF6 07 00640                DEFB  07H 08H      ; A
BAF7 06 00650                DEFB  06H 09H      ; B
BAF8 07 00660                DEFB  07H 09H      ; C
BAF9 06 00670                DEFB  06H 09H      ; D
BAFA 06 00680                DEFB  06H 08H      ; E
BAFB 06 00690                DEFB  06H 08H      ; F
BAFC 07 00700                DEFB  07H 04H      ; G
BAFD 06 00710                DEFB  06H 09H      ; H
BAFE 03 00720                DEFB  03H 05H      ; I
BAFF 05 00730                DEFB  05H 07H      ; J
BB00 07 00740                DEFB  07H 04H      ; K

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|------|--------|-------|--------|--------------|---------------------------|
| BB01 | 06 | 00750 | DEFB | 06H 09H | ; L |
| BB02 | 08 | 00760 | DEFB | 08H 0BH | ; M |
| BB03 | 06 | 00770 | DEFB | 06H 0BH | ; N |
| BB04 | 07 | 00780 | DEFB | 07H 09H | ; O |
| BB05 | 06 | 00790 | DEFB | 06H 08H | ; P |
| BB06 | 07 | 00800 | DEFB | 07H 09H | ; Q |
| BB07 | 07 | 00810 | DEFB | 07H 0BH | ; R |
| BB08 | 05 | 00820 | DEFB | 05H 08H | ; S |
| BB09 | 06 | 00830 | DEFB | 06H 0BH | ; T |
| BB0A | 06 | 00840 | DEFB | 06H 0BH | ; U |
| BB0B | 06 | 00850 | DEFB | 06H 0BH | ; V |
| BB0C | 08 | 00860 | DEFB | 08H 0FH | ; W |
| BB0D | 07 | 00870 | DEFB | 07H 09H | ; X |
| BB0E | 07 | 00880 | DEFB | 07H 0BH | ; Y |
| BB0F | 06 | 00890 | DEFB | 06H 07H | ; Z |
| BB10 | 03 | 00900 | DEFB | 03H 05H | ; left bracket |
| BB11 | 04 | 00910 | DEFB | 04H 07H | ; back slash |
| BB12 | 03 | 00920 | DEFB | 03H 05H | ; right bracket |
| BB13 | 05 | 00930 | DEFB | 05H 05H | ; circumflex |
| BB14 | 05 | 00940 | USCORE | DEFB 05H 07H | ; underscore |
| BB15 | 05 | 00950 | DEFB | 05H 03H | ; accent grave |
| BB16 | 05 | 00960 | DEFB | 05H 08H | ; a |
| BB17 | 05 | 00970 | DEFB | 05H 07H | ; b |
| BB18 | 05 | 00980 | DEFB | 05H 07H | ; c |
| BB19 | 05 | 00990 | DEFB | 05H 08H | ; d |
| BB1A | 05 | 01000 | DEFB | 05H 07H | ; e |
| BB1B | 04 | 01010 | DEFB | 04H 05H | ; f |
| BB1C | 05 | 01020 | DEFB | 05H 07H | ; g |
| BB1D | 05 | 01030 | DEFB | 05H 09H | ; h |
| BB1E | 03 | 01040 | DEFB | 03H 03H | ; i |
| BB1F | 03 | 01050 | DEFB | 03H 03H | ; j |
| BB20 | 05 | 01060 | DEFB | 05H 07H | ; k |
| BB21 | 03 | 01070 | DEFB | 03H 03H | ; l |
| BB22 | 07 | 01080 | DEFB | 07H 0BH | ; m |
| BB23 | 05 | 01090 | DEFB | 05H 08H | ; n |
| BB24 | 05 | 01100 | DEFB | 05H 07H | ; o |
| BB25 | 05 | 01110 | DEFB | 05H 08H | ; p |
| BB26 | 05 | 01120 | DEFB | 05H 08H | ; q |
| BB27 | 04 | 01130 | DEFB | 04H 05H | ; r |
| BB28 | 04 | 01140 | DEFB | 04H 06H | ; s |
| BB29 | 04 | 01150 | DEFB | 04H 05H | ; t |
| BB2A | 05 | 01160 | DEFB | 05H 08H | ; u |
| BB2B | 05 | 01170 | DEFB | 05H 09H | ; v |
| BB2C | 07 | 01180 | DEFB | 07H 0BH | ; w |
| BB2D | 05 | 01190 | DEFB | 05H 08H | ; x |
| BB2E | 05 | 01200 | DEFB | 05H 08H | ; y |
| BB2F | 05 | 01210 | DEFB | 05H 05H | ; z |
| BB30 | 03 | 01220 | DEFB | 03H 06H | ; left brace |
| BB31 | 03 | 01230 | DEFB | 03H 03H | ; vertical bar |
| BB32 | 03 | 01240 | DEFB | 03H 06H | ; right brace |
| BB33 | 05 | 01250 | DEFB | 05H 09H | ; tilde |
| BB34 | 00 | 01260 | NOP | | |
| BB35 | 00 | 01270 | NOP | | |
| BB36 | 00 | 01280 | NOP | | |
| BB37 | C376BB | 01290 | JP | PRINIT | ; CHECK FOR PRINTER READY |
| BB3A | C37DBB | 01300 | JP | SETPCH | ; SET DW2-MODE |
| BB3D | C39BBB | 01310 | JP | PRTCHR | ; SEND CHAR TO DW2 |
| BB40 | C3BFBB | 01320 | JP | PRTSPC | ; DO INCREMENTAL SPC ADV |
| BB43 | C30DEB | 01330 | JP | BACKSP | ; DO BACKSPACE FOR PS |
| BB46 | C342BC | 01340 | JP | TOGFEA | ; CLEAR A REG AND RETURN |
| BB49 | C344BC | 01350 | JP | EXFEA | ; SPECIAL PRINT FUNCTIONS |
| BB4C | C3CBBC | 01360 | JP | HAFFOR | ; FORWARD HALF LINE FEED |
| BB4F | C3D7BC | 01370 | JP | HAFREV | ; REVERSE HALF LINE FEED |
| BB52 | C3E3BC | 01380 | JP | RDYTST | ; CHECK PRINTER & RETURN |
| BB55 | C3EFBC | 01390 | JP | SETTBL | ; SET UP CHAR WIDTH TABLE |
| | | 01400 | | | |

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001B      01410      DEFS      1BH      ; RESERVE 27 BYTES
          01420 ;
BB73 35BF      01430      DEFW      0BF35H      ;NEXT AVAIL ADDRESS
          01440 ;
          01450 ;
BB75 00      01460 MODSTO  NOP      ; CURRENT DW2 MODE
          01470 ;
BB76 CDE3BC      01480 PRINIT  CALL      RDYTST      ; CHECK FOR PRINTER READY
BB79 CB      01490      RET      Z      ; RETURN IF OK OR
BB7A C3B5BA      01500      JP      PRERR      ; PRINT ERROR MSG
          01510 ;
          GEMINI
BB7D      01520 SETPCH  EQU      $      ; SET DW2 MODE
BB7D C5      01530      PUSH     BC      ; SAVE REGISTERS
BB7E CDF0BD      01540      CALL     MODCHK      ; CHK FOR NON-STD PITCH
BB81 0611      01550      LD      B,11H      ; PS MODE COMMAND
BB83 B7      01560      OR      A      ; PS MODE REQUESTED?
BB84 2808      01570      JR      Z,SETMOD      ; YES, SET UP DW2 GEMINI
BB86 060E      01580      LD      B,0EH      ; 12 PITCH MODE COMMAND
BB88 FE0C      01590      CP      0CH      ; 12 PITCH REQUESTED?
BB8A 2802      01600      JR      Z,SETMOD      ; YES, SET IT UP
BB8C 060F      01610      LD      B,0FH      ; 10 PITCH DEFAULT MODE
BB8E      01620 SETMOD  EQU      $      ; DW2 MODE SETTER GEMINI
BB8E 3E1B      01630      LD      A,1BH      ; ESC CHARACTER
BB90 CD9EBB      01640      CALL     PRTCHR      ; SEND IT TO DW2 GEMINI
BB93 3804      01650      JR      C,ABORT0      ; NOT ACCEPTED, QUIT
BB95 78      01660      LD      A,B      ; GET MODE COMMAND
BB96 CD04BE      01670      CALL     NEWSSET      ; SET STD OR EXT MODE
BB99 C1      01680 ABORT0  POP      BC      ; RESTORE REGISTERS
BB9A C9      01690      RET      ; DONE-BACK TO SCRIPSIT
          01700 ;
BB9B      01710 PRTCHR  EQU      $      ; PRINTING ROUTINE
BB9B CDBBBA      01720      CALL     PRSTOP      ; OK TO PROCEED?
BB9E D8      01730      RET      C      ; NO, ABORT AND QUIT
BB9F D5      01740      PUSH     DE      ; SAVE REGISTERS
BBA0 FE20      01750      CP      20H      ; IS THE CHAR A SPACE?
BBA2 2015      01760      JR      NZ,PRINT      ; NO, GO DIRECT TO PRINT
BBA4 57      01770      LD      D,A      ; XFER 20H TO D REGISTER
BBA5 3A75BB      01780      LD      A,(MODSTO)      ; FETCH PITCH MODE VALUE
BBA8 B7      01790      OR      A      ; IS IT PS MODE?
BBA9 7A      01800      LD      A,D      ; PUT 20H BACK INTO A
BBAA 200D      01810      JR      NZ,PRINT      ; NOT PS, SO PRINT IT
BBAC C5      01820      PUSH     BC      ; IT'S PS, SO SAVE REGS
BBAD 3AD5BA      01830      LD      A,(WIDSPC)      ; GET PS SPACE WIDTH
BBB0 4F      01840      LD      C,A      ; AND XFER TO C
BBB1 0600      01850      LD      B,00H      ; SET MSB TO ZERO
BBB3 CDBFBB      01860      CALL     PRTSPC      ; DO REQUIRED SPACE ADV
BBB6 C1      01870      POP      BC      ; RESTORE REGISTERS
BBB7 1804      01880      JR      PRDONE      ; DONE WITH SPACING
          01890 ;
BBB9 CD25BE      01900 PRINT  CALL     NEWPRT      ; PROCESS & PRINT CHAR
BBBC AF      01910      XOR      A      ; CLEAR CHARACTER
BBBD D1      01920 PRDONE  POP      DE      ; RESTORE REGISTERS
BBBE C9      01930      RET      ; PRINT COMPLETE
          01940 ;
BBBF      01950 PRTSPC  EQU      $      ; INCREMENTAL SPACE ADV
BBBF C5      01960      PUSH     BC      ; SAVE
BBC0 E5      01970      PUSH     HL      ; THE
BBC1 D5      01980      PUSH     DE      ; REGISTER S
BBC2 60      01990      LD      H,B      ; XFER WIDTH VALUE
BBC3 69      02000      LD      L,C      ; TO HL
BBC4 3AD5BA      02010      LD      A,(WIDSPC)      ; FETCH PS SPACE WIDTH
BBC7 4F      02020      LD      C,A      ; AND PUT IT
BBC8 0600      02030      LD      B,00H      ; INTO BC
BBCA 7C      02040 LOOP0  LD      A,H      ; MSB OF WIDTH (00H)
BBCB B5      02050      OR      L      ; A NOW HOLDS WIDTH VALUE
BBCC 283B      02060      JR      Z,SPDONE      ; NO WIDTH LEFT, SO QUIT

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|------|--------|-------|--------|------------|---------------------------|----------------------------|
| BBCE | ED42 | 02070 | SBC | HL,BC | ; CHAR WIDTH - SPC WIDTH | |
| BBD0 | 3006 | 02080 | JR | NC,JUMP0 | ; CHAR WIDTH >= SPC WIDTH | |
| BRD2 | 09 | 02090 | ADD | HL,BC | ; CHAR WIDTH BACK TO HL | |
| BRD3 | 55 | 02100 | LD | D,L | ; & XFER IT TO D | |
| BRD4 | 2E00 | 02110 | LD | L,00H | ; CLEAR L | |
| BRD6 | 180B | 02120 | JR | SPCINC | ; DO INCREMENTAL SPACE | |
| BRD8 | 3A75BB | 02130 | JUMP0 | LD | A,(MODSTO) | ; FETCH MODE VALUE |
| BRDB | B7 | 02140 | OR | A | ; IS IT PS MODE? | |
| BRDC | 51 | 02150 | LD | D,C | ; SPC WIDTH TO D | |
| BRDD | 2804 | 02160 | JR | Z,SPCINC | ; DO A PS SPACE | |
| BRDF | 3E20 | 02170 | LD | A,20H | ; NOT PS, DO A NORMAL SPC | |
| BRE1 | 1821 | 02180 | JR | JUMP1 | ; RIGHT NOW | |
| BRE3 | | 02190 | SPCINC | EQU | \$ | ; SPACING ROUTINE |
| BRE3 | 3E06 | 02200 | LD | A,06H | ;MAX # OF INCREMENTS | |
| BRE5 | BA | 02210 | CP | D | ;IS D GREATER THAN 6 | |
| BRE6 | 3014 | 02220 | JR | NC,INC0 | ;NO, DO FINAL ADVANCE | |
| BRE8 | 3E1B | 02230 | LD | A,1BH | ;ESC CODE | |
| BREA | CD9BBB | 02240 | CALL | PRTCHR | ;SEND IT | |
| BRED | 381A | 02250 | JR | C,SPDONE | ;ABORT IF NO GO | |
| BREF | 3E06 | 02260 | LD | A,06H | ;MAX ADVANCE | |
| BRF1 | CD9BBB | 02270 | CALL | PRTCHR | ;SEND IT | |
| BRF4 | 3813 | 02280 | JR | C,SPDONE | ;ABORT ON ERROR | |
| BRF6 | 7A | 02290 | LD | A,D | ;RE-FETCH # OF INCREMENTS | |
| BRF7 | D606 | 02300 | SUB | 06H | ;SUBTRACT 6 | |
| BRF9 | 57 | 02310 | LD | D,A | ;PUT RESULT IN D | |
| BRFA | 18E7 | 02320 | JR | SPCINC | ;RE-CYCLE | |
| BRFC | 3E1B | 02330 | INC0 | LD | A,1BH | ; ESC CHAR |
| BRFE | CD9BBB | 02340 | CALL | PRTCHR | ; SEND IT TO DW2 | |
| BC01 | 3806 | 02350 | JR | C,SPDONE | ; ABORTED | |
| BC03 | 7A | 02360 | LD | A,D | ; GET THE INCREMENT VALUE | |
| BC04 | CD9BBB | 02370 | JUMP1 | CALL | PRTCHR | ; AND SEND IT OUT |
| BC07 | 30C1 | 02380 | JR | NC,LOOP0 | ; CHECK FOR ANY MORE | |
| BC09 | D1 | 02390 | SPDONE | POP | DE | ; RESTORE |
| BC0A | E1 | 02400 | POP | HL | ; THE | |
| BC0B | C1 | 02410 | POP | BC | ; REGISTER S | |
| BC0C | C9 | 02420 | RET | | ; DONE WITH SPACING | |
| | | 02430 | ; | | | |
| BC0D | | 02440 | BACKSP | EQU | \$ | ; BACKSPACING ROUTINE |
| BC0D | C5 | 02450 | PUSH | BC | ; SAVE | |
| BC0E | E5 | 02460 | PUSH | HL | ; THE | |
| BC0F | D5 | 02470 | PUSH | DE | ; REGISTER S | |
| BC10 | 60 | 02480 | LD | H,B | ; XFER PREVIOUS CHAR | |
| BC11 | 69 | 02490 | LD | L,C | ; WIDTH TO HL | |
| BC12 | 3A75BB | 02500 | LD | A,(MODSTO) | ; FETCH MODE VALUE | |
| BC15 | B7 | 02510 | OR | A | ; IS IT PS MODE? | |
| BC16 | 0E05 | 02520 | LD | C,05H | ; DW2 PS BS WIDTH | |
| BC18 | 2806 | 02530 | JR | Z,LOOP1 | ; IT'S PS, SO GO | |
| BC1A | 3AD5BA | 02540 | LD | A,(WIDSPC) | ; NOT PS, USE THIS VALUE | |
| BC1D | 4F | 02550 | LD | C,A | ; AND PUT IT | |
| BC1E | 0600 | 02560 | LD | B,00H | ; INTO BC | |
| BC20 | B7 | 02570 | LOOP1 | OR | A | ; RESET CARRY FLAG |
| BC21 | ED42 | 02580 | SBC | HL,BC | ; PREV WIDTH-SPC WIDTH | |
| BC23 | 3809 | 02590 | JR | C,JUMP2 | ; PREV WIDTH<SPC WIDTH | |
| BC25 | 3E08 | 02600 | LD | A,08H | ; BACKSPACE CODE | |
| BC27 | CD9BBB | 02610 | CALL | PRTCHR | ; DO A BACKSPACE | |
| BC2A | 3812 | 02620 | JR | C,BSDONE | ; DIDN'T WORK, ABORT | |
| BC2C | 18F2 | 02630 | JR | LOOP1 | ; DO AGAIN IF NEEDED | |
| BC2E | 7D | 02640 | JUMP2 | LD | A,L | ; GET REMAINING DIFFERENCE |
| BC2F | 81 | 02650 | ADD | A,C | ; ADD TO SPC WIDTH | |
| BC30 | B7 | 02660 | OR | A | ; CHECK FOR ZERO | |
| BC31 | 280B | 02670 | JR | Z,BSDONE | ; NO MORE TO BE DONE | |
| BC33 | 00 | 02680 | NOP | | | |
| BC34 | CD33BD | 02690 | CALL | CALC1 | ; CALCULATE AND DO INCR | |
| BC37 | 3805 | 02700 | JR | C,BSDONE | ; ABORT | |
| BC39 | 3E0B | 02710 | LD | A,0BH | ; BACKSPACE CHARACTER | |
| BC3B | CD9BBB | 02720 | CALL | PRTCHR | ; DO A BACKSPACE | |

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BC3E D1      02730 BSDONE POP DE ; RESTORE
BC3F E1      02740 POP HL ; THE
BC40 C1      02750 POP BC ; REGISTER
BC41 C9      02760 RET ; DONE WITH BACKSPACING
           02770 ;
BC42 AF      02780 TOGFEA XOR A ; CLEAR ACCUMULATOR
BC43 C9      02790 RET ; DONE
           02800 ;
BC44         02810 EXFEA EQU $ ; SPECIAL PRINT FUNCTIONS
BC44 C3C1BD  02820 JP HIGHK ; CHECK FOR HIGH CHARS
BC47 FE2B    02830 RESUME CP 2BH ; BOLD PRINT (+) ?
BC49 2008    02840 JR NZ,JUMP3 ; NO, SKIP OVER
BC4B 7A      02850 LD A,D ; GET CHAR
BC4C FE20    02860 CP 20H ; IS IT A SPACE?
BC4E CAA3BC  02870 JP Z,EXIT0 ; YES, NO BOLD REQUIRED
BC51 3E2B    02880 LD A,2BH ; NO, SO RELOAD BOLD CMD
BC53 C5      02890 JUMP3 PUSH BC ; SAVE REGISTERS
BC54 68      02900 LD L,B ;
BC55 2600    02910 LD H,00H ;
BC57 44      02920 LD B,H ;
BC58 09      02930 ADD HL,BC ;
BC59 44      02940 LD B,H ;
BC5A 4D      02950 LD C,L ;
BC5B 5F      02960 LD E,A ; BOLD CMD TO E
BC5C CD0DBC  02970 CALL BACKSP ; DO A BACKSPACE
BC5F 7B      02980 LD A,E ; BOLD CMD BACK TO A
BC60 C1      02990 POP BC ; RESTORE REGISTERS
BC61 3840    03000 JR C,EXIT0 ; ABORTED
BC63 1E5F    03010 LD E,5FH ; UNDERLINE CHARACTER
BC65 FE2D    03020 CP 2DH ; IS UNDERLINE ON?
BC67 2837    03030 JR Z,JUMP4 ; YES, DO IT
BC69 1EDF    03040 LD E,0DFH ; DOUBLE UNDERLINE CHAR
BC6B FE3D    03050 CP 3DH ; IS DOUBLE UNDERLINE ON?
BC6D 2831    03060 JR Z,JUMP4 ; YES, DO IT
BC6F FE2F    03070 CP 2FH ; IS STRIKE-THROUGH ON?
BC71 281C    03080 JR Z,JUMP5 ; YES, DO IT
BC73 2E03    03090 LD L,03H ; # OF BOLD STRIKES - 1
BC75 61      03100 LD H,C ;
BC76 48      03110 LD C,B ;
BC77 0600    03120 LD B,00H ;
BC79 7A      03130 LOOP2 LD A,D ; FETCH CHARACTER
BC7A CD9BBB  03140 CALL PRTCHR ; AND PRINT IT
BC7D 3824    03150 JR C,EXIT0 ; ABORT
BC7F 2D      03160 DEC L ; DECREMENT COUNT
BC80 2807    03170 JR Z,JUMP6 ; DONE WITH BOLD
BC82 CD0DBC  03180 CALL BACKSP ; DO A BACKSPACE
BC85 381C    03190 JR C,EXIT0 ; ABORT
BC87 1BF0    03200 JR LOOP2 ; OR REPEAT
BC89 4C      03210 JUMP6 LD C,H ;
BC8A CDBFBB  03220 CALL PRTSPC ; INCREMENTAL SPACE
BC8D 1814    03230 JR EXIT0 ; DONE
BC8F CDD7BC  03240 JUMP5 CALL HAFREV ; DO A REVERSE 1/2 LF
BC92 380F    03250 JR C,EXIT0 ; ABORT
BC94 1E5F    03260 LD E,5FH ; UNDERSCORE CHARACTER
BC96 CDA7BC  03270 CALL UNDERL ; DO STRIKE-THROUGH
BC99 3808    03280 JR C,EXIT0 ; ABORT
BC9B CDCBCC  03290 CALL HAFFOR ; ROLL PLATEN FORWARD
BC9E 1803    03300 JR EXIT0 ; DONE OR ABORTED
BCA0 CDA7BC  03310 JUMP4 CALL UNDERL ; DO UNDERLINE
BCA3 D1      03320 EXIT0 POP DE ; RESTORE
BCA4 C1      03330 POP BC ; THE
BCA5 E1      03340 POP HL ; REGISTER
BCA6 C9      03350 RET ; DONE
           03360 ;

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BCA7      03370 UNDERL EQU      $      ; UNDERLINING ROUTINE
BCA7 68   03380      LD      L,B      ;
BCA8 2600 03390      LD      H,00H    ;
BCAA 44   03400      LD      B,H      ;
BCAB 09   03410      ADD     HL,BC    ;
BCAC 7C   03420      LD      A,H      ;
BCAD B5   03430      OR      L        ;
BCAE C8   03440      RET     Z        ;
BCAF 3A14BB 03450      LD      A,(USCORE) ; U/L CHARACTER WIDTH
BCB2 4F   03460      LD      C,A      ; & XFER TO C
BCB3 ED42 03470 LOOP3  SBC     HL,BC    ;
BCB5 3807 03480      JR      C,JUMP7  ;
BCB7 7B   03490      LD      A,E      ;
BCB8 CD9BBB 03500      CALL   PRTCHR   ; PRINT IT
BCBB DB   03510      RET     C        ; ABORT - NOT OK
BCBC 1BF5 03520      JR      LOOP3   ; DO IT AGAIN
BCBE 09   03530 JUMP7  ADD     HL,BC    ;
BCBF 79   03540      LD      A,C      ;
BCC0 95   03550      SUB     L        ;
BCC1 4F   03560      LD      C,A      ;
BCC2 CD0DBC 03570      CALL   BACKSP   ; DO A BACKSPACE
BCC5 DB   03580      RET     C        ; ABORTED
BCC6 7B   03590      LD      A,E      ; PRINT THE UNDERLINE
BCC7 CD9BBB 03600      CALL   PRTCHR   ; AND
BCCA C9   03610      RET     Z        ; WE'RE DONE
          03620 ;
BCCB      03630 HAFFOR EQU      $      ; FORWARD 1/2 LINE FEED
BCCB 3E1B 03640      LD      A,1BH    ; ESC CHARACTER
BCCD CD9BBB 03650      CALL   PRTCHR   ; SEND IT TO DW2
BCD0 DB   03660      RET     C        ; ABORT AND QUIT
BCD1 3E1C 03670      LD      A,1CH    ; FWD 1/2 LF CODE
BCD3 CD9BBB 03680      CALL   PRTCHR   ; DO IT
BCD6 C9   03690      RET     Z        ; DONE
          03700 ;
BCD7      03710 HAFREV EQU      $      ; REVERSE 1/2 LINE FEED
BCD7 3E1B 03720      LD      A,1BH    ; ESC CHARACTER
BCD9 CD9BBB 03730      CALL   PRTCHR   ; SEND IT OUT
BCDC DB   03740      RET     C        ; ABORT AND QUIT
BCDD 3E1E 03750      LD      A,1EH    ; REV 1/2 LF CODE
BCDF CD9BBB 03760      CALL   PRTCHR   ; DO IT
BCE2 C9   03770      RET     Z        ; DONE
          03780 ;
BCE3      03790 RDYTST EQU      $      ; PRINTER CHECK
BCE3 C5   03800      PUSH   BC        ; SAVE REGISTERS
BCE4 47   03810      LD      B,A      ; SAVE CHARACTER
BCE5 DBFB 03820      IN     A,(0FBH) ; GET PRINTER STATUS
BCE7 00   03830      NOP     Z        ; (USED FOR MODEL I ONLY)
BCE8 E6F0 03840      AND     0F0H     ; STRIP OFF LOWER NYBBLE
BCEA FE30 03850      CP     30H      ; IS PRINTER READY?
BCEC 7B   03860      LD      A,B      ; RESTORE CHARACTER
BCED C1   03870      POP    BC        ; RESTORE REGISTER
BCEE C9   03880      RET     Z        ; BACK TO CALLING POINT
          03890 ;
BCEF      03900 SETTBL EQU      $      ; SET UP WIDTH TABLE
BCEF B7   03910      OR     A        ; IS PS MODE REQUESTED?
BCF0 C8   03920      RET     Z        ; YES, TABLE IS OK AS IS
BCF1 32D4BA 03930      LD      (PITCH0),A ; STORE MODE VALUE HERE
BCF4 E5   03940      PUSH  HL        ; SAVE
BCF5 C5   03950      PUSH  BC        ; THE
BCF6 D5   03960      PUSH  DE        ; REGISTER S
BCF7 47   03970      LD      B,A      ; XFER MODE VALUE TO B
BCF8 3AD3BA 03980      LD      A,(INCSIZ) ; GET UNITS/INCH VALUE
BCFB 6F   03990      LD      L,A      ; AND XFER IT TO L
BCFC 2600 04000      LD      H,00H    ; CLEAR MSB
BCFE CD13BD 04010      CALL   CALC0    ; CALCULATE UNITS/CHAR
BD01 7D   04020      LD      A,L      ; WIDTH GOES TO A

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BD02 21D5BA 04030 LD HL,WIDSPC ; POINT TO WIDTH TABLE
BD05 77 04040 LD (HL),A ; INSERT CALCULATED VALUE
BD06 54 04050 LD D,H ; XFER TABLE START
BD07 5D 04060 LD E,L ; TO DE
BD08 13 04070 INC DE ; POINT TO START + 1
BD09 015F00 04080 LD BC,005FH ; 95 COUNT
BD0C EDE0 04090 LDIR ; FILL TBL WITH STD VALUE
BD0E D1 04100 POP DE ; RESTORE
BD0F C1 04110 POP BC ; THE
BD10 E1 04120 POP HL ; REGISTER S
BD11 AF 04130 XOR A ; CLEAR ACCUMULATOR
BD12 C9 04140 RET ; DONE
04150 ;
BD13 04160 CALC0 EQU $ ; DIVIDE ROUTINE
BD13 D5 04170 PUSH DE ; SAVE THE
BD14 C5 04180 PUSH BC ; REGISTERS
BD15 50 04190 LD D,B ;
BD16 78 04200 LD A,B ;
BD17 B7 04210 OR A ;
BD18 2814 04220 JR Z,JUMP8 ;
BD1A 0610 04230 LD B,10H ; 16 COUNT
BD1C AF 04240 XOR A ;
BD1D 29 04250 LOOP4 ADD HL,HL ;
BD1E 17 04260 RLA ;
BD1F 3803 04270 JR C,JUMP9 ;
BD21 BA 04280 CP D ;
BD22 3802 04290 JR C,JUMP10 ;
BD24 92 04300 JUMP9 SUB D ;
BD25 2C 04310 INC L ;
BD26 10F5 04320 JUMP10 DJNZ LOOP4 ;
BD28 47 04330 LD B,A ;
BD29 AF 04340 XOR A ;
BD2A 78 04350 LD A,B ;
BD2B C1 04360 EXIT1 POP BC ; RESTORE REGISTERS
BD2C D1 04370 POP DE ;
BD2D C9 04380 RET ; BACK WITH VALUE IN L
BD2E 3E01 04390 JUMP8 LD A,01H ;
BD30 B7 04400 OR A ;
BD31 18F8 04410 JR EXIT1 ; GO TO EXIT
04420 ;
BD33 04430 CALC1 EQU $ ; CALCULATE SPACE INC
BD33 57 04440 LD D,A ; PUT AMOUNT IN D
BD34 79 04450 LD A,C ; GET SPACE WIDTH
BD35 92 04460 SUB D ; GET DIFFERENCE
BD36 4F 04470 LD C,A ; & PUT IT IN C
BD37 C3BFBB 04480 JP PRTSPC ; DO THE INCREMENTAL SPC
BD3A 00 04490 NOP
BD3B 00 04500 NOP
BD3C 00 04510 NOP
BD3D 00 04520 NOP
BD3E 00 04530 NOP
BD3F 00 04540 NOP
BD40 80 04550 HITBL DEFB 80H ; GRAVE a
BD41 05 04560 DEFB 05H
BD42 9C 04570 DEFB 9CH ; c - cedilla
BD43 05 04580 DEFB 05H
BD44 A3 04590 DEFB 0A3H ; ENGLISH POUND
BD45 05 04600 DEFB 05H
BD46 A5 04610 DEFB 0A5H ; MU
BD47 05 04620 DEFB 05H
BD48 A6 04630 DEFB 0A6H ; DEGREE
BD49 04 04640 DEFB 04H
BD4A A7 04650 DEFB 0A7H ; ACUTE
BD4B 05 04660 DEFB 05H
BD4C A8 04670 DEFB 0A8H ; DAGGER
BD4D 05 04680 DEFB 05H

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|------|--------|-------|--------|------|--------------------|------------------------|
| BD4E | A9 | 04690 | DEFB | 0A9H | ; TM | |
| BD4F | 05 | 04700 | DEFB | 05H | | |
| BD50 | AA | 04710 | DEFB | 0AAH | ; (R) | |
| BD51 | 06 | 04720 | DEFB | 06H | | |
| BD52 | AB | 04730 | DEFB | 0ABH | ; (C) | |
| BD53 | 06 | 04740 | DEFB | 06H | | |
| BD54 | AC | 04750 | DEFB | 0ACH | ; 1/4 | |
| BD55 | 05 | 04760 | DEFB | 05H | | |
| BD56 | AD | 04770 | DEFB | 0ADH | ; 3/4 | |
| BD57 | 05 | 04780 | DEFB | 05H | | |
| BD58 | AE | 04790 | DEFB | 0AEH | ; 1/2 | |
| BD59 | 05 | 04800 | DEFB | 05H | | |
| BD5A | AF | 04810 | DEFB | 0AFH | ; PARAGRAPH SYMBOL | |
| BD5B | 05 | 04820 | DEFB | 05H | | |
| BD5C | BB | 04830 | DEFB | 0BBH | ; ACUTE e | |
| BD5D | 05 | 04840 | DEFB | 05H | | |
| BD5E | BC | 04850 | DEFB | 0BCH | ; GRAVE u | |
| BD5F | 05 | 04860 | DEFB | 05H | | |
| BD60 | BD | 04870 | DEFB | 0BDH | ; GRAVE e | |
| BD61 | 05 | 04880 | DEFB | 05H | | |
| BD62 | BE | 04890 | DEFB | 0BEH | ; DIARESIS | |
| BD63 | 05 | 04900 | DEFB | 05H | | |
| BD64 | BF | 04910 | DEFB | 0BFH | ; FREQUENCY | |
| BD65 | 05 | 04920 | DEFB | 05H | | |
| BD66 | C0 | 04930 | DEFB | 0C0H | ; SECTION SYMBOL | |
| BD67 | 05 | 04940 | DEFB | 05H | | |
| BD68 | CC | 04950 | DEFB | 0CCH | ; JAPANESE YEN | |
| BD69 | 05 | 04960 | DEFB | 05H | | |
| BD6A | DB | 04970 | DEFB | 0DBH | ; DIARESIS A | |
| BD6B | 07 | 04980 | DEFB | 07H | | |
| BD6C | DC | 04990 | DEFB | 0DCH | ; DIARESIS O | |
| BD6D | 07 | 05000 | DEFB | 07H | | |
| BD6E | DD | 05010 | DEFB | 0DDH | ; DIARESIS U | |
| BD6F | 06 | 05020 | DEFB | 06H | | |
| BD70 | DE | 05030 | DEFB | 0DEH | ; CENTS SIGN | |
| BD71 | 05 | 05040 | DEFB | 05H | | |
| BD72 | DF | 05050 | DEFB | 0DFH | ; DOUBLE UNDERLINE | |
| BD73 | 05 | 05060 | DEFB | 05H | | |
| BD74 | FB | 05070 | DEFB | 0FBH | ; DIARESIS a | |
| BD75 | 05 | 05080 | DEFB | 05H | | |
| BD76 | FC | 05090 | DEFB | 0FCH | ; DIARESIS o | |
| BD77 | 05 | 05100 | DEFB | 05H | | |
| BD78 | FD | 05110 | DEFB | 0FDH | ; DIARESIS u | |
| BD79 | 05 | 05120 | DEFB | 05H | | |
| BD7A | FE | 05130 | DEFB | 0FEH | ; BETA | |
| BD7B | 05 | 05140 | DEFB | 05H | | |
| BD7C | FF | 05150 | DEFB | 0FFH | ; BLANK | |
| BD7D | 00 | 05160 | NOP | | | |
| 0042 | | 05170 | DEFS | 42H | ; RESERVE 66 BYTES | |
| BDC0 | 00 | 05180 | NOP | | | |
| BDC1 | | 05190 | HCHK | EQU | \$ | ; CHECK FOR HI CHARS |
| BDC1 | E5 | 05200 | | PUSH | HL | ; SAVE |
| BDC2 | C5 | 05210 | | PUSH | BC | ; THE |
| BDC3 | D5 | 05220 | | PUSH | DE | ; REGISTER S |
| BDC4 | CB7A | 05230 | | BIT | 7,D | ; IS IT A HIGH CHAR? |
| BDC6 | 2825 | 05240 | | JR | Z,EXIT5 | ; NO, GET OUT |
| BDC8 | F5 | 05250 | | PUSH | AF | ; SAVE |
| BDC9 | E5 | 05260 | | PUSH | HL | ; THE |
| BDCA | C5 | 05270 | | PUSH | BC | ; REGISTER S |
| BDCB | 3A03BE | 05280 | | LD | A,(MODFLG) | ; GET MODE VALUE |
| BDCE | B7 | 05290 | | OR | A | ; IS IT STANDARD PS? |
| BDCF | 2006 | 05300 | | JR | NZ,JUMP11 | ; NO, GO TO HERE |
| BDD1 | 3A75BB | 05310 | | LD | A,(MODSTO) | ; GET MODE |
| BDD4 | B7 | 05320 | | OR | A | ; IS IT FIXED PITCH? |
| BDD5 | 2809 | 05330 | | JR | Z,JUMP12 | ; NO, SEARCH FOR WIDTH |
| BDD7 | C1 | 05340 | JUMP11 | POP | BC | ; RESTORE |

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BDD8 3AD5BA 05350 LD A,(WIDSPC)
BDD8 47 05360 LD B,A
BDDC E1 05370 POP HL
BDDD F1 05380 POP AF
BDDE 180D 05390 JR EXIT5 ; KEEP ORIGINAL VALUE
BDE0 2140BD 05400 JUMP12 LD HL,HITBL ; POINT TO WIDTH TABLE
BDE3 018000 05410 LD BC,0080H ; BYTE COUNT
BDE6 7A 05420 LD A,D ; LOAD CHAR
BDE7 EDB1 05430 CPIR ; SEARCH FOR CHAR
BDE9 C1 05440 POP BC ; RESTORE
BDEA 46 05450 LD B,(HL) ; GET FOUND WIDTH
BDEB E1 05460 POP HL ; RESTORE
BDEC F1 05470 POP AF ; REGISTERS
BDED C347BC 05480 EXIT5 JP RESUME ; DONE, GO BACK
;
;
BDF0 05500 MODCHK EQU $ ; CHK FOR NON-STD PITCH
BDF0 FE0C 05510 CP 0CH ; IS IT 12 PITCH?
BDF2 280B 05520 JR Z,EXIT2 ; YES, NO MORE TO BE DONE
BDF4 FE0A 05530 CP 0AH ; IS IT 10 PITCH?
BDF6 2807 05540 JR Z,EXIT2 ; YES, NO MORE TO BE DONE
BDF8 B7 05550 OR A ; IS IT PS OR NON-STD?
BDF9 3203BE 05560 LD (MODFLG),A ; STORE VALUE HERE
BDFC 2801 05570 JR Z,EXIT2 ; IF PS, WE'RE DONE
BDFE AF 05580 XOR A ; SET A TO ZERO
BDFE 3275BB 05590 EXIT2 LD (MODSTO),A ; STORE DW2 MODE HERE
BE02 C9 05600 RET ; CHECK COMPLETED
BE03 00 05610 MODFLG DEFB 00H ; 0=STD PS, NZ=NON-STD
BE04 05620 NEWSET EQU $ ; SET STD OR EXT MODE
BE04 CD9BBB 05630 CALL PRTCHR ; SET MODE
BE07 DB 05640 RET C ; ABORT IF SO
BE08 3E1B 05650 LD A,1BH ; ESC CHARACTER
BE0A CD9BBB 05660 CALL PRTCHR ; SEND IT OUT
BE0D DB 05670 RET C ; ABORT
BE0E 3E19 05680 LD A,19H ; NORM PROGRAM MODE
BE10 CD9BBB 05690 CALL PRTCHR ; RESET DW2
BE13 DB 05700 RET C ; ABORT
BE14 3A03BE 05710 LD A,(MODFLG) ; GET INDICATOR
BE17 B7 05720 OR A ; IS IT STD PS?
BE18 CB 05730 RET Z ; YES, ALL DONE
BE19 3E1B 05740 LD A,1BH ; ESC CHARACTER
BE1B CD9BBB 05750 CALL PRTCHR ; SEND IT OUT
BE1E DB 05760 RET C ; ABORT
BE1F 3E18 05770 LD A,18H ; EXT PROGRAM MODE
BE21 CD9BBB 05780 CALL PRTCHR ; SET IT UP
BE24 C9 05790 RET ; ALL DONE
BE25 05800 NEWPRT EQU $ ; PROCESS & PRINT CHAR
BE25 5F 05810 LD E,A ; SAVE CHARACTER
BE26 3A03BE 05820 LD A,(MODFLG) ; GET REAL MODE
BE29 B7 05830 OR A ; IS IT NORM PS?
BE2A 7B 05840 LD A,E ; RELOAD CHAR
BE2B 2824 05850 JR Z,EXIT3 ; YES, PRINT NORMALLY
BE2D FE20 05860 CP 20H ; NEED PROCESSING?
BE2F 3820 05870 JR C,EXIT3 ; NO, SEND IT OUT
BE31 D620 05880 SUB 20H ; CALCULATE OFFSET
BE33 E5 05890 PUSH HL ; SAVE
BE34 C5 05900 PUSH BC ; REGISTERS
BE35 2155BE 05910 LD HL,EXTBL ; POINT TO HAMMER TABLE
BE38 4F 05920 LD C,A ; XFER OFFSET TO C
BE39 0600 05930 LD B,00H ; ZERO B REGISTER
BE3B 09 05940 ADD HL,BC ; POINT TO HAMMER VALUE
BE3C 7B 05950 LD A,E ; RE-FETCH CHARACTER
BE3D D3F8 05960 OUT (PRPORT),A ; SEND 1ST BYTE TO DW2
BE3F 00 05970 NOP
BE40 3812 05980 JR C,EXIT4 ; ABORT CONDITION
BE42 3AD5BA 05990 LD A,(WIDSPC) ; GET STD CHAR WIDTH

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| | | | | | |
|------|--------|-------|-------|--------|------------------------------|
| BE45 | B7 | 06000 | OR | A | ; RESET CARRY FLAG |
| BE46 | 17 | 06010 | RLA | | ; SHIFT |
| BE47 | 17 | 06020 | RLA | | ; WIDTH |
| BE48 | 17 | 06030 | RLA | | ; VALUE TO |
| BE49 | 17 | 06040 | RLA | | ; UPPER NIBBLE |
| BE4A | B6 | 06050 | OR | (HL) | ; COMBINE WITH HAMMER VAL |
| BE4B | C1 | 06060 | POP | BC | ; RESTORE |
| BE4C | E1 | 06070 | POP | HL | ; REGISTERS |
| BE4D | CDEBBA | 06080 | CALL | PRSTOP | ; TEST FOR READY |
| BE50 | D8 | 06090 | RET | C | ; ABORT IF NOT |
| BE51 | D3F8 | 06100 | EXIT3 | OUT | (PRPORT),A ; PRINT CHARACTER |
| BE53 | 00 | 06110 | NOP | | |
| BE54 | C9 | 06120 | EXIT4 | RET | ; DONE WITH PRINTING |
| | | 06130 | | | |
| BE55 | | 06140 | EXTBL | EQU | \$; TABLE OF HAMMER SETS |
| BE55 | 0F | 06150 | DEFB | 0FH | ; SP (DUMMY) |
| BE56 | 0A | 06160 | DEFB | 0AH | ; ! |
| BE57 | 0A | 06170 | DEFB | 0AH | ; " |
| BE58 | 0E | 06180 | DEFB | 0EH | ; # |
| BE59 | 0E | 06190 | DEFB | 0EH | ; \$ |
| BE5A | 0D | 06200 | DEFB | 0DH | ; % |
| BE5B | 0E | 06210 | DEFB | 0EH | ; & |
| BE5C | 09 | 06220 | DEFB | 09H | ; ' ? |
| BE5D | 0B | 06230 | DEFB | 0BH | ; (|
| BE5E | 0B | 06240 | DEFB | 0BH | ;) |
| BE5F | 0B | 06250 | DEFB | 0BH | ; * |
| BE60 | 0A | 06260 | DEFB | 0AH | ; + |
| BE61 | 0B | 06270 | DEFB | 0BH | ; , |
| BE62 | 0B | 06280 | DEFB | 0BH | ; - |
| BE63 | 0B | 06290 | DEFB | 0BH | ; . |
| BE64 | 0B | 06300 | DEFB | 0BH | ; / |
| BE65 | 0C | 06310 | DEFB | 0CH | ; 0 |
| BE66 | 0B | 06320 | DEFB | 0BH | ; 1 |
| BE67 | 0C | 06330 | DEFB | 0CH | ; 2 |
| BE68 | 0C | 06340 | DEFB | 0CH | ; 3 |
| BE69 | 0C | 06350 | DEFB | 0CH | ; 4 |
| BE6A | 0C | 06360 | DEFB | 0CH | ; 5 |
| BE6B | 0D | 06370 | DEFB | 0DH | ; 6 |
| BE6C | 0C | 06380 | DEFB | 0CH | ; 7 |
| BE6D | 0D | 06390 | DEFB | 0DH | ; 8 |
| BE6E | 0D | 06400 | DEFB | 0DH | ; 9 |
| BE6F | 09 | 06410 | DEFB | 09H | ; : |
| BE70 | 0A | 06420 | DEFB | 0AH | ; ; |
| BE71 | 0B | 06430 | DEFB | 0BH | ; < |
| BE72 | 0B | 06440 | DEFB | 0BH | ; = |
| BE73 | 0B | 06450 | DEFB | 0BH | ; > |
| BE74 | 0B | 06460 | DEFB | 0BH | ; ? |
| BE75 | 0E | 06470 | DEFB | 0EH | ; @ |
| BE76 | 0C | 06480 | DEFB | 0CH | ; A |
| BE77 | 0E | 06490 | DEFB | 0EH | ; B |
| BE78 | 0C | 06500 | DEFB | 0CH | ; C |
| BE79 | 0D | 06510 | DEFB | 0DH | ; D |
| BE7A | 0D | 06520 | DEFB | 0DH | ; E |
| BE7B | 0C | 06530 | DEFB | 0CH | ; F |
| BE7C | 0D | 06540 | DEFB | 0DH | ; G |
| BE7D | 0C | 06550 | DEFB | 0CH | ; H |
| BE7E | 0B | 06560 | DEFB | 0BH | ; I |
| BE7F | 0B | 06570 | DEFB | 0BH | ; J |
| BE80 | 0E | 06580 | DEFB | 0EH | ; K |
| BE81 | 0B | 06590 | DEFB | 0BH | ; L |
| BE82 | 0E | 06600 | DEFB | 0EH | ; M |
| BE83 | 0C | 06610 | DEFB | 0CH | ; N |
| BE84 | 0D | 06620 | DEFB | 0DH | ; O |
| BE85 | 0D | 06630 | DEFB | 0DH | ; P |
| BE86 | 0E | 06640 | DEFB | 0EH | ; Q |
| BE87 | 0D | 06650 | DEFB | 0DH | ; R |

| | | | | | |
|---------|-------|------|-----|---|----------------------|
| BE88 0C | 06660 | DEFB | 0CH | ; | S |
| BE89 0C | 06670 | DEFB | 0CH | ; | T |
| BE8A 0C | 06680 | DEFB | 0CH | ; | U |
| BE8B 0C | 06690 | DEFB | 0CH | ; | V |
| BE8C 0E | 06700 | DEFB | 0EH | ; | W |
| BE8D 0D | 06710 | DEFB | 0DH | ; | X |
| BE8E 0C | 06720 | DEFB | 0CH | ; | Y |
| BE8F 0C | 06730 | DEFB | 0CH | ; | Z |
| BE90 0B | 06740 | DEFB | 0BH | ; | LEFT BRACKET |
| BE91 0B | 06750 | DEFB | 0BH | ; | BACK SLASH |
| BE92 0B | 06760 | DEFB | 0BH | ; | RIGHT BRACKET |
| BE93 09 | 06770 | DEFB | 09H | ; | CIRCUMFLEX |
| BE94 08 | 06780 | DEFB | 08H | ; | UNDERSCORE |
| BE95 08 | 06790 | DEFB | 08H | ; | ACCENT GRAVE |
| BE96 0D | 06800 | DEFB | 0DH | ; | a |
| BE97 0D | 06810 | DEFB | 0DH | ; | b |
| BE98 0C | 06820 | DEFB | 0CH | ; | c |
| BE99 0D | 06830 | DEFB | 0DH | ; | d |
| BE9A 0C | 06840 | DEFB | 0CH | ; | e |
| BE9B 0B | 06850 | DEFB | 0BH | ; | f |
| BE9C 0D | 06860 | DEFB | 0DH | ; | g |
| BE9D 0C | 06870 | DEFB | 0CH | ; | h |
| BE9E 0B | 06880 | DEFB | 0BH | ; | i |
| BE9F 0B | 06890 | DEFB | 0BH | ; | j |
| BEA0 0C | 06900 | DEFB | 0CH | ; | k |
| BEA1 0B | 06910 | DEFB | 0BH | ; | l |
| BEA2 0E | 06920 | DEFB | 0EH | ; | m |
| BEA3 0C | 06930 | DEFB | 0CH | ; | n |
| BEA4 0C | 06940 | DEFB | 0CH | ; | o |
| BEA5 0D | 06950 | DEFB | 0DH | ; | p |
| BEA6 0D | 06960 | DEFB | 0DH | ; | q |
| BEA7 0B | 06970 | DEFB | 0BH | ; | r |
| BEA8 0B | 06980 | DEFB | 0BH | ; | s |
| BEA9 0B | 06990 | DEFB | 0BH | ; | t |
| BEAA 0C | 07000 | DEFB | 0CH | ; | u |
| BEAB 0B | 07010 | DEFB | 0BH | ; | v |
| BEAC 0D | 07020 | DEFB | 0DH | ; | w |
| BEAD 0C | 07030 | DEFB | 0CH | ; | x |
| BEAE 0C | 07040 | DEFB | 0CH | ; | y |
| BEAF 0C | 07050 | DEFB | 0CH | ; | z |
| BEB0 0B | 07060 | DEFB | 0BH | ; | LEFT BRACE |
| BEB1 0B | 07070 | DEFB | 0BH | ; | VERTICAL BAR |
| BEB2 0B | 07080 | DEFB | 0BH | ; | RIGHT BRACE |
| BEB3 09 | 07090 | DEFB | 09H | ; | TILDE |
| BEB4 0F | 07100 | DEFB | 0FH | ; | 7F - BLANK |
| BEB5 0D | 07110 | DEFB | 0DH | ; | 80 - GRAVE A |
| BEB6 0F | 07120 | DEFB | 0FH | ; | 81 THRU 9B ARE BLANK |
| BEB7 0F | 07130 | DEFB | 0FH | ; | 82 |
| BEB8 0F | 07140 | DEFB | 0FH | ; | 83 |
| BEB9 0F | 07150 | DEFB | 0FH | ; | 84 |
| BEBA 0F | 07160 | DEFB | 0FH | ; | 85 |
| BEBB 0F | 07170 | DEFB | 0FH | ; | 86 |
| BEBC 0F | 07180 | DEFB | 0FH | ; | 87 |
| BEBD 0F | 07190 | DEFB | 0FH | ; | 88 |
| BEBE 0F | 07200 | DEFB | 0FH | ; | 89 |
| BEBF 0F | 07210 | DEFB | 0FH | ; | 8A |
| BEC0 0F | 07220 | DEFB | 0FH | ; | 8B |
| BEC1 0F | 07230 | DEFB | 0FH | ; | 8C |
| BEC2 0F | 07240 | DEFB | 0FH | ; | 8D |
| BEC3 0F | 07250 | DEFB | 0FH | ; | 8E |
| BEC4 0F | 07260 | DEFB | 0FH | ; | 8F |
| BEC5 0F | 07270 | DEFB | 0FH | ; | 90 |
| BEC6 0F | 07280 | DEFB | 0FH | ; | 91 |
| BEC7 0F | 07290 | DEFB | 0FH | ; | 92 |
| BEC8 0F | 07300 | DEFB | 0FH | ; | 93 |
| BEC9 0F | 07310 | DEFB | 0FH | ; | 94 |

| | | | | | |
|------|----|-------|------|-----|------------------------|
| BECA | 0F | 07320 | DEFB | 0FH | ; 95 |
| BECB | 0F | 07330 | DEFB | 0FH | ; 96 |
| BECC | 0F | 07340 | DEFB | 0FH | ; 97 |
| BECD | 0F | 07350 | DEFB | 0FH | ; 98 |
| BECE | 0F | 07360 | DEFB | 0FH | ; 99 |
| BECF | 0F | 07370 | DEFB | 0FH | ; 9A |
| BED0 | 0F | 07380 | DEFB | 0FH | ; 9B |
| BED1 | 0C | 07390 | DEFB | 0CH | ; 9C - c cedilla |
| BED2 | 0F | 07400 | DEFB | 0FH | ; 9D THRU A2 ARE BLANK |
| BED3 | 0F | 07410 | DEFB | 0FH | ; 9E |
| BED4 | 0F | 07420 | DEFB | 0FH | ; 9F |
| BED5 | 0F | 07430 | DEFB | 0FH | ; A0 |
| BED6 | 0F | 07440 | DEFB | 0FH | ; A1 |
| BED7 | 0F | 07450 | DEFB | 0FH | ; A2 |
| BED8 | 0D | 07460 | DEFB | 0DH | ; A3 - ENGLISH POUND |
| BED9 | 0F | 07470 | DEFB | 0FH | ; A4 - BLANK |
| BEDA | 0D | 07480 | DEFB | 0DH | ; A5 - MU |
| BEDB | 0A | 07490 | DEFB | 0AH | ; DEGREE |
| BEDC | 0B | 07500 | DEFB | 0BH | ; ACUTE |
| BEDD | 0C | 07510 | DEFB | 0CH | ; DAGGER |
| BEDE | 0C | 07520 | DEFB | 0CH | ; TM |
| BEDF | 0D | 07530 | DEFB | 0DH | ; AA - (R) |
| BEE0 | 0D | 07540 | DEFB | 0DH | ; AB - (C) |
| BEE1 | 0D | 07550 | DEFB | 0DH | ; AC - 1/4 |
| BEE2 | 0D | 07560 | DEFB | 0DH | ; AD - 3/4 |
| BEE3 | 0D | 07570 | DEFB | 0DH | ; AE - 1/2 |
| BEE4 | 0E | 07580 | DEFB | 0EH | ; AF - PARA SYMBOL |
| BEE5 | 0F | 07590 | DEFB | 0FH | ; B0 THRU BA ARE BLANK |
| BEE6 | 0F | 07600 | DEFB | 0FH | ; B1 |
| BEE7 | 0F | 07610 | DEFB | 0FH | ; B2 |
| BEE8 | 0F | 07620 | DEFB | 0FH | ; B3 |
| BEE9 | 0F | 07630 | DEFB | 0FH | ; B4 |
| BEEA | 0F | 07640 | DEFB | 0FH | ; B5 |
| BEEB | 0F | 07650 | DEFB | 0FH | ; B6 |
| BEEC | 0F | 07660 | DEFB | 0FH | ; B7 |
| BEED | 0F | 07670 | DEFB | 0FH | ; B8 |
| BEEE | 0F | 07680 | DEFB | 0FH | ; B9 |
| BEEF | 0F | 07690 | DEFB | 0FH | ; BA |
| BEF0 | 0D | 07700 | DEFB | 0DH | ; BB - ACUTE e |
| BEF1 | 0C | 07710 | DEFB | 0CH | ; BC - GRAVE u |
| BEF2 | 0D | 07720 | DEFB | 0DH | ; BD - GRAVE e |
| BEF3 | 0B | 07730 | DEFB | 0BH | ; BE - DIARESIS |
| BEF4 | 0C | 07740 | DEFB | 0CH | ; BF - FREQUENCY SIGN |
| BEF5 | 0D | 07750 | DEFB | 0DH | ; C0 - SECTION SYMBOL |
| BEF6 | 0F | 07760 | DEFB | 0FH | ; C1 THRU CB ARE BLANK |
| BEF7 | 0F | 07770 | DEFB | 0FH | ; C2 |
| BEF8 | 0F | 07780 | DEFB | 0FH | ; C3 |
| BEF9 | 0F | 07790 | DEFB | 0FH | ; C4 |
| BEFA | 0F | 07800 | DEFB | 0FH | ; C5 |
| BEFB | 0F | 07810 | DEFB | 0FH | ; C6 |
| BEFC | 0F | 07820 | DEFB | 0FH | ; C7 |
| BEFD | 0F | 07830 | DEFB | 0FH | ; C8 |
| BEFE | 0F | 07840 | DEFB | 0FH | ; C9 |
| BEFF | 0F | 07850 | DEFB | 0FH | ; CA |
| BF00 | 0F | 07860 | DEFB | 0FH | ; CB |
| BF01 | 0D | 07870 | DEFB | 0DH | ; CC - JAPANESE YEN |
| BF02 | 0F | 07880 | DEFB | 0FH | ; CD THRU DA ARE BLANK |
| BF03 | 0F | 07890 | DEFB | 0FH | ; CE |
| BF04 | 0F | 07900 | DEFB | 0FH | ; CF |
| BF05 | 0F | 07910 | DEFB | 0FH | ; D0 |
| BF06 | 0F | 07920 | DEFB | 0FH | ; D1 |
| BF07 | 0F | 07930 | DEFB | 0FH | ; D2 |
| BF08 | 0F | 07940 | DEFB | 0FH | ; D3 |
| BF09 | 0F | 07950 | DEFB | 0FH | ; D4 |
| BF0A | 0F | 07960 | DEFB | 0FH | ; D5 |
| BF0B | 0F | 07970 | DEFB | 0FH | ; D6 |

| | | | | |
|---------|----------------------|------|-----|-------------------------|
| BF0C 0F | 07980 | DEFB | 0FH | ; D7 |
| BF0D 0F | 07990 | DEFB | 0FH | ; D8 |
| BF0E 0F | 08000 | DEFB | 0FH | ; D9 |
| BF0F 0F | 08010 | DEFB | 0FH | ; DA |
| BF10 0D | 08020 | DEFB | 0DH | ; DB - DIARESIS A |
| BF11 0E | 08030 | DEFB | 0EH | ; DC - DIARESIS O |
| BF12 0D | 08040 | DEFB | 0DH | ; DD - DIARESIS U |
| BF13 0C | 08050 | DEFB | 0CH | ; DE - CENTS SIGN |
| BF14 0C | 08060 | DEFB | 0CH | ; DF - DOUBLE UNDERLINE |
| BF15 0F | 08070 | DEFB | 0FH | ; E0 THRU FA ARE BLANK |
| BF16 0F | 08080 | DEFB | 0FH | ; E1 |
| BF17 0F | 08090 | DEFB | 0FH | ; E2 |
| BF18 0F | 08100 | DEFB | 0FH | ; E3 |
| BF19 0F | 08110 | DEFB | 0FH | ; E4 |
| BF1A 0F | 08120 | DEFB | 0FH | ; E5 |
| BF1B 0F | 08130 | DEFB | 0FH | ; E6 |
| BF1C 0F | 08140 | DEFB | 0FH | ; E7 |
| BF1D 0F | 08150 | DEFB | 0FH | ; E8 |
| BF1E 0F | 08160 | DEFB | 0FH | ; E9 |
| BF1F 0F | 08170 | DEFB | 0FH | ; EA |
| BF20 0F | 08180 | DEFB | 0FH | ; EB |
| BF21 0F | 08190 | DEFB | 0FH | ; EC |
| BF22 0F | 08200 | DEFB | 0FH | ; ED |
| BF23 0F | 08210 | DEFB | 0FH | ; EE |
| BF24 0F | 08220 | DEFB | 0FH | ; EF |
| BF25 0F | 08230 | DEFB | 0FH | ; F0 |
| BF26 0F | 08240 | DEFB | 0FH | ; F1 |
| BF27 0F | 08250 | DEFB | 0FH | ; F2 |
| BF28 0F | 08260 | DEFB | 0FH | ; F3 |
| BF29 0F | 08270 | DEFB | 0FH | ; F4 |
| BF2A 0F | 08280 | DEFB | 0FH | ; F5 |
| BF2B 0F | 08290 | DEFB | 0FH | ; F6 |
| BF2C 0F | 08300 | DEFB | 0FH | ; F7 |
| BF2D 0F | 08310 | DEFB | 0FH | ; F8 |
| BF2E 0F | 08320 | DEFB | 0FH | ; F9 |
| BF2F 0F | 08330 | DEFB | 0FH | ; FA |
| BF30 0D | 08340 | DEFB | 0DH | ; FB - DIARESIS a |
| BF31 0D | 08350 | DEFB | 0DH | ; FC - DIARESIS o |
| BF32 0D | 08360 | DEFB | 0DH | ; FD - DIARESIS u |
| BF33 0E | 08370 | DEFB | 0EH | ; FE - BETA |
| BF34 0F | 08380 | DEFB | 0FH | ; FF - BLANK |
| 0000 | 08390 | END | | |
| 00000 | TOTAL ERRORS | | | |
| 14968 | TEXT AREA BYTES LEFT | | | |

| | | | | | | | | | |
|--------|------|-------|-------|-------|-------|-------|-------|-------|-------|
| ABORT0 | BB99 | 01680 | 01650 | | | | | | |
| BACKSP | BC0D | 02440 | 01330 | 02970 | 03180 | 03570 | | | |
| BSDONE | BC3E | 02730 | 02620 | 02670 | 02700 | | | | |
| CALC0 | BD13 | 04160 | 04010 | | | | | | |
| CALC1 | BD33 | 04430 | 02690 | | | | | | |
| EXFEA | BC44 | 02810 | 01350 | | | | | | |
| EXIT0 | BCA3 | 03320 | 02870 | 03000 | 03150 | 03190 | 03230 | 03250 | 03280 |
| | | | 03300 | | | | | | |
| EXIT1 | BD2B | 04360 | 04410 | | | | | | |
| EXIT2 | BDFE | 05590 | 05520 | 05540 | 05570 | | | | |
| EXIT3 | BE51 | 06100 | 05850 | 05870 | | | | | |
| EXIT4 | BE54 | 06120 | 05980 | | | | | | |
| EXIT5 | BDED | 05480 | 05240 | 05390 | | | | | |
| EXTBL | BE55 | 06140 | 05910 | | | | | | |
| HAFFOR | BCCB | 03630 | 01360 | 03290 | | | | | |
| HAFREV | BCD7 | 03710 | 01370 | 03240 | | | | | |
| HICLK | BDC1 | 05190 | 02820 | | | | | | |
| HITBL | BD40 | 04550 | 05400 | | | | | | |
| INC0 | BBFC | 02330 | 02220 | | | | | | |
| INCSIZ | BAD3 | 00270 | 03980 | | | | | | |

Appendix 2:

ERROR MESSAGES

In certain instances, SuperSCRIPSIT informs you of problems or mistakes by displaying an error message. For example, if your diskette is nearly full, the program displays this prompt: There is no more space left on the diskette. Here is a complete list of error messages and suggestions for the appropriate action you should take as a response.

System Messages and Explanations

Following is a complete list of system messages that may be displayed while operating SuperSCRIPSIT version 1.0:

There are too many forced new pages in this document. You attempted to insert more than 127 forced pages (**@|N**).

There is no more space left on this diskette. The diskette is almost full. Quit the current document and copy it onto a new diskette, or kill some files.

A frozen paragraph cannot be altered. You attempted to edit a paragraph that has been frozen under block-action. Mark the paragraph and use block-action to unfreeze it.

There are too many characters and codes on this line. No line may contain more than 255 characters and codes combined.

Printer driver shows zero units or characters per inch. The user printer driver attempted to set characters per inch or units per inch to zero.

There are too many unique tab lines in this document. You attempted to set more than 50 different tab lines.

Press CONTROL-H to see an index of Scripsit commands. You attempted to enter a command not recognized by SuperSCRIPSIT.

A new page can be forced only at the start of a paragraph. You attempted to enter **@|N** but not immediately after a paragraph symbol.

There are too many characters in this header or footer. You attempted to create a header or footer longer than 768 characters.

WARNING: Header and footer both will not fit on page. You attempted to create header and footer text whose combined length is greater than the number of lines allotted to each page at Open Document menu.

Header or footer may contain only one page. You attempted to enter **@|N** while creating a header or footer.

Please try again with a different document name. You attempted to open a document using extension /CTL.

You have set left and right margins out of sequence. You attempted to place the right margin before the left while editing the tab line.

All words are spelled correctly. The document was proofread and no spelling errors were found.

The left or right margin is missing. One of the margins was erased while editing the tab line but was not replaced.

Please mark a block and try again. You attempted to perform a block-action command without marking the start of the block.

Please "Move" or "Copy" a block and try again. You attempted to recall (**@R**) a block before moving or copying one onto the diskette.

Disk failure — check disk drive and diskette. A hard disk error was received while attempting to read or write to the diskette. When this error occurs, some text has probably been lost. Replace the current document with the last Backup if possible. If errors persist, have the computer checked by the repair center.

Help not available. The file HELP/CTL is not in the system and the **@H** command was issued.

This is not a Scripsit document. You attempted to open, convert, or compress a non-SCRIPSIT document.

Do you wish to continue printing (Y or N)? The end of a page was encountered with Pause Between Pages turned on, or a special print code to pause the printout was encountered in text.

Printer not ready. Continue (Y or N)? The printer is off line, out of paper, out of ribbon, not properly interfaced, or not able to function for any reason. If the problem can be fixed while the message flashes, answer Y when the printer is ready, and the printout will continue as if nothing happened.

Base document variable not in code names group. A variable was called for in a form letter that was not defined in the variables document.

Code name contains too many characters. You attempted to define a variable name containing more than 256 characters.

Paragraph contains too many characters. No paragraph in the form letter may contain more than 3936 characters.

Code names group contains too many names. You attempted to define a group of variables for a form letter that contains more than 1024 characters. This is usually due to forgetting to place an extra carriage return between groups.

Merge text contains more than one paragraph. You attempted to embed a paragraph marker within a variable for a form letter. This is usually due to forgetting to close the variable.

No search string given. You attempted to search (**ARROW S**) or global search (**@G**) with an undefined search string.

No replacement string given. You attempted to global replace with an undefined replacement string.

File to be converted must be ASCII format. You attempted to use the convert utility on a non-ASCII file.

No more words may be added in this proofreading session. Only 255 words may be added to the user dictionary during a single proofreading session.

There is no more space in the dictionary. The user dictionary contains a *maximum* of 2000 words.

Appendix 3:

THE PROOFREAD FUNCTION AND THE SCRIPSIT DICTIONARY

Installing the Proofread Option

You can use the Model I/III SCRIPSIT Dictionary (cat# 26-1591) with SuperSCRIPSIT. At least two disk drives are required for Model III, and three drives are required for Model I. Perform the installation procedure described below to enable the Proofread Option shown on the Main Menu. Diskettes are included for both Model I and Model III operation; be sure you use the correct ones.

1. Make a Backup copy of the Dictionary diskette you received in the SCRIPSIT Dictionary package (26-1591). (Note that there is no operating system on this diskette.) Type **B****A****C****K****U****P** with a TRSDOS diskette in Drive 0; then remove it and insert the source and destination diskettes in Drives 0 and 1.

2. Remove the original diskette from Drive 0 and put it in a safe place.

3. Insert the Proofread Program diskette (included with SuperSCRIPSIT) into Drive 0. Press **RESET**.

4. The screen will show TRSDOS READY.

Model III: You type

D**O****I****N****S****T****A****L****L** and press **ENTER**.

The screen will show DOS READY.

Model I: You type

K**I****L****L****S****P****E****D****I****T** and press **ENTER**.

K**I****L****L****C****H****E****C****K****/****C****M****D** and press **ENTER**.

C**O****P****Y****P****R****O****O****F****/****C****T****L****:****0****T****O****P****R****O****O****F****/****C****T****L****:****1**

and press **ENTER**.

5. The Dictionary diskette is now modified to work with SuperSCRIPSIT.

Using the Proofread Option

You can now check the spelling of your documents against the 75,000-word Dictionary diskette (Model I has 35,000 words). The Dictionary diskette *must* always be in Drive 1 when you use the Proofread Option on the Main Menu. You should maintain Backup copies of your "last used" Dictionary diskette since it will contain your User List. The User List is an extension of your main dictionary and is capable of storing over 2,000 names, companies, and industry-specific jargon that you may use on a regular basis.



INDEX

- Absolute line number:
 - cursor to, 45
 - text quantity defined, 42
- Adjust block, 55
- Advanced cursor movement, 44
- Align character, 101
- Align tab:
 - operation, 21, 34
 - setting, 19
- Arrow keys:
 - simple commands, 39, 43
 - with shift, 43
- ASCII text conversion utility, 87
- Author, 14
- Automatic page numbering, 76

- Backup, 89
- Basic editing, 49
- Begin numbering as page:
 - open document option, 77
 - print text option, 67
- Block:
 - adjust, 55
 - copy, 54
 - define, 51
 - delete, 54
 - freeze, 57
 - hyphenate, 57
 - linespacing change, 58
 - move, 55
 - print, 58
 - search, 56
 - unfreeze, 57
- Bold print, 71
- Break key, 22
- Buffer, 37

- Capital mode, 22
- Center, 22
- Chain a user key, 107
- Change block linespacing, 58
- Changing printer types, 120
- Character:
 - align, 101
 - text quantity defined, 40
- Clear:
 - key, 6, 24
 - margin, 19
 - tabs, 19
- Code name, 80
- Column:
 - position, 68
 - printing, 73

- Command:
 - block-action, 50
 - cursor movement, 39
 - margin, 21
- Comments, 14
- Compress, 86
- Control:
 - A, 21, 34
 - B, 53
 - C, 22
 - D, 49
 - E, 51
 - F, 78
 - G, 59
 - H, 24
 - I, 49
 - M, 21
 - N, 30
 - P, 65
 - Q, 32
 - S, 51
 - T, 18
 - U, 102
 - V, 35
 - W, 37
 - X, 51
 - key, 6
- Copy:
 - block, 54
 - file, 90
- Cursor:
 - ghost, 16
 - move to absolute line number, 45
 - move to footer page, 44
 - move to header page, 45
 - move to next or previous page, 46
 - move to next or previous paragraph, 45
 - move to next or previous video page, 48
 - move to page number, 45
 - move to word or phrase, 46
- Cursor movement commands:
 - advanced, 44
 - simple, 43

- Define block, 51
- Defining characters, form letters, 80
- Delete:
 - block, 54
 - text, 49
 - verify, 101
 - with/without pause, 63

- Delta, 33
- Dictionary, SCRIPSIT, 138
- Disk:
 - directory, 85
 - drives, 1
 - operating system (TRSDOS), 4
- Diskette contains data, 89
- Display codes, 67
- Document:
 - copy, 90
 - kill, 92
 - master, 80
 - merge, 83
 - open options, 11
 - quit, 32
 - rename, 93
 - variables, 81
- Document name:
 - extension, 12
 - password, 12
 - status-line display, 17
 - valid, 12
- Double underscore, 70
- DW2 driver, source code, 122
- DW2, technical printer information, 117
- Edit:
 - fields, 15
 - tab line, 19
 - user key, 103
 - user print code, 113
- Embedded codes, search, 47
- End block, 51
- Enter key, 6, 24
- Error messages, 24, 136
- Execute:
 - user key, 103
 - user print code, 112
- Extension for document name, 12
- Features of printers, 5
- File management:
 - SuperSCRIPSIT, 85
 - TRSDOS, 88
- Find, with/without pause, 62
- First page to include header or footer, 15, 77
- Footers and headers, 74
- Force new page, 31
- Form letters:
 - common mistakes, 83
 - preparing, 78
- Format diskette, 91
- Freeze or unfreeze block, 57
- Ghost cursor, 16, 24
- Global search and replace, 59
- Headers and footers, 74
- Help:
 - kill, 29
 - screens, 24
- Horizontal scrolling, 18
- Hyphenate block, 57
- Ignore upper/lower case, 61
- Indent tab:
 - quick change, 21
 - set, 18
 - using, 35
- Insert text, 49
- Installation, 1
- Interrupt print, 69
- Justification, 67
- Keyboard, 5
- Keys, user, 102
- Kill:
 - document file, 92
 - help, 29
- Letter, form, 78
- Line number, absolute, 42
- Line printers, technical information, 117
- Linespacing:
 - changing, 58
 - setting, 15
- Line, tab, 16
- Lines per page, 14
- Ln, status-line display, 17
- Loading:
 - SuperSCRIPSIT, 9
 - TRSDOS, 9
- Loop a user key, 107
- Lower/upper case, ignore, 61
- LP III, technical information, 117
- LP IV, technical information, 117
- LP V, technical information, 117
- LP VI, technical information, 117
- LP VIII, technical information, 117
- LS, status-line display, 17
- Managing files overview, 85
- Margin:
 - clear, 19
 - command, 21
 - quick change, 21
 - set, 19
- Master document, preparing, 80
- Menu:
 - open document options, 13
 - print text option, 66
 - system setup utility, 96

Merge:
 master and variables document, 83
 with non-SuperSCRIPSIT files, 84
Messages, error, 24, 136
Method of justification, 67
Mode:
 capital, 22
 view, 35
Monitor printout, 69
Move block, 55

Name, valid document, 12
New page, force, 31
Non-toggle print codes, 71
Number of copies, 67

Open a document:
 on Drive 0, 11
 on drive other than Drive 0, 13
 when loading the program, 10
Open document options, defaults, 96
Operator, 14
Overstrike, 50

Page numbering:
 automatic, 76
 with a specific number, 77
Page:
 move cursor to, 45
 screen, 16
 text quantity defined, 41
Paginating, 30
Paper size, 66
Paragraph:
 move cursor to, 45
 text quantity defined, 40
Password, for document, 12
Pause:
 after each find, 61
 between pages, 66
 print code, 74
Pitch, 14
Print:
 block, 58
 bold, 71
 headers and footers, 76
 interrupt, 69
 monitor, 69
 overview, 65
 text options, 66
 text options, defaults, 98
Print codes:
 non-toggle, 71
 system, 24, 69
 toggle, 70
 user, 108

Printer:
 drivers, 118
 features, 5
 non-Radio Shack, 118
 technical information, 117
 type, 14
Printing a document, 65
Program a user key, 102
Prompts, 7
Proofread function, 138
Proportional justification, 67
Proportional pitch, 14
Proportional spacing table, 118
PS, pitch in status line, 16

Quit a document, 32

Recall:
 copied block, 55
 moved block, 55
 tab lines, 20
Regular tab, 34
Rename, document file, 93
Replace, with/without pause, 62
Replace and search, global, 59
Reset key, 6
Return to current document, 32
Revising overview, 39

Save and recall tab lines, 20
Screen, 6
Screen page, 16
SCRIPSIT dictionary, 138
SCRIPSIT to ASCII, convert, 87
Scrolling:
 horizontal, 18
 vertical, 17
Search and replace:
 defaults, 99
 global, 59
Search:
 block, 56
 by word or character, 46, 60
Sentence, text quantity defined, 40
Serial printers, technical
 information, 117
Set:
 indent tab, 19
 margins and tabs, 19
Shift:
 arrow, 43
 key, 6, 32
Source code for DW2 driver, 122
Spaces, 33
Start block, 51
Starting up overview, 9

Status line, 17, 33
Strike-through, 71
String to find, 60
Subscript, 72
SuperSCRIPSIT, loading, 9
Superscript, 71
Suppress widow lines, 67
System print codes, 69
System setup:
 open document options, 96
 overview, 95
 print text options, 98
 search and replace options, 99
System tab line, 20

Tab:
 align, 21, 33
 indent, 35
 regular, 34
Tabbing, 33
Tab line:
 description, 16
 editing, 18, 33
 help, 21, 25
 save and recall, 20
Text quantity definitions, 40
Toggle print codes, 70
Top of form, 73
TRSDOS, 4
Type of search, 60

Uncenter, 23
Underscore:
 double, 70
 single, 70
Unfreeze block, 57
Upper/lower case, ignore, 61
User key:
 chaining, 107
 looping, 107
 programming, 35, 102

Valid document name, 12
Variables document, 81
Verify deletions, 101
Vertical scrolling, 17
View mode, 35
Video page, text quantity defined, 42

Widow lines, suppress, 67
Word, text quantity defined, 40
Wraparound, 37
Write to diskette, 37

