

ED-IT for the Model 4

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System Requirements

A TRS-80 Model 4, 4D, or 4P with 64K of memory, two disk drives,
and TRSDOS 6.2 or LS-DOS 6.3.

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Introduction

ED-IT for the Model 4 is a new full-screen text editor that combines flexibility and ease of use with speed and power. ED-IT is excellent for editing program listings, job control language (JCL) files, simple text files, lists of data, patch files. . . the list goes on and on.

ED-IT's special features include a large text buffer, an easy-to-use menu system activated by the **BREAK** key, special programming and word-wrap modes, and the ability to execute any DOS command from within the editor (including commands such as **FORMAT** or **BACKUP**). ED-IT allows you to set the screen line length, manipulate blocks of text, and enter special characters (such as a checkmark or the copyright symbol) by typing their ASCII codes.

Best of all, ED-IT does all these things without forcing you to learn dozens of arcane key combinations. With ED-IT, you can focus on the text, not the editor.

Making Backup Copies of the ED-IT Distribution Disk

The ED-IT distribution disk is a single-sided, double-density, 40-track TRSDOS 6.2 data diskette. It is not protected in any way. Please make at least one backup copy of the ED-IT distribution disk, and then put the original away in a safe place.

To make a backup copy of ED-IT, make sure the **FORMAT** and **BACKUP** programs are present on the disk in drive zero. Put a blank disk in drive one and enter:

```
FORMAT :1 (NAME="EDIT4", SIDES=1, CYL=40, QUERY=NO)
```

Wait for the **FORMAT** program to finish, then enter:

```
BACKUP :0 :1 (X)
```

and follow **BACKUP**'s instructions. Repeat this procedure for each backup copy you want to make.

README/TXT

There will be a file named **README/TXT** on your ED-IT distribution disk. It may contain important information that was not available when this manual was printed. To view **README/TXT** from the "DOS Ready" prompt, enter:

```
LIST README/TXT
```

Or make a printed copy by entering:

```
LIST README/TXT (P)
```

Support

Support for ED-IT is available directly from the author. Write with your comments, questions, or suggestions to:

Mark Allen Reed
Reeds' House of Color
Glen Road Plaza
West Lebanon, NH 03784

If you are writing with a bug report, be sure to include ED-IT's version number (displayed at the top of ED-IT's title screen), the version of DOS you are using (such as LS-DOS 6.3.1), and a complete description of your problem.

Starting ED-IT

The simplest way to start up ED-IT is to enter its filename at the "DOS Ready" prompt:

E4

ED-IT will load from disk, display its title screen, and wait for you to press a key. Then it will present you with a blank editing screen.

If you want to start up ED-IT and load a file at the same time, enter:

E4 filename/ext

(Replace "filename/ext" with the name of the file you want to load.) ED-IT will load from disk, display its title screen, and attempt to load the file you specified. Then, assuming that the file loaded without error, ED-IT will present you with its editing screen.

Optional Parameters

If your editing needs are simple, you will probably never need the information contained in this section. However, if you are a programmer, you will probably want to know how ED-IT's optional parameters affect its operation:

- The "ASM" parameter starts up ED-IT in assembly language programming mode, which means that the tab interval is set to 8, the default file extension is set to "/ASM," and ASCII 26 is added to the end of each file for the benefit of assemblers that require it. In addition, word-wrap is turned off and all text is converted to uppercase before file saves. **Note:** ED-IT does not convert program comments and quoted strings to uppercase.
- The "BAS" parameter starts up ED-IT in BASIC programming mode, which means that the tab interval is set to 4, the default file extension is set to "/BAS," and ASCII 26 is added to the end of each file for the benefit of BASIC compilers that require it. In addition, word-wrap is turned off and all text is converted to uppercase before file saves. **Note:** ED-IT does not convert program comments and quoted strings to uppercase.

- The "CCC" parameter starts up ED-IT in C programming mode, which means that the tab interval is set to 4, the default file extension is "/CCC," and ASCII 26 is added to the end of each file for the benefit of C compilers that require it. In addition, word-wrap is turned off.
- The "ENTER" parameter specifies which character will be used to represent ENTER characters on screen. To make ENTER characters invisible, specify ENTER=32.
- The "LEN" parameter specifies ED-IT's initial screen line length, from 20 to 80. Most assembly language program listings will not "wrap around" on print-outs if you specify LEN=59.
- The "TAB" parameter specifies ED-IT's initial tab interval, from 2 to 20.

All parameters may be abbreviated to one letter, and by default, ED-IT starts up like this:

```
E4 (ASM=NO, BAS=NO, CCC=NO, ENTER=132, LEN=80, TAB=8)
```

The following command line starts up ED-IT, loads a file named "SAMPLE/ASM," specifies assembly language programming mode, and sets a screen line length of 59:

```
E4 SAMPLE (A, L=59)
```

This command line loads "TEST/BAS" in BASIC programming mode and displays ENTER characters as spaces:

```
E4 TEST (B, E=" ")
```

This command line loads "DOCUMENT/TXT" in normal (word-wrapped) text mode, displays ENTER characters as rocket ships, sets a screen line length of 60, and sets a tab interval of 5:

```
E4 DOCUMENT/TXT (E=255, L=60, T=5)
```

Insert and Overtyping Modes

You will notice a blinking character at the top of ED-IT's editing screen. This character is called the **cursor**, and it indicates your position in the file. When the cursor is an underline, ED-IT is in **overtyping mode**, which means that anything you type will replace characters on screen. For example, if text looks like this:

```
Two plus two equals four
```

and the cursor is located on the letter "f," typing five will change the text to look like this:

```
Two plus two equals five
```

When the cursor is a blinking block, ED-IT is in **insert mode**, which means that anything you type will be inserted on screen. For example, if text looks like this:

Two plus two equals four

and the cursor is located on the letter "f," typing **forty-** will change the text to look like this:

Two plus two equals forty-four

To switch between insert and overwrite modes, press **CTRL-A**. The "A" doesn't stand for anything in particular, but since this key combination is already used by TED (the small text editor included with LS-DOS) and PRO-WAM (the window controller and application manager from MISOSYS, Inc.), it ought to be easy to remember.

Note: ED-IT always inserts tab characters and **ENTER** characters, no matter which mode it is in.

Moving the Cursor

ED-IT's cursor movement commands are summarized in the following table:

Key Combination	Action
LEFT ARROW	Moves left one character
RIGHT ARROW	Moves right one character
SHIFT-LEFT ARROW	Moves to the beginning of the line
SHIFT-RIGHT ARROW	Moves to the end of the line
UP ARROW	Moves up one line
DOWN ARROW	Moves down one line
SHIFT-UP ARROW	Moves up one screen page
SHIFT-DOWN ARROW	Moves down one screen page
CLEAR-UP ARROW	Moves to the beginning of the file
CLEAR-DOWN ARROW	Moves to the end of the file
CTRL-B	Moves backward one word
CTRL-F	Moves forward one word

The cursor also moves in response to many block and search commands; see "The Block Menu" and "The Search Menu," below, for more information.

Deleting Text

The easiest way to correct a typing mistake is to press **CLEAR-LEFT ARROW**, which deletes the character to the left of the cursor, just like the **BACKSPACE** key on many other computers. The following table summarizes ED-IT's delete commands:

Key Combination	Action
CLEAR-LEFT ARROW	Delete the character to the left of the cursor
CTRL-D	Delete the character "under" the cursor
CTRL-W	Delete the word to the right of the cursor
CTRL-L	Delete the line containing the cursor

ED-IT's delete block command is described under "The Block Menu," below, and ED-IT's delete entire file command is described under "The File Menu," below.

Function Key Assignments

ED-IT uses the Model 4 function keys to select commonly used commands:

Function Key	Action
F1	Insert a tab character (same as CLEAR-RIGHT ARROW)
F2	Delete the character "under" the cursor (same as CTRL-D)
F3	Change between insert and overwrite modes (same as CTRL-A)

Entering Special Characters

To enter a special character in a text file, use this procedure:

1. Press **CTRL-C** (the "C" stands for "character") and release it.
2. Type the three digits that make up the decimal ASCII code of the character. If necessary, use leading zeroes to make up the three digits. For example, to enter a solid graphics block (ASCII 191), type **1, 9, 1**. To enter a checkmark, type **2, 3, 6**. To enter a right square bracket (]), type **0, 9, 1**. To enter a copyright symbol, type **2, 3, 9**.

As soon as you have typed the third digit, the special character will appear on the screen.

ED-IT will not allow you to enter characters with ASCII values of zero, 1, 2, 3, or 26, since these characters are used internally by ED-IT. In general, unless you know exactly what you are doing, you should not enter characters with ASCII values below 31, except for **0, 0, 9** (the tab character) and **0, 1, 3** (the **ENTER** character).

Note 1: **CTRL-C** is active when ED-IT is waiting for input, such as when you are entering search or replace strings (see "The Search Menu," below). To search for an **ENTER** character, include special character **0, 1, 3** in your search string.

Note 2: Try these three special characters in your text file, one right after the other:

1. **CTRL-C, 2, 4, 4**
2. **CTRL-C, 2, 4, 5**
3. **CTRL-C, 2, 4, 6**

On a "standard" Model 4, these keystrokes will produce a right-pointing hand.

ED-IT's Menu System

ED-IT's menu system is activated by pressing the **BREAK** key. ED-IT will clear the bottom line on the screen and display the following menu:

File Block Search Other Quit

To make a choice, press the first letter of the choice. For example, to choose "File," press **F**; to choose "Search," press **S**. To remove the menu without making a choice, press **BREAK** again.

Each menu option is described below.

The File Menu

The File menu displays a second menu:

Load Save New

To make a choice, press the first letter of the choice. For example, to choose "Save," press **S**.

1. The File/Load option prompts you to enter a filename. It then clears ED-IT's editing buffer and attempts to load the file you specified from disk. To exit from the File/Load option without clearing the buffer and loading a new file, press **BREAK** when it asks for a filename.

Note: To *merge* a file (load it without first clearing ED-IT's editing buffer), use the Block/Load option, described below.

2. The File/Save option prompts you to enter a filename. It then saves the file in ED-IT's editing buffer onto disk. To exit from the File/Save option without saving anything, press **BREAK** when it asks for a filename.
3. The File/New option asks for confirmation, then clears ED-IT's editing buffer, making room for a new file. **Be careful with this option!** There is no way to "undo" the action after you have cleared the editing buffer. To exit from the File/New option without clearing the buffer, answer "No" or press **BREAK** when it asks if you are sure.

The Block Menu

A "block" is a specially marked section of text that can be manipulated independently from the rest of the file. Files can only contain one block at a time, but blocks can be deleted, moved, copied, saved, and loaded. The Block menu displays a second menu:

Begin End Delete Move Copy Load Save Unmark

To make a choice, press the first letter of the choice. For example, to choose "Copy," press **C**.

1. The Block/Begin option marks the beginning of the block. The beginning of the block is displayed on the screen as a graphics character that looks like an open bracket (ASCII 183).
2. The Block/End option marks the end of the block. The end of the block is displayed on the screen as a graphics character that looks like a close bracket (ASCII 187).
3. The Block/Delete option asks for confirmation, then moves the cursor to the beginning of the block and deletes it. The block's beginning and end markers will be deleted as well. To exit from the Block/Delete option without deleting the block, answer "No" or press **BREAK** when it asks if you are sure.
4. The Block/Move option copies the block from its original location to the cursor position, then deletes the original block from memory. The block's beginning and end markers are not copied.
5. The Block/Copy option copies the block from its original location to the cursor position. The block's beginning and end markers are not copied, and the original block is unchanged.
6. The Block/Save option prompts you to enter a filename. It then saves the block onto disk. The block's beginning and end markers are not saved. To exit the Block/Save option without saving anything, press **BREAK** when it asks for a filename.
7. The Block/Load option prompts you to enter a filename. It then attempts to load the file you specified from disk. The editing buffer is not cleared, and the new file is inserted at the cursor position. To exit the Block/Load option without loading a new file, press **BREAK** when it asks for a filename.
8. The Block/Unmark option moves the cursor to the beginning of the block and deletes its beginning and end markers.

The Search Menu

The Search menu displays a second menu:

Find Change Automatic Repeat Line

To make a choice, press the first letter of the choice. For example, to choose "Automatic," press **A**.

The word "string," as used in the following descriptions, refers to a word or phrase up to sixty-six characters long. "ED-IT," "Computer News 80," and "TRS-80 Model 4, 4P, and 4D computers" are all examples of strings.

1. The Search/Find option prompts you to enter a string. It then searches the file for that string, starting one character past the cursor position. If the string is found, ED-IT will position the cursor on the first character of the string; otherwise, the cursor position will not change. To exit the Search/Find option without searching for a string, press **BREAK** when it asks for a string.
2. The Search/Change option performs a Search/Find operation, as described above. If the string is found, ED-IT prompts you to enter a second string. It then replaces the first string with the second one. The cursor will be positioned on the last character of the replacement string. To exit the Search/Change option without replacing a string, press **BREAK** either time it asks for a string.
3. The Search/Automatic option performs a repetitive Search/Change operation, starting one character past the cursor position and continuing until the end of the file. The cursor will be positioned on the last character of the last replacement string. To exit the Search/Automatic option before it reaches the end of the file, press **BREAK**.
4. The Search/Repeat option repeats the last Search/Find or Search/Change operation, depending on which was last performed. **Note:** To repeat the last Search/Find or Search/Change operation without having to use the Search menu, press **CTRL-R**.
5. The Search/Line option prompts you to enter a line number. It then positions the cursor at the beginning of that line in the file. The first line in the file is considered to be line one. If you enter a number that is greater than the number of lines in the file, ED-IT will position the cursor at the end of the file. To exit the Search/Line option without moving the cursor, press **BREAK** when it asks for a line number.

The Other Menu

The Other menu displays a second menu:

Tab Length Info Mode DOS

To make a choice, press the first letter of the choice. For example, to choose "Mode," press **M**.

1. The Other/Tab option prompts you to enter a new tab interval, from two to twenty. ED-IT's default tab interval is eight, unless ED-IT is in BASIC or C programming mode, in which case the default tab interval is four. To exit the Other/Tab option without changing the tab interval, press **BREAK** when it asks for a number.
2. The Other/Length option prompts you to enter a new line length, from twenty to eighty. By default, ED-IT's line length is eighty, which means that ED-IT wraps words around to the next line when they reach the eightieth character on the

screen. ED-IT's line length has nothing to do with how many characters can fit on a line; it only affects how lines are displayed. To exit the Other/Length option without changing the line length, press **BREAK** when it asks for a number.

3. The Other/Info options displays vital statistics about the file you are editing. In particular, it tells:
 - a) The file's name (in **filename/ext:d** format);
 - b) The file's size (in bytes);
 - c) How much free memory the editing buffer contains (in bytes);
 - d) How much total memory the editing buffer contains (in bytes);
 - e) Which programming mode you are using (if any — the three programming modes are represented as **ASM**, **BAS**, and **CCC**); and
 - f) Whether the file has been modified since you last saved it (the information line will end with an asterisk if the file has been modified).

For example, this information line:

```
TEST/ASM:0 Memory in use: 3324 Free memory: 40099 Total: 43423 ASM *
```

tells you that you are editing **TEST/ASM:0**, which takes up 3,324 bytes of memory, and that the editing buffer contains 40,099 free bytes out of a total of 43,423. You are using assembly language programming mode, and **TEST/ASM** has been modified since the last time you saved it.

4. The Other/Mode option displays a third menu that allows you to select one of ED-IT's four operating modes:
 - a) In **Assembly language programming** mode, the file extension defaults to **/ASM** and the tab interval defaults to 8. Since some assemblers require this terminating character, ASCII 26 is added to the end of each file before saving. All text except quoted strings and program comments is capitalized before each file save. Word-wrap is turned off.
 - b) In **BASIC programming** mode, the file extension defaults to **/BAS** and the tab interval defaults to 4. Since some compilers require this terminating character, ASCII 26 is added to the end of each file before saving. All text except quoted strings and program comments is capitalized before each file save. Word-wrap is turned off.
 - c) In **C programming** mode, the file extension defaults to **/CCC** and the tab interval defaults to 4. Since some compilers require this terminating character, ASCII 26 is added to the end of each file before each save. Word-wrap is turned off.
 - d) In **Text** mode, all programming modes are turned off. There is no default file extension and the tab interval defaults to 8. Word-wrap is turned on.

To exit the Other/Mode option without changing modes, press **BREAK**.

5. The Other/DOS option prompts you to enter a DOS command. It then clears the screen and executes the command, just as if you had entered it from "DOS Ready." When the command has finished, you will be returned to ED-IT with its

editing buffer intact. Almost any command can be executed with the Other/DOS option — even programs such as FORMAT and BACKUP — but there are three points you should remember:

- a) The DOS command must not try to alter the high memory pointer. For example, you can't install filters or set up a Memdisk using the DOS option.
- b) ED-IT must have enough free memory to execute the DOS command — at least 8K, and possibly more if the command requires it.
- c) There is always the possibility that DOS commands will crash and never return control to ED-IT. Whenever possible, use the File/Save option before you execute a DOS command.

To exit the Other/DOS option without executing a DOS command, press **BREAK** when it asks for a command.

The Quit Option

If ED-IT's editing buffer contains text, the Quit option alerts you that the file has been modified and asks if you want to save before you quit. If you answer "Yes," ED-IT saves the file you are editing onto disk. In either case, ED-IT quits and returns you to the "DOS Ready" prompt.

If you quit ED-IT by mistake and would like to run it again with its editing buffer intact, use its "warm start" option. Invoke ED-IT with this command from "DOS Ready":

E4 *

Move the cursor through the text to make sure the file is still intact, then use the File/Save option to save it to disk under a temporary filename, such as "TEMP/TMP." Then quit ED-IT and run it again normally, using the temporary filename on the ED-IT command line:

E4 TEMP/TMP

Don't skip the temporary filename step. When you use the warm start option, ED-IT does not initialize its editing buffer. Since many things could have happened to ED-IT's editing buffer before the warm start, don't trust it with your valuable files until you have run it again normally.

Questions and Answers

- Q:** How can I view a disk directory from within ED-IT?
- A:** Press **BREAK** to activate ED-IT's menu system. Choose the "Other" menu by pressing **O**. Choose the "Other/DOS" option by pressing **D**. Then enter a directory command, such as:

```
DIR /TXT:1
```

The directory will appear on-screen, just as if you had entered the command at the "DOS Ready" prompt. Press a key when you want to return to ED-IT's editing screen.

- Q:** Why can't I get the **CTRL-C** key combination to enter special characters into the file?
- A:** You are probably holding down **CTRL-C** while you type the three decimal digits. That's the way it's done on IBM PC's and compatible computers, but not with ED-IT. Press **CTRL-C**, then release it. Then type the three digits.
- Q:** How do I clear the entire line when ED-IT prompts me for input? **LEFT ARROW** just moves the cursor backward, and **SHIFT-LEFT ARROW** just takes me to the beginning of the line; neither key combination erases anything.
- A:** ED-IT was designed to allow you to edit input strings with many of the same commands you use to edit text. For that reason, **LEFT ARROW** and **SHIFT-LEFT ARROW** are "non-destructive." To clear the entire line, press either **CTRL-L** or **SHIFT-CLEAR**. To backspace over a character and erase it, press **CLEAR-LEFT ARROW**.
- Q:** Does ED-IT include any kind of macro or keystroke multiply capability?
- A:** No, but since ED-IT is fully compatible with KSM/FLT, the keystroke multiply filter included with DOS, you can add this capability very easily. See the section on KSM/FLT in the appendix of your *Model 4 Disk System Owner's Manual* for more information. If you want to be able to re-define KSM keys "on the fly," you might want to investigate the KSMPLUS filter included on the LS-Utility Disk. The LS-Utility Disk is distributed by MISOSYS, Inc. (P.O. Box 239, Sterling, VA 22170-0239) and contains several other useful programs for the Model 4. An LDOS version of KSMPLUS is also available from MISOSYS.
- Q:** I need to save the file in the editing buffer, but my disk doesn't contain enough free space. Can I delete disk files from within ED-IT?
- A:** Yes. Use the "Other/DOS" option (press **BREAK**, then **O**, then **D**) and enter a REMOVE command, just as you would from "DOS Ready."
- Q:** Is ED-IT compatible with PRO-WAM, the window controller and applications manager from MISOSYS?
- A:** Absolutely. In fact, ED-IT uses many of the same key combinations that PRO-WAM does. If you are a PRO-WAM user, ED-IT should feel quite familiar to you. Also, ED-IT accepts exported data from PRO-WAM applications without

difficulty.

- Q:** When my editor/assembler creates a print-out, it wraps around lines that are longer than 58 characters. Can ED-IT help me limit the length of my source lines?
- A:** Yes. Set ED-IT's line length to 59 (press **BREAK**, then **O**, then **L**, then enter the number 59). ED-IT will then display lines as your printer will print them.
- Q:** When I load a BASIC program into ED-IT, all I see is garbage. What's wrong?
- A:** You are probably trying to load a program that has not been saved in ASCII format. To save a file in ASCII format from BASIC, enter:

SAVE "filename/ext:d",A

Of course, replace "filename/ext:d" with the name of the file you want to save. Now the file should load into ED-IT without problems.

Warning: Do *not* save non-text files that have been mistakenly loaded into ED-IT! For example, if you accidentally load a non-ASCII BASIC program into ED-IT, do not save it to disk again when you quit, or you will almost certainly corrupt the file.

Error Messages

Here is a list of ED-IT's error messages and a description of what they mean. A list of DOS error messages (such as "disk space full" and "illegal file name") can be found in the *Model 4 Disk System Owner's Manual*.

Block not marked — ED-IT cannot find the block's beginning or ending marker. Either you neglected to mark one end of the block, or the block's ending marker was mistakenly placed before the block's beginning marker.

Can't copy block — ED-IT is unable to copy the block from its original location. You may be trying to copy a block within itself.

Can't execute DOS command — Some other program has "frozen" high memory, so ED-IT is unable to relocate itself and execute your DOS command. The best response to this situation is to save your file and re-boot.

Out of memory — Either ED-IT's editing buffer has run out of free memory space, or you have tried to execute a DOS command with less than 8K of free memory.

String not found — ED-IT cannot find the string you are searching for.

=====

ED-IT for the Model 4
README/TXT

=====

This README/TXT file describes any additions, corrections, or changes to the ED-IT instruction manual. See page 1 of the ED-IT manual for details about how to print this file... or follow the procedure described below, under "Additions, Changes, and Corrections."

===== ADDITIONS, CHANGES, and CORRECTIONS =====

Version 1.1 of ED-IT contains a new menu option, "Print." To use this option, press <BREAK>. The bottom screen line will clear and ED-IT will display its main menu:

File Block Search Print Other Quit

Press <P> to select "Print." The bottom line will now display a second menu:

Print Margins Titles Number Other

To make a choice, press the first letter of the choice. For example, to choose "Titles," press <T>.

1. The Print/Print option starts printing the current file, using the tab interval, line length, margins, titles, and so on that you have already set. (Tab interval and line length are set using the Other menu, described in the ED-IT instruction manual on pages 8 and 9. Margins, titles, and other printing options are set using other Print menu options, described below.) To cancel printing at any time, press <BREAK>.
2. The Print/Margins option prompts you to enter values for left margin, top margin, number of printed lines, and page length. Each prompt will display a current value. To leave the current value unchanged, press <ENTER> without typing anything else. To change a value, press <SHIFT><CLEAR>, type a new value, and press <ENTER>. To exit the Margins option without answering all of the prompts, press <BREAK>.
3. The Print/Titles option prompts you to enter a header and footer. The header and footer are separated from the rest of the text by one blank line. To print the current page number in a header or footer, include a number sign (#) at an appropriate position on the header or footer line. To turn off a header or footer, answer the prompt by pressing <SHIFT><CLEAR>, followed by <ENTER>. To exit the Titles option without entering a header and footer, press <BREAK>.
4. The Print/Number option prompts you for a starting page number. Enter any number from 0 (zero) to 255. This number will be used to compute current page numbers, which can be printed on header and footer lines (see above). To exit the Number option without changing the starting page number, press <BREAK>.
5. The Print/Other option asks you three questions. The first question is "Pause after each page?" Press <Y> if you are using single sheets of paper, or <N> if you are using continuous fanfold paper or a cut sheet feeder. The second question is "Add line-feeds?" Press <Y> if your printer requires line-feeds after carriage returns, <N> if it does not. (Experiment if you're not sure, but on TRS-80 computers, the answer is usually <N>.) The final question is "Print slashed zeroes?" Press <Y> if you want slashed zeroes in your print-out; otherwise, press <N>. (Note: this feature

will not work on all printers.) To exit the Print/Other option without answering all three questions, press <BREAK>.

Suppose you want to use ED-IT's PRINT option to print out this README/TXT file. You want a left margin of 12, a top margin of 0, a line length of 60, and you want to print 54 lines on a 66-line page. (These are suitable values for most dot matrix printers if you position the paper about one inch below the top of the first page. However, if these values are inappropriate for your printer, substitute your own numbers below.) You want a header of "ED-IT for the Model 4: README/TXT" and a footer of "Page " followed by the page number. Follow this procedure:

1. Load README/TXT into ED-IT. (Press <BREAK>, <F>, and <L>. Press <SHIFT><CLEAR> and enter "README/TXT" without quotation marks.)
2. Set a line length of 60. (Press <BREAK>, <O>, and <L>. Press <SHIFT><CLEAR> and enter the number 61. This means that ED-IT will wrap words around to the next line when they reach the sixty-first character on-screen.)
3. Set the margins to your desired values. (Press <BREAK>, <P>, and <M>. ED-IT will prompt you for each margin value. Press <SHIFT><CLEAR> to erase the default value (if necessary) and enter the appropriate number. In this example, the numbers were 12 for left margin, 0 for top margin, 54 for number of printed lines, and 66 for page length.
4. Set the header and footer. (Press <BREAK>, <P>, and <T>. Press <SHIFT><CLEAR> and enter "ED-IT for the Model 4: README/TXT" as the header. Press <SHIFT><CLEAR> and enter "Page #" as the footer. Don't include the quotation marks in either case.
5. Make sure the printer is ready, then print the file. (Press <BREAK>, <P>, and <P>.)

That's all there is to it. As you can see, ED-IT's Print option is fast, easy, and powerful.

===== RELEASE HISTORY =====

06/17/91: First release of ED-IT (version 1.0).

07/22/91: Minor revision of ED-IT (version 1.1). Adds a PRINT option to ED-IT's main menu and corrects a few minor bugs.

===== End of README/TXT =====