

**Radio  
Shack®**

**SuperSCRIPT™**

**TRS - 80®**



**SuperSCRIPT™  
REFERENCE MANUAL**

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

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# INTRODUCTION

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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 underscore.

## **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
<b>[ ? ]</b>	?	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:
<b>K I L L</b> <input type="checkbox"/> <b>L P 8</b> <input type="checkbox"/> <b>/ C T L</b>	-----	Line Printer VIII or a DWP series printer
<b>K I L L</b> <input type="checkbox"/> <b>L P 4</b> <input type="checkbox"/> <b>/ C T L</b>	-----	Line Printer IV
<b>K I L L</b> <input type="checkbox"/> <b>S</b> <input type="checkbox"/> <b>/ C T L</b>	-----	Serial Printer
<b>K I L L</b> <input type="checkbox"/> <b>D W 2</b> <input type="checkbox"/> <b>/ C T L</b>	-----	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.





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# INSTALLATION OVERVIEW

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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

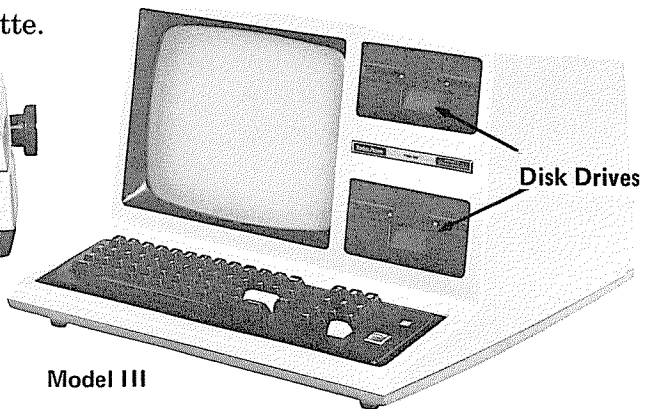
### Are you equipped for SuperSCRIPSIT?

To work with the program, you need:

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



DWH 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

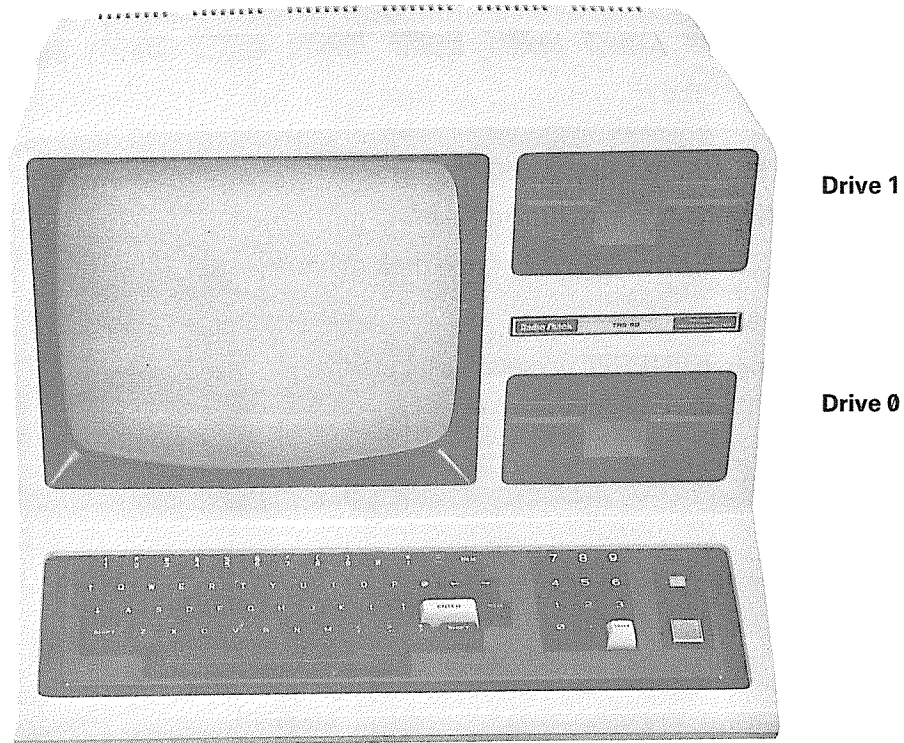
### How many disk drives do you have?

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.

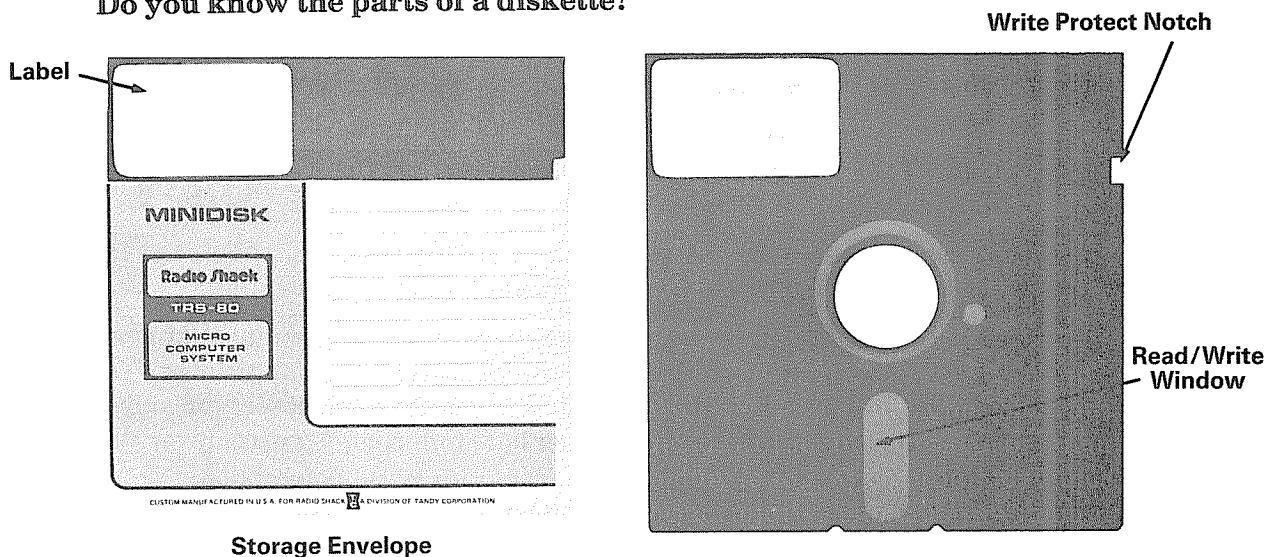


The program identifies each drive as a number from 0 to 3.

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?**

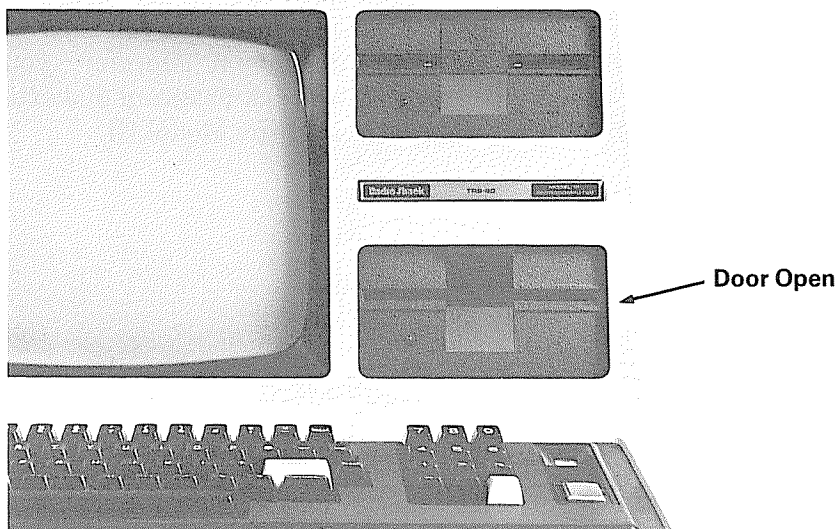
Magnetic media such as flexible diskettes are fragile, and you should care for them accordingly. For example:

- 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.

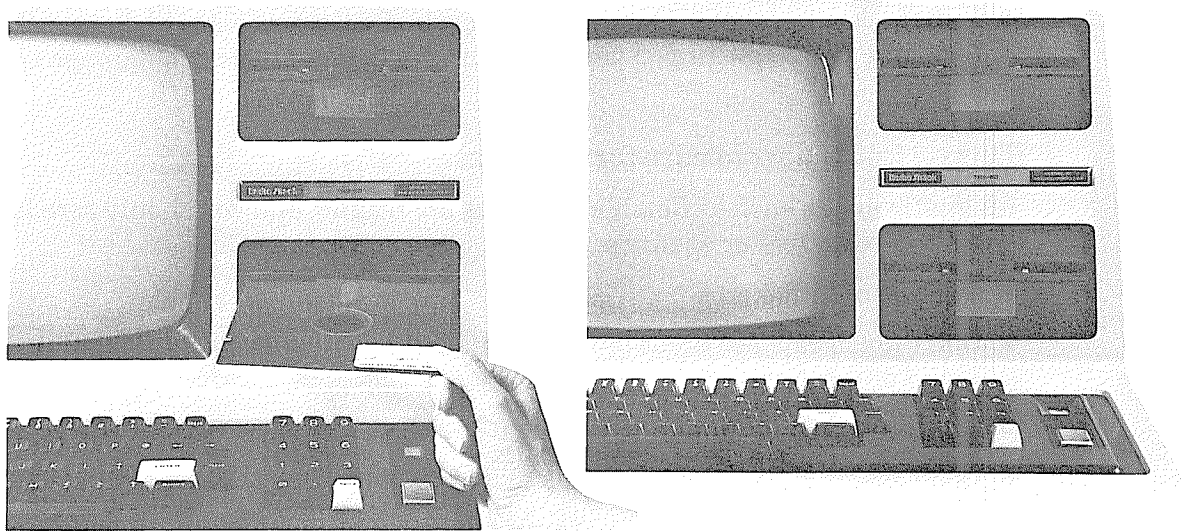
### **Do you know how to insert the diskette into a disk drive?**

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
<b>Proportional Spacing*</b>	N	Y	Y	Y
<b>Justification</b>				
Proportional*	N	Y	Y	Y
Mono	Y	Y	Y	Y
<b>Print Codes</b>				
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

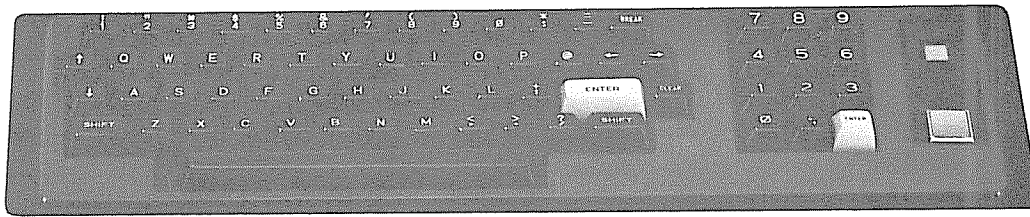
To perform word processing with SuperSCRIPSIT, you use four main components:

- 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.)

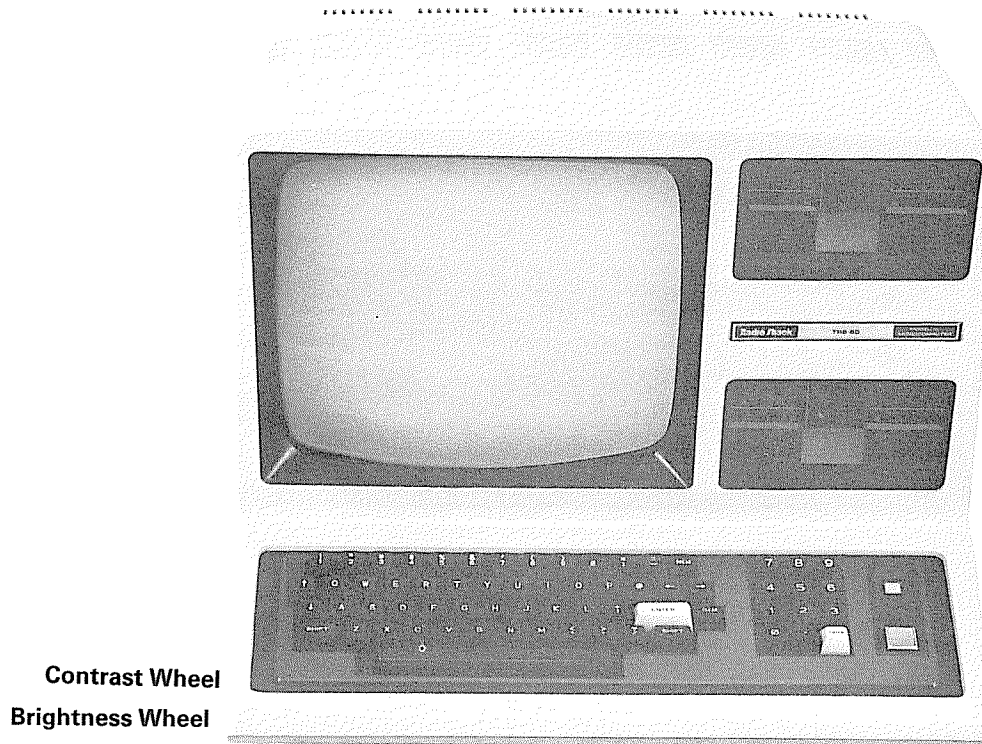
### To Display Menus

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 **MM/DD/YY** 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 **HH:MM:SS** 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 **SCRIPSIT**, a space, and then the name of the document. For example:

**SCRIPSIT DINOSAUR**

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 O.**

**3. Type the document name.**

**4. Press ENTER.**

**5. Type responses to the Open Document Options.**

**6. If necessary, edit the fields.**

**7. Press ENTER.**

---

\* \* \* \* \* 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 0, the program opens the document on the SuperSCRIPSIT diskette in Drive 0. If you want to store the document on a drive other than Drive 0, 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:

<b>D</b>	<b>W</b>	<b>2</b>	Daisy Wheel II
<b>L</b>	<b>P</b>	<b>4</b>	Line Printer IV
<b>L</b>	<b>P</b>	<b>8</b>	Line Printer VIII
<b>S</b>			Serial Printer

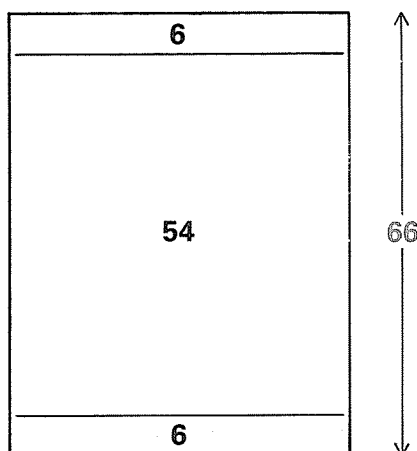
If you are using a non-Radio Shack printer or Line Printer V or VI, see *Appendix 1*, 117.

**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:

<b>1</b>	<b>0</b>	Pica: 10 characters to the inch.
<b>1</b>	<b>2</b>	Elite: 12 characters to the inch.
<b>P</b>		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.

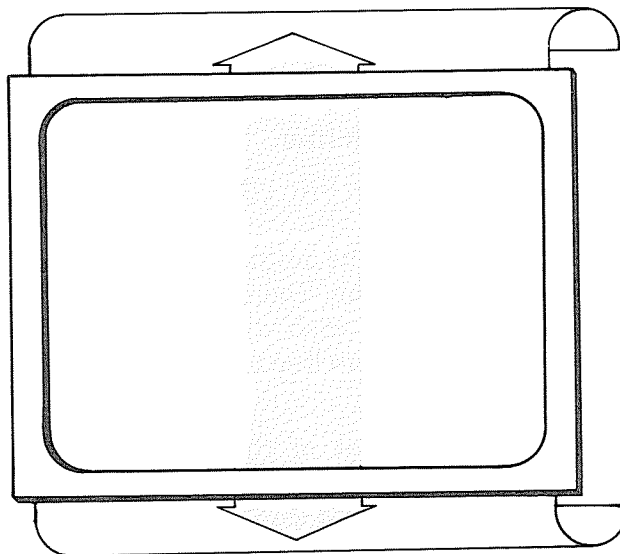
### Scrolling

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

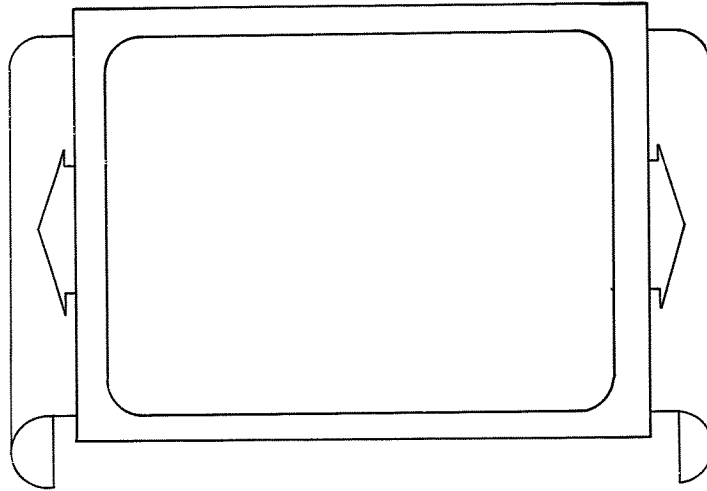
When you type or move the cursor, the program scrolls your text up or down 1 line at a time.





## 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 **[** to set the left margin.

Type **]** 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>ystem) ?

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

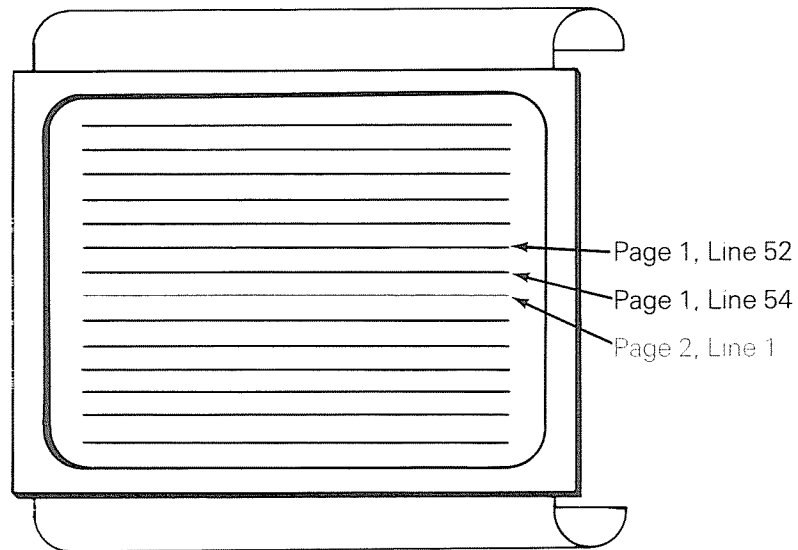
SuperSCRIPSIT offers two modes. You can type in all capital letters with capital mode, or you can view the codes that are embedded in text with view mode. (See *Capital Mode*, 22; *View Mode*, 35.)

## Paginating

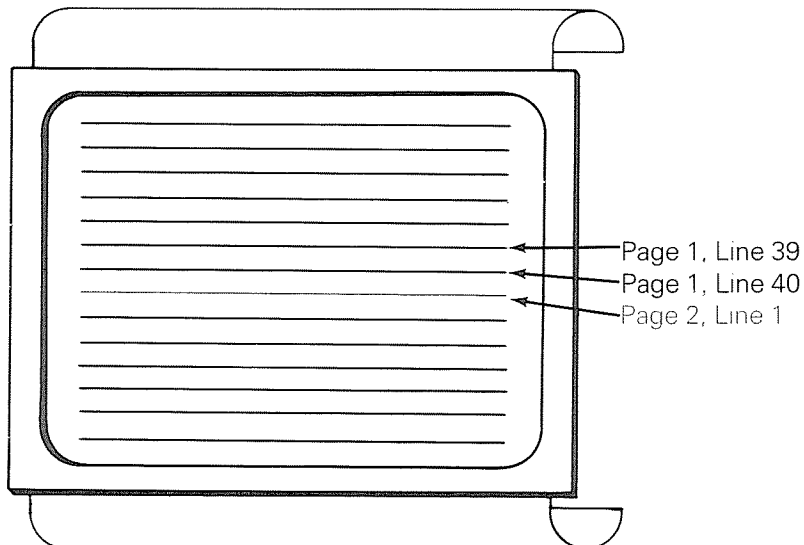
### ■ Command Summary: @N

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.**

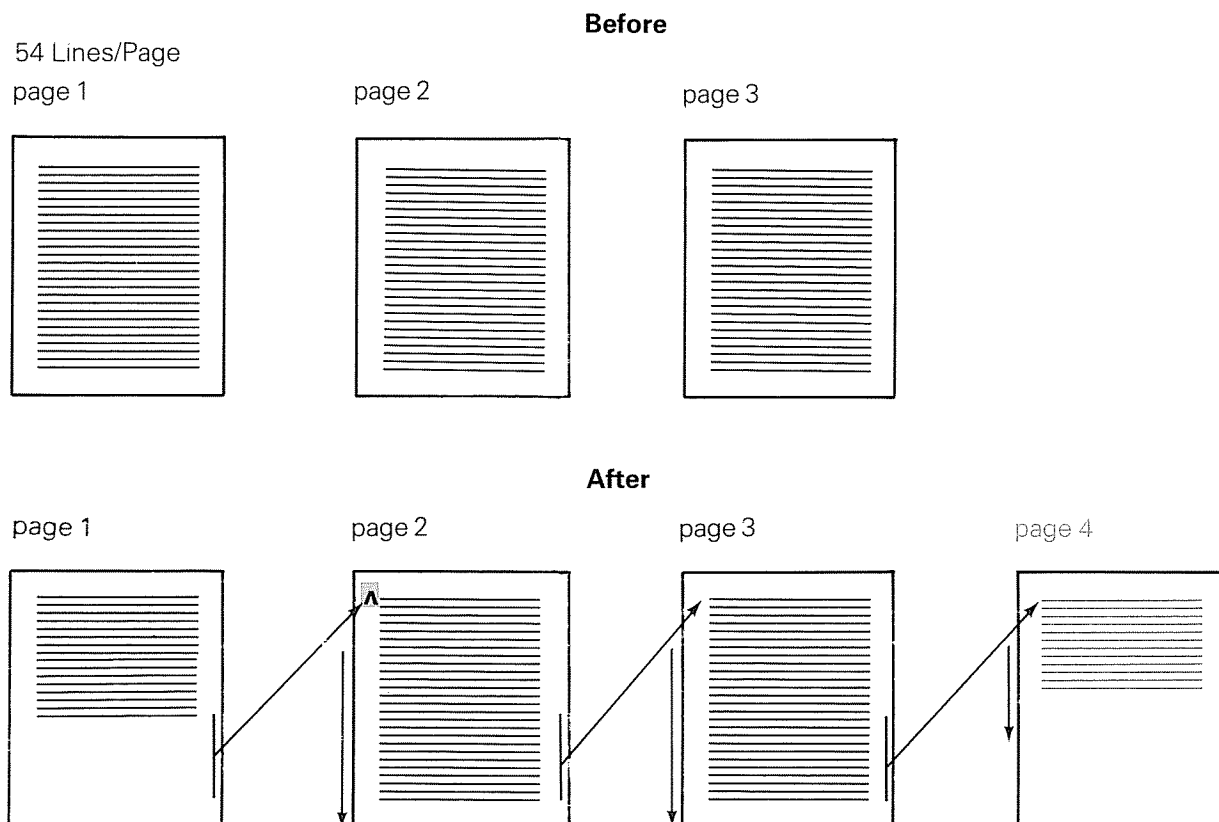
You cannot force a new page in the middle of a paragraph. If you are forcing a new page at the beginning of an existing paragraph, position the cursor on the first character of the paragraph. When you type the force new page code, the program *automatically* inserts it before the paragraph. (See *Insert*,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

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

The program turns on view mode and inserts a `^` into the text. The `^` 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  $\Delta$  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  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  and press  to type at a tab.

Hold down  and type  to align text at a tab.

Press  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 key-strokes. 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.)

Λ 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.)

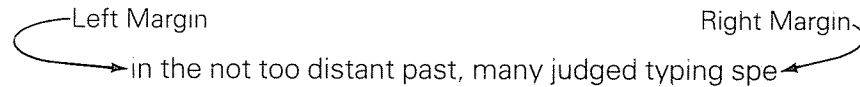
**@N** to force a new page. (See *Paginating*, 30.)

**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

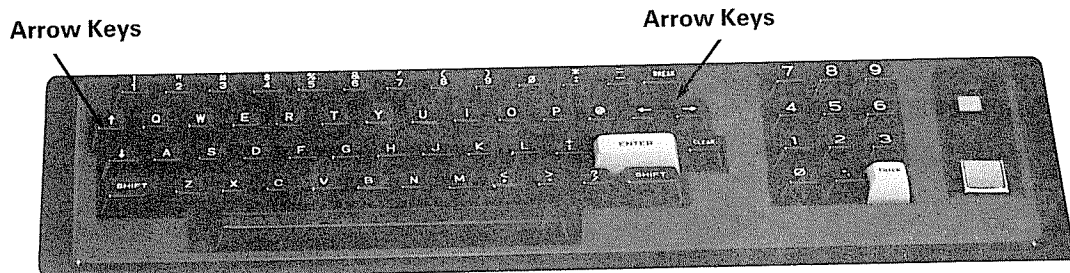
## CURSOR MOVEMENT COMMANDS

---

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.



## Text Quantity Definitions

In order to move the cursor effectively, you must understand how the program defines text quantities.

### Character

A *character* is a space, a letter, or a numeral. With view mode turned on, the program also defines the codes ^ © [ and ] as characters. With view mode turned off, the program does not define these codes as characters.

#### Characters

•  
a

### Word

A *word* is any group of characters with a space after it. The program includes the space after the word as part of the word.

#### Words

the murmuring brook  
                    ↑  
                    space

### Sentence

A *sentence* is any group of characters with end punctuation before and after it: . ? !

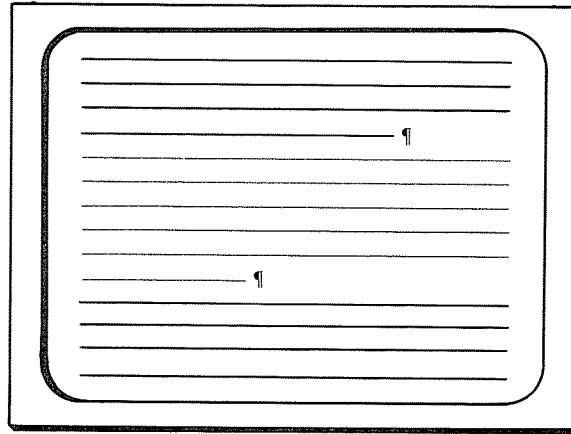
#### Sentences

... of the earlier time? They knew it now. Still, there was ...  
                    ↑                    ↑  
                    end punctuation  end punctuation

### Paragraph

A *paragraph* is any group of characters with the paragraph symbol ¶ before and after it. Naturally, the first paragraph in a document is not preceded by a paragraph symbol. (The program embeds the symbol in the text when you press **ENTER**. You can view the paragraph symbols by turning on view mode.)

## Paragraph



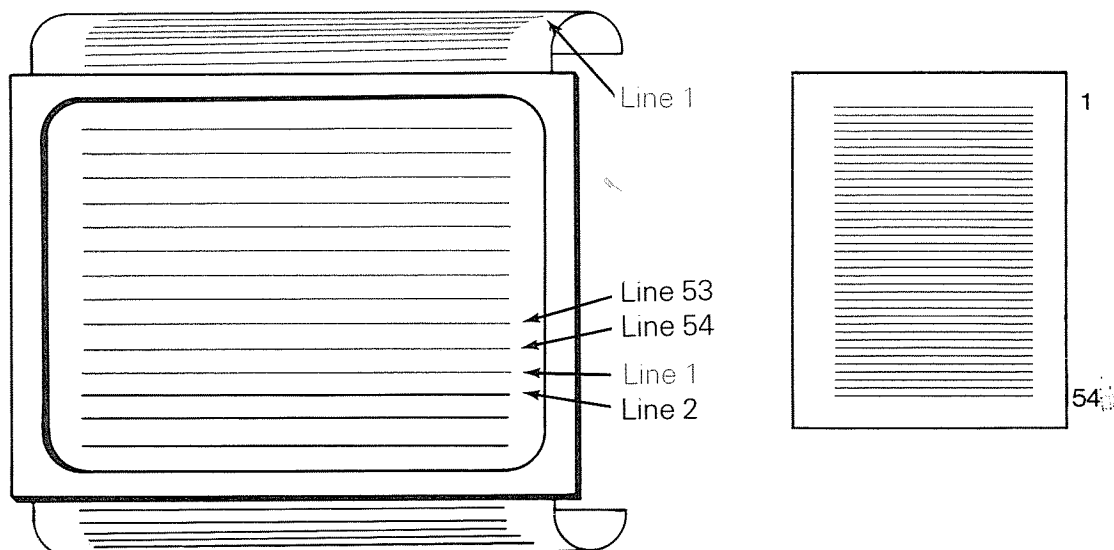
## Page

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

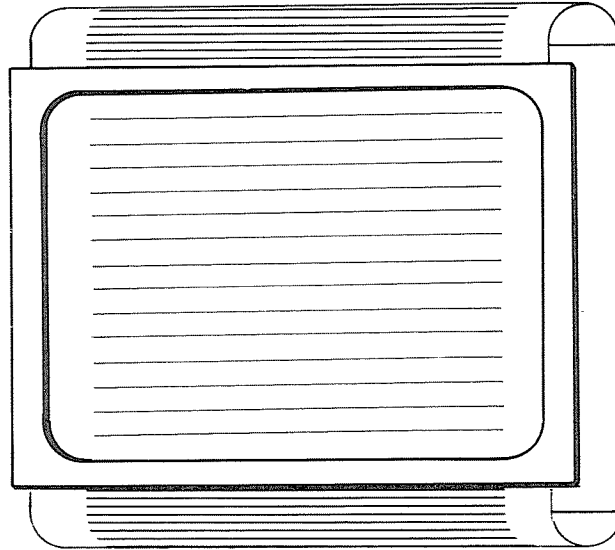




## Video Page

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

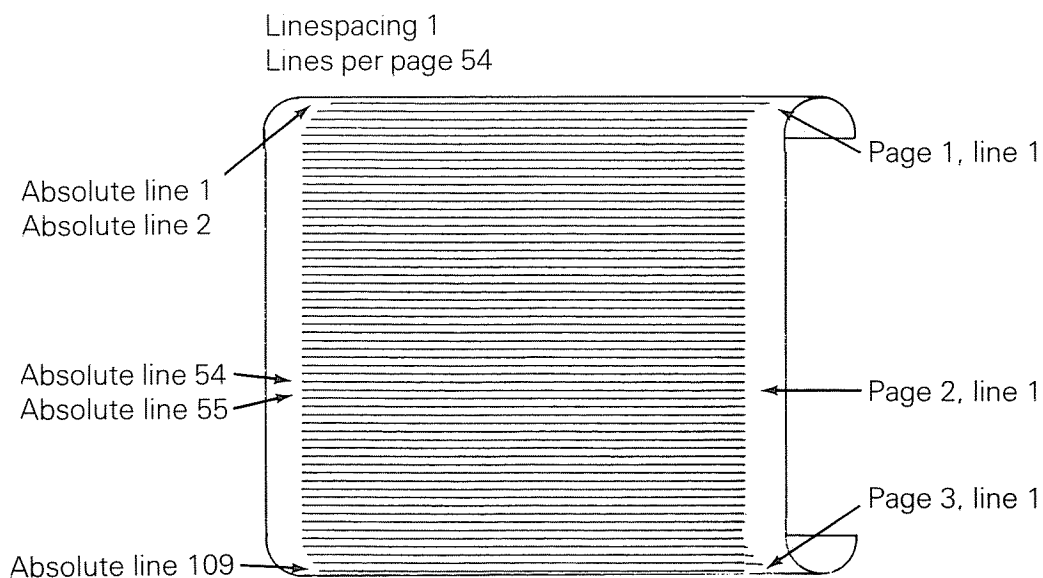
### Video Page



## 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 line-spacing 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
^	<b>@</b> <b>N</b>
©	<b>CLEAR</b>
¶	<b>@</b> <b>G</b>
[	<b>@</b> <b>S</b>
]	<b>@</b> <b>E</b>

### 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:

<b>D</b> Delete	<b>A</b> Adjust	<b>H</b> Hyphenate
<b>C</b> Copy	<b>S</b> Search	<b>P</b> Print
<b>M</b> Move	<b>F</b> Freeze or unfreeze	<b>L</b> Linespace

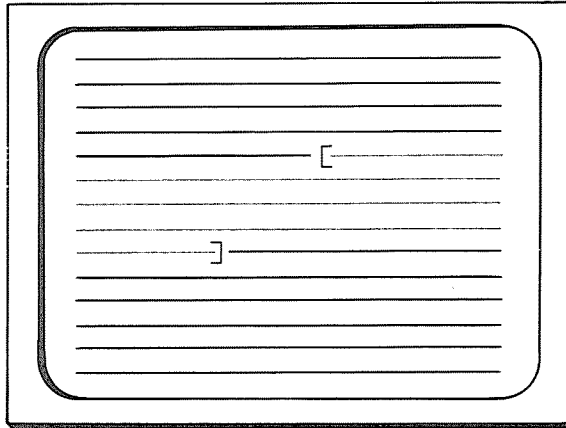
### To delete a block

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.



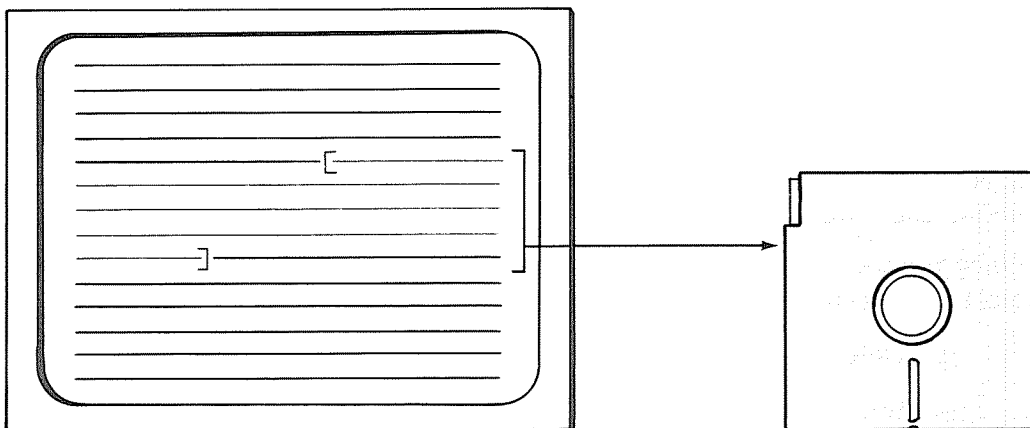
You can instruct the program not to request verification of the delete block command. (See *Verify Deletions*, 101.)

### 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).

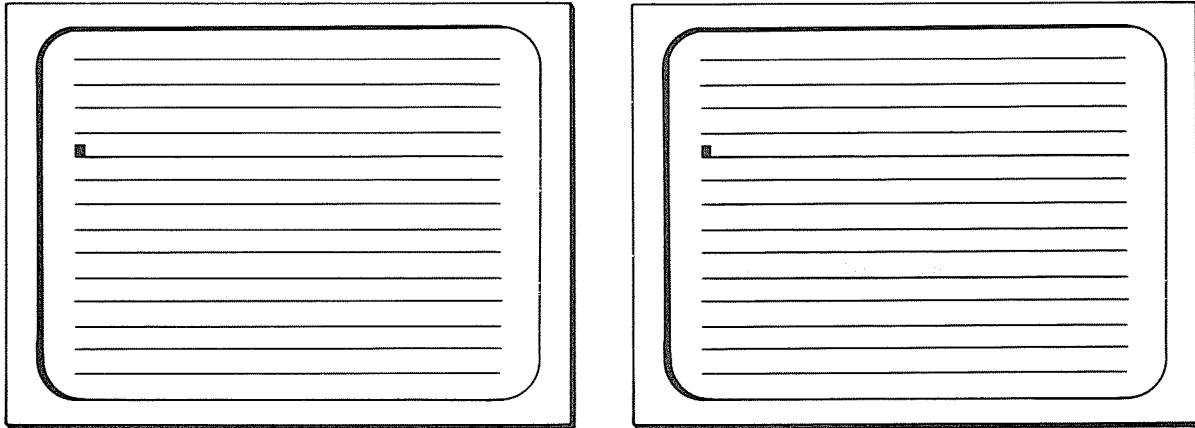
When you type **[C]**, the block remains on the screen. The program copies the block into temporary storage on the diskette. The program stores only one copied block at a time. When you copy a block, the program erases any block that you previously copied.



### 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.

- |              |              |                                      |
|--------------|--------------|--------------------------------------|
| <b>[ 1 ]</b> | Single-space | Text prints on every line (default). |
| <b>[ 2 ]</b> | Double-space | Text prints on every other line.     |
| <b>[ 3 ]</b> | Triple-space | Text prints on every third line.     |

<b>1</b> <b>+</b>	Space and a half	Text prints with a half line of space between each line.
<b>2</b> <b>+</b>	Double-space and a half	Text prints with 1½ lines of space between each line.
<b>3</b> <b>+</b>	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.

---

\* \* \* \* \* 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)

---

## 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
^	<b>@N</b>
@	<b>CLEAR</b>
¶	<b>@G</b>
[	<b>@S</b>
]	<b>@E</b>

### 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

---

SuperSCRIPT 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.

☒ 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 ☒ 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 ☒ (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 ☒ 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 ☒ 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.

☒ 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 ☒ for *no*, the codes on the screen do not print. If you type ☒ for *yes*, the program prints the codes that appear when you turn on view mode. (See *View Mode*, 35.)

<input checked="" type="checkbox"/> ¶ prints as \$	<input checked="" type="checkbox"/> = prints as ~ =
<input checked="" type="checkbox"/> \ prints as \	<input checked="" type="checkbox"/> > prints as ~ >
<input checked="" type="checkbox"/> - prints as ~ -	<input checked="" type="checkbox"/> . prints as ~ .
<input checked="" type="checkbox"/> * prints as ~ *	<input checked="" type="checkbox"/> \ prints as ~ /
<input checked="" type="checkbox"/> ? prints as ~ ?	
<input checked="" type="checkbox"/> \ prints as \	
<input checked="" type="checkbox"/> + 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.

☒ 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:

Wheñ

## 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 **[.]**.

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.  $\textcircled{\cdot}$ \* appears *before* the text to be superscripted, and  $\textcircled{\cdot}$  appears *after* the text. For example:

$\textcircled{\cdot}$ \*Super $\textcircled{\cdot}$ .script

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

#### On the printout

The text preceded by  $\textcircled{\cdot}$ \* and followed by  $\textcircled{\cdot}$  prints as superscript:

Super<sub>script</sub>

## How to Subscript

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



1. Type the subscript code: press **CLEAR** and type **[.]**.

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 **[\*]**.

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  $\textcircled{\cdot}$  appears *before* the text to be subscripted, and  $\textcircled{\cdot}$ \* appears *after* the text. For example:

$\textcircled{\cdot}$ .Sub $\textcircled{\cdot}$ \*script

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

#### On the printout

The text preceded by  $\textcircled{\cdot}$  and followed by  $\textcircled{\cdot}$ \* prints subscripted:

Sub<sub>script</sub>

## 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

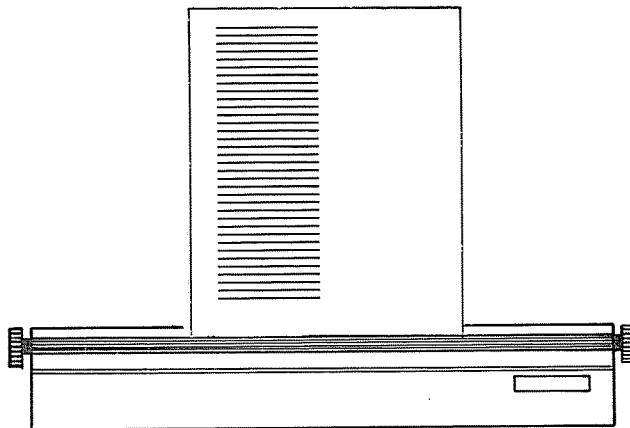
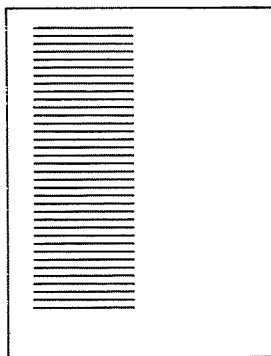
If view mode is turned off, the program turns it on and **© > ¶** appears on the screen. When view mode is off, **>** appears on the screen.

#### On the printout

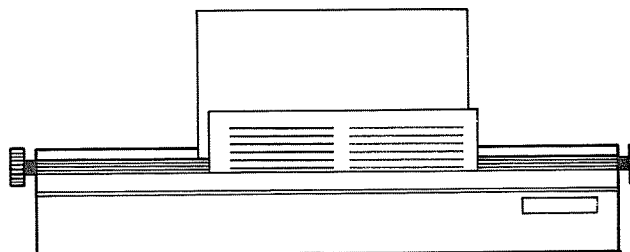
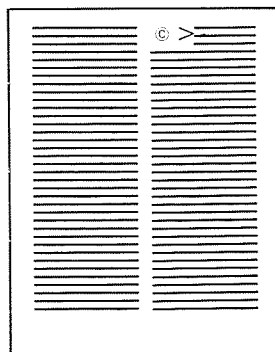
When the program encounters the code, it rolls the paper down to the first printed line on the page following the header (if any) and continues printing.

### 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**.

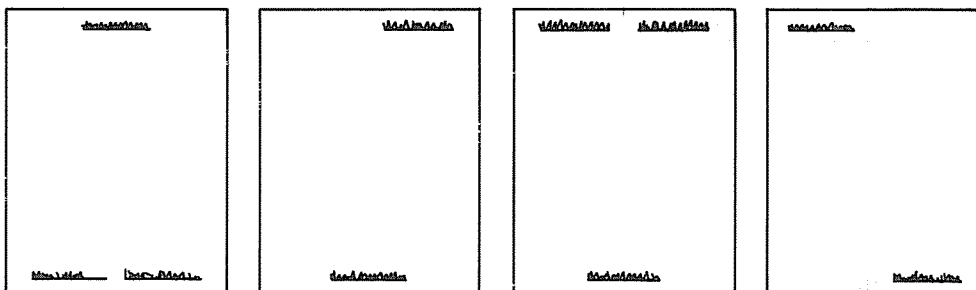
Select even or odd.

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.

Headers



Footers

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.

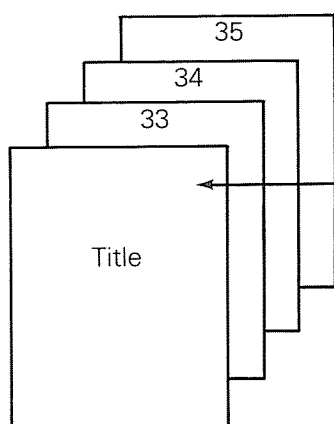
You use the Print Text Options to specify the first number to print. The program numbers each page consecutively. For example, if you tell the program to number the first page 32, it numbers the next page 33, the one after that 34, and so on.

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.

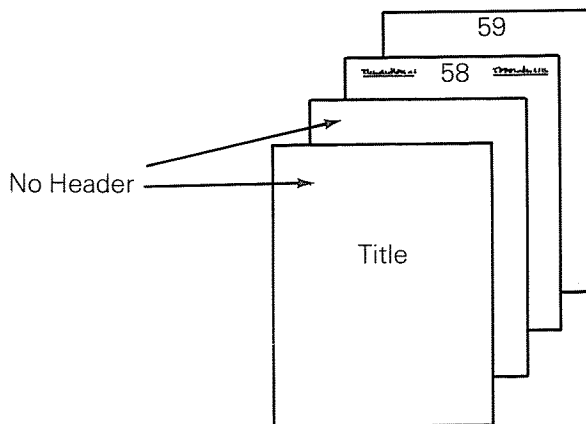
Whether or not you have coded the first page of the document to print with a page number, the program begins numbering the first page with the number you specify. It then counts each page from that number. It prints the current page number whenever it encounters the page numbering code.

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**.**

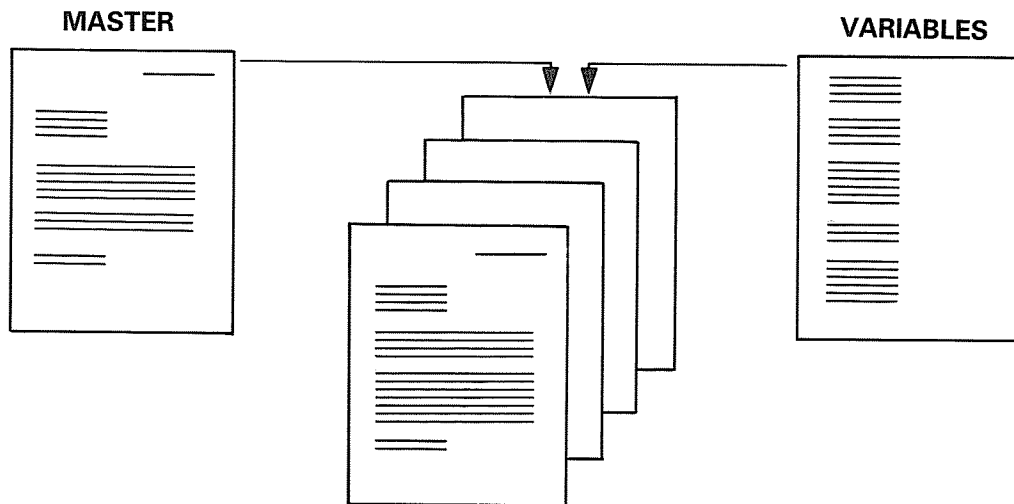
### Preparing a Form Letter

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:

**C O P Y C H A N D L E R C H A N : 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:

**C O P Y C H A N D L E R : 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 **F O R M A T** 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 **F O R M A T** 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 [S] 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 [ENTER] or [BREAK] to exit the menu of the selected utility.**

The System Setup menu returns to the screen.

5. **Press [BREAK] to exit the System Setup menu and return to the Main Menu.**

## Open Document Options

### ■ Command Summary

From the Main Menu, type [S].

From the System Setup menu, type [O].

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 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.



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:

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,-

You edit user key fields as you would any field, but there are some special considerations.

- 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 [0]`.)
- You use special codes to define keystrokes such as the cursor movement commands and `ENTER`:

Keystroke	Code
<b>BREAK</b>	br
<b>ENTER</b>	en



<b>CLEAR</b>	cl
<b>SHIFT</b> <b>CLEAR</b>	CL
<b>↑</b>	up
<b>SHIFT</b> <b>↑</b>	UP
<b>↓</b>	do
<b>SHIFT</b> <b>↓</b>	DO
<b>←</b>	le
<b>SHIFT</b> <b>←</b>	LE
<b>→</b>	ri
<b>SHIFT</b> <b>→</b>	RI
<b>→</b> or <b>↓</b>	> (key)
with another key for example,	> 1
<b>←</b> or <b>↑</b>	< (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.

## How to Loop a User Key

You can program a user key to execute itself. It then loops around on itself, executing over and over again, until you press **BREAK** to break the loop.

1. **Program the user key.**
2. **Type the command to execute the user key that you are programming as the last keystroke for the user key.**

In this example, User Key 3 is a looped user key.

---

```
* * * * * SCRIPSIT – EDIT USER KEY SEQUENCE * * * * *
Which user key do you want to edit (0-9)? 3
do,@3,-----
-----
-----
-----
-----
-----
-----
-----
-----
-----
-----
```

---

After you store this sequence in User Key 3 and execute it, the program moves the cursor down one line and then executes User Key 3, which moves the cursor down one line and executes User Key 3, which moves the cursor down one line, and so on.

The loop functions until you press **BREAK** to stop it.

## How to Chain a User Key

You can program one user key to execute another. In fact, you can chain all ten user keys to execute a maximum of 1,270 keystrokes with just one command!

1. **Program a user key.**
2. **Type the command to execute another user key as the last keystroke of the sequence.**

In the following example, you program User Key 1 to execute User Key 2, and you program User Key 2 to execute User Key 3.

---

\* \* \* \* \* 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.

---

\* \* \* \* \* 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 **C** to enter print codes.

The first of two print code screens appears on the screen.

---

\* \* \* \* \* SCRIPSIT – EDIT PRINTER CONTROL SEQUENCE \* \* \* \* \*

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;63-----	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-----	SQUASHED
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 **ENTER** 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; $\phi$ -----	SUPERSCRIPT ON
"	0--	27; 53; 1-----	SUBSCRIPT ON
#	0--	27; 54-----	BOTH OFF
\$	0--	14-----	Daisy wheel
%	0--	20-----	10
&	0--	163-----	$\pounds$
'	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.

6. 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.

7. 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

1. 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> lign 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  displays the second of the two screens (! " # \$ % & ' ( ) @):

### 4. Edit the field.



#### To edit the print code fields





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

  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.)

  deletes the character the cursor is on.

  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  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:

# SuperSCRIPTSIT AND PRINTERS: TECHNICAL INFORMATION

---

### Using SuperSCRIPTSIT With the Radio Shack Printers

SuperSCRIPTSIT 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 SuperSCRIPTSIT:

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

<b>CTRL</b>	<b>S</b>
<b>→</b>	<b>G</b>

	←
CTRL	E
CTRL	B
	A
→	G
CTRL	Ø

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 Ø**.
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 Ø** 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 ;
BAB8 00220 PRSTOP EQU 0BAB8H ✓ ;TEST FOR BREAK & PAUSE
BAB5 00230 PRterr EQU 0BAB5H ✓ ; ERROR MESSAGE
00F8 00240 PRPORT EQU 0F8H ✓ ;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 0C0DH ;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 ; )
BADF 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 0BH	; 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 C3BFBF	01320	JP	PRTSPC	; DO INCREMENTAL SPC ADV
BB43 C30DFC	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 ;			

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	; CHECK FOR PRINTER READY
BB79 CB	01490	RET	Z	; RETURN IF OK OR
BB7A C3B5BA	01500	JP	PRERR	; PRINT ERROR MSG
	01510 ;			
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 <i>GEMINI</i>
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 <i>GEMINI</i>
BB8E 3E1B	01630	LD	A,1BH	; ESC CHARACTER
BB90 CD9EBB	01640	CALL	PRTCHR	; SEND IT TO DW2 <i>GEMINI</i>
BB93 3804	01650	JR	C,ABORT0	; NOT ACCEPTED, QUIT
BB95 78	01660	LD	A,B	; GET MODE COMMAND
BB96 CD04BE	01670	CALL	NEWSET	; SET STD OR EXT MODE
BB99 C1	01680	ABORT0	POP	; RESTORE REGISTERS
BB9A C9	01690	RET	BC	; 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
BBA A 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	; PROCESS & PRINT CHAR
BBBC AF	01910	XOR	A	; CLEAR CHARACTER
BBBD D1	01920	PRDONE	POP	; RESTORE REGISTERS
BBBE C9	01930	RET	DE	; 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	; MSB OF WIDTH (00H)
BBCB B5	02050	OR	L	; A NOW HOLDS WIDTH VALUE
BBC C 283B	02060	JR	Z,SPDONE	; NO WIDTH LEFT, SO QUIT

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
BBF1	CD9BBB	02270	CALL	PRTCHR	;SEND IT
BBF4	3813	02280	JR	C,SPDONE	;ABORT ON ERROR
BBF6	7A	02290	LD	A,D	;RE-FETCH # OF INCREMENTS
BBF7	D606	02300	SUB	06H	;SUBTRACT 6
BBF9	57	02310	LD	D,A	;PUT RESULT IN D
BBFA	18E7	02320	JR	SPCINC	;RE-CYCLE
BBFC	3E1B	02330	INC0	LD A,1BH	; ESC CHAR
BBFE	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	3E08	02710	LD	A,08H	; BACKSPACE CHARACTER
BC3B	CD9BBB	02720	CALL	PRTCHR	; DO A BACKSPACE

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	CDCBBB	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				

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 18F5	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		; 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		; 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		; DONE
	03780				
BCE3	03790	RDYTST	EQU	\$	; PRINTER CHECK
BCE3 C5	03800		PUSH	BC	; SAVE REGISTERS
BCE4 47	03810		LD	B,A	; SAVE CHARACTER
BCE5 DBF8	03820		IN	A,(0FBH)	; GET PRINTER STATUS
BCE7 00	03830		NOP		; (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		; 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

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	EDB0	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	

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
BDC E	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



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
		05490			
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 <del>DW2</del> 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	D8	05640	RET	C	; ABORT IF SO
BE08	3E1B	05650	LD	A, 1BH	; ESC CHARACTER
BE0A	CD9BBB	05660	CALL	PRTCHR	; SEND IT OUT
BE0D	D8	05670	RET	C	; ABORT
BE0E	3E19	05680	LD	A, 19H	; NORM PROGRAM MODE
BE10	CD9BBB	05690	CALL	PRTCHR	; RESET DW2
BE13	D8	05700	RET	C	; ABORT
BE14	3A03BE	05710	LD	A, (MODFLG)	; GET INDICATOR
BE17	B7	05720	OR	A	; IS IT STD PS?
BE18	C8	05730	RET	Z	; YES, ALL DONE
BE19	3E1B	05740	LD	A, 1BH	; ESC CHARACTER
BE1B	CD9BBB	05750	CALL	PRTCHR	; SEND IT OUT
BE1E	D8	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

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	OUT	(PRPORT),A	; PRINT CHARACTER
BE53	00	06110	NOP		
BE54	C9	06120	RET		; DONE WITH PRINTING
		06130			
BE55		06140	EXTBL	EQU	\$
BE55	0F	06150	DEFB	0FH	; TABLE OF HAMMER SETS
BE56	0A	06160	DEFB	0AH	; SP (DUMMY)
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	; /
BE66	0B	06320	DEFB	0BH	; 0
BE67	0C	06330	DEFB	0CH	; 1
BE68	0C	06340	DEFB	0CH	; 2
BE69	0C	06350	DEFB	0CH	; 3
BE6A	0C	06360	DEFB	0CH	; 4
BE6B	0D	06370	DEFB	0DH	; 5
BE6C	0C	06380	DEFB	0CH	; 6
BE6D	0D	06390	DEFB	0DH	; 7
BE6E	0D	06400	DEFB	0DH	; 8
BE6F	09	06410	DEFB	09H	; 9
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	; @
BE77	0E	06490	DEFB	0EH	; A
BE78	0C	06500	DEFB	0CH	; B
BE79	0D	06510	DEFB	0DH	; C
BE7A	0D	06520	DEFB	0DH	; D
BE7B	0C	06530	DEFB	0CH	; E
BE7C	0D	06540	DEFB	0DH	; F
BE7D	0C	06550	DEFB	0CH	; G
BE7E	0B	06560	DEFB	0BH	; H
BE7F	0B	06570	DEFB	0BH	; I
BE80	0E	06580	DEFB	0EH	; J
BE81	0B	06590	DEFB	0BH	; K
BE82	0E	06600	DEFB	0EH	; L
BE83	0C	06610	DEFB	0CH	; M
BE84	0D	06620	DEFB	0DH	; N
BE85	0D	06630	DEFB	0DH	; O
BE86	0E	06640	DEFB	0EH	; P
BE87	0D	06650	DEFB	0DH	; Q
					; 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 0B	06780	DEFB 0BH	; UNDERSCORE
BE95 0B	06790	DEFB 0BH	; 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
BERD 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

BECB 0F	07320	DEFB 0FH	; 95
BECB 0F	07330	DEFB 0FH	; 96
BECB 0F	07340	DEFB 0FH	; 97
BECB 0F	07350	DEFB 0FH	; 98
BECB 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	

JUMP0	BBD8	02130	02080						
JUMP1	BC04	02370	02180						
JUMP10	BD26	04320	04290						
JUMP11	BDD7	05340	05300						
JUMP12	BDE0	05400	05330						
JUMP2	BC2E	02640	02590						
JUMP3	BC53	02890	02840						
JUMP4	BCA0	03310	03030	03060					
JUMP5	BC8F	03240	03080						
JUMP6	BC89	03210	03170						
JUMP7	BCBE	03530	03480						
JUMP8	BD2E	04390	04220						
JUMP9	BD24	04300	04270						
LOOP0	BBCA	02040	02380						
LOOP1	BC20	02570	02530	02630					
LOOP2	BC79	03130	03200						
LOOP3	BCB3	03470	03520						
LOOP4	BD1D	04250	04320						
MODCHK	BDF0	05500	01540						
MODFLG	BE03	05610	05280	05560	05710	05820			
MODST0	BB75	01460	01780	02130	02500	05310	05590		
NEWPR	BE25	05800	01900						
NEWSET	BE04	05620	01670						
PITCH0	BAD4	00280	03930						
PRDONE	BBBD	01920	01880						
PRINIT	BB76	01480	01290						
PRINT	BBB9	01900	01760	01810					
PRPORT	00FB	00240	05960	06100					
PRSTOP	BABE	00220	01720	06080					
PRTCHR	BB9B	01710	01310	01640	02240	02270	02340	02370	02610
			02720	03140	03500	03600	03650	03680	03730
			03760	05630	05660	05690	05750	05780	
			01500						
PRTERR	BAB5	00230	01320	01860	03220	04480			
PRTSPC	BBBF	01950	01380	01480					
RDYTST	BCE3	03790							
RESUME	BC47	02830	05480						
SETMOD	BB8E	01620	01570	01600					
SETPCH	BB7D	01520	01300						
SETTBL	BCEF	03900	01390						
SPCINC	BBE3	02190	02120	02160	02320				
SPDONE	BC09	02390	02060	02250	02280	02350			
TOGFEA	BC42	02780	01340						
UNDERL	BCA7	03370	03270	03310					
USCORE	BB14	00940	03450						
WIDSPC	BAD5	00310	01830	02010	02540	04030	05350	05990	
WIDTBL	BAD5	00300							

## 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-SCRIPTSIT 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.

**Invoke the Proofread Option by typing **P** from the Main Menu.**

The screen will show:

You type:

SCRIPSIT – DOCUMENT PROOFREADER

Name of document to proofread:- - - - - the document name

The Proofread Program will display the number of words processed and the number of words not found. When the entire document has been checked, the document will be displayed with the cursor flashing on the first letter of the first word “not found.” At this point you have three choices listed at the bottom of the screen: Skip, Correct, or Add word to dictionary.

- **Type **S** to move on to the next misspelled word.**
- **Type **C** to correct the spelling.**

The word will appear at the bottom of the screen. You may insert or delete with **@I** and **@D** just like normal editing (except that it is done one character at a time). You may also overstrike any character by positioning the cursor with the right and left arrow keys and then typing the correct letter.

- **Type **A** to add the word to the User List.**

From this word forward, the added word will no longer be considered misspelled. The User List is stored on the Drive 1 Dictionary diskette.

Choose one of the options for each “not found” word. When this is accomplished, the Proofread Program will reposition the cursor at the beginning of the document return to the normal SuperSCRIPSIT editing mode. Press **@Q** to return to the Main Menu.



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