SCRIPT

WORD PROCESSING

USER'S MANUAL

For Models I or III or 4/4p/4d disk systems

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SCRIPT is designed for compatibility with Radio Shack's *Disk Scripsit*. It will be able to load and use files created with *Disk Scripsit* for the Model I, III, or 4.

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DISK CONFIGURATION FORMATS

SCRIPT is provided to you in 1 of 5 disk configurations, all of which are supplied on a single-sided single-density 35-track floppy disk, except for the TRSDOS 1.3 version, which is supplied on a standard TRSDOS 1.3 format disk at single-sided double-density 40-track. The configurations are:

(1) *SCRIPT Word Processing* for Model 4 TRSDOS 6.x, LS-DOS 6.x, and DOSPLUS IV.

(2) *SCRIPT Word Processing* for Model III TRSDOS 1.3.

(3) *SCRIPT Word Processing* for Model I and Model III LDOS.

(4) *SCRIPT Word Processing* for Model I and Model III DOSPLUS.

(5) *SCRIPT Word Processing* for Model I and Model III and Model 4 MULTIDOS, and Model I NEWDOS/80 Version 1, and Model I and Model III NEWDOS/80 Version 2.

You will have received *only one* of the above configurations.

Please be aware that when using ***SCRIPT*** with Model 4 MULTIDOS, that you should assume the system as emulating the Model III, and the screen *MUST* be in the 64 by 16 mode (use the **V64** command to do this) prior to entering into ***SCRIPT.***

Please also be aware that of the respective configurations, that all Model I, III, and 4 DOS system can read the files from the disks associated with them without prior preparation or conversion, except for NEWDOS/80 Version 2. With this DOS you may have to alter your PDRIVE configuration in order to read it. Refer to the PDRIVE command in Chapter 2 of your NEWDOS/80 2.0 manual for the proper configuration to read a standard 5 inch, 35 track, single density, single sided diskette.

FILES ON THE DISK

SCRIPT/CMD is the actual word processing program. You will execute this command from DOS ready by typing S C R I P T and pressing the ENTER key.

RECOVER/CMD is a quick and short program that recovers ***SCRIPT*** and its text in case of an accidental compute reset or from a standard exit from ***SCRIPT*** by typing R E C O V E R and pressing ENTER. All buffers, pointers, and text format are recovered complete and intact. This program should be run immediately upon a *reset* or an exit from ***SCRIPT.*** If it is used with Model 4 MULTIDOS, be sure to issue the **V64** command prior to using RECOVER/CMD.

MODSCRIPT/BAS is a program which will allow you to alter the serial communications interface to suit your serial printer (if you use one), allow you to alter ***SCRIPT*** so that it will send a Linefeed after a Carriage Return, if your printer requires it, change the blinking cursor to a solid cursor, add a special backspacing value if your printer requires that a microspacing value follow the normal backspace value, and allow you to disable several special printing features in ***SCRIPT*** in case your printer does not support their requirements, so that you can use (through special printing characters) your own.

HELP/SCR is provided only on the Model 4 version, which provides 15 help screens to help remind you of the many commands ***SCRIPT*** supports.

INTRODUCTION

Welcome to ***SCRIPT! SCRIPT*** is a word processing system that combines ease of use with sophisticated power. If you have been intimidated by other word processing programs which boast capabilities beyond your needs, then ***SCRIPT*** will be a friend who will allow you to process words without complicated procedures or mind twisting commands.

SCRIPT allows you to type documents such as letters, reports, or any other type of text material, and then edit or change them as desired before you create an actual printed copy of it. You can also save a document onto a disk file for later retrieval. You can also use ***SCRIPT*** to alter the format of a document in case you later change your mind about how it is written. Word processing systems such as ***SCRIPT*** take the drugery out of typing. You can throw that bottle of correction fluid out the window. You will no longer wish to stick needles into an efigy when the boss makes changes to a finished document, since making changes or corrections to a text file is now a snap with ***SCRIPT***.

SCRIPT provides you with some of the most useful, powerful, and capable features ever offered by anyone. ***SCRIPT*** allows you to perform virtually all of the editing and printing capabilities that you have ever wished or dreamed that an easy to use word processor would do, to include superscripting, subscripting, boldface, underlining, double-under-lining, selecting different printer densities, output your printer's ENTIRE printable and CONTROL character set, slash zeros, pause the printer, and will even provide your printer with a line feed after a carriage return if you need it. Of course these printer features are directly limited to your own printer's individual capabilities.

A unique printer feature of ***SCRIPT*** is its ability to print only a specific page or pages in a multi-page document. This is done by using the Special Commands P,P or P,S,P. When you are prompted for the next page, the Command Line will display "Press ENTER to print Page Num. X", where X is the page number 1-65535. Press ENTER to print the page, or press BREAK to skip printing of that particular page. Using this command, you can now print only desired pages of text to the printer if you wish, eliminating the need to print the document up to the page that you need just to correct an error or two found within the document.

Additionally, all printing fonts allowed by your printer are selectable, special control codes are recognized, as well as Printer Pause. And all of the above is even supported in Justified Text in all non-Proportional Space modes. Lastly, both parallel and serial printer support is provided for all of these capabilities.

But the extent of ***SCRIPT***s power is not confined to the printer output alone, but in its text editing capabilities as well. With ***SCRIPT*** on the Model I, if you do not have the Lower Case modification, you will find that ***SCRIPT*** will operate flawlessly on your computer, as a special video driver will insure that all casing is adjusted as necessary, and yet still provide lower case support to your printer.

With the capabilities provided by ***SCRIPT***, you can Delete, Unmark, Exchange and Find marked Blocks of text within your file without having to position your cursor to any particular point within your text. You can even Tab between the beginning characters of individual words in a forward or reverse direction, set the cursor onto a specific line within the document, scroll the video page by window or cursor 13 lines at a time up or down (21 for the Model 4 version), and delete a line up to and including a comma.

Several different Hyphenation blocks can be hyphenated without having to unmark each block before defining another. Even further, with ***SCRIPT*** you can perform whole-text hyphenation without defining a hyphenation block around the text at all. If the program does not a find a marked block, it assumes that the entire text is to be hyphenated.

The CONTROL key is defined as the CLEAR key for easier access. The SHIFT-CLEAR combination is required to perform the old CLEAR function as is present in *Disk Scripsit.*

The Tab key has been defined as the CONTROL-T key combination. On the Model I and III the cursor can be 'Homed' to the upper-left corner of the video via CONTROL-H (this command calls up a 15-screen HELP file on the Model 4), The current Date will be displayed by simply entering ?D on the Special Command Line, command line messages are displayed in lower case, computer interrupts are enabled, exit from *Disk Scripsit* directly to DOS is provided (with a cleared screen), the Command Line is at the TOP of the Video, the Tab marks are more pronounced, the Tab line is enhanced, High Memory settings are recognized, a Ghost Cursor is provided within the Tab Line, showing you *exactly* where you are on the text line, NEW and OLD file prompts are displayed during disk file saves, and lower case FORMAT LINE Commands are accepted (no more Format Line Errors because you forgot to hold the SHIFT key down, as with *Disk Scripsit*).

Another enhancement over *Disk Scripsit* is ***SCRIPT***'s ability to *automatically* load a text file when entering ***SCRIPT***. This is done by following ***SCRIPT*** with the text file's name, such as ***SCRIPT*** TEXTFILE/DOC. This way you can do a DIR read from DOS, see the text file you wish to operate on, and load it right along with ***SCRIPT***, without forgetting what it was called exactly after getting into ***SCRIPT***.

On the Model 4, you can execute DOS LIBrary commands with ease. This task can be accomplished from within ***SCRIPT*** by using the Special Command *Q:doscmd*, where '*doscmd*' is the DOS command, with optional parameters.

On the Model I and III, the Cap-Lock function is activated by a more convenient SHIFT-ENTER sequence. On the Model 4, the CAPS key is used. On all versions, a Cap-Lock indicator is present. Now when the program is in the Cap-Lock mode, the letter 'C' is displayed at all times in the upper-right corner of the screen, telling you that the capital mode is active. When it is gone, this indicates that the program is in the upper/lower case mode.

With the extended ***SCRIPT*** features, you can COUNT the number of WORDS in your text file. All non-printable text data is ignored for this count, giving you a truer count of exactly how many printer-printable words you have typed.

On the Model III the RIGHT Shift Key is accepted, unlike Model III *Disk Scripsit.*

A simplified keyboard command activation sequence is also provided, where CONTROL-L is the new LINE command (same as ENTER), CONTROL-G for PARAGRAPH, CONTROL-W for WINDOW and WORD, and so on. (Note that though some commands use the same control code, as is the case with WORD and WINDOW, or BLOCK and BLANKS, they will still operate properly without problem because they are accessed in different manners.)

On the Model 4, you can also print 9 additional text characters directly to text and to the screen by using the keyboard's CTRL key. CTRL-A produces a Left Bracket, CTRL-B a Right Bracket, CTRL-C a Left Brace, CTRL-D a Right Brace, CTRL-E an Underscore character (not to be confused with the Special invisible Character Mark, which will be discussed later), CTRL-F a Backslash, CTRL-G produces a Tilde, CTRL-L produces a Vertical Bar, and CTRL-N produces a Plus-over-Minus symbol. (This last symbol, code 7FH, though unused on most printers, can be used to mark variable sections in a document, which can be found by the FIND special command, or by visual scanning.)

Other enhanced features provided for the Model 4 version is the user's ability to 'preview' the printed data right on the video screen, use 9 user-defined keys to print repetitious information, a MOVE BLOCK command that will move a block from a location, deleting it from that position, and inserting its data at a specified location.

SCRIPT INSTRUCTION SUMMARY FACT SHEETS

INTRODUCTION

This section describes the extensive features provided in the ***SCRIPT*** Word Processing package.

In this section special keyboard CONTROL instructions will be referenced by their name (i.e. DELETE for the 'D' key held down in conjunction with the CONTROL key). Further, the arrow keys will be referenced as follows: → = Right Arrow, ← = Left Arrow, ↑ = Up Arrow, ↓ = Down Arrow.

To use any of these control keys, hold down the CONTROL key (the CLEAR key) and press the desired operation key.

The following list shows the Key and the Label that it will be referenced by:

KEY	LABEL	KEY	LABEL
↑	Scroll Window up 13 lines	E	EXCHANGE
↓	Scroll Window down 13 lines	R	REPEAT
B	BLOCK	W	WINDOW
A	Scroll Cursor down 13 lines	I	INSERT
F	Scroll Cursor up 13 lines	D	DELETE
W	WORD	L	LINE
G	PARAGRAPH	P	PAGE
→	TAB to next word	T	TAB Cursor
←	TAB to last word	H	HOME Cursor (HELP on Model 4)

Ø.....Special Printable Characters (used with special tables described later)
SPACE Special Invisible Characters (used with special tables described later)

NOTE: CLEAR - B will also Delete Blanks (BLANKS) if used after DELETE. CLEAR - ↓ is also CLOSE. The ENTER key performs the same function as LINE.

CURSOR MOTION KEYS

To move the Cursor to a desired position on the Monitor Screen, refer to the following list:

To do this:	Type this:
Move Cursor Left	←
Move Cursor Right	→
Move Cursor Up one line	↑
Move Cursor Down one line	↓
Move Cursor to Start of Line	SHIFT - ←
Move Cursor to End of Line	SHIFT - →
Move Cursor to Start of Text	SHIFT - ↑
Move Cursor to End of Text	SHIFT - ↓
Tab to TAB Marker	CLEAR - T
Tab to Next Word	CLEAR - →
Tab to Previous Word	CLEAR - ←
Scroll Cursor Up 13 lines	CLEAR - F
Scroll Cursor Down 13 lines	CLEAR - A
Scroll Window Up 13 lines	CLEAR - ↑
Scroll Window Down 13 lines	CLEAR - ↓
Set Cursor onto Specific Line	BREAK C = *linenumber* ENTER
Move Cursor to Start of Display	HOME (Model I/III only)
Move Cursor to Start of Display	WINDOW CLEAR - ↑ (Model 4 only)

INSERTING TEXT BOUNDARY MARKERS

Text Boundary Markers denote the end of a line, paragraph, or page, and inform the printer driver not to justify the text lines that these codes are imbedded in. Refer to the following table:

Operation	Key Sequence
Force End of Line	LINE or ENTER
End of Paragraph	PARAGRAPH
End of Page	PAGE

DISPLAY CURRENT DATE

To display the current date, key in BREAK ? D ENTER

OVERSTRIKING TEXT

To overstrike text, place the cursor on top of a character to overstrike, and then type the new character.

DELETING TEXT

The following table lists all the deleting capabilities of *SCRIPT:*

Operation	Key Sequence
Delete Character	DELETE
Delete Word	DELETE WORD
Delete Sentence	DELETE LINE
Delete to Comma	DELETE ,
Delete Blanks	DELETE - BLANKS
Delete Paragraph	DELETE PARAGRAPH Y
Delete Block	Place cursor on Block marker. DELETE D or BLOCK DELETE *blockname* D
Unmark Block	Place cursor on Block marker. DELETE U or BLOCK CLEAR - U *blockname* U
Delete to End of Text	DELETE SHIFT - ↓ Y
Delete Text and reinitialize *SCRIPT*	BREAK Q U A S H ENTER

INSERTING TEXT

To insert text, refer to the following table:

To do this:	Type this:
Insert a Character	INSERT type in character
Insert Several characters	INSERT LINE (type text) You can use SHIFT - CLEAR to close text. You can also use DELETE BLANKS.
Insert a Block	INSERT BLOCK *blockname*

EXCHANGING TEXT

To exchange text, refer to the following table:

To do this:	Type this:
Exchange Words	Put Cursor into 2nd word EXCHANGE WORD
Exchange Paragraphs	Put Cursor on 2nd paragraph EXCHANGE PARAGRAPH
Exchange Blocks	Place Cursor on Block Marker EXCHANGE BLOCK *2nd-blockname* or BLOCK EXCHANGE *1st-blockname 2nd-blockname*

BLOCK LOCATE

To locate a named block anywhere in text, type BLOCK CLEAR - F *blockname.*

LABELING BLOCKS

To OPEN a Block, key in BLOCK *blockname*, where *blockname* is a single character (notice that Modscrip allows lower-case alpha, except for H, F, and P)

To CLOSE a Block, key in BLOCK CLOSE.

VIDEO LINE WIDTH

To set the Video Line Width, key in BREAK W = *linewidth* ENTER.

PARAGRAPH INDENT

To set the Paragraph Indent, type BREAK I = *indentlength* ENTER.

TAB SETTING

To operate on Tabs, refer to the following table:

To do this:	Type this:
Clear all Tabs	BREAK T ENTER
Clear one Tab	Put cursor to position BREAK T C ENTER
Set several Tabs	BREAK T = *tab(,tab...)* ENTER
Set one Tab	Put cursor to position BREAK T S ENTER

MODEL 4 TAB LINE SAVE/LOAD

The Model 4 version allows the user to save and load up to 8 tabs lines. Refer to the following table, replacing *x* with a value of Ø through 7:

To do this:	Type this:
Save current Tab line to Tab register 0 to 7	BREAK S , T *x* ENTER
Save current Tab line to default Tab register	BREAK S , T ENTER
Load the Tab line with Tab register 0 to 7	BREAK L , T *x* ENTER
Load the Tab line with default Tab Register	BREAK L , T ENTER

UPPER CASE LOCK

To toggle *SCRIPT* between lower case and all-capitals and back: key in SHIFT - Ø or SHIFT - ENTER on the Models I and III. Key in SHIFT - Ø or CAPS on the Model 4.

WINDOW MOTION

To use the Window commands, refer to the following table:

To do this:	Type this:
Move Window Left	WINDOW ←
Move Window Right	WINDOW →
Move Window Up	WINDOW ↑
Move Window Down	WINDOW ↓
Align Window on Cursor left	WINDOW SHIFT - ←
Align Window on Cursor right	WINDOW SHIFT - →
Home cursor	WINDOW CLEAR - ↑

NOTE: to cancel the Window Mode, type SHIFT - CLEAR.

GLOBAL REPLACE, DELETE, and FIND

To Replace a Text String, place the Cursor at the point within the text where you wish to begin searching for the text string. Next key in BREAK R >. Next key in the EXACT text that you wish to have replaced. Follow this text with *another* >. Finally, type in the EXACT text you wish to replace the old text with. Then press ENTER. If the old text is found, it is replaced, and the cursor is placed on the end of the new string.

To Delete a Text String, place the Cursor at the point within the text where you wish to begin searching for the text string. Next key in BREAK D >. Finally, type the EXACT text that you wish to have deleted, and press ENTER. If the old text is found, it is deleted, and the cursor is placed on the position of the deleted string.

To Find a Text String, place the Cursor at the point within the text where you wish to begin searching for the text string. Next key in BREAK F >. Finally, type in the EXACT text that you wish to have found and press ENTER. If the text string is found, the cursor is place upon the first character of the string in text.

The above three commands may be repeated by simply pressing BREAK and then R, D, or F to perform the function again. You may also use the REPEAT command mode to perform the above functions up to 255 times.

Also, in the portion of text that you are searching for (after the first '>' in the 'F' command), you may ignore ambiguous characters. To do this, type a question mark '?' over any character in the search string that you do not really care what it is. Thus *F>12?4?* could find 12345, 12049, and 12941 in the text.

To change the text delimiter from the standard > to another special character, type BREAK *[character],* ENTER where *character* is among the following list:

! " # $ % & ' ( ) * : = - + ; , . < > /

When using the DELETE, REPLACE, and FIND commands, you can include text boundary marks in the search text by using the following codes: To include the LINE marker in the cammand line, simply use LINE (CLEAR - L, not ENTER). For PARAGRAPH, use PARAGRAPH. For PAGE, use PAGE. For COPYMARK, use ↑. For START-BLOCK, use BLOCK. For END BLOCK, use CLEAR - ↓. *i.e.,* this may be handy if you want to get a rough idea on how many paragraphs you have in a document.

FORMATTING THE PRINTOUT

ENTERING FORMAT LINES. To key in format line data, key in a > after a Text Boundary Mark. Separate multiple entries with a SPACE character or a COMMA character, and terminate the format line with ENTER. Format Line Commands may be entered onto the format lines in upper or lower case characters. The following is a table of Format Commands:

Format Line Instruction	Instruction =Default	Acceptable Values
Set Page Length	PL=66	1 to 90
Set Left Margin	LM=5	0 to 131
Set Right Margin	RM=72	1 to 132
Set Top Margin	TM=6	1 to 89
Set Bottom Margin	BM=60	2 to 90
Set Line Spacing	LS=1	1 to 90
Set Paragraph Format	PF=1	1 to 90
Justify Text (On or Off)	J=Y	Y or N
Center Text	C=N	Y or N
Print Text Flush Right	FR=N	Y or N
Center Text Vertically	VC=N	Y or N
Print Text	P=Y	Y or N
Suppress Widow Lines	WS=Y	Y or N
Begin printing Header or Footer on specified page	H=1	1 to 65535
	F=1	1 to 65535
Turn Header On or Off	H=Y	Y or N
Turn Footer On or Off	F=Y	Y or N
Start printing Header or Footer on Even or Odd page numbers	H=O	E or O
	F=O	E or O
Start Page Number at #	PN=1	1 to 65535

NOTE: Format Line Commands that affect the Page boundaries (TM, BM, PL, PN, VC, H, or F) should be placed at a point prior to a new page's data, as otherwise a Page Format Error will be reported when you try to print the text.

COMMENT LINES

To insert a comment into your text, place a >* after a Text Boundary Mark. Now you may key in notes or whatever you wish. To end a comment line, use ENTER.

SPECIAL CHARACTER LOOK-UP TABLES

Look-Up tables for the character codes used by the Special Invisible Character Markers and Special Printable Character Markers are built as follows:

After a Text Boundary Mark, place a Comment Marker >* . Next type an equals sign =, creating >*=.

After the equal sign type in the ASCII codes in decimal format for the codes you wish to have put here. Separate each decimal value with a comma (or any other non-numeric character). Always follow each value entry with a comma, EVEN the last one! To terminate a Look-Up Table, use ENTER.

AUTOMATIC LOADING OF FILES DURING INITIALIZATION

To automatically load a text file when entering ***SCRIPT***, from DOS Ready, enter ***SCRIPT*** TEXTFILE, where TEXTFILE is the filespec of the text file that you wish to load. After you press any key to go on from the copyright display, the file is loaded, and then ***SCRIPT*** is entered normally.

COPY MARKERS

Copy Markers are inserted into text by entering BREAK C. With this command you may print only certain sections of your text. Each time that ***SCRIPT*** encounters a Copy Mark, it toggles printing on or off. Thus you may surround the desired text by Copy Marks and print only that data.

HEADERS, FOOTERS, AND PAGE NUMBERS

Headers and Footers are used to place document titles, page numbers, or notices onto the top and or bottom of your printed pages.

To enter a Header or Footer, key in BLOCK and then H or F. You will be asked if you wish this particular Header or Footer printed on Even pages, Odd pages, or Standard (all) pages. Answer with 'E', 'O', or 'S'. Your response is reflected onto the screen, followed by a '>'. Key in your Line Format Commands here, then press ENTER. Next key in the text that you wish to have printed in this area. Terminate this with a Text Boundary Mark. To terminate the block, key in BLOCK CLOSE. Follow this with ENTER.

If you wish to enter more than one Header or Footer (up to two of each for even and odd pages), do not terminate a Block with ENTER, but immediately begin on the next block of text.

Page Numbers may be set within the Header or footer as follows. Key in BLOCK P. The Open Block, P, and a '>' are displayed. Now key in a crosshatch '#', and then key in BLOCK CLOSE to CLOSE the Block.

HYPHENATING TEXT

Hyphenation allows you to put more printed text onto a printed line. Hyphenation should be the last operation performed upon your document prior to printing.

When preparing to hyphenate text, first be sure that your Video Width matches the width of the printed output.

If you have only certain portions of Text that you want Hyphenated, then block these off with Hyphenation Blocks prior to hyphenating. If you wish to hyphenate the entire document, then you do not need to bother about surrounding your text with a Hyphenation Block.

To create a Hyphenation Block, put your cursor to the point in your text that you wish to begin Hyphenating. Then type in BLOCK . Now place your cursor at the last point where you want to hyphenate, and press BLOCK CLOSE. Now go on and mark any other hyphenation blocks you may need.

To Hyphenate your Text, enter BREAK H. You will be asked for a 'HOT ZONE' of 2 to 10 characters. This is the hyphenation range. The smaller the number, then more text that can be squeezed onto a line. Key in a value, such as 5, and press ENTER.

When ***SCRIPT*** comes to a place to be hyphenated, it will display to the screen a word in text with the cursor flashing at some point within it. If that point is not a proper place for a hyphen, then use the left or right arrow keys to position the cursor to the character to be placed after the hyphen (notice that the cursor cannot move RIGHT of its initial position).

If you are satisfied with the cursor's position, press the '-' key to hyphenate it. If you do not wish to hyphenate that particular word, then press ENTER to ignore it and go on. If you do not wish to hyphenate any more text, press SHIFT - CLEAR.

Once Hyphenation is done, a 'Hyphenation Complete' message is displayed.

To delete the hyphens in your text, type BREAK H. Answer the HOT ZONE prompt with 2. If you have multiple hyphenation blocks marked in text, you must answer all hyphenation prompts with ENTER. If you have only one hyphenation block marked, or no hyphenation block marked, then simply press SHIFT - CLEAR to terminate the operation. Regardless, all hyphens (only those inserted by a previous hyphenation operation) are removed.

REQUESTING DOCUMENT INFORMATION

To find out information about your document quickly, use the following table:

To do this:	Type this:
Find current Cursor Line Number	BREAK ? C ENTER
Find Length of Current Document	BREAK ? L ENTER
Find the amount of Free Memory	BREAK ? M ENTER
Find the name of the current document	BREAK ? N ENTER
Find the number of words in a document	BREAK ? # ENTER

SAVING AND LOADING TEXT

SAVING TEXT. To save a new document to disk, press BREAK S *filename* ENTER, where *filename* is the name of the disk file you wish to use. (Note the space after S is mandatory.)

To update a document, simply press BREAK S ENTER.

If it is a new file, 'NEW File' will be displayed. If it is an update, then 'OLD File' will be displayed.

To save the document in ASCII format, press BREAK S , A *filename* ENTER. Again, if it is an update, the filename may be omitted.

Notice that the Tape functions have been disabled to allow more patch area for the disk-based system. If you wish to save a file to tape, you will have to use an unmodified version of ***SCRIPT*** to do so.

LOADING TEXT. To load a document from disk, type BREAK L *filename* ENTER. If you wish to RELOAD a file, type BREAK L ENTER.

To load a disk file and chain it onto the end of a document already in memory, type BREAK L , C *filename* ENTER.

PRINTING A DOCUMENT

To print a document to a Parallel printer, you type BREAK P ENTER.

If you are printing through your Serial port, then type BREAK P , S ENTER.

If you wish to have pauses between printed pages, then append a , P to the end of the command.

If you wish to print out the document, to include special characters, then append a , I .

To print only specific pages of the document, you need to use the pause option (appending the , P to the end of the print command). When a page is about to be printed, the command line will display:

Press ENTER to print Page Num. xx

where xx is the page number about to be printed. If you want to print that page, press ENTER. If you do not wish to print that page, press BREAK. If you do not wish to print any more pages from that document, press SHIFT - CLEAR.

On the Model 4, if you wish to 'preview' the printed output on the video, type BREAK P , V. Data will format as usual, and you will be asked to press ENTER to continue. But instead of data going out to the printer, it is delivered to the screen. Pressing the ↓ or SHIFT - ↓ will advance the display a line at a time. When a page is finished printing, a graphics bar is displayed. Pressing SHIFT - CLEAR cancels this mode.

REPEAT COMMANDS

Any command may be repeated up to 255 times. To do this, type REPEAT, and then answer the prompt by entering the number of operations to do (ENTER without a value will result with 255). After ENTER is pressed, a prompt *'Enter REPEAT Command'* is displayed. Key in your command sequence, and terminate it with a Text Boundary Mark.

REPEAT can be used for a LOT more than you think.

Need to type in just a few characters, but are tired of typing INSERT, then typing the character, then INSERT, *ad nauseum?* Use REPEAT. For example, to insert 4 characters, type REPEAT, answer the prompt by entering 4, and then type INSERT and type in your 4 characters. You can also answer the count prompt with simply ENTER, then type in your text, up to 255 characters. You can exit this mode by typing an arrow key, SHIFT - CLEAR, or ENTER.

You need to delete only a few characters, but tired of typing DELETE repeatedly. Use REPEAT. For example, to delete 4 character, place the cursor at the point you want to start deleting, then type REPEATE, enter 4 for the count, then type DELETE. Bingo.

You need to tab to the right or left a few characters, but tired of holding down the → key or the ← key to get there? Use REPEAT. For example, to tab over 20 spaces to the right, type REPEATE, enter 20, then press →. The same can be done for ← to backspace the cursor.

Need to scroll the cursor up or down a few lines, but tired of holding down ↑ or ↓ ? Use REPEAT. For example, to scroll the cursor down 35 lines, type REPEAT, answer the prompt by entering 35, and then press ↓.

EXITING SCRIPT

To leave *SCRIPT* and return to DOS without re-booting, type BREAK E N D ENTER. The screen will clear and your DOS Ready prompt will be displayed.

FIXING THE SUPPRESS WIDOW LINES ERROR IN DOUBLE SPACING

An inherent problem in *SCRIPT* is that the Widow Line Suppress Line Format Command (WS=Y) does not normally work in the double-space mode. To correct this, set the Top Margin (TM) to an *ODD* value.

CLEAR-H FUNCTION

On the Model I and III, pressing CLEAR - H 'HOMES' the cursor to the upper left-hand corner of the video screen. On the Model 4, CLEAR - H calls up a 15-screen HELP file, which displays all new and old *SCRIPT* functions.

MODEL 4 DOS LIBRARY COMMANDS

On the Model 4 you can execute any legal DOS LIBrary command directly from ***SCRIPT's*** special command line. This is done by pressing BREAK, typing the letter Q and the colon :, and following that immediately with the desired command. Example: *Q:CAT :0 (INV,MOD).*

USER DEFINED KEYS ON THE MODEL 4

You can maintain up to 9 user-defined keys on the Model 4 version. These are created by naming a Block 1 through 9. These blocks can be made invisible to the printer drive by hiding them behind COMMENT markers '>*'. You can type any text you desire into them (Notice that if you use Text Boundary Marks, that you cannot hide this text behind comment markers). Mark the end of a block with the BLOCK CLOSE command.

These blocks may be clustered one after the other, or set in the middle of your text surround phrases in the middle of a paragraph.

To use these keys, hold down the CLEAR key and press the desired key 1 - 9.

NEW CHARACTERS FOR THE MODEL 4

Nine more characters can be printed to video on the Model 4 by making use of the CTRL key (This should not be confused with CLEAR):

Desired Character	Key Sequence
[	CTRL - A
]	CTRL - B
{	CTRL - C
}	CTRL - D
_	CTRL - E
\	CTRL - F
~	CTRL - G
|	CTRL - L
+	CTRL - N
^	CTRL - O

MOVE BLOCK ON THE MODEL 4

Instead of marking a block, inserting it elsewhere, and then going back and deleting the original block, the Model 4 has a special block to do this much more easily.

To create a MOVE Block, place the cursor at the start of the text to be moved and type BLOCK *. Then type BLOCK CLOSE at the end of the text to be moved.

To move the block, position your cursor where you want the information to be placed. When you have the position pointed to with the cursor, type BLOCK CLEAR - M, and the data is moved. The data is inserted at the proper location, and then the MOVE Block is automatically deleted.

SPECIAL PRINT CODE FACT SHEETS

INTRODUCTION

This section of the ***SCRIPT USER'S MANUAL*** describes the use of the two new commands; the Special Invisible Character, and the Special Printable Character, and how to incorporate them into your document.

Special Characters refer to those characters that are not normally printable by ***SCRIPT***. These include most Control Codes, as well as printer printable characters that ***SCRIPT*** does not normally support.

Control Codes are normally codes that are embedded in the text and do not take up any character space in the printed text. These code have an ASCII value of less than 32. These are referred to here as Special Invisible Characters. These codes are not counted as 'real' characters during Justification.

The other codes, with ASCII values of greater than 31, are printable codes, but not carried by either the computer's character generator or ***SCRIPT***'s character tables. These codes take up space on the printed text, and shall be referred to here as Special Printable Characters. These are counted as 'real' characters by ***SCRIPT***, and are used in calculating spacing during Justification.

SPECIAL INVISIBLE CHARACTERS. If you need to print an invisible character to your printer, say to change print densities, then you will have to put a Special Invisible Character to the document for each individual control value. A Special Invisible Character is created on the screen by pressing the CLEAR key and the SPACEBAR. When the printer routine encounters this code, it will ignore it for counting as a space width, but will look into a special routine to print the character that it represents. The character values for these special codes are stored in a special modified form of a Comment Line called a Look-Up Table. This table will be discussed later.

When a corresponding value is found, it it put to the output routine. This output routine further checks it for a special purpose value of 6 or below. If it is not below 7, it is sent to the printer. If it is below 7, then 1 of 7 special functions, from underlining to printer pause, is performed.

SPECIAL PRINTABLE CHARACTERS operations is pretty much the same, except that it is counted as a space width and as a printable character. It still uses the same look-up table that the Special Invisible Character's use. Special Printable Characters are created by holding the CLEAR key down and pressing the Zero digit: CLEAR - Ø.

By using the Special Invisible Character and the Special Printable Character marks, you can maintain justified text, and yet still print the complete set of codes for your printer.

SPECIAL FUNCTIONS

A list of Special Functions is shown in the table below:

Decimal Value:	What it represents:	Value to disable it:
Ø	Single Underline	Ø
1	Double Underline	1
2	Bold Face print	2
3	Slash zeros	3
4	Superscript	5
5	Subscript	4
6	Printer Pause	ENTER from keyboard

The above features are supported on most of the new word processing printers from Radio Shack. Functions Ø-3 require the printer to be able to do a BACKSPACE using the 8 code (or 8 code plus a microspacing value if ***SCRIPT*** has been modified using the included MODSCRIP/BAS program). Function 4 requires that the printer be able to perform a 1/12" forward Line Feed using the codes 27 and 28. Function 5 requires that the printer be able to do a 1/12" reverse Line Feed using the codes 27 and 3Ø. Function 6 is handy when you want to change print wheels or color print ribbons. Press ENTER to continue after the pause.

If your printer does not support one of these functions, then it is advisable not to use them, as they may interfere with your text output. In this case you may choose to use MODSCRIP/BAS to modify ***SCRIPT*** to disable these special codes.

Of course the other control codes, 7-31 will be sent as normal printer data, unless you have disabled the special printer codes using MODSCRIP/BAS, whereas you can use all control codes Ø-31.

Suppose that you chose to select double-wide print on your Line Printer IV. To do this you would send ASCII decimal codes 27, and 14 to your printer. So when you come to the point in your text where you choose to print these two characters, key in CLEAR - SPACE two times to place 2 Special Invisible Character Markers in the document. Keep in mind that ***SCRIPT*** will not recognize you as being in the double-wide mode, and so you must be careful of the line width not exceeding the right margin. Internally, ***SCRIPT*** will go on as though the width had not changed, even though it in fact had.

The special character Look-Up Tables referred to earlier are formatted thus: After a Text Boundary Mark you press '>', then '*' (creating a Comment Line), and then '=', which forms the Look-Up Table recognition code. Now when ***SCRIPT*** scans through your text, it will find this sequence and note it as a Look-Up Table for use with the Special Invisible Characters and Special Printable Characters.

The ASCII decimal data that is stored in these tables is stored almost the same way as DATA statements are in BASIC; a series of numbers, separated by a comma ','. Further, the last value in each table MUST ALSO be followed by a comma, before entering a Text Boundary mark to terminate the table. A Look-Up Table for the previous example would look like this: *>*=27,14,*

As many tables as you desire may be put within the text. And they may also be as long or as short as you desire. They do not have to precede the special character marks they will replace, but may be strewn throughout the document, or placed in one centralized area, much the same as you can do with DATA statements.

Just for the sake of simplicity, it may be a good idea to place the tables close to where they will be used for easy editing and modifying.

CHARACTER OVERSTRIKE

In many situations special characters need to be printed. For example, the lower case 'b' with a slash through it to represent a SPACE, or the tilde over the Spanish 'n'. These and many others may be printed by using the Special Invisible Character Marker. This is done in a document quite simply if your printer supports BACKSPACE and both characters that you wish to merge together into one.

When you come to the place where you need the new character, key in one of the characters (if it is also a Special Printable character, you may use the CLEAR - Ø feature), and then follow this with two CLEAR - SPACE's. In your Look-Up Table include an ASCII 8, which is a BACKSPACE code, and then the ASCII code for the second character. For example, if you wish to print the lower case 'b' with a slash through it, You would type b CLEAR-Ø CLEAR-Ø. Then you would include two new codes into your Look-Up Table. The first is 8 for the BACKSPACE, to reposition the printer head over the lower case 'b', and then 47, which is the ASCII decimal code of a slash '/'.

USING THE SPECIAL FUNCTIONS IN TEXT

SINGLE UNDERLINING is very simple to use. Place the Cursor on the character where you wish to begin underlining, and then type INSERT (fresh text does not require INSERT) CLEAR - SPACE, to put the Special Invisible Character Marker. Next position your Cursor directly after the last character that you want underlined, and type INSERT CLEAR - SPACE. Now add two zero values '0,0,' to your Look-Up Table.

DOUBLE UNDERLINING is done exaCLEARy the same way as Single Underlining, except that you use two one values '1,1,'.

BOLD FACE again uses the same method as single underlining described above, except that you use two 'two' values '2,2,'.

SLASH ZEROS is done the same as single underlining, except that you use two three values '3,3,'. While this function is active, any zero that is encountered is backspaced over and slashed.

SUPERSCRIPTING is done slightly differently from the previously mentioned features. You put a '4' code at the beginning of the text to be superscripted, and a '5' code (Subscript) to return the printer head to its normal line position.

SUBSCRIPTING is done the opposite of Superscripting. You use a '5' code to lower the head for Subscripting, and then a '4' code to raise the head back up to normal.

PRINTER PAUSE is done by putting a '6' code where you want to stop the printer. When the printer stops, a *"Press ENTER to Continue"* message is displayed in the Command Line. Press ENTER to resume normal printing. This command is handy when you want to change print wheels or change ribbon colors on a string of text.

WORDS OF CAUTION: If you have a special character mark, and the data elements in the Look-Up Tables have ran out, then nothing will be sent to your printer but a null value. Always exercise caution to insure that you have everything set up correctly. Though nothing will blow up, your text may not print out as you wish if codes do not correspond sequentially with the special code markers.

If you have codes embedded to change print densities, and you used the BREAK option during printer pause between pages, then that changing code will not be sent to the printer if those codes were within the page you skipped.

PRINTERS

You should be aware of quirks with some printers. I have discovered that some printers have trouble with the BACKSPACE feature required by boldface, underline, and other special features. This is because after the '8' code is sent, instead of doing a normal BACKSPACE, they expect another code to be sent, telling the printer how many micro-units to backspace. Printer in this list include: LPIV, LPVIII, DMP-110, DMP-200, DMP-400, DMP-420, DMP-500, DMP-2100, DWP-210, DWP-410, and probably any variation of these printers. I have also found that the required micro-units varies with the selected pitch value. Therefore a working solutions to patch a BACKUP copy of SCRIPT/CMD using the MODSCRIP/BAS program and set it up for a *pre-selected* backspacing value, such as 12 for the LPVIII, DMP-200, DMP-400, DMP-420 and DMP-500. To apply these patches, be sure to copy the MODSCRIP/BAS program from the ***SCRIPT*** disk to your work disk, make a SCRIPT/BAK file by entering COPY SCRIPT/CMD TO SCRIPT/BAK, and then going into BASIC and entering RUN"MODSCRIP/BAS". See the section on MODSCRIP for details.

EPSON PRINTERS

EPSON printer users (this includes many TANDY printers and others), such as the DMP-130, want to know how to take full advantage of the special features in MODSCRIP. As it stands, those who keep the special codes 0-6 enabled should only use 0 (underline), 2 (bold), 3 (slash zero), and 6 (printer pause) and ignore 1, 4 and 5. However, the chart below details how you can use many of the most common EPSON special printer codes without interfering with the 0-6 function values.

Codes	Comments
27,64	*Initialize printer*
7	*ring printer bell*
8	*backspace 1 space*
12	*page eject*
27,120,48	*Select Draft mode type print*
27,80	*Select Pica type print*
27,77	*Select Elite Type print*
27,120,49	*Select NLQ (Near Letter Quality)*
27,107,48	*Select Times Roman type print (must first select NLQ)*
27,107,49	*Select Sans Serif type print (must first select NLQ)*
27,54	*Select printable code area expansion (codes 128-159)*
15	*Select Condensed*
18	*Cancel Condensed*
27,87,49	*Select Double-Wide*
27,87,48	*Cancel Double-Wide*
27,52	*Select Italics*
27,53	*Cancel Italics*
27,69	*Select Emphasized mode*
27,70	*Cancel Emphasized mode*
27,83,48	*Select Superscript*
27,83,49	*Select Subscript*
27,84	*Cancel Superscript/Subscript*
27,71	*Select Double-strike*
27,72	*Cancel Double-strike*
27,45,49	*Select Underlining (continuous, including spaces)*
27,49,48	*Cancel Underlining*

USING MODSCRIP/BAS

A BASIC program called MODSCRIP/BAS is included on your ***SCRIPT*** disk. It can be run on the Model I, III, and 4. This program allows you to make custom modifications to ***SCRIPT***, such as forcing it to use a non-blinking cursor, adding a linefeed after a carriage return on printer output, modify the backspacing for printer which require a microspace value after a backspace code, changing the serial output, or disabling the special printer feature codes Ø-6 so that you can use your own special codes, and be able to use codes zero through 6 within your special printer commands.

To run the program, be sure to copy the MODSCRIP/BAS program from the ***SCRIPT*** disk to your work disk, make a SCRIPT/BAK file by entering COPY SCRIPT/CMD TO SCRIPT/BAK (MODSCRIP/BAS will not directly modify the SCRIPT/CMD program, but will instead modify a backup copy), and then going into BASIC and entering RUN"MODSCRIP/BAS". The program is self-explanatory.

The first question you are asked is:

```
Do you wish to disable the BLINKING cursor( Y/ N)?
```

By default, ***SCRIPT*** provides a blinking cursor. If for some reason you do not wish for the cursor to blink, but would rather have it remain solid, answer the prompt with "Y". Answering "N" will not alter it.

The next question is:

```
Do you wish to add LINEFEEDs after CARRIAGE RETURNs ( Y/ N )?
```

If your printer requires a linefeed after a carriage return to advance to the next line, answer this prompt with "Y". If not, as is normal with most TRS-8Ø compatible printers, then answer with "N".

The next question asks you:

```
Does your printer require a special 2—byte backup code where 8 is
the 1st byte, and a microspace value is the second( Y/ N )?
```

Numerous printers, in order to perform a backspace, must follow the backspace code with another code which represents a microspacing value, telling the printer how many "units" to back up. This is common among many DMP printers. You should check your printer manual to see what this value should be if it does have this special backspacing requirement. For example, the LPVIII, DMP-2ØØ, DMP-4ØØ, DMP-42Ø, and the DMP-5ØØ require a value of 12. Other printers may need to have a different value depending upon which mode it is in. For example, the LPIV requires a value of 1Ø for normal, and 9 for condensed. The DMP-11Ø requires 12 for normal, 1Ø for correspondence, and 7 for condensed. Finally, the DMP-21ØØ requires 18 for pica, 15 for elite, 18 for condensed, 36 for correspondence 1Ø, and 3Ø for correspondence 12. Still other printer may require different values.

If you are operating on a Model I or Model III (mode), you will next be asked:

```
Do you wish the PARALLEL PRINTER output to be
diverted to the ROM/DOS driver( Y/ N )?
```

This is handy if you are using a special printer output filter, or in the case of LDOS, routing printer output to a disk file. If you answer with "Y", what will happen is that printer output will be sent out through the normal system printer driver rather than the build-in printer interface built into *SCRIPT*. Answer "N" if you do not want this to happen.

If you are operating on a Model I, you will next be asked:

```
Do you wish to alter the SERIAL default setting assigned by
manual switches on the RS-232 board ( Y/ N )?
```

If not, then answer with "N", then all further queries concerning the serial port will be skipped. If the serial port will be used, then the default setting set on the RS-232 board switches will be used.

On all systems (including the Model I if you answered "Y" to the last question), you will be asked:

```
Do you wish to alter the DEFAULT setting for SERIAL
PRINTER output:
        Word Length = 8
        Stop Bits   = 1
        Parity      = Disabled
        Baud        = 1200 ( Y/ N )?
```

(Note: on the Model I, answering "Y" to the previous question and "N" to this question will cause the serial port to be set to the displayed setting if the serial port will be used for printer output).

If you do not wish to alter this, or if you will not be using the serial port for your printer, then answer "N" and all further queries concerning the serial port will be skipped.

If you answer with "Y", then you will be asked:

```
Word Length (5,6,7,8)?
```

Answer with the needed word length in bits for your serial printer. For example, 7 selects a 7 bit word length.

Next you are asked:

```
Stop Bits (1,2)?
```

Answer with the desired number of stop bits required for your serial printer.

Next you are asked:

```
Parity <O>dd, <E>ven, or <N>one?
```

Answer with "O", "E", or "N" as needed by your serial printer.

Finally you are asked:

```
Baud rate: (A=11Ø,  B=15Ø,  C=3ØØ,  D=6ØØ
           E=12ØØ, F=24ØØ, G=48ØØ, H=96ØØ) ?
```

Select the baud rate needed for your serial printer by answering the print with the appropriate letter linked to the needed baud rate value by an equal sign "=". For example, "F" selects 2400 baud.

The final question you are asked by MODSCRIP/BAS is:

```
Do you wish to disable the default printer options Ø–6( Y/ N )?
```

If you wish to disable the special printer features which ***SCRIPT*** provides, such as zero for underlining, etc., then answer with "Y". This will disable these 7 special printer features. Some printers provide better and faster similar features. Disabling them also allows you to send codes zero through 6 directly to the printer without them being intercepted by ***SCRIPT***. This may be important when you are trying to send graphics codes to the printer.

If you wish to keep these 7 features, then answer the prompt with "N".

Once all prompts are answered, MODSCRIP/BAS will check your responses. If you had answered "N" to all queries, then MODSCRIP will report:

```
No changes made due to no active selections...
```

and exit to the BASIC Ready prompt.

If you answered "Y" to any of the prompts, then MODSCRIP will open SCRIP/BAK and apply all selected changes. Once these modification are made, you will be told to copy SCRIPT/BAK to SCRIPT/CMD on a work disk. *NEVER* copy it to the ***SCRIPT*** distribution disk!

You are now ready to use your customized ***SCRIPT*** program.

USING RECOVER/CMD

RECOVER/CMD is a short program which will allow you to re-enter ***SCRIPT*** will all text, buffers, and pointers intact in case of an accidental exit due to a computer reset or leaving ***SCRIPT*** before remembering to save the data. This program should be run *immediately* before trying to execute anything else. To use the program, simply type from the DOS Ready mode: R E C O V E R ENTER.