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SuperSCRIPSIT®

TRS-80®
MODEL 4

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SuperSCRIPSIT®
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INTRODUCTION

This is the Reference Manual for the Model 4 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 4 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 4. This overview describes the components, the Model 4 64K 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 4, 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) and SuperSCRIPSIT (26-1590) documents to SuperSCRIPSIT format for the Model 4. (See *ASCII Text Conversion Utility*.)

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 I

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.

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.

Printer Drivers

There are six printer drivers on the program diskette supporting the Daisy Wheel II, Daisy Wheel 210, Daisy Wheel 410, Line Printer IV, Line Printer VIII, Dot Matrix 2100, and Dot Matrix 400. Serial Printers are not supported. If you own a Line Printer III, V, or VI, use the Daisy Wheel II driver. If you own a Dot Matrix 100 or 120, use the Line Printer IV driver. If you own a Dot Matrix 200 or 500, use the Dot Matrix 400 driver. If you don't need more than one printer driver, delete the other ones to free some space on the diskette. This enables you to move larger blocks of text within the word processor.

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

You type	if you don't have the following:
REMOVE LP8/CTL	Line Printer VIII or a DWP series printer
REMOVE LP4/CTL	Line Printer IV, or DMP 100, 120
REMOVE DW2/CTL	Daisy Wheel II or LPIII, V, VI, Daisy Wheel 210
REMOVE DW410/CTL	Daisy Wheel 410
REMOVE DMP400/CTL	Dot Matrix 400
REMOVE DMP2100/CTL	Dot Matrix 2100

CONTENTS

INSTALLATION

INSTALLATION OVERVIEW 1

The Program 1

The Model 4 1

The Disk Drives 1

The Disk Operating System 3

Printer Selection 3

THE MODEL 4 AS A WORD PROCESSOR 5

The Keyboard 5

The Screen 6

Diskettes and Disk Drives 7

The Printer 7

STARTING UP

STARTING UP OVERVIEW 9

How to Load SuperSCRIPSIT 9

SuperSCRIPSIT MAIN MENU 10

How to Request a Document When Loading the Program 10

TYPING

TYPING OVERVIEW 11

OPENING A DOCUMENT 11

How to Open a Document 12

SETTING UP A DOCUMENT 17

The Screen Page 17

Scrolling 18

Tab Line Editing (Setting Margins and Tabs) 18

How to Edit the Tab Line 19

Saving and Recalling Tab Lines 20

The Tab Line Help Menu 21

Margin Command 21

How to Use the Margin Command 21

TYPING A DOCUMENT 22

Align Tab 22

Break 22

Capital Mode 22
How to Turn On Capital Mode 22
How to Turn Off Capital Mode 22
Center 23
How to Center a Paragraph 23
How to Center a Paragraph as You Type 23
How to Uncenter a Centered Paragraph 23
Clear 24
Enter 24
Error Messages 24
Ghost Cursor 24
Help 25
How to Request and View the Help Screens 25
Using Help When Editing the Tab Line 25
The Seven Help Screens and the Tab Line Edit Options 26
How to Remove Help 29
Indent Tab 29
Linespacing 29
Margins 29
Modes 30
Paginating 30
How to Force a New Page 30
Quitting a Document 31
How to Quit a Document 31
Shift 31
Spaces 32
How to Type Two or More Spaces in a Row 32
Status Line 32
Tab Setting 32
Tabbing 32
How to Type at a Regular Tab 33
How to Type Text at an Align Tab 33
How to Type Text at an Indent Tab 34
View Mode 34
How to Turn on View Mode 35

How to Turn Off View Mode 35
Wraparound 35
Write to Diskette 36
When to Write Text to the Diskette 37
How to Write Text to the Diskette. 37
REVISING
REVISING OVERVIEW 39
CURSOR MOVEMENT COMMANDS 39
The Arrow Keys 39
Text Quantity Definitions 39
The Two Kinds of Cursor Movement Commands. 41
Simple Commands 41
How to Move the Cursor With the Four Arrow Keys. 41
How to Use the Arrow Keys with Shift 42
Advanced Commands 42
How to Move the Cursor to a Footer Page 43
How to Move the Cursor to the Nearest Paragraph. 43
How to Move the Cursor to a Header Page. 43
How to Move the Cursor to an Absolute Line Number 43
How to Move the Cursor to a Specified Page 44
How to Move the Cursor to the Next or Previous Page 44
How to Move the Cursor to a Word or Phrase 44
How to Move the Cursor to the Next or Previous Word. 46
How to Move the Cursor to the Next or Previous Video Page. 46
BASIC EDITING: DELETE, INSERT, OVERSTRIKE 47
Delete 47
How to Delete One Character at a Time 47
Insert 47
How to Insert 47
Overstrike 48
BLOCK-ACTION COMMANDS 48
Defining the Block 49
How to Define a Block: Cursor Position Method 49
How to Define a Block: Text Quantity Method 49
Executing the Block-Action Commands 50

How to Display the Block-Action Commands 51
How to Execute a Block-Action Command 51
How to Make Hyphenation Decisions 55
GLOBAL SEARCH AND REPLACE 57
How to Begin a Search and Replace 57
How to Answer the Options 57
How to Edit the Fields on the Search and Replace Options 59
How to Find Every Occurrence Without Pause 59
How to Find Every Occurrence With Pause 59
How to Replace Every Occurrence Without Pause 60
How to Replace Every Occurrence With Pause 60
How to Delete Every Occurrence Without Pause 60
How to Delete Every Occurrence With Pause 60
PRINTING
PRINTING OVERVIEW 63
PRINTING A DOCUMENT 63
Getting Ready to Print 63
How to Print 63
How to Monitor the Printout 67
How to Interrupt the Print Job 67
USING THE SYSTEM PRINT CODES 67
The Toggle Print Codes 68
How to Underscore 68
How to Double-Underscore 68
How to Print Bold 69
How to Strike-through 69
Non-Toggle Print Codes 69
How to Superscript 69
How to Subscript 70
How to Top the Form 70
How to Type a Pause Print Code 71
HEADERS AND FOOTERS 72
How to Prepare a Header or Footer Page 72
How to Print With Headers and Footers 74

FORM LETTERS 76
Preparing a Form Letter 76
How to Prepare a Form Letter 76
Preparing the Master Document 77
How to Prepare a Master Document 77
Preparing the Variables Document 78
How to Prepare a Variables Document 78
Merging the Master Document With the Variables Document 80
How to Merge the Master and Variables Documents 80
Some Common Mistakes in Preparing Form Letters 80
Merging With Non–SuperSCRIPSIT Files 81
MANAGING FILES
MANAGING FILES OVERVIEW 83
SuperSCRIPSIT FILE MANAGEMENT COMMANDS 83
Disk Directory 83
How to Display the Disk Directory 83
Compress 84
How to Compress a File 84
ASCII Text Conversion Utility 85
Before You Convert ASCII to SCRIPSIT 85
Converting Documents Created by Model III Disk SCRIPSIT 85
How to Convert ASCII and SCRIPSIT Files 86
Converting Documents Created by Model III SuperSCRIPSIT 87
TRSDOS FILE MANAGEMENT COMMANDS 87
Backup 87
How to Back Up a Diskette 88
If the Destination Diskette Already Contains Data 88
Backups With the (X) Parameter 88
Copy 89
How to Copy a File 89
Format 89
How to Format a Diskette 90
If the Diskette Contains Data 91
Remove 91
How to Remove a File 91

Rename 92
How to Rename a File 92
SYSTEM SETUP
SYSTEM SETUP OVERVIEW 93
SYSTEM SETUP UTILITY 93
Requesting the System Setup Utility Menu. 94
Open Document Options 94
How to Set Up the Open Document Options 95
Print Text Options 96
How to Set Up the Print Text Options 96
Search and Replace Options 97
How to Set Up the Search and Replace Options 97
Align Character 99
How to Change the Align Character. 99
USER KEYS 100
Programming a User Key 100
How to Program a User Key 100
Executing a User Key 101
How to Execute a User Key. 101
Editing a User Key. 101
How to Edit a User Key 102
Sample User Keys 105
Working With User Keys. 105
How to Loop a User Key 105
How to Chain a User Key 106
Some More Ideas for Using User Keys 107
USER PRINT CODES. 108
Defining a User Print Code 108
Before You Begin 108
How to Define a User Print Code 109
Executing a User Print Code. 112
How to Execute a User Print Code 112
Editing a User Print Code 112
How to Edit a User Print Code 113

Verify Deletions 114
How to Change the Verify Deletions Default 115
APPENDICES
Appendix 1: SuperSCRIPSIT AND PRINTERS:
TECHNICAL INFORMATION 117
Using SuperSCRIPSIT With the Radio Shack Printers 117
Notes on Radio Shack Printers 117
Notes on Printer Types Included With the Program 117
Writing Your Own Printer Driver 118
How to Write Your Own Printer Driver 118
Appendix 2: ERROR MESSAGES 143
System Messages and Explanations 143
Index

INSTALLATION OVERVIEW

The following discussion will help you to make sure that your Model 4 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 4, 64K with at least one disk drive.
- A printer.
- The SuperSCRIPSIT program diskette.

The Model 4

Is your Model 4 correctly installed?

The SuperSCRIPSIT program enables you to use the Model 4 as a word processor. Naturally, the Model 4 must be "up and running" before you can use it.

If you have not yet installed your Model 4 or you are unfamiliar with the operation of the disk drives, then read the *TRS-80 Model 4 Introduction To Your Disk System,* Chapter 2.

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 4 can support up to eight (four floppy & four hard) disk drives.

The program identifies each drive as a number from Ø to 7.

On a floppy drive system, the bottom drive in the Model 4 console is Drive Ø. 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 Ø 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 4 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 4 to read and write information on diskettes. You use TRSDOS to load SuperSCRIPSIT from the program diskette to the Model 4's memory.
- TRSDOS commands enable you to manage the information stored on diskettes (See *MANAGING FILES*. 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 Ø. Therefore, you should always insert a TRSDOS diskette or a Radio Shack program diskette (such as SuperSCRIPSIT) in Drive Ø before you reset the Model 4.

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*.

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	LPV/VI	LPIV	LPVIII	DWII/ DWP410 DWP210	DMP100	DMP200/ 400/500	DMP2100
Proportional-Spacing*	N	Y	Y	Y	N	Y	Y
Justification							
Proportional*	N	Y	Y	Y	N	Y	Y
Mono	Y	Y	Y	Y	Y	Y	Y
Print Codes							
Underscore	N	Y	Y	Y	Y	Y	Y
Double-underscore	N	N	N	Y	N	N	N
Bold	N	Y	Y	Y	N	Y	Y
Superscript	N	Y	Y	Y	N	Y	Y
Subscript	N	Y	Y	Y	N	Y	Y
Strike-through	N	Y	Y	Y	N	Y	Y
Top the Form	Y	Y	Y	Y	N	Y	Y
Pause Printout	Y	Y	Y	Y	Y	Y	Y
One-half Linespacing	N	Y	Y	Y	N	Y	Y

*Proportional print wheel required on Daisy Wheel II, DWP 410, and DWP 210.

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 printer . . .

If you have a Daisy Wheel II, DWP410, or DWP210 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 4 AS A WORD PROCESSOR

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

- Keyboard
- Screen
- Diskettes and disk drives
- 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.*)

(ENTER) Use this key to end a paragraph while typing text, to complete a command, or to "lock in" your menu responses.

(CTRL) Use the control key in combination with other keys to enter commands. ((@) functions interchangeably as the control key, but for simplicity the control key function will be indicated by (CTRL) through the remainder of the manual.)

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

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

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

(RESET) 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.

F 1	Use this key to insert text in a page without retyping any text that follows. (@ I and CTRL I function interchangeably with F 1 for inserting text.)
F 2	Use this key to delete text in a page one character at a time (@ D and CTRL D function interchangeably with F 2 for deleting small amounts of text.)
CAPS	Use the CAPS key or SHIFT @ to turn on, or turn off, the capital mode.

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.*)

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 4, turn on all peripherals (printer, expansion drive units, and so on).**
2. **Turn on the Model 4.**
3. **Load TRSDOS.**
   - Turn on the Model III, insert the SuperSCRIPSIT diskette in Drive Ø, and close the drive door. Press (RESET).

     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 Ø comes on as the system loads TRSDOS. If you have just turned on the Model 4, TRSDOS then prompts for the date and time.
4. **Type the date.**

   Type (M)(M)(/)(D)(D)(/)(Y)(Y) and press (ENTER). For example, for July 4, 1983, type (Ø)(7)(/)(Ø)(4)(/)(8)(3). If you make an error when entering the date, the system will prompt you to enter the information again:

   Date (MM/DD/YY)?
5. **Type (S)(C)(R)(I)(P)(S)(I)(T) and press (ENTER).**

   The red light on Drive Ø comes on as the Model 4 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 — VERSION vv.rr.pp.* * * * * * *

                    (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?
```

The numbers that appear on the screen when you start up the computer (vv.rr.pp) represent the version number. This number indicates the number and type of revisions that have been made to the program. Refer to it when requesting information or help from Radio Shack. Do not be concerned if the number on the screen is not identical to the one in the manual.

How to Request a Document When Loading the Program

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

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

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

2. **Press** [ENTER].

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

TYPING OVERVIEW

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

1. **Open the document.**

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

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

3. **Type the text.**

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

4. **Quit the document.**

OPENING A DOCUMENT

Command Summary

1. **Display the Scripsit Word Processing menu.**
2. **Type (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 — VERSION vv.rr.pp.* * * * * * *

                    (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?
```

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, Write to Diskette.*)

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 Ø, the program opens the document on the SuperSCRIPSIT diskette in Drive Ø. If you want to store the document on a drive other than Drive Ø, you must specify the drive you want to use.

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

1. Make sure that a formatted diskette is in the other drive (Drive 1, 2, or 3). (See *Format.*)
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 response 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.*)

To answer the Open Document Options

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

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

The Open Document Options described

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

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

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

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

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

(D)(W)(2)	for Daisy Wheel II; Line Printer III, Line Printer V, or Line Printer VI
(D)(W)(4)(1)(0)	for Daisy Wheel 410 or Daisy Wheel 210
(L)(P)(4)	for Line Printer IV
(L)(P)(8)	for Line Printer VIII
(D)(M)(4)(0)(0)	for Dot Matrix 4ØØ, Dot Matrix 2ØØ, or Dot Matrix 5ØØ
(D)(M)(2)(1)(0)(0)	for Dot Matrix 21ØØ

Note: Available pitches for Dot Matrix Printers are 5, 6, 8, 1Ø, 12, 16, and P. The Correspondence Font is used with 5, 1Ø, and P only. Double-underscore is not supported.

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

(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.*)

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

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

(1)(Ø) Pica: 10 characters to the inch.

(1)(2) Elite: 12 characters to the inch.

(P) Proportional: Each character is assigned a specific number of units according to its width. For example, when you print with proportional spacing, an "i" requires one-third the space that an "m" requires.

The average number of characters per inch ("pitch") in proportional-spacing varies by printer. The proportional characters on the DMP printers are slightly smaller than the Daisy Wheel characters.

When a specific pitch is used, the number of characters printed per inch never varies. For example, in 12 pitch, the program always prints 12 char-

acters to the inch. However, in proportional-spacing, since each character is assigned a number of units, the pitch represents an average rather than an absolute value.

For example, on a Daisy Wheel II a unit equals 1/60th of an inch and since an "i" is approximately three units wide and an "m" is approximately seven units wide, 21 "i's" are printed per inch while only 9 "m's" are printed. The widths of "i" and "m" on the screen are the same. You can look at the ghost cursor to see the printed position of the characters.

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 1 1/2 lines of space between each line.

(3)(+) Triple-Space and a Half: text prints with 2 1/2 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. The number of the line indicated on the status line is computed using the linespacing value specified on the Open Document Options screen. To change the linespacing of an *existing* document, use the block-action command. (See *BLOCK-ACTION COMMANDS*). 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.)
- (F 2) deletes the character the cursor is on.
- (F 1) 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. Press (F 2) to close up the insert.)

- (SHIFT) (CLEAR) clears up 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, on a Daisy Wheel II printer an "m" is 7 units wide, an "i" is 1 unit wide. (On a Daisy Wheel II a unit equals 1/60th of an inch.)

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 22 lines of text from top to bottom and 80 characters from left to right.

If your text is longer than 22 lines or wider than 80 characters, then the program "scrolls" your text so that you can view any portion of it. For example, when you type beyond line 22 the text scrolls up *vertically* (the top line moving off the screen) to enable you to view line 23. And when you type beyond character 80, the text scrolls *horizontally* 8 characters to the left so that you can view character positions 80 through 87.

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 (CTRL) (T)

Type (C) to set the left margin.

Type (J) 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 unique 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 [CTRL] 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.Ø.
   - 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.

While you may recall tab lines as often as necessary, you are limited to 50 manual changes to the tab line.

Note: When you move (or copy) text from one document and then recall it in another document, the tab settings do not follow the moved text.

To save tab lines

1. **Enter the command to edit the tab line: From an open document, hold down (CTRL) 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*.)

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 (CTRL) 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 (Ø-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.*)

Margin Command

Command Summary

1. **Position the cursor.**
2. **Hold down (CTRL) 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 (CTRL) 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.Ø.

Align Tab

Command Summary: (CTRL)(A)

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

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.*)

Capital Mode

Command Summary: (CAPS)

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

Press (CAPS).

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

Press (CAPS).

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

Center

Command Summary: (CTRL)(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 (CTRL) 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 (CTRL) 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.

   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 (CTRL) 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*)

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.*)
- 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.*)

- 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, press (BREAK) to cancel the flashing message and hold down (CTRL) and type (H) to see the Help screens. (See *Help.*)

  If a problem occurs that causes you to return to TRSDOS® Ready, press the reset button before reloading SuperSCRIPSIT or attempting another action.

Ghost Cursor

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

Command Summary (CTRL)(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 screen.

How to Request and View the Help Screens

1. **Hold down (CTRL) 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 (CTRL) 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 (CTRL)(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* * * * * * * * *

CTRL-A	align tab
CTRL-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
CTRL-C	center/uncenter paragraph
CTRL-D	delete character or close insert
CTRL-E	end block of text (insert end marker)

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

---

* * * * * * * * *SCRIPSIT — INDEX OF VALID COMMANDS* * * * * * * * *

CTRL-F	form letter preparation
CTRL-G	global find, delete or replace
CTRL-H	help explain valid commands
CTRL-I	insert new text
CTRL-J	reserved for future versions of SCRIPSIT
CTRL-K	reserved for future versions of SCRIPSIT
CTRL-L	reserved for future versions of SCRIPSIT
CTRL-M	set margin (followed by "L"eft, "R"ight, "I"ndent)
CTRL-N	new page (force end of page)
CTRL-O	reserved for future versions of SCRIPSIT
CTRL-P	print entire document
CTRL-R	recall block of text previously COPYed or MOVEd
CTRL-S	start block (insert block start marker)
CTRL-T	tab line editing (set new margins and tabs)

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

```
* * * * * * * * *SCRIPSIT — INDEX OF VALID COMMANDS* * * * * * * * *

CTRL-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 CTRL-Q, S, and . . .)

                 U  edit user key sequence
                 C  edit printer codes
                 V  change block delete verify option

CTRL-U      user key programmer on/off (followed by digit if on)

CTRL-V      view mode on or off

CTRL-W      write text to disk

CTRL-X      "quick" block marker (followed by length of block)

CTRL-Y      reserved for future versions of SCRIPSIT

CTRL-Z      reserved for future versions of SCRIPSIT

* * * * * * * * *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:

CTRL-Ø, CTRL-1, CTRL-2, through CTRL-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* * * * * * * * *

```
* * * * * * * * *SCRIPSIT — INDEX OF VALID COMMANDS* * * * * * * * *

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 Remove Help

The seven Help screens are stored on the program diskette in a file named HELP/CTL. You can remove this file to make more room for documents on the program diskette. (See *Remove*). If you request Help after you have removed 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).* To read about *typing* with an indent tab, see *Tabbing.*

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.* For information about *changing* the linespacing of an existing document, see *To change the linespacing of the block.*

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.* To read about changing the margins for larger quantities of text, see *To adjust a block.*

Modes

SuperSCRIPTSIT 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; View Mode.*)

Paginating

Command Summary: (CTRL)(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.

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* .)

When using (CTRL)(N) to force a new page, you are limited to a maximum of 127 Force New Page codes per document. If you exceed this limit, unpredictable results may occur.

2. **Hold down (CTRL) 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: [CTRL][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.*)

How to Quit a Document

Hold down [CTRL] 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

                    What is your selection?
```

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 [SPACE] to type two spaces in a row without displaying a Δ. (See *Spaces.*)
- With [CLEAR] to clear fields on a menu. (See *How to Edit the Fields on the Search and Replace Options.*)
- On the tab line with [→] and [←] to move the cursor left and right. (See *Tab Line Editing.*)

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

Spaces

To type a space, you press the space bar.

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

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

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

How to Type Two or More Spaces in a Row

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

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

Status Line

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

Tab Setting

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

Tabbing

Command Summary

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

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

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

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

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

How to Type Text at an Indent Tab

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

Here are paragraphs typed with an indent tab:

```
        We resolve to disencumber our holding company
    of those securities determined to be unprofitable
    or whose performance is less progressive this year
    as compared with last
        What's more, we will purchase more shares
    where P/E ratio is demonstrably high.
----- 1 -------- ( 2 --- I ------ 3 ---------- 4 ---------- 5 ---------- ) --
```

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

View Mode

Command Summery: [CTRL] [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 on, while others prefer to type with it off.

How to Turn On View Mode

If view mode is off, hold down (CTRL) and type (V).

Vw	appears in the status line.
¶	indicates that you have pressed (ENTER) to end a paragraph. (See *Enter*.)
\	indicates that you have used (SHIFT)(→) to tab to a regular tab. (See *Tabbing*.)
\	indicates that you have held down (CTRL) and typed (A) to tab to an align tab. (See *Tabbing*.)
(·)	indicates that you have held down (CTRL) and typed (I) to insert text. (See *Insert*.)
^	indicates that you have typed a force new page code. (See *Paginating*.)
©	indicates that you have typed a print code. (See *USER PRINT CODES*.)
[	indicates the start of a block you have defined. (See *BLOCK-ACTION COMMANDS*.)
]	indicates the end of a block you have defined. (See *BLOCK-ACTION COMMANDS*.)

How to Turn Off View Mode

If view mode is on, hold down (CTRL) and type (V). Vw disappears from the status line.

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

(CTRL)(S) to mark the start of a block. (See *BLOCK-ACTION COMMANDS*.)

(CTRL)(E) to mark the end of a block. (See *BLOCK-ACTION COMMANDS*.)

(CTRL)(X) to define a block by text quantity. (See *BLOCK-ACTION COMMANDS*.)

(CTRL)(N) to force a new page. (See *Paginating*.)

(CLEAR) to type a print code. (See *USER PRINT CODES*.)

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,

Left Margin Right Margin

in the not too distant past, many judged typing spe

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: CTRL W

When you type a document, the Model 4 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 4 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 the text input, you can store text that you might lose during a crash.

How to Write Text to the Diskette

1. **Hold down (CTRL) 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 the 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.)

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 the 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 have 54 lines, but because the text prints on every other line, each page will have 27 lines of text.

Video Page

A *video page* (22 lines) is the number of lines that are visible on the screen at one time.

Absolute Line Number

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

set at 54, then *page 1, line 54* is absolute line number 54. *Page 2, line 54* is absolute line number 108. However, if you are typing with the linespacing set at 2 for double-space, then *page 1, line 54* is absolute line number 54.

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 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 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*.)

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 the 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 (N) to move to a specified page.

Arrow with (P) 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*.)

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*.)

How to Move the Cursor to an Absolute Line Number

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

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*.

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 though 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
^	[CTRL][N]
©	[CLEAR]
¶	[CTRL][G]
[	[CTRL][S]
]	[CTRL][E]

To edit the field for the search string prompt

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

- Use [SHIFT][→] to move the cursor to the end of the 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 [CTRL][D] to delete the character the cursor is on.
- Use [CTRL][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 [CTRL][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 right of 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.*

To move the cursor to the next video page

Hold down (→) or (↓) and type (V).

The cursor moves down 22 lines to the next video page. If you continue to hold down the arrow key with (V), the cursor moves through the text, 22 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 22 lines to the previous video page. If you continue to hold down the arrow key with [V], the cursor moves through the text, 22 lines at a time, until it reaches the beginning.

BASIC EDITING: DELETE, INSERT, OVERSTRIKE

Delete

Command Summary: [F 2] ([CTRL] [D], or [@] [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.*)

How to Delete One Character at a Time

1. **Position the cursor on the first character you want to delete.**
2. **Press [F 2] for delete.**
3. **If you want to delete more than one character in a row, continue to hold down [F 2].**

The program deletes one character at a time as long as you continue to hold down [F 2]. When you release [F 2] 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. **Press [F 1], [CTRL] [I], or [@] [I].**
3. **Type the insert.**
4. **Press [BREAK] or [F 2].**

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. **Press (F 1).**

   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 you insert text when view mode and reverse video are displayed, available character positions are denoted by periods.

3. **Type the text you want to insert.**

4. **When you finish inserting the text, press (BREAK), or (F 2) to close up the text around the insert.**

   If you insert in a field, you *must* use (F 2) 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.**

Command Summary

Cursor Position Method

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

Text Quantity Method

1. **Position the cursor.**
2. **Hold down (CTRL) 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 (CTRL) 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 (CTRL) and type (E) for *end*.**

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

   If you don't mark the block with an end block marker, the text is displayed in reverse video from the start block marker to the end of the text. In this case, all block-action commands are executed from the start block marker to the end of text.

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 (CTRL) 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.*)

- 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.

   When you use (CTRL) (S) or (CTRL) (X) to mark a block, reverse video mode denotes the marked area.

   Certain symbols used in SuperSCRIPSIT are not available in reverse video mode. The following characters are substituted on screens that contain reverse video:

Standard Video	Reverse Video
¶	Æ
©	Ç
Δ	—
□	|
▯	.

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

This prompt then appears in the status line:

Delete Copy Move Adjust Search Freeze Hyphenate Print Linespace?

How to Execute a Block-Action Command

You can execute only one block-action command at a time. After performing a block-action command with the exception of search, block markers are automatically removed from the document.

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

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

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

To delete a block

Type (D).

This prompt appears in the status line:

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

- Type (Y) to delete the block.
- Type (N) to cancel the command. The status line returns to normal and the cursor returns to the text.

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

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 (CTRL) 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 (CTRL) 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.

Note: It is important for you to know the amount of disk space left (kilobytes) on a diskette before you edit documents on that diskette. When the copy and move block-action commands are executed, SuperSCRIPSIT creates a file (MOVE/CTL), and there must be enough room on the diskette to accommodate

that file. In addition, there must be adequate space on the diskette to accommodate the recalled block.

If there is any space left on the diskette in Drive Ø, SuperSCRIPSIT will attempt to create the file on that diskette. If there is not enough space to accommodate the file, you will see the error message, There is no more space left on this diskette. If the disk full error message is displayed when moving or copying text, mark a much smaller block of text and try again. If the disk full error reoccurs, exit the document and SuperSCRIPSIT. At TRSDOS® Ready, type [R][E][M][O][V][E][ ][M][O][V][E][/][C][T][L] and press [ENTER]. Take the necessary steps to free up additional disk space. You can compress, move, or delete files to free more space for expanding documents. Then return to your document.

To find out how much free space (in kilobytes) remain on a diskette, use the DIR command at TRSDOS Ready. (Check your Model 4 *Disk System Owner's Manual* for details.) The number of free kilobytes on the diskette is shown on the same line as the drive number.

If you have another disk drive, you can copy the MOVE/CTL file that SuperSCRIPSIT created on Drive Ø to Drive 1. After you copy the file, use the REMOVE command to delete MOVE/CTL from Drive Ø. Do not copy the MOVE/CTL file until you have successfully copied text into the file.

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*.)

1. Before displaying the block-action commands, position the cursor on the paragraph whose format you want to copy.
2. Hold down [CTRL] 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* 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 current 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 (CTRL)(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* 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 quotations.

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

When you press (L), this prompt appears in the status line:

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

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

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

Lock in your response.

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

When you use the linespace block-action command to change the linespacing of an entire document, the program prints and paginates the document with

the new linespacing, but the line number indicator in the status line does not reflect the new linespacing. If the linespacing varies within a document, the line number will not be accurate; however, the document will be printed correctly using the varied spacing.

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 (CTRL) 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. To search an entire document, first press (SHIFT)(↑) to move the cursor to the beginning of the document; then enter the global search command.

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*.)

If you want to search an entire document, hold down (CTRL) 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
^	(CTRL)(N)
©	(CLEAR)
¶	(CTRL)(G)
[	(CTRL)(S)
]	(CTRL)(E)

3. Search by word or character

- To prevent the program from finding the search *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 (F 2) to delete the character the cursor is on.
- Use (F 1) to insert 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 (F 2) to close up the insert.
- Use (SHIFT)(CLEAR) to clear all text to the right of the cursor. If the cursor is on the first character of the field, you clear the entire field.

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

How to Find Every Occurrence Without Pause

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

Press (BREAK) to cancel the message.

How to Find Every Occurrence With Pause

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

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

To answer the prompt

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

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

Press (BREAK) to cancel the message.

How to Replace Every Occurrence Without Pause

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

Press (BREAK) to cancel the message.

How to Replace Every Occurrence With Pause

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

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

To answer the prompt

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

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

Press (BREAK) to cancel the message.

How to Delete Every Occurrence Without Pause

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

Press (BREAK) to cancel the message.

How to Delete Every Occurrence With Pause

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

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

To answer the prompt

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

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

Press (BREAK) to cancel the message.

PRINTING OVERVIEW

SuperSCRIPSIT offers an enormous variety of print capabilities. For example, you can use *proportional spacing* and *justification* to create high quality printouts. You can type *print codes* in your text to print bold, to print underscores and double underscores, 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: (CTRL)(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 point specifications when you answer the Open Document Options. (See *The Option Document Options described.*) 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 linespace block-action command. (See *BLOCK-ACTION COMMANDS.*)

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 (CTRL) 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.*)

```
* * * * * * * * * * *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.*)

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.

(6)(6) 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 (Y) 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 (Y) to continue printing. Type (N) to cancel the print job. If you type (N), the program advances the next

page and continues printing automatically. Use this response to print with a sheet feeder or on continuous form paper.

(Y) is the default option.

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

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

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

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

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

(1) is the default option.

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

¶	prints as $	©+	prints as ~+
\	prints as \	©=	prints as ~=
©–	prints as ~–	©/	prints as ~/
©*	prints as ~*	©.	prints as ~.
©?	prints as ~?	©/	prints as ~/
`	prints as `		

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

(N) is the default option.

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

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

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

  (N) is the default option.

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

  (1) is the default option.

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

   To edit the fields

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

   (SHIFT)(←) moves the cursor to the beginning of the field.

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

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

   (F 2) deletes the character the cursor is one.

   (F 1) 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. Press (F 2) 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 one and © + appears on the screen. When view mode is off, + appears on the screen.

On the printout

The text enclosed by the print bold codes prints bold:

When in the course of human events . . .

How to Strike-through

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

On the screen

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

On the printout

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

W h e n

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.

When using a pin-feed mechanism with pin-feed paper on any printer, reverse-feed routines such as superscript, subscript, and top of form can be inexact because of the movement of the paper through the pin-feed mechanism.

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. ©* appears *before* the text to be superscripted, and © . appears *after* the text. For example:

©*Super©.script

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

On the printout

The text preceded by ©* and followed by ©. prints as superscript:

$\text{Super}_{\text{script}}$

How to Subscript

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

H_2O

1. **Type the subscript code: press (CLEAR) and type (·).**

   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 ©. appears *before* the text to be subscripted, and ©* appears *after* the text. For example:

©.Sub©*script

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

On the printout

The text preceded by ©. and followed by ©* prints subscripted:

$\text{Sub}^{\text{script}}$

How to Top the Form

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

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.

Note: When using the "Top of Form" instruction, a single sheet of paper is apt to catch on the paper-out switch of the DMP 2100 as it rolls to the top of the form.

Using the Top of Form Code to Print Columns

Type the first column with its own margins.

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

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

On the printout

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

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

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

HEADERS AND FOOTERS

Command Summary

Hold down (ARROW) and type (H), or hold down (ARROW) and type (F).

Select even or odd.

Type the text.

Hold down (ARROW) and type (N), or hold down (ARROW) and type (L).

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

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

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

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

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

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

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

How to Prepare a Header or Footer Page

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

   This prompt appears in the status line:

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

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

   The requested header or footer page appears on the screen.

   If you prepare only one header page (even or odd) for a document, the header prints on *all* pages of the document. If you want alternating headers or footers (one that prints 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). ©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.*)

   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*.)

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 redisplays 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:    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)
```

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.

```
* * * * * * * * * *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)
```

Begin numbering as page 32.

No Header

Begin numbering as page 56.

FORM LETTERS

Command Summary

Prepare the master document.

Prepare the variables document.

Open the master document.

Hold down (CTRL) 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 (CTRL)(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 64K Model 4 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.

When preparing a form letter, the defining character used to enclose variables can only be used as a defining character. The defining character should not appear in either document as anything other than a defining character.

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 name 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. A variable must not contain a paragraph symbol within the defined variable.
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 previously. 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/¶
/64K/¶
/Model 4/¶
¶
/Ms./¶
/Lucy/¶
/Diamond/¶
/202 Barclay/¶
/Chapel Hill/¶
/North Carolina/¶
/27514/¶
/64K/¶
/Model 4/¶
¶
/Mrs./ /Pamela/ /Snodgrass/ /15 East 61st Street/ /New York/¶
/New York/ /10011/ /64K/ /Model 4/¶
¶
¶
```

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 (CTRL) and type (F).**

   The Print Text Options appear. (See *How to Print.*)
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 on creating the variables file. Once created, use the CONV command to transfer a variables document from a Model III disk to a Model 4 disk. (See the Model 4 *Disk System Owner's Manual* for instructions.) Once converted, Model 4 SuperSCRIPSIT correctly combines the variables document with a Model 4 SuperSCRIPSIT master document to produce form letters.

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 (0-7)?
```

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

A Sample Disk Directory

LECTURES: Ø	SCR33/CTL: Ø	SCR35/CTL: Ø	DINOSAUR: Ø
LP4/CTL: Ø	HELP/CTL: Ø	SCRIPSIT/CTL: Ø	SCRIPSIT/CMD: Ø
SCR50/CTL: Ø	DWP210/CTL: Ø	DEMO 1ØØ: Ø	SCR32/CTL: Ø
CATALOG: Ø	SYSTEM/CTL: Ø	PAGE: Ø	DWP410/CTL: Ø
CONV/CMD: Ø	DW2/CTL: Ø	SCR19/CTL: Ø	ERRORS/CTL: Ø
SCR18/CTL: Ø	DMP2100/CTL: Ø	LESSON/JCL: Ø	

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

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 Ø, 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 "remove" the original. (See *Remove*)

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) and saved on a diskette in ASCII may be converted to SuperSCRIPSIT documents with this utility. ASCII documents cannot be spell checked with the Proofread option.

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.

Converting Documents Created by Model III Disk SCRIPSIT

To convert a document created with the Disk SCRIPSIT program (26-1563), follow these steps:

1. **Load the desired file into Disk SCRIPSIT.**
2. **Save the file as an ASCII file using the S,A command (as described in the *Disk SCRIPSIT Owner's Manual*).**

3. **Use the CONV command to transfer documents from a Model III disk to a Model 4 disk. (See the Model 4 *Disk System Owner's Manual* for instructions.)**
4. **Use SuperSCRIPSIT's ASCII Text Conversion Utility to convert the ASCII file to a SuperSCRIPSIT file.**

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 (Scripsit/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.

Converting Documents Created By Model III SuperSCRIPSIT

Use the CONV command to transfer documents from a Model III disk to a Model 4 disk. (See the Model 4 *Disk System Owner's Manual* for instructions.) Then open the converted document, displaying the SCRIPSIT – Open Document Options Screen. Position the cursor on the first small square dot at the end of the Printer type entry and press (SHIFT) (CLEAR).

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 4.
REMOVE	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).**

Note: If your Model 4 has *one* disk drive, answer both *source* and *destination* prompts with Drive Ø. 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. Refer to your Model 4 *Disk System Owner's Manual* for a complete discussion of backup.

The destination disk must be formatted before the backup begins. To format a disk, see "How to Format a Diskette."

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).**

Unless the destination diskette contains data, the backup begins.

If the Destination Diskette Already Contains Data

If the destination diskette contains data, you have one more prompt to answer.

This prompt appears:

Destination disk ID is different: Name = DISKNAME Date = MM/DD/YY
Are you sure you want to backup to it 〈Y,N〉?

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).**

TRSDOS 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.

Backups With the (X) Parameter

When you specify the (X) parameter, you do not need a system disk in Drive Ø when you back up a disk. TRSDOS prompts you to insert the proper disk in the proper drive.

The main use for the (X) parameter is to back up non-system disks, such as data disks, in a two-drive system.

When you use this parameter, you are prompted to insert the proper disk in Drive Ø. You may be prompted to re-insert a system disk into Drive Ø during certain backups. Refer to your Model 4 *Disk System Owner's Manual* for a complete discussion of (X) parameter backups.

Copy

Command Summary

1. **From TRSDOS Ready, type (C)(O)(P)(Y) 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*.)

How to Copy a File

1. **From TRSDOS Ready, type (C)(O)(P)(Y) 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:

   (C)(O)(P)(Y)( )(C)(H)(A)(N)(D)(L)(E)(R)( )(C)(H)(A)(N)

   If you want to copy the file onto a diskette other than the one in Drive Ø, 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)(:)(Ø)( )(:)(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 master password and press (ENTER).**

5. **Type (S) or (D) for single or double density and press (ENTER).**
6. **Type number of cylinders and press (ENTER).**

Before you use a diskette on the Model 4, you must format it. (Backup does not automatically format a diskette.)

Use the format command to prepare a diskette for use by the Model 4. 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 Ø to open SuperSCRIPSIT documents, you must format the diskette first. (See *How To Open A Document.*)

Remember: The diskette in Drive Ø *must* be the SuperSCRIPSIT Program Diskette.

How to Format a Diskette

1. **With a program diskette in Drive Ø and from TRSDOS Ready, type (F)(O)(R)(M)(A)(T) and press (ENTER).**

   This prompt appears:

   Which drive is to be used?

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 Ø and type (Ø).) This prompt appears:

   Diskette name?

   If you are using Drive Ø 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:

   Single or Double density (S,D)?

5. **Enter (S) for single density or (D) for double density and press (ENTER).**

   This prompt appears:

   Number of cylinders?

6. **Enter any number from 35 to 40 and press (ENTER).**

   If the diskette is blank, the system begins formatting.

If the Diskette Contains Data

This prompt appears:

Disk contains data — Name = DATADISK Date = XX/XX/XX
Are you sure you want to format it?

- **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 Ø, after the formatting is complete, insert a program diskette in Drive Ø and press (ENTER),**

TRSDOS divides the diskette into cylinders. When it has completed the formatting, the system returns to TRSDOS Ready.

If there are *any* flawed cylinders on the diskette, you should not use it.

Remove

Command Summary

1. **FROM TRSDOS Ready, type (R)(E)(M)(O)(V)(E).**

2. **Type a space and the name of the file.**

3. **Press (ENTER).**

To delete a file from the diskette, use the TRSDOS remove command.

How to Remove a File

1. **From TRSDOS Ready, type (R)(E)(M)(O)(V)(E).**

2. **Type a space and the name of the file you want to delete.** For example:

   (R)(E)(M)(O)(V)(E)( )(R)(E)(P)(O)(R)(T)

   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 remove 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:

   (R)(E)(M)(O)(V)(E)( )(R)(E)(P)(O)(R)(T)(:)(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** (R)(E)(N)(A)(M)(E).
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** (R)(E)(N)(A)(M)(E).
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:

   (R)(E)(N)(A)(M)(E)( )(C)(H)(A)(N)( )(C)(H)(A)(N)(D)(L)(E)(R)

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.*)

```
* * * * * * * * *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.)

   [F 2] deletes the character the cursor is on.

   [F 1] 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. Press [F 2] 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.*)

```
* * * * * * * * * *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.)

(F 2) deletes the character the cursor is on.

(F 1) 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. Press (F 2) 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).

From the System Setup menu, type (S).

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 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.*)

```
* * * * * * * *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 filed 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.)

   [F 2] deletes the character the cursor is on.

   [F 1] 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. Press [F 2] 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*.)

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: (CTRL)(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.**

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 (CTRL) and type (U).**
2. **Type a number key.**
3. **Type the keystroke sequence.**
4. **Hold down (CTRL) 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 (CTRL) 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*.)

4. **Hold down (CTRL) 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 (CTRL) 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 (CTRL) and type the number of the user key you want to execute.

The program executes the sequence of keystrokes you have stored under the user key.

Editing a User Key

Command Summary

1. **From the Main Menu, type (S).**
2. **From the System Setup menu, type (U).**
3. **Type the number of the key you want to edit.**
4. **Edit the user key fields.**
5. **Press (ENTER) to lock in the edit, or press (BREAK) to cancel.**

Once you have programmed a user key, the program enables you to edit it. Use the System Setup utility to edit a user key.

How to Edit a User Key

1. From the Main Menu, type (S) to choose the System Setup utility.

The System Setup menu appears on the screen.

```
* * * * * * * * * * * *SCRIPSIT — SYSTEM SETUP* * * * * * * * * * * *

                    set up ⟨O⟩pen Document options
                    set up ⟨P⟩rinter options
                    set up ⟨S⟩earch and Replace options
                    change ⟨A⟩lign character
                    edit ⟨U⟩ser key sequence
                    enter printer ⟨C⟩odes
                    ⟨V⟩erify deletions of text blocks

                    What is your selection?
```

2. Type (U) to select the user key editing utility from the System Setup menu.

The program displays this prompt:

Which user key do you wish to edit (Ø-9)?

3. Type the number of the user key you want to edit.

The program displays the user key editing screen.

```
* * * * * * * * *SCRIPSIT — EDIT USER KEY SEQUENCE* * * * * * * * *

                Which user key do you want to edit (Ø-9)?
-----------------------------------------------------------------------
-----------------------------------------------------------------------
-----------------------------------------------------------------------
-----------------------------------------------------------------------
-----------------------------------------------------------------------
-----------------------------------------------------------------------
-----------------------------------------------------------------------
-----------------------------------------------------------------------
-----------------------------------------------------------------------
-----------------------------------------------------------------------
```

4. **Edit the fields to revise the sequence of keystrokes stored in the user key.**

   The program displays the keystrokes that you stored under the key in the fields. In this example, User Key 9 is programmed with a repeating message:

```
* * * * * * * * *SCRIPSIT — EDIT USER KEY SEQUENCE* * * * * * * * *
                Which user key to you want to edit (Ø-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,.,en,en,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,.,en--------------------------------------------
en,en,@9,-------------------------------------------------------------
```

Special rules for editing the user key fields

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

- You must follow each keystroke with a comma.

  Remember that keystrokes such as space, [ENTER], [TAB], [,], [.], and so forth are unique keystrokes and must be separated from the following keystrokes by a comma. For example:

Keystroke	Code
(comma)	,,,
(space)	, ,
(period)	,.,

- The program defines as one keystroke all commands that you type with [@] and a character. For example, ,@p, is the print command. (To type a [@], type [SHIFT][Ø].)

- You use special codes to define keystrokes such as the cursor movement commands and (ENTER):

Keystroke	Code
(BREAK)	br
(ENTER)	en
(SHIFT) (spacebar)	Sp
(CLEAR)	cl
(SHIFT)(CLEAR)	CL
(↑)	up
(SHIFT)(↑)	UP
(↓)	do
(SHIFT)(↓)	DO
(←)	le
(SHIFT)(←)	LE
(→)	ri
(SHIFT)(→)	RI
(→) or (↓)	> (key)
with another key for example,	> 1
(←) or (↑)	< (key)
with another key for example,	< 1

To edit the user key fields

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

(SHIFT)(←) moves the cursor to the beginning of the field.

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

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

(F 2) deletes the character the cursor is on.

(F 1) 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. Press (F 2) 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.

Sample User Keys

To provide you a sample of user keys, there are five User Keys already defined on the SuperSCRIPSIT diskette. Hold down (CTRL) and type the user key number for the function you wish to execute.

User Key	Function
Ø	Adjust text
1	Word Delete
2	Paragraph Delete
3	End-of-Text Delete
9	Repeating User key for the Training Program

To adjust a document for a different printer type, first specify the new printer type on the Open Documents Options screen. Next, open the document, position the cursor at the beginning of the text, and then press (CTRL) (Ø) to adjust the document so that it will be printed correctly.

To delete a word or paragraph, position the cursor anywhere in the word or paragraph you want to delete, and then use the appropriate User key.

To use the End-of-Text delete feature, position the cursor at the first character from which you wish to delete to the end of text, and then press (CTRL) (3).

When taking the SuperSCRIPSIT Training Program, press (CTRL) (9) when instructed to do so.

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 (£, c, ™, 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 positions, 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
  Ø     Ø- -     ---------------------------------------------     ----------
  1     Ø- -     ---------------------------------------------     ----------
  2     Ø- -     ---------------------------------------------     ----------
  3     Ø- -     ---------------------------------------------     ----------
  4     Ø- -     ---------------------------------------------     ----------
  5     Ø- -     ---------------------------------------------     ----------
  6     Ø- -     ---------------------------------------------     ----------
  7     Ø- -     ---------------------------------------------     ----------
  8     Ø- -     ---------------------------------------------     ----------
  9     Ø- -     ---------------------------------------------     ----------

                    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 Ø as the English pound symbol (£), position the cursor in the units field for code Ø.

   [→] 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 (Ø-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
  !     Ø- -     ---------------------------------------------   ----------
  "     Ø- -     ---------------------------------------------   ----------
  #     Ø- -     ---------------------------------------------   ----------
  $     Ø- -     ---------------------------------------------   ----------
  %     Ø- -     ---------------------------------------------   ----------
  &     Ø- -     ---------------------------------------------   ----------
  '     Ø- -     ---------------------------------------------   ----------
  (     Ø- -     ---------------------------------------------   ----------
  )     Ø- -     ---------------------------------------------   ----------
  @     Ø- -     ---------------------------------------------   ----------

                 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:

   [Ø][Ø][5]

   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.

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 Ø to print 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 [↓] 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.

Ø 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
Ø	ØØ5	163 ----------	Eng pnd -
1	Ø- -	----------	----------
2	Ø- -	----------	----------
3	Ø- -	----------	----------
4	Ø- -	----------	----------
5	Ø- -	----------	----------
6	Ø- -	----------	----------
7	Ø- -	----------	----------
8	Ø- -	----------	----------
9	Ø- -	----------	----------

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 Ø as the English pound symbol, press (CLEAR) and type (Ø).

   If view mode is off, the program turns it on and displays ©Ø. When view mode is off, Ø 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:

```
* * * * * * *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- -    ----------------------------------------------  ----------
```

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 (Ø-9, pressing [ENTER] displays the second of the two screens (! " # $ % & ' ( ) @):

4. **Edit the field.**

   To edit the print code fields

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

   [SHIFT][←] moves the cursor to the beginning of the field.

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

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

   [F 2] deletes the character the cursor is on.

   [F 1] 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. Press [F 2] 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.

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*.)

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/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.

Appendix 1:

SuperSCRIPSIT AND PRINTERS: TECHNICAL INFORMATION

Using SuperSCRIPSIT With the Radio Shack Printers

SuperSCRIPSIT provides many advanced print features, such as justification, proportional spacing, superscripts and subscripts.

If your printer is a Daisy Wheel II, Line Printer VIII, Line Printer VI, or serial (RS-232) interfaced printer, you must specify this in the printer type option in the Open Document Options. (You should change the Open Document Options defaults so that your printer type is specified automatically every time you open a document. See *SYSTEM SETUP OVERVIEW*.)

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.)

Notes on Printer Types Included With the Program

The following printer types are included with SuperSCRIPSIT.

DW2 for use with Daisy Wheel II, Line Printer V, and Line Printer VI.
DWP410 for use with Daisy Wheel 410.
DWP210 for use with Daisy Wheel 210.
LP8 for use with Line Printer VIII.
LP4 for use with Line Printer IV.
DMP2100 for use with Dot Matrix 2100.
DMP400 for use with Dot Matrix 400, Dot Matrix 200, and Dot Matrix 500.

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 (D)(W)(2) as the printer type on the Open Document menu. The system default for this value is Ø4 units. Therefore, on a line where no filler units are inserted, the space between words will be four-sixieths, 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)( )
(()(X)(')(B)(A)(D)(5)(')(=)(N)(E)(W)(W)(I)(D)(T)(H)())

where "new width" is the new value (the first time this value will be Ø). Do not exceed Ø6 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 (1)(Ø). 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 LP VIII 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. You must add the appropriate serial protocol for your printer.

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 up to 20 subroutines that drive the printer, and the subroutines themselves. All printer drivers begin at hex location BAD3 in the Model 4 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 subroutines. 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 sytem 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=Ø, 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 (=Ø 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=Ø 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 Ø 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 Ø.

Hold down	Type
CTRL	S
→	G
	←
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 paragraph, 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.

```
E Addr    Obj        Fl  Ln #          Source Line

  0000                 00002   ;
  0000                 00003   ;(C) 1983 Thomas D. Price, Jr.
  0000                 00004   ;
  0000                 00005   ;Revision Date - 05/04/1983
  0000                 00006   ;
  0000                 00007   *
```

```
E Addr    Obj        Fl  Ln #          Source Line

  0000                 00075   ;
  0000                 00076   GETDCB  MACRO                    ;gets *PR DCB address and stores it
                       00077           LD      DE,5250H         ;'PR' name
                       00078           LD      A,82             ;@GETDCB SVC
                       00079           RST     28H              ;DCB address is in HL
                       00080           LD      (PRDCB),HL       ;save it here
                       00081           ENDM
                       00082   ;
                       00083   RDYCHK  MACRO                    ;checks for printer ready condition
                       00084           PUSH    BC
                       00085           PUSH    DE
                       00086           PUSH    HL
                       00087           LD      B,A              ;save byte
                       00088           PUSH    BC
                       00089           LD      DE,(PRDCB)       ;get *PR DCB address
                       00090           LD      C,0              ;status option of
                       00091           LD      A,5              ;  @CTL SVC
                       00092           RST     28H              ;get status
                       00093           POP     BC
                       00094           LD      A,B              ;reload byte
                       00095           POP     HL
                       00096           POP     DE
                       00097           POP     BC
                       00098           RET
                       00099           ENDM
                       00100   ;
                       00101   PRTOUT  MACRO                    ;output byte to printer
                       00102           PUSH    BC
                       00103           PUSH    DE
                       00104           LD      C,A              ;transfer byte
                       00105           LD      A,6              ;@PRT SVC
                       00106           RST     28H              ;send to printer device
                       00107           POP     DE
                       00108           POP     BC
                       00109           ENDM
                       00110   ;
                       00118   ;
                       00119   ;
                       00120   ;This modified version will support pitches other than
                       00121   ;10, 12 or Proportional Spacing for the DW2. It makes
                       00122   ;use of the External Program mode of the DW2 to allow
                       00123   ;SuperScripsit to support pitches of 15, 20 and others.
                       00124   ;
                       00125   ;
                       00126   ;
  BABB                 00127   PRSTOP  EQU     0BABBH           ;TEST FOR BREAK & PAUSE
  BAB5                 00128   PRTERR  EQU     0BAB5H           ; ERROR MESSAGE
                       00129   ;
  BAD3                 00130           PSECT   0BAD3H           ;START OF DRIVER
  BAD3  3C             00131   INCSIZ  DEFB    3CH              ;# OF UNITS/INCH FOR DW2
  BAD4  0D             00132   PITCH0  DEFB    0DH              ;PITCH VALUE IF NOT PS
                       00133   ;
  BAD5                -00134   WIDTBL  EQU     $                ;CHARACTER WIDTH TABLE
  BAD5  04             00135   WIDSPC  DEFB    04H              ;ASSIGNED SPACE WIDTH
```

```
E Addr    Obj        Fl  Ln #          Source Line

  BAD6  03             00136          DEFB    03H          ; !
  BAD7  04             00137          DEFB    04H          ; "
  BAD8  06             00138          DEFB    06H          ; #
  BAD9  05             00139          DEFB    05H          ; $
  BADA  07             00140          DEFB    07H          ; %
  BADB  07             00141          DEFB    07H          ; &
  BADC  03             00142          DEFB    03H          ; '
  BADD  03             00143          DEFB    03H          ; (
  BADE  03             00144          DEFB    03H          ; )
  BADF  05             00145          DEFB    05H          ; *
  BAE0  05             00146          DEFB    05H          ; +
  BAE1  03             00147          DEFB    03H          ; ,
  BAE2  04             00148          DEFB    04H          ; -
  BAE3  03             00149          DEFB    03H          ; .
  BAE4  04             00150          DEFB    04H          ; /
  BAE5  05             00151          DEFB    05H          ; 0
  BAE6  05             00152          DEFB    05H          ; 1
  BAE7  05             00153          DEFB    05H          ; 2
  BAE8  05             00154          DEFB    05H          ; 3
  BAE9  05             00155          DEFB    05H          ; 4
  BAEA  05             00156          DEFB    05H          ; 5
  BAEB  05             00157          DEFB    05H          ; 6
  BAEC  05             00158          DEFB    05H          ; 7
  BAED  05             00159          DEFB    05H          ; 8
  BAEE  05             00160          DEFB    05H          ; 9
  BAEF  03             00161          DEFB    03H          ; :
  BAF0  03             00162          DEFB    03H          ; ;
  BAF1  05             00163          DEFB    05H          ; <
  BAF2  05             00164          DEFB    05H          ; =
  BAF3  05             00165          DEFB    05H          ; >
  BAF4  05             00166          DEFB    05H          ; ?
  BAF5  07             00167          DEFB    07H          ; @
  BAF6  07             00168          DEFB    07H          ; A
  BAF7  06             00169          DEFB    06H          ; B
  BAF8  07             00170          DEFB    07H          ; C
  BAF9  06             00171          DEFB    06H          ; D
  BAFA  06             00172          DEFB    06H          ; E
  BAFB  06             00173          DEFB    06H          ; F
  BAFC  07             00174          DEFB    07H          ; G
  BAFD  06             00175          DEFB    06H          ; H
  BAFE  03             00176          DEFB    03H          ; I
  BAFF  05             00177          DEFB    05H          ; J
  BB00  07             00178          DEFB    07H          ; K
  BB01  06             00179          DEFB    06H          ; L
  BB02  08             00180          DEFB    08H          ; M
  BB03  06             00181          DEFB    06H          ; N
  BB04  07             00182          DEFB    07H          ; O
  BB05  06             00183          DEFB    06H          ; P
  BB06  07             00184          DEFB    07H          ; Q
  BB07  07             00185          DEFB    07H          ; R
  BB08  05             00186          DEFB    05H          ; S
  BB09  06             00187          DEFB    06H          ; T
  BB0A  06             00188          DEFB    06H          ; U
  BB0B  06             00189          DEFB    06H          ; V
```

```
E Addr    Obj        Fl  Ln #          Source Line

  BB0C  08             00190          DEFB    08H          ; W
  BB0D  07             00191          DEFB    07H          ; X
  BB0E  07             00192          DEFB    07H          ; Y
  BB0F  06             00193          DEFB    06H          ; Z
  BB10  03             00194          DEFB    03H          ; left bracket
  BB11  04             00195          DEFB    04H          ; back slash
  BB12  03             00196          DEFB    03H          ; right bracket
  BB13  05             00197          DEFB    05H          ; circumflex
  BB14  05             00198  USCORE  DEFB    05H          ; underscore
  BB15  05             00199          DEFB    05H          ; accent grave
  BB16  05             00200          DEFB    05H          ; a
  BB17  05             00201          DEFB    05H          ; b
  BB18  05             00202          DEFB    05H          ; c
  BB19  05             00203          DEFB    05H          ; d
  BB1A  05             00204          DEFB    05H          ; e
  BB1B  04             00205          DEFB    04H          ; f
  BB1C  05             00206          DEFB    05H          ; g
  BB1D  05             00207          DEFB    05H          ; h
  BB1E  03             00208          DEFB    03H          ; i
  BB1F  03             00209          DEFB    03H          ; j
  BB20  05             00210          DEFB    05H          ; k
  BB21  03             00211          DEFB    03H          ; l
  BB22  07             00212          DEFB    07H          ; m
  BB23  05             00213          DEFB    05H          ; n
  BB24  05             00214          DEFB    05H          ; o
  BB25  05             00215          DEFB    05H          ; p
  BB26  05             00216          DEFB    05H          ; q
  BB27  04             00217          DEFB    04H          ; r
  BB28  04             00218          DEFB    04H          ; s
  BB29  04             00219          DEFB    04H          ; t
  BB2A  05             00220          DEFB    05H          ; u
  BB2B  05             00221          DEFB    05H          ; v
  BB2C  07             00222          DEFB    07H          ; w
  BB2D  05             00223          DEFB    05H          ; x
  BB2E  05             00224          DEFB    05H          ; y
  BB2F  05             00225          DEFB    05H          ; z
  BB30  03             00226          DEFB    03H          ; left brace
  BB31  03             00227          DEFB    03H          ; vertical bar
  BB32  03             00228          DEFB    03H          ; right brace
  BB33  05             00229          DEFB    05H          ; tilde
  BB34  00             00230          NOP
  BB35  00             00231          NOP
  BB36  00             00232          NOP
  BB37  C378BB         00233          JP      PRINIT       ; CHECK FOR PRINTER READY
  BB3A  C388BB         00234          JP      SETPCH       ; SET DW2 MODE
  BB3D  C3A6BB         00235          JP      PRTCHR       ; SEND CHAR TO DW2
  BB40  C3CABB         00236          JP      PRTSPC       ; DO INCREMENTAL SPC ADV
  BB43  C318BC         00237          JP      BACKSP       ; DO BACKSPACE FOR PS
  BB46  C34DBC         00238          JP      TOGFEA       ; CLEAR A REG AND RETURN
  BB49  C34FBC         00239          JP      EXFEA        ; SPECIAL PRINT FUNCTIONS
  BB4C  C3D6BC         00240          JP      HAFFOR       ; FORWARD HALF LINE FEED
  BB4F  C3E2BC         00241          JP      HAFREV       ; REVERSE HALF LINE FEED
  BB52  C3EEBC         00242          JP      RDYTST       ; CHECK PRINTER & RETURN
  BB55  C302BD         00243          JP      SETTBL       ; SET UP CHAR WIDTH TABLE
```

```
E Addr    Obj        Fl  Ln #          Source Line

                      00244   ;
  BB58                00245           DEFS    1BH             ; RESERVE 27 BYTES
  BB73                00246   ;
  BB73  53BF          00247           DEFW    DVREND          ;NEXT AVAIL ADDRESS
                      00248   ;
                      00249   ;
  BB75  00            00250   MODSTO  NOP                     ; CURRENT DW2 MODE
  BB76  0000          00251   PRDCB   DEFW    0               ; storage for *PR DCB
                      00252   ;
  BB78                00253   PRINIT  GETDCB
  BB78  115052          +             LD      DE,5250H        ;'PR' name
  BB7B  3E52            +             LD      A,82            ;@GETDCB SVC
  BB7D  EF              +             RST     28H             ;DCB address is in HL
  BB7E  2276BB          +             LD      (PRDCB),HL      ;save it here
  BB81  CDEEBC        00254           CALL    RDYTST          ; CHECK FOR PRINTER READY
  BB84  C8            00255           RET     Z               ; RETURN IF OK OR
  BB85  C3B5BA        00256           JP      PRTERR          ;       PRINT ERROR MSG
                      00257   ;
  BB88                00258   SETPCH  EQU     $               ; SET DW2 MODE
  BB88  C5            00259           PUSH    BC              ; SAVE REGISTERS
  BB89  CD03BE        00260           CALL    MODCHK          ; CHK FOR NON-STD PITCH
  BB8C  0611          00261           LD      B,11H           ; PS MODE COMMAND
  BB8E  B7            00262           OR      A               ; PS MODE REQUESTED?
  BB8F  2808          00263           JR      Z,SETMOD        ; YES, SET UP DW2
  BB91  060E          00264           LD      B,0EH           ; 12 PITCH MODE COMMAND
  BB93  FE0C          00265           CP      0CH             ; 12 PITCH REQUESTED?
  BB95  2802          00266           JR      Z,SETMOD        ; YES, SET IT UP
  BB97  060F          00267           LD      B,0FH           ; 10 PITCH DEFAULT MODE
  BB99                00268   SETMOD  EQU     $               ; DW2 MODE SETTER
  BB99  3E1B          00269           LD      A,1BH           ; ESC CHARACTER
  BB9B  CDA6BB        00270           CALL    PRTCHR          ; SEND IT TO DW2
  BB9E  3804          00271           JR      C,ABORTO        ; NOT ACCEPTED, QUIT
  BBA0  78            00272           LD      A,B             ; GET MODE COMMAND
  BBA1  CD17BE        00273           CALL    NEWSET          ; SET STD OR EXT MODE
  BBA4  C1            00274   ABORTO  POP     BC              ; RESTORE REGISTERS
  BBA5  C9            00275           RET                     ; DONE-BACK TO SCRIPSIT
                      00276   ;
  BBA6                00277   PRTCHR  EQU     $               ; PRINTING ROUTINE
  BBA6  CDBBBA        00278           CALL    PRSTOP          ; OK TO PROCEED?
  BBA9  D8            00279           RET     C               ; NO, ABORT AND QUIT
  BBAA  D5            00280           PUSH    DE              ; SAVE REGISTERS
  BBAB  FE20          00281           CP      20H             ; IS THE CHAR A SPACE?
  BBAD  2015          00282           JR      NZ,PRINT        ; NO, GO DIRECT TO PRINT
  BBAF  57            00283           LD      D,A             ; XFER 20H TO D REGISTER
  BBB0  3A75BB        00284           LD      A,(MODSTO)      ; FETCH PITCH MODE VALUE
  BBB3  B7            00285           OR      A               ; IS IT PS MODE?
  BBB4  7A            00286           LD      A,D             ; PUT 20H BACK INTO A
  BBB5  200D          00287           JR      NZ,PRINT        ; NOT PS, SO PRINT IT
  BBB7  C5            00288           PUSH    BC              ; IT'S PS, SO SAVE REGS
  BBB8  3AD5BA        00289           LD      A,(WIDSPC)      ; GET PS SPACE WIDTH
  BBBB  4F            00290           LD      C,A             ;       AND XFER TO C
  BBBC  0600          00291           LD      B,00H           ; SET MSB TO ZERO
  BBBE  CDCABB        00292           CALL    PRTSPC          ; DO REQUIRED SPACE ADV
  BBC1  C1            00293           POP     BC              ; RESTORE REGISTERS
```

```
E Addr    Obj        Fl  Ln #          Source Line

  BBC2  1804           00294          JR      PRDONE          ; DONE WITH SPACING
                       00295   ;
  BBC4  CD38BE         00296   PRINT  CALL    NEWPRT          ; PROCESS & PRINT CHAR
  BBC7  AF             00297          XOR     A               ; CLEAR CHARACTER
  BBC8  D1             00298   PRDONE POP     DE              ; RESTORE REGISTERS
  BBC9  C9             00299          RET                     ; PRINT COMPLETE
                       00300   ;
  BBCA                 00301   PRTSPC EQU     $               ; INCREMENTAL SPACE ADV
  BBCA  C5             00302          PUSH    BC              ; SAVE
  BBCB  E5             00303          PUSH    HL              ;       THE
  BBCC  D5             00304          PUSH    DE              ;               REGISTER S
  BBCD  60             00305          LD      H,B             ; XFER WIDTH VALUE
  BBCE  69             00306          LD      L,C             ;       TO HL
  BBCF  3AD5BA         00307          LD      A,(WIDSPC)      ; FETCH PS SPACE WIDTH
  BBD2  4F             00308          LD      C,A             ;       AND PUT IT
  BBD3  0600           00309          LD      B,00H           ;               INTO BC
  BBD5  7C             00310   LOOP0  LD      A,H             ; MSB OF WIDTH (00H)
  BBD6  B5             00311          OR      L               ; A NOW HOLDS WIDTH VALUE
  BBD7  283B           00312          JR      Z,SPDONE        ; NO WIDTH LEFT, SO QUIT
  BBD9  ED42           00313          SBC     HL,BC           ; CHAR WIDTH - SPC WIDTH
  BBDB  3006           00314          JR      NC,JUMP0        ; CHAR WIDTH >= SPC WIDTH
  BBDD  09             00315          ADD     HL,BC           ; CHAR WIDTH BACK TO HL
  BBDE  55             00316          LD      D,L             ;       & XFER IT TO D
  BBDF  2E00           00317          LD      L,00H           ; CLEAR L
  BBE1  180B           00318          JR      SPCINC          ; DO INCREMENTAL SPACE
  BBE3  3A75BB         00319   JUMP0  LD      A,(MODSTO)      ; FETCH MODE VALUE
  BBE6  B7             00320          OR      A               ; IS IT PS MODE?
  BBE7  51             00321          LD      D,C             ; SPC WIDTH TO D
  BBE8  2804           00322          JR      Z,SPCINC        ; DO A PS SPACE
  BBEA  3E20           00323          LD      A,20H           ; NOT PS, DO A NORMAL SPC
  BBEC  1821           00324          JR      JUMP1           ;       RIGHT NOW
  BBEE                 00325   SPCINC EQU     $               ; SPACING ROUTINE
  BBEE  3E06           00326          LD      A,06H           ;MAX # OF INCREMENTS
  BBF0  BA             00327          CP      D               ;IS D GREATER THAN 6
  BBF1  3014           00328          JR      NC,INC0         ;NO, DO FINAL ADVANCE
  BBF3  3E1B           00329          LD      A,1BH           ;ESC CODE
  BBF5  CDA6BB         00330          CALL    PRTCHR          ;SEND IT
  BBF8  381A           00331          JR      C,SPDONE        ;ABORT IF NO GO
  BBFA  3E06           00332          LD      A,06H           ;MAX ADVANCE
  BBFC  CDA6BB         00333          CALL    PRTCHR          ;SEND IT
  BBFF  3813           00334          JR      C,SPDONE        ;ABORT ON ERROR
  BC01  7A             00335          LD      A,D             ;RE-FETCH # OF INCREMENTS
  BC02  D606           00336          SUB     06H             ;SUBTRACT 6
  BC04  57             00337          LD      D,A             ;PUT RESULT IN D
  BC05  18E7           00338          JR      SPCINC          ;RE-CYCLE
  BC07  3E1B           00339   INC0   LD      A,1BH           ; ESC CHAR
  BC09  CDA6BB         00340          CALL    PRTCHR          ; SEND IT TO DW2
  BC0C  3806           00341          JR      C,SPDONE        ; ABORTED
  BC0E  7A             00342          LD      A,D             ; GET THE INCREMENT VALUE
  BC0F  CDA6BB         00343   JUMP1  CALL    PRTCHR          ;       AND SEND IT OUT
  BC12  30C1           00344          JR      NC,LOOP0        ; CHECK FOR ANY MORE
  BC14  D1             00345   SPDONE POP     DE              ; RESTORE
  BC15  E1             00346          POP     HL              ;       THE
  BC16  C1             00347          POP     BC              ;               REGISTER S
```

```
E Addr    Obj        Fl  Ln #          Source Line

  BC17  C9               00348          RET                     ; DONE WITH SPACING
                         00349  ;
  BC18                   00350  BACKSP  EQU     $               ; BACKSPACING ROUTINE
  BC18  C5               00351          PUSH    BC              ; SAVE
  BC19  E5               00352          PUSH    HL              ;       THE
  BC1A  D5               00353          PUSH    DE              ;               REGISTER S
  BC1B  60               00354          LD      H,B             ; XFER PREVIOUS CHAR
  BC1C  69               00355          LD      L,C             ;       WIDTH TO HL
  BC1D  3A75BB           00356          LD      A,(MODSTO)      ; FETCH MODE VALUE
  BC20  B7               00357          OR      A               ; IS IT PS MODE?
  BC21  0E05             00358          LD      C,05H           ; DW2 PS BS WIDTH
  BC23  2806             00359          JR      Z,LOOP1         ; IT'S PS, SO GO
  BC25  3AD5BA           00360          LD      A,(WIDSPC)      ; NOT PS, USE THIS VALUE
  BC28  4F               00361          LD      C,A             ;       AND PUT IT
  BC29  0600             00362          LD      B,00H           ;               INTO BC
  BC2B  B7               00363  LOOP1   OR      A               ; RESET CARRY FLAG
  BC2C  ED42             00364          SBC     HL,BC           ; PREV WIDTH-SPC WIDTH
  BC2E  3809             00365          JR      C,JUMP2         ; PREV WIDTH<SPC WIDTH
  BC30  3E08             00366          LD      A,08H           ; BACKSPACE CODE
  BC32  CDA6BB           00367          CALL    PRTCHR          ; DO A BACKSPACE
  BC35  3812             00368          JR      C,BSDONE        ; DIDN'T WORK, ABORT
  BC37  18F2             00369          JR      LOOP1           ; DO AGAIN IF NEEDED
  BC39  7D               00370  JUMP2   LD      A,L             ; GET REMAINING DIFFERENCE
  BC3A  81               00371          ADD     A,C             ; ADD TO SPC WIDTH
  BC3B  B7               00372          OR      A               ; CHECK FOR ZERO
  BC3C  280B             00373          JR      Z,BSDONE        ; NO MORE TO BE DONE
  BC3E  00               00374          NOP
  BC3F  CD46BD           00375          CALL    CALC1           ; CALCULATE AND DO INCR
  BC42  3805             00376          JR      C,BSDONE        ; ABORT
  BC44  3E08             00377          LD      A,08H           ; BACKSPACE CHARACTER
  BC46  CDA6BB           00378          CALL    PRTCHR          ; DO A BACKSPACE
  BC49  D1               00379  BSDONE  POP     DE              ; RESTORE
  BC4A  E1               00380          POP     HL              ;       THE
  BC4B  C1               00381          POP     BC              ;               REGISTER
  BC4C  C9               00382          RET                     ; DONE WITH BACKSPACING
                         00383  ;
  BC4D  AF               00384  TOGFEA  XOR     A               ; CLEAR ACCUMULATOR
  BC4E  C9               00385          RET                     ; DONE
                         00386  ;
  BC4F                   00387  EXFEA   EQU     $               ; SPECIAL PRINT FUNCTIONS
  BC4F  C3D4BD           00388          JP      HICHK           ; CHECK FOR HIGH CHARS
  BC52  FE2B             00389  RESUME  CP      2BH             ; BOLD PRINT (+) ?
  BC54  2008             00390          JR      NZ,JUMP3        ; NO, SKIP OVER
  BC56  7A               00391          LD      A,D             ; GET CHAR
  BC57  FE20             00392          CP      20H             ; IS IT A SPACE?
  BC59  CAAEBC           00393          JP      Z,EXITO         ; YES, NO BOLD REQUIRED
  BC5C  3E2B             00394          LD      A,2BH           ; NO, SO RELOAD BOLD CMD
  BC5E  C5               00395  JUMP3   PUSH    BC              ; SAVE REGISTERS
  BC5F  68               00396          LD      L,B             ;
  BC60  2600             00397          LD      H,00H           ;
  BC62  44               00398          LD      B,H             ;
  BC63  09               00399          ADD     HL,BC           ;
  BC64  44               00400          LD      B,H             ;
  BC65  4D               00401          LD      C,L             ;
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E Addr   Obj        Fl  Ln #          Source Line

  BC66   5F             00402          LD      E,A             ; BOLD CMD TO E
  BC67   CD18BC         00403          CALL    BACKSP          ; DO A BACKSPACE
  BC6A   7B             00404          LD      A,E             ; BOLD CMD BACK TO A
  BC6B   C1             00405          POP     BC              ; RESTORE REGISTERS
  BC6C   3840           00406          JR      C,EXITO         ; ABORTED
  BC6E   1E5F           00407          LD      E,5FH           ; UNDERLINE CHARACTER
  BC70   FE2D           00408          CP      2DH             ; IS UNDERLINE ON?
  BC72   2837           00409          JR      Z,JUMP4         ; YES, DO IT
  BC74   1EDF           00410          LD      E,0DFH          ; DOUBLE UNDERLINE CHAR
  BC76   FE3D           00411          CP      3DH             ; IS DOUBLE UNDERLINE ON?
  BC78   2831           00412          JR      Z,JUMP4         ; YES, DO IT
  BC7A   FE2F           00413          CP      2FH             ; IS STRIKE-THROUGH ON?
  BC7C   281C           00414          JR      Z,JUMP5         ; YES, DO IT
  BC7E   2E03           00415          LD      L,03H           ; # OF BOLD STRIKES - 1
  BC80   61             00416          LD      H,C             ;
  BC81   48             00417          LD      C,B             ;
  BC82   0600           00418          LD      B,00H           ;
  BC84   7A             00419   LOOP2  LD      A,D             ; FETCH CHARACTER
  BC85   CDA6BB         00420          CALL    PRTCHR          ;       AND PRINT IT
  BC88   3824           00421          JR      C,EXITO         ; ABORT
  BC8A   2D             00422          DEC     L               ; DECREMENT COUNT
  BC8B   2807           00423          JR      Z,JUMP6         ; DONE WITH BOLD
  BC8D   CD18BC         00424          CALL    BACKSP          ; DO A BACKSPACE
  BC90   381C           00425          JR      C,EXITO         ; ABORT
  BC92   18F0           00426          JR      LOOP2           ;       OR REPEAT
  BC94   4C             00427   JUMP6  LD      C,H             ;
  BC95   CDCABB         00428          CALL    PRTSPC          ; INCREMENTAL SPACE
  BC98   1814           00429          JR      EXITO           ; DONE
  BC9A   CDE2BC         00430   JUMP5  CALL    HAFREV          ; DO A REVERSE 1/2 LF
  BC9D   380F           00431          JR      C,EXITO         ; ABORT
  BC9F   1E5F           00432          LD      E,5FH           ; UNDERSCORE CHARACTER
  BCA1   CDB2BC         00433          CALL    UNDERL          ; DO STRIKE-THROUGH
  BCA4   3808           00434          JR      C,EXITO         ; ABORT
  BCA6   CDD6BC         00435          CALL    HAFFOR          ; ROLL PLATEN FORWARD
  BCA9   1803           00436          JR      EXITO           ; DONE OR ABORTED
  BCAB   CDB2BC         00437   JUMP4  CALL    UNDERL          ; DO UNDERLINE
  BCAE   D1             00438   EXITO  POP     DE              ; RESTORE
  BCAF   C1             00439          POP     BC              ;       THE
  BCB0   E1             00440          POP     HL              ;               REGISTER
  BCB1   C9             00441          RET                     ; DONE
                        00442   ;
  BCB2                  00443   UNDERL EQU     $               ; UNDERLINING ROUTINE
  BCB2   68             00444          LD      L,B             ;
  BCB3   2600           00445          LD      H,00H           ;
  BCB5   44             00446          LD      B,H             ;
  BCB6   09             00447          ADD     HL,BC           ;
  BCB7   7C             00448          LD      A,H             ;
  BCB8   B5             00449          OR      L               ;
  BCB9   C8             00450          RET     Z               ;
  BCBA   3A14BB         00451          LD      A,(USCORE)      ; U/L CHARACTER WIDTH
  BCBD   4F             00452          LD      C,A             ;       & XFER TO C
  BCBE   ED42           00453   LOOP3  SBC     HL,BC           ;
  BCC0   3807           00454          JR      C,JUMP7         ;
  BCC2   7B             00455          LD      A,E             ;
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E Addr    Obj        Fl  Ln #          Source Line

  BCC3  CDA6BB         00456          CALL    PRTCHR          ; PRINT IT
  BCC6  D8             00457          RET     C               ; ABORT - NOT OK
  BCC7  18F5           00458          JR      LOOP3           ; DO IT AGAIN
  BCC9  09             00459  JUMP7   ADD     HL,BC           ;
  BCCA  79             00460          LD      A,C             ;
  BCCB  95             00461          SUB     L               ;
  BCCC  4F             00462          LD      C,A             ;
  BCCD  CD18BC         00463          CALL    BACKSP          ; DO A BACKSPACE
  BCD0  D8             00464          RET     C               ; ABORTED
  BCD1  7B             00465          LD      A,E             ; PRINT THE UNDERLINE
  BCD2  CDA6BB         00466          CALL    PRTCHR          ;       AND
  BCD5  C9             00467          RET                     ;           WE'RE DONE
                       00468  ;
  BCD6                 00469  HAFFOR  EQU     $               ; FORWARD 1/2 LINE FEED
  BCD6  3E1B           00470          LD      A,1BH           ; ESC CHARACTER
  BCD8  CDA6BB         00471          CALL    PRTCHR          ; SEND IT TO DW2
  BCDB  D8             00472          RET     C               ; ABORT AND QUIT
  BCDC  3E1C           00473          LD      A,1CH           ; FWD 1/2 LF CODE
  BCDE  CDA6BB         00474          CALL    PRTCHR          ; DO IT
  BCE1  C9             00475          RET                     ; DONE
                       00476  ;
  BCE2                 00477  HAFREV  EQU     $               ; REVERSE 1/2 LINE FEED
  BCE2  3E1B           00478          LD      A,1BH           ; ESC CHARACTER
  BCE4  CDA6BB         00479          CALL    PRTCHR          ; SEND IT OUT
  BCE7  D8             00480          RET     C               ; ABORT AND QUIT
  BCE8  3E1E           00481          LD      A,1EH           ; REV 1/2 LF CODE
  BCEA  CDA6BB         00482          CALL    PRTCHR          ; DO IT
  BCED  C9             00483          RET                     ; DONE
                       00484  ;
  BCEE                 00485  RDYTST  RDYCHK
  BCEE  C5               +            PUSH    BC
  BCEF  D5               +            PUSH    DE
  BCF0  E5               +            PUSH    HL
  BCF1  47               +            LD      B,A             ;save byte
  BCF2  C5               +            PUSH    BC
  BCF3  ED5B76BB         +            LD      DE,(PRDCB)      ;get *PR DCB address
  BCF7  0E00             +            LD      C,0             ;status option of
  BCF9  3E05             +            LD      A,5             ;  @CTL SVC
  BCFB  EF               +            RST     28H             ;get status
  BCFC  C1               +            POP     BC
  BCFD  78               +            LD      A,B             ;reload byte
  BCFE  E1               +            POP     HL
  BCFF  D1               +            POP     DE
  BD00  C1               +            POP     BC
  BD01  C9               +            RET
                       00486  ;
  BD02                 00487  SETTBL  EQU     $               ; SET UP WIDTH TABLE
  BD02  B7             00488          OR      A               ; IS PS MODE REQUESTED?
  BD03  C8             00489          RET     Z               ; YES, TABLE IS OK AS IS
  BD04  32D4BA         00490          LD      (PITCH0),A      ; STORE MODE VALUE HERE
  BD07  E5             00491          PUSH    HL              ; SAVE
  BD08  C5             00492          PUSH    BC              ;       THE
  BD09  D5             00493          PUSH    DE              ;               REGISTER S
  BD0A  47             00494          LD      B,A             ; XFER MODE VALUE TO B
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E Addr   Obj        Fl  Ln #          Source Line

  BD0B  3AD3BA          00495          LD      A,(INCSIZ)      ; GET UNITS/INCH VALUE
  BD0E  6F              00496          LD      L,A             ;       AND XFER IT TO L
  BD0F  2600            00497          LD      H,00H           ; CLEAR MSB
  BD11  CD26BD          00498          CALL    CALC0           ; CALCULATE UNITS/CHAR
  BD14  7D              00499          LD      A,L             ; WIDTH GOES TO A
  BD15  21D5BA          00500          LD      HL,WIDSPC       ; POINT TO WIDTH TABLE
  BD18  77              00501          LD      (HL),A          ; INSERT CALCULATED VALUE
  BD19  54              00502          LD      D,H             ; XFER TABLE START
  BD1A  5D              00503          LD      E,L             ;       TO DE
  BD1B  13              00504          INC     DE              ; POINT TO START + 1
  BD1C  015F00          00505          LD      BC,005FH        ; 95 COUNT
  BD1F  EDB0            00506          LDIR                    ; FILL TBL WITH STD VALUE
  BD21  D1              00507          POP     DE              ; RESTORE
  BD22  C1              00508          POP     BC              ;       THE
  BD23  E1              00509          POP     HL              ;               REGISTER S
  BD24  AF              00510          XOR     A               ; CLEAR ACCUMULATOR
  BD25  C9              00511          RET                     ; DONE
                        00512  ;
  BD26                  00513  CALC0   EQU     $               ; DIVIDE ROUTINE
  BD26  D5              00514          PUSH    DE              ; SAVE THE
  BD27  C5              00515          PUSH    BC              ;       REGISTERS
  BD28  50              00516          LD      D,B             ;
  BD29  78              00517          LD      A,B             ;
  BD2A  B7              00518          OR      A               ;
  BD2B  2814            00519          JR      Z,JUMP8         ;
  BD2D  0610            00520          LD      B,10H           ; 16 COUNT
  BD2F  AF              00521          XOR     A               ;
  BD30  29              00522  LOOP4   ADD     HL,HL           ;
  BD31  17              00523          RLA                     ;
  BD32  3803            00524          JR      C,JUMP9         ;
  BD34  BA              00525          CP      D               ;
  BD35  3802            00526          JR      C,JUMP10        ;
  BD37  92              00527  JUMP9   SUB     D               ;
  BD38  2C              00528          INC     L               ;
  BD39  10F5            00529  JUMP10  DJNZ    LOOP4           ;
  BD3B  47              00530          LD      B,A             ;
  BD3C  AF              00531          XOR     A               ;
  BD3D  78              00532          LD      A,B             ;
  BD3E  C1              00533  EXIT1   POP     BC              ; RESTORE REGISTERS
  BD3F  D1              00534          POP     DE              ;
  BD40  C9              00535          RET                     ; BACK WITH VALUE IN L
  BD41  3E01            00536  JUMP8   LD      A,01H           ;
  BD43  B7              00537          OR      A               ;
  BD44  18F8            00538          JR      EXIT1           ; GO TO EXIT
                        00539  ;
  BD46                  00540  CALC1   EQU     $               ; CALCULATE SPACE INC
  BD46  57              00541          LD      D,A             ; PUT AMOUNT IN D
  BD47  79              00542          LD      A,C             ; GET SPACE WIDTH
  BD48  92              00543          SUB     D               ; GET DIFFERENCE
  BD49  4F              00544          LD      C,A             ;    & PUT IT IN C
  BD4A  C3CABB          00545          JP      PRTSPC          ; DO THE INCREMENTAL SPC
  BD4D  00              00546          NOP
  BD4E  00              00547          NOP
  BD4F  00              00548          NOP
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E Addr   Obj        Fl  Ln #          Source Line

  BD50   00             00549          NOP
  BD51   00             00550          NOP
  BD52   00             00551          NOP
  BD53   80             00552   HITBL  DEFB    80H            ; GRAVE a
  BD54   05             00553          DEFB    05H
  BD55   9C             00554          DEFB    9CH            ; c - cedilla
  BD56   05             00555          DEFB    05H
  BD57   A3             00556          DEFB    0A3H           ; ENGLISH POUND
  BD58   05             00557          DEFB    05H
  BD59   A5             00558          DEFB    0A5H           ; MU
  BD5A   05             00559          DEFB    05H
  BD5B   A6             00560          DEFB    0A6H           ; DEGREE
  BD5C   04             00561          DEFB    04H
  BD5D   A7             00562          DEFB    0A7H           ; ACUTE
  BD5E   05             00563          DEFB    05H
  BD5F   A8             00564          DEFB    0A8H           ; DAGGER
  BD60   05             00565          DEFB    05H
  BD61   A9             00566          DEFB    0A9H           ; TM
  BD62   05             00567          DEFB    05H
  BD63   AA             00568          DEFB    0AAH           ; (R)
  BD64   06             00569          DEFB    06H
  BD65   AB             00570          DEFB    0ABH           ; (C)
  BD66   06             00571          DEFB    06H
  BD67   AC             00572          DEFB    0ACH           ; 1/4
  BD68   05             00573          DEFB    05H
  BD69   AD             00574          DEFB    0ADH           ; 3/4
  BD6A   05             00575          DEFB    05H
  BD6B   AE             00576          DEFB    0AEH           ; 1/2
  BD6C   05             00577          DEFB    05H
  BD6D   AF             00578          DEFB    0AFH           ; PARAGRAPH SYMBOL
  BD6E   05             00579          DEFB    05H
  BD6F   BB             00580          DEFB    0BBH           ; ACUTE e
  BD70   05             00581          DEFB    05H
  BD71   BC             00582          DEFB    0BCH           ; GRAVE u
  BD72   05             00583          DEFB    05H
  BD73   BD             00584          DEFB    0BDH           ; GRAVE e
  BD74   05             00585          DEFB    05H
  BD75   BE             00586          DEFB    0BEH           ; DIARESIS
  BD76   05             00587          DEFB    05H
  BD77   BF             00588          DEFB    0BFH           ; FREQUENCY
  BD78   05             00589          DEFB    05H
  BD79   C0             00590          DEFB    0C0H           ; SECTION SYMBOL
  BD7A   05             00591          DEFB    05H
  BD7B   CC             00592          DEFB    0CCH           ; JAPANESE YEN
  BD7C   05             00593          DEFB    05H
  BD7D   DB             00594          DEFB    0DBH           ; DIARESIS A
  BD7E   07             00595          DEFB    07H
  BD7F   DC             00596          DEFB    0DCH           ; DIARESIS O
  BD80   07             00597          DEFB    07H
  BD81   DD             00598          DEFB    0DDH           ; DIARESIS U
  BD82   06             00599          DEFB    06H
  BD83   DE             00600          DEFB    0DEH           ; CENTS SIGN
  BD84   05             00601          DEFB    05H
  BD85   DF             00602          DEFB    0DFH           ; DOUBLE UNDERLINE
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E Addr   Obj        Fl  Ln #          Source Line

  BD86  05              00603          DEFB    05H
  BD87  FB              00604          DEFB    0FBH            ; DIARESIS a
  BD88  05              00605          DEFB    05H
  BD89  FC              00606          DEFB    0FCH            ; DIARESIS o
  BD8A  05              00607          DEFB    05H
  BD8B  FD              00608          DEFB    0FDH            ; DIARESIS u
  BD8C  05              00609          DEFB    05H
  BD8D  FE              00610          DEFB    0FEH            ; BETA
  BD8E  05              00611          DEFB    05H
  BD8F  FF              00612          DEFB    0FFH            ; BLANK
  BD90  00              00613          NOP
  BD91                  00614          DEFS    42H             ; RESERVE 66 BYTES
  BDD3  00              00615          NOP
  BDD4                  00616  HICHK   EQU     $               ; CHECK FOR HI CHARS
  BDD4  E5              00617          PUSH    HL              ; SAVE
  BDD5  C5              00618          PUSH    BC              ;       THE
  BDD6  D5              00619          PUSH    DE              ;               REGISTER S
  BDD7  CB7A            00620          BIT     7,D             ; IS IT A HIGH CHAR?
  BDD9  2825            00621          JR      Z,EXIT5         ; NO, GET OUT
  BDDB  F5              00622          PUSH    AF              ; SAVE
  BDDC  E5              00623          PUSH    HL              ;       THE
  BDDD  C5              00624          PUSH    BC              ;               REGISTER S
  BDDE  3A16BE          00625          LD      A,(MODFLG)      ; GET MODE VALUE
  BDE1  B7              00626          OR      A               ; IS IT STANDARD PS?
  BDE2  2006            00627          JR      NZ,JUMP11       ; NO, GO TO HERE
  BDE4  3A75BB          00628          LD      A,(MODSTO)      ; GET MODE
  BDE7  B7              00629          OR      A               ; IS IT FIXED PITCH?
  BDE8  2809            00630          JR      Z,JUMP12        ; NO, SEARCH FOR WIDTH
  BDEA  C1              00631  JUMP11  POP     BC              ; RESTORE
  BDEB  3AD5BA          00632          LD      A,(WIDSPC)
  BDEE  47              00633          LD      B,A
  BDEF  E1              00634          POP     HL
  BDF0  F1              00635          POP     AF
  BDF1  180D            00636          JR      EXIT5           ; KEEP ORIGINAL VALUE
  BDF3  2153BD          00637  JUMP12  LD      HL,HITBL        ; POINT TO WIDTH TABLE
  BDF6  018000          00638          LD      BC,0080H        ; BYTE COUNT
  BDF9  7A              00639          LD      A,D             ; LOAD CHAR
  BDFA  EDB1            00640          CPIR                    ; SEARCH FOR CHAR
  BDFC  C1              00641          POP     BC              ; RESTORE
  BDFD  46              00642          LD      B,(HL)          ; GET FOUND WIDTH
  BDFE  E1              00643          POP     HL              ; RESTORE
  BDFF  F1              00644          POP     AF              ;       REGISTERS
  BE00  C352BC          00645  EXIT5   JP      RESUME          ; DONE, GO BACK
                        00646  ;
  BE03                  00647  MODCHK  EQU     $               ; CHK FOR NON-STD PITCH
  BE03  FE0C            00648          CP      0CH             ; IS IT 12 PITCH?
  BE05  280B            00649          JR      Z,EXIT2         ; YES, NO MORE TO BE DONE
  BE07  FE0A            00650          CP      0AH             ; IS IT 10 PITCH?
  BE09  2807            00651          JR      Z,EXIT2         ; YES, NO MORE TO BE DONE
  BE0B  B7              00652          OR      A               ; IS IT PS OR NON-STD?
  BE0C  3216BE          00653          LD      (MODFLG),A      ; STORE VALUE HERE
  BE0F  2801            00654          JR      Z,EXIT2         ; IF PS, WE'RE DONE
  BE11  AF              00655          XOR     A               ; SET A TO ZERO
  BE12  3275BB          00656  EXIT2   LD      (MODSTO),A      ; STORE DW2 MODE HERE
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E Addr    Obj        Fl  Ln #          Source Line

  BE15  C9             00657          RET                     ; CHECK COMPLETED
  BE16  00             00658  MODFLG  DEFB    00H             ; 0=STD PS, NZ=NON-STD
  BE17                 00659  NEWSET  EQU     $               ; SET STD OR EXT MODE
  BE17  CDA6BB         00660          CALL    PRTCHR          ; SET MODE
  BE1A  D8             00661          RET     C               ; ABORT IF SO
  BE1B  3E1B           00662          LD      A,1BH           ; ESC CHARACTER
  BE1D  CDA6BB         00663          CALL    PRTCHR          ; SEND IT OUT
  BE20  D8             00664          RET     C               ; ABORT
  BE21  3E19           00665          LD      A,19H           ; NORM PROGRAM MODE
  BE23  CDA6BB         00666          CALL    PRTCHR          ; RESET DW2
  BE26  D8             00667          RET     C               ; ABORT
  BE27  3A16BE         00668          LD      A,(MODFLG)      ; GET INDICATOR
  BE2A  B7             00669          OR      A               ; IS IT STD PS?
  BE2B  C8             00670          RET     Z               ; YES, ALL DONE
  BE2C  3E1B           00671          LD      A,1BH           ; ESC CHARACTER
  BE2E  CDA6BB         00672          CALL    PRTCHR          ; SEND IT OUT
  BE31  D8             00673          RET     C               ; ABORT
  BE32  3E18           00674          LD      A,18H           ; EXT PROGRAM MODE
  BE34  CDA6BB         00675          CALL    PRTCHR          ; SET IT UP
  BE37  C9             00676          RET                     ; ALL DONE
  BE38                 00677  NEWPRT  EQU     $               ; PROCESS & PRINT CHAR
  BE38  5F             00678          LD      E,A             ; SAVE CHARACTER
  BE39  3A16BE         00679          LD      A,(MODFLG)      ; GET REAL MODE
  BE3C  B7             00680          OR      A               ; IS IT NORM PS?
  BE3D  7B             00681          LD      A,E             ; RELOAD CHAR
  BE3E  2829           00682          JR      Z,EXIT3         ; YES, PRINT NORMALLY
  BE40  FE20           00683          CP      20H             ; NEED PROCESSING?
  BE42  3825           00684          JR      C,EXIT3         ; NO, SEND IT OUT
  BE44  D620           00685          SUB     20H             ; CALCULATE OFFSET
  BE46  E5             00686          PUSH    HL              ; SAVE
  BE47  C5             00687          PUSH    BC              ;       REGISTERS
  BE48  2173BE         00688          LD      HL,EXTBL        ; POINT TO HAMMER TABLE
  BE4B  4F             00689          LD      C,A             ; XFER OFFSET TO C
  BE4C  0600           00690          LD      B,00H           ; ZERO B REGISTER
  BE4E  09             00691          ADD     HL,BC           ; POINT TO HAMMER VALUE
  BE4F  7B             00692          LD      A,E             ; RE-FETCH CHARACTER
                       00693          PRTOUT
  BE50  C5               +            PUSH    BC
  BE51  D5               +            PUSH    DE
  BE52  4F               +            LD      C,A             ;transfer byte
  BE53  3E06             +            LD      A,6             ;@PRT SVC
  BE55  EF               +            RST     28H             ;send to printer device
  BE56  D1               +            POP     DE
  BE57  C1               +            POP     BC
  BE58  3818           00694          JR      C,EXIT4         ; ABORT CONDITION
  BE5A  3AD5BA         00695          LD      A,(WIDSPC)      ; GET STD CHAR WIDTH
  BE5D  B7             00696          OR      A               ; RESET CARRY FLAG
  BE5E  17             00697          RLA                     ; SHIFT
  BE5F  17             00698          RLA                     ;   WIDTH
  BE60  17             00699          RLA                     ;       VALUE TO
  BE61  17             00700          RLA                     ;         UPPER NIBBLE
  BE62  B6             00701          OR      (HL)            ; COMBINE WITH HAMMER VAL
  BE63  C1             00702          POP     BC              ; RESTORE
  BE64  E1             00703          POP     HL              ;       REGISTERS
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E Addr   Obj        Fl  Ln #          Source Line

  BE65  CDBBBA          00704          CALL    PRSTOP          ; TEST FOR READY
  BE68  D8              00705          RET     C               ; ABORT IF NOT
  BE69                  00706  EXIT3   PRTOUT                  ; PRINT CHARACTER
  BE69  C5                +            PUSH    BC
  BE6A  D5                +            PUSH    DE
  BE6B  4F                +            LD      C,A             ;transfer byte
  BE6C  3E06              +            LD      A,6             ;@PRT SVC
  BE6E  EF                +            RST     28H             ;send to printer device
  BE6F  D1                +            POP     DE
  BE70  C1                +            POP     BC
  BE71  00              00707          NOP
  BE72  C9              00708  EXIT4   RET                     ; DONE WITH PRINTING
                        00709  ;
  BE73                  00710  EXTBL   EQU     $               ; TABLE OF HAMMER SETS
  BE73  0F              00711          DEFB    0FH             ; SP (DUMMY)
  BE74  0A              00712          DEFB    0AH             ; !
  BE75  0A              00713          DEFB    0AH             ; "
  BE76  0E              00714          DEFB    0EH             ; #
  BE77  0E              00715          DEFB    0EH             ; $
  BE78  0D              00716          DEFB    0DH             ; %
  BE79  0E              00717          DEFB    0EH             ; &
  BE7A  09              00718          DEFB    09H             ; '
  BE7B  0B              00719          DEFB    0BH             ; (
  BE7C  0B              00720          DEFB    0BH             ; )
  BE7D  0B              00721          DEFB    0BH             ; *
  BE7E  0A              00722          DEFB    0AH             ; +
  BE7F  08              00723          DEFB    08H             ; ,
  BE80  08              00724          DEFB    08H             ; -
  BE81  08              00725          DEFB    08H             ; .
  BE82  0B              00726          DEFB    0BH             ; /
  BE83  0C              00727          DEFB    0CH             ; 0
  BE84  0B              00728          DEFB    0BH             ; 1
  BE85  0C              00729          DEFB    0CH             ; 2
  BE86  0C              00730          DEFB    0CH             ; 3
  BE87  0C              00731          DEFB    0CH             ; 4
  BE88  0C              00732          DEFB    0CH             ; 5
  BE89  0D              00733          DEFB    0DH             ; 6
  BE8A  0C              00734          DEFB    0CH             ; 7
  BE8B  0D              00735          DEFB    0DH             ; 8
  BE8C  0D              00736          DEFB    0DH             ; 9
  BE8D  09              00737          DEFB    09H             ; :
  BE8E  0A              00738          DEFB    0AH             ; ;
  BE8F  0B              00739          DEFB    0BH             ; <
  BE90  0B              00740          DEFB    0BH             ; =
  BE91  0B              00741          DEFB    0BH             ; >
  BE92  0B              00742          DEFB    0BH             ; ?
  BE93  0E              00743          DEFB    0EH             ; @
  BE94  0C              00744          DEFB    0CH             ; A
  BE95  0E              00745          DEFB    0EH             ; B
  BE96  0C              00746          DEFB    0CH             ; C
  BE97  0D              00747          DEFB    0DH             ; D
  BE98  0D              00748          DEFB    0DH             ; E
  BE99  0C              00749          DEFB    0CH             ; F
  BE9A  0D              00750          DEFB    0DH             ; G
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E Addr    Obj        Fl  Ln #          Source Line

  BE9B  0C              00751          DEFB    0CH             ; H
  BE9C  0B              00752          DEFB    0BH             ; I
  BE9D  0B              00753          DEFB    0BH             ; J
  BE9E  0E              00754          DEFB    0EH             ; K
  BE9F  0B              00755          DEFB    0BH             ; L
  BEA0  0E              00756          DEFB    0EH             ; M
  BEA1  0C              00757          DEFB    0CH             ; N
  BEA2  0D              00758          DEFB    0DH             ; O
  BEA3  0D              00759          DEFB    0DH             ; P
  BEA4  0E              00760          DEFB    0EH             ; Q
  BEA5  0D              00761          DEFB    0DH             ; R
  BEA6  0C              00762          DEFB    0CH             ; S
  BEA7  0C              00763          DEFB    0CH             ; T
  BEA8  0C              00764          DEFB    0CH             ; U
  BEA9  0C              00765          DEFB    0CH             ; V
  BEAA  0E              00766          DEFB    0EH             ; W
  BEAB  0D              00767          DEFB    0DH             ; X
  BEAC  0C              00768          DEFB    0CH             ; Y
  BEAD  0C              00769          DEFB    0CH             ; Z
  BEAE  0B              00770          DEFB    0BH             ; LEFT BRACKET
  BEAF  0B              00771          DEFB    0BH             ; BACK SLASH
  BEB0  0B              00772          DEFB    0BH             ; RIGHT BRACKET
  BEB1  09              00773          DEFB    09H             ; CIRCUMFLEX
  BEB2  08              00774          DEFB    08H             ; UNDERSCORE
  BEB3  08              00775          DEFB    08H             ; ACCENT GRAVE
  BEB4  0D              00776          DEFB    0DH             ; a
  BEB5  0D              00777          DEFB    0DH             ; b
  BEB6  0C              00778          DEFB    0CH             ; c
  BEB7  0D              00779          DEFB    0DH             ; d
  BEB8  0C              00780          DEFB    0CH             ; e
  BEB9  0B              00781          DEFB    0BH             ; f
  BEBA  0D              00782          DEFB    0DH             ; g
  BEBB  0C              00783          DEFB    0CH             ; h
  BEBC  0B              00784          DEFB    0BH             ; i
  BEBD  0B              00785          DEFB    0BH             ; j
  BEBE  0C              00786          DEFB    0CH             ; k
  BEBF  0B              00787          DEFB    0BH             ; l
  BEC0  0E              00788          DEFB    0EH             ; m
  BEC1  0C              00789          DEFB    0CH             ; n
  BEC2  0C              00790          DEFB    0CH             ; o
  BEC3  0D              00791          DEFB    0DH             ; p
  BEC4  0D              00792          DEFB    0DH             ; q
  BEC5  0B              00793          DEFB    0BH             ; r
  BEC6  0B              00794          DEFB    0BH             ; s
  BEC7  0B              00795          DEFB    0BH             ; t
  BEC8  0C              00796          DEFB    0CH             ; u
  BEC9  0B              00797          DEFB    0BH             ; v
  BECA  0D              00798          DEFB    0DH             ; w
  BECB  0C              00799          DEFB    0CH             ; x
  BECC  0C              00800          DEFB    0CH             ; y
  BECD  0C              00801          DEFB    0CH             ; z
  BECE  0B              00802          DEFB    0BH             ; LEFT BRACE
  BECF  0B              00803          DEFB    0BH             ; VERTICAL BAR
  BED0  0B              00804          DEFB    0BH             ; RIGHT BRACE
```

```
E Addr   Obj        Fl  Ln #        Source Line

  BED1  09              00805        DEFB    09H          ; TILDE
  BED2  0F              00806        DEFB    0FH          ; 7F - BLANK
  BED3  0D              00807        DEFB    0DH          ; 80 - GRAVE A
  BED4  0F              00808        DEFB    0FH          ; 81 THRU 9B ARE BLANK
  BED5  0F              00809        DEFB    0FH          ; 82
  BED6  0F              00810        DEFB    0FH          ; 83
  BED7  0F              00811        DEFB    0FH          ; 84
  BED8  0F              00812        DEFB    0FH          ; 85
  BED9  0F              00813        DEFB    0FH          ; 86
  BEDA  0F              00814        DEFB    0FH          ; 87
  BEDB  0F              00815        DEFB    0FH          ; 88
  BEDC  0F              00816        DEFB    0FH          ; 89
  BEDD  0F              00817        DEFB    0FH          ; 8A
  BEDE  0F              00818        DEFB    0FH          ; 8B
  BEDF  0F              00819        DEFB    0FH          ; 8C
  BEE0  0F              00820        DEFB    0FH          ; 8D
  BEE1  0F              00821        DEFB    0FH          ; 8E
  BEE2  0F              00822        DEFB    0FH          ; 8F
  BEE3  0F              00823        DEFB    0FH          ; 90
  BEE4  0F              00824        DEFB    0FH          ; 91
  BEE5  0F              00825        DEFB    0FH          ; 92
  BEE6  0F              00826        DEFB    0FH          ; 93
  BEE7  0F              00827        DEFB    0FH          ; 94
  BEE8  0F              00828        DEFB    0FH          ; 95
  BEE9  0F              00829        DEFB    0FH          ; 96
  BEEA  0F              00830        DEFB    0FH          ; 97
  BEEB  0F              00831        DEFB    0FH          ; 98
  BEEC  0F              00832        DEFB    0FH          ; 99
  BEED  0F              00833        DEFB    0FH          ; 9A
  BEEE  0F              00834        DEFB    0FH          ; 9B
  BEEF  0C              00835        DEFB    0CH          ; 9C - c cedilla
  BEF0  0F              00836        DEFB    0FH          ; 9D THRU A2 ARE BLANK
  BEF1  0F              00837        DEFB    0FH          ; 9E
  BEF2  0F              00838        DEFB    0FH          ; 9F
  BEF3  0F              00839        DEFB    0FH          ; A0
  BEF4  0F              00840        DEFB    0FH          ; A1
  BEF5  0F              00841        DEFB    0FH          ; A2
  BEF6  0D              00842        DEFB    0DH          ; A3 - ENGLISH POUND
  BEF7  0F              00843        DEFB    0FH          ; A4 - BLANK
  BEF8  0D              00844        DEFB    0DH          ; A5 - MU
  BEF9  0A              00845        DEFB    0AH          ; DEGREE
  BEFA  08              00846        DEFB    08H          ; ACUTE
  BEFB  0C              00847        DEFB    0CH          ; DAGGER
  BEFC  0C              00848        DEFB    0CH          ; TM
  BEFD  0D              00849        DEFB    0DH          ; AA - (R)
  BEFE  0D              00850        DEFB    0DH          ; AB - (C)
  BEFF  0D              00851        DEFB    0DH          ; AC - 1/4
  BF00  0D              00852        DEFB    0DH          ; AD - 3/4
  BF01  0D              00853        DEFB    0DH          ; AE - 1/2
  BF02  0E              00854        DEFB    0EH          ; AF - PARA SYMBOL
  BF03  0F              00855        DEFB    0FH          ; B0 THRU BA ARE BLANK
  BF04  0F              00856        DEFB    0FH          ; B1
  BF05  0F              00857        DEFB    0FH          ; B2
  BF06  0F              00858        DEFB    0FH          ; B3
```

```
E Addr    Obj        Fl  Ln #          Source Line

  BF07    0F             00859        DEFB    0FH            ; B4
  BF08    0F             00860        DEFB    0FH            ; B5
  BF09    0F             00861        DEFB    0FH            ; B6
  BF0A    0F             00862        DEFB    0FH            ; B7
  BF0B    0F             00863        DEFB    0FH            ; B8
  BF0C    0F             00864        DEFB    0FH            ; B9
  BF0D    0F             00865        DEFB    0FH            ; BA
  BF0E    0D             00866        DEFB    0DH            ; BB - ACUTE e
  BF0F    0C             00867        DEFB    0CH            ; BC - GRAVE u
  BF10    0D             00868        DEFB    0DH            ; BD - GRAVE e
  BF11    08             00869        DEFB    08H            ; BE - DIARESIS
  BF12    0C             00870        DEFB    0CH            ; BF - FREQUENCY SIGN
  BF13    0D             00871        DEFB    0DH            ; C0 - SECTION SYMBOL
  BF14    0F             00872        DEFB    0FH            ; C1 THRU CB ARE BLANK
  BF15    0F             00873        DEFB    0FH            ; C2
  BF16    0F             00874        DEFB    0FH            ; C3
  BF17    0F             00875        DEFB    0FH            ; C4
  BF18    0F             00876        DEFB    0FH            ; C5
  BF19    0F             00877        DEFB    0FH            ; C6
  BF1A    0F             00878        DEFB    0FH            ; C7
  BF1B    0F             00879        DEFB    0FH            ; C8
  BF1C    0F             00880        DEFB    0FH            ; C9
  BF1D    0F             00881        DEFB    0FH            ; CA
  BF1E    0F             00882        DEFB    0FH            ; CB
  BF1F    0D             00883        DEFB    0DH            ; CC - JAPANESE YEN
  BF20    0F             00884        DEFB    0FH            ; CD THRU DA ARE BLANK
  BF21    0F             00885        DEFB    0FH            ; CE
  BF22    0F             00886        DEFB    0FH            ; CF
  BF23    0F             00887        DEFB    0FH            ; D0
  BF24    0F             00888        DEFB    0FH            ; D1
  BF25    0F             00889        DEFB    0FH            ; D2
  BF26    0F             00890        DEFB    0FH            ; D3
  BF27    0F             00891        DEFB    0FH            ; D4
  BF28    0F             00892        DEFB    0FH            ; D5
  BF29    0F             00893        DEFB    0FH            ; D6
  BF2A    0F             00894        DEFB    0FH            ; D7
  BF2B    0F             00895        DEFB    0FH            ; D8
  BF2C    0F             00896        DEFB    0FH            ; D9
  BF2D    0F             00897        DEFB    0FH            ; DA
  BF2E    0D             00898        DEFB    0DH            ; DB - DIARESIS A
  BF2F    0E             00899        DEFB    0EH            ; DC - DIARESIS O
  BF30    0D             00900        DEFB    0DH            ; DD - DIARESIS U
  BF31    0C             00901        DEFB    0CH            ; DE - CENTS SIGN
  BF32    0C             00902        DEFB    0CH            ; DF - DOUBLE UNDERLINE
  BF33    0F             00903        DEFB    0FH            ; E0 THRU FA ARE BLANK
  BF34    0F             00904        DEFB    0FH            ; E1
  BF35    0F             00905        DEFB    0FH            ; E2
  BF36    0F             00906        DEFB    0FH            ; E3
  BF37    0F             00907        DEFB    0FH            ; E4
  BF38    0F             00908        DEFB    0FH            ; E5
  BF39    0F             00909        DEFB    0FH            ; E6
  BF3A    0F             00910        DEFB    0FH            ; E7
  BF3B    0F             00911        DEFB    0FH            ; E8
  BF3C    0F             00912        DEFB    0FH            ; E9
```

```
E Addr    Obj        Fl  Ln #          Source Line

  BF3D  0F             00913          DEFB    0FH            ; EA
  BF3E  0F             00914          DEFB    0FH            ; EB
  BF3F  0F             00915          DEFB    0FH            ; EC
  BF40  0F             00916          DEFB    0FH            ; ED
  BF41  0F             00917          DEFB    0FH            ; EE
  BF42  0F             00918          DEFB    0FH            ; EF
  BF43  0F             00919          DEFB    0FH            ; F0
  BF44  0F             00920          DEFB    0FH            ; F1
  BF45  0F             00921          DEFB    0FH            ; F2
  BF46  0F             00922          DEFB    0FH            ; F3
  BF47  0F             00923          DEFB    0FH            ; F4
  BF48  0F             00924          DEFB    0FH            ; F5
  BF49  0F             00925          DEFB    0FH            ; F6
  BF4A  0F             00926          DEFB    0FH            ; F7
  BF4B  0F             00927          DEFB    0FH            ; F8
  BF4C  0F             00928          DEFB    0FH            ; F9
  BF4D  0F             00929          DEFB    0FH            ; FA
  BF4E  0D             00930          DEFB    0DH            ; FB - DIARESIS a
  BF4F  0D             00931          DEFB    0DH            ; FC - DIARESIS o
  BF50  0D             00932          DEFB    0DH            ; FD - DIARESIS u
  BF51  0E             00933          DEFB    0EH            ; FE - BETA
  BF52  0F             00934          DEFB    0FH            ; FF - BLANK
  BF53                 00935  DVREND  EQU     $              ; End of driver
  0000                 00936          END


   No Assembly Errors

Time  = 0:02
Bytes = 1059
Lines = 878
```

Label	Value	Ref Line #							

Macros: GETDCB RDYCHK PRTOUT

Symbols:

ABORTO	BBA4	271							
BACKSP	BC18	237	403	424	463				
BSDONE	BC49	368	373	376					
CALC0	BD26	498							
CALC1	BD46	375							
DVREND	BF53	247							
EXFEA	BC4F	239							
EXIT0	BCAE	393	406	421	425	429	431	434	436
EXIT1	BD3E	538							
EXIT2	BE12	649	651	654					
EXIT3	BE69	682	684						
EXIT4	BE72	694							
EXIT5	BE00	621	636						
EXTBL	BE73	688							
HAFFOR	BCD6	240	435						
HAFREV	BCE2	241	430						
HICHK	BDD4	388							
HITBL	BD53	637							
INC0	BC07	328							
INCSIZ	BAD3	495							
JUMP0	BBE3	314							
JUMP1	BC0F	324							
JUMP10	BD39	526							
JUMP11	BDEA	627							
JUMP12	BDF3	630							
JUMP2	BC39	365							
JUMP3	BC5E	390							
JUMP4	BCAB	409	412						
JUMP5	BC9A	414							
JUMP6	BC94	423							
JUMP7	BCC9	454							
JUMP8	BD41	519							
JUMP9	BD37	524							
LOOP0	BBD5	344							
LOOP1	BC2B	359	369						
LOOP2	BC84	426							
LOOP3	BCBE	458							
LOOP4	BD30	529							
MODCHK	BE03	260							
MODFLG	BE16	625	653	668	679				
MODNUM	0004	19	45	72					
MODSTO	BB75	284	319	356	628	656			
NEWPRT	BE38	296							
NEWSET	BE17	273							
PITCH0	BAD4	490							
PRDCB	BB76	253	485						
PRDONE	BBC8	294							
PRINIT	BB78	233							
PRINT	BBC4	282	287						
PRSTOP	BABB	278	704						

Label	Value	Ref Line #								
PRTCHR	BBA6	235	270	330	333	340	343	367	378	420
		456	466	471	474	479	482	660	663	666
		672	675							
PRTERR	BAB5	256								
PRTSPC	BBCA	236	292	428	545					
RDYTST	BCEE	242	254							
RESUME	BC52	645								
SETMOD	BB99	263	266							
SETPCH	BB88	234								
SETTBL	BD02	243								
SPCINC	BBEE	318	322	338						
SPDONE	BC14	312	331	334	341					
TOGFEA	BC4D	238								
UNDERL	BCB2	433	437							
USCORE	BB14	451								
WIDSPC	BAD5	289	307	360	500	632	695			
WIDTBL	BAD5									

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:

There are too many forced new pages in this document. You attempted to insert more than 127 forced pages (CTRL 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 remove 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 CTRL 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 CTRL 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.

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 (CTRL 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 CTRL H command was issued.

This is not a Scripsit document. You attempted to open, convert, or compress a non-SCRIPSIT document.

Do you wish to continue printing (Y or N)? The end of a page was encountered with Pause Between Pages turned on, or a special print code to pause the printout was encountered in text.

Printer not ready. Continue (Y or N)? The printer is off line, out of paper, out of ribbon, not properly interfaced, or not able to function for any reason. If the problem can be fixed while the message flashes, answer Y when the printer is ready, and the printout will continue as if nothing happened.

Base document variable not in code names group. A variable was called for in a form letter that was not defined in the variables document.

Code name contains too many characters. You attempted to define a variable name containing more than 256 characters.

Paragraph contains too many characters. No paragraph in the form letter may contain more than 3936 characters.

Code names group contains too many names. You attempted to define a group of variables for a form letter that contains more than 1024 characters. This is usually due to forgetting to place an extra carriage return between groups.

Merge text contains more than one paragraph. You attempted to embed a paragraph marker within a variable for a form letter. This is usually due to forgetting to close the variable.

No search string given. You attempted to search (ARROW S) or global search (CTRL 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.

INDEX

Absolute line number:
  cursor to, 43
  text quantity defined, 39
Adjust block, 53
Advanced cursor movement, 42
Align character, 99
Align tab:
  operation, 22, 33
  setting, 18
Arrow Keys:
  simple commands, 39, 41
  with shift, 42
ASCII text conversion utility, 85
Author, 13
Automatic page numbering, 73

Backup, 87
Basic editing, 47
Begin numbering as page:
  open document option, 74
  print text option, 64
Block:
  adjust, 53
  copy, 52
  define, 49
  delete, 52
  freeze, 54
  hyphenate, 55
  linespacing change, 56
  move, 52
  print, 55
  search, 54
  unfreeze, 54
Bold print, 69
Break key, 22
Buffer, 36

Capital mode, 22
Center, 23
Chain a user key, 106
Change block linespacing, 56
Changing printer types, 120
Character:
  align, 99
  text quantity defined, 39
Clear:
  key, 5, 24
  margin, 18
  tabs, 18
Code name, 78
Column:
  position, 66
  printing, 71
Command:
  block-action, 50
  cursor movement, 39
  margin, 21
Comments, 14
Compress, 84
Control:
  A, 22, 33
  B, 51
  C, 23
  D, 47
  E, 49
  F, 76
  G, 57
  H, 25
  I, 47
  M, 21
  N, 30
  P, 63
  Q, 31
  S, 49
  T, 18
  U, 100
  V, 35
  W, 37
  X, 49
  key, 5
Copy:
  block, 52
  file, 89
Cursor:
  ghost, 17
  move to absolute line number, 43
  move to footer page, 43
  move to header page, 43
  move to next or previous page, 44
  move to next or previous paragraph, 43
  move to next or previous video page, 46
  move to page number, 44
  move to word or phrase, 44
Cursor movement commands:
  advanced, 42
  simple, 41

Define block, 49
Defining characters, form letters, 77
Delete:
  block, 52
  text, 47
  verify, 114
  with/without pause, 60

Delta, 32
Disk:
  directory, 83
  drives, 1
  operating system (TRSDOS), 3
Diskette contains data, 88
Display codes, 65
Document:
  copy, 89
  master, 77
  merge, 80
  open options, 11
  quit, 31
  remove, 91
  rename, 92
  variables, 78
Document name:
  extension, 12
  password, 12
  status-line display, 17
  valid, 12
Double underscore, 68
DW2 driver, source code, 122
DW2, technical printer information, 117

Edit:
  fields, 15
  tab line, 19
  user key, 101
  user print code, 112
Embedded codes, search, 45
End block, 49
Enter key, 5, 24
Error messages, 24, 143
Execute:
  user key, 101
  user print code, 112
Extension for document name, 12

Features of printers, 4
File management:
  SuperSCRIPSIT, 83
  TRSDOS, 87
Find, with/without pause, 59
First page to include header or
  footer, 15, 75
Footers and headers, 72
Force new page, 30
Form letters:
  common mistakes, 80
  preparing, 76
Format diskette, 89
Freeze or unfreeze block, 54

Ghost cursor, 17, 24
Global search and replace, 57

Headers and footers, 72
Help:
  remove, 29
  screens, 25
Horizontal scrolling, 18
Hyphenate block, 54

Ignore upper/lower case, 58
Indent tab:
  quick change, 21
  set, 18
  using, 34
Insert text, 47
Installation, 1
Interrupt print, 67

Justification, 65

Keyboard, 5
Keys, user, 100

Letter, form, 76
Line number, absolute, 40
Line printers, technical information, 117
Linespacing:
  changing, 56
  setting, 15
Line, tab, 17
Lines per page, 14
Ln, status-line display, 17
Loading:
  SuperSCRIPSIT, 9
  TRSDOS, 9
Loop a user key, 105
Lower/upper case, ignore, 58
LP III, technical information, 117
LP IV, technical information, 117
LP V, technical information, 117
LP VI, technical information, 117
LP VIII, technical information, 117
LS, status-line display, 17

Managing files overview, 83
Margin:
  clear, 19
  command, 21
  quick change, 21
  set, 19
Master document, preparing, 78
Menu:
  open document options, 13
  print text option, 64
  system setup utility, 94

Merge:
master and variables document, 80
with non-SuperSCRIPSIT files, 81
Messages, error, 24, 143
Method of justification, 65
Mode:
capital, 22
view, 34
Monitor printout, 67
Move block, 52

Name, valid document, 12
New page, force, 30
Non-toggle print codes, 69
Number of copies, 65

Open a document:
on Drive Ø, 12
on drive other than Drive Ø, 12
when loading the program, 10
Open document options, defaults, 94
Operator, 14
Overstrike, 48

Page numbering:
automatic, 73
with a specific number, 74
Page:
move cursor to, 43
screen, 17
text quantity defined, 39
Paginating, 30
Paper size, 64
Paragraph:
move cursor to, 43
text quantity defined, 39
Password, for document, 12
Pause:
after each find, 58
between pages, 64
print code, 71
Pitch, 14
Print:
block, 55
bold, 69
headers and footers, 74
interrupt, 67
monitor, 67
overview, 63
text options, 64
text options, defaults, 96
Print codes:
non-toggle, 69
system, 67
toggle, 68
user, 108

Printer:
drivers, 118
features, 4
non – Radio Shack, 118
technical information, 117
type, 14
Printing a document, 63
Program a user key, 100
Prompts, 6
Proportional justification, 65
Proportional pitch, 14
Proportional spacing table, 118
PS, pitch in status line, 17

Quit a document, 31

Recall:
copied block, 52
moved block, 52
tab lines, 20
Regular tab, 33
Remove:
document file, 91
help, 91
Rename, document file, 92
Replace, with/without pause, 60
Replace and search, global, 57
Reset key, 5
Return to current document, 31
Revising overview, 39

Save and recall tab lines, 20
Screen, 6
Screen page, 17
SCRIPSIT to ASCII, convert, 85
Scrolling:
horizontal, 18
vertical, 18
Search and replace:
defaults, 97
global, 57
Search:
block, 54
by word or character, 44, 58
Sentence, text quantity defined, 40
Serial printers, technical
information, 117
Set:
indent tab, 19
margins and tabs, 19
Shift:
arrow, 41
key, 5, 31
Source code for DW2 driver, 122
Spaces, 32
Start block, 49
Starting up overview, 9

Status line, 17, 32
Strike-through, 69
String to find, 58
Subscript, 70
SuperSCRIPSIT, loading, 9
Superscript, 69
Suppress widow lines, 65
System print codes, 67
System setup:
  open document options, 94
  overview, 93
  print text options, 96
  search and replace options, 97
System tab line, 20

Tab:
  align, 22, 32
  indent, 34
  regular, 33
Tabbing, 32
Tab line:
  description, 17
  editing, 19, 32
  help, 21, 25
  save and recall, 20
Text quantity definitions, 39
Toggle print codes, 68
Top of form, 70
TRSDOS, 3
Type of search, 57

Uncenter, 23
Underscore:
  double, 68
  single, 68
Unfreeze block, 54
Upper/lower case, ignore, 58
User key:
  chaining, 106
  looping, 105
  programming, 100

Valid document name, 12
Variables document, 79
Verify deletions, 114
Vertical scrolling, 18
View mode, 34
Video page, text quantity defined, 40

Widow lines, suppress, 65
Word, text quantity defined, 39
Wraparound, 35
Write to diskette, 36

Addendum to SuperSCRIPSIT™
Cat. No. 26–1590

Additional printers, other than those discussed in the SuperSCRIPSIT Reference Manual, are supported by this program. Special drivers for the printers listed below are on the SuperSCRIPSIT Program diskette for Model III and the Proofread diskette for Model I. You should KILL the drivers you do not need to increase the available space on the diskette. Refer to the Printer Drivers section in the Introduction of the Reference Manual for detailed instructions.

DMP400 and DMP500

The printer driver name is DMP400/CTL. Specify DMP400 as the printer type in the OPEN DOCUMENT OPTIONS. Available pitches are 5, 6, 8, 10, 12, 16, and P. The Correspondence Font is used with 5, 10, and P only. Double Underscore is not supported.

DMP2000

The printer driver name is DMP2000/CTL. Specify DMP2000 as the printer type in the OPEN DOCUMENT OPTIONS. Available pitches are 5, 8, 10, and 16. Proportional pitch is **not** allowed, but proportional justification is supported. Be sure to program the built-in margin settings on your printer to TM=1, BM=66, LM=1, and RM=132. See the DMP2000 Owner's Manual for complete instructions. Double Underscore is not supported.

DWP410

The printer driver name is DWP410/CTL. Specify DWP410 as the printer type in the OPEN DOCUMENT OPTIONS. The printer will perform exacly like the Daisy Wheel II. All references to the DW2 in the Training Course and Reference Manual apply to the DWP410 also.

875-9197

Addendum to SuperSCRIPSIT Reference Manual
(26-1590)

p.73 Caption over first illustration reads:

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

SHOULD READ:
Type the first column with its own margins.

Because the Top of Form Code positions the printhead on the first line of the printed page, the column length cannot exceed the "line per page." When using the Top of Form Code, set the lines per page equal to the paper size (e.g., 66 on a vertical page , p. 51 on a horizontal page).

p.111 Item 5 Add:

Note: Allowable decimal codes are Ø thru 254.
The code 255 is not available.

875-9208

Addendum to SuperSCRIPSIT™ (Cat. No. 26-1590)

This addendum contains information for the new release of SuperSCRIPSIT™. Specific instructions for using the new Radio Shack printers with SuperSCRIPSIT are provided along with other information you should know in order to use the program correctly.

Page numbers included with each item of information indicate the page(s) of the SuperSCRIPSIT Reference Manual where this information should either (a) be added to the existing information on the page, or (b) replace the existing information on the page.

Radio Shack®
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FORT WORTH, TEXAS 76102

How to Load SuperSCRIPSIT (for Model III owners)

On **page 9**, after you are instructed to turn on all peripherals in Step 1, turn on the Model III. Then, insert the SuperSCRIPSIT diskette in Drive 0, close the drive door, and press the orange RESET button.

Line Numbers and Linespacing

The number of the line indicated on the status line is computed using the default linespacing value specified on the Open Document Options screen (**p. 15**). If you vary linespacing within a document, or if the linespacing value on the status line is different from the default linespacing value, the line number will not be accurate (**p. 59**). However, the document will be printed correctly using varied linespacing values.

Proportional-Spacing Pitch

The **average** number of characters per inch ("pitch") in proportional-spacing varies by printer. The proportional characters on the DMP printers are slightly smaller than the Daisy Wheel characters (**pp. 14-17**).

When a specific pitch is used, the number of characters printed per inch never varies. For example, in 12 pitch, the program always prints 12 characters to the inch. However, in proportional-spacing, since each character is assigned a number of units, the pitch represents an average rather than an absolute value.

For example, on a Daisy Wheel II, since an "i" is approximately 1 unit wide and an "m" is approximately 3 units wide, 21 "i's" are printed per inch while only 9 "m's" are printed. The widths of "i" and "m" on the screen are the same. You can look at the ghost cursor to see the printed position of the characters.

Error Messages

If a problem occurs that causes you to return to TRSDOS Ready, press the RESET button before reloading SuperSCRIPSIT or attempting another action (**p. 24**).

Advanced Cursor Movement

On **page 44**, the command to move to a specified page should read "Arrow with [N]." The command to move to the next or previous page should read "Arrow with [P]."

Defining the Block

All block-action commands will be executed from the start block marker to the end of text if you did not mark the block with an end block marker (**p. 51**).

Global Search and Replace

The Global Search and Replace options are executed from the cursor position to the end of text. To search an entire document, press [SHIFT] [↑], and then enter the global search command (**p. 59**).

ASCII Text Conversion Utility

To convert a document created with the Disk SCRIPSIT program (26-1563), first load the desired file into Disk SCRIPSIT. Save the file as an ASCII file using the **S,A** command, and then use SuperSCRIPSIT's ASCII Text Conversion Utility to convert the ASCII file to a SuperSCRIPSIT file (**p. 87**).

Document Restrictions

1. The size limit for a document is a little over 170K. Do not exceed this limit even if you are using a hard disk system under LDOS. This size limit lets you back up any document from the hard disk to a floppy diskette.

2. When using [@] [N] to force a new page, you are limited to a maximum of 127 Force New Page codes per document. If you exceed this limit, unpredictable results may occur (**p. 31**).

3. While you may recall tab lines as often as necessary, you are limited to 50 manual changes to the tab line (**p. 20**).

   Note that when you move (or copy) text from one document and then recall it in another document, the tab settings do not follow the moved text.

4. When preparing a form letter, the defining character used to enclose variables can **only** be used as a defining character. The defining character should not appear in either document as anything other than a defining character.

   A variable must not contain a paragraph symbol within the defined variable -- only after a variable (**pp. 78-83**).

Write to Diskette

1. It is important for you to know the amount of disk space left (granules) on a diskette before you edit documents on that diskette. When the copy and move block-action commands are executed, SuperSCRIPSIT creates a file (MOVE/CTL), and there must be enough room on the diskette to accommodate that file. In addition, there must be adequate space on the diskette to accommodate the recalled block.

   If there is **any** space left on the diskette in Drive 0, SuperSCRIPSIT will attempt to create the file on that diskette. If there is not enough space to accommodate the file, you will see the error message, **There is no more**

space left on this diskette. If the disk full error message is displayed when moving or copying text, mark a much smaller block of text and try again. If the disk full error reoccurs, exit the document and SuperSCRIPSIT. At TRSDOS Ready, type KILL MOVE/CTL and press ENTER. Take the necessary steps to free up additional disk space. You can compress, move, or delete files to free more space for expanding documents. Then return to your document.

To find out how many free granules remain on a diskette, use the **DIR** command at TRSDOS Ready (or for the Model I, use the FREE command). (Check your Disk System Owner's Manual for details.) The number of free granules on the diskette is shown below the directory listing all files.

If you have another disk drive, you can copy the MOVE/CTL file that SuperSCRIPSIT created on Drive 0 to Drive 1. After you copy the file, use the KILL command to delete MOVE/CTL from Drive 0. Do not copy the MOVE/CTL file if you received a disk full error message.

2. SuperSCRIPSIT does not automatically write the text buffer to diskette until the document is closed ([@] [Q]), the text buffer fills up, or you execute the [@] [W] command. As a precautionary measure, it is recommended that you occasionally write the text to diskette when typing a long document or doing extensive editing. This ensures that the recorded text is recoverable in the event of a power failure or some other abnormal exit that fails to close the document file (**p. 37**).

User Keys

1. On **page 105**, in the chart below the sentence, "You must follow each keystroke with a comma," some keystroke information was omitted. The code ,,, represents the keystroke [,]. The code for the space keystroke is accurately shown. The code ,., represents the keystroke [.].

2. In the chart on the bottom of **page 105**, a keystroke and its corresponding code should be included. The keystrokes [SHIFT] (space bar) is displayed on the Edit User Key Sequence screen as Sp.

3. There are five User Keys already defined on the SuperSCRIPSIT diskette. Hold down [@] and type the user key number for the function you wish to execute.

User Key	Function
0	Adjust text
1	Word Delete
2	Paragraph Delete
3	End-of-Text Delete
9	Repeating User key for the Training Program

To adjust a document for a different printer type, first specify the new printer type on the Open Documents Options screen. Next, open the document, position the cursor at the beginning of the text, and then press [@] [0] to adjust the document so that it will be printed correctly.

To delete a word or paragraph, position the cursor anywhere in the word or paragraph you want to delete, and then use the appropriate User key.

To use the End-of-Text delete feature, position the cursor at the first character from which you wish to delete to the end of text, and then press [@] [3].

When taking the SuperSCRIPSIT Training Program, press [@] [9] when instructed to do so.

The Proofread Function and the SCRIPSIT Dictionary

1. The Proofread Program Diskette does not contain the SCRIPSIT™ Dictionary program (26-1591). However, this diskette does contain a file, PROOF/CTL, which lets you use the SCRIPSIT Dictionary with SuperSCRIPSIT. To install the Proofread option on the SCRIPSIT Dictionary diskette, insert a backup of your master copy of the SCRIPSIT Dictionary in Drive 1 and the Proofread diskette in Drive 0. Next, type DO INSTALL [ENTER] (**pp. 138-139**).

2. If you have previously used the SCRIPSIT Dictionary with SuperSCRIPSIT, copy your User List file, WORDS/CTL, from your old working copy of the SCRIPSIT Dictionary to the new working copy.

3. If you used the SCRIPSIT Dictionary with the original SCRIPSIT program, you must copy your User List file, WORDS/USR, to your new working copy of the SCRIPSIT Dictionary. If you have only two drives, insert a system diskette in Drive 0 and your old working copy of the SCRIPSIT Dictionary in Drive 1. Type COPY WORDS/USR:1 TO WORDS/CTL:1 [ENTER]. Follow the instructions on the screen for swapping diskettes. Your working copy of the SCRIPSIT Dictionary installed for SuperSCRIPSIT will now include your old User List file.

4. The SCRIPSIT Dictionary program (26-1591) creates a temporary file (MISSPELL/CTL) for spelling errors on Drive 0, and there must be enough room on that diskette to accommodate that file. Even if there is not sufficient space on the Drive 0 diskette to accommodate this temporary file, the program creates the file, and after the entire document has been checked, you return to TRSDOS rather than to the document. It is recommended that you "kill" unnecessary files on the diskette in Drive 0 to ensure that there is adequate space for the MISSPELL/CTL file so that the Dictionary program functions properly.

Print Test Demonstration

There is a print test document, DEMO100, for the DMP100 printer on the SuperSCRIPSIT diskette to use for demonstration purposes.

Printer/Printing Information

1. SuperSCRIPSIT now has a printer driver for the new DMP2100 dot matrix printer. Specify **DMP2100** as the Printer type on the Open Documents Options screen. All SuperSCRIPSIT print features are supported, with the exception of double-underscore **(pp. 5, 14)**.

2. Note that when using the "Top of Form" instruction, a single sheet of paper is apt to catch on the paper-out switch of the DMP2100 as it rolls to the top of the form (p. 73).

   When using a pin-feed mechanism with pin-feed paper on any printer, reverse-feed routines such as superscript, subscript, and top of form can be inexact because of the movement of the paper through the pin-feed mechanism (pp. 71-73).

3. You can use a DMP200, DMP400, or DMP500 printer with SuperSCRIPSIT by specifying **DMP400** as the Printer type on the Open Documents screen (p. 14). Available pitches are 5, 6, 8, 10, 12, 16, and P. The Correspondence Font is used with 5, 10, and P only. Double-underscore is not supported.

4. If you are using a DMP100 printer, specify **DMP400** as the Printer type. Check the chart at the end of this addendum for the printing features available for the DMP100 printer.

5. A printer driver for the DMP2000 is not included in the new SuperSCRIPSIT release since the printer is not available.

6. On **page 118**, third paragraph, the reference to the serial driver being compatible with the Line Printer VIII means that the proportional table was constructed using LPVIII character widths. However, there is no serial protocol in this driver because these protocols vary widely from printer to printer. You must add the appropriate protocol for your printer. Refer to the general instructions in the section, **How to Write Your Own Printer Driver.**

7. The Line Printers V and VI do not support one-half linespacing (p. 15).

8. You should **KILL** the printer drivers you do not need from your **backup** diskette to increase the available space on the diskette. (See the section, **Printer Drivers** in the **Introduction.**)

9. The decimal code, **255** is not available for use as a User Print Code on the Model I (p. **108**).

10. To use SuperSCRIPSIT with a hard disk, type DO HARDDISK [ENTER] at LDOS Ready. The following patches are included in the DO FILE.

```
PATCH SCRIPSIT/CMD(D09,11=E5 CD 90 42 E1 C0 23 23 AF 57 E5)
PATCH SCRIPSIT/CMD(D09,1C=06 AE 21 E0 7D 5E 0E 08 CB 13 38)
PATCH SCRIPSIT/CMD(D09,27=01 14 0D 20 04 23 5E 0E 08 10 F2)
PATCH SCRIPSIT/CMD(D09,32=E1 46 23 7E B7 3E FF 20 01 78 32)
PATCH SCRIPSIT/CMD(D09,3D=22 7E BA 38 04 7A 32 22 7E AF C9)
PATCH SCR17/CTL(D00,3C=E6 07 4F 06 00)
PATCH SCR17/CTL(D00,42=F0 8D)
PATCH SCR17/CTL(D00,36=38
PATCH SCR17/CTL(D00,68=5B)
PATCH SCR17/CTL(D00,AA=44 69 73 70 6C 61 79 20 77 68 69 63)
PATCH SCR17/CTL(D00,B6=68 20 64 72 69 76 65 20 28 30 2D 37)
PATCH SCR17/CTL(D00,C2=29 3F 20 F5 CD 09 42 3E E0 C4 09 44)
PATCH SCR17/CTL(D00,CE=CC 19 44 F1 C9)
PATCH SCR17/CTL(D02,69=4C 44 4F 53 20 20)
```

Printer Feature Chart

Feature	LPV/VI	LPIV	LPVIII	DWII/DWP410	DMP100	DMP200/400/500	DMP2100
Proportional-Spacing*	N	Y	Y	Y	N	Y	Y
Justification							
Proportional*	N	Y	Y	Y	N	Y	Y
Mono	Y	Y	Y	Y	Y	Y	Y
Print Codes							
Underscore	N	Y	Y	Y	Y	Y	Y
Double-underscore	N	N	N	Y	N	N	N
Bold	N	Y	Y	Y	N	Y	Y
Superscript	N	Y	Y	Y	N	Y	Y
Subscript	N	Y	Y	Y	N	Y	Y
Strike-through	N	Y	Y	Y	N	Y	Y
Top the Form	Y	Y	Y	Y	N	Y	Y
Pause Printout	Y	Y	Y	Y	Y	Y	Y
One-half Linespacing	N	Y	Y	Y	N	Y	Y

*Proportional print wheel required on Daisy Wheel II and DWP410.