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SuperSCRIPSIT®

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Model 4
SuperSCRIPSIT®
REFERENCE MANUAL

Developed by
CONCEPT INDUSTRIES INCORPORATED
Stamford, Connecticut

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, proof-reading, 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:
R E M O V E L P 8 / C T L	Line Printer VIII or a DWP series printer
R E M O V E L P 4 / C T L	Line Printer IV, or DMP 100, 120
R E M O V E D W 2 / C T L	Daisy Wheel II or LPIII, V, VI, Daisy Wheel 210
R E M O V E D W 4 1 0 / C T L	Daisy Wheel 410
R E M O V E D M P 4 0 0 / C T L	Dot Matrix 400
R E M O V E D M P 2 1 0 0 / C T L	Dot Matrix 2100

CONTENTS

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.
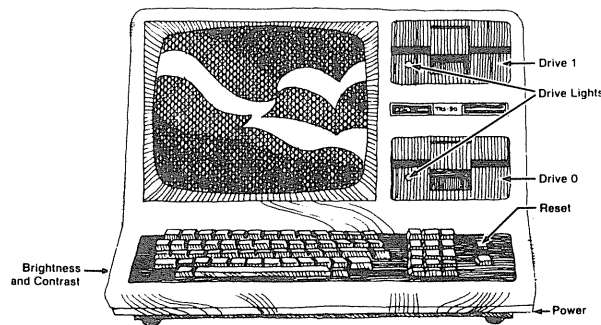
The Disk Drives

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 0 to 7.

On a floppy drive system, the bottom drive in the Model 4 console is Drive 0. The top drive in the console is Drive 1. If you have expansion drives, they are Drives 2 and 3. Remember, the program diskette *must* be in Drive 0 whenever you work with SuperSCRIPSIT.

Do you know the parts of a diskette?
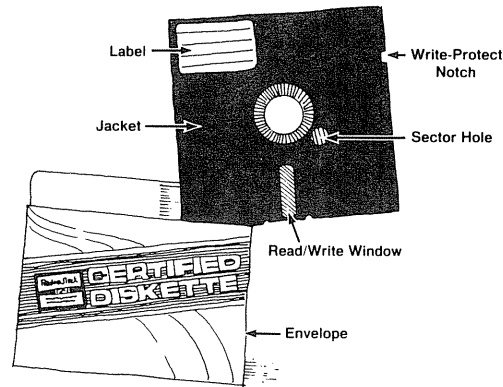
- **Storage envelope.** While the diskette is not in use, keep it in the envelope for protection.

- **Write protect notch.** When this notch is covered, the Model 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 0. Therefore, you should always insert a TRSDOS diskette or a Radio Shack program diskette (such as SuperSCRIPSIT) in Drive 0 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 print-out 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.
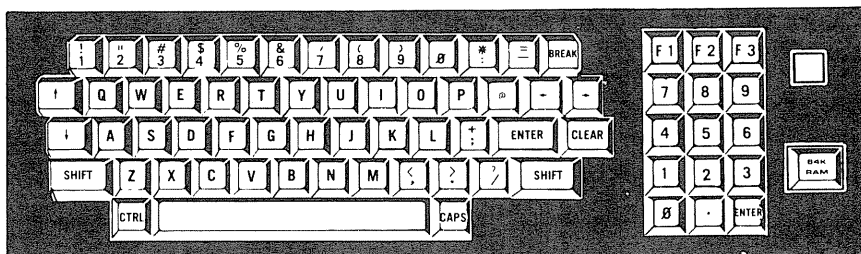
But some keys are different. you use these keys to enter commands, to type codes, or to position the cursor. These keys are explained in detail throughout this manual. However, here is a brief summary of their functions:
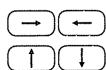
→ ← ↑ ↓	These keys enable you to move the cursor in the direction indicated by the arrow. You use these keys in combination with other keys to move the cursor to a specific page, line, word, and so on. (See *CURSOR MOVEMENT COMMANDS*.)
ENTER	Use this key to end a paragraph while typing text, to complete 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.)
(C A P S)	Use the (C A P S) key or (S H I F T) (@) 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.
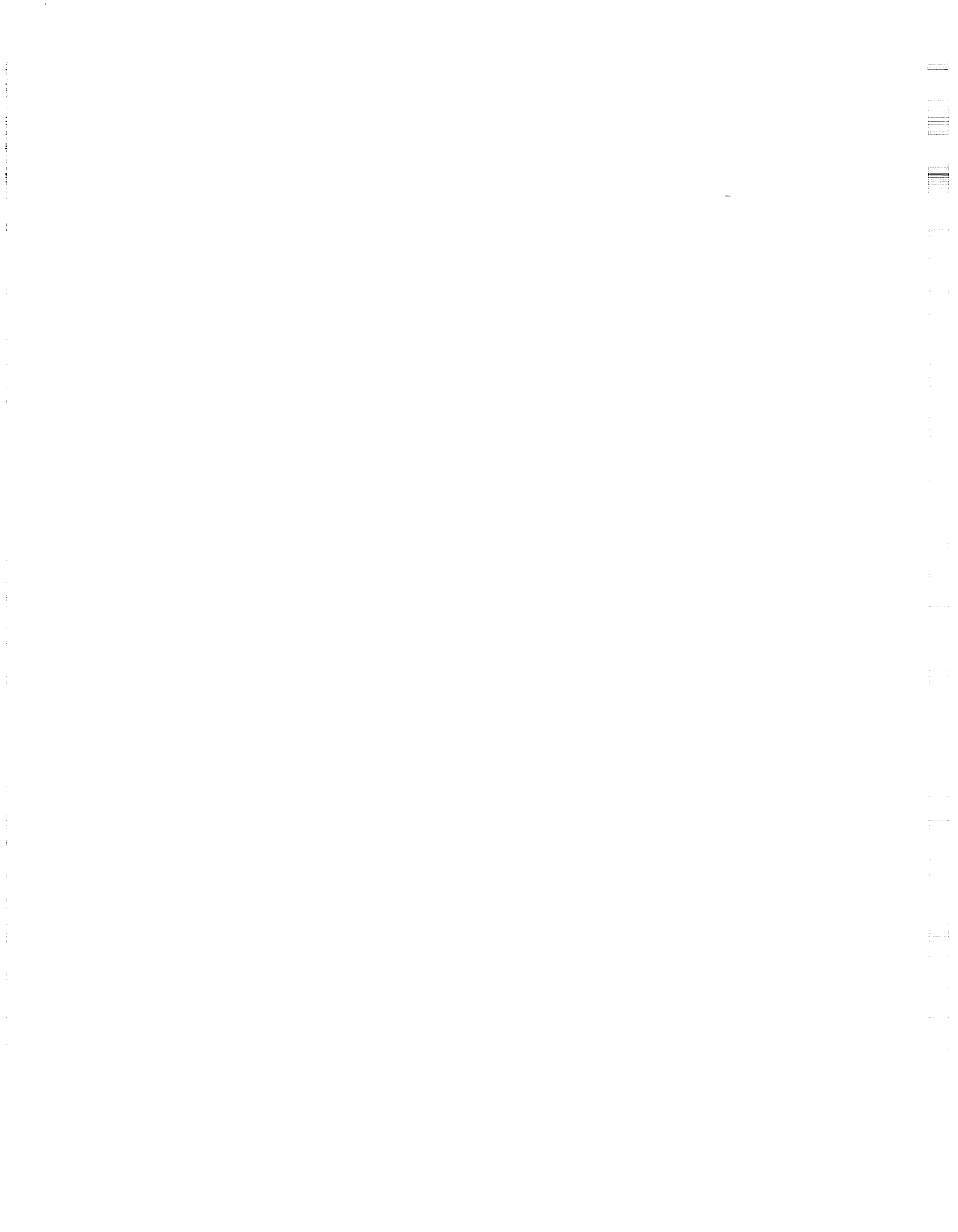
STARTING UP OVERVIEW

▨ Command Summary

Make sure that TRSDOS Ready appears on the screen.

Type ⬡S⬡⬡C⬡⬡R⬡⬡I⬡⬡P⬡⬡S⬡⬡I⬡⬡T⬡.

Press ⬡E N T E R⬡.

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 0, and close the drive door. Press ⬡R E S E T⬡.

     or

   - Exit whatever program you are using and replace the diskette with SuperSCRIPSIT. Press ⬡R E S E T⬡ to return to the TRSDOS Ready level.

   The red light on Drive 0 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 ⬡E N T E R⬡. For example, for July 4, 1983, type ⬡0⬡⬡7⬡⬡/⬡⬡0⬡⬡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** ⬡E N T E R⬡.

   The red light on Drive 0 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

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** Ⓢ Ⓒ Ⓡ Ⓘ Ⓟ Ⓢ Ⓘ Ⓣ, **a space, and then the name of the document.** For example:

   Ⓢ Ⓒ Ⓡ Ⓘ Ⓟ Ⓢ Ⓘ Ⓣ ⎵ Ⓓ Ⓘ Ⓝ Ⓞ Ⓢ Ⓐ Ⓤ Ⓡ

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:

  Ⓑ Ⓐ Ⓢ Ⓔ Ⓑ Ⓐ Ⓛ Ⓛ Ⓘ Ⓣ Ⓧ Ⓣ

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

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

  or

  Ⓑ Ⓐ Ⓢ Ⓔ Ⓑ Ⓐ Ⓛ Ⓛ Ⓘ Ⓟ Ⓐ Ⓢ Ⓢ Ⓦ Ⓞ Ⓡ Ⓓ

If you name the document but do not specify a drive other than 0, the program opens the document on the SuperSCRIPSIT diskette in Drive 0. If you want to store the document on a drive other than Drive 0, you must specify the drive you want to use.

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

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

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 ⬚E N T E R⬚, or cancel the process by pressing ⬚B R E A K⬚.**

   - If you press ⬚E N T E R⬚, you lock in the document name and bring the Open Document Options to the screen.

   - If you press ⬚B R E A K⬚, 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 400, Dot Matrix 200, or Dot Matrix 500

(D)(M)(2)(1)(0)(0) for Dot Matrix 2100

Note: Available pitches for Dot Matrix Printers 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.

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)(0) Pica: 10 characters to the inch.

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

(P)   Proportional: Each character is assigned a specific number of units according to its width. For example, when you print with 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 1½ lines of space between each line.

(3)(+)　Triple-Space and a Half: text prints with 2½ lines of space between each line.

Use this field to set the linespacing when you open a *new* document or to recalibrate the page number indicator in the status line of an *existing* document. 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.)

- (S H I F T) (C L E A R) 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 (E N T E R), or cancel the entries by pressing (B R E A K).**

- By pressing (E N T E R), you lock in the text you have typed or edited in the field.

- By pressing (B R E A K), 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.

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 $1/60$th 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 (C T R L) (T)

Type (C) to set the left margin.

Type (D) to set the right margin.

Type (I) to set the indent tab.

Type (+) or (T) to set a tab.

Type (–) or press (S P A C E) 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 (E N T E R) to lock in the tab line.

Press (B R E A K) 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** ⌈C T R L⌋ **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 ⌈S H I F T⌋⌈→⌋ to move the ghost cursor 6 spaces to the right.

    - Use ⌈S H I F T⌋⌈←⌋ to move the ghost cursor to the extreme left.

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

    To set margins and tabs

    - Position the cursor on the tab line where you want the margin. Type ⌈(⌋ to set a left margin. Type ⌈)⌋ to set a right margin. When you set a new margin, you delete the old margin automatically. If you plan to print the document using either an LP4 or LP8, do not set your right margin beyond 8.0.

    - Position the cursor on the tab line and type ⌈I⌋ to set an indent tab.

    - Position the cursor on the tab line and type ⌈T⌋ or ⌈+⌋ to set a regular tab or an align tab.

    To clear a margin or tab

    Position the cursor on the tab or margin you want to clear. Type ⌈S P A C E⌋ or ⌈-⌋ to clear a margin or tab.

4. **To conclude the tab line edit, press** ⌈B R E A K⌋ **or** ⌈E N T E R⌋, **or type** ⌈S⌋ **or** ⌈R⌋.

    - Press ⌈B R E A K⌋ to cancel the changes. The cursor returns to the text area, and the format of the original tab line remains.

- Press (E N T E R) 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 (C T R L) 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** (C T R L) **and type** (T).

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

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

   Recall which Tab Line (0-9)?

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

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

The Tab Line Help Menu

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

Margin Command

▨ Command Summary

1. **Position the cursor.**
2. **Hold down** (C T R L) **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** (C T R L) **and type** (M). **The following prompt appears:**

   Set Left margin, Right margin or Indent (L, R, or I)?

3. **To set the new margin or indent tab, type** (L), (R), **or** (I).

   • Typing (L) moves the left margin to the cursor position.
   • Typing (R) moves the right margin to the cursor position.
   • Typing (I) moves the indent tab to the cursor position.

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

Align Tab

■ Command Summary: ⌈C T R L⌉⌈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 ⌈B R E A K⌉ 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 ⌈B R E A K⌉.

When you press ⌈B R E A K⌉ 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 ⌈B R E A K⌉ to close up an insert. (See *Insert*.)

Capital Mode

■ Command Summary: ⌈C A P S⌉

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

$$! \quad `` \quad \# \quad \$ \quad \% \quad \& \quad ' \quad (\quad) \quad @ \quad * \quad =$$

above the numeral keys, you hold down ⌈S H I F T⌉ and type the desired numeral key.

How to Turn On Capital Mode

Press ⌈C A P S⌉.

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 ⌈C A P S⌉.

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

◼ Command Summary: (C T R L)(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 (E N T E R) 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 (C T R L) 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 (C T R L) 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 (E N T E R) to end the centering action and to define the centered text as a paragraph.

   When you press (E N T E R), 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 (C T R L) 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 (C L E A R) to type print codes. (See *USING THE SYSTEM PRINT CODES*)

Enter

You use (E N T E R) 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 (E N T E R) 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 (E N T E R). (See *View Mode.*)

- Press (E N T E R) 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 (B R E A K) to cancel the flashing message and hold down (C T R L) 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.*)

Help

■ 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-∅, 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* * * * * * * * *

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: ⟮C T R L⟯⟮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 ⟮C T R L⟯ ⟮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 ⟮C T R L⟯ and type ⟮N⟯ for *new.***

   The program turns on view mode and inserts a ʌ into the text. the ʌ 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.

▧ Command Summary: ⌷C T R L⌷⌷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 ⌷C T R L⌷ 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?
```

You use ⌷S H I F T⌷ to perform eight basic functions:

● With the character keys to type upper case letters.

● With the numeral keys to type ⌷!⌷⌷″⌷⌷#⌷⌷$⌷⌷%⌷⌷&⌷⌷′⌷⌷(⌷⌷)⌷⌷@⌷ ⌷*⌷⌷=⌷.

● With ⌷S P A C E⌷ to type two spaces in a row without displaying a Δ. (See *Spaces.*)

● With ⌷C L E A R⌷ 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 ⟨S H I F T⟩ 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 ⟨S H I F T⟩ and press ➡ to type at a tab.
Hold down ⟨C T R L⟩ and type ⟨A⟩ to align text at a tab.
Press ⟨E N T E R⟩ 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 ⟨E N T E R⟩ to end a paragraph. The next line of the paragraph wraps around and begins at the left margin.

Here are paragraphs typed with an indent tab:

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

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

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

View Mode

■ **Command Summery:** ⟨C T R L⟩⟨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 ⟨E N T E R⟩ to end a paragraph.

View mode is especially helpful when editing because you can easily distin-guish 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 ⌈C T R L⌋ and type ⌈V⌋.

Vw appears in the status line.

¶   indicates that you have pressed ⌈E N T E R⌋ to end a paragraph. (See *Enter*.)

\   indicates that you have used ⌈S H I F T⌋⌈→⌋ to tab to a regular tab. (See *Tabbing*.)

\   indicates that you have held down ⌈C T R L⌋ and typed ⌈A⌋ to tab to an align tab. (See *Tabbing*.)

⌈ · ⌋   indicates that you have held down ⌈C T R L⌋ 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 ⌈C T R L⌋ and type ⌈V⌋. Vw disappears from the status line.

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

⌈C T R L⌋⌈S⌋ to mark the start of a block. (See *BLOCK-ACTION COMMANDS*.)

⌈C T R L⌋⌈E⌋ to mark the end of a block. (See *BLOCK-ACTION COMMANDS*.)

⌈C T R L⌋⌈X⌋ to define a block by text quantity. (See *BLOCK-ACTION COMMANDS*.)
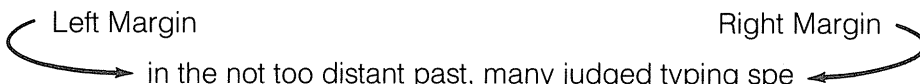
⌈C T R L⌋⌈N⌋ to force a new page. (See *Paginating*.)

⌈C L E A R⌋ 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: (C T R L)(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** (C T R L) **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.

<div align="center">

Characters

●

a

</div>

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.

<div align="center">

Words

the murmuring brook
/
space

</div>

Sentence

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

<div align="center">

Sentences

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

end punctuation   end punctuation

</div>

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 ⟨E N T E R⟩. 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
∧	⌷C T R L⌷⌷N⌷
©	⌷C L E A R⌷
¶	⌷C T R L⌷⌷G⌷
[	⌷C T R L⌷⌷S⌷
]	⌷C T R L⌷⌷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 ⌷S H I F T⌷⌷→⌷ to move the cursor to the end of the text in the field; then add to the text you have already typed.

- Use ⌷S H I F T⌷⌷←⌷ 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 ⌷C T R L⌷⌷D⌷ to delete the character the cursor is on.

- Use ⌷C T R L⌷⌷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 ⌷C T R L⌷⌷D⌷ to close up the insert.

- Use ⌷S H I F T⌷⌷C L E A R⌷ 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 ⌷E N T E R⌷.**

   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 Ⓥ.

The cursor moves up 22 lines to the previous video page. If you continue to hold down the arrow key with Ⓥ, 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⟩ (⟨C T R L⟩ ⟨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⟩, ⟨C T R L⟩ ⟨I⟩, or ⟨@⟩ ⟨I⟩.
3. Type the insert.
4. Press ⟨B R E A K⟩ 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 ⌈B R E A K⌉, 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 (C T R L) and type (S).
3. Position the cursor at the end.
4. Hold down (C T R L) and type (E).

Text Quantity Method

1. Position the cursor.
2. Hold down (C T R L) and type (X).
3. Type (W), (S), (G), (P), or (E).
4. Type (B) or press (B R E A K).

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 (C T R L) 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 (C T R L) 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 (C T R L) 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 Ⓜ to move the block.

Type Ⓐ to adjust the block.

Type Ⓢ to search the block.

Type Ⓕ to freeze or unfreeze the block.

Type Ⓗ to hyphenate the block.

Type Ⓟ to print the block.

Type Ⓛ to change the block's linespacing.

To recall a moved or copied block, hold down ⬚CTRL and press Ⓡ.

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 Ⓢ and ⬚CTRL Ⓔ to define the block, hold down ⬚CTRL and type Ⓑ.

- If you have used ⬚CTRL Ⓧ to define the block and the text quantity prompts are still displayed in the status line, type Ⓑ.

- If you have used ⬚CTRL Ⓧ to define the block and you have pressed ⬚BREAK to finish defining, hold down ⬚CTRL and type Ⓑ.

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:

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

To delete a block

Type Ⓓ.

This prompt appears in the status line:

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

* Type Ⓨ to delete the block.

* Type Ⓝ 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 Ⓒ.

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

To recall a copied block

* Position the cursor where you want a copy of the block to appear.

* Hold down Ⓒ Ⓣ Ⓡ Ⓛ and type Ⓡ 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 Ⓜ.

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

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

To recall a moved block

* Position the cursor where you want the moved block to appear.

* Hold down Ⓒ Ⓣ Ⓡ Ⓛ and type Ⓡ 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 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 (R)(E)(M)(O)(V)(E)(M)(O)(V)(E)(/)(C)(T)(L) and press (E N T E R). 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 0 to Drive 1. After you copy the file, use the REMOVE command to delete MOVE/CTL from Drive 0. 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 (C T R L) 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:

<div align="center">conclude</div>

This prompt appears at the bottom of the screen:

<div align="center">Left, right, down arrows, ENTER move cursor; hyphen hyphenates</div>

Make each hyphenation decision as the program presents it to you, or cancel the hyphenation process by pressing ⬭B R E A K⬮. In the above example, use the left arrow to move the cursor:

<div align="center">conclude</div>

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 ⬭E N T E R⬮ 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:

<div align="center">conclude</div>

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 ⬭C T R L⬮⬭P⬮.

When you type $\boxed{\text{P}}$, 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 $\boxed{\text{ENTER}}$, or press $\boxed{\text{BREAK}}$ 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 $\boxed{\text{L}}$.

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 $\boxed{\text{L}}$, 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.

$\boxed{1}$	Single-space	Text prints on every line (default).
$\boxed{2}$	Double-space	Text prints on every other line.
$\boxed{3}$	Triple-space	Text prints on every third line.
$\boxed{1}\boxed{+}$	Space and a half	Text prints with a half line of space between each line.
$\boxed{2}\boxed{+}$	Double-space and a half	Text prints with 1½ lines of space between each line.
$\boxed{3}\boxed{+}$	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 $\boxed{\text{ENTER}}$. 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 (C T R L) and type (G).

Answer the options.

Press (E N T E R).

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 (S H I F T)(↑) 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 (C T R L) 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
∧	(C T R L)(N)
©	(C L E A R)
¶	(C T R L)(G)
[	(C T R L)(S)
]	(C T R L)(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 (B R E A K) 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 (B R E A K) 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 (B R E A K) 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: ⌨ C T R L ⌨ P

Answer the Print Text Options.

Press ⌨ E N T E R .

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** `C T R L` **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.

Ⓨ 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 Ⓟ (the default option) for *proportional justification,* the program inserts partial spaces (called *units*) between the words to fill out the line and even up the right margin. You select this option if you want to justify text typed with proportional spacing.

- If you type Ⓜ to choose the *mono* method of justification, the program inserts whole spaces between words to fill out the line and to even up the right margin. (You should choose this option if you want to justify a document that you will print with a printer that does not support proportional spacing.)

- If you type Ⓝ for *none,* the program does not justify the text.

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

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

¶ 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.

Ⓝ 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

   ⟨S H I F T⟩⟨→⟩ moves the cursor to the end of text in the field and enables you to add to the text you have already typed.

   ⟨S H I F T⟩⟨←⟩ 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.)

   ⟨S H I F T⟩⟨C L E A R⟩ 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 ⟨B R E A K⟩ or ⟨E N T E R⟩.**

   - Pressing ⟨B R E A K⟩ cancels any entries you have typed or edited and returns you to the text.

   - Pressing ⟨E N T E R⟩ 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.*

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 (C L E A R) 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:

<u>When in the course of human events . . .</u>

How to Double-Underscore

Before and after the text you want to double-underscore, press (C L E A R) 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:

<u>When in the course of human events . . .</u>

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:

W̶h̶e̶n̶

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 foot-
notes: 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:

$$Super_{script}$$

How to Subscript

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

$$H_2O$$

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

   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:

$$Sub^{script}$$

How to Top the Form

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

3. **Press** E N T E R.

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** C L E A R **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 ⟮A R R O W⟯ and type ⟮H⟯, or hold down ⟮A R R O W⟯ and type ⟮F⟯.

Select even or odd.

Type the text.

Hold down ⟮A R R O W⟯ and type ⟮N⟯, or hold down ⟮A R R O W⟯ 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 ⟮A R R O W⟯ 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 ⌷E N T E R⌷ 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 ⌷E N T E R⌷ 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 ⌷C L E A R⌷ 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 ⌷A R R O W⌷ 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 ⌷E N T E R⌷ to return to the page you were on, or type a page number and press ⌷E N T E R⌷ to return to a specific page.

You also can hold down (A R R O W) 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.   **Begin numbering as page 56.**
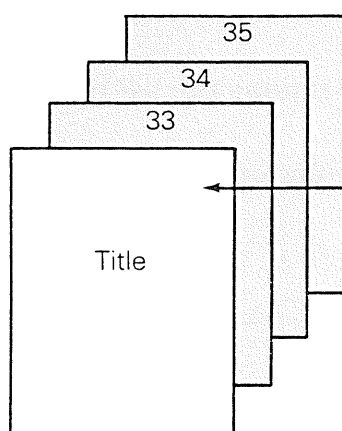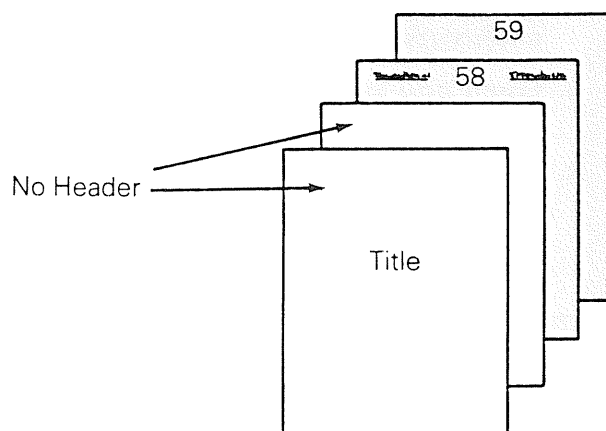
FORM LETTERS

▦ Command Summary

Prepare the master document.

Prepare the variables document.

Open the master document.

Hold down (C T R L) and type (F).

Press (E N T E R).

Type the name of the variables document.

Press (E N T E R).

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 (C T R L)(F) (for *form*) and print one letter for each group of variables.

MASTER   VARIABLES
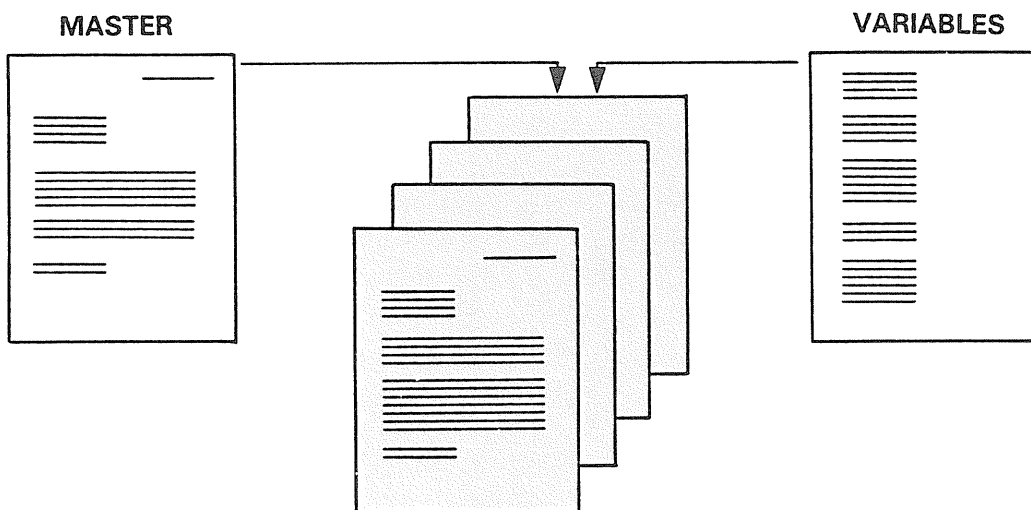
Sample Form Letter

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 ⌈E N T E R⌋ 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/¶
¶
¶

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 `C T R L` and type `F`.**

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

3. **Select the options you want and press `E N T E R`.**

   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 `E N T E R`.**

   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 `B R E A K`.)

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 TRS-DOS 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:

<div align="center">Press BREAK to return to menu</div>

<div align="center">**A Sample Disk Directory**</div>

LECTURES: 0	SCR33/CTL: 0	SCR35/CTL: 0	DINOSAUR: 0
LP4/CTL: 0	HELP/CTL: 0	SCRIPSIT/CTL: 0	SCRIPSIT/CMD: 0
SCR50/CTL: 0	DWP210/CTL: 0	DEMO 100: 0	SCR32/CTL: 0
CATALOG: 0	SYSTEM/CTL: 0	PAGE: 0	DWP410/CTL: 0
CONV/CMD: 0	DW2/CTL: 0	SCR19/CTL: 0	ERRORS/CTL: 0
SCR18/CTL: 0	DMP2100/CTL: 0	LESSON/JCL: 0	

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 0, type a colon after the name, followed by the number of the drive you want to use: for example, CHAN(:)(1).

The program rewrites the existing file onto a new file using the least possible amount of space on the diskette. After you have compressed the file, you will probably want to "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 Ⓐ to choose the ASCII text conversion utility.**

   This prompt appears:

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

2. **Type Ⓢ or Ⓐ to specify the format from which you want to convert.**

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

   - Type Ⓐ 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 Ⓔ Ⓝ Ⓣ Ⓔ Ⓡ.**

   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 Ⓔ Ⓝ Ⓣ Ⓔ Ⓡ.**

   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 Ⓔ Ⓝ Ⓣ Ⓔ Ⓡ, or cancel by pressing Ⓑ Ⓡ Ⓔ Ⓐ Ⓚ.

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 0. TRSDOS will stop and tell you when to swap diskettes back and forth.

Backup is a TRSDOS command that you use to copy the contents of one diskette to another. 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 0 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 0. You may be prompted to re-insert a system disk into Drive 0 during certain backups. Refer to your Model 4 *Disk System Owner's Manual* for a complete discussion of (X) parameter backups.

▨ Command Summary

1. From TRSDOS Ready, type Ⓒ Ⓞ Ⓟ Ⓨ 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 ⒺⓃⓉⒺⓇ.

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 Ⓒ Ⓞ Ⓟ Ⓨ 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:

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

   If you want to copy the file onto a diskette other than the one in Drive 0, type a colon after the name of the new file, followed by the number of the drive you want to copy to. For example:

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

   Ⓒ Ⓞ Ⓟ Ⓨ   Ⓒ Ⓗ Ⓐ Ⓝ Ⓓ Ⓛ Ⓔ Ⓡ ∶ Ⓞ   ∶ ①

4. Press ⒺⓃⓉⒺⓇ.

   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.

▨ Command Summary

1. From TRSDOS Ready, type Ⓕ Ⓞ Ⓡ Ⓜ Ⓐ Ⓣ and press ⒺⓃⓉⒺⓇ.
2. Type the drive number and press ⒺⓃⓉⒺⓇ.
3. Type the diskette name and press ⒺⓃⓉⒺⓇ.
4. Type master password and press ⒺⓃⓉⒺⓇ.

5. Type ⓈￜD) or (D) for single or double density and press (E N T E R).

6. Type number of cylinders and press (E N T E R).

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 0 to open SuperSCRIPSIT documents, you must format the diskette first. (See *How To Open A Document*.)

Remember: The diskette in Drive 0 *must* be the SuperSCRIPSIT Program Diskette.

How to Format a Diskette

1. **With a program diskette in Drive 0 and from TRSDOS Ready, type (F)(O)(R)(M)(A)(T) and press (E N T E R).**

   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 (E N T E R).**

   For example, if you have two disk drives, insert a blank diskette in Drive 1 and type (1). (If you have only one disk drive, leave the program diskette in Drive 0 and type (0).) This prompt appears:

   > Diskette name?

   If you are using Drive 0 to format, remove the system diskette after the prompt appears and insert the diskette you want to format.

3. **Type a name for the diskette and press (E N T E R).**

   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 (E N T E R).**

   For additional information about passwords, see your *Disk System Owner's Manual*. This prompt appears:

   > Single or Double density (S,D)?

5. Enter ⒮ for single density or ⒟ for double density and press ⒺⓃⓉⒺⓇ.

This prompt appears:

Number of cylinders?

6. **Enter any number from 35 to 40 and press** ⒺⓃⓉⒺⓇ.

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** Ⓨ **and press** ⒺⓃⓉⒺⓇ **to begin formatting and to erase the data on the diskette, or type** Ⓝ **and press** ⒺⓃⓉⒺⓇ **to cancel the format command.**

- **If you format a diskette in Drive 0, after the formatting is complete, insert a program diskette in Drive 0 and press** ⒺⓃⓉⒺⓇ,

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** ⓇⒺⓂⓄⓋⒺ.

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

3. **Press** ⒺⓃⓉⒺⓇ.

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

How to Remove a File

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

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

ⓇⒺⓂⓄⓋⒺ ⓇⒺⓅⓄⓇⓉ

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:

ⓇⒺⓂⓄⓋⒺ ⓇⒺⓅⓄⓇⓉ : 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 ⌈ E N T E R ⌋.**

Requesting the System Setup Utility Menu

In order to write a default, you must first request the System Setup utility from the Main Menu.

1. **Make sure the Main Menu is on the screen. (Quit a document or load the program.)**

2. **Type ⓢ to choose the System Setup utility from the Main Menu.**

   The System Setup menu appears:

   ---

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

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

            What is your selection?

   ---

3. **Type the letter (O, P, S, A, U, C, or V) representing the utility you want.**

   The menu for the utility you select appears on the screen.

4. **Press ⏎ 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 ⓢ.

From the System Setup menu, type ⓞ.

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 Ⓞ 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

   ⦅S H I F T⦆→ moves the cursor to the end of the text in the field and enables you to add to the text you have already typed.

   ⦅S H I F T⦆← 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.)

   ⦅S H I F T⦆⦅C L E A R⦆ 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** ⦅B R E A K⦆ **or** ⦅E N T E R⦆.

- 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

(S H I F T)(→) moves the cursor to the end of the text in the field and enables you to add to the text you have already typed.

(S H I F T)(←) 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.)

(S H I F T)(C L E A R) 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 (E N T E R). Or press (B R E A K) to cancel your entries.**

   * Pressing (E N T E R) locks in the text you have typed or edited in the field and returns you to the System Setup menu.

   * Pressing (B R E A K) 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 (E N T E R) to lock in your defaults.

Press (B R E A K) 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

   (S H I F T)(→) moves the cursor to the end of the text in the field and enables you to add to the text you have already typed.

   (S H I F T)(←) 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.)

   (S H I F T)(C L E A R) 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 (E N T E R). Or press (B R E A K) to cancel your entries.**

   • Pressing (E N T E R) locks in the text you have typed or edited in the field and returns you to the System Setup menu.

   • Pressing (B R E A K) cancels entries you have typed or edited and returns you to the System Setup menu.

■ 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.

<center>1   2   3   4   5   6   7   8   9   0</center>

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** (C T R L) **and type** (U).

2. **Type a number key.**

3. **Type the keystroke sequence.**

4. **Hold down** (C T R L) **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** (C T R L) **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** (C T R L) **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 (C T R L) **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 (C T R L) **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** (E N T E R) **to lock in the edit, or press** (B R E A K) **to cancel.**

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

How to Edit a User Key

1. **From the Main Menu, type** `S` **to choose the System Setup utility.**

   The System Setup menu appears on the screen.

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

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

              What is your selection?
```

---

2. **Type** `U` **to select the user key editing utility from the System Setup menu.**

   The program displays this prompt:

   > Which user key do you wish to edit (0-9)?

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

   The program displays the user key editing screen.

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

---

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

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

---

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

Which user key to you want to edit (0-9)? 9

I, ,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⌷⌷0⌷.)

- 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 (E N T E R) or (B R E A K) to conclude the editing session.

   - Pressing (E N T E R) locks in the revisions you have made.

   - Pressing (B R E A K) 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 (C T R L) 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 (C T R L) (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 (C T R L) (3).

When taking the SuperSCRIPSIT Training Program, press (C T R L) (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 (B R E A K) 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 (B R E A K) 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.

$$\boxed{!}\;\boxed{''}\;\boxed{\#}\;\boxed{\$}\;\boxed{\%}\;\boxed{\&}\;\boxed{(}\;\boxed{)}\;\boxed{@}$$
$$\boxed{1}\;\boxed{2}\;\boxed{3}\;\boxed{4}\;\boxed{5}\;\boxed{6}\;\boxed{7}\;\boxed{8}\;\boxed{9}\;\boxed{\varnothing}$$

The System Setup utility lets you write your own print codes.

Defining a User Print Code

▨ Command Summary

From the Main Menu, type S.

From the System Setup menu, type C.

For each code, specify units, sequence, and comments.

Press ENTER **to lock in the code(s) or** BREAK **to cancel.**

When you want to define a user print code, choose the System Setup utility and request the print code entering selection. The program displays the fields you use to define the print action you want for the new code.

Before You Begin

Before you can write a user print code, you must have information about your printer. This information should be included in the manual that came with your printer.

- You need to know the number of units (the width) of the character or print action you plan to define.

- You need to know the decimal code that your printer requires to print the special character or execute the print action.

- Of course, you must be sure that your printer is capable of printing the code or executing the print action.

How to Define a User Print Code

You use the System Setup utility to define print codes.

1. **From the Main Menu, type ⟨S⟩ to choose the System Setup utility.**

   The System Setup menu appears on the screen.

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

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

              What is your selection?
```

---

2. **Type ⟨C⟩ to enter print codes.**

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

```
* * * * * * *SCRIPSIT — EDIT PRINTER CONTROL SEQUENCE* * * * * * *
```

Code	Units	Sequence: up to 11 codes will be counted	Comments
0	0- -	--	----------
1	0- -	--	----------
2	0- -	--	----------
3	0- -	--	----------
4	0- -	--	----------
5	0- -	--	----------
6	0- -	--	----------
7	0- -	--	----------
8	0- -	--	----------
9	0- -	--	----------

```
                    Press ⟨ENTER⟩ to edit next screen
```

---

3. **Position the cursor in the units field for the code you want to define. You can define any of the 10 codes listed in the code column.**

   For example, if you want to define 0 as the English pound symbol (£), position the cursor in the units field for code 0.

   (→) moves the cursor right within the field. Each time you press (↓), the cursor moves to the beginning of the next field. If you continue to press (↓), you move the cursor through each field on the screen, all the way to the end.

   (←) moves the cursor left within the field. Each time you press (↑), the cursor moves to the beginning of the previous field. If you continue to press (↑), you move the cursor through each field on the screen, all the way to the beginning.

   If the first screen is displayed (0-9), pressing (E N T E R) displays the second of the two screens (! " # $ % & ' ( ) @):

The Second Print Code Screen

```
* * * * * * *SCRIPSIT — EDIT PRINTER CONTROL SEQUENCE* * * * * * *
Code   Units   Sequence: up to 11 codes will be counted      Comments
  !    0- -    -------------------------------------------    ----------
  "    0- -    -------------------------------------------    ----------
  #    0- -    -------------------------------------------    ----------
  $    0- -    -------------------------------------------    ----------
  %    0- -    -------------------------------------------    ----------
  &    0- -    -------------------------------------------    ----------
  '    0- -    -------------------------------------------    ----------
  (    0- -    -------------------------------------------    ----------
  )    0- -    -------------------------------------------    ----------
  @    0- -    -------------------------------------------    ----------

           Press ⟨ENTER⟩ to return to System Setup menu
```

4. **In the units field for the code you are defining, type the width of the character or print action you want.**

   For example, on the Daisy Wheel II, the English pound symbol is five characters wide, so you type:

$$(\varnothing)(\varnothing)(5)$$

   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 0 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.

0 Defined as a Print Code for the English Pound Symbol £

* * * * * * *SCRIPSIT — EDIT PRINTER CONTROL SEQUENCE* * * * * * *			
Code	Units	Sequence: up to 11 codes will be counted	Comments
0	005	163 ---	Eng pnd -
1	0- -	---	----------
2	0- -	---	----------
3	0- -	---	----------
4	0- -	---	----------
5	0- -	---	----------
6	0- -	---	----------
7	0- -	---	----------
8	0- -	---	----------
9	0- -	---	----------

■ Command Summary

Press (C L E A R) **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** (C L E A R) **and type the code you have defined.**

   For example, if you have defined 0 as the English pound symbol, press (C L E A R) and type (0).

   If view mode is off, the program turns it on and displays ⊙0. When view mode is off, 0 appears.

When the program encounters the code, it instructs the printer to print the special character or to execute the defined print action.

Editing a User Print Code

■ Command Summary

From the Main Menu, type (S).

From the System Setup menu, type (C).

Position the cursor and edit the field.

Press (E N T E R) **to lock in the edit or press** (B R E A K) **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 ⒮ 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 ⒞ 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.

$\boxed{\leftarrow}$ moves the cursor left within the field. Each time you press $\boxed{\uparrow}$, the cursor moves to the beginning of the previous field. If you continue to press $\boxed{\uparrow}$, you move the cursor through each field on the screen, all the way to the beginning.

If the first screen is displayed (0-9, pressing $\boxed{ENTER}$ displays the second of the two screens (! " # $ % & ' ( ) @):

4. **Edit the field.**

   To edit the print code fields

   $\boxed{SHIFT}\boxed{\rightarrow}$ moves the cursor to the end of the text in the field and enables you to add to the text you have already typed.

   $\boxed{SHIFT}\boxed{\leftarrow}$ moves the cursor to the beginning of the field.

   $\boxed{\rightarrow}$ and $\boxed{\leftarrow}$ 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.)

   $\boxed{F\ 2}$ deletes the character the cursor is on.

   $\boxed{F\ 1}$ 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 $\boxed{F\ 2}$ to close up the insert.)

   $\boxed{SHIFT}\boxed{CLEAR}$ 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 $\boxed{ENTER}$ or $\boxed{BREAK}$ to conclude the editing session.**

   - Pressing $\boxed{ENTER}$ locks in the revisions you have made.

   - Pressing $\boxed{BREAK}$ 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 $\boxed{S}$.

From the System Setup menu, type $\boxed{V}$.

Type $\boxed{Y}$ or $\boxed{N}$.

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** $\boxed{V}$ **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** $\boxed{Y}$.

   With $\boxed{Y}$ 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** $\boxed{N}$.

When you type your response, the program records it and returns you to the System Setup menu.
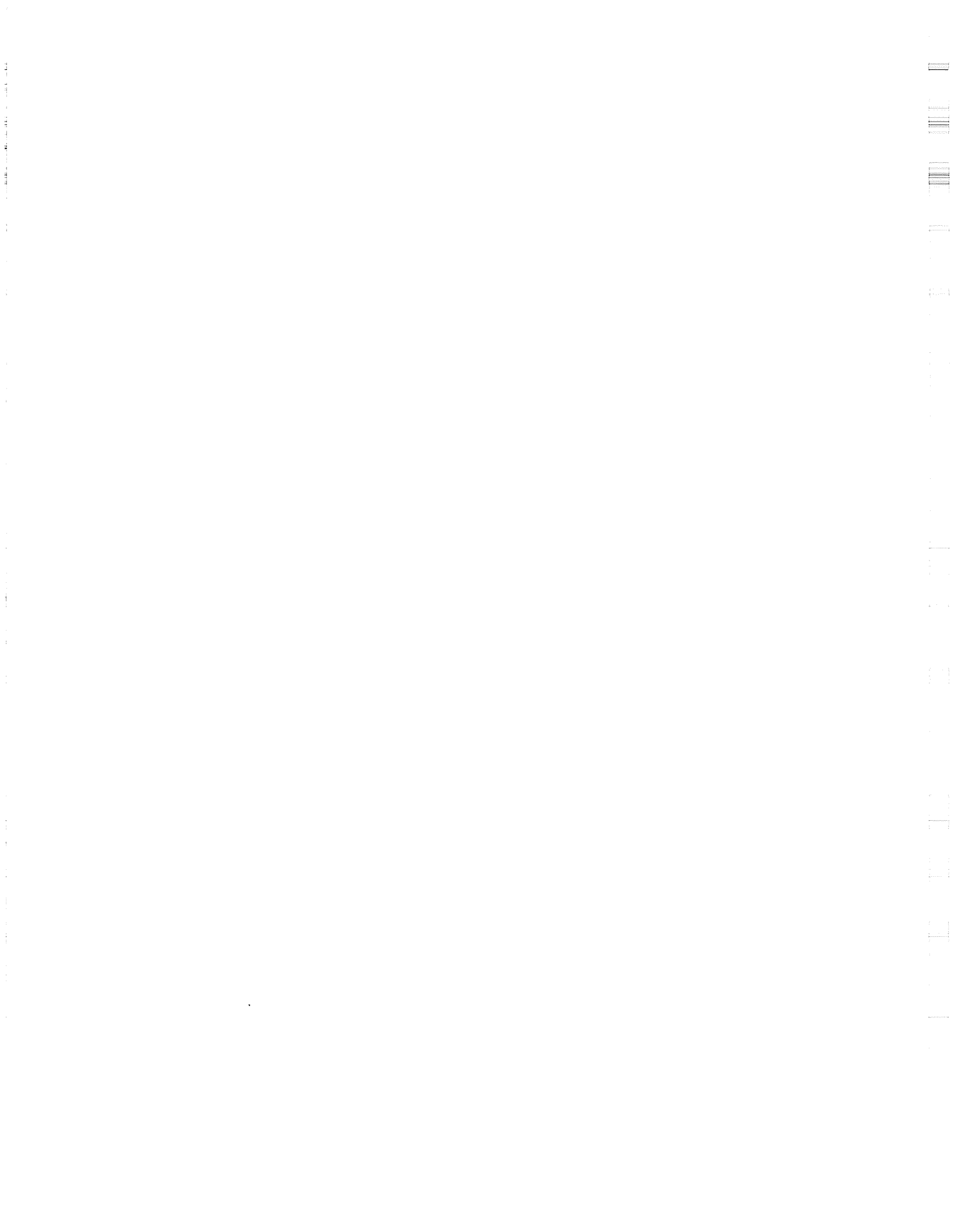
<p style="text-align:center">Appendix 1:</p>

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 04 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 style="text-align:center">(P)(A)(T)(C)(H)( )(D)(W)(2)(/)(C)(T)(L)( )
( )(X)(')(B)(A)(D)(5)(')(=)(N)(E)(W)(W)(I)(D)(T)(H)( )</p>

where "new width" is the new value (the first time this value will be 0). Do not exceed 06 units.

For users of printers that do not support proportional spacing (including Line Printers III, V, and VI), you must *never* specify (P) on the Open Document

menu. Most of these printers use 10 pitch. Answer this question ⬭①⬭⓪⬭. 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 SET-COM 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=0, use proportional pitch.
Exit: CY set if printout aborted.

PRTCHR: Output one character to printer.
Entry: A=character or code to print.
Exit: CY set if printout aborted.

PRTSPC: Output unit space to printer.
Entry: BC=number of units to output.
(If in non-proportional pitch, BC must be a multiple of the unit value of a blank.)
Exit: CY set if printout aborted.

BACKSP: Backspace print head by specified number of units.
Entry: BC=number of units to backspace.
Exit: CY set if printout aborted.

TOGFEA: Toggle special print feature.
Entry: A=code for feature to toggle.
A=hyphen to toggle underscore.
A=plus sign to toggle boldfacing.
A=equals sign to toggle double-underscore.
A=slash to toggle strike-through.
Exit: CY set if printout aborted.

EXFEA: Execute special print feature (called if feature has been toggled ON).
Entry: A=code for feature to execute (see TOGFEA).
D=character just printed (needed for boldfacing only).
B=unit value of character just printed.
C=unit value of space following character (=0 if no space).
Exit: CY set if printout aborted.

HAFFOR: Print forward half-linefeed (subscript).
　Entry: Don't care.
　　Exit: CY set if printout aborted.

HAFREV: Print reverse half-linefeed (superscript).
　Entry: Don't care.
　　Exit: CY set if printout aborted.

RDYTST: Test printer for ready condition.
　Entry: Don't care.
　　Exit: CY set if printout aborted.
　　　　 Z set if printer ready.

SETTBL: Initialize character width table.
　Entry: A=pitch as set at Open Document.
　　　　 A=0 for proportional pitch.
　　Exit: Units per inch, characters per inch, and unit widths for all
　　　　 ASCII characters initialized.
　　Note: Normally, the values included with the printer driver will be
　　　　 correct for proportional spacing. This routine is used to mod-
　　　　 ify 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 (B R E A K) key pressed, and pause if so.
　Call: BABBH.
　Entry: Don't care.
　　Exit: CY set if user requested abort.
　　Note: Scans keyboard for (B R E A K) 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 Docu-
ment 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 para-
graphs associated with each format line separately.

To assist in changing from one printer to another, user key 0 has been set up to automatically block adjust the document and change the printer codes. The following key sequence has been stored in user key 0.

Hold down	Type
(C T R L)	(S)
(→)	(G)
	(←)
(C T R L)	(E)
(C T R L)	(B)
	(A)
(→)	(G)
(C T R L)	(0)

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 (C T R L)(0).**
3. **When the cursor reaches the end of the document, press (B R E A K).**

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 (C T R L)(0) 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    PITCHO   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	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

```
                              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	;

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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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      (PITCHO),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

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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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
```

```
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
```

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

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

```
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
CALCO       BD26         498
CALC1       BD46         375
DVREND      BF53         247
EXFEA       BC4F         239
EXITO       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
INCO        BC07         328
INCSIZ      BAD3         495
JUMPO       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
LOOPO       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
PITCHO      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 (⌈C T R L⌉⌈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 ⌈C T R L⌉⌈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 print-out 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 (⌈A R R O W⌉⌈S⌉) or global search (⌈C T R L⌉⌈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.

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