COMPUTE YOUR ROOTS

A COMPLETE GENEALOGY PACKAGE

BY

WASATCH GENEALOGICAL SOFTWARE

COMPUTE YOUR ROOTS
A Complete Genealogy Package Exclusively for Atari Computers
Written and (C) by Jerry Halls

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Thank you for purchasing the new **COMPUTE YOUR ROOTS** genealogy package. I'm sure that you will be pleased with its ease and flexibility in entering names and information. Here is a list of **COMPUTE YOUR ROOT'S** features:

- *Pedigree chart entry program*
- *Family group sheet entry program*
- *Both ten and fifteen inch printouts*
- *Cut and paste pedigree charts*
- *Single or double density disk operation*
- *History writer program*
- *Ultra fast chart searcher*
- *Colorful & useful display graphics*
- *Completely menu driven programs*
- *One keystroke menus*

GETTING STARTED

So lets get started. The first thing to do is get *COMPUTE YOUR ROOTS* into your computer's memory. To do this follow the below steps.

Step 1. Turn on disk drive 1

2. Plug Atari BASIC into computer. (Do not hold <OPTION> down on 600XL, 800XL, 65XE, 130XE)

3. Insert the *COMPUTE YOUR ROOTS* disk with side one facing up in drive 1.

4. Turn on the computer

5. Wait for the menu to appear on your screen. The menu will appear as four small pictures with a welcome message at the bottom.

You have now loaded in the master menu. Keep the *COMPUTE YOUR ROOTS* disk in the disk drive. From this master menu is loaded other programs. At this point it is best to read on to gain some understanding of how these programs work. You will probably find it most effective to load in the individual programs as they are discussed.

Side 1 of the *COMPUTE YOUR ROOTS* disk is for the pedigree chart while side 2 is for the family group sheet. Each side of the disk contains programs that are used to create, edit, and print charts or sheets. These programs may be loaded in by pressing the corresponding number on the menu. As you fiddle around with these programs you will find that all of them have certain features in commmon. When you see the symbols < > it means the key on the keyboard with the letter(s) that appear inside them.

SOME COMMON FEATURES

Each of the programs have their own main menu which contains options such as **DISK OPTIONS**, **FILES ON DISK**, etc. Then, like **DISK OPTIONS** will have its own menu with functions like *LOAD*, *SAVE*, etc. To activate an option or function on a menu press the corresponding number or inverse letter. If you want to go to the main menu of any program at any time simply press the <ESC> key. Pretty easy, huh!

On each side of the disk there is a program that lets you enter information for the Pedigree Chart on side 1 and the Family Group Sheet on side 2. Also on each side there are printout programs. One for ten inch wide or normal size printers and one for fifteen inch wide printers. Included on side 1 of the disk is the HISTORY WRITER program. Included on side 2 of the disk is a CUT AND PASTE pedigree chart locations program. Also, there is a built in super fast, 4 second, chart searcher within the pedigree chart entry program.

Now for some more common features that the programs have.

FILES ON DISK – This simply gives you a listing of all the charts or sheets that have been saved on the disk in drive 1. To pause the listing press <CONTROL 1>. That is, keep your finger down on <CONTROL> and press <1>. To un–pause the listing press <CONTROL 1> again.

FORMAT A DISK – Every disk must be formatted at least once. For instance, you will need to format a blank disk to save charts and sheets on. Note that when you format a disk it erases any previous data on it. *COMPUTE YOUR ROOTS* will accept and format disks in either single or double density but not DOS 2.5's enhanced density.

SAVE A CHART OR SHEET – After you have typed in a chart or sheet, this function is used to save it on a previously formatted disk for later use.

LOAD A CHART OR SHEET – Use this function to load a previously saved chart or sheet back into the computer's memory for further additions, changes, or printing.

DELETE OR ERASE A CHART OR SHEET – If you no longer need a certain chart or sheet on a disk you may erase it off permanently with this function.

RECONFIGURE CODES – Printers use codes to make them print different ways. Unfortunately the codes used by different brands of printers are not all the same. The *COMPUTE YOUR ROOTS* printout programs use three printer codes. There are: put printer in condensed print, turn on underlining, and turn off underlining. The condensed code can be up to 10 characters long, The underline on and off codes can each be up to 3 characters in length. There is room for one more EXTRA code if needed that can hold up to 10 characters. Consult your printer manual for your printer's particular codes. To change a code to fit your printer simply press the corresponding number of the code you wish to change. The computer will then prompt you to enter the new code. At this point enter the code followed by <RETURN>. Once you have changed all the codes you want,

press <ESC> to return to program's menu. For information about the type of codes *COMPUTE YOUR ROOTS* accepts refer to the section entitled **PRINTER CODES** which is found under **SOME TIPS AND HELPFUL INFO**. Please note that the printout programs default to the Star Gemini's codes. These default codes also work on most Epson printers.

FILENAMES – When you do a *SAVE*, *LOAD*, *DELETE*, or *ERASE* function, the computer prompts you to enter in a name for the chart or sheet the function will be used on. The name you type in is called a filename. Filenames consist of a name and an optional extender. The name can be up to 8 characters in length. Each character must be a capital letter or a number. The first character of the name must be a letter. The optional extender follows the name with a period <.> and up to three more characters. The extender must also be capital letters or numbers. If you try to use lowercase letters, special symbols, or a number as the first character of a filename a BAD FILENAME error will occur. Here is an example filename, 'FILENAME.123'. When saving a pedigree chart you will probably want the chart number in the filename. Here are a few examples, 'CH102', 'CHART.102', 'CHRT102'. When saving a family group sheet I recommend using the husband's name as the filename unless you have your own indexing system.

That does it for common features. Now for the features of the individual programs. When ever you load in a program a menu will appear. The menu on the screen has different *options* that can be selected. Once an *option* is selected a new menu will appear. The new menu that appears lists the *functions* of which you can choose from. Note that there is a distinct difference between *options* and *functions*. *Options* by themselves do not perform any given task. They simply give you list of *functions* on a menu that relate to the *option*. These *functions* can then be selected to perform certain tasks. Throughout the rest of this documentation all *options* will be printed in bold and all *functions* will be printed in italics. This is to help you distinguish between the two.

SIDE 1 – 1.MAKE PEDIGREE CHART

By pressing <1> on the menu you will load in the MAKE PEDIGREE CHART program. This program is used to enter in information on a pedigree chart. As soon as this program is loaded in, a main menu with four options will appear. The options are printed below along with the functions which appear within each option.

DISK OPTIONS

This option is for saving, deleting, and retrieving charts. For more information refer to the section entitled **SOME COMMON FEATURES**. After you have finished typing in a chart or part of chart, *SAVE* it on a disk you have formatted so you can make changes or print it up later.

CREATE A CHART

When you activate this option by pressing <C> a pedigree chart will be drawn on the screen. Each of the horizontal lines on the pedigree chart have a corresponding number. These numbers represent locations on the chart. You will also notice that in the upper left hand corner of the screen it says 'CHART #'. This is to let you know what chart you presently have in memory. At the bottom of the screen there is a black box. This is where you will answer the prompts the computer gives you.

The computer starts with location 0 which is information about, you, the submitter. The first prompt that the computer gives you is 'ENTER CHART NUMBER–>'. Type in a chart number and press <RETURN>. In the upper left hand corner the number you just typed in will be displayed. After you answer 6 more prompts, two arrows pointing down on the location 1 line will apeear. This means that you are now typing information on location 1. Go ahead and fill in the appropriate information for location 1. Notice that after you finish with location 1 the arrows will move to location 2 and you may start to enter information for location 2.

The arrows will continue to move as more information is entered.

Entering in information, however, is a bit more complex than that. That is, there are some more powerful features. For instance, if there is information already typed in on a location and you go to that location the information will be displayed along with the prompt. It may look like this, 'NAME–>John Smith'. Note that whatever you see on the screen is what is in that location. So if you need to make a change remember that you can type right over the old or wrong information. One more thing, the computer puts the information you have typed into its memory after you have finished with the whole location. So don't press <ESC> in the middle of a location unless you want to void the information you just typed. Wait until the arrows move to the first prompt of the next location.

The computer always knows if a chart is in its memory. If a chart is in memory and you try to do the option **CREATE A CHART** the computer will ask you 'CLEAR CHART IN MEMORY (Y/N)?'. Answer 'Y' if you are done with the chart in memory and have already *SAVED* it to disk. Otherwise answer 'N'.

EDIT A CHART

To activate this option press <E>. This option is for making changes or additions on a pedigree chart in the computer's memory. This a very useful option that is used alot. It is used when you need to finish typing in info on a chart that has already been saved to disk. It's basic use is to return to the chart presently in memory and finish typing or make changes. It has two functions.

The first function is *RETURN TO LAST LOCATION*. This is simple. Say you press <ESC> while typing in a chart, you can use this function to go back to the location where you left off. You may be wondering why you would even want to press <ESC> while typing in a chart. The best reason would probably be to *SAVE* the chart in case of power failure periodically. After saving the chart you would want to resume typing where you left off. To do

this select the **EDIT CHART** option proceeded by the selection of *RETURN TO LAST LOCATION.*

The second function is *GOTO A LOCATION.* This function enables you to go to any location on a chart and make changes or additions. After selecting this function simply enter a location number from 0–31. You will instantly be on your desired location without having to manually go through all the previous locations.

Also under the **EDIT CHART** option is the ultra fast *chart searcher.* The basic function of this is to search the chart in memory for any key phrase that you enter. When you select this function the computer prompts you to enter the phrase to search for. The way you enter your phrase matters. For instance, the computer notices a difference between capital and lowercase letters. So if you are searching for a name, lets use 'Smith', you may want to enter it as 'mith' if you are not certain that you capitalized the 'S'. The chart searcher can search for any number and/or letter combination like; 'Febuary 21, 1986'. If the computer finds the phrase you typed in it will diplay the entire location's information on the screen. Otherwise you will return back to the menu. If there is more than one occurrence of your phrase simply press a key on the keyboard to display the next occurrence.

SIDE 1 – 2.PRINT A 10 INCH CHART

By pressing <2> on the menu you will load in the PRINT A 10 INCH CHART program. This program is used to print previously entered and saved charts on two pieces of eight and a half by eleven inch paper. Take note that only the options and functions that have not been discussed previously will be explained from here on out.

PRINT A 10 INCH CHART

By pressing <P> a menu with 3 functions will appear. The first function is *PRINT A 10 INCH CHART.* Make sure the printer is on

because the chart in memory will be sent to the printer. As noted above the chart will be printed on two pieces of paper. The first page contains locations 1–15. The second page contains locations 16–31. The pages can be set side by side to see the true pedigree chart. Note that the chart in memory is printed out so you must *LOAD* the particular chart you want printed. Do this by going to **DISK OPTIONS** and selecting the *LOAD* function. Type in the chart's filename making sure the the appropriate disk is in the drive. Now you can go ahead and print the chart using the **PRINT 10 INCH CHART** option.

The second function is *VIEW A CHART*. This lets you view the chart information in your computer's memory. The computer will prompt you to enter a starting chart location. This location is where you want to start viewing from. The computer will then prompt you to enter a stopping chart location. This locaton is where you want to stop viewing information. The computer will then display all the information between and including the two loctions you typed in. Remember you can go back to the menu at any time by pressing <ESC>.

The third and last function is *CLEAR CHART IN MEMORY*. Use this function if you want to clear the chart in memory so you can print a blank chart.

You may have been wondering how to print out a chart you have typed in and saved on a disk. Here is the procedure. Load in the PRINT 10 INCH CHART program. Insert the disk with your chart. Go to **DISK OPTIONS** and *LOAD* your chart in. Your chart is now in memory and ready to print by selecting the **PRINT 10 INCH CHART** option discussed above. If your printout does not appear to printout correctly you may have to select the **RECONFIGURE** option and change the appropriate code.

SIDE 1 – 3.PRINT A 15 INCH CHART

Everything works the same on this program as the PRINT 10 INCH CHART program except for one thing. That is, a chart 15 inches wide is printed. In order to print one this big you need a

printer with a 15 inch carriage. When you print a 15 inch chart, 2 long lines are printed; one at the top of the chart and one at the bottom of the chart. These lines are the edges of the chart. Depending on how big your paper is you can cut along these lines so your chart is standard size. You may have to experiment on how you line your paper up in the printer depending again on what size of paper you are using.

SIDE 1 – 4.HISTORY WRITER

You may have been wondering what this program is. It is kind of like a simple word processor but it has a purpose. HISTORY WRITER is for entering any type of miscellaneous information. It can be used to type in some interesting history on an individual or to even clarify something you typed in on a chart or sheet. The uses of this program are endless. Please note that it was not designed to be a full word processor.

The HISTORY WRITER program holds one page of text in memory at a time. So after typing in one whole page *SAVE* it to disk, *CLEAR PAGE IN MEMORY*, start a new page by selecting the **WRITE HISTORY** option. As you will soon find out the HISTORY WRITER uses a 2 column page format so that entering in text is as simple as possible. Up to about 3000 characters can be entered on one page.

You will now learn the simple and fun process of entering in text.

WRITE HISTORY

When this option is activated by pressing <W>, horizontal lines will be drawn and a small box at the bottom of the screen will be drawn. These horizontal lines are where you enter text and they represent 10 of the 50 rows of a column. On the left side you will notice 2 numbers. These numbers tell you what rows you are typing on in the column. The box at the bottom of the screen represents a piece of paper. Every time you press a key on the keyboard a dot will appear inside the box. These dots show what

your printed page will look like. Note that after the screen is drawn there is a pause before you can start typing. This is because the page at the bottom of the screen is being filled in.

There are a couple of commands you will need to know. The first one is <CONTROL D>. This means press down on the key labeled <CONTROL> and while that key is pressed down, press <D>. When you do this you will move down the column. The same thing can also be accomplished by pressing <RETURN> numerous times. The second command you need to know is <CONTROL U>. This function will move you up the column by five rows. As you use <CONTROL D>, <CONTROL U>, and <RETURN> notice the numbers to the left of the horizontal lines. They will change as you move up and down. If you try to go down past row 50 you will flip up to the top of the opposite column. You can also use the arrow keys on your keyboard in conjunction with <CONTROL> to move the cursor around. To go to the HISTORY WRITER'S menu at any time press <ESC>. The computer will appear as if it is pausing but it isn't. It is simply putting the page at the bottom of the screen into its memory. Take note that you can press <W> from the menu again and finish typing in your text. Remember that the column on the screen will appear the exact same on paper so make sure your words are not broken up from one row to another.

DISK OPTIONS

Aside from the *SAVE* and *LOAD* functions two more functions appear under this **DISK OPTIONS**. The first one is *CLEAR PAGE IN MEMORY*. This function is used to clear what ever you have typed in so you can start a new page.

The second function is *PRINT PAGE IN MEMORY*. When you select this function you will be prompted to enter a title for your page which will be automatically centered when printed. You will also be prompted to enter a printer code. The printer code can be used to put your printer in double strike, emphasized, italics, bold, or what ever mode you wish. You can skip entering a title or printer code by simply pressing <RETURN>. Your page will

proceed to be printed out. When entering in a code remember that the page should always be printed out in 10 cpi mode since all the margins and column widths are designed on an eighty column basis.

SIDE 2 – 1.MAKE FAMILY GROUP SHEET

By pressing <1> on the menu you will load in the MAKE FAMILY GROUP SHEET program. This program is used to enter in information on a family group sheet. As soon as this program is loaded in a main menu with three options will appear.

CREATE/EDIT SHEET

When this option is selected by pressing <1>, a menu with three functions will appear. The first one is *SELECT A SECTION.* The family group sheet has been divided into three sections which can be independently selected to type information in on. Once a section has been selected a picture of that section will be displayed on the screen. The computer will then prompt you to enter information. This entering information process is the same as the pedigree chart entry process. Note that when you enter information on a child, the computer does not put it into its memory until all the information on the child has been entered. So don't press <ESC> in the middle of a child's information. Wait until you get to the first prompt of the next child unless you want to void the information you just typed. Once this function has been activated the computer will prompt you near the bottom of the screen to enter in a section number between 1 and 3. Simply press the section number you wish.

The second function is *VIEW SECTIONS.* This function graphically shows you how the family group sheet has been divided into sections. A family group sheet will be displayed on the screen in three different colors (white, blue, and green). Each color is a section. If you have a black and white TV each shade of gray is a section. The basic breakdown of the three sections are under the following categories; 1. Wife and Husband,

2.Children, 3.Submitter.

The third function is *CLEAR A SHEET*. The purpose of this is to clear the sheet in memroy so you can start a new sheet. Before that you *SAVE* the sheet in memory before activating this function.

SIDE 2 – 2.PRINT FAMILY SHEETS

This program is used to print up previously entered and saved family group sheets in two different sizes.

PRINT FAMILY GROUP SHEETS

By pressing <1> this option is activated and three functions will appear. Note that the third function is *RECONFIGURE CODES* so only the first two are discussed.

The first function is *PRINT 15 INCH SHEET*. This function is used to print up previously saved sheets on 15 inch wide paper.

The second function is *PRINT 10 INCH SHEET*. This is used to print up previously saved sheets on two pieces of eight and a half by eleven inch paper. The way this function prints the sheet is unique. It prints the left half of the fifteen inch wide sheet on the first page, then prints the right half on the second page. When the printout is done you can trim the pages and connect the left and right halves

Listed on the **DISK OPTION** menu is a function called *PREVIEW*. When this function is activated the names of the husband, wife, and children in memory will be displayed on the screen to let you quikly identify the sheet in memory.

SIDE 2 – 3.OTHER INFORMATION

Press <5> to load in the OTHER INFORMATION program. Did you notice that the MAKE FAMILY GROUP SHEET program didn't include anywhere for you to enter 'Sources of Information,

Other Marriages, Necessary Explanations'? Thats what this program is for. This program will let you enter this other information and save it on a sheet you already have typed in.

SOURCES OF INFO – OTHER MARRIAGES – NECESS–ARY INFO

When you select to enter information on *SOURCES OF INFORAMTION*, *OTHER MARRIAGES*, or *NECESSARY EXPLANATIONS* a screen with arrows going down the left side will appear. This screen is where you type in information. Since your TV screen can hold only fourty characters on a line and your printer can hold over a hundred characters on a line, it takes more than one line on the screen to equal one line on the paper. The arrows on the screen stand for the beginning of a new line on the printer. For instance, when entering in information on *SOURCES OF INFORMATION* it takes three lines on the screen to equal one line on the printer. It is therefore important not to break up a word from one line to another when the last part of the word occurs on a line containing an arrow. When typing, you can use the arrow keys in conjunction with <CONTROL> to move around. When you are done typing press <ESC> to go to the menu.

DISK OPTIONS

The saving process on this program is slightly different than what you have seen. Since all this other information belongs on a family group sheet, it is saved on an already existing family group sheet. So when you *SAVE* this other information, name it the same as the family group sheet it goes on. Also make sure the disk with the family group sheet you want to save it on is in the disk drive or you will get a *FILE NOT FOUND* error. Note that the number of sectors the sheet takes on the disk will not be increased.

SIDE 2 – 4.CUT AND PASTE LOCATIONS

You will find this program very useful for working on pedigree charts. When typing in information on pedigree charts, you will find that much of the information was previously entered on a different chart and a different location. This program lets you copy locations from one chart to another.

The first thing to do is *LOAD* in a chart that you have already typed in. This chart will be called the *old chart* from here on out. Do this by selecting **DISK OPTIONS** then the *LOAD OLD CHART* function.

Now select the **REARRANGE DATA** option. Two pedigree charts will be displayed on the screen. The one on the left is labeled *old*. This chart represents the chart you just loaded off the disk. The chart on the right, labeled *new* is the blank chart in memory. This program copies locations from the *old* chart to the *new* chart. You can copy any location on the *old* chart to any location on the *new* chart (note that locations can't be copied from the *new* chart to the *old* chart). There is one restriction to this though. Locations 1–15 on the *old* chart can only be copied to locations 1–15 on the *new* chart. The same applies for locations 16–31. Note also that you can not *LOAD* a chart from disk into the *new* chart memory space. You can only load a chart from disk into the *old* chart memory space.

You will notice two small windows labled *Old Chart* and *New Chart*. These windows show the current data that is in the indicated location. To cut and paste locations follow the steps below. Use the left and right arrow keys to increase or decrease the location on the *old* chart. On the *old* chart the locaton you are on will be highlighted and the location number will be displayed at the bottom of the screen. When you reach the desired location press <RETURN>. This will cut that location for pasteing on the *new* chart. Using the methods above, select the desired location on the *new* chart in which the data just cut is to be pasted. When you reach the desired location press <RETURN>. This will paste the data onto the *new* chart. The highlighted bar will go back to the *old* chart. Repeat the process

for as many locations as you wish. Press <ESC> for the menu. When done save the *new* chart by using the **DISK OPTIONS** *SAVE NEW CHART* function. Note that when using the arrow keys it is not necessary to press <CONTROL>. After saving the *new* chart, it may be necessary to load in the MAKE PEDIGREE CHART program to further edit it using the **EDIT CHART** option.

SOME TIPS AND HELPFUL INFO

PRINTER CODES

COMPUTE YOUR ROOTS may not accept printer codes in the manner that you are normally accustomed to. A normal printer code that appears in your printer manual usually looks like this; CHR$(27);CHR$(45);CHR$(1). The numbers that appear within the ( ) are ASCII values. These ASCII values are the actual number values given to keys on the keyboard. For instance the ASCII value of 65 represents the letter 'A'. You can find this out by looking it up in the ASCII code chart that appears in the back of most printer manuals. So in the example of CHR$(27);CHR$(45);CHR$(1) the 27 represents the <ESC> key, the 45 represents the key, the 1 represents the <CONTROL A> key. So to type the code CHR$(27);CHR$(45);CHR$(1) into your computer you would type it as <ESC> <CONTROL A>. This sounds pretty easy but there is one more complication. In order to enter the <ESC> key into the computer it is necessary to press it twice. So the code should be entered as <ESC> <ESC> <CONTROL A>. This code should of course be followed by <RETURN>. When you see your code on the screen please note that the <ESC> character will not appear. Also note that even though <ESC> is pressed twice it only counts as one character.

PROCESS OF CREATING THEN PRINTING CHART OR SHEET

For Pedigree Chart	For Family Group Sheet
Load MAKE PEDIGREE CHART	Load MAKE FAMILY GROUP SHEET
Press <C> to create chart	Press <1> <1> then section #
Press <ESC> when done	Press <ESC> when done entering
Press <D> for disk options	Press <2> for disk options
Press <S> to save chart	Press <1> to save sheet
Press <CONTROL M>	Press <CONTROL M>
for master menu	for master menu
Press <2> for print 10 inch	Press <2> for print sheets
chart program	program
Press <D> for disk options	Press <2> for disk options
Press <L> to load chart	Press <1> to load sheet
Press <P> <P> to print chart	Press <1> <2> to print 10 in. sheet

DOS

Some of you may have been wondering what DOS is. DOS stands for Disk Operating System. DOS is what tells the computer how to run the disk drive. Every disk drive is shipped with DOS. Some of the more popular DOS's are ATARI DOS 2.0 & 2.5, RANA SMARTDOS, DOSXL. DOS contains functions like delete file, rename file, copy file, etc. *COMPUTE YOUR ROOTS* contains a DOS that is compatible with ATARI DOS 2.0 & 2.5 single density files and RANA SMARTDOS/DOSXL double density files. It is also probably compatible with other DOS's not mentioned.

SINGLE/DOUBLE DENSITY DISK OPERATION

If you have a drive capable of double density you can have twice as much storage capacity. But how do you use double density or switch between densities? It is easy. First of all you have to put your drive in double density. You can usually do this by flipping a dip switch or pushing a couple of buttons on your disk drive. You may have to consult your disk drives owner's manual. Once your drive is in double density, put in a blank disk and *FORMAT* it using *COMPUTE YOUR ROOT'S FORMAT* function. Or, there is another way to put your drive in double density that's easier. Simply insert a disk that you know is already in double density and do a **FILES ON DISK** option. Your drive will automatically switch into double density. Now you can insert a blank disk and *FORMAT* it in double density. Remember that as long as one of the *COMPUTE YOUR ROOTS* programs is in memory, your disk drive will automatically switch to whatever density disk is put in the drive. You may also *FORMAT* disks in double density with your favorite DOS as long as it is compatible.

HOW TO COPY SHEETS OR CHARTS

The occasion will probably arise when you want to back up some charts or sheets onto another disk or you may just want to transfer some charts or sheets onto a different data diskette for better organization. The best and fastest way to do this is use the *COPY FILE* function of your DOS. Some DOS's even allow you to copy between densities.

LINING UP THE PRINTER PAPER

It may take a little while to figure out the best way to line the paper up in your printer. Since all printers are different, there is no set rule. For best results, though, line the top of your paper up with your printer's print head. You may have to consult your printer manual.

OUT OF PAPER

Many printers have an out of paper buzzer. When printing charts or sheets with single feed paper you may have to deal with this out of paper buzzer. Here is one solution to it. Midway through the printout insert another paper between the paper already in the printer and the round/rubber platen. This does two things. It fools the printer out of paper detector. Secondly, it helps the original paper in the printer to feed the rest of the way through.

RETURN TO MASTER MENU

You may find it annoying having to reboot the computer each time you want to run another of the *COMPUTE YOUR ROOTS* programs. For this reason a special function has been built into all of the programs. By pressing the <CONTROL M> sequence you will return to the master menu with the four little pictures. There are a couple of things you must be aware of when using this function. First of all, the chart or sheet in memory wil be erased. Also the *COMPUTE YOUR ROOTS* disk must be in the disk drive. Note that either side of the disk may be inserted facing up.

THE RESET KEY

When you press the reset key, the menu of whatever program is in memory will reappear. Any information you typed in will still be safe in memory. Note 800XL owners, when the reset key on your computer is pressed your computer will freeze up. So 800XL owners avoid pressing reset.

ERRORS AND THEIR MEANINGS

DEVICE NOT AVAILABLE – Your printer or disk drive is either off or the cables are not plugged in good.

DISK IS PROTECTED – You are trying to do a *SAVE, DELETE, ERASE*, or *FORMAT* function on a disk with a write protect label on the notch.

DISK IS FULL – There is no room left on the disk for storage.

BAD FILENAME – You typed in a chart or sheet name that started with a number or lower–case letter.

DIRECTORY FULL – A directory can have a maximum of 64 filenames (charts or sheets). Note that there is not disk space for 64 charts/sheets.

FILE NOT FOUND – The chart or sheet name you tried to *LOAD* or *DELETE* was not found on the disk.

ATASCII KEYSTROKES FOR PRINTER CODES

Listed below are the keystrokes that accompany the following ASCII codes. Note that all the other keystrokes will appear in the back of your printer manual.

00 <CONTROL ,>	11 <CONTROL K>	22 <CONTROL V>
01 <CONTROL A>	12 <CONTROL L>	23 <CONTROL W>
02 <CONTROL B>	13 <CONTROL M>	24 <CONTROL X>
03 <CONTROL C>	14 <CONTROL N>	25 <CONTROL Y>
04 <CONTROL D>	15 <CONTROL O>	26 <CONTROL Z>
05 <CONTROL E>	16 <CONTROLP>	27 <ESC ESC>
06 <CONTROL F>	17 <CONTROL Q>	28 <ESC CONTROL –>
07 <CONTROL G>	18 <CONTROLR>	29 <ESC CONTROL ->
08 <CONTROL H>	19 <CONTROLS>	30 <ESC CONTROL +>
09 <CONTROL I>	20 <CONTROLT>	31 <ESC CONTROL *>
10 <CONTROL J>	21 <CONTROL U>	32 <SPACE BAR>

WRITE IN PRINTER CODES

Instead of looking up your printer codes in your printer's manual every time you need them, the below spaces are provided so you can write them down for easy access.

UNDERLINE ON	UNDERLINE OFF
_____ _____ _____	_____ _____ _____
CONDENSED	EXTRA
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If you have any questions concerning this complete genealogy package write:

WASATCH GENEALOGICAL SOFTWARE
2899 West 7550 South
West Jordan, Utah 84084
Phone: (801) 483-3357