santa cruz

EDUCATIONAL SOFTWARE

STORE, PRINT & EDIT TEXT

MINI-WORD PROCESSOR

BOB'S MINI WORD PROCESSOR

This processor allows you to input, edit, and output text to a printer. It will work with tape or disk. The amount of text held is currently limited to 9 screens at a time, but can be increased by the user by changing dimensions and a few other things. This would require a larger memory size than the 32K Memory Requirement at present. The editing features are simple, but it works and is very low cost.
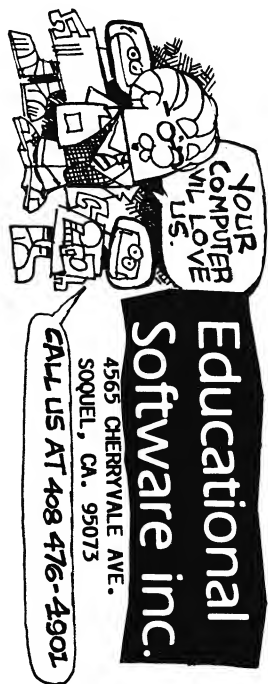
This program can be modified for most printer setups, except those that don't allow escape characters (MACROTRONICS). It comes standard with built in options for ATARI 825 and EPSON printers.

Text files created by this word processor can be sent over modems, and read in and used by any editor that reads standard DOS saved files (such as DATASOFT'S TEXT WIZARD). Also, the processor should support most control characters for your printer.

YOUR COMPUTER WIL LOVE US.

Educational Software inc.

4565 CHERRYVALE AVE.
SOQUEL, CA. 95073
CALL US AT 408 476-4901

by Educational Software

MINI WORD PROCESSER

32K Tape / Disk

Educational Software

presents

BOB'S MINI WORD PROCESSOR
by
Bob Lewis

HOW TO LOAD

FOR TAPE USERS:

First of all, make sure your BASIC Cartridge is in place, and turn on your 850 Interface Module. Rewind either side of the tape fully. Press PLAY on your recorder and type RUN"C:". Press RETURN twice. The program will load in for about 5 minutes. If difficulty occurs, listen to the "noise" on the tape with a regular recorder. When you find the steady tone, you have the beginning of the program. We highly recommend you make a backup copy of your own after the first successful load. Data storage devices are at their best when retrieving material they recorded.

FOR DISK USERS:

To run and load the program, first turn on you disk drive. When the busy light goes off, put the disk into the drive. Make sure the BASIC Cartridge is in place and turn on your 850 Interface Module. Now turn on the computer. The program will load and the menu will appear.

Any defective Tapes or Disks should be returned to:

Educational Software Inc.
4565 Cherryvale Ave.
Soquel, Ca 95073
(408) 476-4901

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TO BEGIN

The first thing you are going to be asked is to choose which printer to output to, ATARI 825 or EPSON. If you have another printer you will only have to change one line as explained under the PRINTER OUTPUT section of this manual.

SAMPLE MENU

1   WRITE TO SCREEN

2   RESIDENT TEXT TO SCREEN/EDIT

3   RESIDENT TEXT TO PRINTER

4   GET FROM DISK

5   SAVE TO DISK

6   MENU OF ALL KNOWN TEXT FILES

7   MOVE FROM ONE PAGE TO ANOTHER

8   END THIS PROGRAM

     CHOOSE 1-8 ?

WRITING A PAGE

When this processor is first RUN, there is nothing on any of the pages, so the only choices are: (1), write to screen or (6), Menu of all known text files. Since we do not have any text files yet, press 1. You will receive a prompt allowing you to change the preset number of characters per line, which causes the warning bell to ring. You may just push the RETURN key to activate the default value of 72 or input any number of your choice.

The next prompt allows you to choose any Page (1-9) to write on. If you pressed #1 and don't want to write on a page, then press "ESC" and the menu will reappear. Otherwise any previous information on that page is wiped out. When writing on a page leave the last line on the screen blank or the top line may disappear during editing. The screen will then blank during the update period. The more characters to update, the longer the screen will be blank. Fear not-a return to menu is coming. Worst case about 12 seconds.

After pressing page 1-9, the screen clears placing the cursor at the top under your command with all of the Atari editing active: TAB, DELETE, CLEAR, BACK SPACE, INSERT, and cursor control arrows are at your disposal.   When the bell rings or anytime you want a new line, press return and an end of line character appears to remind you where the end of the line is. If you want a blank line, just hit RETURN, leaving an end of line character, for as many blank lines as you need. Don't place the end of line character at the very right edge of the screen, rather put it on the left, one line down.   This is because the three line basic screen editor will automatically insert a spare line causing you some format difficulty.

TEXT TO SCREEN/EDIT

Pressing #2 allows you to see pages of text or edit pages. If you want to see a page of text, pressing that page number displays the page.   After that, three choices are available: 1) Press SELECT to advance page; 2) Press OPTION to see last page; 3) Press START for menu. If you move forward or backward to a blank page, the computer will inform you which page is blank.

If you pressed #2 (EDIT), you then choose which page you want. During editing, if you mess up badly, then you can press "ESC" and have the original text still intact on that page to start over.   This takes you back to menu.   Don't press Control C or the current screen will be saved to the selected page.

If you are satisfied with your edited page, then move the cursor below the text you want (or all of it) and press CTRL and C. This updates the page, causing the screen to go blank as mentioned earlier, and your text is then saved in the selected page.

NOTE: When you press CRTL and C, any text below this will be erased!

PRINTER OUTPUT

Pressing three gives you the prompt "Is your printer: [1] RS 232 or [2] PARALLEL".

Number 1 is for any printer coming out the rear port of your 850 Interface. If you have a printer coming out of the four rear jacks on the 850 Interface Module then be advised that line 3040 in this program options the port 4 interface for 300 baud, and appends line feed to carriage return. Any other options required for your printer can be ferreted out by reading the 850 Interface Manual.

Number 2 is for Parallel printers, such as Centronics, Atari, and Epson which connect to the right hand side port on the 850 Interface.

Be advised that if you pressed [1] RS232, then you must have heard, in advance, the tone signalling you that the interface has booted with AUTORUN.SYS, activating the rear ports of the 850 Interface Module. [2] Parallel, doesn't require the AUTORUN.SYS file, but be aware the printer and the 850 Interface must have the power on and connectors between them intact, or this program will give you an appropriate error message. This program will not work with any printer connected to the front ports of the computer. This is to be expected since the program uses STANDARD ATARI output ports only. We may support these ports later in a more extensive version. Another potential problem is for printers other than ATARI 825 and EPSON. The only change you should have to make is at lines 10040 & 10050. These lines set up the variable for the ESCAPE CODE to use as a marker for end of paragraph. Simply change the number to an ESCAPE CODE that doesn't conflict with your printer, ie. is not used by your printer. Then this program can use it as a marker. To the best of my knowledge there is no word processor for this computer supporting RS232 and parallel excepting this program.

ERRORS!

Although we have attempted to fully bug proof the program, errors may occur. To get the program to RUN after it stops due to errors, you must NOT type RUN or turn it off and on again. These actions will cause your data to be lost (for this reason we suggest you save your text often). DO THIS INSTEAD: type "END", press RETURN, type GOTO MENU, then press RETuRN, and the menu should reappear, allowing you to edit and save your files. Now fix the problem then reboot the program and load back in the saved text file.

After you have selected which printer you are to use, you are asked which page you want printed. You may choose to print any one page or all of them.

GET FROM DISK/TAPE

This option allows you to recover a previously saved text file. The prompt, "recover what file name", is looking for only up to eight characters matching the previously saved file. Do not use an extender because the program automatically appends an extender to the file name. The extender the program uses is ".TXT" and will be seen anytime the disk menu is called. Do not type "D:filename". Only type the name of the file you wish to recover. For example LETTER, TEST, MAY8 are all exceptable. Capital letters only are accepted and the first character must be a alphabetic letter. Astericks for wild cards are allowed. For example LET* for LETTER would be excepted.

Some of the cassette versions under certain circumstances have difficulty loading the cassette files. If such a situation is encountered, try the following changes in the code:

Begin by loading in your cassette version into memory. When the menu comes up, choose the number 7 option to exit.

Immediately type in:

LIST 5030,5060

to list the offending code lines. They should read as follows:

```
5030 T=1 TO 128:P$(LEN(P$)+1)=" ":NEXT T
5040 PRINT #1;P$
5060 ? #1;PG1$;PG2$;PG3$;PG4$;PG5$;PG6$;PG7$;PG8$;PG9$
```

To make the corrections, move your cursor over these lines, make the corrections, and press RETURN after each line is completed. The correction will not be registered in memory if you do not position the cursor somewhere on the code line and press RETURN. Some of the changes can be made by typing directly over the characters, while some will require the use of the CTRL-INSERT keys. Make the following changes exactly as follows:

Change the 128 in line 5030 to a 127. After the NEXT T add:

:P$(LEN(B$)+1)=CHR$(155)

Delete line 5040. You can do this by typing 5040 on any blank line and pressing RETURN.

Lastly, in line 5060, move the cursor to the first semicolon. Hit CTRL and INSERT simultaneously to insert 3 spaces. Then type in the following:

P$;

Make sure to position the cursor on the now corrected line and press RETURN to effect the desired change in the code.

The corrected lines should now read:

```
5030 FOR T=1 TO 127:P$(LEN(P$)+1)=" ":NEXT T
     :P$(LEN(B$)+1)=CHR$(155)

5060 ? #1;P$;PG1$;PG2$;PG3$;PG4$;PG5$;PG6$;PG7$;PG8$;PG9$
```

Now, position your tape to a blank place and type CSAVE to save the new, corrected version. Just in case, do not resave the corrected version onto the old version. Instead, use a blank cassette.

SAVE TO DISK / TAPE

"SAVE BY WHAT FILE NAME" is asking for any name starting with a letter and not exceeding eight characters. Do not use an extender because the program automatically appends an extender to the file name. The extender the program uses is ".TXT" and can be seen any time the disk menu is called. This allows the program to identify its text files. Do not type "D:filename". Only type just the name you wish placed in the directory for later recall. For example LETTER, TEST, MAY8 are all exceptable. Capital letters only are accepted and the first character must be a alphabetic letter.

DISK/TAPE MENU

This option brings a menu of all text files saved on this disk. This helps you remember file names saved earlier and allows you to choose the file you would like loaded into memory by number.

MOVE PAGE

Item seven allows you to move information written on one page to another. Say you had just filled page one when you remembered that you wanted a table of contents there. Using item number seven, move page one to page two. This duplicates all of page one onto page two leaving the original in page one intact for the time being. Now using item one write to page one the table of contents wanted there. At this time the old contents of page one will be erased and replaced with the newly entered text.

END

This allows you to escape back to the BASIC prompt. If for some reason you accidentally pressed item eight do not type RUN or your text will be lost. You can recover by typing GOTO MENU and then press RETURN.

NOTES

Text files created by this word processor can be sent over modems, and read in and used by any editor that reads standard DOS saved files (like DATASOFT'S TEXT WIZARD). Also, the processor should support most control characters for your printer.

MODIFYING YOUR PROGRAM

MINI-WORD PROCESSOR will allow many changes and modifications by the imaginative user. To modifiy this program, you must first LOAD it into memory without having it RUN. For tape users, just cue the tape to the proper index number and CLOAD the program normally. For disk users, insert the disk and turn on the computer as you would normally; however, the moment the ready prompt appears on the screen, depress the SYSTEM RESET key which prevents the disk from further automatic loading and you will see the READY prompt appear. I highly recommend that disk users now make a copy of the original disk and work only with the copy, keeping the original intact for safety purposes. This is done by now typing DOS. When the DOS menu appears, then get a blank disk. If necessary, format the disk with the (I) command, and then proceed by using the (J) copy disk command to make your work copy. Before leaving DOS you should type (G), unlock file, and type MENU, which is MINI-WORD PROCESSOR in disguise. This will allow you to save any modifications you make without running into the ERROR 167-File locked.

At this time, type LOAD "D:MENU", and the computer will load the program, allowing you to LIST and modify this program to suits your needs. This program is menu-driven, and all the GOSUB'S are in the beginning of the program just following the menu. You may delete or add an item in the menu by changing the menu and then finding the GOSUB related to that choice. It is necessary to be aware of your memory constraints when working on programs. Typing FRE(0) after loading this program and running it once will tell you how many bytes are left to work with.

This program is really an exercise in string handling techniques and studying it will either give you a headache or teach you alot. If memory permits the number of pages, now limited to nine, could be expanded to the limits of your memory by changing the references to pages 1-9 to A-Z. Each new page would have to be dimensioned to 960. You could write subroutines to do right hand justificaton, search and search and replace or other features as needed.

Some printers such as the trencom 80 column uses the ESC, (CHR$(27)), as a toggle to switch to graphics mode. For printers disturbed by the control codes used in this program we offer here modifications to the printer routine which strips out the control and escape codes.

A FINAL WORD

Examining this programs should provide you with lots of opportunities to put your ideas into them and perhaps learn a little at the same time.