

# THE RICH MAN'S 80 COLUMN WORD PROCESSOR

by Mark Rogalski

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The Processor program should be loaded with no cartridges in the computer. If you have an Impossible, the switch should be set to give you a 52k computer. While loading the computer will encounter several bad sectors. This is part of the disk protection and is normal.

WARNING: This disk is heavily protected and should not be copied. Also, because of the protection, there are only a few empty sectors left (despite what the disk directory says). These are reserved for the printer driver file "DRIVER.CDS". Nothing else should be written to this disk. If an attempt is made, damage to the program might occur.

800XL/130XE Owners: Boot side #2 of this disk before loading the Richman's Word Processor. Side #2 contains a program which increases your computers' available memory.

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## MAIN MENU OPTIONS

This 80 column word processor is designed to be easy to learn and quick to operate. It produces strait text files that may also be used in other applications. When the Processor is booted up a Main Menu will be displayed. A selection is made by typing the first character of the desired option. Following is a list of these options:

**CREATE** - This selection is made in order to start typing in a new document. You will be placed in Edit mode and given a blank screen in which to type. If there is already a file in memory, you will be asked "Are you sure?", type "Y" if it is ok to erase the old file. Most standard ATARI editing features operate the same way as they normally do from BASIC; see your computer reference manual for details. Only SHIFT-Clear and the TAB key operate differently as will be explained later. You may enter a line of text by simply typing the line and hitting RETURN. If you continue typing, the last word on the line will be moved down to form a new line and you may continue typing uninterrupted. You may then use the CONTROL-arrow keys at any time to move around the file and change text, additional pressing of RETURN is not necessary. See the FULL SCREEN EDITING FEATURES section for full details on editing documents. Pressing the ESCAPE key will return you to the Main Menu; your file will remain in memory unharmed.

**EDIT FILE** - If you wish to edit a file already in memory you should choose this option. You will be placed in Edit mode with the cursor at the top of the file.

**LOAD FILE** - To load in a text file from external storage enter its full file-spec and press RETURN, (e.g. D2:LETTER.DOC). If you just enter a file name the device will be assumed to be "D1:". Hitting just RETURN will tell the processor to use the last filename entered. If there is a file already in memory, you'll be asked to verify the load. Typing "L" while holding OPTION will load the printer driver "DRIVER.CDS" if there is one on the disk.

**SAVE FILE** - To save the current document to external storage enter its full file-spec and press RETURN. The file will be retained in memory. If that file name is already in use on the current disk then you will be asked if it's ok to erase the old file.

**VIEW FILE** - Use this option to see how a file will look when it is printed out. All text formatting commands will be in effect. Note: Since the screen margins only allow 77 characters, a few rightmost characters may not be seen on the screen; however, they are present in the file, and an arrow at the end of the line will show that there is more text. If you wish to temporarily halt the display press "P" (for pause). Press any key to continue. Press "S" to skip the page you are currently viewing. If at any time you wish to stop and return to the Main Menu press ESCAPE.

**PRINT FILE** - This will print the file out on the printer. Please have the printer ready before selecting this option. As in the VIEW FILE option, you may pause, skip and escape. If the ".Wait for page" flag has been set then insert a new page and press START to continue or press "S" to skip to the next page.

**ALTERNATE OUTPUT** - Instead of printing the file on the printer you may enter a file specification to be used in place of "P:". Any valid file-spec should work (e.g. D:PAPER.DOC). This function could be used to format a document to be printed to the screen or another computer at a later time.

**SELECT V,P,A** - If you hold down SELECT when choosing View, Print or Alternate output the Processor will ask if you wish to print the whole document. Answering "no" will allow you to select the pages you wish to print (e.g. 2 through 4) by asking for the starting and ending page numbers. You will then be asked how many copies you would like printed. You may print upto 255 at a time.

**GIVE MEMORY STATISTICS** - This function shows the number of characters in the present file in memory, the number of free bytes remaining in memory, the number of words and the number of lines. This is really handy when your told to write a "500 word report" since you can obtain the number of words in the file at any time.

**1-4 DRIVE DIRECTORY** - Pressing a "1", "2", "3", or "4" will give the disk directory for the corresponding drive.

**FILE LOCK** - Locks a disk file for the given filename.

**UNLOCK FILE** - Unlocks a disk file for the given filename.

**MERGE FILE** - Loads a file into memory at the end of the file currently in memory. These two parts now act as one file. If the file you are loading in is too large to fit in memory only the part that fits will be loaded in.

**DELETE FILE** - Deletes a disk file with the given filename. The program will ask for verification, simply type "Y" or "N".

**RENAME FILE** - Renames a disk file. Give a specification as follows: D:oldname,newname. (e.g. D:RESUME.TXT,RESUME.OLD )

**INITIALIZE DISK** - Use this option to format a blank disk. Warning: This will erase all information currently on that disk. The program will ask which drive to format and ask for verification.

**HELP MENU** - Presents the Help Menu which gives all the basic editing and text formatting commands with their defaults.

**CHANGING SCREEN COLORS** - Pressing the arrow keys while hoding START will change the background color; while holding SELECT, the character lumninance; and while holding OPTION, the border color.

## FULL SCREEN EDITING FEATURES

When editing a document, hitting RETURN in the middle of a line will cause the line to be split, with the portion of the line to the right of the cursor being placed on the next line down. Pressing the CTRL-DELETE combination when the cursor is on the last position of a line will cause the next line below to be moved up and placed to the right of the cursor (provided the combined line lengths are not greater than the screen length).

When inserting text in a line, if you attempt to exceed the line length the keyboard bell will sound to let you know that the line can hold no more; however, you may be able to hit RETURN in between words and continue typing.

The word processor also has many additional functions to make editing easier. Functions to move the cursor within the file are:

- CTRL T - Moves the cursor to the top of the file.
- CTRL B - Moves the cursor to the bottom of the file.
- CTRL U - Moves the cursor up two screens in the file.
- CTRL D - Moves the cursor down two screens in the file. Note: CTRL U and CTRL D may be typed while the screen is being printed, for quicker movement through a large file.
- TAB - Moves the cursor right to the next word in the current line. If there are no more words it proceeds to the next tab position (see CTRL 1 to 8 for details in tabs).
- CTRL TAB - Moves the cursor left to the next word in the line.
- CTRL A - Moves the cursor to the beginning of the current line.
- CTRL E - Moves the cursor to the end of the current line.

Other functions are:

- CTRL 1 to 8 - Moves the cursor to the tab positions associated with that CONTROL # combination. If the line is shorter than the tab position you select, then blanks will be added to the end of the line. The normal tabs are at 10, 20, 30, 40, 50, 60, 70, and 75, however these maybe changed by using SHIFT-SET as described below.
- SHIFT-SET - Sets the tab position of a specific CONTROL # combination. Move the cursor to the position that you want set and press SHIFT-SET then press the number you want to have that tab position. The previous tab has now been replaced.
- CTRL Q - Quick cursor; allows the cursor to be moved without having to press CONTROL. However, "-", "=", "+", and "\*" can not be printed while this is in effect. Press CTRL Q again to return to normal mode.
- CTRL R - Recover; This will "recover" a line that has accidentally been deleted or destroyed by mistyping. Typing CTRL R will insert what the old line contained above the present line. Note: If you delete a series of lines in succession, only the last will be recoverable. You may also use this function to move a single line to a different place in the file. Delete the line and move the cursor to the place where you want the line. As long as you change no other line, you will be able to recover the deleted line.

- CTRL I - Insert mode; In this mode when a character is typed, all characters to the right of it are moved right one space and when one is deleted all characters to the the right are moved left one space. If you attempt to insert too many characters into a line, the computer bell will sound. However, you may simply press RETURN and continue typing. Note: This mode is slightly slower than Change mode because of the extra character manipulation needed.
- CTRL C - Change mode; This is the normal mode when entering the editor. Characters typed in will replace the characters where the cursor resides. Backspace produces blank spaces.
- CTRL S - Search for a phrase. This places you in Search Mode and asks you for a search phrase. You may enter any combination of up to 30 letters. The computer will search through the file looking for that phrase and display the line that contains it at the bottom of the screen. You will then be asked "(Replace/ Global Replace/ Continue/ End Search/ Quit)?". Typing "R" or "G" will have the processor ask you for a replace phrase which may be up to 30 characters long. If you chose Replace then that phrase will be substituted for the search phrase in that line only. If you chose Global Replace, all occurrences of the search phrase will be replaced. Typing "C" will continue the search for the next occurrence. "E" will end the search for that phrase, and "Q" will end Search Mode and return you to editing. If no more occurrences can be found you will stay in Search Mode and be asked to enter a new search phrase. (Press ESCAPE to return to Edit Mode)
- OPTION DELETE - Deletes a block of text from the line where the cursor currently resides to the next ".X" in the file. The deleted text is placed in a buffer so that the text may be recovered later or moved to a different position in the file using OPTION Insert. Any old data in the buffer is erased. If the file is large, you may not be able to delete a large block because there is not enough buffer space and the screen will flash red for several second. However, the deletion may be done in several smaller pieces. If there is no ".X" below the current cursor position the buffer will be erased but no other action will take place. See ".X" under Text Formatting Commands for additional information.
- OPTION INSERT - Inserts a block of text (previously deleted) at the line where the cursor is. You may insert the same block of text more than once as long as there is enough memory; again, the screen will flash red if you run short. Note: If normal addition of lines into the file enlarges the file too much, the buffer will be deleted to make room for the new text, and no part will be recoverable. Therefore, if you are moving a block of text, don't add a lot to the file before re-inserting the block.
- ESCAPE - Returns you to the Main Menu.

## TEXT FORMATTING COMMANDS

The following commands are used to format the text you have typed into a precise, good-looking printout. All commands are recognized by the word processor only when the file is being printed. They have no significance until that time. Commands are specified by a "." in the first screen column followed by the command word and parameter (if applicable). For your convenience, simply typing a "." and the first letter of the command will tell the computer the command you want and it will print the rest of it for you. For some commands such as .Left a number is required after the command word. If the number is invalid the command line will be printed, otherwise command lines are never printed out.

- .Left # - Specifies the Left Margin of the printout. The parameter must be between 1 and 79 inclusive and must be less than the Right Margin value. The default is 6.
- .Right # - Specifies the Right Margin of the printout. The parameter must be between 2 and 128 inclusive and must be greater than the Left Margin value. The default is 74.
- .Indent # - In the ".Endfill" and ".Justify" Modes any line with a blank space in the first column will be considered the beginning of a paragraph. This command sets the starting column of the paragraph. For example, if the left margin is 10 and you want paragraphs indented 4 spaces then set this parameter to 14. The indentation may be less than the left margin also (as in this paragraph). The default value is 10.
- .Top # - Specifies the top margin at the top of each page. The parameter must be between 0 and the actual page length, inclusive. The default is 3 lines.
- .Bottom # - Specifies the bottom margin of each page. The parameter must be between 0 and the actual page length inclusive (measured from the bottom up). The default is 3 lines.
- .Actual Page Length # - Specifies the actual number of lines on the printer paper currently being used. The default (for normal 8.5 x 11 inch paper) is 66 lines per page.
- .Spacing # - Specifies the number of lines printed for each line of text given. (e.g. a "2" would mean double spacing)
- .Center - Tells the processor to center the next line of text between the two margins.
- .Move Right - Tells the processor to move the next line of text to the right margin.
- .Verbatim - This is the default printing mode in which each line will be printed exactly as it is in the file being changed only to conform to the margin parameters. This mode is in effect until another mode is specified. You can switch modes anywhere in the file.

.Endfill - In this printing mode words are moved up to fill in the end of lines so they are about equal in length; however the lines are not right justified.

.Justify - Tells the processor to left and right justify all following text. It will use the current left and right margins to do this. Any blank lines or formatting commands will mark the end of a paragraph and the last line of the paragraph will not be right justified. Blank lines will be printed as seen in the file. Spaces between words will not be condensed in any way but will only increase in order to perform the justification.

.Header # - Specifies the number of lines to be processed for the header. A header is one or more lines that will be printed at the top of every page. The Rich Man's has a 256 character buffer to hold lines specifying the header format. You may also use this feature to have automatic page numbering by putting "#@" in a line of text. When processed the computer will replace this phrase with the current page number. See ".Number" for additional information. An example follows.

```
.Header 3
.Center
Page #@#
      (blank line)
This is the first line of text.
```

When printed this would produce:

```
Page 1
      (blank line)
This is the first line of text.
```

The header must be specified before any text unless you don't want it to start on the first page. The function may be stopped by specifying ".Header 0". All formatting changes made in a header will take effect at the top of each page and will remain in affect unless changed back (this can be done right inside the header). Both commands and text count when adding up the 256 character maximum. The header will not be accepted if it is too long.

**.Footnote #** - Specifies the number of lines to be processed as a footnote. A footnote is one or more lines that will be printed only at the bottom of the page on which the footnote occurs. Footnotes are processed as they occur so any formatting changes made will remain in effect unless changed back. You should always specify a footnote immediately after the place in the text where it is noted. You may have several on a page, however, the total per page is limited to 512 characters of text. Commands do not count in adding up footnotes. An Example follows:

```
.Justify
Here are a few lines of text
at the top of the file.
The scholar said, "quote". 1
.Footnote 6
.Verbatim
.Left 12
1. Adam Smith, National Politics, c 1976,
  Random House, New York.
.Left 8
.Justify
Here is more text that should follow
the reference to the footnote.
```

This would produce:

```
Here are a few lines of text at the top
of the file. The scholar said, "quote". 1
Here is more text that should follow the
reference to the footnote.

1. Adam Smith, National Politics, c 1976,
  Random House, New York.
```

- .Number #** - Specifies the current page number. This is useful when you have a title page at the start of a document or two separate files which make up a single large document when printed separately.
- .Page** - Tells the processor to eject the current page and continue printing on a new page.
- .Zero Form Feed** - This flag tells the processor not to add a blank line in order to skip over the perforations in the printer paper (which it normally does). If your printer adds more than one line in its automatic form feed then you will have to reduce the page length in order to compensate.
- .Wait for Page** - This flag is used when you only have a single page printer or wish to print only certain pages of a document. At the end of each page the computer will ask you to insert a new page and press START. When this occurs you may also press "S" to skip over that page.
- .X** - Specifies the end of the block of text you wish to delete. The ".X" must be at the beginning of a line. The program will remove the ".X" line when you delete the block.



## SPECIAL PRINT COMMANDS

To enter special print commands while editing you must type a period in the first screen column and then the first letter of the command in UPPERCASE. The processor will display the rest of the command; however, you will notice that it appears in lowercase. The difference in case is needed to differentiate between such commands as ".Indent" and ".italics", and since it's an extra keystroke, you need only press SHIFT for the less often used printer commands which follow.

.underline ### / ### - Specifies the codes to turn on and off the underline function of the particular printer you have. For example, for an Epson RX-80, you would type:

```
.Underline 27 45 1 / 27 45 0
```

The first numbers (up to three) are the codes to turn "on" underlining, the numbers after the slash (again, up to three) are the codes to turn "off" the function. The numbers should be in decimal form. Your printer manual may specify the codes as ASCII characters or in CHR\$ commands like the following:

```
CHR$(27);CHR$(45);CHR$(1)
CHR$(27);"-";CHR$(1)
```

These codes are equivalent but only the decimal conversions of these codes can be used in the Special Print Commands. The processor will use the specified codes when it detects text written in inverse video, so that all text in inverse video will be underlined when printed. Typing ".underline" with no printer codes - AFTER the initial code specification - will underline all the following lines in the file until another ".underline" is reached. Printer codes only need to be specified once in a file. A printer driver, however, is the best way to specify codes, (see the end of this section for details).

## Backslash Commands

Special printing modes can also be activated by specifying a Backslash command in the text. Such a command consists of a backslash ("\") and a single letter specifying which code is to be sent to the printer. The letter corresponds to the first letter of the command that is desired. For example:

The middle words \Uof this line\u would be underlined.

The uppercase command "\U" means turn the mode on and the lowercase one "\u" means turn the mode off. Everything in between the backslash commands will be underlined; however, the backslash and the character following it will never be printed. If you should ever need to print the backslash itself simply type "\\" in the file. All the following special printing commands use the same format as above.

`.double width ### / ###` - Specifies the codes to turn on and off the double width function. This only specifies the on/off codes, it does not activate double width printing. Typing just `".double width"` will turn double width on for all the following lines until another `".double width"` is reached. While double width is on the page margins are automatically adjusted so that text will be processed to fit the same as normal text. Therefore, you can leave your right margin at 80 and the text will not run off the page even though it is twice as wide. An example for an Epson follows:

```
.Double Width 27 87 1 / 27 87 0
This text would still be normal.
.Double Width
This line would be enlarged.
.Double Width
This text would be back to normal.
```

To enlarge just part of a line, place backslash commands on each side of the text you want enlarged. The proper commands are `"\D"` and `"\d"`.

`.compressed ### / ###` - Specifies the codes to turn on and off the compressed printing mode. This operates just like `".double width"` so see above for details. The backslash commands are `"\C"` and `"\c"`.

`.italics ### / ###` - specifies the codes to turn italics on and off. The backslash commands are `"\I"` and `"\i"`. This operates just like `".double width"` so see above for details.

`.overstrike ### / ###` - specifies the codes to turn overstriking on and off. The backslash commands are `"\O"` and `"\o"`. This operates just like `".double width"` so see above for details.

`.emphasized ### / ###` - specifies the codes to turn on and off emphasized mode. The backslash commands are `"\E"` and `"\e"`. This operates just like `".double width"` so see above for details.

`.Superscript ### / ###` - Specifies the codes to turn on and off superscripting mode. The processor uses the given codes only for text in between `"\^"` and `"\*"`. (The carat is to remind you that superscript raises text up, and the asteric is the lowercase version of that same key.)

`.Subscript ### / ###` - Specifies the codes to turn on and off subscripting mode. The processor uses the given codes only for all text in between `"\S"` and `"\s"`.

`.On/Off Code #####` - Some printers have other special features that are not supported by the Rich Man's Processor such as varied line spacing. You may use these functions, however, by specifying the proper set of codes that turns the function EITHER on or off. You must specify the proper codes everytime the command is used. Up to five numbers may be given and they will be sent to the printer immediately ahead of the next line. Note: When entering this command, use lowercase "o".

## PRINTER DRIVERS

The easiest way to specify printer codes is through a printer driver. Included on the word processor disk is a binary load program (DRIVECRE.ATE) which will ask for your printer's codes for all special printing modes supported by the The Rich Man's Word Processor. It will then produce the driver for that printer as a disk file. The processor looks for a file named "DRIVER.CDS" when booting and if it is found loads it into memory as a printer driver. It is then unnecessary to specify any printer codes in a file. If the driver you want is not on your boot disk then you may load a driver on a different disk by holding down OPTION and pressing "L" from the Main Menu. This will load the new driver and replace the old one in memory.

The Printer Driver Creation program is easy to use. Simply load it from DOS and then enter the proper decimal codes for the functions your printer is able to perform. Press RETURN if there is no code for any function. If you make a mistake with any codes, type "B" (for back-up) instead of a number and you will be asked to re-enter the codes for that function. Typing "P" (for previous) will take you back to the previous function. After all codes have been entered you will be asked for the name of the driver. If you want the Rich Man's Word Processor to load it, it should be named "DRIVER.CDS". That is the default name if you press RETURN at the prompt.

## USING A MOUSE

This enhanced version of the Rich Man's Word Processor is compatible with "The Rat", a mouse produced by Zobian Controls, which makes cursor movement extremely rapid during editing. To use "The Rat" it must be plugged into joystick port number 1. Pressing the mouse button will activate the mouse and move the screen cursor immediately to the position indicated by the mouse's placement. Moving the mouse while holding the button down will move the cursor correspondingly. When the cursor is in the desired position release the button. You may wish to move the mouse to the cursor's present position before pressing the button. This will keep the mouse's movements within the same area and make using it even easier. Moving the cursor up past the top of the screen will scroll the screen up, and moving the cursor down past the bottom will scroll the screen down. You may notice that as you move the cursor up and down the screen, it will never go past the end of the line it is currently on. This is so you can quickly append text to the end of any line.

### ADDITIONAL NOTES

The 80 column program prints text at a slightly slower rate than normal because it has 80 columns to print instead of 40. To make up for this the cursor has been made super fast on auto-repeat, allowing greatly increased movement to the left and right on the screen.

If the file in memory becomes too large to fit in the computer's memory the screen will flash red to let you know no more text can be accommodated. This can also happen when loading a file. If you wish to proceed, you must delete at least one line immediately upon entering Edit Mode. This is necessary to operate the recover buffer.

System error messages may occur due to the printer being not ready or various errors occurring during disk input and output. Press any key to return to the Main Menu.

You may be able to use text files created by other word processors with the Rich Man's Word Processor. Here are some guide lines:

- Remove all control characters from the file.
- Remove all text processing commands from the file.
- Make sure no single line is more than 76 characters long.

If you load the text file and some lines are longer than the screen length they will not be printed in their entirety, but they will still be maintained in memory. An arrow will be displayed at the end of the line at which this occurs to let you know. Try to shorten these lines by pressing RETURN near the end of the line. Normal operation may then continue. Do not attempt to edit these lines before shortening them!

A few less capable printers such as the ATARI 1025 can only interpret special print codes at the beginning of a line; therefore, you cannot change text styles in the middle of a line. Also, commands like ".double width" must be shut off "manually". This can be done by inserting a backslash command such as "\d" at the beginning of the line you want returned to normal. The left margin must be set to 1 for this to work.

# The Rich Man's Word Processor Quick Reference Card

## EDITING FUNCTIONS

CTRL-Q Quick Cursor  
 CTRL-I Insert Mode  
 CTRL-C Change Mode  
 CTRL-T Top of file  
 CTRL-B Bottom of file  
 CTRL-U Up two pages  
 CTRL-D Down two pages  
 TAB Right one word  
 CTRL-TAB Left one word  
 CTRL-A Go to start of line  
 CTRL-E Go to end of line  
 CTRL-1 to 8 Go to tab position  
 SHIFT-SET Set tab position  
 CTRL-R Recover line  
 CTRL-S Search/Replace phrase  
 OPTION-DELETE Delete block  
 OPTION-INSERT Insert block  
 ESCAPE Return to Main Menu

## FORMATTING COMMANDS

.Left Left margin default - 6  
 .Right Right margin default - 74  
 .Top Top margin default - 3  
 .Bottom Bottom margin default - 3  
 .Indent Paragraph indentation - 10  
 .Spacing Line spacing default - 1  
 .Actual Page Length default - 66  
 .Center Center next line  
 .Move Right Block right next line  
 .Verbatim Print lines as-is  
 .Endfill Fill lines to end - no justify  
 .Justify Right justify lines  
 .Header Number of lines in Header  
 .Footnote Number of lines in Footnote  
 .Number Starting page number  
 .X Delete block delimiter  
 .Page Eject current page  
 .Wait for Page Print one page at a time  
 .Zero Form Feed Don't skip perforations

## SPECIAL PRINT COMMANDS

.compressed	\C \c	.italics	\I \i	.superscript	\S \s
.double width	\D \d	.overstrike	\O \o	.^ superscript	\^ \^*
.emphasized	\E \e	.underline	\U \u	.On/off code	