SUPER-TEXT®

PROFESSIONAL WORD PROCESSOR

FOR
ATARI
400/800/1200XL

WITH
MINIMUM 48K

MUSE®
SOFTWARE

SUPER-TEXT®

Word Processor

Published by

MUSE® SOFTWARE
347 N. Charles Street
Baltimore, MD 21201

For Atari 400, 800 and 1200XL
Requires 48K and disk drive

DO NOT UPDATE the Super-Text program disk with other versions of the disk operating system (DOS). If you do, it will destroy the program disk.

REPLACEMENT -- Super-Text is packaged with two identical program disks. If either of these disks becomes worn or damaged, Muse Software will gladly replace it. Send the damaged disk with proof of purchase and $10.00 to:

Muse® Software
347 N. Charles Street
Baltimore, MD 21201

If you have any difficulties with Super-Text, please call our technical support staff for assistance:

(301) 659-7212

This documentation manual was prepared and printed using Super-Text -- the professional word processor for the Apple -- from Muse. Always ask for Muse Quality Software at your local computer store.

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ATARI 400/800/1200XL

SUPER-TEXT PROFESSIONAL

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SUPER TEXT® PROFESSIONAL for ATARI 400/800/1200XL

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CHAPTER 1

INTRODUCTION

1

INTRODUCTION

This section of the manual will introduce you to some basic concepts of word processing. These concepts are general to most word processors and are particular to Super-Text and the Atari computer. If you are familiar with word processing, you may wish to skip this section.

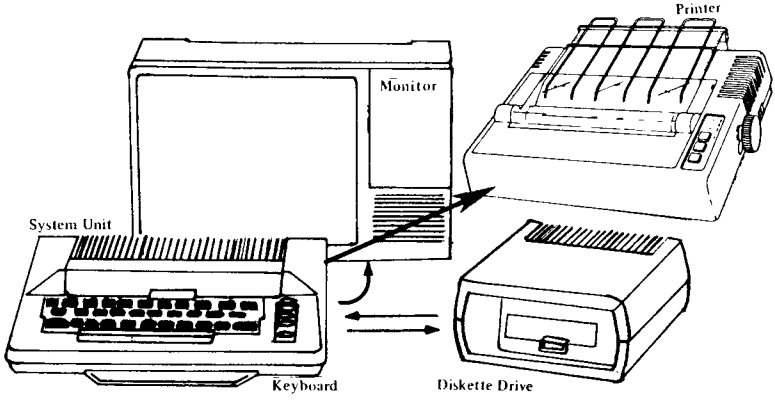
Word processing systems let you translate ideas into print quickly and efficiently. Letters and documents can be written and then changed or updated without retyping the entire piece. The final product can be printed or stored in a form that can be recalled very quickly for future reviewing, editing, or printing.

Super-Text is a display oriented word processor, which means the text you are working on is displayed on a screen or TV monitor. The screen is only one part of the system. To understand how the entire system works, let's examine all of the components and see how they function.

Most display word processing systems are composed of five parts:

1) A keyboard
2) A processor
3) A screen
4) A memory device
5) A printer

The keyboard and processor are contained in the Atari computer. The screen can be either a TV set or monitor. The memory device is an Atari disk drive, and the printer can be any printer which interfaces with the Atari. The following diagram shows how these parts interact.



When you insert the Super-Text program disk into the disk drive and turn on the computer, your Atari becomes a word processor. Super-Text will now carry out instructions to add, change, delete, or print text.

Space is reserved in the Atari's memory for your letter or document. This space is referred to as a FILE. When you first use Super-Text, the file is empty. A full file holds 14,839 characters or about 10 pages of double-spaced typing.

The TV or monitor allows you to view the file as you work on it. As you type on the keyboard, text will appear on the screen. When you delete text, it will disappear from the screen. Whatever is on the screen is part of your file.

The file in memory is temporary. That means the file is erased when the Atari's power is turned off. To make a permanent record, files can be saved on to disk. The disk has a magnetic surface, so the file can be recorded on disk the same way music is recorded on magnetic tape.

After the file has been saved on disk, it can be recalled hours, days, or months later. This is called "loading" a file. Loading a file takes a file from the disk and puts it in the Atari's memory. After the file is in the Atari it can be viewed on the screen, edited, printed, or saved back to the disk.

Loading or Saving files does not clear the file out of the computer's memory. As long as you can see the file on your screen, it is still in the Atari. More than one file can be loaded into the Atari at the same time. This allows you to merge sentences, paragraphs, and pages into one final report. The merged file can be saved back to disk as a new file.

The final step is to print your file. Super-Text will print on any printer that interfaces with your Atari. Before printing a file, you can "preview" it on the screen exactly as it will appear on the printed page. This lets you double-check your margins, page numbers, and page breaks without wasting paper and valuable time. When you are satisfied with the results, print the file with the assurance that the first copy and all the copies you need are error free.

GETTING STARTED

Welcome to Super-Text -- the most comprehensive word processing software available for the Atari! This section will introduce you to some of the basic Super-Text features. More advanced features are explained in detail in the following sections of the manual.

Key sequences for Super-Text commands shown in this manual follow the conventions of these examples:

	Press the key shown.
	Press the ESC key and release it; then press the key shown.
	Hold down the CTRL key while pressing the key shown.
	Press the ESC key and release it; then hold down the CTRL key while pressing the key shown.
	Press the RETURN key.

LOADING SUPER-TEXT

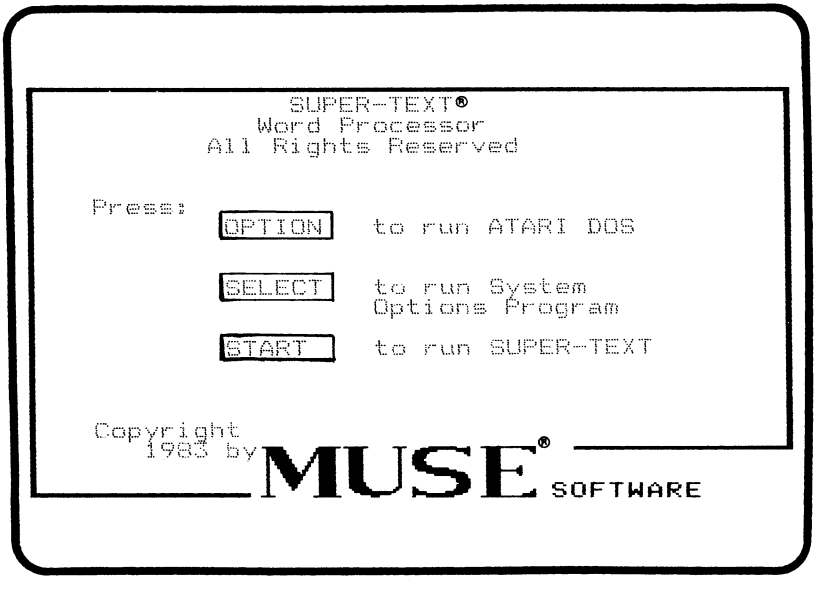
To load Super-Text into your Atari computer, follow this procedure:

1. Turn on disk drive 1.

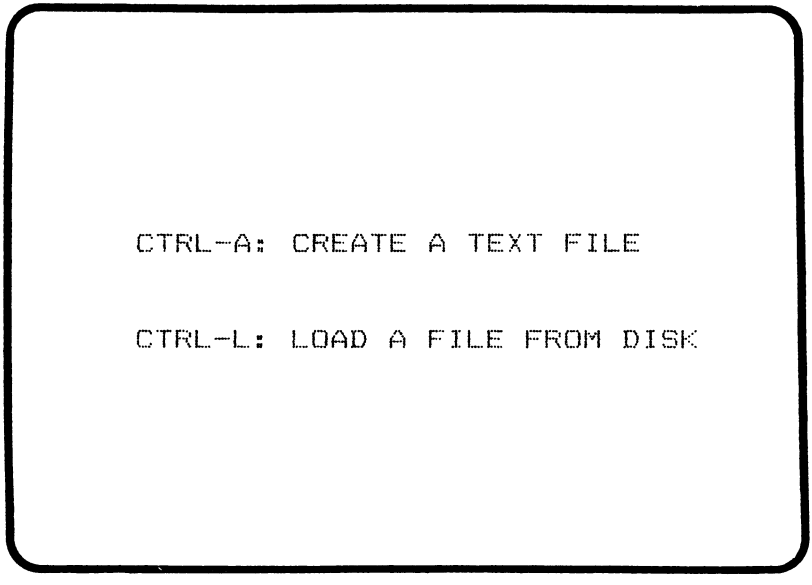
2. After the red "busy" light goes off, insert the Super-Text program disk into disk drive 1.

3. Turn the computer power switch on.

Super-Text will now "boot" automatically, and the title page will be displayed:



When Super-Text has loaded, you will see the following screen. At this time there are only two options available. You can either type in a new file or load an existing file from the disk.



CREATING A NEW FILE

Follow these steps to create a new file:

1. Press CTRL-A to enter the Super-Text Add Mode. The word 'Add' will appear in the lower right corner of the screen. Now create a new Super-Text file simply by keying in the text.

2. Press RETURN several times and then start typing some text. Don't worry about line overflow -- Super-Text will take care of that. If you make a mistake, press the DELETE key to erase the error and key in the correct information.

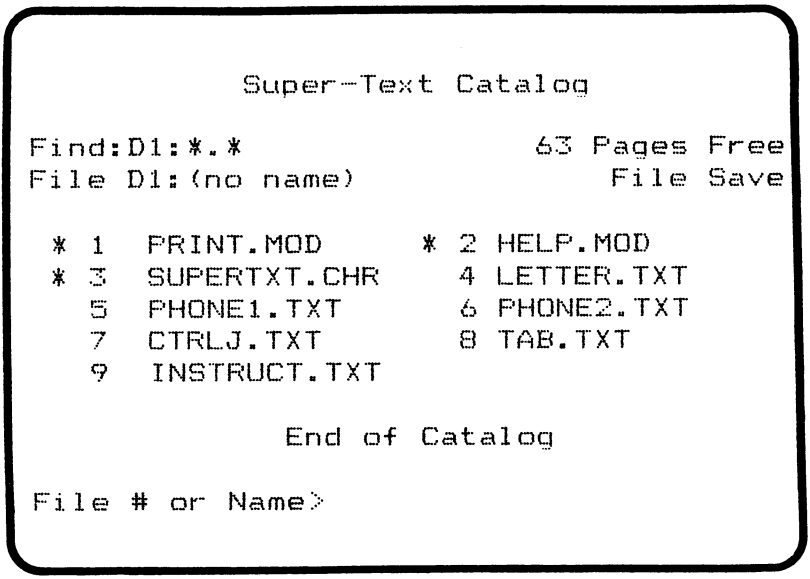
3. After typing several lines of information, press the ESC key twice to exit from the Add Mode. The 'Add' in the lower corner of the screen will disappear, and you will be returned to the Cursor Mode.

SAVING A FILE TO DISK

You have just created a Super-Text file, although the only place it exists is in the memory of the Atari. To save this new file on disk, follow these steps:

1. Press CTRL-S. A catalog of files on the Super-Text program disk will be displayed. The words 'File Save' will appear in the upper right corner of the screen.

2. To save the new file you just created, you must give it a name. The name can not be longer than 8 characters, optionally followed by a period (.) and a 3-character suffix, nor can it be the same as any other filename already on the Super-Text disk. Let's call your new file MYFILE.TXT. If you do not include a suffix, Super-Text will assign the .TXT suffix to your new file.



Saving A File

3. Key in the name MYFILE.TXT and press RETURN. The file will be written on the disk, and you will return to the copy of the file which is still in the memory of your Atari.

DELETING A FILE FROM MEMORY

To clear a file from memory, press the ESC key and then CTRL-Z. This will cause the message 'Press # to Delete Everything!' to appear at the bottom of the screen. If you press the # (SHIFT-3) key, the current file in memory will be erased. If you press any other key, the file will not be erased. The file is erased only from the memory of your Atari and not from the disk.

After deleting MYFILE.TXT from memory, the screen will be blank except for the flashing cursor (or marker) in the top left corner. The blank screen indicates that the current Super-Text file is "empty."

LOADING A FILE FROM DISK

To load a file into memory which was previously saved on disk, delete the current file in memory and then follow these steps:

1. Press CTRL-L (for Load). A catalog of files on the Super-Text program disk will be displayed, and the words 'File Load' will appear in the upper right corner of the screen.

2. Type in the NUMBER or the NAME of the file you wish to load -- it could be MYFILE.TXT or any other file listed. Enter the number of MYFILE.TXT and press RETURN to reload the file.

3. The file will now be loaded into memory, and the first portion of it will be displayed on the screen.

```
                Super-Text Catalog

Find:D1:*.*                          63 Pages Free
File D1:(no name)                        File Load


  * 1   PRINT.MOD        * 2  HELP.MOD
  * 3   SUPERTXT.CHR        4  LETTER.TXT
    5   PHONE1.TXT          6  PHONE2.TXT
    7   CTRLJ.TXT           8  TAB.TXT
    9   INSTRUCT.TXT

                  End of Catalog

File # or Name>
```

Loading A File

If you have followed the instructions to this point, you should have:

1. Created a new Super-Text file in the memory of your Atari.

2. Saved the file on disk.

3. Erased the file from the memory of your Atari.

4. Loaded the same file back into memory.

Now erase the file in memory again by pressing ESC CTRL-Z and #. Next press CTRL-L and load the file called INSTRUCT.TXT.

When the INSTRUCT.TXT file is loaded, read through it and follow its examples to become familiar with some of the Super-Text file editing features. An abbreviated list of Super-Text commands appears on the following pages. A comprehensive explanation of all Super-Text commands is given in the following sections of this manual.

GETTING HELP

HELP screens are available only if the Help Module is in the computer's memory. To load the Help Module, from the Cursor Mode press CTRL-L to display the file catalog. Then enter the number that corresponds to HELP.MOD and press RETURN. Once the file has been loaded, you will be returned to the Cursor Mode.

From the Cursor Mode press the Atari key to turn the Help screens on. There are ten Help screens. Enter the corresponding number for the information you need. The Help screen will stay on until you enter another number or press the Atari key again to turn the Help screens off. When you turn the Help screens on again, you will return to the introductory Help screen, number 0.

0 Introduction
1 Help Menu
2 Cursor Mode
3 Add/Change Modes
4 Find and Replace
5 Block Operations
6 Disk Operations
7 Deleting Text
8 Format Characters
9 The Format Line

EXITING SUPER-TEXT

Once you have loaded Super-Text, you may want to return to the title page without turning off the Atari. For example, you may want to exit to Atari DOS to copy a disk, or to enter the System Options program in order to modify the printer parameters. To exit to the Super-Text title page, be sure your program disk is in drive one and that you are in the Cursor Mode. Press:

ESC CTRL-Q

NOTE: The file in memory will be lost when you do this, so be sure to save any changes you have made before you return to the title page. If the file in memory has been changed since it was last saved, pressing ESC CTRL-Q will display the prompt:

PRESS S TO SAVE OR ESC TO QUIT

INTRODUCTORY KEY SUMMARY

This is an abbreviated list of Super-Text control keys.

CURSOR MOVEMENT

CTRL- → ^ *	Move right.
CTRL- ← \ +	Move left.
CTRL- ↓ ! =	Move down.
CTRL- ↑ _ -	Move up.

TEXT MOVEMENT

+	Set direction forward, toward the end of the text.
-	Set direction backward, toward the beginning of the text.
L	Move the text one line in the set direction.
P	Move the text one page (screen) in the set direction.
ESC ← \ +	Jump to the end of the current file.
ESC ↑ _ -	Jump to the beginning of the current file.

ADDING TEXT

CTRL-A	Add text after the cursor.
ESC ESC	Terminate text entry.

DELETING TEXT

DELETE OR CTRL-D	Delete the character at the cursor.
ESC CTRL-Z	Delete the current file from memory.

LOADING and SAVING FILES

CTRL-L	Load a file from disk (does not clear the current file from memory).
CTRL-S	Save the current memory file on disk (does not clear the current file from memory).

SUPER-TEXT RECOVERY

It is always possible to recover Super-Text files in the event of I/O errors such as trying to print files when the printer is not hooked up. To recover the current file in memory:

Press SYSTEM RESET

You will return to the Cursor Mode with the cursor at the beginning of the file in memory.

CHAPTER 2

FILE SYSTEM

2

FILE SYSTEM

This chapter explains the Super-Text File System. It contains instructions for initializing data disks, loading and saving files on disk, and deleting files from disk. This chapter also contains information on the System Query. The System Query displays information about the current file in memory, including the filename, file size, and remaining free space.

INITIALIZING SUPER-TEXT DATA DISKS

Super-Text files can be saved on disks initialized with the Super-Text program disk or Atari DOS disk. Since there is a limited amount of space on the Super-Text program disk, it is recommended that separate blank disks be used to store new files. Disks can be initialized at any time after the program is loaded.

To initialize a new disk for storing Super-Text files, follow this procedure:

1. From the Cursor Mode, press CTRL-L or CTRL-S to display the Catalog page.

2. Press CTRL-I to display the message:

   Insert new Disk and Press Return

3. Remove Super-text and insert a blank disk and then press RETURN to display the message:

   Format Disk Drive #n? (Y/N)

   where n is the drive that is on-line (i.e., 1 or 2).

4. Press Y and then RETURN.

The disk initialization will take approximately two minutes. When it is complete, the new disk can be used to store Super-Text files. After a disk has been initialized, a catalog of that disk will be displayed.

THE CATALOG PAGE

The Super-Text Catalog Page is displayed every time you load or save a file.

```
                Super-Text Catalog

Find:D1:*.*                          63 Pages Free
File D1:(no name)                        File Load

  * 1   PRINT.MOD          * 2 HELP.MOD
  * 3   SUPERTXT.CHR          4 LETTER.TXT
    5   PHONE1.TXT            6 PHONE2.TXT
    7   CTRLJ.TXT             8 TAB.TXT
    9   INSTRUCT.TXT

                  End of Catalog

File # or Name>
```

In the upper left corner of the catalog page is the "Find" field, which indicates the drive and files displayed. The * is the wildcard symbol and *.* indicates that all filenames and filetypes on the drive are displayed. If you wanted all of the files on drive one with the .TXT suffix to be displayed, and only these, after the FILE # OR NAME prompt you should enter: D1:*.TXT and then press RETURN. The catalog will be displayed again, showing only .TXT files, and the Find field will reflect this change, displaying the value D1:*.TXT.

Below this is the name of the file currently in memory. If the file does not have a name, "(no name)" will be displayed. An asterisk (*) in front of the filename indicates the file has been changed since it was last saved.

The upper right corner displays the amount of free space remaining on the disk. One page corresponds to one full screen of text. The next line indicates the current disk operation (i.e., file save, file load, file merge, or block save).

A list of all files and corresponding file numbers is displayed in the middle of the screen. At the bottom of the screen is a prompt requesting the name or number of the file to be loaded or saved. Press RETURN to return to the current file in memory without loading or saving a file.

AN EXPLANATION OF THE DISK FILES

Super-Text comes with nine files on the program disk. The .TXT files are used to illustrate the various text-editing features explained throughout the manual. The .MOD files are the Print and Help program modules. They occupy the same place in the Atari's memory and consequently only one of them can be used at any given time. Loading either of them does not affect any other text or parameter file already in the Atari's memory. SUPERTXT.CHR contains the Super-Text character set and should not be tampered with. The following paragraphs explain each file displayed in the Super-Text catalog.

INSTRUCT.TXT introduces you to the basic features of the word processor. Text movement is explained, and the four modes of operation are described. These include the Cursor, Add, Change, and Print Modes.

LETTER.TXT is used to demonstrate the various editing, formatting, and print commands at your disposal. In Chapter 3 LETTER.TXT is used to illustrate the Find and Replace Features, Block Operations and THE Key. LETTER.TXT is used in Chapter 5 to illustrate Print Mode features. At the end of Chapter 4 LETTER. TXT is shown as it appears both on the disk file and on a printed page.

TAB.TXT illustrates the use of the tab feature for creating inventory reports or any document that requires columns of information. In Chapter 4 TAB.TXT is referenced in the discussion of setting tabs (CTRL-T) and the tab control characters (CTRL-L and CTRL-R).

CTRLJ.TXT illustrates the feature that allows you to temporarily reset margins. This feature is explained 4-8 in the chapter on formatting.

The PHONE1.TXT and the PHONE2.TXT files illustrate the AUTOLINK feature that enables you to edit or print multiple files in sequence. See Chapter 6 for an explanation of Autolink.

PRINT.MOD is the print module. It must be loaded in memory (CTRL-L) in order to print or preview files. HELP.MOD summarizes the features available on Super-Text. It must be loaded to display Help screens. See the GETTING HELP section in the previous chapter.

The SUPERTEXT.CHR file contains the character set used by Super-Text. You should never tamper with it.

LOADING FILES FROM DISK

Files can be loaded from disk into the Atari's memory for reviewing, editing, or printing. When a file is loaded, it is entered into memory directly after the cursor. If there is a file already in memory, the file being loaded from disk will be merged into the file in memory immediately after the cursor.

To load a file, clear the computer's memory (ESC, CTRL-Z, #) and then follow these steps:

CTRL-L — A catalog of files on the disk will be displayed.

```
                Super-Text Catalog

Find:D1:*.*                          63 Pages Free
File D1:(no name)                        File Load

  * 1   PRINT.MOD          * 2  HELP.MOD
  * 3   SUPERTXT.CHR          4  LETTER.TXT
    5   PHONE1.TXT            6  PHONE2.TXT
    7   CTRLJ.TXT             8  TAB.TXT
    9   INSTRUCT.TXT

                  End of Catalog

File # or Name>
```

ENTER THE NAME OF A FILE AND PRESS RETURN - to load that file from disk.

OR

ENTER THE NUMBER OF A FILE AND PRESS RETURN - to load that file from disk.

OR

PRESS RETURN OR CTRL- WITHOUT ENTERING ANYTHING - to return to the Cursor Mode without loading a file.

LOADING FILES FROM OTHER DRIVES

After pressing CTRL-L and displaying the catalog:

ENTER Dn:*.* (where n is the number of the disk drive) AND PRESS RETURN. This will display the catalog from the selected drive.

For example, enter "D2:*.*" and press RETURN to display a catalog of all files on drive 2. To display only text files on drive 2 enter "D2:*.TXT".

After the new drive has been selected, it will be "on-line," and you will be able to load a file from the new catalog.

When you have two drives on-line and you want to find a file, begin the search on drive two. If the file cannot be found on the top drive, Super-Text will search down through the catalog on drive 1. Do not begin the search on drive 1. If you do, Super-Text will not search the drive two catalog.

TYPING MISTAKES

Any mistakes made when spelling a file name can be corrected by using the backspace key to back up over the error. If you try to load a misspelled file or a file not on the disk, Super-Text will display the message:

File 'FILENAME' Not Found

Press any key to return to the Cursor Mode.

SAVING FILES ON DISK

Files are saved by transferring the contents of memory to a disk which has been properly initialized. The file is recorded on the disk and assigned a name and number. Filenames must be 8 characters or less and must begin with a letter (A-Z) and cannot include spaces. Files also have suffixes that must be no longer than 3 characters. If you do not enter a suffix, Super-Text will assign .TXT to your file.

When a file in memory is saved under a name which already exists on the catalog, the file in memory will replace the file on disk.

When the file in memory is saved under a name that does not exist in the catalog, a new file name will be added to the catalog, and the file in memory will be stored there.

To save the file in memory:

CTRL-S — A catalog of files on the disk will be displayed.

```
                Super-Text Catalog

Find:D1:*.*                          63 Pages Free
File D1:(no name)                        File Save

  * 1   PRINT.MOD          * 2  HELP.MOD
  * 3   SUPERTXT.CHR          4  LETTER.TXT
    5   PHONE1.TXT            6  PHONE2.TXT
    7   CTRLJ.TXT             8  TAB.TXT
    9   INSTRUCT.TXT

                   End of Catalog

File # or Name>
```

After the catalog is displayed:

ENTER A NAME AND PRESS RETURN - to save the file in memory under that file name.

OR

PRESS THE PERIOD (.) KEY AND RETURN - to save the file in memory under its present file name.

OR

ENTER A NUMBER AND PRESS RETURN - to save the file in memory under the file name listed at that number in the catalog.

OR

PRESS RETURN WITHOUT ENTERING ANYTHING - to return to the Cursor Mode without saving anything.

OR

ENTER Dn:*.* (where Dn: is the drive number) AND PRESS RETURN - to display a catalog from a different drive.

For example, enter "D2:*.TXT" and press RETURN to display a catalog of TXT files on drive 2.

After the new drive has been selected, you will be able to save the file in memory to that disk.

MERGING FILES

It is possible to insert one file into another by using the FILE MERGE.

Load a file into memory. Move the cursor to the point at which you wish to insert the second file. Press CTRL-L again, and the catalog page will appear with the message FILE MERGE in the upper right corner. Type the number or name of the file you wish to insert and press RETURN.

The second file will be inserted into the first immediately after the cursor. The filename in memory will be cleared (set to "(no name)") and you must give a new name to the merged file.

For more information on merging portions of large files, consult the MEMORY FULL ERROR section of the TROUBLESHOOTING chapter.

DELETING FILES FROM DISK

Files stored on disk can be deleted from the disk. To delete a file:

1. Press CTRL-L or CTRL-S - To display the catalog.

2. Press CTRL-D - To display the prompt:

   File to DELETE >

3. Enter the name or number of the file you wish to delete and press RETURN to display the prompt:

   DELETE File D#:filename.sfx?

4. Press Y to confirm or N to stop.

After the file is deleted from disk, you will be returned to the Catalog Page with the current file operation (Save or Load) still in effect.

THE SYSTEM QUERY

The System Status Line is used to monitor and control the status of the Autolink, THE key, and the Print Mode (these features are discussed in detail in later chapters). It is also used to initialize data disks and display current file information.

Q — Display the System Status Line at the bottom of the screen. The System Status Line will look like this:

Autolink=off:The Key=off:1:Form

Autolink=off — The status of the Autolink.

The Key=off — The status of THE key.

1 — The number of occurrences replaced in the last Replace operation.

Form — Any of the following names may appear in this position:

- Form — The Print Module is in memory, and Super-Text is assuming a continuous flow of paper.
- Sheet — The Print Module is in memory, and Super-Text will pause after printing each page and prompt for a new sheet of paper.

Preview	The Print Module is in memory, and the file will be previewed on the screen.
Help	The Help Module is in Memory.
Print	The Print Module is in memory and will print in Form or Sheet mode.

USING THE SYSTEM STATUS LINE

The following commands are valid after displaying the System Status Line:

A	Turn Autolink ON or OFF. Refer to the AUTOLINK chapter for details.
T	Turn THE key ON or OFF. See "THE KEY" section in the ADD MODE chapter.
CTRL-T	Define THE key. See "THE KEY" section in the ADD MODE chapter.
P	Switch to Print Preview Mode. The Print Module must be in memory. See the PRINTING chapter for further details.
F	Switch to form feed. The Print Module must be in memory.
S	Switch to sheet feed. The Print Module must be in memory.

Any other key will display the File Status Line and return to the Cursor Mode.

CHECKING THE FILE STATUS

After exiting the System Query, the File Status line will be displayed.

```
3369 *FILENAME          (11470 Free)
```

File Size — The number on the left side of the line displays the number of characters currently in the file.

* — The asterisk indicates that the file in memory has been changed. The asterisk will not be displayed if there have not been any changes to the file in memory.

FILENAME — The name of the file in memory.

Unused Memory - The number in parentheses is the number of characters that can be added to the file. The file in memory can contain a maximum of 14,839 characters.

CHAPTER 3

EDITING FILES

3

EDITING FILES

This chapter contains instructions to add, delete, or change the text in your file. It is divided into three sections corresponding to the three Super-Text editing modes, the CURSOR MODE, the ADD MODE, and the CHANGE MODE.

The Cursor Mode is for loading and saving files, scrolling text, deleting text, find and replace operations, and block operations. The Add Mode is for creating text, adding to the end of a file, or inserting text in the middle of a file. The Change Mode is for writing over and changing already existing text.

THE CURSOR MODE

When Super-Text is first loaded, the Cursor Mode is entered. The Super-Text Cursor Mode is used to load or save files on disk, to review and edit the current file in memory, and to enter the other Super-Text operating modes. From the Cursor Mode you can delete any part of a file, and you can perform Find, Replace, or Block operations. Exiting from any of the other modes will always return you to the Cursor Mode.

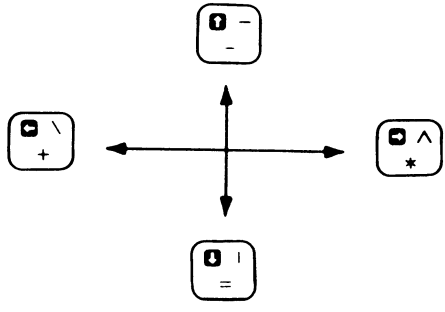
ENTERING OTHER MODES

All other Super-Text modes of operation are entered from the Cursor Mode. Exiting from any of the other modes by pressing ESC twice always returns you to the Cursor Mode.

CTRL-A	Enter the Add Mode.
CTRL-C	Enter the Change Mode.
X	Enter the Print Mode if the Print Module is in memory.

CURSOR MOVEMENT

The cursor identifies the point in the text where processing will occur. Move the cursor anywhere in the text by pressing the CTRL key and one of the following:



OTHER CURSOR CONTROLS

ESC CTRL- -	Move the cursor to the top of the screen.
ESC CTRL- | =	Move the cursor to the bottom of the screen.
ESC CTRL- ^ *	Move the cursor to the extreme right of the line.
ESC CTRL- \ +	Move the cursor to the extreme left of the line.

TEXT SCROLLING OR MOVEMENT

The file in memory can be scrolled forward or backward a page or a line at a time. The direction of movement is controlled by the direction indicator in the lower left corner of the screen. If the direction is positive (+), the text will move forward, toward the end of the file. If the direction is negative (-), the text will move backward, toward the beginning of the file.

+	Set the direction indicator to "+".
-	Set the direction indicator to "-".
P	Move the text one PAGE in the indicated direction.
L	Move the text one LINE in the indicated direction.
ESC ↑ -	Display the first page of the file, and move the cursor to the beginning of the file.
ESC ↓ \ +	Display the last page of the file, and move the cursor to the end of the file.

DELETING INFORMATION FROM MEMORY

Information can be deleted from the file in memory a character, word, line, or screen at a time. Position the cursor over the first character to be deleted, then press:

CTRL-D — Delete the character at the cursor.

CTRL-W — Delete from the cursor to the end of the word.

CTRL-G — Delete from the cursor to the end of the line.

CTRL-O — Display the prompt:

Press # to Delete!

Press # (SHIFT-3) to delete from the cursor to the end of the screen. Press any other key to cancel the request.

ESC CTRL-Z — Display the prompt:

Press # to Delete Everything!

Press # (SHIFT-3) to erase the file in memory. Press any other key to cancel the request.

Any other portion of a file can be deleted by marking it as a block and then using the Block Delete command. Refer to the "Block Operations" section in this chapter.

These operations delete information only from the working file in memory. They do not affect any information stored on disk. To delete a file from the disk, see the FILE SYSTEM chapter.

FIND AND REPLACE OPERATIONS

F Find a word or phrase.

R Replace a word or phrase.

Super-Text will Find or Replace any set of characters up to 30 characters long. Both operations begin their search at the current cursor location and look for the word or phrase exactly as entered. The search proceeds through the text in the direction indicated by the direction indicator (located in the lower left corner of the screen). When the object of the search is found it is displayed at the cursor on the center line of the screen.

The '&' and the '!' keys are special characters in both the Find and Replace. The '&' character will match on any number of spaces (including zero!) in your text. For example, if you attempt to find "COMPUTER&WORLD", you will find "COMPUTERWORLD" and "COMPUTER WORLD".

The '!' character acts as a wild card. Any character can be matched to it. For example, if you try to find "p!!son", Super-Text will find "poison" and "person".

To find or replace the "carriage return" character, " ", enter CTRL-TAB into the string to be searched for.

TO FIND A WORD OR PHRASE

1. (F) Enter the word or phrase you want to find and press RETURN.

2. (CTRL-F) Find the next occurrence of the word under the cursor

3. (N) Find the next occurrence. When all occurrences have been found, the following message will be displayed:

   'Not Found - Press Return'

4. (RETURN) Return to the Cursor Mode.

```
F10,70,4,S,J
F51
↵The Muse Co.
↵347 N. Charles St.
↵Baltimore, MD 21201
↵
F10
↵Dear Mr. Jones,
FThank you for your inquiry about our
newest word processor, SUPER-TEXT.  I
have enclosed a copy of the SUPER-TEXT
data sheet that will answer most of
your questions about the capabilities
of this system.  As you can see, it
meets all your requirements and more!
↵
F52
↵Sincerely,
↵
↵
+Find: SUPER-TEXT
```

Find: SUPER-TEXT

TO FIND MORE THAN ONE WORD OR PHRASE

Super-Text will search for several words at one time with just one command. To find more than one word or phrase, use the above procedure with the following changes:

1. (F) Enter a comma (,) to establish the operation as a multiple find.

2. ENTER THE WORDS you want to find and press RETURN. The words must be separated by commas, and the combined number of characters and commas cannot exceed 30.

3. (N) Find the next occurrence. When all occurrences have been found, the following message will be displayed:

   'Not Found - Press Return'

AN EXAMPLE OF A MULTIPLE FIND:

Find:,A,B,C

The above example will find either A, or B, or C, where A, B, and C can be any word, character, or phrase.

TO REPLACE A WORD OR PHRASE

1. (R) Enter the word or phrase to be replaced and press RETURN

OR

(CTRL-R) Enter the word at the cursor as word to be replaced and press RETURN.

Either of these procedures will display the prompt 'All? (Y or N)'.

2. (Y) Replace all occurrences of the first entry.

OR

(N) Pause at each occurrence and ask for individual approval.

After all occurrences have been replaced, the message:

'Replaced x occurrences'

will be displayed (where x is the number of occurrences replaced). Press RETURN to return to the Cursor Mode.

The number of occurrences replaced is now displayed on the Query Line (press 'Q' from the Cursor Mode).

To terminate the replace function before it is finished, press ESC.

FOR EXAMPLE:

```
F10,70,4,S,J
F51
↵The Muse Co.
↵347 N. Charles St.
↵Baltimore, MD 21201
↵
F10
↵Dear Mr. Jones,
FThank you for your inquiry about our
newest word processor, SUPER-TEXT.  I
have enclosed a copy of the SUPER-TEXT
data sheet that will answer most of
your questions about the capabilities
of this system.  As you can see, it
meets all your requirements and more!
↵
F52
↵Sincerely,
↵
↵
+Repl: Mr. Jones
```

Repl: Mr. Jones

```
F10,70,4,S,J
F51
↵The Muse Co.
↵347 N. Charles St.
↵Baltimore, MD 21201
↵
F10
↵Dear Mr. Jones,
FThank you for your inquiry about our
newest word processor, SUPER-TEXT.  I
have enclosed a copy of the SUPER-TEXT
data sheet that will answer most of
your questions about the capabilities
of this system.  As you can see, it
meets all your requirements and more!
↵
F52
↵Sincerely,
↵
↵
+With: Mr. Smith
```

With: Mr. Smith

TO REPLACE MORE THAN ONE WORD

Replaces several different words at once.

1. (R) Enter a comma (,) to establish the operation as a multiple replace.

2. ENTER THE WORDS you want to replace, separated by commas, and press RETURN.

3. ENTER A COMMA (,) and enter the words that will replace the corresponding words entered in step 2. The words must be separated by commas.

4. (RETURN) The prompt 'All? (Y or N)' will be displayed.

5. (Y) Replace all occurrences of the first entry.

   OR

   (N) Pause at each occurrence and ask for individual approval.

After all occurrences have been replaced, the message:

'Replaced x occurrences'

will be displayed (where x is the number of occurrences replaced). Press RETURN to return to the Cursor Mode.

The number of occurrences replaced is now displayed on the Query Line (press 'Q' from the Cursor Mode).

AN EXAMPLE OF A MULTIPLE REPLACE:

Repl:,A,B,C

With:,X,Y,Z

The above example will replace A with X, B with Y, and C with Z, where A, B, C, X, Y, and Z can be any word, character, or phrase.

TO COUNT OCCURRENCES OF A WORD

This operation counts the number of times a word or phrase occurs in a file.

1. (R) Enter the word or phrase to be counted.
2. (RETURN) Display the prompt 'With:' on the bottom line of the screen.
3. (RETURN) Without entering anything to initiate counting.

After all occurrences have been counted, the message:

'Counted x occurrences'

will be displayed (where x is the number of occurrences counted). Press RETURN to return to the Cursor Mode.

The number of occurrences counted is now displayed on the Query Line (press Q from the Cursor Mode).

TO APPROXIMATE THE NUMBER OF WORDS IN A FILE

This operation approximates the number of words in a file by counting the number of spaces in the file. The number of spaces counted is roughly equal to the number of words in a file if the file contains mostly text. This method will not yield accurate results on files which contain multiple spaces.

1.	R	Display the prompt 'Repl:'.
2.	Space Bar	Enter a space as the word to be counted.
3.	RETURN	Display the prompt 'With:'.
4.	RETURN	Start the counting process.

After all occurrences have been counted, the message:

'Counted x occurrences'

will be displayed (where x is the number of occurrences counted). Press RETURN to return to the Cursor Mode.

The number of occurrences counted is now displayed on the Query line (press Q from the Cursor Mode).

BLOCK OPERATIONS

Super-Text block operations allow you to "mark" a portion of the current file and then manipulate the marked block in several ways.

Block markers are shown as ' ' and ' ' in a file. Anything between two of these markers is defined as a block. A block can be as small as 1 character, or as large as the entire file in memory, but only one block can exist in a file at any one time.

While in the Cursor Mode, press:

CTRL-V — Insert a block marker immediately after the cursor. If you try to insert a block marker after a block has already been defined, the message 'Block marked!' will be displayed.

V — Position the cursor to the next block marker in the current file. Pressing V again moves the cursor to the other marker. The Atari will beep when the cursor is positioned to the end block marker. Pressing V when no block is marked results in the 'No Block Marked' message.

ESC V — Display the block options on the bottom line of the screen. If both block markers have not been placed, the message 'No Block Marked' will be displayed.

After pressing ESC-V, execute one of the options on the following pages:

S

SAVE the marked block on disk. A block can be saved on disk as a separate file, or it can be appended to the end of any file in the catalog. Appending a block causes that block to be saved on disk at the very end of the selected file. When a block is saved or appended, its block markers will not be saved.

After pressing S you have the following options:

SAVE THE BLOCK AS A NEW FILE

Enter a name for the file and press RETURN. This name cannot be the same as any other file name on the catalog.

APPEND THE BLOCK TO THE END OF A FILE

Enter the name or number of a file which already exists on the disk and press RETURN.

OR

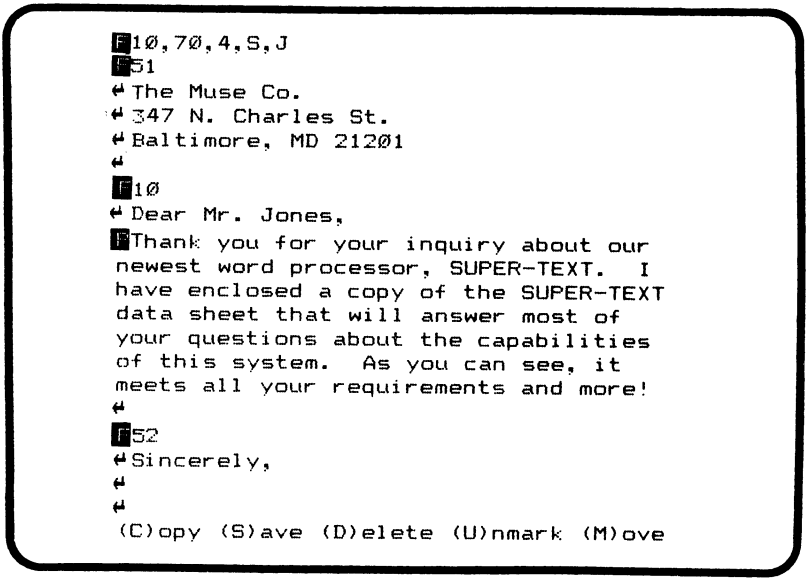
If you have previously performed a Block Save, you may press the period key and press RETURN to append the block to the file which you used in the last Block Save. The name of the file which was used in the last Block Save appears in the upper left corner of the catalog after the word 'File'.

C — COPY the marked block to another location in the file. After pressing C, a copy of the original block will be inserted at the cursor. The original block will still exist with its markers. This block may be copied to more than one location in the same file.

M — MOVE the marked block to another location in the file. This command inserts the marked block immediately after the cursor and deletes the original block.

D — DELETE the marked block and its markers from the file in memory. This does not affect any file stored on disk.

U — UNMARK the block. This command does not affect any of the text in the file. The markers can also be removed using the normal text deletion commands.



Block Options

IDENTIFYING LAST CHANGE IN TEXT

J — Position the cursor to the location of the last change made to the file in memory.

Pressing the J key again will identify the change prior to the last one identified. The J key can identify the last four changes made to the file currently in memory. Only the changes which were made after the file was loaded are identifiable.

Invisible markers can also be placed within the text. When the J key is pressed, these "markers" are treated as if they were changes in the text, and the cursor will be positioned to their locations. Markers are not saved when a file is saved.

M	Insert an invisible marker into the text at the cursor.

MISCELLANEOUS KEYS

CTRL-N	Advance the printer paper one page (only if the Print Module is in memory).
CTRL-P	Clear the current file from memory and load the linked file (only if Autolink=on). See the AUTOLINK chapter for details.

THE ADD MODE

The Super-Text Add Mode is used to create a new file or to add to one which already exists.

CTRL-A	Enter the Add Mode. The word 'Add' will be displayed at the bottom of the screen.
ESC ESC	Exit the Add Mode. The word 'Add' will disappear, and you will be returned to the Cursor Mode.

When in the Add Mode, new text can be added to the file in memory by using your keyboard as if it were a typewriter. The new text will be inserted into the file at the cursor.

If you make a mistake as you are typing, press the backspace key to back up and remove the last characters typed.

If you try to type a word that won't fit on a line, Super-Text will automatically begin a new line for you. This prevents words from breaking at the end of a line. Pressing RETURN inserts a carriage return character at the cursor and begins a new line on the screen. It is not necessary to use the RETURN key unless you want to force a new line.

UPPER AND LOWER CASE

The Atari keyboard works just like a typewriter. Press the shift key for upper case or simply key in the letter for lower case.

SHIFT	Shift to upper case for next letter
SHIFT + CAPS/LOWER	Lock in upper case
CAPS/LOWER	Shift to lower case

CURSOR TAB AND LINE COPY

CTRL- ^ *	Align the cursor with the beginning of the next word on the line above the cursor.
CTRL-TAB	Copy the remainder of the line above the cursor.
SHIFT + TAB	Copy the word above the cursor

THE KEY

The Super-Text THE key allows you to add up to 30 characters with one keystroke. CTRL-. (control-period) can be defined and turned on or off from the System Status line.

DEFINING THE KEY

THE key can be defined to contain any set of characters. If THE key is not defined, the character set "the" is automatically used. Use it for the word "the", or for any word which contains that sequence of letters.

To define THE key, enter the Cursor mode and press:

1. (Q) Display the System Status Line.
2. (CTRL-T) Display the prompt

   THE KEY = THE

3. ENTER THE NEW SET OF CHARACTERS. The new set of characters has a maximum length of 30 characters.
4. (RETURN) Return to the System Status Line.
5. (RETURN) Return to the Cursor Mode.

TURNING THE KEY ON OR OFF

The status of THE key is controlled from the System Status line. To turn THE key on or off, press Q from the Cursor Mode to display the System Status line. Then press T to switch THE key on or off. Press RETURN to return to the Cursor Mode.

THE key may also be turned on or off in the System Options program. Select Default Print Options from the Options menu and move the cursor down one next to THE key option. Turn it on or off by pressing CTRL-left arrow.

Defining THE key

```
F10,70,4,S,J
F51
↵The Muse Co.
↵347 N. Charles St.
↵Baltimore, MD 21201
↵
F10
↵Dear Mr. Jones,
FThank you for your inquiry about our
newest word processor, SUPER-TEXT.  I
have enclosed a copy of the SUPER-TEXT
data sheet that will answer most of
your questions about the capabilities
of this system.  As you can see, it
meets all your requirements and more!
↵
F52
↵Sincerely,
↵
↵
THE key = ANY WORD YOU WANT
```

USING THE KEY

To use THE key, you must be in the Add Mode with THE key turned on.

CTRL-. Insert the defined character set at the cursor.

THE CHANGE MODE

The Change Mode allows you to move the cursor anywhere in the current file and change the character at the cursor.

CTRL-C Enter the Change Mode. The word 'Change' will appear at the bottom of the screen, indicating that you are in the Change Mode.

When in the Change Mode any character typed (with the exception of the cursor control keys) will replace the character at the cursor. The Atari will make an "echo" sound.

A line delimiter can only be changed to another line delimiter. Line delimiters are those control characters which automatically start a new line, such as the return character, CTRL-F, CTRL-P, CTRL-X, CTRL-T, and CTRL-N.

ESC ESC Exit the Change Mode and return to the Cursor Mode.

CHAPTER 4

FORMATTING

4

FORMATTING

Super-Text uses a variety of control characters to format the printed output. These CTRL characters are entered into the text while in the ADD or CHANGE modes. The control characters are displayed as graphic symbols on the screen. They control the format of the printed output, but the CTRL letters themselves are never printed with the file.

There is one special control character, the carriage return character: " ↵ ". The "↵" is generated by pressing RETURN while in the Add Mode. The " ↵ " character always performs a carriage return and line feed to start a new line on the printer.

In the examples shown in the remainder of this section, the printer control characters will be identified by underlining. For instance, a CTRL-F will be printed as F, a CTRL-A as A.

THE FORMAT LINE (CTRL-F)

A Format Line is used to specify the printed page size, location of page numbers, and margins. A Format Line must always begin with CTRL-F and should be placed before the body of your text. Format lines themselves are not printed.

There is no limit to the number of Format Lines that can be present in a file; it is possible to print parts of a file with different margins, spacing, etc. If you omit the Format Line, the text will be printed using the parameters set by the most recent Format Line used for printing or by the System Options Program if Super-Text has just been loaded.

A Format Line contains up to nine numeric parameters in the following order:

FL,R,P,TM,TL,BM,LPN,CPN,BF

Where
- L = Left margin
- R = Right margin
- P = Paragraph indentation
- TM = Top margin
- TL = Text length per page
- BM = Bottom margin
- LPN = Line number within the top or bottom margin on which the page number will be printed
- CPN = Character position around which the page number will be centered (set to zero to alternate page numbers on the left and right margins)
- BF = Number of times to overprint when boldfacing

The Format Line does not have to include each parameter every time it is used, only those that are to be changed. The parameters that are omitted from the line will keep their present value, but if a parameter is skipped, a comma must be inserted to mark its place. For example:

F1,8Ø,4

Set the left margin to 1, the right margin to 8Ø, and the paragraph indentation to 4.

F1Ø

Change the left margin to 1Ø without affecting the right margin and paragraph indentation.

F,7Ø

Change the right margin to 7Ø. Note that there is a comma before the "7Ø" to indicate that the first parameter, left margin, is to remain unchanged.

F1,8Ø,4,2,6Ø,4,3,43

Set the left margin to 1
Set the right margin to 8Ø
Set the paragraph indentation to 4
Print a two-line top margin
Print 6Ø lines per page
Print a four-line bottom margin
Print the page number on line 3 of the margin
Center the page number around character position 43

OTHER FORMAT LINE PARAMETERS

In addition to the nine numeric parameters, the Format Line can contain alphabetic parameters. The alphabetic parameters can be in any order but must follow all numeric parameters. Valid alphabetic parameters are as follows:

B	Print page numbers in the bottom margin
T	Print page numbers in the top margin
S	Single space printout
D	Double space printout
J	Justify the right margin
R	Do not justify the right margin (ragged edge)

Examples of alphabetic parameters in a Format Line:

F1,8Ø,4,S

Sets the left and right margins, paragraph indentation and selects single spacing.

FD,J

Selects double spacing and turns on right justification.

THE PARAGRAPH CONTROL CHARACTER (CTRL-P)

The printer will start a new line and indent according to the specifications in the Format Line when it encounters a paragraph control character.

Press CTRL-P while in the Add Mode to insert a paragraph control character.

SETTING TABS (CTRL-T)

As with a typewriter, tab stops must be defined (or set) before they are used. A Tab Control Line starts with a CTRL-T and then lists the tab stops in ascending order, separated by commas.

A Tab Control Line can contain a maximum of 16 tab stops. As with the other printer control characters, the Tab Control Line will not be printed when the file is printed.

Here is an example of a Tab Control Line which sets tab stops at printer positions 1Ø, 25, 4Ø, 55, and 7Ø:

T1Ø,25,4Ø,55,7Ø

TAB CONTROL CHARACTERS (CTRL-L and CTRL-R)

The CTRL-L and CTRL-R are used to move to the next tab stop when the file is printed.

The CTRL-L left justifies on the next tab stop. That is, the printer will move to the next tab stop and then print whatever follows the CTRL-L.

The CTRL-R right justifies on the next tab stop. The characters from the preceding space to the CTRL-R will be printed so that they end at the next tab stop. When a CTRL-R is used it should immediately follow the character(s) to be right tabbed.

Tab control characters are entered into the text while in the Add or Change Mode.

CTRL-L Inserts a left justified tab control character.

CTRL-R Inserts a right justified tab control character.

TAB EXAMPLE

```
F1,80
T8,40,45
↵
↵Quality Software Available from MUSE on
 Disk:
↵
↵
↵LITEM  PRICER  LLOCATION
↵
↵LSuper-Text  175.00R LBin 1
↵LAddress Book  49.95R  LBin 6
↵LS-T Form Letter Module 100.00R LStock Room
↵LThe Voice 39.95R LDisplay Case
↵LRescue Squad  29.95R LDevelopment
↵LThe Function Game 24.95R LDevelopment
↵LThe Best of Muse  39.95R LBin 47
↵LElementary Math Edu-Disk 39.95R
 LDisplay Case
↵LAppilot II Edu-Disk 99.95R LStock Room
↵LData Plot 59.95R LDisplay Case
↵LU-Draw II 39.95R LBin 4
↵LABM 24.95R LDisplay Case
↵LRobot War 39.95R LStock Room
↵LCastle Wolfenstein 29.95R LBin 6
```

Tabs as they appear on the screen

Quality Software Available from MUSE on Disk:

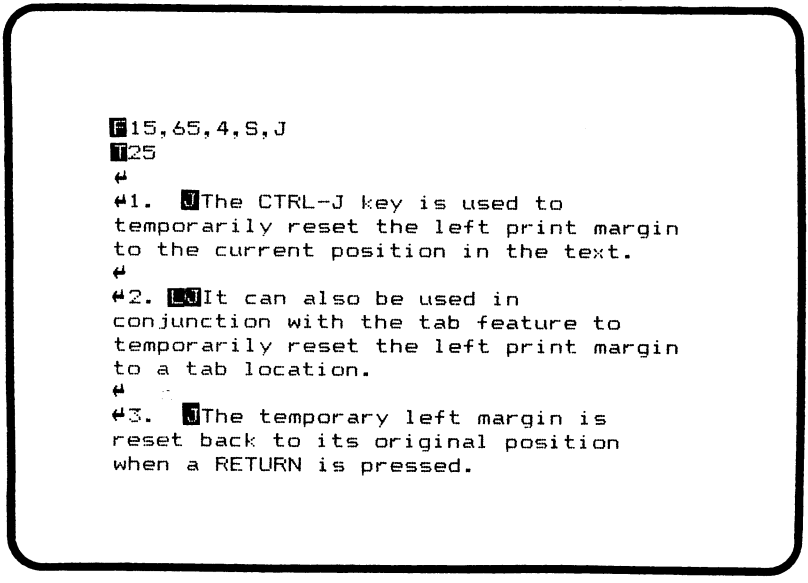
ITEM	PRICE	LOCATION
Super-Text	175.00	Bin 1
Address Book	49.95	Bin 6
S-T Form Letter Module	100.00	Stock Room
The Voice	39.95	Display Case
Rescue Squad	24.95	Development
The Function Game	49.95	Development
The Best of Muse	39.95	Bin 47
Elementary Math Edu-Disk	39.95	Display Case
Appilot II Edu-Disk	99.95	Stock Room
Data Plot	59.95	Display Case
U-Draw II	39.95	Bin 4
ABM	24.95	Display Case
Robot War	39.95	Stock Room
Castle Wolfenstein	29.95	Bin 6

Tabs as they would print

TEMPORARY MARGIN RESETS (CTRL-J)

CTRL-J temporarily resets the left margin to the current print position. The next carriage return in the file will reset the left margin back to its original setting. When a CTRL-J is used immediately after a CTRL-L it will set the left margin to the next tab stop.

Looks like this on the screen



1. The CTRL-J key is used to temporarily reset the left print margin to the current position in the text.

2. It can also be used in conjunction with the tab feature to temporarily reset the left print margin to a tab location.

3. The temporary left margin is reset back to its original position when a RETURN is pressed.

Prints like this

PAGE BREAKS AND NUMBERING (CTRL-N)

CTRL-N is used in conjunction with the Format Line to control page numbering. The Format Line specifies how many lines are to be printed per page and where the page numbers are to be printed. The CTRL-N specifies what values the page numbers will have or where a forced page break will occur. The CTRL-N is also used for selecting either chapter-relative or normal page numbering.

PAGE BREAKS

When a CTRL-N (with no number following it) is encountered in the text, it will force a page break. If page numbering is ON, the next sequential page number will be printed.

NORMAL PAGE NUMBERING

A CTRL-N followed by a number (other than Ø) turns page numbering ON. It does not force a page break but specifies what value the next page number will have when it is printed. Page numbers may have a value from 1 to 65000.

A CTRL-N followed by a zero (Ø) turns page numbering OFF. Page breaks will still occur, but pages will not be numbered. To disable the page numbering for a whole report, enter NØ once at the beginning of the file.

CHAPTER RELATIVE PAGE NUMBERING

If the CTRL-N is followed by two numbers separated by a minus sign (-), chapter-relative page numbering will be selected. The chapter numbers will start with the first number after the CTRL-N, and the page numbering will start with the second number after the CTRL-N. The page number will increase one with each page break but the chapter number will not.

Press CTRL-Nc-p while in the Add or Change Mode to turn ON chapter relative page numbering where c is the chapter number and p is the page number.

Examples:

N Forces a page break.

N1 Causes page numbering to be turned on, numbers the first page break as page 1, and sequentially numbers each successive page break.

N1Ø Causes the next page number printed to be 1Ø, the next 11, etc.

N1-1 Causes the next page number to be printed as 1-1, the next as 1-2, etc.

N3-1 Causes the next page number to be printed as 3-1, the next as 3-2, etc.

NØ Turns page numbering off.

ALTERNATING PAGE NUMBERS

Page numbers can be alternately printed on the left and right margins. To alternate printing of the page numbers, set the Page Number Character Position to zero. The value of the Page Number Character Position is set by the eighth parameter in the Format Line. It can also be set in the Printer Options Program.

For example:

F,,,,,,,Ø

will cause the page number to print on the right margin of every odd numbered page and print on the left margin of every even numbered page.

PAGE HEADERS (CTRL-T)

Page headers can be printed within the top or bottom margin of a page. Page headers can appear on just one page, all pages, or on alternating pages (NOTE: page numbering must be turned on to print alternating headers and footers). The content and position of a header are controlled by the header line. There is no limit to the number of header lines which can appear in a file.

All headers start with a CTRL-T followed by the text of the header within quotes. A variety of characters are used to control the position of the header within the margin. There are four possible locations for page headers. In the following examples, xxxx represents the text of the header:

1. Top Margin (all pages) CTRL-T"xxxx"
2. Bottom Margin (all pages) CTRL-T+"xxxx"
3. Top Margin (even pages only) CTRL-T2"xxxx"
4. Bottom Margin (even pages only) CTRL-T2+"xxxx"

To turn off a header use CTRL-T"" (where there is no text within the quotes).

POSITIONING HEADERS (vertically)

Headers will print on the first line of the margin unless carriage return characters (↵) are inserted into the header. Each carriage return moves the header down one line in the margin. For example:

T"
↵
↵xxxx"

will print the header xxxx in the third line of the top margin.

CENTERING HEADERS (horizontally)

Headers will start printing at the current left margin unless the header is centered. Use single quotes (SHIFT-7) instead of double quotes to center the header between the left and right margins. For example:

T'xxxx'

will print the header xxxx in the center of the first line of the top margin.

The horizontal position of the header can also be controlled by inserting spaces before the text of the header. For example:

T" xxxx"

will position the header xxxx toward the right side of the page.

HEADERS WITH PAGE NUMBERS

If a page number and a header are printed in the same location, the page number takes precedence and prints over the header. By taking advantage of this feature, page numbers and headers can be combined to produce useful results. For example, it is possible to print the following headers:

Page 1		Page 1 of 10
Page 2		Page 2 of 10
Page 3	OR	Page 3 of 10
Page 4		Page 4 of 10

To print a header in conjunction with a page number, set the page number position in the Format Line or the Options Program. Use spaces and carriage returns to position the header so that it prints in the same margin and on the same line as the page number. Leave sufficient space in the header to allow for the printing of the page number.

Example:

```
T"Page     "

           OR

T"Page     of 10"
```

The line and character position for the page number are set by the seventh and eighth parameters of the Format Line. They can also be set in the Printer Options Program. See the section on the Format Line or Printer Options Program for further details.

MISCELLANEOUS CONTROL CHARACTERS

Super-Text has eight miscellaneous characters used to control the printer. These characters are inserted in the text during the Add or Change Mode but are not printed.

CTRL-X	Center the following line of text between the right and left margins.
CTRL-V	Print an underline character "_".
CTRL-Q	Temporarily stops printing until the next CTRL-O is encountered in the text. Used to skip portions of text while printing.
CTRL-O	Resume printing.
CTRL-Q CTRL-Q	Terminate printing from within the text.

Printers that have backspacing capabilities can underline or boldface a word.

CTRL-W	Underline the preceding word.
CTRL-B	Boldface the preceding word.
CTRL-Z	Backspace the printer one character.

To underline a phrase or sentence, insert CTRL-V's (instead of spaces) between each word in the phrase. Then use a CTRL-W at the end to underline the entire string of text.

Sample letter

```
F10,70,4,S,J
F51
↵The Muse Co.
↵347 N. Charles St.
↵Baltimore, MD 21201
↵
F10
↵Dear Mr. Jones,
↵Thank you for your inquiry about our
newest word processor, SUPER-TEXT.  I
have enclosed a copy of the SUPER-TEXT
data sheet that will answer most of
your questions about the capabilities
of this system.  As you can see, it
meets all your requirements and more!
↵
F52
↵Sincerely,
↵
↵
```

The Muse Co.
347 N. Charles St.
Baltimore, MD 21201

Dear Mr. Jones,

Thank you for your inquiry about our newest word processor, SUPER-TEXT. I have enclosed a copy of the SUPER-TEXT data sheet that will answer most of your questions about the capabilities of this system. As you can see, it meets all your requirements and more!

Sincerely,

Sample letter printed

CONTROL KEY SUMMARY

Control Key	Function
CTRL-A	User Definable
CTRL-B	Boldface
CTRL-D	User Definable
CTRL-E	User Definable
CTRL-F	Start Format Line
CTRL-G	User Definable
CTRL-H	User Definable
CTRL-I	User Definable
CTRL-J	Temporary Margin
CTRL-K	User Definable
CTRL-L	Left Tab
CTRL-M	User Definable
CTRL-N	Page breaks/Numbers
CTRL-O	Turn printer on
CTRL-P	Start paragraph
CTRL-Q	Turn printer off

CONTROL KEY SUMMARY (continued)

Control Key	Function
CTRL-R	Right Tab
CTRL-T	Set tabs/headers
CTRL-U	User Definable
CTRL-V	Print Underline
CTRL-W	Underline Word
CTRL-X	Center line
CTRL-Y	User Definable
CTRL-Z	Backspace

CHAPTER 5

PRINTING

5

PRINTING

The Super-Text Print Mode is used to print the current file in memory or any number of files stored on disk. The Help and Print Modules occupy the same memory locations in the Atari, therefore only one of them can be active at a time. When Super-Text is first loaded, the Print Module is automatically loaded with it.

The Print Mode is entered by pressing 'X' when in the Cursor Mode.

To determine which module (Help or Print) is currently in memory, use the System Query (press 'Q') to display the Status Line on the bottom of the screen. The current module is displayed on the right side of the Status Line. If the Print Module is in memory, 'Form', 'Sheet', or 'Preview' will be displayed.

If the Print Module is not in memory, load it by pressing CTRL-L and then selecting the file PRINT.MOD or change the Initially Loaded Module (see page 7-5) in the System Options program. This does not have to be done each time you print -- only if it is not currently in memory. The Print Module will remain in memory until you load one of the other modules. Loading the Print Module will not affect the current data file in memory.

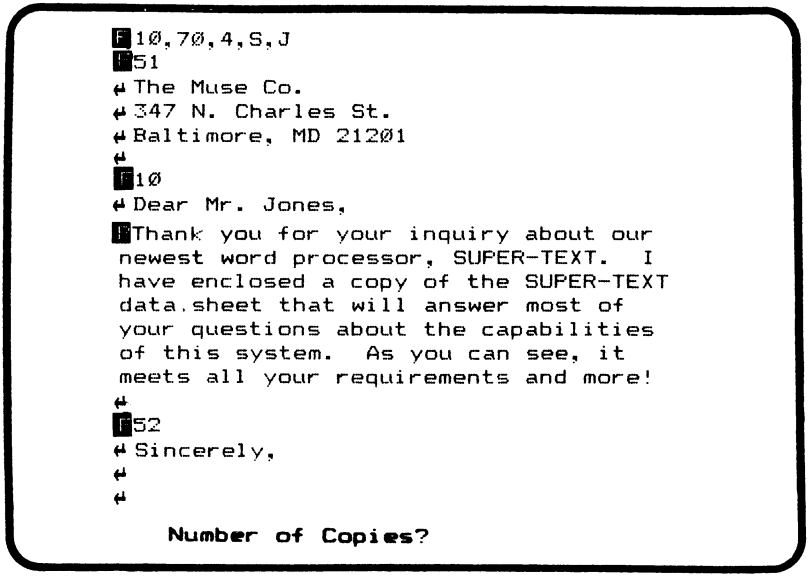
PRINTING FILES

To print the file in memory, you must be in the Cursor Mode, and the Print Module must be active. Printing or previewing will begin from the portion of the text which is displayed at the top of the screen and continue towards the end of the file.

Press 'X' to enter the Print Mode.

After entering the Print Mode, the following prompt will be displayed:

Number of copies?



Press 'X' to enter the Print Mode

Press:

1-255 and RETURN	Print that many copies of the file in memory.
OR	
Ø and RETURN OR CTRL-←	Return to the Cursor Mode without printing anything.

PRINTING MULTIPLE FILES

To print the file in memory and multiple files from disk, you must be in the Cursor Mode, and the Print Module must be active.

Press 'X' to enter the Print Mode.

After entering the Print Mode, the following prompt will be displayed:

Number of copies?

Press:

RETURN	The catalog will be displayed. Select the files to be printed by entering their file numbers, separated by commas. They will be printed in the order entered.

SHEET, FORM, OR PREVIEW PRINTING

Super-Text prints on sheet feed paper, form feed paper, or previews files on the screen. Load the PRINT.MOD and then select form, sheet, or preview by pressing 'Q' from the Cursor Mode to display the System Status Line. Then press:

F	Switch to Form feed.
S	Switch to Sheet feed.
P	Switch to Preview.
RETURN	Return to the Cursor Mode.

SHEET If you have a sheet feed printer, Super-Text will pause at the end of each page, beep, and display the prompt:

Insert New Sheet

Insert a new sheet of paper and press RETURN to continue printing.

FORM If you have a form feed printer, Super-Text will print the entire file without pausing at the end of each page.

PREVIEW If you select preview, Super-Text will print on the screen only. The file will be formatted as it would appear on the printer. A line of dashes will appear on the bottom of the screen at the end of each page, and the preview will pause. Press any key to continue.

TO INTERRUPT PRINT OR PREVIEW

Printing can be terminated or interrupted at any time.

(ESC) Terminate printing and exit to the Cursor Mode.

(Space Bar) Stop printing after the current line prints. When printing stops, press:

- (ESC) Stop printing completely.
- (Space Bar) Print the next line and pause.
- (Any Key) Resume printing.

If printing is terminated, the screen will display the portion of the file that was being printed when the printing stopped.

When the preview stops at the end of a page, the display can be repositioned backward to a previous CTRL-N (page break).

(N) Back up one page break. 'N' may be pressed as many times as desired to re-preview several pages.

If previewing is terminated, the screen will display the portion of the file that was being viewed when the previewing stopped. This allows you to find and correct errors immediately.

CHANGING THE PREVIEW MARGIN

It is possible to change the preview window while previewing. Normally you will preview with column 1 at the left edge of your screen. In order to see the right half of a page, you may wish to change the preview margin. You can set the preview so that any column is positioned at the left edge of the screen.

To change the margin display, press:

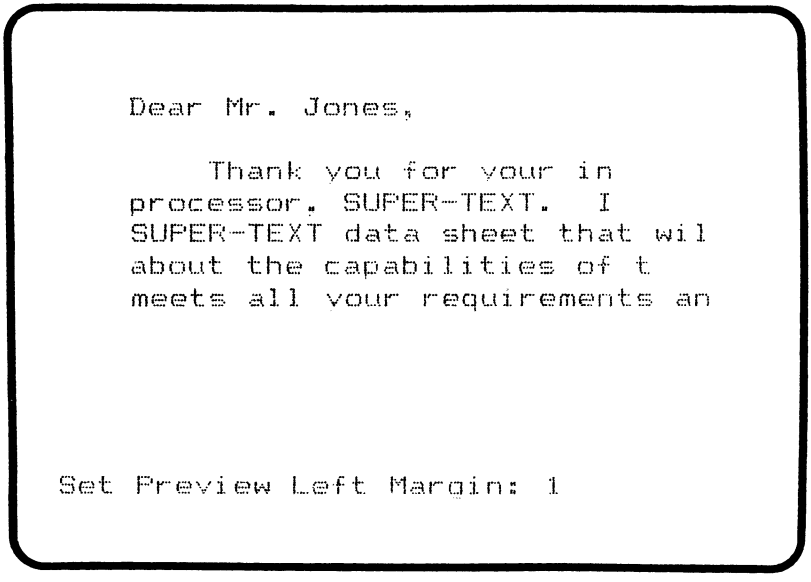
1. (L) Interrupt the preview and display the following prompt:

   Set Preview Left Margin:

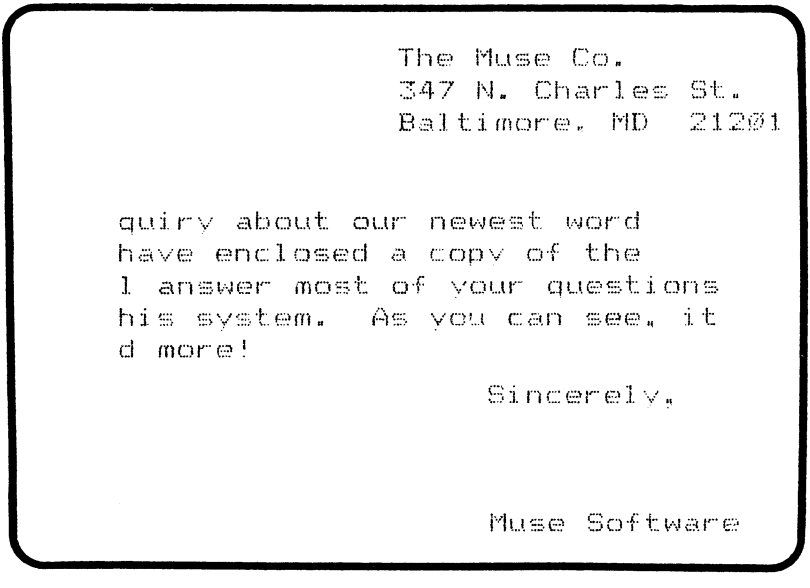
2. Enter the character position to be displayed at the left margin of the screen.

3. (RETURN) Continue the preview at the new left margin.

For example: If you want to preview the right half of a document, begin the preview and interrupt it immediately by pressing 'L'. Now type in '40' and press RETURN. When the preview continues, column 40 will be displayed on the left edge of the screen. Now you can see the right side of the document as it will appear on the printer.



Previewing columns 1 to 40



Previewing columns 40 to 80

PRINTING TO A DISK FILE

It is possible to send printer-formatted output to a disk file instead of to a printer. This may be useful in a variety of circumstances; creating a report to be sent over the telephone line is a notable example. There is a file called TODISK.PRM on the Super-Text program disk which allows you to send formatted output to a disk.

To set up Super-Text to send printer-formatted output to a disk file:

1. Boot the Super-Text program disk and press SELECT to enter the System Options program.

2. Press L to load a parameter file.

3. Type

   TODISK.PRM

   and press RETURN to load the special parameters file.

4. Press 2 to alter "Printer Interface Parameters" on the newly loaded file.

5. Press the left arrow to replace the PRINTER FILE NAME, then type your own file name <u>including the disk prefix</u>. For example, type:

   D1:PRINT.OUT

Press RETURN when you are finished.

6. Press ESC to return to the Options menu.

7. Press RETURN to exit to the Super-Text title page and save the new print parameters.

Now load Super-Text and print your file. The same information that normally goes to your printer will be saved as a text file under the name you specified in the Printer Filename (eg.,D1:PRINT.OUT). No Super-Text control codes (except user-definables) will be left in the printed file.

NOTE: you cannot print multiple files or autolinked files to a disk file. If you try, only the last file printed will appear in your disk file.

AUTOLINK PRINTING

If the Autolink is ON when you press 'X' the System Status Line will be displayed at the bottom of the screen. This serves as a reminder that the Autolink is ON.

If you press any key, the current file and all files linked to it will be printed (or previewed). If you turn the Autolink OFF (by pressing 'A') and then press RETURN, you will be asked to enter the number of copies of the current file in memory to be printed.

With the Autolink feature ON, it is not possible to print multiple copies.

Consult the AUTOLINK chapter for further details on Autolinking.

CHAPTER 6

AUTOLINK™

6

AUTOLINK™

Autolink is an exclusive Super-Text feature that greatly increases the Atari's file organization and manipulation capabilities. With Autolink you can link an unlimited number of files on one or more disk drives. If the Autolink is ON, the Find (F), Replace (R), Print (X), and CTRL-P (load the next linked file) will automatically process multiple files with no manual intervention.

For example, if you have two files containing names and phone numbers, they can be linked together so that you can find any number in either file with one Find command.

USING THE AUTOLINK

To process multiple files, the Autolink feature must be turned ON, and there must be a "link" to connect the files.

TURNING THE AUTOLINK ON

1. (Q) — From the Cursor Mode to display the System Status Line. The status of the Autolink is displayed on the left side of the line.
2. (A) — Turn the Autolink on or off.
3. (RETURN) — Return to the Cursor Mode.

Autolink may also be turned on or off in the Options program. Select option 4 from the System Options menu. When the Default Print Options page appears, the cursor will be positioned beside the Autolink option. Press CTRL-left arrow to turn Autolink on or off.

CREATING THE "LINK"

Files are connected to each other by links. Links are created in the Add Mode by enclosing a file name between two bars (SHIFT-=). An example of a link is:

|FILENAME|

To prevent the link from printing along with the rest of the text, place a CTRL-Q before the link and a CTRL-O after the link:

Q↕FILENAME↕O

Links can be inserted only at the very beginning or the very end of a file. The link will not work if there are characters between the link and the end of the file, except for the control characters CTRL-Q and CTRL-O. Be sure to save the file after adding the links.

LINKING FILES

Files are linked in a forward (+) or backward (-) direction depending on the setting of the direction indicator. The direction indicator is displayed in the lower left corner of the screen and can be changed by pressing the '+' or '-' key from the Cursor Mode.

LINK FORWARD

To link forward, the direction indicator must be set to +, and the link must be at the very end of the current file. There cannot be a carriage return character or any other character after the link.

The Super-Text program disk contains two sample data files called PHONE1.TXT and PHONE2.TXT. The following example shows how to link file PHONE1.TXT to file PHONE2.TXT. File PHONE1.TXT looks like this:

```
JIM ABLE
17 FOREST RD
BABYLON, NY 11704
PHONE (815) 888-1212
.
.
.    This is file "PHONE1.TXT"
.
.
SALLY PERKINS
34 SEMINOLE AVE
PHONE (932) 999-1212
```

To link file PHONE1.TXT forward to file PHONE2.TXT, add Q↕PHONE2.TXT↕O at the end of file PHONE1.TXT and then save file PHONE1.TXT. There cannot be any characters between the link and the end of the file, except the printer control characters CTRL-Q and CTRL-O.

PHONE1.TXT now looks like this:

```
JIM ABLE
17 FOREST RD
BABYLON, NY 11704
PHONE (815) 888-1212
.
.
.    This is file "PHONE1.TXT"
.
.
SALLY PERKINS
34 SEMINOLE AVE
PHONE (932) 999-1212
Q↕PHONE2.TXT↕O
```

You should now have file PHONE1.TXT in memory and Autolink turned on. When a Find, Replace, or Print is performed, PHONE2.TXT will be automatically loaded and processed after PHONE1.TXT finishes processing.

CIRCULAR LINK

File PHONE2.TXT can also be linked forward to file PHONE1.TXT. This will create a circular file structure so that no matter where a linked operation begins, both PHONE1.TXT and PHONE2.TXT will be processed.

File PHONE2.TXT looks like this:

```
SAM SANCHEZ
34 ABLE AVE
WEST HAMPTON, NY 11794
PHONE (815) 899-1919
.
.
.    This is file "PHONE2.TXT
.
.
TOM ZILCH
99 SEASONAL AVE
CUMBERLAND, MD 21297
PHONE (932) 898-8282
```

To create a circular link, add ^Q!PHONE1.TXT!^O at the end of file PHONE2.TXT and then save PHONE2.TXT on the disk.

File PHONE2.TXT now looks like this:

```
SAM SANCHEZ
34 ABLE AVE
WEST HAMPTON, NY 11794
PHONE (815) 899-1919
.
.
.    This is file "PHONE2.TXT"
.
.
TOM ZILCH
99 SEASONAL AVE
CUMBERLAND, MD 21297
PHONE (932) 898-8282
Q¦PHONE1.TXT¦Q
```

LINK BACKWARD

To link backward, set the direction indicator to '-' and enter the link at the beginning of the current file without any leading spaces. You can perform a Find, Replace, or Manual Autolink (CTRL-P) in a backward direction. However, it is not possible to Autolink print or preview in a backward direction.

Continuing with the preceding example, add Q¦PHONE1.TXT¦Q at the beginning of file PHONE2.TXT to cause it to link backward to file PHONE1.TXT. File PHONE2.TXT should then be saved on the disk and will look like this:

```
Q¡PHONE1.TXT¡Q
SAM SANCHEZ
34 ABLE AVE
WEST HAMPTON, NY 11794
PHONE (815) 899-1919
.
.
.    This is file "PHONE2.TXT"
.
.
TOM ZILCH
99 SEASONAL AVE
CUMBERLAND, MD 21297
PHONE (932) 898-8282
Q¡PHONE1.TXT¡Q
```

There cannot be any non-space characters between Q¡PHONE1.TXT¡Q and the beginning of the text except the printer control character CTRL-Q.

LINKING TO OTHER DRIVES

Super-Text will automatically search all on-line drives when loading or linking files. To bring a drive on-line to Super-Text:

1. (CTRL-L) When in the Cursor Mode to display the catalog.

2. (S) And enter D#:*.* for the drive number and catalog of another drive. For example if the new drive is drive 2, enter D2:*.*. If you only want to display the TXT files on drive 2, enter D2:*.TXT. The asterisk is the wildcard character.

3. (RETURN) Display a catalog of the new drive. The new drive will be on-line from then on.

4. Repeat steps 2 and 3 to bring another drive on-line.

OR

(RETURN) Return to the Cursor Mode.

MANUAL AUTOLINK

(CTRL-P) Delete the current file from memory and load the next linked file.

Manual Autolink must be performed from the Cursor Mode with the Autolink ON. The link will be in the direction shown by the direction indicator.

If the file is not found the following message will be displayed and processing will stop:

File 'FILENAME' Not Found

If any changes have been made in the file, Super-Text will stop before clearing memory and display the following message:

PRESS 'S' TO SAVE OR 'ESC' TO STOP

(ESC) Terminate the Find and return to the Cursor Mode.

RETURN	Link to the new file WITHOUT SAVING the current file.
S	SAVE the current file before loading the linked file.

There will be no pause if the current file in memory has not been changed.

PRINTING AND PREVIEWING WITH AUTOLINK

When the Autolink is ON, the Print command (X) will begin printing (or previewing) the current file in memory and automatically print all files linked to it. Linking can only be in a forward (+) direction when printing or previewing.

As a reminder that the Autolink is ON, the System Status Line will be displayed whenever 'X' is pressed.

(1) Press A and RETURN to turn Autolink off and display the prompt:

Number of copies?

OR

(2) Press Any Key to start printing.

If a file is not found, the following message will be displayed and processing will stop:

File 'FILENAME' Not Found

If any changes have been made in the first file, Super-Text will stop before clearing memory and display the following message:

PRESS 'S' TO SAVE OR 'ESC' TO STOP

ESC — Terminate Printing and return to the Cursor Mode.

RETURN — Link to the new file WITHOUT SAVING the current file.

S — SAVE the current file before loading the linked file.

When printing with the Autolink ON, Format Lines, Tab Lines, and page numbers remain active. However, page headers are not carried over from file to file.

FIND WITH AUTOLINK ON

When the Autolink is ON, the Find (F) command will search through any number of linked files in either a forward (+) or backward (-) direction. If a file is not found, the following message will be displayed and processing will stop:

File 'FILENAME' Not Found

If any changes have been made in a file, Super-Text will stop before clearing memory and display the following message:

PRESS 'S' TO SAVE OR 'ESC' TO STOP

ESC	Terminate the Find and return to the Cursor Mode.
RETURN	Link to the new file WITHOUT SAVING the current file.
S	SAVE the current file before loading the linked file.

There will be no pause if you have not changed the current file in memory.

REPLACE WITH AUTOLINK ON

When the Autolink is ON, the Replace (R) command will find and replace text in any number of linked files in either a forward (+) or backward (-) direction.

This creates the potential for changing all the linked files on your disk. For this reason, the Autolink is automatically turned OFF when you press 'R'. After setting the Autolink=Off, the System Status Line will be displayed on the bottom of the screen. Press:

Any Key	Perform the Replace with the Autolink off.
	OR
A and RETURN	Turn the Autolink on and perform the Replace.

If a file is not found the following message will be displayed and processing will stop:

File 'FILENAME' Not Found

CHAPTER 7

PRINTER SET-UP

7

PRINTER SET-UP

Each time Super-Text is loaded, the default values for the printer margins, text length, and special printer control characters are set. These values are stored on the Super-Text disk in a file called D1:MASTER.PRM.

The D1:MASTER.PRM file is currently set up for an Epson MX-80 printer, but it can easily be changed to take advantage of the special features on most printers. To change the values of the D1:MASTER.PRM file, run the Printer Options Program.

To run the Options Program, boot the Super-Text program disk and select option 2 from the Super-Text title page by pressing the SELECT key. After the Options Program loads, the following screen will be displayed:

```
SUPER-TEXT System Options Program

Press: L to load a parameter file
       S to save a parameter file
       ESC to ABORT all changes
       RETURN to exit and save
       changes to MASTER.PRM

OR press a number to change:

       1. Initially Loaded Module
       2. Printer Interface Params
       3. Default Print Format
       4. Default Print Options
       5. Control Key Sequences

        File D1:MASTER.PRM
```

CHANGING THE D1:MASTER.PRM FILE

The values of the D1:MASTER.PRM file are grouped into five sets:

1. Initially Loaded Module
2. Printer Interface Parameters
3. Default Print Format
4. Default Print Options
5. Control Key Sequences

A detailed description of each parameter starts on the page 7-5. To change one or more of the values of the D1:MASTER.PRM file:

1. Press 1, 2, 3, 4 or 5 to select one of the five sets.

2. Move the cursor up or down by pressing the CTRL-up arrow or CTRL-down arrow.

   Moving the cursor up when it is at the top of the screen displays the previous page of values. Moving the cursor down when it is at the bottom of the screen displays the next page of values.

3. Press CTRL-left arrow (<--) key.

4. Enter the correct value.

5. Press RETURN.

6. Repeat steps 2 through 5, until all of the changes have been completed.

7. Press ESC to return to the Options Menu.

8. Press RETURN to save the new values of the D1:MASTER.PRM file and return to the Super-Text title page.

   OR

9. Press ESC to abort changes and exit to the title page.

AN EXAMPLE OF CHANGING A DEFAULT PARAMETER

For example, let's enter the Default Print Format page and change the Left Margin default to 10 and the Right Margin default to 60. This means we will have to change the Column for Page # parameter in the Default Print Options page also to keep it in the center of the page.

1. From the Super-Text title page press SELECT to enter the System Options program.

2. After the Options program loads, press 3 to select Default Print Format.

3. After this page appears on the screen, press CTRL-left cursor to enter the Left Margin field.

4. Enter the new value (10) and press RETURN.

5. Move the cursor down one and press CTRL-left cursor to enter the Right Margin field.

6. Enter the new value (60) and press RETURN.

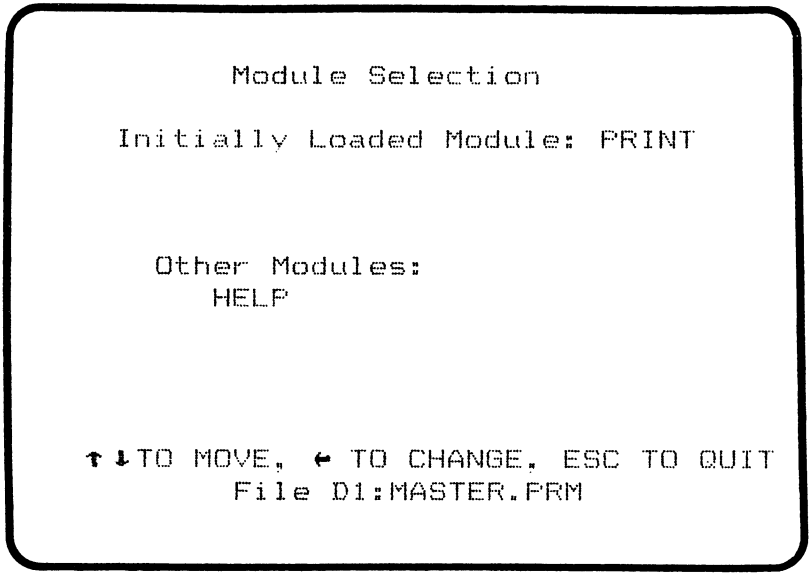
7. Move the cursor down until the next page (Default Print Options) appears on the screen and modify the Column for Page # parameter.

8. Because you have changed the left and right margins, the new page number position must be changed to keep the page number centered. Subtract the left margin value from the right margin value and divide by 2: (60 - 10)/2. Add the result (25) to the left margin value (25 + 10) for the new value of the Column for Page # parameter (35). Enter this value into the field and press RETURN.

9. Press ESC to return to the Options menu.

10. Press RETURN to save the changes and return to the Super-Text title page.

INITIALLY LOADED MODULE



The Initially Loaded Module set tells you which program module, PRINT or HELP, will be loaded when you first boot Super-Text. If this is the HELP module, the message

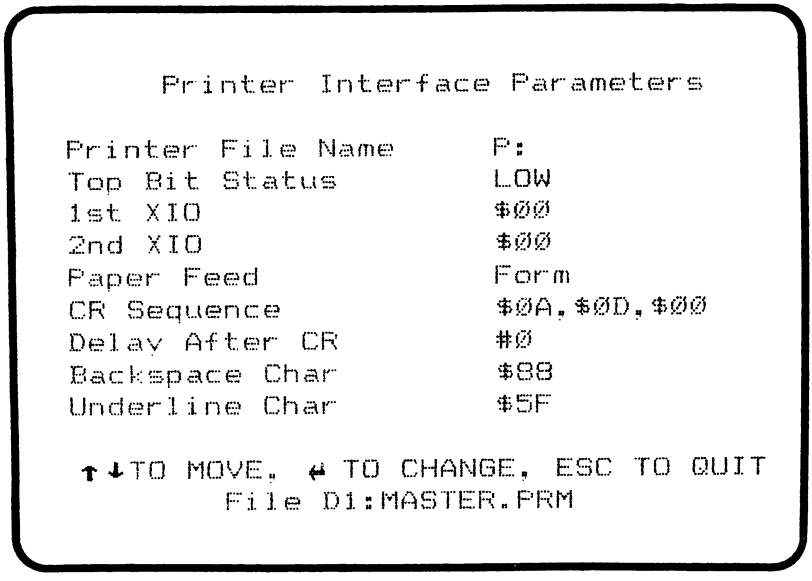
ATARI KEY FOR HELP

will appear on the screen when you enter Super-Text along with "CTRL-A to enter Add Mode" and "CTRL-L to load a file".

To change the Initially Loaded Module, press CTRL-left arrow.

PRINTER INTERFACE PARAMETERS

The Printer Interface Parameters are determined by the type of printer you are using.



PRINTER FILE NAME (P:)

The Printer File Name refers to the type of printer you are using and is initially set to P:, but with a serial printer this parameter must be changed to R: and to S: if you wish to direct output to the screen.

TOP BIT STATUS (HIGH OR LOW)

Most printers and interfaces expect the topmost bit of each print character to be ON. Some expect it to be OFF. If your printer does not work correctly with the TOP BIT STATE HIGH, try switching to LOW. Press the left arrow to change this parameter.

1ST XIO

For your convenience, two Auxiliary Input/Output (XIO) parameters are provided. These are used for device specific input/output operations (eg., vertical printing). Consult your printer manual for the XIO sequences.

An example of the use of the XIO parameter may be found on page 7-18.

2ND XIO

Auxilliary Input/Output parameter. Consult your printer manual for XIO sequences.

PAPER FEED

If FORM feed is selected, Super-Text will assume a continuous flow of paper. This is the standard mode for most tractor feed printers.

If SHEET feed is selected, Super-Text will pause and beep at the end of each page. To continue printing, insert a new sheet and press RETURN.

To change this option, move the cursor to the appropriate line and press the left arrow.

CR SEQUENCE (ØD)

Each printer has a character or a sequence of characters which it uses to designate a carriage return. Consult your printer manual to find the proper hexadecimal code sequence for the carriage return.

Use 8A 8D if your printer does not supply an automatic line feed with carriage return.

Use AØ 8D if you are using a Centronics or Anadex printer.

DELAY AFTER CR

The carriage return delay stops characters from being sent to the printer for a specified amount of time while the printer's carriage is returning to the left margin. Most high speed printers will not require a carriage return delay. Missing characters or words at the beginning of each line indicate an insufficient carriage return delay. The carriage return delay can have a value from Ø to 255.

BACKSPACE CHARACTER (Ø8)

Hexadecimal code used by the printer for a backspace character. Consult your printer manual to determine if it is possible to backspace and if this is the correct code.

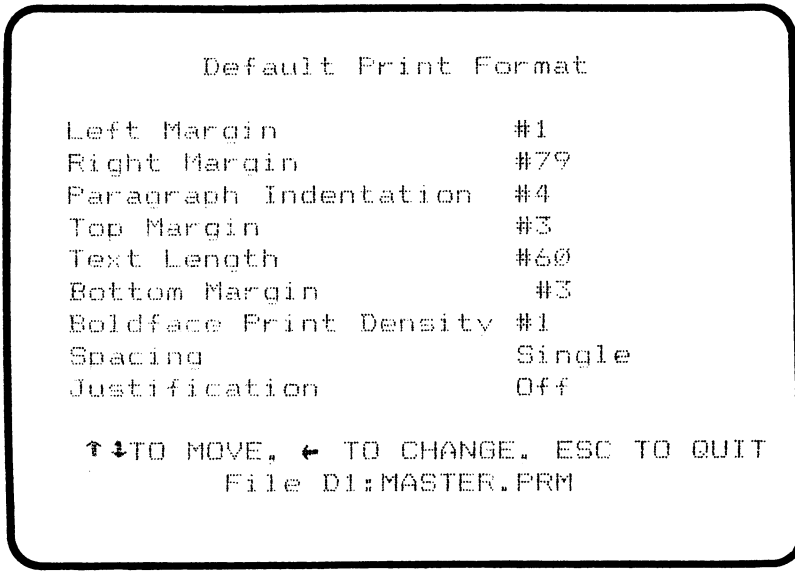
UNDERLINE CHARACTER (5F)

Hexadecimal code used by the printer for an underline character. Consult your printer manual to determine if this is the correct code.

DEFAULT PRINT FORMAT

These values will control the printer margins, text length, paragraph indentation, and line spacing when Super-Text is first loaded. A Format Line can be used to override any of these parameters from within the text. Once the margins, etc. are changed by a format line, they will remain changed until you use a new format line or until Super-Text is loaded again.

If you do not use any Format Lines, Super-Text will always use these values:



LEFT MARGIN

Left printer margin. Usually 1.

RIGHT MARGIN

Right printer margin. This should be a value greater than the left margin but less than 128.

PARAGRAPH INDENTATION

The number of spaces a paragraph will be indented from the left margin. Paragraph indentation occurs whenever a CTRL-P is encountered in a file.

TOP MARGIN

The number of lines to be left blank at the top of each page.

TEXT LENGTH

The number of lines to be printed in the body of each page.

BOTTOM MARGIN

The number of lines to be left blank at the bottom of each page. The sum of the top margin, text page length, and bottom margin should equal the total length of each printed page. Most printers will print 6 lines per inch, so a standard 8 1/2 X 11 page is 66 lines long.

BOLDFACE PRINT DENSITY

To overprint (boldface) a word or character, the printer must be able to backspace. If the printer is able to backspace, this value will tell it how many times to overprint the word to be boldfaced. The higher the number, the more times the printer will overprint and the darker the characters will become.

SPACING

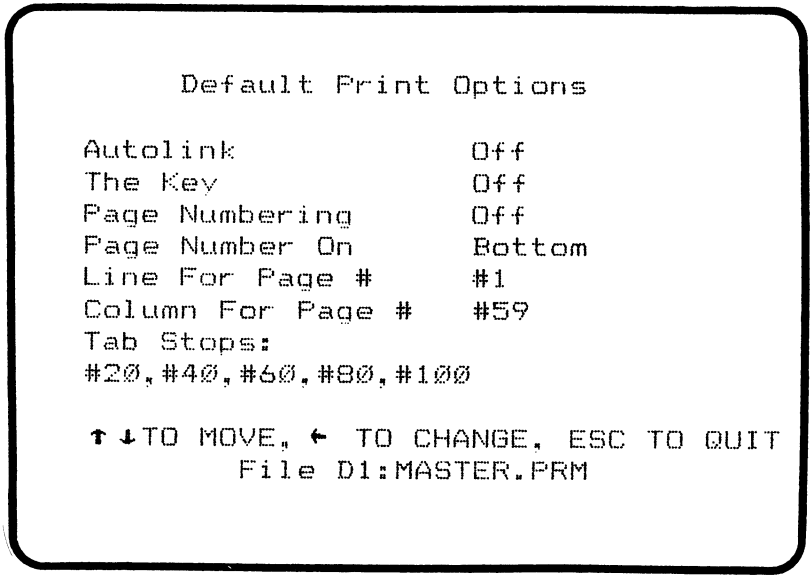
Determines whether the printed output will be single or double spaced.

JUSTIFICATION

Determines whether the right margin will be justified or ragged.

DEFAULT PRINT OPTIONS

These parameters are used to determine the status of Autolink and THE key (which may also be set in the System Status Line) as well as page numbering, number positions and tab stops in the event that they have not been set in the text of the file.



AUTOLINK

Press CTRL-left arrow to turn Autolink ON or OFF. You can also set Autolink ON or OFF in the System Status Line.

THE Key

Press CTRL-left arrow to turn THE Key ON or OFF. You may also turn THE key ON or OFF from the System Query.

PAGE NUMBERING

If page numbering is ON, files that are printed will have their pages numbered automatically. To change this parameter, move the cursor to the page numbering option and press CTRL-left arrow.

PAGE NUMBER ON

The position of the page number on the page. Use the left arrow to change the position.

LINE FOR PAGE #

The line number within the top or bottom margin on which the page number will be printed.

COLUMN FOR PAGE #

The horizontal character position on which the page number will be centered. Enter a zero to alternate printing of the page numbers on the left and right margins.

TAB STOPS

Default settings for the tab keys (CTRL-L and CTRL-R). You can set as many as ten tab stops.

CONTROL KEY SEQUENCES

Super-Text allows you to make use of most of the special features of your printer. These may include red or black printing, superscripting and subscripting, expanded characters, or other special printer functions. A special printer sequence can be assigned to each of the following characters:

CTRL-A
CTRL-D
CTRL-E
CTRL-G
CTRL-H
CTRL-I
CTRL-K
CTRL-M
CTRL-U
CTRL-Y

If Super-Text encounters one of these characters while printing, it will send the printer the control sequence that you have defined. In the standard version of Super-Text, these keys have been assigned values to give double width, condensed, and emphasized printing on the Epson MX-80 printer.

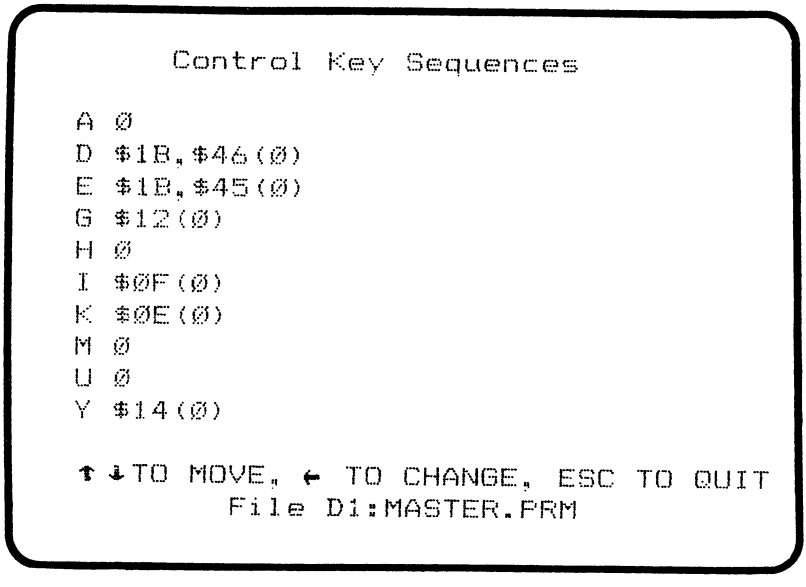
It is possible to change these values for the particular printer you are using. The proper hex code for each character or printer feature can be found in your printer manual.

PRINTING AND NON-PRINTING REPLACEMENTS

Control characters are defined as printing or non-printing by specifying print length. Printing control characters will cause a character to be printed - such as a special symbol. The print length of printing control characters is the number of characters printed. Non-printing characters will cause the printer to perform a special function - such as changing ribbon color or print style. Non-printing characters (and printing characters) can be assigned up to nine hex codes, but their print length is always 0/.

To define a character's control sequence:

1. Press 5 from the Options Menu and display the following page:



2. Press CTRL-down arrow until the cursor is next to the key to be defined, changed, or reset.

3. Press CTRL-left arrow.

4. Enter the proper hex code sequence to define or change the selected key and press RETURN to display the prompt:

Print Length =

5. If this is a non-printing Control Character, enter Ø. Otherwise, enter the correct print length of the value the Control Character defines.

6. Press ESC to return to the Options Menu.

7. Press RETURN to save the changes and return to the Super-Text Title page

OR

Press ESC to quit and forget changes.

AN EXAMPLE OF DEFINING A CONTROL CHARACTER

To make the Okidata printer switch to double width printing, it must be sent the hex numbers 1E and 1F. We have selected the CTRL-D as the character that will cause the printer to switch to double width printing.

1. Load the Options Program by pressing SELECT from the Super-Text title page.

2. Select option '5' from the Options Menu.

3. Press CTRL-(down-cursor) once to position the cursor next to CTRL-D.

4. Press CTRL-(left-cursor) to position the cursor in the CTRL-D field.

5. Enter the hex codes:

   $1E,$1F

6. Press RETURN to end the entry and cause the prompt:

   Print Length=

   to appear on the screen.

7. Enter Ø since this is a non-printing Control Character and press RETURN.
8. Press ESC to return to the Options menu.

9. Press RETURN to return to the Super-Text title page with the changes saved.

Now when you enter a CTRL-D into your file, all that follows will print in double width.

AN EXAMPLE OF USING AN XIO PARAMETER

Normally the XIO parameter entry should be set to "$ØØ,$ØØ,$ØØ". When using an auxiliary device such as the Atari 850 or any other RS-232 serial interface, however, this parameter will have to be coded.

As many as three hex codes can be entered into the XIO parameter field. To explain what these three hex codes refer to, we will use the general form of a BASIC XIO command and then illustrate it with the BASIC command for configuring the baud rate of an RS-232 device. The generic XIO command in BASIC looks like this:

XIO COMMAND, #channel, DATA1, DATA2, filename

The three hex codes correspond to COMMAND, DATA1 and DATA2.

Suppose you want to set up a serial printer operated by the 850 Interface Module at a baud rate of 1200. The BASIC command to configure the RS-232 port is:

XIO 36, #channel, Aux1, Aux2, "Rn:"

The three hex codes in the XIO parameter refer to the 36, Aux1, and Aux2. Super-Text takes care of the channel number (#channel) and the filename for you.

The first hex code you would enter is $24. This is the hexidecimal equivalent of 36, which is the CONFIGURE BAUD RATE COMMAND. The second hex code, for Aux1, represents: a)the "word" size in bits, b) the baud rate (number of "words" transmitted per second) and c) the number of stop bits sent with each word. Each of these components has a number associated with it which must be looked up in the manual for your 850 Interface Module and added together. In this case, the number associated with the 1200 baud rate is 10, the number associated with the word size is 0, and the number associated with two stop bits is 128; their sum is 138, or in hex, 8A. The third hex number represents Aux2, which sets up "handshaking" for the auxiliary input/output operation (i.e. it checks 2-way device communication). In this instance, the hex code should be $ØØ. Thus, the XIO parameter to use with an Atari 850 RS-232 device is:

$24,$8A,$ØØ

XIO commands are executed automatically when you turn the computer on, so the auxiliary device (eg., serial printer) should be online before you boot Super-Text, otherwise you will cause an I/O error.

USING SUPER-TEXT WITHOUT A PRINTER

In order to use Super-Text without a printer, change the Printer File Name parameter to S: in the Printer Interface Parameters set.

1. From the Super-Text title page press SELECT to enter the Options program.

2. Press 2 to select Printer Interface Parameters.

3. Enter the parameter field by pressing CTRL-left cursor.

4. Type S: and RETURN to modify the parameter.

5. Press ESC to exit to the Options menu.

6. Press RETURN to save the change and exit to the Super-Text title page.

This will direct all printer output to the video display monitor. This parameter will force Super-Text into the "Preview" print mode until you change it again from the Options program.

PARAMETER FILES FOR STANDARD PRINTERS

The Super-Text program disk contains some pre-defined parameter files. These files have been defined to take advantage of the features offered by several common printers. The printer features range from choosing red or black printing to changing font styles. A description of these files can be found starting on page 7-24.

If you want the values of a defined parameter file to load each time Super-Text loads, load the parameter file and then save it under the file name D1:MASTER.PRM.

LOADING A PARAMETER FILE

To load a defined parameter file from the Options Menu:

1. Press 'L' to display the prompt 'LOAD FILE NAME:'

2. Enter the name or number of the file you want to load.

3. Press RETURN to load the file.

After the new file loads, change any default values that need to be changed. For example, if SERIAL.PRM is loaded, be sure Printer File Name is R:.

SAVING A PARAMETER FILE

D1:MASTER.PRM

If a parameter file is saved under the name D1:MASTER.PRM, it will automatically load as the active parameter file each time Super-Text is loaded. To save a parameter as D1:MASTER.PRM, you must first load the parameter and then, from the Options Menu, press RETURN.

This returns you to the Options menu with the file you selected saved under the MASTER.PRM filename. Those parameters are loaded when you boot Super-Text.

Any parameter file can be loaded into memory and saved back to disk under the file name D1:MASTER.PRM. To restore the parameters of MASTER.PRM to their original value, load EPSON.PRM and save it as MASTER.PRM.

OTHER FILE NAMES

A parameter file can be saved under a file name other than D1:MASTER.PRM. However, only D1:MASTER.PRM is loaded automatically each time Super-Text is loaded.

To save the parameter file currently in memory under a name other than D1:MASTER.PRM, from the Options Menu page:

1. Press S.
2. Enter a name for the file.
3. Press RETURN to save the file under a new file name and return to the Options Program.

If a file is saved under a name already on the disk, the old file will be overwritten by the new file.

SUPER-TEXT PARAMETER FILES

The following Parameter Files can be loaded and saved as D1:MASTER.PRM using the Options Program. Once saved as D1:MASTER.PRM, the file will be in effect whenever Super-Text is loaded.

File:	Function:
D1:MASTER.PRM	This file is always loaded when Super-Text is loaded. Save any of the files listed below under the filename D1:MASTER.PRM so they will be in effect whenever Super-Text is loaded. Default = EPSON.PRM.
EPSON.PRM	Use this file with an EPSON MX-80 printer.
GRAFTRAX.PRM	Use this file with an EPSON MX-80 with a GRAFTRAX-80 chip installed.
OKIDATA.PRM	Use this file when you are using the Okidata Mu 92 printer.
ATARI.PRM	Use this file when you are using an Atari 1025 printer.
PARALLEL.PRM	Use this file with a standard Parallel printer.
NEC.PRM	Use this file with a NEC 5515 Spinwriter.
SERIAL.PRM	Use this file with a serial printer.
TODISK.PRM	Use this file to print your formatted file to a data disk.

EPSON.PRM

The standard Super-Text parameters file contains these control characters for the EPSON MX-80 printer. Note: It is not possible to use condensed or emphasized printing for just one word within the same line.

CTRL-K = Switch to double width
(Cancelled by carriage return)

CTRL-Y = Back to normal from double width

CTRL-I = Switch to condensed mode

CTRL-G = Back to normal from condensed mode
(Cannot be on same line as CTRL-I)

CTRL-E = Emphasized printing

CTRL-D = Back to normal from emphasized print
(Cannot be on same line as CTRL-E)

If the D1:MASTER.PRM file is changed, it can be restored to its original configuration:

1. Enter the Options Program.
2. Load the file called EPSON.PRM
3. Make any necessary parameter changes.
4. Press ESC to exit to the Options Menu.
5. Press RETURN to save the file as D1:MASTER.PRM and return to Super-Text title page.

GRAFTRAX.PRM

If your EPSON MX-80 has a GRAFTRAX-80 chip, enter these control characters to perform the associated function when the file is printed. The GRAFTRAX-80 chip allows you to switch print styles for a single word within any line.

CTRL-D = Turn on double width.

CTRL-E = Turn on emphasized print.

CTRL-G = Turn on condensed print.

CTRL-I = Turn on italicized print.

CTRL-K = Turn on double-strike.

CTRL-U = Turn off condensed and double-strike printing.

CTRL-Y = Turn off double width, emphasized and italicized printing.

To enter these features into the D1:MASTER.PRM file so that they are in effect whenever Super-Text is loaded:

1. Enter the Options Program.
2. Load the file called GRAFTRAX.PRM.
3. Make any necessary parameter changes.
4. Press ESC to exit to the Options Menu.
5. Press RETURN to save the file as D1:MASTER.PRM and return to the Super-Text title page.

OKIDATA.PRM

If you have an Okidata Mu 92 printer, enter these control characters into your Super-Text files to perform the associated function when the file is printed.

CTRL-A = Letter-quality printing on.

CTRL-D = Double width printing on.

CTRL-E = Letter-quality and double width printing off.

CTRL-G = Superscript printing on; subscript printing off.

CTRL-H = Superscript printing off; subscript printing on.

CTRL-I = Underline on.

CTRL-K = Underline off.

CTRL-M = Emphasized printing on.

CTRL-U = Enhanced printing on.

CTRL-Y = Turn off emphasized and enhanced printing.

To enter these features into the D1:MASTER.PRM file so that they are in effect whenever Super-Text is loaded:

1. Enter the Options Program.

2. Load the file called OKIDATA.PRM.

3. Make any desired changes.

4. Press ESC to exit to the Options Menu.

5. Press RETURN to return to the Super-Text title page with OKIDATA.PRM saved as D1:MASTER.PRM.

ATARI.PRM

Use this file if you have an Atari 1025 printer. The following control codes may be used in your Super-Text files.

(CTRL-A) = Turn on compressed printing.

(CTRL-E) = Turn on double-width printing.

(CTRL-D) = Turn off compressed or double-width printing.

(CTRL-G) = Expand width to 80 characters per line.

(CTRL-H) = Turn on 64 characters per line.

To enter these features into the D1:MASTER.PRM file so that they are in effect whenever Super-Text is loaded:

1. Enter the Options Program.
2. Load the file called ATARI.PRM.
3. Make any desired changes.
4. Press ESC to exit to the Options Menu.
5. Press RETURN to return to the Super-Text title page with ATARI.PRM saved as D1:MASTER.PRM.

PARALLEL.PRM

Use this file if your printer has a parallel interface but is not an Epson or Okidata. Consult your printer manual for the proper control key sequences.

CTRL-A = User definable

CTRL-D = User definable

CTRL-E = User definable

CTRL-G = User definable

CTRL-H = User definable

CTRL-I = User definable

CTRL-K = User definable

CTRL-M = User definable

CTRL-U = User definable

CTRL-Y = User definable

To use this file for your parallel printer:

1. Enter the Options Program.
2. Load the file called PARALLEL.PRM
3. Make any necessary parameter changes.
4. Press ESC to exit to the Options Menu.
5. Press RETURN to save the file as D1:MASTER.PRM and exit to the title page.

NEC.PRM

Use this parameter file if you have a NEC 5515 spinwriter. Consult your printer manual for the proper key sequences.

CTRL-A = Turn on red print.

CTRL-D = Turn on superscripting; turn off subscripting.

CTRL-I = Turn on black print.

CTRL-U = Turn on subscripting; turn off superscripting.

To use this file for your NEC 5515 Spinwriter:

1. Enter the Options Program.
2. Load the file called NEC.PRM.
3. Make any necessary parameter changes.
4. Press ESC to exit to the Options Menu.
5. Press RETURN to save the file as D1:MASTER.PRM and exit to the title page.

SERIAL.PRM

If you are using the Atari 850 Module to interface with a serial printer (i.e., letter-quality), use this parameter file. Consult your printer manual for the proper control key sequences.

CTRL-A = User definable

CTRL-D = User definable

CTRL-E = User definable

CTRL-G = User definable

CTRL-H = User definable

CTRL-I = User definable

CTRL-K = User definable

CTRL-M = User definable

CTRL-U = User definable

CTRL-Y = User definable

To enter these features into the D1:MASTER.PRM file so that they are in effect whenever Super-Text is loaded:

1. Enter the Options Program.

2. Load the file called SERIAL.PRM.

3. Make any necessary parameter and control character changes.

4. Press ESC to exit to the Options Menu.

5. Press RETURN to save the file as D1:MASTER.PRM and return to the Super-Text title page.

TODISK.PRM

Sometimes you may want to have your formatted output go to a disk file rather than to a printer. The procedure for doing this is detailed on page 5-8 under the title:

PRINTING TO A DISK FILE

1. Enter the Options program.

2 Load the file called TODISK.PRM.

3. Make the necessary parameter changes, notably to the PRINTER FILE NAME parameter in the Printer Interface page.

4. Press ESC to exit to the Options Menu.

5. Press RETURN to save the file as D1:MASTER.PRM.

CHAPTER 8

THE COPY PROGRAM

8

THE COPY PROGRAM

To copy a Super-Text data disk, use the DUPLICATE DISK option from the DOS menu. The destination disk must be ATARI formatted (see page 2-2). Use the following procedure to copy disks (NOTE: The file currently in memory will be destroyed when you copy disks or use any DOS function):

1. Press the OPTION key from the Super-Text Main Menu to run ATARI DOS.

2. Press J from the DOS menu to select the DUPLICATE DISK option.

3. Press RETURN to display the prompt:

   DUP DISK - SOURCE, DEST DRIVES?

4. Enter D#,D# to identify the source and destination drives. The copy program works with a single disk drive or multiple drives.

5. If you are using one drive, you will now be instructed to:

   INSERT SOURCE DISK, PRESS RETURN

and, after the disk has been read into memory:

INSERT DESTINATION DISK, PRESS RETURN

NOTE: When you use one drive, the DUPLICATE DISK program may ask you to insert the Source and Desitination disks several times, depending on how full the Source disk is.

If you are using two, drives, you will be instructed to:

INSERT BOTH DISKS, PRESS RETURN

NOTE: The Source disk must be a DOS II formatted disk; you will receive an error message if you use a DOS I disk.

CHAPTER 9

TROUBLESHOOTING

9

TROUBLE SHOOTING

The new Super-Text has been thoroughly tested internally and in the field. Most problems that arise can be resolved by a careful re-reading of certain sections of this manual. There are, however, a few questions that are common to many users and deserve special attention. The following trouble shooting guide has been put together based on these questions and the recommendations of the programming and testing staff.

REPLACEMENT - Super-Text is packaged with 2 identical program disks. If either of these disks becomes worn or damaged, Muse Software will gladly replace it. Send the damaged disk with proof of purchase and $10.00 to:

Muse® Software
347 N. Charles Street
Baltimore, MD 21201

EDITOR RELATED PROBLEMS

RECOVERY FROM SYSTEM ERRORS

It is always possible to recover Super-Text files in the event of I/O errors (eg., if you try to print a file and the printer is not hooked up) To recover the current file in memory:

Press RESET

You will be returned to the Cursor Mode and the cursor will be positioned at the beginning of the file in memory.

FIND, REPLACE, AND AUTOLINK PROBLEMS

If you are having problems doing a FIND, a REPLACE, or AUTOLINKING files, it is possible that the direction indicator is set wrong. These procedures will process a file from the cursor to the beginning or end of a file depending on the direction indicator. Be sure to set the direction indicator correctly before performing these operations. Consult the AUTOLINK, FIND, and REPLACE sections of this manual for further details.

PRINTER RELATED PROBLEMS

CAN'T UNDERLINE OR BOLDFACE

Several printers are unable to backspace. If you have a printer that will not backspace, you will not be able to use the Underline (CTRL-W) or Boldface (CTRL-B) features of Super-Text.

CAN'T PRINT OVER 40 COLUMNS WIDE

If your printer will not print over 40 columns wide, check to make sure your right margin is set larger than 40.

RETURNS WHEN BOLDFACING OR UNDERLINING

Many printers have a line buffer which limits the number of characters that can be printed on one line. If the number of characters for that line exceeds the line buffer, the printer will automatically carriage return and start a new line.

Each time you underline a word, the printer backspaces, then prints underline characters under the word. The backspace and underline characters add to the total number of characters for the line. An excess number of words underlined or boldfaced in a line may cause the line buffer to overflow and cause the printer to carriage return and start a new line.

If your printer does not have a large line buffer, limit the number of underlined words per line, or the number of times to overprint a boldfaced word.

EVERYTHING PRINTS ON ONE LINE

If your printer does not give an automatic line feed with each carriage return, you may add the line feed by setting your carriage return sequence to 8A 8D in the printer options program (see page 7-8).

Some printers (e.g. Centronics and Anadex) require that the print head move at least one space before they will line feed. If your printer requires this, set the carriage return sequence to AØ 8D in the Printer Options progam.

NO PAGE BREAK BETWEEN COPIES

If you are printing multiple copies of a document, you should place a CTRL-N at the end of your file. This will cause the printer to finish printing the correct number of line feeds between copies. Otherwise, the text of the second copy will be printed immediately after the text of the first copy, etc.

DISK/FILE RELATED PROBLEMS

MEMORY FULL ERROR

If you get a memory full error when you try to load or merge a file from disk, either:

1. You did not clear memory before loading the file and there is not enough space to hold both files in memory at once. A CTRL-L to load a file does not clear memory. (Clear memory with ESC CTRL-Z before loading a new file.)

OR

2. The file is larger than the 14,839 character limit. It is possible to load larger files in parts using the following procedure. When the 'Memory Full' message is displayed, press:

P — Load the first part of the file. The file will be loaded from the beginning of the file until all available memory is full. The file will stop loading at that point.

OR

S — Load the second part of the file. Skip the first portion of the file, as described above, and load the next portion of the file.

OR

RETURN — Abort the load and leave the file as is.

DISK I/O ERRORS

Disk I/O (Input/Output) errors can be caused by worn or damaged disks, or by hardware problems with the Atari or Disk drive. If you suspect your data disks are worn or damaged, use the Copy Program (chapter 8) to make backup copies. If the source disk really is damaged or has unreadable sectors, the copy will abort and an error message to that effect will be displayed on the screen. The files on the damaged disk are unrecoverable. It is always wise to have backup copies of all of your important files.

DISK FULL ERRORS

If you get a DISK FULL error while attempting to save a file to disk, the disk is full and can store no additional files. Initialize a new data disk from the cursor mode without losing the current file in memory (see page 2-2) and save the file to the new disk.

RECOVERING MASTER.PRM

If there are damaged sectors on your disk, and you attempt to boot Super-Text, the following message may appear on your screen:

Master Param file is damaged.
See the TROUBLE SHOOTING section
of your manual for recovery
PRESS START BUTTON

If this message appears on your screen, follow this procedure to recover MASTER.PRM:

1. Press START to display System Options menu.

2. From the System Options menu press ESC to display Super-Text title page.

3. From the title page, press OPTION to exit to Atari DOS.

4. Press D (Delete File) from the DOS catalog page to display prompt:

DELETE FILE SPEC

5. Enter:

D1:MASTER.PRM

6. Press RETURN to display the prompt:

Type "Y" to Delete

7. Press Y to delete MASTER.PRM and display the prompt:

SELECT ITEM OR RETURN FOR MENU

8. Press B (Run Super-Text) and RETURN to display Super-Text title page.

9. Press SELECT to display the message:

File Not Found -- Press RETURN

10. Press RETURN to re-display the message:

Master Param file is damaged.
See the TROUBLE SHOOTING section
of your manual for recovery
PRESS START BUTTON

11. Press START to display the System Options menu page

12. Now redefine the parameters and save this file as MASTER.PRM.

NOTE: To simplify this recovery procedure, if the parameter file you use is not already in the catalog (eg., EPSON.PRM or OKIDATA.PRM) you should save your parameter file as BACKUP.PRM so you can simply reload this as MASTER.PRM in step 12.