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BOB'S MINI WORD PROCESSOR

This processor allows you to input, edit, and output text to a printer. It will work with tape or disk. The amount of text held is currently limited to 9 screens at a time, but can be increased by the user by changing dimensions and a few other things. This would require a larger memory size than the 32k MEMORY REQUIREMENT at present. The editing features are simple, but it works and is very low cost.

This program can be modified for most printer setups, except those that don't allow escape characters (MACROTRONICS). It comes standard with built in options for ATARI 825 and EPSON printers.

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

32K TAPE/DISK

MINI

WORD PROCESSOR

by

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Educational Software

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HOW TO LOAD

For disk users, the program will boot up from disk by just turning on the machine after the drive is ready and loaded. For tape users type RUN"C:"

A SECOND BACKUP COPY CAN BE READ, USING CLOAD, FOLLOWING THE FIRST.

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

BOB'S MINI WORD PROCESSOR

SAMPLE MENU

- 1 WRITE TO SCREEN
- 2 RESIDENT TEXT TO SCREEN/EDIT
- 3 RESIDENT TEXT TO PRINTER
- 4 GET FROM DISK
- 5 SAVE TO DISK
- 6 MENU OF ALL KNOWN TEXT FILES
- 7 MOVE FROM ONE PAGE TO ANOTHER
- 8 END THIS PROGRAM

CHOOSE ?

WRITING A PAGE

When this processor is first run, there is nothing on any of the pages, so the only choice is (1), write to screen or (6), Menu of all known text files. If 1 is pressed, then you receive the prompt allowing you to change the preset number of characters per line, which causes the warning bell to ring. If no change is required, pushing the return key will activate the default value of 72.

The next prompt allows you to choose any Page (1-9) to write on. If you errored in pressing #1 and don't want to write on a page, then press "esc" and the menu will reappear. Otherwise any previous information on that page is wiped out. When writing on a page leave the last line on the screen blank or the top line may disappear during editing. The screen will then blank during the update

period. The more characters to update, the longer the screen will be blank. Fear not—a return to menu is coming. Worst case about 12 seconds.

After pressing pg. 1-9, the screen clears placing the cursor at the top under your command with all of the Atari editing active. TAB, DELETE, CLEAR, BACK SPACE, INSERT, and cursor control arrows are at your disposal. When the bell rings or anytime you want a new line, press return and an end of line character appears to remind you where the end of the line is. Don't place the end of line character at the very right edge of screen, rather put it on the, left one line down.

TEXT TO SCREEN/EDIT

Pressing #2 allows you to see pages of text or edit pages. If you want to see a page of text, pressing that page number displays the page. After that, three choices are available: 1) Press Select to advance page; 2) Press Option to see last page; 3) Press Start for menu. If you move forward or backward to a blank page, the computer will inform you which page is blank. If you pressed #2(EDIT), you then choose which page you want. The prompt on the screen tells you that during editing, if you mess up badly, then you can press ESC and have the original text still intact on that page to start over. This takes you back to menu. Don't press Control C or the current screen will be saved to the selected page.

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

PRINTER OUTPUT

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

Number 1 is for any printer coming out the rear port of your 850 Interface. If you have a printer coming out of the four rear jacks on the 850 Interface Module then be advised that line 3040 in this program options the port 4 interface for 300 baud, and appends line feed to carriage return. Any other options required for your printer can be ferreted out by reading the 850 Interface Manual. Two is for Parallel printers, such as Centronics, Atari, and Epson which connect to the right hand side port on the 850 Interface. Be advised that if you pressed [1] RS232, then you must have in advance heard the tone signaling you that the interface has booted with AUTORUN.SYS, activating the rear ports of the 850 Interface Module. [2] Parallel, doesn't require the AUTORUN.SYS file, but be aware the printer and the 850 Interface must have the power on and connectors between them intact, or this program will give you an appropriate error message. This program will not work with any printer connected to the front ports of the computer. This is to

be expected since the program uses STANDARD ATARI output ports only. We may support these ports later in a more extensive version. Another potential problem is for printers other than ATARI 825 and EPSON. The only change you should have to make is at lines 10040 & 10050. These lines set up the variable for the ESCAPE CODE to use as a marker for end of paragraph. Simply change the number to an ESCAPE CODE that doesn't conflict with your printer, ie. is not used by your printer. Then this program can use it as a marker.

ERRORS!

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

GET FROM DISK

Item four on Menu - GET FROM DISK-allows you to recover a previously saved text file. The prompt, "recover what file name", is looking for only up to eight characters matching the previously saved file.

SAVE TO DISK

Item five on Menu -SAVE BY WHAT FILE NAME-, is asking for any name starting with a letter and not exceeding eight characters.

DISK MENU

Item six - MENU OF ALL KNOW FILE NAMES-, brings a menu of all text files saved on this disk. This helps you remember file names saved earlier and allows you to choose the file you would like loaded into memory by number.

MOVE PAGE

Item seven - MOVE FROM ONE PAGE TO ANOTHER-, Allows you to move information written on one page to another, thereby allowing you to type on the original page, which puts information in front of the page moved,

END

Item eight - END THIS PROGRAM-, allows you to escape back to the basic prompt