MINIWRITER™ II +
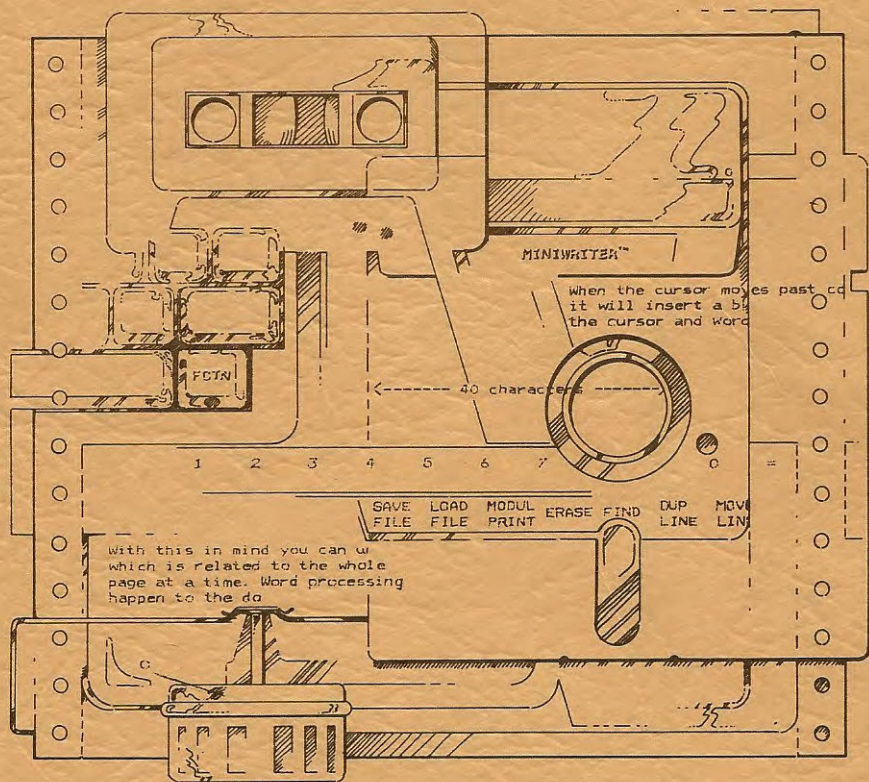

Minimum Requirements
TI-99/4A Console, Cassette Recorder
Optional Printer Interface, Optional Printer and Cable

CONTENTS

MINIWRITER

is a Word Processor

for the TI-99/4A

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INTRODUCTION

Your word processor cartridge runs in a module to make your
computer a multi-function text editor. You can use its large
capacity for letters and large or small documents. And, you can
use its capability to increase the use of memory to accomodate
the longest letters and documents.

When using this word processor you can:

    o Perform Full Screen Text Editing.

    o Edit Text of over 12286 Characters (Console).

    o Edit Text of over 36286 Characters (Console + Ext. Memory).

    o Add/Delete Characters or Lines.

    o Arrange the text through the use of the Moving Text and
      Copying Text functions.

    o Save/Load from Cassette, Disk, etc.

    o Print via RS-232 or Parallel Output to Printer

    o Print via the Module Port to a Printer (MINIWRTRITER III + only) .

    o Search Text for a Word or a Phrase.

    o Replace a Word or a Phrase.

    o Scroll Screen Up/Down/Left/Right

    o Set Margins, Tabs, and Indentation.

    o Reformat Lines or Paragraphs.

    o Purge Text Buffer and Cancel commands.

=====> MINIMUM HARDWARE REQUIRED <=====

        - Home Computer
        - Cassette

```
██████████████████████████████████████████████████████████████████████████████
QUICK REFERENCE GUIDE
██████████████████████████████████████████████████████████████████████████████
```

The following table lists the functions available when using
this word processor. Pressing any key for more than a moment
causes that key to be repeated.

NAME	KEYS	MEANING/ACTION
<line numbers>	FCTN 0	Toggles line numbers display on/off.
<del character>	FCTN 1	Deletes a character in the Text Buffer
<ins character>	FCTN 2	Inserts a character or characters in the Text Buffer.
<delete line>	FCTN 3	Deletes a line from the Text Buffer.
<window down>	FCTN 4	Rolls the screen down 24 lines.
<window right>	FCTN 5	Moves the display to the next window.
<window up>	FCTN 6	Rolls the screen up 24 lines.
<tab>	FCTN 7	Moves the cursor to the next tab position.
<insert line>	FCTN 8	Inserts a line into the Text Buffer.
<command/cancel>	FCTN 9	Enters command mode or moves back one level.
<command/cancel>	FCTN =	Same as FCTN 9.
<up arrow>	FCTN E	Moves the cursor up one line.
<down arrow>	FCTN X	Moves the cursor down one line.
<left arrow> or	FCTN S	Moves the cursor left one character
<right arrow>	FCTN D	Moves the cursor right one character
<disk directory>	FCTN V	Displays a list of files on the disk
<top of buffer>	FCTN H	Moves the cursor to first line of buffer
<bottom of buffer>	FCTN B	Moves the cursor to the bottom of buffer
<copy lines>	FCTN C	Copy line(s)
<load mamory image>	FCTN L	Load memory image text file
<move lines>	FCTN M	Move lines

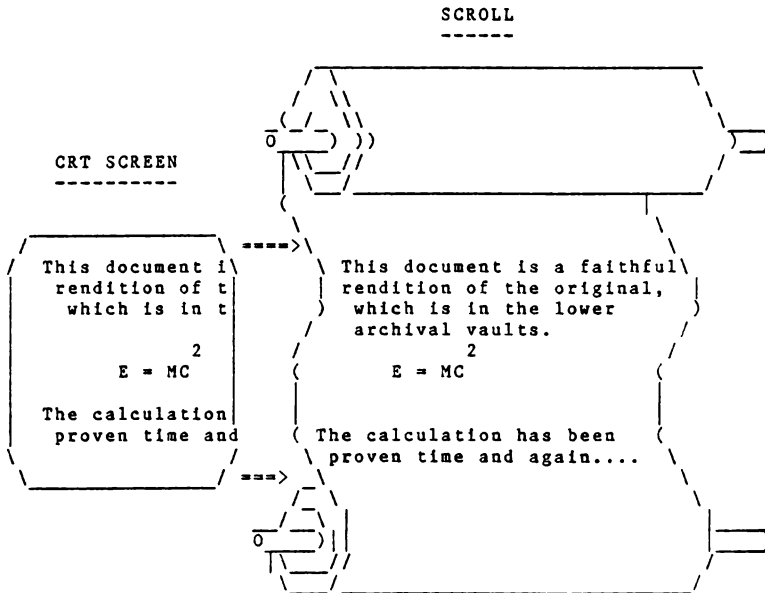| NAME	KEYS	MEANING/ACTION
<word wrap>	CNTL 0	Toggles Word Wrap ON/OFF (solid/hollow rectangle).
<restore line>	CNTL 1	OOPS, restores last text line.
<reformat 1>	CNTL 2	Reformats text from the left margin.
<colors>	CTRL 3	Changes screen/text colors.
	CTRL 5	Duplicates the the line the cursor is on.
<move>	CTRL 7	Moves the desired text as specified.
<new paragraph>	CTRL 8	Begins a new paragraph. Inserts a carrige return symbol and blank line.
<new page>	CTRL 9	Inserts a Page Advance (PA) and CR.
<word wrap on/off>	CTRL 0	Turns Word Wrap On or Off.
<window up>	CTRL E	Moves the screen up 24 lines.
<window down>	CTRL X	Moves the screen down 24 lines.
<last window>	CTRL S	Moves the screen left 20 columns.
<next window>	CTRL D	Moves the screen right 20 columns.
<Erase to EOL>	CTRL K	Erase from cursor to End of Line.
<Erase to BL>	CTRL J	Erase from cursor to Beginning of Line.
<tab advance>	CTRL I	Moves cursor to next Tab position.
<reformat 2>	CNTL R	Reformats text from the cursor position.
<printer codes>	CTRL U	Toggles cursor to short rectangle and allows printer control code input.
<margin release>	CTRL M	Allows movement beyond the left/right margins.
<window mode>	CTRL W	Toggles the window mode.
<find string>	CTRL F	Find string ------- Expert Mode.
<load file>	CTRL L	Load file -------- Expert Mode.
<print file>	CTRL P	Print file -------- Expert Mode.
<Save memory image>	CTRL A	Save Memory Image - Expert Mode.
<save file>	CTRL Z	Save File --------- Expert Mode.

TEXT EDITING CONCEPTS

Some text-editing concepts are essential to your sucessful use of
a word processor. These concepts include the Text Buffer,
scrolling, the cursor, the Command Line and Home.

The Text Buffer

The area on which you type your document is called the "Text
Buffer". Although all of the document is stored in the computer
yur can see only the text within the screen borders. Scrolling

If you think of an ancient scroll instead of today's pages, you
will understand an essential concept of text editing. First
unroll the scroll a little at a time by holding the rollers above
and below the text. This is the information which the window of
the CRT screen shows.

```
                                         SCROLL
                                         ------
                                      /----------------------\
                                   / \\                        \
                                  (_/_ \\                        \
                               o (_/_ ) ))                        )==
                                  | \\\__//                      /
                                  |  \__/                       /
        CRT SCREEN              (                             \
        ----------               \                             \
  /---------------\            ===>\    This document is a faithful\
 /  This document i\             \ |   rendition of the original, |
 |   rendition of t|              )|    which is in the lower      )
 |   which is in t |             / |    archival vaults.          /
 |        2        |            /  (         2                   /
 |    E = MC       |           (   |     E = MC                 (
 |                 |           |   |                            |
 |  The calculation|           |   (  The calculation has been  (
 \   proven time and          (    \  proven time and again.... \
  _____/ ===>       \_  \                             \
                                /_ \                              \
                             o (/ _)||                            |==
                               |\__//                            /
                               \_/_____/
```
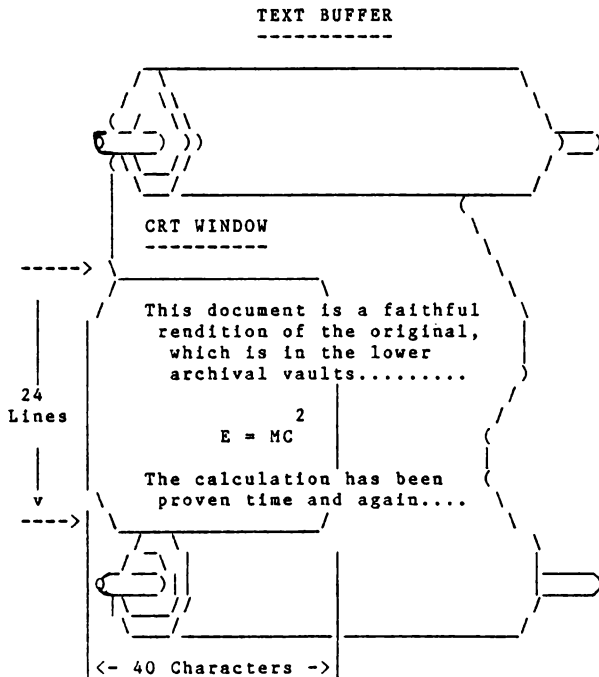
With this in mind you can understand the difference between text
editing, which is oriented to the whole document, and typing which
deals with only one page at a time. A text editor lets the user
control nearly everything that can happen to the document.

TEXT EDITING CONCEPTS (CONTINUED)
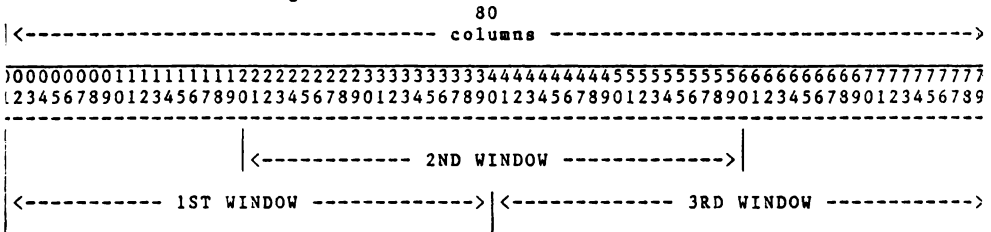
The Window

The Text Buffer is like a manuscript. When the word processor is
first run the manuscript (Text Buffer) is blank. Once you put
text in the Text Buffer, the CRT screen is a 24 line by 40
character ´window´ into the Text Buffer. By moving the CRT
screen ´window´ around, you can view all the information in the
Text Buffer. Also, you can use the cursor as a pen to enter or
change information in the Text Buffer. The information that you
are viewing, entering or changing in the Text Buffer is displayed
through the CRT screen ´window´. An example of this CRT screen
´window´ is:

```
                    TEXT BUFFER
                    -----------

                 /  \                              \
                / \ \                               \
              (_/_ \ \                               \
           ᴑ__) ))                                    )__)
            (\\__//                                   /
              \__/_____ (
                                                      \
                 CRT WINDOW                            \
                 ----------                             \
  ----->  \  _____                         \
          |  /                  \                          \
          | /  This document is a faithful    \
          | |  rendition of the original,       |
          | |  which is in the lower            |
          | |  archival vaults........          )
   24     | |                                   /
  Lines   | |           2                      /
          | |      E = MC                     (
          | |                                  |
          | |  The calculation has been        (
   v      \ \  proven time and again....        \
  ---->|   \ _____/  \
       |    \  / \                                 \
       |     / /_  \                                 \
       |   ᴑ_/ _) | |                                 |___
       |     \__/__|_|_____             /
       |      \__/_____|_____/
       |
       | <- 40 Characters ->|
```

TEXT EDITING CONCEPTS (CONTINUED)

The Window

Note a line can be up to 80 characters (columns) long. But, as
stated above only 40 columns of that line is visible through the
CRT ´WINDOW´. A diagram of this is shown as:

```
                                        80
|<-------------------------------- columns -------------------------------------->

)000000000111111111122222222222333333333334444444444455555555555666666666667777777777
12345678901234567890123456789012345678901234567890123456789012345678901234567890123456789
--------------------------------------------------------------------------------
|              |
|              |<------------ 2ND WINDOW -------------->|
|              |                                        |
|<----------- 1ST WINDOW -------------->|<------------- 3RD WINDOW ------------>
|                                       |
```

The Cursor

The cursor is a flashing rectangle that indicates where the "pen"
is on the screen. When you type a character, the cursor
advances to the next position.

The Prompt Line

The top line of the window is called the "Prompt Line". When You
use a function that contains messages (questions or prompts that
the computer asks or tells you), the messages or prompts appear
on the Prompt Line.

The Command Line

Line two of the window is called the "Command Line". When you
enter responses to commands that contain messages or enter
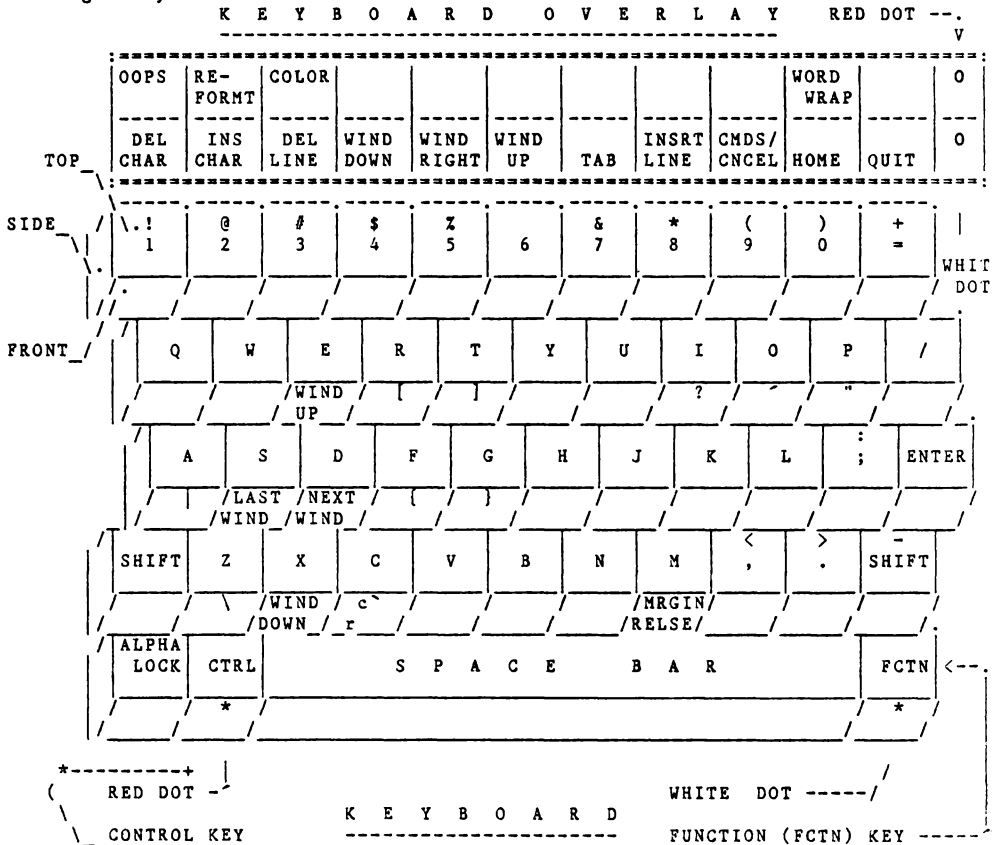commands, they are displayed on this line.

MAKE YOUR OVERLAY

Your overlay helps you identify some of the keys used with the
Control (CTRL) and Function (FCTN) keys. To create your overlay:

1. Copy the overlay illustrated below on one of the blank
   overlays included with your computer

2. Slide the overlay strip into the slot above the number
   keys.

USE YOUR OVERLAY

The names on the overlay refer to some of the functions of this
word processor. The red and white dots on the right end of the
overlay match the dots on the CTRL/FCTN keys to indicate the
right key

```
                  K  E  Y  B  O  A  R  D     O  V  E  R  L  A  Y     RED DOT --.
               ---------------------------------------------            V
        :===================================================================:
        :OOPS |RE-   |COLOR |      |      |      |      |      |WORD  |      | O
        :     |FORMT |      |      |      |      |      |      |WRAP  |      |
        :-----|------|------|------|------|------|------|------|------|------|---
        :DEL  |INS   |DEL   |WIND  |WIND  |WIND  |      |INSRT |CMDS/ |      | O
  TOP_  :CHAR |CHAR  |LINE  |DOWN  |RIGHT |UP    |TAB   |LINE  |CNCEL |HOME  |QUIT
        \:=================================================================:
          ----- ----- ----- ----- ----- ----- ----- ----- ----- ----- -----
SIDE_  /  \.! | @   | #   | $   | %   |     | &   | *   | (   | )   | +   |
       \|   1 | 2   | 3   | 4   | 5   | 6   | 7   | 8   | 9   | 0   | =   |
       |.                                                                  WHIT
      | /.   /     /     /     /     /     /     /     /     /     /     /  DOT
      |//   /     /     /     /     /     /     /     /     /     /     /
      |/                                                                  .
FRONT_/ |  Q     W     E     R     T     Y     U     I     O     P     /
       /  /     / WIND /  [  /  ]  /     /     /  ?  /  '  /  "  /     /
      /  /     / UP   /     /     /     /     /     /     /     /     /_.
      |  |  A     S     D     F     G     H     J     K     L     :     ENTER
      |  /     / LAST / NEXT /  {  /  }  /     /     /     /     ;     /
      | /     / WIND / WIND /     /     /     /     /     /     /     /
     /   SHIFT  Z     X     C     V     B     N     M     <     >     SHIFT
     |   /     \ WIND /  c^ /     /     /     / MRGIN /    ,     .     -  /
     | /     / DOWN / r   /     /     / RELSE /     /     /     /.
    /  ALPHA
    |  LOCK  CTRL        S  P  A  C  E       B  A  R              FCTN <--.
    |  /     / *  /                                              /  *  / |
    | /     /   /                                               /     /  |
                                                                        |
    *---------+   |                                                  /
   (   RED DOT -'                                    WHITE  DOT -----/
    \                      K  E  Y  B  O  A  R  D                       |
     \_ CONTROL KEY        ----------------------   FUNCTION (FCTN) KEY -----'
```

The top level of functions identified by the red dot are called
control keys. To access these keys hold down the CTRL key, marked
with a red dot while pushing the desired number key. The second
level of functions, identified by the grey dot, are accessed by
holding down the FCTN key, also marked with a light grey dot,
while pressing the desired number or letter key.

LOADING THE WORD PROCESSOR

Before inserting/removing the module, its a good practice to turn
OFF the computer console. Turning the console OFF prevents the
possibility of "contact bounce" between the console and the
module contacts, which could cause the computer to "lock up".
Insert the module, turn the computer ON and wait for the Master
Title screen to appear. Press any key to make the Master
Selection list appear.

TEXAS INSTRUMENTS
HOME COMPUTER

PRESS FOR

1 TI BASIC
2 MINIWRITER+

(C) 1981 TEXAS INSTRUMENTS

Press the 2 key and
the following screen
will appear:

MINIWRITER II+

Version 2.00
Copyright 1987

By
Todd Kaplan

Published by DataBioTics Inc.
of Southern California

Press Any Key to Start

EDITING FUNCTIONS

The editing functions are listed below and are described in
detail on the next pages.

- o Moving The Cursor

- o Setting a Tab

- o Displaying Text

- o Inserting Text

- o Deleting Text

- o Ending a Page

- o Searching Your Text.

- o Copying Text

- o Moving Text

Examples are used to explan each of the editing functions. in
each example, the cursor is indicated by a box.

MOVING THE CURSOR

Up Arrow

Depressing FCTN E <up arrow> moves the cursor up. If the cursor
is on line 1, (the top line of displayed text), then previous
lines move into the window one at a time.

Before:
        A bird in the hand is
        worth two in the bush.

                        +-------- Cursor

                        +-------- Cursor
  After: V
        A bird in the hand is
        worth two in the bush.

Down Arrow

Depressing FCTN X <down arrow> moves the cursor down . If the
cursor is on line 24, (the bottom line of displayed text), then
subsequent lines move into the window one line at a time.

MOVING THE CURSOR (Continued)

Down Arrow (Continued)

```
                    +-------- Cursor
Before:             V
        A bird in the hand is
        worth two in the bush.

 After:
        A bird in the hand is
        worth two in the bush.

                    +-------- Cursor
```

Right Arrow

> Note: CTRL W toggles between 1 column or 20 column mode.
>   for Right Arrow only.

- 20 Column Mode (CTRL W)

Depressing FCTN D <right arrow> moves the cursor right. If the
cursor is on the last column on the right side of the CRT window
(columns 40 or 60) then the window is moved to the right 20
columns. If the cursor is on column 80 then pressing FCTN D <right
arrow> will cause the CRT window to move to columns 1-40.

- 1 Column Mode (CTRL W)

Depressing FCTN D <right arrow> moves the cursor right. If the
cursor is on the last column on the right side of the CRT window
then the window is moved to the right 1 columns. If the cursor
is on column 80 then pressing FCTN D <right arrow> will cause the
CRT window to move to columns 1-40.

```
Before:
        A bird in the hand is
        worth two in the bush.

                    +-------- Cursor

 After:
        A bird in the hand is
        worth two in the bush.

                    +------- Cursor
```

Left Arrow

Depressing FCTN S <Left arrow> functions just like right arrow,
except the cursor moves to the left 1 column at a time.

SETTING TABS AND MARGINS

FCTN 7 or CTRL I <tab> moves the cursor across the screen in Tab increments, between the Left and Right margins.

Novice mode - To set margins or tabs, hold the FCTN key down and press the 9 key to enter the Command Mode. Then type T and press the ENTER key. The Tabs are displayed on Lines 1 and 2 as shown below.

Expert mode - Hold the CTRL key down and press the T key.

```
123456789 123456789 123456789 123456789 123456789 123456789 123456789 12345678
L......T.1..T......2.....T...3T........4.........5.........6.........7........
```

The cursor is positioned on line 2. Use use the FCTN S and D <right/left arrow> keys to move the cursor to the desired column. The L and R keys set the Left and Right margins. The T key sets a Tab in the indicated column. CTRL M <margin release> will allow you to move the cursor beyond the the current Left or Right margin. When the Left/Right margins and Tabs are set as desired then press the ENTER key to enable the new settings.

DISPLAYING TEXT

Use this function to display text that is not visible in the screen window.

Window Up

The screen display (CRT window) is 24 lines. In order to see text above the window your word processor (Refer to The Window in TEXT EDITING CONCEPTS) to move the screen 24 lines up by pressing FCTN 6 or CTRL E <window up>.

Window Down

The screen display (CRT window) is 24 lines. In order to see text below the window, (Refer to The Window in TEXT EDITING CONCEPTS) ask your word processor to move the screen 24 lines down by pressing FCTN 4 or CTRL X <window down>.

Window Right

The screen display (CRT window) is 40 characters (columns) per line. In order t see text to the right of the window ask (Refer to The Window in TEXT EDITING CONCEPTS) your word processor to move the screen 20 columns to the right by pressing FCTN 5 <window right> or CTRL D <next window> .

DISPLAYING TEXT

Window Left

The screen display (CRT window) is 40 characters (columns) per line. In order t see text to the left of the window ask (Refer to The Window in TEXT EDITING CONCEPTS) your word processor to move the screen 20 columns to the left by pressing FCTN 5 <window right> or CTRL S <last window> .

INSERTING TEXT

Use this function to insert from one character to many lines of text into your document.

Insert Character

- Hollow Cursor (Fixed)

Position the cursor at the point where you wish to insert text. Then depress FCTN 2 <ins chr>. As you add characters, all characters to the right of the cursor position will be pushed to the right margin and disappear.

```
Before:        +--------------- Cursor
               V
        A bird hand is
        worth two in the bush.

                       +-------- Cursor
 After:                V
        A bird in the hand is
        worth two in the bush.
```

- Solid Cursor (Word Wrap)

Position the cursor at the point where you wish to insert text. Then depress FCTN 2 <ins chr>. As you add characters, when a character is moved to the right of the right margin, then a blank line is inserted and the current word will wrap down to column 1 of the new line.

```
Before:                      +-- Cursor
                             V
        A bird in the hand is
        two in the bush.

 After:
        A bird in the hand is
        worth  <--------------- Cursor
               two in the bush
```

INSERTING TEXT (Continued)

Reformat

- Hollow Cursor (Fixed)

Reformat (CTRL 2) , Stops the insert character mode.

- Solid Cursor (Word Wrap)

CTRL 2 <reformat 1> and CTRL R (reformat 2) recloses text after
an insertion. Fills text to incorporate insertions and deletions.
Reformat stops when a Carriage Return is encountered.

```
Before:                              Note: Reformat 1 (CTRL 2)
        A bird in the hand is              adjusts the text
        worth <-------------- Cursor       relative to the left
             two in the bush               margin.

  After:                                   Reformat 2 (CTRL R)
        A bird in the hand is              adjusts the text
        worth two in the bush.             relative to the
                                           cursor position.
             +--------------- Cursor
```

INSERT LINE

Move the cursor to the line where you wish to insert a new line.
Press FCTN 8 <insert line> and a blank line will be inserted
where the cursor is positioned. The line of text the cursor was
on moves down 1 line. You can now type the desired information on
the blank line.

```
             +--------------- Cursor
Before:      V
        worth two in the bush.

             +--------------- Cursor
  After:     V

        worth two in the bush.
```


NEW PARAGRAPH

Hold the CTRL key down and press the 8 key. A blank line will be
inserted as a line above the cursor and a Carraige Return (CR)
and and Line Feed (LF) will be placed in columns 1 and 2.

DELETING TEXT AND ENDING A PAGE

Use the Deleting Text Function to delete from one character to
many lines of text. Ending a page <page advance> will cause the
printer to advance to the top of the next page.

Delete Character

Position the cursor at the point in the text where character
deletion is desired. Then depress FCTN 1 (del chr>. Each time a
character is deleted, the text on the line following the cursor
position is moved one space to the left.

```
              +-------------- Cursor
Before:       V
        A bird iin the hand is
        worth two in the bush.

              +-------------- Cursor
 After:       V
        A bird in the hand is
        worth two in the bush.
```


Delete Line

Move the cursor to the line to be deleted. Press FCTN 3 <del
line>. The line will be deleted and the text on the line below
the cursor moves up 1 line. When all lines below the cursor are
deleted, then when the line the cursor is on is deleted the
cursor will move up one line.

```
              +--------------- Cursor
Before:       V
        A bird in the hand is
        worth two in the bush.

              +--------------- Cursor
 After:       V
        worth two in the bush.
```

Delete Lines

To delete a number of lines use the DeleteLines function. Hold
th FCTN key down and press the 9 key to enter the Command Mode.
Type L for Lines, the Lines Prompt will appear on line 1, and
the cursor will be postioned to line 2 (command line).

Example:

Showlines Deletelines Movelines Copylines
     D

     +------------------------ Cursor

Type D and press the ENTER key. The following message will
appear on the Prompt line:

DELETE, Enter Start Line, and Stop Line:
     1 10

     +------------------------ Cursor

In the example above, the first number is typed then a space and
the last line number is typed. Then the ENTER key is pressed.
The lines 1 through 10 will be deleted.

Ending A Page

To end a page, hold the CTRL key down and press the U key. This
enters the Printer Control Code mode. The cursor is now a short
rectangle. use the FCTN <arrow> keys to position the cursor to
the end of the page. Then hold the SHIFT key down and press the
L key. A small PA (Page Advance) character appears. The PA tells
the printer to advance the paper to the top of the next page.

SEARCHING YOUR TEXT

Use this function to locate words or phrases in your Text Buffer.
You can use the Cancelling Text Funstion with Search Your Text.

SearcH

SearcH (SH) is used to access the FindString or ReplaceString
functions. When SH is typed on the command line and the ENTER
key is pressed, then the FindString and ReplaceString message is
placed on the Prompt Line.

FindString (FS) is used to locate a word or a phrase in the
Text Buffer.

Example: Finding the words (string) ´YOU HAVE WON $50,000 !´
   Note: Blanks count as characters.

A) **Novice mode** - Depress FCTN 9 <command>. This displays the
   command prompts and command line on lines 1 and 2 of the CRT
   window. **Expert mode** - Depress CTRL F <find string>.

B) The prompt will then say:

                PROMPT --->   Edit Tabs Quit Files SearcH Lines Purge
          *--------------->   SH
          |
          |
C) Now type in the command SH (SearcH) and depress the ENTER key.
   The following screen will appear

                PROMPT --->   FindString or ReplaceString
          *------------>   FS
          |
          |
   D) Now type in the command FS (FindString) and depress the
      ENTER key. The following screen will appear

SEARCHING YOUR TEXT (Continued)

                PROMPT ---> / Find, Enter /string/ :
          *-------------->   /YOU HAVE WON $50,000 !
          |
          |
E) Now type in the string /YOU HAVE WON $50,000 !/ and press the
   ENTER key. The following screen will appear
                              String Found: Enter N)ext or S)top

          CURSOR IS HERE ----->YOU HAVE WON $50,000 !

If the string is not found, the screen displays the text you
were editing with the cursor at it´s position prior to the SearcH
command:

Note:

SEARCHING YOUR TEXT (Continued)

The FindString has a Wild Card option for finding a similar but
not exact words or phrases.

Example:

The Wild Card operates on a letter basis. The asterisk (*) can be
used in place of another character. The word or phrase template
must begin with a character that is not a Wild Card.

The phrase:

 /Disk *****/*/

would find all occurances of Disk Build, Disk Chart.

REPLACING YOUR TEXT

Use this function to replace words or phrases in your Text
Buffer. You can use Cancelling Text Function with Replacing Your
Text.

SearcH

SearcH (SH) is used to access the FindString or ReplaceString
functions. When SH is typed on the command line and the ENTER key
is pressed, then the FindString and ReplaceString message is
placed on the Prompt Line.

ReplaceString (RS) is used to replace a word or a phrase in the
Text Buffer.

Example: Replace the words (Phrase) ´YOU HAVE WON $50,000 !´
         with the words (Phrase) ´YOU HAVE NOT WON $50,000!´

A) **Novice mode** - Depress FCTN 9 <command>. This displays the
   command prompts and command line on lines 1 and 2 of the CRT
   window.

               PROMPT ---> / Edit Tabs Quit Files SearcH Lines Purge
        *---------------->   SH
        |
B) Now type in the command SH (SearcH) and depress the ENTER
   key.

```
                PROMPT --->     FindString or ReplaceString
            *------------>           RS
            |
```
C) Now type in the command FS (FindString) and depress the ENTER
   key. The following screen will appear

```
                PROMPT --->    Find, Enter /string/ :
            *--------------->           /YOU HAVE WON/YOU HAVE NOT WON/
            |
```
D) Now type in the string /YOU HAVE WON/YOU HAVE NOT WON/ and
   press the ENTER key. The following screen will appear

```
        CURSOR IS HERE
                       \
                        \      Replace String? (Yes,No,All,Stop)
Note: Yes = Replace       \
      No = Don't Replace *-->YOU HAVE WON $50,000 !
      All = Replace all
            occurances
```

If the string is not found, the screen displays the text you
were editing with the cursor at it's position prior to the SearcH

MOVING TEXT

Use this function to move text within the Text Buffer. You can
us Cancelling Edit Functions with Moving Text.

A) **Novice mode** - Depress FCTN 9 <command>. This displays the
   command prompts and command line on lines 1 and 2 of the CRT
   window. **Expert mode** - Depress FCTN M <move line(s)>.

B) The prompt will then say:

```
                PROMPT -> Edit Tabs Quit Files SearcH Lines Purge
            *--------------->      L
            |
```
 Now Type L and press the ENTER key. The prompt will then say:

```
                PROMPT -> Showlines Deletelines Copylines Movelines
            *--------------->      M
            |
```
Now Type M and press the ENTER key. The prompt will then
say:

MOVING TEXT (Continued)

```
            PROMPT -> MOVE Start Line, Stopline, After Line:
      *--------------->       11 11 12

                        0011 CONGRATULATIONS YOU ARE THE WINNER
      |                 0012 WE HAVE GREAT NEWS FOR YOU AND YOURS
      |                 0013 OF THE GRAND PRIZE .....!!!!
      |
```
Now Type the Start Line, Last Line and the After Line
number you want the text to be moved after and press the
ENTER key
```
                        0011 WE HAVE GREAT NEWS FOR YOU AND YOURS
                        0012 CONGRATULATIONS YOU ARE THE WINNER
                        0013 OF THE GRAND PRIZE .....!!!!
```
COPYING TEXT

Use this function to copy text within the Text Buffer. You can
us Cancelling Edit Functions with Copying Text.

A) **Novice mode** - Depress FCTN 9 <command>. This displays the
   command prompts and command line on lines 1 and 2 of the CRT
   window. **Expert mode** - Depress FCTN M <move line(s)>.

B) The prompt will then say:

```
            PROMPT ---->    Edit Tabs Quit Files SearcH Lines Purge
      *---------------->           L
      |
```
 Now Type L and press the ENTER key. The prompt will then say:
```
            PROMPT -> Showlines Deletelines Copylines Movelines
      *--------------->      C
      |
```
Now Type C and press the ENTER key. The prompt will then
say:
```
            PROMPT -> COPY Start Line, Stopline, After Line:
      *--------------->      11 11 13

                        0011 WE HAVE GREAT NEWS FOR YOU AND YOURS
      |                 0012 CONGRATULATIONS YOU ARE THE WINNER
      |                 0013 WE HAVE GREAT NEWS FOR YOU AND YOURS
      |
```
Now Type the Start Line, Last Line and the After Line
number you want the text to be copied after and press the
ENTER key
```
                        0011 WE HAVE GREAT NEWS FOR YOU AND YOURS
                        0012 CONGRATULATIONS YOU ARE THE WINNER
                        0013 OF THE GRAND PRIZE .....!!!!
                        0014 WE HAVE GREAT NEWS FOR YOU AND YOURS
```

STORAGE FUNCTIONS

The storage functions of the word processor are listed below and
described in detail on the next few pages.

 o Cancelling Storage Functions
 o Show Directory (Disk Only)
 o Saving Text
 o Loading Saved Text
 o Printing Text
 o Purging the Text Buffer
 o Quiting the Word Processor

Cancelling Storage Functions

Use this function to cancel the storage functions discussed below:

Show Directory, Saving Text, Loading Saved Text, Printing Text and
Purging the Text Buffer.

Before pressing the ENTER key to perform the functions, the
FCTN 9 <cancel or command> key may be pressed to cancel the
functions.

Show Directory (Disk System Only)

Novice Mode - Hold the FCTN key down and press the 9 key to
enter the Command Mode, then the following screen appears:

```
              PROMPT --->    Edit Tabs Quit Files SearcH Lines Purge
       *------------------>      SD
       |
```
Now type F and press the ENTER key. The prompt will then say:

Expert Mode - Hold the FCTN key down and press the V key.

LoadFile LoadMem LoadfiX LoadVar SaveFile SaveMem SavefiX DeleteFile ShowDirect
     SD

       +---------- Cursor

Type SD, press the ENTER key and the following screen appears:

o **Expert Mode** - Press FCTN V
                              Show Directory, Enter Drive No./Dir. Name
Type the drive #   *->   1
and press the ENTER Key

The disk directory will then scroll on the screen.

STORAGE FUNCTIONS (Continued)

Show Directory (Disk System Only)

```
Note: Any key press
      will pause           Vol:4A/TALK    Free:    93 Used:    85
      the directory ---->   Filename  Filetype      Size    P
      scroll.              1:5CHANGES DIS/VAR  80       8  P
                           4A/TALK    DIS/FIX  80       4
      FCTN 8 will          BBSLIST    DIS/VAR  80      46
      redo the last        CONFIG     DIS/VAR  80       2
      Show Directory.      DIRECTORY  DIS/VAR  80       3
                           LOAD       PROGRAM           5
Press any key to return    MANAGER    INT/VAR 255       1  P
to editing.                UTIL1      PROGRAM           6
```

SAVING TEXT

**Note: This function WILL NOT save a file compatible with
       Versions prior to 2.0, example: V 1.2 thru V 1.7.**

Use this function to save text from the Text Buffer to cassette or
disk. An ´L´ after the device name will output the line numbers.

Example: Save File, Enter File Name:
              DSK1.filename L

Will Save the line numbers with the text. You may use the
Cancelling Edit Function with the Saving Text function.

A) **SaveFile Novice Mode** - Depress FCTN 9 <command>. This
   displays the command prompts and command line on lines 1 and 2
   of the screen window. **Expert mode** - Depress CTRL Z <save file>.

B) Prompt ---------->   Edit Tabs Quit Files SearcH Lines Purge
      *-------------->   SF

                         0012 OF THE GRAND PRIZE .....!!!!
                         0013 WE HAVE GREAT NEWS FOR YOU AND YOURS

Now Type SF and press the ENTER key. The prompt line will then say:

         PROMPT --->   SaveFile, Enter Filename:
      *-------------->   CS1

                         0011 CONGRATULATIONS YOU ARE THE WINNER
                         0012 OF THE GRAND PRIZE .....!!!!
                         0013 WE HAVE GREAT NEWS FOR YOU AND YOURS

Now type CS1 and press the ENTER key. Follow the prompts that
appear on the screen. The word processor will then save the
document to cassette.

The screen will clear and the following messages will appear:

Note:

Make sure your cassette player is connected to your computer and that power is ON. Then place a cassette tape in the cassette player. Then follow the messages below.

```
    n = 1,2 or 3 -------->  ** Saving Part 1 of x           **


First  message ---------->  * REWIND CASSETTE TAPE    CS1
                              THEN PRESS ENTER

Second message ---------->  * PRESS CASSETTE RECORD   CS1
                              THEN PRESS ENTER

Third  message ---------->  * WRITING
```

Note:

If the Text Buffer is almost full the Save will require 1 pass for the console memory and up to 2 additional passes for the extended memory.

```
                            ** Cassette Memory Image Save **
    n = 1,2 or 3 -------->  ** Saving Part 1 of x           **


                            * REWIND CASSETTE TAPE    CS1
DO NOT REWIND THE TAPE        THEN PRESS ENTER
between Save passes.
                            * PRESS CASSETTE RECORD   CS1
                              THEN PRESS ENTER

                            * WRITING

Fourth message ---------->  * PRESS CASSETTE STOP     CS1
```

Now press cassette stop and press the ENTER key. If the Save is complete, the text you were editing will be displayed on the screen. Otherwise, respond to Message One WITHOUT REWINDING THE TAPE, and continue until the Save is complete.

SAVING TEXT (CONTINUED)

Other save options are:

- o **SaveFile (SF)** (Save part of a file) Saves part of a file to cassette or disk .

  1) Hold the FCTN key and press the 9 key (Enters Command Mode).

  2) Type SF and press the ENTER key.

  3) Type the line number of the line in the Text Buffer of the first of the first line of the part to be saved, a space and the line number of the last line of the part to save. and any valid filename.

- o **SaveMem (SM)** - Saves Text Buffer in memory image (saves space and loads faster.

- o **SavefiX (SX)** - Saves text Buffer in Dis/Fix 128 format.

LOADING SAVED TEXT

Use this function to load saved text into the Text Buffer from cassette or disk. You may use the Cancelling Edit Function with the Loading Saved Text function.

Note: This function will load MINIWRITER cassettes before Version 2.0

- A) **LoadFile Novice mode** - Depress FCTN 9 <command>. This displays the command prompts and command line on lines 1 and 2 of the CRT window. **Expert mode** - Depress CTRL L <load file>.

- B) The prompt will then say:

               PROMPT --->   Edit Tabs Quit Files SearcH Lines Purge
        *----------->   LF
        |
- C) Type LF and
     press the ENTER key.

- D) **Expert mode** - Type FCTN L <load memory image> and press the ENTER key.

               PROMPT --->   LoadFile, Enter Filename:
        *------------->   CS1
        |
Now type CS1 and press the ENTER key. Follow the prompts that appear. The word processor will then load the document from cassette.

LOADING SAVED TEXT (Continued)

To load the Buffer from disk, Type: DSK1.filename and press the
EDIT key. Once the Load is started the Cancel Edit Function may
not be used.

The screen will clear and the following messages will appear:

Note:

Make sure your cassette player is connected to your computer and
that power is ON. Then place a cassette tape in the cassette
player. And, follow the messages below.

```
                              ** Cassette Memory Image Load **
     n = 1,2 or 3 ------->    ** Loading Part 1 of x         **

First  message ---------->    * REWIND CASSETTE TAPE   CS1
                                THEN PRESS ENTER

Second message ---------->    * PRESS CASSETTE PLAY    CS1
                                THEN PRESS ENTER

Third  message ---------->    * READING
```

Note:

The Load will require 1 pass for the console memory and up to 2
additional passes for the extended memory.

```
                              ** Cassette Memory Image Load **
     n = 1,2 or 3 ------->    ** Loading Part 1 of x         **

                              * REWIND CASSETTE TAPE   CS1
DO NOT REWIND THE TAPE          THEN PRESS ENTER
between Load passes.
                              * PRESS CASSETTE PLAY    CS1
                                THEN PRESS ENTER

                              * READING

Fourth message ---------->    * PRESS CASSETTE STOP    CS1
                                THEN PRESS ENTER
```

Now press cassette stop and press the ENTER key. If the Load is
complete The text you loaded will be displayed on the screen.
Otherwise, respond to message one WITHOUT REWINDING THE TAPE, and
continue until the Load is complete.

Other Load options are:

- o **LoadFile (SF)** (Part of a file) Loads part of a file into the
  Text Buffer.

  1) Hold the FCTN key and press the 9 key (Enters Command
     Mode).

  2) Type LF and press the ENTER key.

  3) Type the line number of the first line to be loaded, a
     space, the line number of the last line to be loaded, a
     space, and the filename of the file to be loaded.

- o **LoadFile (LF)** (Merge whole file) Merges a file with the
  contents of the Text Buffer.

  1) Hold the FCTN key and press the 9 key (Enters Command
     Mode).

  2) Type LF and press the ENTER key.

  3) Type the line number of the line in the Text Buffer after
     which the file is to be merged, a space, and the filename
     of the file to be merged.

- o **LoadFile (LF)** (Merge part of a file) Merges part of a file
  with the contents of the Text Buffer.

  1) Hold the FCTN key and press the 9 key (Enters Command
     Mode).

  2) Type LF and press the ENTER key.

  3) Type the line number of the line in the Text Buffer after
     which the file is to be merged, a space, the line number
     of the first line of the file to be merged, a space
     and the line number of the last line of the file to be
     merged, and the filename of the file to be merged.

- o **LoadMem (LM)** - Loads Text Buffer in memory image (saves
                  space and loads faster.

- o **LoadfiX (LX)** - Loads Text Buffer in Dis/Fix 128 format.

PRINTING TEXT

Use this function to print text from the Text Buffer to a printer
or disk. An ´L´ after the device name will output the line
numbers.

    Example:

        Print File, Enter Device Name:
                MIO L

    Will print the line numbers on the left and the text on the
    right. You may use the Cancelling Edit Function with the
    Saving Text function.

A) **PrintFile Novice mode** - Depress FCTN 9 <command>. This
   displays the command prompts and command line on lines 1 and 2
   of the CRT window.

B) **PrintFile Expert mode** - Depress CTRL P <print file>.

C) The prompt will then say:

                   PROMPT --> Edit Tabs Quit Files SearcH Lines Purge
Now type PF ----------->   PF
and press the
ENTER key.   0011 CONGRATULATIONS YOU ARE THE WINNER
                           0012 OF THE GRAND PRIZE .....!!!!
                           0013 WE HAVE GREAT NEWS FOR YOU AND YOURS

                   PROMPT -> PrintFile, Enter Device Name:
Note: --------------------> MIO

To print the Buffer   0011 CONGRATULATIONS YOU ARE THE WINNER
to disk, type: 0011 CONGRATULATIONS YOU ARE THE WINNER
                          0012 OF THE GRAND PRIZE .....!!!!
    DSK1.filename   0013 WE HAVE GREAT NEWS FOR YOU AND YOURS

and press the ENTER key.

Now type MIO and press the ENTER key to print via the word
processor module printer interface. Type PIO and press the ENTER
key to print via the RS232 interface to a parallel printer. Type
RS232 and press the ENTER key to print via the RS232 interface to
a serial printer.

PRINTING TEXT Continued)

Other print options are:

o Print File - Prints part of a file to a printer, cassette or
   disk.

  1) **Novice Mode** - Hold the FCTN key and press the 9 key
     (Enters Command Mode).

  2) Type PF and press the ENTER key.

  2) **Expert Mode** - Hold the CTRL key and press the P key.

  3) Type the line number of the line in the Text Buffer of
     the first of the first line of the part to be printed, a
     space and the line number of the last line of the part to
     be printed, and any valid device name (MIO, PIO, RS232,
     DSK1.filename, CS1) .

PRINTING TEXT WITH PRINTER CONTROL CODES

Printer control code mode allows the input of printer control
characters in your Text Buffer. This enables sending printer
"escape sequences" or special comands to the printer. You may
wish to tell your printer to overstrike, underline, etc. If your
printer has the capability, you may control these functions with
printer control codes entered into the Text Buffer.

This mode is selected by holding the CTRL key down and pressing
the U key. The cursor is shown as a short rectangle. Press CTRL U
to exit from printer control mode.

PRINTING TEXT WITH PRINTER CONTROL CODES
Example:
                                (GE Model 3-8100)
************************   Printer Control Codes
* Select International *
* Character Set *
****

Using Basic:

Print #1:CHR$(27)CHR$(82)CHR$(n)

Note: n = 0 for USA   1 for France 2 for Germany
             3 for England 4 for Denmark 5 for Germany
             6 for Italy   7 for USA

Using the word processor:

Hold the CTRL down and press the U key. Press FCTN R to make the
equivalent of CHR$(27), then press the R key and then hold the
SHIFT key down and press one of the following keys to specify the
Int'l Char Set: Then press CTRL U to return to Edit Mode.

Note: n = 2 for USA   A for France B for Germany
             C for England D for Denmark E for Germany
             F for Italy   G for USA

****
* Select Elite Font *
****

Using Basic:

Print #1:CHR$(27)CHR$(77)

Using the word processor:

Hold the CTRL down and press the U key. Press FCTN R to make the
equivalent of CHR$(27), then press the M key for data following
this printer code sequence to be printed in elite-sized
characters. Then press CTRL U to return to Edit Mode.

PRINTER CONTROL CODES

ASCII CODE	FUNCTION ACRONYM	FUNCTION	PRESS	KEY	SCREEN DISPLAY
0	NULL	Null	SHIFT	2	
1	SOH	Start Heading		A	
2	STX	Start Text		B	
3	ETX	End Text		C	
4	EOT	End Transmission		D	
5	ENQ	Enquiry		E	
6	ACK	Acknowledge		F	
7	BEL	Bell		G	
8	BS	Backspace		H	
9	HT	Horizontal Tab		I	
10	LF	Line Feed		J	
11	VT	Vertical Tab		K	
12	FF	Form Feed		L	
13	CR	Carriage Return		M	
14	SO	Shift Out		N	
15	SI	Shift In		O	
16	DLE	Data Link Escape		P	
17	DC1	Device Control 1		Q	
18	DC2	Device Control 2		R	
19	DC3	Device Control 3		S	
20	DC4	Device Control 4		T	
21	NAK	Negative Acknowledge		U	
22	SYN	Synchrounous Idle		V	
23	ETB	End Transmission Block		W	
24	CAN	Cancel		X	
25	EM	End Medium		Y	
26	SUB	Substitute	SHIFT	Z	
27	ESC	Escape	FCTN	R	
28	FS	File Separator		Z	
29	GS	Group Separator	FCTN	T	
30	RS	Record Separator	SHIFT	6	
31	US	Unit Separator	FCTN	U	

PURGING THE TEXT BUFFER

A) Hold the FCTN key and press the 9 key. The prompt will then
say:

B) Prompt ---------->   Edit Tabs Quit Files SearcH Lines Purge
       *-------------->   P
       |
       |
C) Type P and press the ENTER key.

D) Prompt ---------->   PURGE FILE, Are you Sure? (Yes or NO)
       *-------------->   Y
       |
       |
E) Type Y to Purge (Erase) the Text Buffer.

F) Type N to return to editing.

QUITING THE WORD PROCESSOR

A) Hold the FCTN key and press the 9 key. The prompt will then
   say:

B) Prompt ---------->   Edit Tabs Quit Files SearcH Lines Purge
       *-------------->   Q
       |
       |
C) Type Q and press the ENTER key.

D) Prompt ---------->   QUIT: ENTER Exit, SaveF or Purge
       *-------------->   SF
       |
       |
E) Type SF to Save the Text Buffer to Cassette or Disk.

F) Type P to Purge the Text Buffer.

G) Type E to Exit.

WARRANTY

This product is supplied without representation or warranty of
any kind other than a 90 day warranty on the module to be free
from defects in materials and workmanship. DataBioTics assumes
no liability consequential or otherwise arising from the use of
this product. See your warranty card.