COLOR DICTIONARY

Radio Shack
TRS-80
COLOR COMPUTER
CAT. NO. 26-3265

lex·ter·i·ty \de
ch·nol·o·gy \te
r·tile \'fert-el
group·ing \'gr
e·ceive \ri-'sēv
sil·hou·ette \ˌsi

LIMITED WARRANTY

I. CUSTOMER OBLIGATIONS

A. CUSTOMER assumes full responsibility that this Radio Shack computer hardware purchased (the "Equipment"), and any copies of Radio Shack software included with the Equipment or licensed separately (the "Software") meets the specifications, capacity, capabilities, versatility, and other requirements of CUSTOMER.

B. CUSTOMER assumes full responsibility for the condition and effectiveness of the operating environment in which the Equipment and Software are to function, and for its installation.

II. RADIO SHACK LIMITED WARRANTIES AND CONDITIONS OF SALE

A. For a period of ninety (90) calendar days from the date of the Radio Shack sales document received upon purchase of the Equipment, RADIO SHACK warrants to the original CUSTOMER that the Equipment and the medium upon which the Software is stored is free from manufacturing defects. THIS WARRANTY IS ONLY APPLICABLE TO PURCHASES OF RADIO SHACK EQUIPMENT BY THE ORIGINAL CUSTOMER FROM RADIO SHACK COMPANY-OWNED COMPUTER CENTERS, RETAIL STORES AND FROM RADIO SHACK FRANCHISEES AND DEALERS AT ITS AUTHORIZED LOCATION. The warranty is void if the Equipment's case or cabinet has been opened, or if the Equipment or Software has been subjected to improper or abnormal use. If a manufacturing defect is discovered during the stated warranty period, the defective Equipment must be returned to a Radio Shack Computer Center, a Radio Shack retail store, participating Radio Shack franchisee or Radio Shack dealer for repair, along with a copy of the sales document or lease agreement. The original CUSTOMER'S sole and exclusive remedy in the event of a defect is limited to the correction of the defect by repair, replacement, or refund of the purchase price, at RADIO SHACK'S election and sole expense. RADIO SHACK has no obligation to replace or repair expendable items.

B. RADIO SHACK makes no warranty as to the design, capability, capacity, or suitability for use of the Software, except as provided in this paragraph. Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy, in the event of a Software manufacturing defect, is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, participating Radio Shack franchisee or Radio Shack dealer along with the sales document.

C. Except as provided herein no employee, agent, franchisee, dealer or other person is authorized to give any warranties of any nature on behalf of RADIO SHACK.

D. Except as provided herein, **RADIO SHACK MAKES NO WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.**

E. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

III. LIMITATION OF LIABILITY

A. EXCEPT AS PROVIDED HEREIN, RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "EQUIPMENT" OR "SOFTWARE" SOLD, LEASED, LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OR OPERATION OF THE "EQUIPMENT" OR "SOFTWARE". IN NO EVENT SHALL RADIO SHACK BE LIABLE FOR LOSS OF PROFITS, OR ANY INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES ARISING OUT OF ANY BREACH OF THIS WARRANTY OR IN ANY MANNER ARISING OUT OF OR CONNECTED WITH THE SALE, LEASE, LICENSE, USE OR ANTICIPATED USE OF THE "EQUIPMENT" OR "SOFTWARE".

NOTWITHSTANDING THE ABOVE LIMITATIONS AND WARRANTIES, RADIO SHACK'S LIABILITY HEREUNDER FOR DAMAGES INCURRED BY CUSTOMER OR OTHERS SHALL NOT EXCEED THE AMOUNT PAID BY CUSTOMER FOR THE PARTICULAR "EQUIPMENT" OR "SOFTWARE" INVOLVED.

B. RADIO SHACK shall not be liable for any damages caused by delay in delivering or furnishing Equipment and/or Software.

C. No action arising out of any claimed breach of this Warranty or transactions under this Warranty may be brought more than two (2) years after the cause of action has accrued or more than four (4) years after the date of the Radio Shack sales document for the Equipment or Software, whichever first occurs.

D. Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

IV. RADIO SHACK SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the RADIO SHACK Software on **one** computer, subject to the following provisions:

A. Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.

B. Title to the medium on which the Software is recorded (cassette and/or diskette) or stored (ROM) is transferred to CUSTOMER, but not title to the Software.

C. CUSTOMER may use Software on one host computer and access that Software through one or more terminals if the Software permits this function.

D. CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on **one** computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.

E. CUSTOMER is permitted to make additional copies of the Software **only** for backup or archival purposes or if additional copies are required in the operation of **one** computer with the Software, but only to the extent the Software allows a backup copy to be made. However, for TRSDOS Software, CUSTOMER is permitted to make a limited number of additional copies for CUSTOMER'S own use.

F. CUSTOMER may resell or distribute unmodified copies of the Software provided CUSTOMER has purchased one copy of the Software for each one sold or distributed. The provisions of this Software License shall also be applicable to third parties receiving copies of the Software from CUSTOMER.

G. All copyright notices shall be retained on all copies of the Software.

V. APPLICABILITY OF WARRANTY

A. The terms and conditions of this Warranty are applicable as between RADIO SHACK and CUSTOMER to either a sale of the Equipment and/or Software License to CUSTOMER or to a transaction whereby RADIO SHACK sells or conveys such Equipment to a third party for lease to CUSTOMER.

B. The limitations of liability and Warranty provisions herein shall inure to the benefit of RADIO SHACK, the author, owner and/or licensor of the Software and any manufacturer of the Equipment sold by RADIO SHACK.

VI. STATE LAW RIGHTS

The warranties granted herein give the **original** CUSTOMER specific legal rights, and the **original** CUSTOMER may have other rights which vary from state to state.

Color Dictionary

Table of Contents

Introduction

Are you a terrible speller or typist? Are you tired of being frustrated when working crossword puzzles or word games? If you have trouble finding just the right word, much less spelling it correctly, the Color Dictionary is for you.

Proofreading text is often a tedious and time-consuming task. It is easy to overlook your own mistakes, but now with the Color Dictionary, your TRS-80® Color Computer is transformed into a fast, efficient copyreader. The Color Dictionary quickly checks your SCRIPSIT® documents for spelling errors and typos by comparing the words to over 60,000 words stored on the Dictionary diskette. You can even make corrections within the document itself.

Color Dictionary can also help you solve crossword puzzles, anagrams, and other word games. If you can come up with one or more letters of an unknown word, Color Dictionary can list all words that match the key word you enter.

It is assumed you are already familiar with Color Disk SCRIPSIT® (Catalog Number 26-3255). If you are going to use the Color Dictionary program with SCRIPSIT and are unsure about using SCRIPSIT files, refer to your Color SCRIPSIT manual.

To get acquainted with the Color Dictionary, start with the next section, "Sample Session." It provides you with some examples of how you can use the program and gives you step-by-step instructions. If you have a particular question, use the Reference Guide to look up the needed information. This section provides detailed explanations of the five options that make up the Color Dictionary program.

Required Equipment

- 32K (or greater) TRS-80® Color Computer with extended Color BASIC
- Disk Interface and Drive

Optional Equipment

- Radio Shack® line printer with serial capacity
- Color Disk SCRIPSIT program (Catalog Number 26-3255)
- An Additional Disk Drive
- Blank diskettes

Sample Session

Note: Only one disk drive is required for the sample session. Both single-drive and multi-drive users may follow the same instructions.

First make sure that the disk system is properly connected to the computer. Turn on the TV. Next, turn on the computer and disk drives. The screen should show:

```
DISK EXTENDED COLOR BASIC v.r
COPYRIGHT (C) 198x BY TANDY
UNDER LICENSE FROM MICROSOFT

OK
```

(v. is the number specifying the version and r is the number specifying the release. The ''x'' in ''198x'' refers to the year that the ROM chip in your disk interface was produced.)

If you do not see this copyright message, turn off the computer, check your connections, and power up again.

Before using Color Dictionary for the first time, make backup copies of both the Program and Dictionary diskettes. Refer to the appendix for detailed format and backup instructions. After you make backups, return to this page and continue reading these preliminary instructions.

The original Program and Dictionary diskettes should only be used to make backups. Use these backups in day-to-day operations.

Note: The Program diskette contains the Color Dictionary program itself and a sample SCRIPSIT file for use during the sample session. The Dictionary diskette contains over 60,000 words the program uses to look up words or check for misspellings. The gummed foil on the Dictionary diskette prevents anything from being written to the diskette. **Never** remove the gummed foil or the diskette may become damaged. You may, however, copy files such as the SCRIPSIT program or text files created by the SCRIPSIT program onto the Program diskette.

Insert the backup copy of the Program diskette into Drive 0, and close the drive door. Type RUN "DOS" (ENTER).

The screen shows the Color Disk Operating System menu:

```
COLOR DISK OPERATING SYSTEM v.r
BY ROBERT G. KILGUS mm/dd/yy
FOR TANDY RADIO SHACK

(PRESS CHOICE NUMBER)
1. RETURN TO BASIC
2. RUN A PROGRAM
3. START CLOCK DISPLAY
4. DISPLAY FREE SPACE MAP
5. COPY A FILE
```

(v. is the number specifying the version and r is the number specifying the release. mm/dd/yy refers to the copyright date.)

If you have the Color SCRIPSIT program, copy it onto the Color Dictionary Program diskette now using the instructions on pages 31-32, and then return to this page. (Copy the file, SCRIP/BIN.)

Press **2** to Run a Program. The screen shows:

```
EXECUTE A PROGRAM

ENTER PROGRAM NAME: [            ]

("/BIN" ASSUMED)
```

To load the Color Dictionary program, type CHECK **ENTER**. The screen shows:

```
** COLOR DICTIONARY vv.rr.pp **



WHICH DRIVE WILL BE USED
FOR THE DICTIONARY DISK?

ENTER 0 OR 1




COPYRIGHT 198x TANDY CORP.
ALL RIGHTS RESERVED
```

(The numbers you see on the screen for vv, rr, pp serve to identify exactly what version of Color Dictionary you have. The ''x'' in ''198x'' refers to the copyright year.)

Press ⓪ for the drive number. Next, the screen shows:

```
                 ** COLOR DICTIONARY vv.rr.pp **

          1.  LOOKUP

          2.  CHECK SPELLING

          3.  CORRECT SPELLING

          4.  GO TO SCRIPSIT

          5.  RETURN TO DOS

                    ENTER CHOICE:

          COPYRIGHT 198x TANDY CORP.
             ALL RIGHTS RESERVED
```

Press ① for Lookup. The screen shows:

```
          <BREAK> RETURNS TO MAIN MENU
          <?> AND <*> = WILD CARD

          ENTER KEY:
```

Suppose you want to see all words that start with letters, ''phys.'' To do this, type PHYS* ⌨**ENTER**. Next, the screen shows:

```
          PLACE DICTIONARY DISK
          IN DRIVE 0
          <ENTER> TO CONTINUE
          <BREAK> TO CANCEL
```

Remove the Program diskette and insert the Dictionary diskette. Close the drive door and then press **ENTER** to continue. The screen soon shows some of the words in the Dictionary starting with ''phys.''

```
                    PHYSIC
                    PHYSICS
                    PHYSICAL
                    PHYSICALS
                    PHYSICALITY
                    PHYSICALLY
                    PHYSICIAN
                    PHYSICIANS
                    PHYSICIST
                    PHYSICISTS
                    PHYSIOLOGIC
                    PHYSIOLOGICAL
                    PHYSIOLOGICALLY

                 <ENTER> TO CONTINUE
                 <P> TO PRINT
```

Most words have a basic word, or root from which they are derived. One common suffix, ''s,'' is often used to indicate the plural form of nouns and the third person present tense of verbs. If you can add an ''s'' to a word, this form of the word is displayed directly underneath the basic word, even if it does not follow the basic word alphabetically. For example, by adding an ''s'' to the word, ''physical,'' you make it a plural noun. PHYSICALS is displayed below PHYSICAL even though PHYSICALITY is the next word alphabetically.

Now, press **ENTER** to see the rest of the words beginning with ''phys.''

```
                    PHYSIOLOGIST
                    PHYSIOLOGISTS
                    PHYSIOLOGY
                    PHYSIOTHERAPIST
                    PHYSIOTHERAPISTS
                    PHYSIOTHERAPY
                    PHYSIQUE
                    PHYSIQUES
                    PHYSIQUED

                 *** END OF WORDS ***
                 <ENTER> TO CONTINUE
                 <P> TO PRINT
```

Press (ENTER) to continue. The previous screen for the Lookup option is displayed.

Now, suppose you have been working on a crossword puzzle and you can't figure out a particular word. You know that it starts with a ''p,'' ends with a ''k,'' and that it contains four letters. To have the Color Dictionary look up all words that fit this description, type P??K (ENTER) at the ENTER KEY prompt. The screen soon shows all words that fit the description, P _ _ K.

```
              PACK
              PARK
              PEAK
              PECK
              PEEK
              PERK
              PICK
              PINK
              POCK
              PORK
              PUCK




          *** END OF WORDS ***
          <ENTER> TO CONTINUE
          <P> TO PRINT
```

Press (ENTER) to continue, and then press (BREAK) to return to the Main Menu. Reinsert the Program diskette, and then press (2) for Check Spelling. The screen shows:

```
          ENTER FILE NAME

          :


          <BREAK> RETURNS TO MAIN MENU
```

To load the sample SCRIPSIT document file, type SAMPLE/TXT (ENTER). After the file has been loaded, the screen shows:

```
          ***   PLEASE WAIT   ***


          PLACE DICTIONARY DISK
          IN DRIVE 0
            <ENTER> TO CONTINUE
            <BREAK> TO CANCEL
```

Replace the Program diskette with the Dictionary diskette, and then press (ENTER). As the program checks the words in the document against the Dictionary, the red light on the drive door goes on and you see a little box with changing graphic characters at the upper right corner of the screen. After all words have been checked, the red light on the drive door goes off, and then the screen clears and displays all the words in the document that were not found in the Dictionary.

```
CROSWORD
MISPELLINGS
SCRIPSIT
    *** END OF WORDS ***
    <ENTER> TO CONTINUE
```

The words that the program can not find in the Dictionary are called "suspect" words because they **may** be misspelled. Although the Dictionary contains over 60,000 words, certain proper nouns and words that are technical, foreign, or slang in nature may not be included. (For example, the program name SCRIPSIT was not in the Dictionary.)

Press (ENTER) to continue. Now, the screen shows:

```
DISPLAY SUSPECT WORDS AGAIN?
(Y OR N)
```

Quickly look over the suspect words and then press (N) to proceed. The screen shows:

```
PRINT SUSPECT WORDS?
(Y OR N)
```

Press (N). The Main Menu reappears. Before selecting the next option, reinsert the Program diskette. Now press (3) to Correct Spelling.

The screen shows part of the sample document:

```
                   COLOR DICTIONARY      U S
E  THE  COLOR  DICTIONARY  TO  HELP  W
HEN WORKING CROSWORD PUZZLES, TO
CHECK  A  SCRIPSIT  DOCUMENT  FOR  M
ISPELLINGS,  AND  THEN  TO  CORRECT
THOSE  MISPELLINGS  BEFORE  PRINTIN



ENTER CORRECT SPELLING
: █


< ↕ > SKIPS WORD
<BREAK> RETURNS TO MAIN MENU
```

Note: Do not be disconcerted by the fact that words do not wrap around to the next line. In the screen above, the words, ''use'' (on the first and second lines), ''when,'' and ''mispellings'' did not wrap around to the next line when they didn't fit on the end of the previous line. If you load the document using the SCRIPSIT program, the text will be displayed in the normal fashion, that is, as it was entered originally.

The first word that the program did not find on the Dictionary diskette, CROSWORD, is enclosed by block markers. To correct this word, type CROSSWORD (ENTER).

The corrected word as you just typed it is now displayed within the markers, and the message

CHANGE WORD?

(Y OR N)

is displayed at the bottom of the screen. If you did not change the word to its correct spelling, press (Y), and then go through the same process to correct it. When the highlighted word is correct, press (N).

Next, the word SCRIPSIT is highlighted. Although the program did not find SCRIPSIT in the Dictionary, it is correct as is, so press (↑) to see the next suspect word. Now the word MISPELLINGS is highlighted. Type MISSPELLINGS (ENTER) to correct the error. When the correct spelling, MISSPELLINGS, is displayed within the markers, press (N) at the CHANGE WORD prompt.

The second occurrence of the misspelled word, MISPELLINGS is now highlighted and you see the message

REPLACE WITH MISSPELLINGS?

(Y OR N)

on the screen. Press (Y) to replace this same suspect word with the correct spelling of the word. Press (N) at the CHANGE WORD prompt. The message

*** END OF WORDS ***
<ENTER> TO CONTINUE

is displayed. After you press (ENTER) to proceed, the screen shows:

SAVE TO SAMPLE/TXT ?

(Y OR N)

If you press Ⓨ, the program saves the text with all changes to the same file you loaded to check and correct spelling. For this example, press Ⓝ so that the original file SAMPLE/TXT is not written over. Now the screen shows:

```
ENTER NAME OF SAVE FILE
:

<BREAK> RETURNS TO MAIN MENU
```

Type CORRECT/TXT ⟮ENTER⟯ as the new file name. Now, you have both the original file, SAMPLE/TXT, and the save file, CORRECT/TXT, on the Program diskette.

As the file is being written to disk, the red light on the drive door goes on. After the save process is finished, the red light goes off, and the Main Menu reappears.

Note: If you do not have the SCRIPSIT program, skip the following directions, and go to the end of the Sample Session where you are instructed to press ⑤ to Return to DOS.

Press ④ to load the Color SCRIPSIT program. The screen shows:

```
PLACE SCRIPSIT DISK
IN DRIVE 0

PRESS <ENTER>
<BREAK> TO CANCEL
```

If you have copied the SCRIPSIT program onto the Color Dictionary Program diskette, simply press ⟮ENTER⟯. If you have the SCRIPSIT program on another diskette, insert that diskette in Drive 0, close the drive door, and then press ⟮ENTER⟯.

The Main Menu of the Color SCRIPSIT program is displayed. Press ④ to Load Text, and then press ① to Load from Disk. When you are prompted to enter the file name, type CORRECT/TXT, and then press ⟮ENTER⟯ twice. Press ② for Edit Text to see the document (as it was originally entered and formatted) with no mistakes.

When you are ready to exit the document, return to the Main Menu by pressing ⟮BREAK⟯ ①. At the Main Menu, press ⑨ to return to the Dictionary program. The following message is displayed.

```
ABOUT TO ERASE ALL TEXT!
PRESS <ENTER> WHEN READY
(OR <BREAK> TO RETURN TO MENU)
```

If you have edited the CORRECT/TXT file and wish to save the changes, press (BREAK) to return to the Main Menu and save the document. To return to the Color Dictionary program, press (ENTER). The screen asking you which drive you want to use for the Dictionary diskette reappears. Press (0). If you'd like, you can experiment some more and try new things with the Color Dictionary program.

When you finish using the program, press (5) at the Main Menu to Return to DOS. The screen shows:

```
PLACE DOS DISK
IN DRIVE 0

PRESS <ENTER>
<BREAK> TO CANCEL
```

Make sure the Program diskette is in Drive 0, and then press (ENTER). The Color Disk Operating System menu appears. Press (1) to Return to BASIC. Remove the Program diskette (and any other diskettes) **before** turning off the computer or disk system. Otherwise, your diskettes may become damaged.

Reference Guide

Overview

Make sure that the disk system is properly connected to the computer. (If you are using a printer, connect it to the computer now, and turn it on.) Turn on the TV. Next, turn on the computer and disk drives. If you do not see the COLOR BASIC copyright message, turn off the computer, check your connections, and power up again. Insert a backup copy of the Program diskette in Drive 0 and close the drive door. Type RUN "DOS" (ENTER).

The screen shows the Color Disk Operating System menu:

```
COLOR DISK OPERATING SYSTEM v.r
BY ROBERT G. KILGUS mm/dd/yy
FOR TANDY RADIO SHACK

(PRESS CHOICE NUMBER)
1.  RETURN TO BASIC
2.  RUN A PROGRAM
3.  START CLOCK DISPLAY
4.  DISPLAY FREE SPACE MAP
5.  COPY A FILE
```

If you want to check or correct the spelling of a document, copy the desired text file onto the Program diskette using Option #5, COPY A FILE. Turn to pages 31-32 for detailed instructions. After the file has been copied, return to this page.

Press (2) for Run a Program. (The other options on this menu are described on pages 29-32.) The screen shows:

```
EXECUTE A PROGRAM

ENTER PROGRAM NAME: [               ]

("/BIN" ASSUMED)
```

To load the Color Dictionary program, type CHECK (ENTER).

Now the screen shows:

```
                ** COLOR DICTIONARY vv.rr.pp **


          WHICH DRIVE WILL BE USED
          FOR THE DICTIONARY DISK?

               ENTER 0 OR 1



          COPYRIGHT 198x TANDY CORP.
             ALL RIGHTS RESERVED
```

If you have a single-drive system, press ⓪. Then whenever the program prompts you to insert the Dictionary diskette, insert the diskette into Drive 0.

If you have two or more drives, press ①. Insert the Dictionary diskette in Drive 1 and close the drive door. It is a good idea to leave the Dictionary diskette in Drive 1 whenever you're using the program because then you will not have to repeatedly insert and remove diskettes. The program automatically reads the Dictionary diskette if it is in Drive 1.

After you specify the drive, the Main Menu is displayed.

```
            ** COLOR DICTIONARY vv.rr.pp **

            1. LOOKUP

            2. CHECK SPELLING

            3. CORRECT SPELLING

            4. GO TO SCRIPSIT

            5. RETURN TO DOS

                ENTER CHOICE:

          COPYRIGHT 198x TANDY CORP
             ALL RIGHTS RESERVED
```

Here is a brief description of each option. Each option is explained in detail in its own section of the Reference Guide.

Lookup: to look up a particular word to verify its correct spelling (by using the wild card options for unknown characters), or to look up a list of words that fit a particular description.

Check Spelling: to check the spelling of a file created by Color SCRIPSIT.

Correct Spelling: to correct the spelling of suspect words in a SCRIPSIT file found during the Check Spelling option.

Go to SCRIPSIT: to use the Color SCRIPSIT program to edit or print a document after making all necessary spelling corrections.

Return to DOS: to return to the Color Disk Operating System menu to use one of the listed options, or to exit the Color Dictionary program.

You must first use the Check Spelling option to find ''suspect'' words in the desired SCRIPSIT file before using the Correct Spelling option. You should only specify text files (files with a /TXT extension created by SCRIPSIT) when you enter a file name in the Check Spelling option.

If you are using the program on a single-drive system, replace the Program diskette with the Dictionary diskette when instructed to do so. When you are finished using an option and want to use another, make sure that the Program diskette is in Drive 0 before selecting another option from the Main Menu.

If the program cannot read a diskette in order to do something you have instructed it to do, you may see one of two error messages:

```
*** DISK READ ERROR ***
    <ENTER> TO RETRY
   <BREAK> TO CANCEL


           or


*** DISK READ ERROR ***


      <ENTER> TO CONTINUE
```

These error messages may occur in several situations. For example, you will see one of these error messages if:

- you try to access a diskette and there is no diskette in the drive

- you select an option from the Main Menu and the Dictionary diskette is still in Drive 0

- you try to load a file and the Dictionary diskette is in the drive

- the program can't read a diskette because something is wrong with the diskette or a drive

Make sure the right diskette is inserted in the appropriate drive and that the drive door is shut, and then press **(ENTER)**. (If the first error message is displayed, you can press **(BREAK)** to cancel whatever you were trying to do.)

If the first error message was displayed and you have remedied the situation, the program continues with whatever you were trying to do. If the second error message was displayed, reselect the desired option, and proceed from there.

If you still get one of the above error messages, there may be something wrong with one of your diskettes. Try using a backup of the diskette that the program cannot read.

If the red light on a drive door is on, do **not** remove the diskette from that drive. You can, however, press the reset button to cancel whatever the program is currently doing such as looking for words or checking for misspellings. The COLOR BASIC copyright message reappears.

Remove **all** diskettes **before** turning off the computer or disk system. Otherwise, your diskettes may become damaged.

Special Notes

When you use the Color Dictionary program, keep these characteristics in mind:

1) The program does not distinguish between lower and upper case letters. For example, if the word ''December'' without a capital D appears in a file you are checking for spelling errors, the program does not consider it misspelled.

2) The program does not catch errors in usage. For example it cannot distinguish differences between ''affect'' and ''effect,'' or ''their'' and ''there.''

3) A ''word'' is defined to mean a sequence of characters, containing only letters (up to 18), surrounded by spaces, or space equivalents (such as tabs, paragraph markers, and punctuation). A word may end with an apostrophe or an apostrophe followed by an ''s'' to indicate the possessive form. (However, the program does not check to see if a possessive is formed correctly.) The program does check common contractions.

4) The program considers compound words like ''laid-back'' and ''able-bodied'' as two words when checking for errors.

5) The program considers a word that contains a number (unless the first character is a number) as a suspect word. For example, ''le5ter'' is a suspect word, while ''7th'' is not.

6) There are many prefixes and suffixes that can be added to a word to alter its original meaning. Even the best dictionaries cannot possibly contain all variations of a word. Consequently you may find that some variations of some words are not included on the Dictionary diskette. These variations are usually words formed by joining affixes to the basic word.

Lookup

Press ① for Lookup. The screen shows:

```
                <BREAK> RETURNS TO MAIN MENU
                <?> AND <*> = WILD CARD

                ENTER KEY:
```

If you are unsure about the spelling of a word, type the letters that you know are correct and a question mark for each unknown letter, and then press (ENTER). A "key" word can contain up to 18 characters. For example, if you cannot remember the order of "e" and "i" in the word, "believe," you could type BEL??VE (ENTER) to look up the correct spelling.

After you enter your response, the screen shows the following message if the Dictionary diskette is not in the appropriate drive:

```
                PLACE DICTIONARY DISK
                IN DRIVE x
                    <ENTER> TO CONTINUE
                    <BREAK> TO CANCEL
```

Note: The "x" in the above screen represents the number of the drive you specified at the beginning of the program.

To cancel the Lookup operation, press (BREAK). The Main Menu reappears. To continue, insert the Dictionary diskette into the appropriate drive, close the drive door, and then press (ENTER) to continue. If you want to cancel the lookup operation, you can press (BREAK) whenever the program is not looking up words, that is, when the drive door light is off. The Main Menu reappears.

The screen soon shows the word(s) the program found on the Dictionary diskette that fit your keyed response. If a word can have an "s" ending, this form of the word is displayed immediately after the root word regardless of alphabetical order. The screen is blank if the program did not find a word that fits the key word.

Note: If you use a "?" as the first letter of a word, the program searches through the **entire** Dictionary looking for words that match the key word. You can enter the wild card, ?, in the first letter position but it will take a while before any matching words are displayed on the screen.

To see the next screen displaying words that matched your response, press (ENTER). Continue pressing (ENTER) to see the rest of the words until you see the message

```
                *** END OF WORDS ***
                <ENTER> TO CONTINUE
                <P> TO PRINT
```

Press (ENTER) to return to the previous screen prompting you to enter a key word.

If you'd like to print the words displayed on the screen, make sure your printer is ready, and then press (P). After the printer has stopped, the next screen of matching words appears automatically if there are more words to be displayed. If there are no more words, the screen displaying the ENTER KEY prompt reappears.

If you see the error message, PRINTER NOT READY, check all cables and plugs, and make sure the printer is not out of paper and that it is on-line. Once the printer is ready, the printing will begin when you press (P) to print.

To look up all words that start with a certain letter or combination of letters, type the desired letters and an asterisk standing for any number of letters which come after the typed letters at the ENTER KEY prompt. For example, to see all words starting with the letters, ''spec,'' you would type SPEC* (ENTER).

If the program prompts you to do so, make sure the Dictionary diskette is in the appropriate drive, and then press (ENTER) to continue the Lookup process.

The words that match your keyed response are soon displayed. The screen is blank if the program cannot find a word that fits your response. Continue pressing (ENTER) to display all words until the screen with the ENTER KEY response reappears.

Enter another key word you'd like to look up, or press (BREAK) to return to the Main Menu.

Lookup

Press ① for Lookup. The screen shows:

```
<BREAK> RETURNS TO MAIN MENU
<?> AND <*> = WILD CARD

ENTER KEY:
```

If you are unsure about the spelling of a word, type the letters that you know are correct and a question mark for each unknown letter, and then press (ENTER). A "key" word can contain up to 18 characters. For example, if you cannot remember the order of "e" and "i" in the word, "believe," you could type BEL??VE (ENTER) to look up the correct spelling.

After you enter your response, the screen shows the following message if the Dictionary diskette is not in the appropriate drive:

```
PLACE DICTIONARY DISK
IN DRIVE x
    <ENTER> TO CONTINUE
    <BREAK> TO CANCEL
```

Note: The "x" in the above screen represents the number of the drive you specified at the beginning of the program.

To cancel the Lookup operation, press (BREAK). The Main Menu reappears. To continue, insert the Dictionary diskette into the appropriate drive, close the drive door, and then press (ENTER) to continue. If you want to cancel the lookup operation, you can press (BREAK) whenever the program is not looking up words, that is, when the drive door light is off. The Main Menu reappears.

The screen soon shows the word(s) the program found on the Dictionary diskette that fit your keyed response. If a word can have an "s" ending, this form of the word is displayed immediately after the root word regardless of alphabetical order. The screen is blank if the program did not find a word that fits the key word.

Note: If you use a "?" as the first letter of a word, the program searches through the **entire** Dictionary looking for words that match the key word. You can enter the wild card, ?, in the first letter position but it will take a while before any matching words are displayed on the screen.

To see the next screen displaying words that matched your response, press (ENTER). Continue pressing (ENTER) to see the rest of the words until you see the message

```
*** END OF WORDS ***
<ENTER> TO CONTINUE
<P> TO PRINT
```

Check Spelling

Press ② for Check Spelling. The screen shows:

                    ENTER FILE NAME
                    :

                    <BREAK> RETURNS TO MAIN MENU

To cancel the Check Spelling option, press (BREAK) to return to the Main
Menu. If the file you want to check is on the Program diskette, type the file
name (up to eight characters), its extension, and if necessary, a colon
followed by the drive number, and then press (ENTER). If the file is on
another diskette, insert that diskette in the desired drive, close the drive
door, and then enter the file name.

If you see the message,

                *** FILE NOT FOUND ***
                <ENTER> TO CONTINUE

the program cannot find the file you specified. Press (ENTER) to continue,
and then re-enter the file name including the extension and drive number if
necessary. If the FILE NOT FOUND message reappears, return to BASIC
and use the DIR (directory) command to make sure that the file is on the
diskette.

After the file has been loaded, the screen shows the following message if the
Dictionary diskette is not in the appropriate drive:

                *** PLEASE WAIT ***

                PLACE DICTIONARY DISK
                IN DRIVE x
                    <ENTER> TO CONTINUE
                    <BREAK> TO CANCEL

To cancel the Check Spelling operation, press (BREAK) to return to the Main
Menu. To continue the Check Spelling operation, make sure the Dictionary
diskette is in the appropriate drive, and then press (ENTER).

As the program checks the words in the document against the Dictionary
words, you see a little box with changing graphic characters at the upper
right corner of the screen. If the program does not find any words, the
message

                NO SUSPECT WORDS FOUND
                <ENTER> TO CONTINUE

is displayed. Press (ENTER) to return to the Main Menu.

After the entire document has been checked, the screen clears and displays the words in the document that were not found in the Dictionary. Remember that these are "suspect" words — they may, in fact, be spelled correctly. It is recommended that you jot down these words (or print them), and then check them against a good dictionary to see if they do exist and if they are spelled correctly. You can also check for the correct spelling of a suspect word by using the wild card options of the Lookup operation.

If there are several suspect words, continue pressing (ENTER) to see the rest of the words until the message

> *** END OF WORDS ***
> <ENTER> TO CONTINUE

is displayed. Next, you are asked if you want to DISPLAY SUSPECT WORDS AGAIN? To look over the suspect words again, press (Y). The suspect words are displayed again.

When you are ready to proceed, press (N). The message

> PRINT SUSPECT WORDS?
> (Y OR N)

appears on the screen. To print a list of all the suspect words found in the document, make sure the printer is ready, and then press (Y). Press (N) if you do not want to print the words. In either case, the Main Menu reappears.

If the message, PRINTER NOT READY, check all cables and plugs, and make sure the printer is not out of paper and that it is on-line. Once the printer is ready, the printing will begin when you press (Y) at the print prompt.

Note: If you see the message, FILE TOO LARGE, there is not enough space in memory to load the file. Press (ENTER) to continue. When the Main Menu reappears, select Option #4 to Go to SCRIPSIT. To split the original text file into two parts so that you can use the Check Spelling option, save part of the original text file using a different file name, and then delete that part of the file from the original file. After you have divided the original file into two smaller files, return to the Dictionary program, and check the spelling of **both** files separately.

Correct Spelling

Note: You must first use the Check Spelling option before proceeding to this option because the program must find the suspect words before you can correct them.

Press ⟨**3**⟩ for Correct Spelling. If you did not run the Check Spelling option or if the program did not find any suspect words, the message

<div align="center">

NO SUSPECT WORDS CURRENTLY
IN MEMORY.

<ENTER> TO CONTINUE

</div>

appears on the screen. Press ⟨**ENTER**⟩ to continue. The Main Menu reappears. If you did not check the spelling of the desired text file, select Option #2 now to do so. If you did run the Check Spelling option and no suspect words were found, it is not necessary to use the Correct Spelling option.

If the program found suspect words, all or a portion of the file you specified in the Check Spelling option is displayed on the screen when you press ⟨**3**⟩ to Correct Spelling.

Note: When the Color Dictionary program loads the document, it ignores most of the text formatting entered using Color SCRIPSIT, such as ending lines with ⟨**ENTER**⟩ or tab settings. Also, words do not wrap around to the beginning of the next line if they do not fit at the end of the previous line. The Color Dictionary only displays the text differently — the file itself is not affected. If you load the document using the SCRIPSIT program, the text is displayed as it was entered originally.

The first suspect word that the program did not find in the Dictionary is enclosed by markers. Below the text, you see:

<div align="center">

ENTER CORRECT SPELLING
:

< ↑ > SKIPS WORD
<BREAK> RETURNS TO MAIN MENU

</div>

You can either skip the highlighted word to go to the next suspect word, correct the word, or cancel the Correct Spelling operation. You can change only those words that are highlighted by the program. If you notice any punctuation or usage errors, make a note of these mistakes. Later, go to SCRIPSIT (using Option #4 from the Main Menu), and correct these mistakes.

If a suspect word is correct as is and does not need correcting, press the ⬆️ key to display the next suspect word. Press **BREAK** to cancel the Correct Spelling operation and to return to the Main Menu.

To correct a highlighted word, type the correction and press **ENTER** at the ENTER CORRECT SPELLING prompt. (As in Color SCRIPSIT, to type an upper case letter, press **SHIFT** **0** and then type the desired letter(s).) You can also press **ENTER** without typing anything to delete the highlighted word.

The corrected word as you just typed it is now displayed within the markers, and the message

CHANGE WORD?

(Y OR N)

is displayed at the bottom of the screen. If you did not change the word to its correct spelling, press **Y**, and then go through the same process to correct it. When the highlighted word is correct, press **N**. The next suspect word is displayed within markers.

Note: If you make a mistake in typing the correct spelling of a word, you can press the ⬅️ key to backspace the cursor one letter at a time and simply type over the mistake **before** you press **ENTER**. If you made a mistake and already pressed **ENTER**, press **Y** at the CHANGE WORD prompt, and re-enter the word correctly.

If there is more than one occurrence of the same suspect word, the program finds and displays the next occurrence of the word, and the message

REPLACE WITH xxxx?

(Y OR N)

is displayed. (xxxx in the above message is the suspect word as you changed it earlier.) To replace the highlighted word with the new corrected word, press **Y**. If you do not want to replace it, press **N**. (You can then enter the correct spelling, skip the word, or cancel this operation.)

In either case, the CHANGE WORD prompt reappears. To change the spelling again, press **Y**. When the highlighted word is correct, press **N**. After the program has displayed all occurrences of the same suspect word, the program moves on to highlight the next different suspect word.

Note: The suspect word must be spelled exactly the same way more than once in the document for the above message to be displayed.

After you have skipped or corrected all suspect words, the message

*** END OF WORDS ***
<ENTER> TO CONTINUE

is displayed. When you press (**ENTER**) to proceed, the screen shows:

SAVE TO xxxxxxxx/xxx?

(Y OR N)

Note: The ''x's'' in the above screen represent the name of the file you entered during the Check Spelling option.

Press (**Y**) to save the text with all changes to the same file you loaded to check and correct spelling. As the file is being saved, the red light on the drive door goes on. After the save process is finished, the red light goes off, and the Main Menu reappears.

If you do not want to write over the original file, press (**N**). Next the screen shows:

ENTER NAME OF SAVE FILE
:

<BREAK> RETURNS TO MAIN MENU

To save the corrections in a different file, type a new file name and press (**ENTER**). The name can contain up to eight characters, followed by up to three characters for an extension, and a colon followed by a drive number. If you do not want to save the corrections, press (**BREAK**) to cancel the save process. In either case, the Main Menu reappears.

Note: If you see the message, OUT OF MEMORY, when you try to Correct Spelling, too many suspect words were found in the Check Spelling option to load those words plus the file into memory. Press (**ENTER**) to continue, and then at the Main Menu, select Option #4 to Go to SCRIPSIT. Edit the document correcting as many of the misspelled words as you can. Then, return to the Dictionary program by pressing (**9**) at the Color SCRIPSIT Main Menu. Reselect the Check Spelling option. If the number of suspect words has been reduced enough, you can now use the Correct Spelling option.

Go to SCRIPSIT

If you'd like to use the Color SCRIPSIT program, press ④. The screen shows:

> PLACE SCRIPSIT DISK
> IN DRIVE 0
>
> PRESS <ENTER>
> <BREAK> TO CANCEL

If you accidently selected this option, press (BREAK) to cancel. The Main Menu reappears. If the SCRIPSIT program is on the Program diskette in Drive 0, simply press (ENTER). If the SCRIPSIT program is on another diskette, insert that diskette in Drive 0, close the drive door, and then press (ENTER).

The Main Menu of the Color SCRIPSIT program is displayed. When you are finished using the SCRIPSIT program, you can return to the Color Dictionary program by pressing ⑨ at the Color Disk SCRIPSIT Main Menu. If there is any text in memory, the message

> ABOUT TO ERASE ALL TEXT!
> PRESS <ENTER> WHEN READY
> (OR <BREAK> TO RETURN TO MENU)

is displayed. If you want to save the text in memory, press (BREAK) to return to the Color SCRIPSIT Main Menu and save the document. To return to the Color Dictionary program, press (ENTER). The screen asking you which drive you want to use for the Dictionary diskette reappears.

Return to DOS

Press ⑤ to Return to DOS. The screen shows:

> PLACE DOS DISK
> IN DRIVE 0
>
> PRESS <ENTER>
> <BREAK> TO CANCEL

If the Program diskette is already in Drive 0, press **(ENTER)** to return to DOS or insert another diskette which has the Color Disk Operating System on it in Drive 0, close the drive door, and then press **(ENTER)**. The Color Disk Operating System menu reappears. If you can't find a disk with DOS on it, press **(BREAK)** to cancel. The Main Menu reappears.

Note: If you press **(ENTER)** and the diskette in Drive 0 does not contain DOS, you will see the SYSTEM FAILURE message displayed on the screen. Insert the Program diskette (or another diskette with DOS on it) and press the reset button. You should see the COLOR BASIC copyright message.

Color Disk Operating System

The screen shows:

> COLOR DISK OPERATING SYSTEM v.r
> BY ROBERT G. KILGUS mm/dd/yy
> FOR TANDY RADIO SHACK
>
> (PRESS CHOICE NUMBER)
> 1. RETURN TO BASIC
> 2. RUN A PROGRAM
> 3. START CLOCK DISPLAY
> 4. DISPLAY FREE SPACE MAP
> 5. COPY A FILE

To return to BASIC, press ①. The COLOR BASIC copyright message reappears. Remove the diskette(s) and then, turn off the printer, computer, TV, and disk drives.

Run a Program

Press ② to return to the Color Dictionary program or to run another machine language program. The screen shows:

> EXECUTE A PROGRAM
>
> ENTER PROGRAM NAME: [CHECK   ]
>
> ("/BIN" ASSUMED)

Note: If you have pressed the reset button or turned the computer off, the Color Dictionary program is no longer in memory and there is no program name entered. To reload the program, type CHECK (ENTER).

Press (ENTER) to reload the Color Dictionary program. The screen asking you WHICH DRIVE WILL BE USED FOR THE DICTIONARY DISK? reappears.

To run another program, type its file name (up to eight characters) and press (ENTER). If the file name contains eight characters, it is not necessary to press (ENTER).

Start Clock Display

Press ③ to start the clock display. Seconds, minutes, and hours are displayed at the upper right corner of the screen. (The actual time is not displayed. The clock display shows how much time has elapsed.) Press ① at the Color Disk Operating System menu to turn off the clock display. The Color Dictionary program will not run with the clock display turned on.

Display Free Space Map

Press ④ to display the free and allocated space for each drive.

The following is an example of a Free Space Map.

```
           F R E E   S P A C E   M A P
           ----------------------------------------------


           FREE  SPACE  DRIVE  ZERO
              ....  6X66  7665  7665  XXX7  XXXX  981X
              43XX  XX8X  32XX  923X  6651  112X  1234
              XXXX  XXXX  XXXX  XXXX


           FREE  SPACE  DRIVE  ONE
              XXXX  XXXX  XXXX  XXXX  XXXX  XXXX  XXXX
              XXXX  XXXX  XXXX  XXXX  XXXX  XXXX  XXXX
              XXXX  XXXX  XXXX  XXXX


              (PUSH ANY KEY TO CONTINUE)
```

Each period (.) represents 2304 bytes or 1 granule of available space. Each X represents 1 granule with no available space left. (In the example above, a diskette is not inserted in Drive 1, so there is no space available at all.) Each number represents that number multiplied by 256 bytes to obtain the number of allocated bytes.

After you've determined how much free space you have, press any key to return to the Color Disk Operating System menu.

Copy a File

The Copy operation on the Color Disk Operating System menu saves the size information of a text file in the directory entry so that the copy is a standard file and can be loaded in the regular manner using the Color SCRIPSIT or Dictionary programs. However, the Copy operation used with Extended Color BASIC does not save the size information, and the copy is a non-standard file.

Press ⑤ to copy a file. The screen shows:

```
                    COPY A FILE

        SOURCE FILE NAME [              ]
                EXTENSION [BIN]
                    DRIVE [0]

        DESTINATION NAME [              ]
                EXTENSION [BIN]
                    DRIVE [0]


        IF DRIVES ARE THE SAME
        ARE YOU USING DIFFERENT
        DISKETTES (Y OR N)?    [N]

            USE UP/DOWN ARROWS
            PRESS <ENTER> WHEN DONE
```

The cursor is inside the brackets of SOURCE FILE NAME. Type the name of the file you want to copy and then press ⊕. Next, type the extension such as TXT, and then press ⊕. If the file you are copying is on Drive 0, press ⊕ again. To copy the file from another drive, type the number of that drive and then press ⊕. A formatted diskette or another diskette with the Color SCRIPSIT or Color Dictionary Program on it must be in the other drive.

Next, type a name of up to eight characters for the copy file (DESTINATION FILE). If you are copying to the same diskette on the same drive, type a name different from the source file name. Press ⊕ and then enter the same extension that you did for the source file. Press ⊕. If you are copying the file to Drive 0, press ⊕ again. To copy the file to another drive, type the number of that drive and then press ⊕.

If you are using a different diskette to copy from and to the same drive, type Y (ENTER). At the bottom of the screen, you see the message:

LOAD SOURCE DISKETTE

Insert the Source Diskette, close the drive door, and press (ENTER). After the file has been loaded into memory, you are asked to load the Destination Diskette. Insert the diskette you wish to copy the file to and close the drive door. Press (ENTER). (If you are copying a large file, you may have to load the Source Diskette again and repeat this process.)

After the file has been copied, the message, LOAD S Y S T E M DISKETTE, is displayed. Insert the original diskette (which has an operating system on it), close the drive door, and press (ENTER).

If you are copying from and to the same diskette, press (↑). If you are using two drives, press (↓). If you make a mistake entering any information on this screen, use the (↑) or (↓) key to move to the desired item. When you are finished entering the necessary information, press (ENTER). After the file has been copied, the Color Disk Operating System menu reappears.

APPENDIX — FORMATTING AND BACKING UP DISKETTES

Making a backup consists of two processes. These processes are: format (or prepare) the diskette for information storage, and back up (or copy) all the information from the original diskette to the new, formatted diskette.

1. Turn on the TV, computer, and disk drives. The copyright message

    DISK EXTENDED COLOR BASIC v.r
    COPYRIGHT (C) 198x BY TANDY
    UNDER LICENSE FROM MICROSOFT

    OK

    should appear on your screen. If you do not see this message, press the reset button. If the message still does not appear, turn off the computer, check your connections, and power up again.

2. Open the Drive 0 door by pressing down the release switch. Insert a blank diskette in the drive with the notch (or gummed foil) on top. You will feel the diskette click in place. Close the drive door firmly.

3. Next, to format the diskette, type DSKINI0 (ENTER). The format process takes about 40 seconds. After the diskette is formatted, the red light on the drive door goes off, and the message OK appears on the screen.

Note: If you want to be absolutely certain that there are no flaws in what the computer is writing, type VERIFY ON (ENTER) before following the instructions in the next step. It takes about twice as long to back up a diskette. Type VERIFY OFF (ENTER) to exit the Verify mode when the backup process is finished.

4a. Single-Drive Systems

    To back up a diskette, first remove the newly formatted diskette. Press the release switch to open the drive door, and gently remove the diskette. Insert the diskette you wish to copy in Drive 0, and close the drive door. Now, type BACKUP 0 (ENTER). The computer tells you to insert the Destination Diskette. Insert the new diskette you just formatted, close the drive door, and press (ENTER).

    The computer tells you to insert the Source Diskette or Destination Diskette several times until the backup process has been completed. (The entire backup process takes about five minutes.) After the backup process is finished, the OK message reappears.

4b. Multi-Drive Systems

To back up a diskette, first remove the formatted diskette. Press the release switch to open the drive door, and gently remove the diskette. Insert the diskette you wish to copy in Drive 0 and close the door. Now, type BACKUP 0 TO 1 (ENTER).

The backup process takes about two minutes. As the information from the diskette in Drive 0 is being copied to the formatted diskette in Drive 1, the red lights on both drive doors flash on and off. After the backup is finished, the red lights on both drive doors go off, and the message OK appears on the screen.

5. Label the new backup diskette and its protective sleeve either ''Program'' or ''Dictionary.'' After you have made backups of both diskettes, store the original diskettes in their protective sleeves and keep them in a safe place. Remember that the original Program and Dictionary diskettes should only be used to make backup copies.

6. To make sure the backup of the **Program** diskette was successful, insert the backup copy in Drive 0, and then type DIR (ENTER) to see the directory of files on the diskette. You should see:

```
DOS      BIN    2  B  2
DOS      BAS    0  B  2
CHECK    BIN    2  B  1
LOOKUP   BIN    2  B  1
SPLCHK   BIN    2  B  2
FIXIT    BIN    2  B  1
SAMPLE   TXT    3  B  1
```

If you wish to copy the Dictionary program onto another diskette, you must copy these four files: CHECK/BIN, LOOKUP/BIN, SPLCHK/BIN, and FIXIT/BIN.

Note: You cannot use the DIR command with the Dictionary diskette because this diskette is formatted differently and does not have tracks allocated for a directory.

READ ME FIRST

All computer software is subject to change, correction, or improvement as the manufacturer receives customer comments and experiences. Radio Shack has established a system to keep you immediately informed of any reported problems with this software, and the solutions. We have a customer service network including representatives in many Radio Shack Computer Centers, and a large group in Fort Worth, Texas, to help with any specific errors you may find in your use of the programs. We will also furnish information on any improvements or changes that are "cut in" on later production versions.

To take advantage of these services, you must do three things:

(1) Send in the postage-paid software registration card included in this manual immediately. (Postage must be affixed in Canada.)

(2) If you change your address, you must send us a change of address card (enclosed), listing your old address exactly as it is currently on file with us.

(3) As we furnish updates or "patches", and you update your software, you must keep an accurate record of the current version numbers on the logs below. (The version number will be furnished with each update.)

Keep this card in your manual at all times, and refer to the current version numbers when requesting information or help from us. Thank you.

APPLICATIONS SOFTWARE VERSION LOG

OP. SYSTEM VERSION LOG

01.00.00