Elite

Elite·Word™

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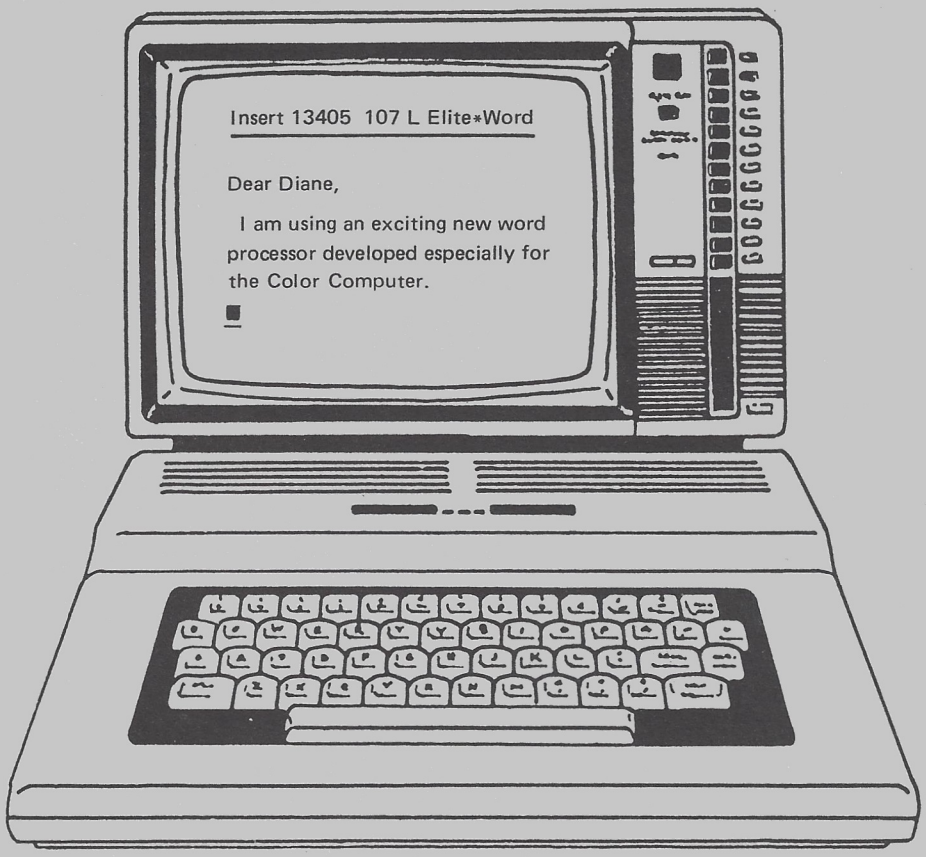
COLOR COMPUTER WORD PROCESSOR

Elite·Word™

INSTRUCTION MANUAL



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E L I T E * W O R D©

* Color Computer Word Processor *

by Charles J Roslund

INSTRUCTION MANUAL
Revision 2

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INTRODUCTION

1) ELITE*WORD is a second generation word processor for the Color Computer or TDP 100 Computer. ELITE*WORD has full screen editing functions, and a complete set of output format control features. ELITE*WORD will make the preparation of any document or text file (BASIC program or SOURCE CODE) an easy task.

While you may want to use this software right away, please take time to read the entire manual. It will familiarize you with the full potential of this program and prevent costly time consuming errors during your use of the program.

GETTING STARTED

1.1) DISK - We suggest you make a backup copy of your ELITE*WORD release diskette before using the editor. Save the original release diskette in a safe place. The normal "BACKUP" command will work as ELITE*WORD is not provided on a protected diskette.

To start an editing session, insert the ELITE*WORD disk and type the command RUN"EW". If you have a 64K Color Computer, type the command RUN"EW64". The computer will load a BASIC driver followed by the main MACHINE LANGUAGE program. You will be started in the MAIN COMMAND MODE.

CASSETTE - We recommend that you make a backup copy of your ELITE*WORD release cassette before using the editor. Before copying ELITE*WORD to a new cassette you should put a short BASIC driver program on the new cassette immediately before the main ELITE*WORD machine language program. A BASIC driver will enable you to run ELITE*WORD without having to remember to do some BASIC initialization commands. This BASIC driver should as a minimum contain

the following initialization commands:

```
200 CLEAR 512,32765
210 CLOADM"EW"
220 EXEC
```

A printer baud rate POKE may be added as line 215 if you run your printer at a baud rate other than 600. For the standard 600 baud rate, this POKE would look like:

```
215 POKE &H96,87
```

If you have a 64K computer you should include the 64K driver program (See section 11) in your BASIC driver.

If your printer requires a LINE FEED with each CARRIAGE RETURN, include the LINE FEED ON CARRIAGE RETURN driver (See section 12) in your BASIC driver.

After configuring your BASIC driver program, save a copy of it on your new cassette. Choose any name that you wish for the BASIC driver. Immediately following the BASIC driver, put a copy of the main ELITE*WORD machine language program on the new cassette with the following instructions:

1. Place the ELITE*WORD release cassette into the cassette player and enter the command CLOADM"EW"<ENTER>.
2. Place the new cassette into the cassette player (Be sure the tape is advanced past the BASIC driver) and enter the command CSAVEM"EW",&H5880,&H7D80,&H5880

To start an editing session, place the ELITE*WORD tape with you BASIC driver program on it in the cassette player and enter the commands CLOAD and RUN. You will be started in the MAIN COMMAND MODE.

See section 3 for an explanation of commands available from the MAIN COMMAND MODE.

2) This section of the manual will step you through an entire editing session to acquaint you with ELITE*WORD.

Load and run ELITE*WORD by entering the command RUN"EW (for disk users) or CLOAD and RUN (for cassette users). See section 1.1 on GETTING STARTED for details. You will be placed in the MAIN COMMAND MODE with some possible commands listed across the top of the screen. The black vertical bar on the first line under the COMMAND line is the END OF FILE (EOF) marker. You will not be permitted to move the cursor below this marker. The flashing underline is the cursor. It is currently under the EOF marker.

Push the <ENTER> key (repeatedly) and watch the command line display all possible commands that may be executed from the MAIN COMMAND MODE.

The first command we will try is "LOAD", to load some text to work with. Push the "L" key to LOAD a file. You are now being prompted, on the command line for a "LOAD FILE NAME". If you don't wish to load a file you can push the "BREAK" key to abort this command (Or any command). Enter the file name EWSMPL to the prompt (follow the file name with an <ENTER>. For disk users, the file will now be loaded from disk. For cassette users, you must push the play button on the cassette machine first, then the file will be loaded.

After the file is loaded, (Cassette users should push the stop button on the cassette machine) the beginning of the file is displayed on the screen and you are again in the MAIN COMMAND MODE. You may now move the cursor freely through the file by using the arrow keys. Try holding down the arrow keys and observe how typomatic key repeat allows the cursor to continuously move. Holding the "Down" arrow

while the cursor is at the bottom of the screen will give you a demonstration of SMOOTH SCROLLING through text. You can also try PAGING through text by simultaneously pressing <CLEAR>P or <CLEAR>O keys to page forward or backward.

Next, JUMP back to the beginning of the file with the JUMP command. To do this, push the "J" key. You are prompted for "Beginning/End". Push "B" to JUMP to the beginning. You are returned to the MAIN COMMAND MODE after the JUMP is complete. Next push the "I" key and you are in the INSERT mode. This is one of the main modes used for editing or creation of text files. The newly displayed information at the top of the screen indicates:

The Mode you are in (INSERT)
Free space in the buffer
Cursor location in the buffer
Upper/Lower case (U/L)

You may move the cursor with the arrow keys or the <CLEAR>P or <CLEAR>O control keys while in the INSERT mode. To insert the word "test" between "sample" and "file" in the first sentence, just move the cursor to the "f" in "file" and type "test ". Any text typed is inserted to the left of the cursor on the sreen. To Delete any text, use the control key <CLEAR>D or <CLEAR>@. The character directly above the cursor will be deleted. Try deleting the word "test" you just entered.

Push the BREAK key to get back to the MAIN COMMAND MODE. Push the "H" key and you will see all carriage returns displayed as miniature "CR". You may hide the carriage returns again by pushing the "H" key again. You may leave carriage returns displayed or hidden as you desire.

If you move the cursor to the end of the first paragraph, you will see an imbedded control code, "EJ". This is an EJECT, and it will cause the printed output to feed to the top of the next page (i.e. Form Feed). It is inserted by the <CLEAR>E control key. At the end of the next paragraph is a control code to automatically center the phrase "TEST TEXT". This control code is inserted by the <CLEAR>C control key. Following the centered text is a sentence which contains an imbedded format control to turn on "Emphasized" printer font for the name "ELITE*WORD". The "FE" turns "Emphasized" font on and the "F" turns all fonts off. The large DOT that delimits the imbedded format control is inserted by the <CLEAR><.> control key. The next paragraph is preceded by another imbedded format control to change "Characters per Line" from 60 to 30. This is used when you want to dynamically change margins while text is being typed.

Next push "BREAK" to get back to the MAIN COMMAND MODE. Push the "P" key to call the printer Output Format Menu. You will see all the output parameters as they are currently defined for the TEST file. We will VIEW the formatted text before modifying any parameters. Push the "V" key for VIEW. Push <ENTER> to VIEW the output. You will see the TEST file displayed for you exactly as it will be sent to the printer. You may scroll forward through the formatted file with the "Down Arrow" key or page through it with the "P" key. You may only move forward through the file. Use the "Down Arrow" or the <CLEAR>P keys to view the entire file. Notice the large blank area after the first paragraph. This is the EJECT, or page Form Feed, taking place. Page numbering is "ON" so you will see page numbers at the bottom of the page. The page break is displayed as a dashed line. If you wish to stop the viewing process at any time, press the "BREAK" key ~~twice~~ 3 times and you will be returned to the editor with the last line

viewed at the top of the screen. You are automatically returned to the editor in the MAIN COMMAND MODE when you push any key after viewing the last line of the file.

From the editor MAIN COMMAND MODE, push the "P" key to return to the printer Output Format Menu. Try changing a parameter such as characters per line by pushing the "C" key, and then entering a new value (say 40) for this parameter. View the text again and notice the difference. After viewing the text return to the printer Output Format Menu by pushing the "P" key. You will notice that when you are done viewing the entire file, the characters per line parameter has been changed back to 60 by one of the imbedded control codes. This is the case with all imbedded control codes. The code remains as it was last assigned.

From the printer Output Format Menu you may output the text to your printer by pushing the "O" key for "Output" and pushing <ENTER> to the "Output" prompt. Do not try to output the text if you do not have a printer on line or you will hang up the computer. If you wanted to start output at a particular page number (Other than the first) you would enter the desired page number to the Output prompt.

You can get back to the MAIN COMMAND MODE by pushing the "BREAK" key. If you want to save a copy of this file, push the "S" key for SAVE. The last file name used is displayed and will be written to if no other file name is entered. Just press <ENTER> to write to the same file name, or enter a new file name if desired. You may push the "BREAK" key to abort the SAVE command, which is what you should do at this point since there is no need to save another copy of this file. If you are using a cassette version of ELITE*WORD, you must place the cassette recorder in the RECORD mode before entering the file name.

To start typing new text, push the "N" key. You will be prompted "New Sure?". Push "Y" if you really want to wipe out all text in the buffer and start a new session. Any other key will return you to the MAIN COMMAND MODE. If you want to Quit the editor all together and return to BASIC, push the "Q" key from the MAIN COMMAND MODE. You will be prompted "Quit Sure?". Push the "Y" key if you wish to Quit. The computer will cold start and you will be returned to BASIC with the standard sign-on message.

COMMANDS AVAILABLE
from
MAIN COMMAND MODE

3) Command Listing

Insert	- Text Insert Mode
Xchange	- Text Exchange mode
Save	- Save File to Disk (Tape)
Load	- Load File from Disk (Tape)
Print	- Call Format Menu for Printer Output
Quit	- Quit Editing. (file lost)
Word-Wrap	- Toggle Word-Wrap ON/OFF
Jump	- Jump to Beginning or End of File
Find	- Forward search for String in Text
Change	- Global String Replacement (Old to New)
Again	- Repeat last Find Command
Block	- Block text to Delete, Move or Copy
New	- Start new text
Drive	- Display/Change default drive # (Disk Only)
?DIR	- Display directory of default drive & Free Granules (Disk Only)
Hide	- Hide/Unhide carriage returns
G/W	- Toggle display color set (Green/White)
Tabset	- Display/Change tabstops
<ENTER>	- Display additional command prompts

* MAIN COMMAND MODE *

3.1) ELITE*WORD begins in the MAIN COMMAND MODE. In this mode the top screen line displays a list of commands that may be used by pushing the first letter of the command.

3.2) The INSERT mode is entered by pushing the "I" key while in the MAIN COMMAND MODE. INSERT is one of the two main text editing modes used for the creation or editing of text. You may wish to use this mode when you type new text. In the INSERT mode, any text typed at the keyboard is inserted to the left of the cursor. Imbedded printer font and output controls may also be typed while in this mode.

While in the INSERT Mode, the top screen line displays certain status information. This information is summarized below:

```
Insert  (Characters) (Characters) (U/L) Elite*Word
        (Available)  (Into File)  (Case)
```

Characters Available indicates the space free in the text buffer.

Characters Into File indicates how far into the text buffer you currently are (Cursor location in text buffer).

U/L indicates the keyboard mode (Upper or Lower case).

To change back and forth from Upper to Lower case, push <SHIFT>0 as normally done in BASIC.

All screen editing control keys and cursor movement keys are functional in this mode. If you move the cursor to an area to the right of a carriage return on the screen (you may do this by moving vertically) and then start typing text to be inserted, the cursor will jump left to the carriage return on the current line and begin the insertion there. From this location the left and right arrow keys

will also function as though the cursor were actually on the carriage return on the current line (ie. left arrow will move to the left of the carriage return on the current line, and right arrow will move to the beginning of the next line.

If you make a mistake while typing text, you may backspace and delete characters with the <CLEAR><Back Arrow> keys, and then re-type the correct text. You may also move the cursor with the Arrow keys and selectively delete text with the <CLEAR>D or <CLEAR>@ keys, and make corrections in this manner. For example, if you typed the word "text" as "trxt", you could push <CLEAR><Back arrow> four times to delete the entire word and re-type it or you could move the cursor under the "r" and push <CLEAR>D to just delete the "r", and then type the correct letter "e". You would then move the cursor back to the end of the word "text" and continue typing.

Typomatic Key Repeat is functional in this mode and will automatically repeat any key that you hold down.

You can exit the INSERT mode by pushing the "BREAK" key. This will return you to the MAIN COMMAND MODE.

- XCHANGE -

3.3) The XCHANGE mode is entered by pushing the "X" key while in the MAIN COMMAND MODE. XCHANGE is one of two main text editing modes used for the creation or editing of text. In the XCHANGE mode, any text entered at the keyboard writes over the text on the screen above the cursor, with two exceptions. The XCHANGE mode does not write over carriage returns and does not write over the end of file marker. If the cursor is below either a carriage return or an end of file marker, and text is entered at the

keyboard, space is opened up and the equivalent of an INSERT is done in front of the carriage return or the end of file marker. Imbedded printer fonts and output controls may be inserted in this mode.

While in the XCHANGE Mode, the top screen line displays certain status information. This information is summarized below:

```
Xchange (Characters) (Characters) (U/L) Elite*Word
        (Available)  (Into File)  (Case)
```

Characters Available shows free space in the text buffer.

Characters Into File indicates how far into the text buffer you currently are (Cursor location in text buffer).

U/L indicates the keyboard mode (Upper or Lower case).

To change back and forth from Upper to Lower case, push <SHIFT>0 as normally done in BASIC.

All screen editing control keys and cursor movement keys are functional in this mode. If you move the cursor to an area to the right of a carriage return on the screen (you may do this by moving vertically) and then start typing text to be exchanged, the cursor will jump left to the carriage return on the current line and begin the insertion there (XCHANGE inserts in front of carriage returns). From this location the left and right arrow keys will also function as though the cursor were actually on the carriage return on the current line (ie. left arrow will move to the left of the carriage return on the current line, and right arrow will move to the beginning of the next line.

If you make a mistake while typing text in this mode, you may just move the cursor back with the arrow key, and type

over the mistake. If you need to delete text, the <CLEAR>D or <CLEAR>@ keys will delete the text above the cursor. <CLEAR><Back Arrow> will backspace and delete a character. If more space is needed, the <CLEAR><Right Arrow> key will open up one space at the cursor.

Typomatic Key Repeat is functional in this mode and will automatically repeat any key that you hold down.

You can exit the XCHANGE mode by pushing the "BREAK" key. This will return you to the MAIN COMMAND MODE.

- SAVE -

3.4) The SAVE command allows for saving your text to disk/cassette. From the MAIN COMMAND MODE push the "S" key to do a SAVE. You will be prompted for a "SAVE FILE NAME:". If you had previously loaded or saved a file, the last file name used will be displayed. If you wish to write to that same file name, simply push the <ENTER> key. This allows for fast editing and saving a new copy of a file. You may enter a new file name at the prompt, if no default file name is displayed, or if you wish to write to a new file name. Pressing the "BREAK" key will abort the SAVE operation. Cassette users must place their cassette recorders in the RECORD mode before entering the file name.

ELITE*WORD supports three file formats:

1. Default binary - This is the fastest way to save your file, and this method saves all printer output format specifications. Use this method for normal text storage. To save the file in this format, just type the file name as a standard BASIC file name. For disk files, if no extension is given the default binary extension used is "/BIN". Then press <ENTER>.

2. Formatted ASCII - This method saves the file in ASCII, formatted exactly as it would have been sent to the printer. The ASCII file is written with each string being an exact copy of each line that would have been sent to the printer had the file been printed. This includes page breaks, page numbering, justification, top and bottom margins, and characters per line. To save the file in this format, add a comma "," to the end of the file name. For example, to make an ASCII save of a file called "TEMP" you would enter the file name "TEMP,". For disk files, if no extension is given the default ASCII extension used is "/DAT".

3. SOURCE ASCII - This method saves the file in standard ASCII format, but first all printer output parameters are adjusted to eliminate all formatting of the file. No margins are specified, no paging or page numbering is implemented, no justification, 250 characters per line are permitted, and single spaced output is provided. Word Wrap is also turned off. This method is useful for editing any source code files or BASIC programs saved in ASCII format. To save a file in this format, add a semi-colon ";" to the end of the file name. For example, to make a SOURCE ASCII save of a file called "TEMP" you would type the file name "TEMP;".

3.5) The LOAD command allows for loading a file that had previously been SAVED on disk/cassette. From the MAIN COMMAND MODE, push the "L" key to LOAD a file. You will be prompted for a "LOAD FILE NAME:". Here you enter a file name. Pressing the <ENTER> key (With no file name) or the "BREAK" key will abort the load operation and return you to the MAIN COMMAND MODE. The same three file formats supported by SAVE (see description in section 3.4) are supported by LOAD. The file type to be loaded is indicated by appending the file name with a semi-colon (For ASCII files) exactly as in the SAVE command. If no suffix is appeded to the file name, Default Binary file type is assumed. The Formatted ASCII file type (Comma suffix) is not recommended for the LOAD command. Default Binary must be used for loading files saved in the Default Binary format, and SOURCE ASCII (Semi-colon suffix) should be used to load all ASCII files. Cassette users must place their recorders in the PLAY mode before entering the file name.

Note: For DISK versions only, the LOAD command automatically APPENDS the loaded file to the file in the text buffer (Adds it to the end). The append will fail with a "MEM?" error message displayed if the text buffer is not large enough to accomodate the appended file. In this case, the original file is restored. Appending also writes a temporary file "TEMP/WXY" to the default drive. This file is the same size as the file in the text buffer when the append was started. There must be room on the default drive for this file. If APPENDING is not desired, you should do a NEW command before the LOAD to erase the entire text buffer.

3.6) The PRINT command calls the Output Format Menu and allows for printing of your formatted file, or VIEWING of the formatted file on the screen in a high density (64 characters per line) mode. Note: Your file must end with a carriage return or the last line will not be printed. From the MAIN COMMAND MODE push the "P" key to call the Output Format Menu. The Output Format Menu contains the following items that may be specified to control the formatted output. To change any item, push the key that is displayed inversely in the parameter name:

Left Margin - Push the "L" key and then enter a number to be used for the left margin. This number will specify the number of spaces to be printed at the beginning of each line before the actual text. Default is 10.

Indent - This parameter may not be changed from the menu. It may only be changed via imbedded format controls in the text (see section on imbedded format controls). Indent corresponds to an additional number of spaces that are added to the left margin to indent a particular section of text.

Characters/Line - Push the "C" key and then enter a number to be used for the characters/line parameter. This number specifies the number of characters to be printed on each line of the formatted output. Default is 60 characters/line. Maximum value is 250.

Spacing - Push the "S" key and then enter a number to be used for the vertical line spacing parameter. This number specifies the quantity of carriage returns to be added to each line of output (after the one carriage return that is added to the end of each line). The default value for this

parameter is 0. A value of 1 would yield double spaced output.

Page Length - Push the "P" key and then enter a number to be used for the page length paramater. This number specifies the number of carriage returns (or lines of text) that fit on one page. The default value is 66 lines. If this parameter is set to ZERO, no paging will occur (No top or bottom margins) and the output will be printed continuously with no page breaks similar to a standard BASIC program listing generated with the LLIST command.

Top Margin - Push the "T" key and then enter a number to be used as the top margin. This specifies the number of lines to be left blank at the top of each page. The first page of printed output is not affected by the top margin parameter. This allows the user to control the top margin on the first page by inserting carriage returns at the beginning of the text file. This was done so the user could easily count to the middle of the page for title pages etc. The default value for this paramters is 6.

Bottom Margin - Push the "B" key and the enter a number to be used as the bottom margin. This specifies the number of lines to be left blank at the bottom of each page. Default value is 6, and the minimum value for this parameter (If page numbering is desired) is 4. If page numbering is not desired, this parameter may be set as low as ZERO.

Justify - Push the "J" key to toggle right hand justification ON and OFF. Right hand justification inserts spaces between the words on each line to insure that the right hand margin is even. Default for this parameter in "ON".

Duplicate - Push the "D" key and then enter a number indicating the number of duplicate copies desired (After the original is printed). The default value of this parameter is ZERO and the maximum value is 255.

Page Pause - Push the "A" key to toggle page pause ON and OFF. Page pause causes the output to stop at the end of each printed page and prompts the user to continue the output. This allows single sheet users to change paper between pages of text. When you're ready to continue printer output push the <ENTER> key. The default value for this parameter is "OFF". Single sheet users should also set top margin to ZERO and page length to 60 for normal text output.

View Text - Push the "V" key to enter the VIEW mode. If you will be Viewing text with Characters per Line less than 64, just push <ENTER>. If Characters per Line is greater than 64, <ENTER> alone will display the formatted text from the left margin. Entering any other character, e.g. "A"<ENTER>, will display the formatted text from the right margin. In this mode the formatted text is displayed in a high density (64 Characters per Line) mode. The text is displayed from the beginning of the buffer, one screen at a time. The output will stop after each screen and another screen may be displayed by pushing the <CLEAR>"P" key. The DOWN ARROW key may also be used in this mode to smooth scroll through the text one line at a time. When in the VIEW mode, you can only move forward through text. If you wish to exit the VIEW mode to do some editing, push the "BREAK" key ~~twice~~ 3 times. This will return you to the MAIN COMMAND MODE, with the last line VIEWED at the top of the screen. The view mode displays all text formatting. Page breaks are displayed as dashed lines and page numbering is shown. Justification is displayed, if "ON" along with all other output format parameters.

After the last line of text is viewed, push any key to return to the the MAIN COMMAND MODE.

Merge VT File - This allows you to specify a fliename to be read to obtain variable text, if variable text markers are used in the main text file. Push the "M" key and then enter the name of the variable text file to be used. (Refer to Section 6 on variable text usage for much greater detail).

Number Pages - Push the "N" key and then enter a number to be used as the first page number in the printed output. If this parameter is set to ZERO, no page numbering will occur. The default value of this parameter is ZERO. For example, to start page numbering on the first page with the first page numbered "1", set Number Pages to "1".

Font - Push the "F" key and then enter the characters coresponding to the printer fonts you desire to turn on before printing your text. The fonts are abbreviated with single characters as follows:

E - Emphasized
W - Double Width
C - Condensed
S - Double strike
A - Alternate
L - Long printer setup string

Note: These font names coinside with Epson MX-80 fonts, but the control codes sent for each font are user definable. The font names may therefore represent any font you define them as. (See Section 8 on Setting up ELITE*WORD for use with various printers). The LONG SETUP STRING "L" is provided to enable you to send up to 7 control codes to your printer as one FONT.

Output - Push the "O" key when you want to send your formatted text to your printer. You will be prompted for a starting page number. You may enter a desired page number to start output from, or you may just push <ENTER> to output the entire file. If you only wish to output a particular page, start at the desired page number and abort output with "BREAK" after the page is printed. Page numbering must be "ON" to start output at a particular page. If you only want to output one page of text, you may turn PAGE PAUSE on to stop the output at the end of a page. Then push "BREAK" when PAGE PAUSE stops the output to abort the remaining output. You may abort printer output, at any time, by holding down the "BREAK" key.

Return - Push the "BREAK" key to exit the printer Output Format Menu, and return to the MAIN COMMAND MODE.

- QUIT -

3.7) Quit is used to exit ELITE*WORD and return to BASIC. The entire text buffer is lost after a Quit command so Saving the file is recommended before Quitting. Push the "Q" key to Quit. You will be prompted to make sure you want to quit since this command loses the entire text buffer. Pushing any key other than "Y" to this prompt will abort the Quit command.

- WORD WRAP -

3.8) Automatic Word Wrap is implemented in ELITE*WORD to ease proof reading by eliminating broken words at the end of a screen line. Sometimes, this feature may not be desirable (When editing Basic Programs, for example). The

Word Wrap command allows for toggling Word Wrap ON and OFF. Push the "W" key to toggle Word Wrap. The current state of the Word Wrap function will be displayed at the top of the screen (ON or OFF), and the screen will be re-written with Word Wrap as currently selected. The default state for Word Wrap is "ON".

- JUMP -

3.9) The JUMP command allows you to rapidly JUMP to the beginning or end of your text file. Push the "J" key and a prompt (Beginning/End), will be displayed at the top of the screen. Push the "B" key to JUMP to the beginning of text or the "E" key to JUMP to the end of text. You may abort the JUMP operation by pushing the "BREAK" key.

- FIND -

3.10) The FIND command will execute a forward search through text for any string of characters desired. Use this command when you rapidly want to move to a particular section of text for editing. Push the "F" key to do a FIND. A prompt "FIND" will be displayed at the top of the screen. Enter the string of characters you wish to search for (followed by <ENTER>). You are limited to one screen line of characters for this search. Important: You may also place Carriage Returns in the search string by pushing the "CLEAR" key. A small "CR" is displayed in the search string to represent the Carriage Return. Pushing the "BREAK" key will abort the FIND command. After entering the search string, the screen will be re-written with the cursor sitting under the first character of the first occurrence of the search string in text, and you are returned to the MAIN COMMAND MODE. If the search string was not found, the cursor will be moved to the end of the text buffer. Upper and Lower case characters are different

in the FIND search so "The" will not match "the". If you wish to search for the next occurrence of the search string, you may do so by pushing the "A" key (refer to the Again command in Section 3.12). Note: The FIND command begins it's search from the cursor position at the time of execution. For the entire file to be searched, use the JUMP command to move to the beginning of file first.

- CHANGE -

3.11) The CHANGE command allows for the global FIND and REPLACEMENT of a new string for an old string of characters. CHANGE, like FIND searches forward from the currrent cursor location in the file. Push the "C" key to enter the CHANGE command mode. You will be prompted for an "OLD" string. Enter a string of characters to be searched for and replaced (Followed by a carriage return). Next you will be prompted for a "NEW" string of characters to replace the old string. Enter a new string of characters (Followed by a carriage return). You may place Carriage Returns within the search string by pressing the "CLEAR" key. A small "CR" will be displayed in the search string to represent the Carriage Return. ELITE*WORD will then replace all occurrences of the old string with the new string (Beginning at the current cursor location). When the REPLACE is complete, the number of occurrences actually replaced will be displayed at the top of the screen, and you are returned to the MAIN COMMAND MODE. You may abort the CHANGE command by pushing the "BREAK" key in response to the "NEW" or "OLD" prompts.

- AGAIN -

3.12) The AGAIN command will execute the last FIND command with the last search string given, again, from the current cursor location. After this is done, you are returned to the MAIN COMMAND MODE. Push the "A" key to execute the AGAIN command.

- BLOCK -

3.13) The BLOCK command provides three powerful editing features: Block Delete, Copy, and Move of text. Position the cursor directly beneath the first text character you wish to BLOCK and push the "B" key to start the BLOCK command. A beginning of block marker will be inserted in front of the current cursor location. The beginning of block marker appears as a DARK left parentheses. You will then be prompted for one of the three desired block operations available "Delete Move Copy?".

3.13.1) DELETE - To Delete a block of text, move the cursor one character past the last character to be deleted and push the "D" key. The selected block of text will be deleted and the screen will be automatically re-written.

3.13.2) MOVE - To Move a block of text, move the cursor one character past the last character to be moved and push the "M" key. An end of block marker will be inserted in front of the cursor. The end of block marker appears as a DARK right parentheses. You are then prompted for "TO". Move the cursor to the desired location for the block of text and push the "T" key. The block of text selected will be inserted to the left of the cursor position, and the original block will be deleted. The screen will be re-written with the text modified as selected.

3.13.3) COPY - To Copy a block of text, move the cursor one character past the last character to be copied and push the "C" key. An end of block marker will be inserted in front of the cursor. The end of block marker appears as a DARK right parentheses. You are then prompted with "TO". Move the cursor to the desired location for the copied block of text and push the "T" key. The block of text selected will be inserted to the left of the cursor position. The screen will be re-written with the text modified as selected.

In all BLOCK modes, the cursor can be moved with the ARROW keys or with the "CLEAR"P or "CLEAR"O control keys (Page forward or backward). Pushing the "BREAK" key at any time, will remove all BLOCK markers and abort the BLOCK operation. When the BLOCK operation is complete, you are returned to the MAIN COMMAND MODE. A BLOCK operation may fail due to lack of available buffer space when working with the buffer almost full. In this case, a "MEM?" error message is displayed to indicate the problem. The original text in the buffer is left unchanged, and you are returned to the MAIN COMMAND MODE.

- NEW -

3.14) The NEW command is used to clear your present text and permit a new typing session. Push the "N" key to execute a NEW command. You will be prompted "NEW Sure?" to make certain you wish to do a NEW since the entire text buffer will be cleared. Pushing the "Y" key, in response to this prompt, will execute the NEW command. Pushing any other key will return to the MAIN COMMAND MODE. The NEW command is useful before LOADing a new file, to prevent automatic appending of the new file to any text currently in the text buffer.

- DRIVE -

3.15) The DRIVE command is only available in DISK versions of ELITE*WORD. It displays the current default drive number that will be used by the LOAD or SAVE commands, and gives you the option of changing the default drive. Push the "D" key to execute a DRIVE command. The top screen line will display the current default drive. To change the default drive, push the number of the desired default drive. You will be returned to the MAIN COMMAND MODE with the new default drive selected. To leave the default drive as it is, push the "BREAK" key, and you will be returned to the MAIN COMMAND MODE with no change.

- ?DIR -

3.16) The ?DIR command, only available on DISK versions, will display a directory of the default drive and free granules remaining on the default drive. Push the "?" key to see a directory of the default drive. This command does a standard BASIC "DIR" command. At the end of the directory, the number of free granules is displayed. "SHIFT@" may be used to stop the scrolling of the screen as in BASIC. After the directory is displayed, you may return to the MAIN COMMAND MODE by pushing the "BREAK" key. If "BREAK" is pushed before the directory is done listing, you will be returned to BASIC. To re-enter the editor, enter the command "CONT", and you will be returned to the MAIN COMMAND MODE.

- HIDE -

3.17) The HIDE command is used to toggle the hiding, or un-hiding, of carriage returns in the text buffer. To execute HIDE, push the "H" key. The screen will be re-written with the current hidden/un-hidden carriage returns. When carriage returns are un-hidden, they are displayed as a miniature "CR". You are returned to the MAIN COMMAND MODE after the HIDE command. The default, startup, mode of HIDE is with carriage returns hidden.

- G/W -

3.18) Pushing the "G" key while in the MAIN COMMAND MODE will toggle the screen background color set from Green to White or White to Green. This is provided strictly for personal viewing preference.

- TABSET -

3.19) The Tabset command allows you to define up to 7 tabstops. While in the Main Command Mode, push the "T" key to set Tabstops. The current Tabstop settings will be displayed. If you wish to leave the current Tabstops intact, push <ENTER> or <BREAK> to this first prompt. You may enter a new set of Tabstops by entering each desired Tabstop, followed by <ENTER>. You will be prompted for the next Tabstop (Up to a maximum of 7). If you do not need all 7 Tabstops, push <ENTER> or <BREAK> to the prompt for the next Tabstop after all desired Tabstops have been entered. The Tabstops are saved with the text file if it is saved in the default binary format. Tabstops greater than 127 should not be used. For example, to set Tabstops at 10, 20 and 30, you first push the "T" key to enter the

set Tabstop mode. Next, to the "Tabset" prompt enter the following:

10<ENTER>
20<ENTER>
30<ENTER>
<ENTER>

This will set the desired Tabstops and return you to the Main Command Mode.

- <ENTER> -

3.20) Pushing "ENTER" while in the MAIN COMMAND MODE will display another line of commands from the command list on the top of the screen. This command is useful to remind you of what commands are available, and how they are used, from the MAIN COMMAND MODE. All commands are invoked by pushing the first letter in the command name, as it is displayed in this command list.

4) ELITE*WORD contains a full-featured screen editor. The following control keys implement the editor functions in the MAIN COMMAND MODE or either of the two text entry modes (INSERT or XCHANGE). Typomatic Key Repeat will automatically repeat any of the control keys listed.

4.1) Cursor Movement

LEFT ARROW - Moves the cursor one character to the left. If at the beginning of a line, wraps the cursor up one line to the end of the previous line.

RIGHT ARROW - Moves the cursor one character to the right. If at the end of a line, wraps the cursor down one line to the beginning of the next line.

UP ARROW - Moves the cursor up one line. This will permit cursor movement vertically through screen areas that do not have text stored, NULL areas, (ie. you are permitted to move vertically through lines that end in carriage returns with the cursor to the right of the carriage return). If the cursor is at the top of the screen, it scrolls the text backwards one line.

DOWN ARROW - Moves the cursor down one line. (Same movement through NULL areas as UP ARROW). If the cursor is at the bottom of the screen, it "Smooth" scrolls the screen forward one video-line at a time.

4.2) Control Keys

CLEAR KEY <CLEAR> - Used as a control key to invoke the remaining control keys. The <CLEAR> key must be held down (first) while pushing the selected control key.

<CLEAR>D - Delete the character above the cursor.
<CLEAR>@ - Same as <CLD>D. Provided for one-handed "delete" flexibility.

<CLEAR>L - Delete entire line at present cursor location.

<CLEAR>P - Page forward through text. This will rewrite the screen with the second line from the screen bottom now at the top of the screen.

<CLEAR>O - Page backwards through text. This will rewrite the screen with the top screen line now at the bottom of the screen.

<CLEAR>R - Re-write screen. This command will rewrite the screen, but does not move forward or backwards through text. This command is useful if you have done some editing that left the screen looking strange (i.e. large blank areas) and you want the screen re-written to verify all is well.

<CLEAR>A - Jump cursor to start of current screen line.

<CLEAR>Z - Jump cursor to end of current screen line.

<CLEAR>LEFT-ARROW - Backspace and delete one character from the cursor location. This command function is similar to pressing the LEFT ARROW key while in a standard BASIC program INPUT command.

<CLEAR>RIGHT-ARROW - Open up one space in front of character under cursor. This command inserts a SPACE character in front of the cursor. It is very usefull when in the XCHANGE mode, and you need to insert a few new characters.

<CLEAR>SPACE-BAR - Tab Key. Inserts spaces to Tabstop.

The following Control keys imbed format and output control codes and are only functional in the INSERT or XCHANGE modes.

<CLEAR>C - Mark current line to be automatically centered when text is printed. This imbedded format control should be inserted at the beginning af a new line (i.e. following a carriage return). The line to be centered should also end in a carriage return. A RIGHT-ARROW is displayed on the screen to represent this imbedded format control. To center the phrase "TITLE", you would enter the following:
<CLEAR>C"TITLE"<carriage return>

<CLEAR>V - Insert a "Variable text marker" into the file to read and insert one line from the Variable text file. (See Section 6 on Variable Text).

<CLEAR>S - Insert a "Skip one line of Variable Text marker" into the file to skip the next line of Variable Text. (See Section 6 on Variable Text).

<CLEAR>E - Insert an "EJECT" control code. This will cause the printed output to "FORM FEED" to the "TOP OF FORM". This control should be on a line by itself, followed by a carriage return. The "EJECT" control code is displayed as a small "EJ" on the screen.

<CLEAR>. - Inserts an imbedded format control delimiter (Displayed as a large "DOT" on the screen). See Section 5 on IMBEDDED FORMAT CONTROLS.

<CLEAR>H - Define a HEADER to be printed at the top of each page. (See section 7 on HEADERS and FOOTERS)

<CLEAR>F - Define a FOOTER to be printed at the bottom of each page. (See section 7 on HEADERS and FOOTERS)

5) This section will discuss all control codes that may be imbedded within a text file. In general, you may imbed codes to CHANGE any parameter in the PRINTER OUTPUT FORMAT MENU, plus some special control codes not set in this MENU.

The following imbedded format controls are inserted into the text in the INSERT or XCHANGE mode by pushing the "CLEAR" <CLEAR> key simultaneously with the key listed.

* AUTO CENTERING *

<CLEAR>C - Mark current line to be centered. This imbedded format control should be inserted at the beginning of a new line (following a carriage return). The line to be centered should also end in a carriage return. A RIGHT-ARROW is displayed on the screen to represent this imbedded format control. To center the phrase "TITLE", you would enter the following:

<CLEAR>C"TITLE"<carriage return>

When auto-centering double width text, ELITE*WORD automatically compensates for the character width. Double width must be turned "ON" at least one line before the auto-centered text for this feature to work. Double width should be turned "OFF" when desired or the ELITE*WORD printer driver will keep it "ON" for all subsequent lines of text. Auto-centering only works when Characters per Line is less than 128.

Centered Title - <CLEAR>H<CLEAR>C TITLE <CR>

* VARIABLE TEXT *

<CLEAR>V - Insert a "Variable text marker" into the file to read and insert one line from the Variable text file. (See Section 6 on Variable Text).

* SKIP VARIABLE TEXT *

<CLEAR>S - Insert a "Skip one line of Variable Text marker" into the file to skip the next line of Variable Text. (See Section 6 on Variable Text).

* EJECT *

<CLEAR>E - Insert an "EJECT" control code. This will cause the printed output to "FORM FEED" to the "TOP OF FORM". This control should either be on a line by itself, followed by a carriage return or at the beginning of a line. The line preceded by "EJECT" will be the first line of the new page. The "EJECT" control code is displayed as a small "EJ" on the screen.

The following imbedded control codes are inserted in the INSERT or EXCHANGE mode by the use of the imbedded control code delimiter <CLEAR><.>. This is inserted by pushing the "CLEAR" and "PERIOD" keys simultaneously, and is displayed on the screen as a large DOT. This delimiter must precede and follow each imbedded control code, as demonstrated in each example. CAUTION: Due to the free form nature of imbedded control codes, not terminating an imbedded control code with the delimiter will cause unexpected/hazardous results. This will occur when the text is formatted for output (Either printer output or VIEW mode). All imbedded

control codes that change parameters in the Output Format Menu, will take affect on the line/page following the imbedded control code. The character that is imbedded is the same as the key you push to change the same parameter in the Output Format Menu. The following codes take affect on the next line:

C - Characters/Line
I - Indent
S - Spacing
J - Justification
N - Number Pages

The following codes take affect on the next page:

P - Page Length
T - Top Margin
B - Bottom Margin

The following (remaining) codes take affect immediately:

F - Printer Font
$ - Direct HEX number output
# - Include file in output

* CHARACTERS/LINE *

C(number) - This changes the CHARACTERS/LINE parameter in the output format menu to the number specified. The following paragraph is preceded by the imbedded code:

<CLEAR><.>C40<CLEAR><.>

As you see this changed the CHARACTERS/LINE parameter to 40. This paragraph is followed by the imbedded control code:

<CLEAR><.>C60<CLEAR><.>

Which has changed the CHARACTERS/LINE parameter back to the normal value.

* INDENT *

I(number) - This changes the INDENT parameter to the number specified. The INDENT parameter is the number of spaces added to the left margin to indent a particular section of text. When INDENT is changed, CHARACTERS/LINE should also be changed (Reduced by the amount INDENT is increased) to keep the right margin consistent. The following paragraph is preceded by the imbedded codes:

<CLEAR><.>I5<CLEAR><.><CLEAR><.>C55<CLEAR><.>

> This changes the INDENT parameter from ZERO to 5, and the CHARACTERS/LINE parameter from 60 to 55. This paragraph is followed by the imbedded codes:
>
> <CLEAR><.>I0<CLEAR><.><CLEAR><.>C60<CLEAR><.>

As you can see, this changed INDENT and CHARACTERS/LINE back to normal.

* LINE SPACING *

S(number) - This changes the Spacing parameter to the number specified. example:

<CLEAR><.>S1<CLEAR><.> would change line spacing to double spaced output.

* JUSTIFICATION *

J - This toggles justification ON/OFF. example:

<CLEAR><.>J<CLEAR><.>

* NUMBER PAGES *

N(number) - This sets the page numbering parameter to the value given. For example, if Number Pages is set to ZERO and you wish to start with page number 2 on the current page, you imbed:

<CLEAR><.>N2<CLEAR><.>

* PAGE LENGTH *

P(number) - This sets the Page Length (Lines per page) parameter to the value specified. For example, to set Page Length to 33, you imbed:

<CLEAR><.>P33<CLEAR><.>

* TOP MARGIN *

T(number) - This sets the Top Margin (Blank lines at the top of each page) parameter to the value specified. For example, to set Top Margin to 10, you imbed:

<CLEAR><.>T10<CLEAR><.>

* BOTTOM MARGIN *

B(number) - This sets the Bottom Margin (Blank lines at the bottom of each page) parameter to the value specified. For example, to set Bottom Margin to 10, you imbed:

<CLEAR><.>B10<CLEAR><.>

* FONT *

F(characters) - This changes the printer FONT to the characters specified. For example, if Emphasized font is on, and you wish to turn on Emphasized and Alternate for the word "GREAT" in the following sentence, you imbed the following:

ELITE*WORD is a <CLR><.>FEA<CLR><.>GREAT<CLR><.>FE<CLR><.> word processor!

Note that when Alternate Font is turned on, you must also specify that Emphasized is to be kept on, if desired. Likewise, when Alternate Font is turned off, you must specify that Emphasized is to be kept on, if desired. To turn all fonts off, you would imbed:

<CLEAR><.>F<CLEAR><.>

If double width font is turned on, the ELITE*WORD printer driver will keep double width on until it is turned off.

* DIRECT HEX OUTPUT *

$(HEX characters) - This allows you to send any string of HEX characters to the printer. The LINE OUTPUT buffer has a maximum length of 250 characters, so you should not string together more than 246 characters minus the number of other characters on the line. As an example, if you wish to imbed the ASCII control code "ESCAPE 1", you would imbed the following:

<CLEAR><.>$1B31<CLEAR><.>

1B is the HEX code for ESCAPE.
31 is the HEX code for ASCII 1.

You may string up to 246 characters together for a total of 123 actual HEX values to be sent to the printer at one time. Each two characters in the string is interpreted as a single HEX value. This feature is very versatile and should allow you to do anything your printer is capable of with ELITE*WORD. One example is if your printer back spaces when it receives a backspace character ($08), you may underline words in the output by imbedding an appropriate number of backspaces followed by a number of underline characters. An underline character may be generated by pushing the "SHIFT""Up-Arrow" keys, or you may directly imbed the HEX code $5F for an underline character.

* INCLUDE *

#(file name) - The INCLUDE imbedded control (Only available on DISK) allows the generation of one printed document that consists of more than one file. This is accomplished by including other files in the printout at the points specified by the INCLUDE imbedded control. Wherever an

INCLUDE control is encountered, the file name given will be loaded and printed as part of the document currently being printed. After the included file is printed out in it's entirety, the main file is returned to, and printout continues. As many INCLUDE controls as are desired may be imbedded in the main text file. For example, to include a file named "STATS" in the output of a main file, you would imbed:

```
Sample main file text.
<CLEAR><.>#STATS<CLEAR><.>
Continuation of main file.
```

The included file may be in any format (Default binary or ASCII) as long as the file name is properly specified. Use the proper suffix to indicate ASCII (semi-colon). All printer output parameters remain as they were in the main text file when the included file is encountered. You may not make an ASCII SAVE of a file that includes files saved in ASCII format.

The imbedded include control should not be nested. That is, files that are "INCLUDED" in the output should not themselves contain imbedded include controls. Only one MAIN text file should contain imbedded includes, and this MAIN file is the one in memory when the printout is started. When a file is included, a temporary file "TEMP/WXY" is written to the default drive. This file is the same size as the main file that contained the imbedded include control. There must be room on the default drive for this file.

*** VARIABLE TEXT ***

6) The Variable Text feature of ELITE*WORD permits the creation of "FORM LETTERS" or similar documents. Variable Text Merge allows one main document to be prepared, with variable text markers in it. These markers will be replaced with lines of text read-in from another file during printing of the document. A typical example for this feature is in the creation of FORM LETTERS to be sent to a list of people. The letter might start out with:

DEAR <Variable Text Marker>,

(Body of letter)

When this letter is printed, the Variable Text Marker will be replaced with a name from another file (Variable Text File). Additional copies of the letter are generated, with the next name in the Variable Text File until all names in the Variable Text File are used up. Each time a Variable Text Marker is encountered in the Main text file, another line from the Variable Text File is inserted into the printed text. A "SKip Variable Text" marker is also available to allow you to throw away the next line from the Variable Text File. Variable Text Markers are inserted into the Main Text File by pushing the keys "CLEAR"V simultaneously. This marker is displayed as a miniature "VT" on the screen. Skip Variable Text markers are inserted into the Main Text File by pushing the keys "CLEAR"S simultaneously. This marker in displayed as a miniature "SV" on the screen. In the Printer Output Format Menu, the name of the Variable Text File to be used must be provided. Push the "M" key while in the Printer Output Format Menu, and enter the name of the Variable Text File to be used. Note: The Variable Text File must be saved in SOURCE ASCII format (Save with semi-colon ";" added to end

of file name). When you enter the name of the variable text file to the "M" prompt, you should not add the ";" suffix. Since ASCII is the only allowed file format, ELITE*WORD will automatically search for an ASCII file to merge variable text from. The Main Text File may only be saved in the Default Binary Format. If no Variable Text File name is provided in the Printer Output Format Menu, and a printed output is called for, all "Variable Text Markers" will be printed as "#", and all "Skip Variable Text Markers" will be printed as "*".

The following letter is an example of a Main Text File using Variable Text Markers: "VT" indicates a Variable Text Marker and "SV" indicates a Skip Variable Text Marker.

```
Dear "VT"
How is your wife, "VT" doing?
"SV""SV"

Sincerely,
```

The following file represents a Variable Text File that could be used in the above Main File:

```
John
Mary
220 Green Street
Pittsburgh, PA
Joe
Jane
330 Oak Drive
New York, NY
```

When printed output is called for, two letters would be generated as follows:

```
------------First-Letter-----------

Dear John,
How is your wife, Mary doing?


Sincerely,

------------Second-Letter----------

Dear Joe,
How is your wife, Jane Doing?


Sincerely,

---------------------------------
```

In the above example, the address lines were skipped in the Variable Text File by the appropriate use of Skip Variable Text markers.

7) This section describes the use of the HEADER and FOOTER functions of ELITE*WORD. A header is a line of text that is printed at the top of each page. A FOOTER is a line of text that is printed at the bottom of each page.

* HEADERS *

Centered Header - <CLEAR>H<CLEAR>CTITLE<CR>

A Header line may be defined to be printed at the top of each page. The Header line must be defined at the end of the file (text buffer). It is defined by starting a new line with the imbedded code <CLEAR>H. This is displayed as a miniature "HD" on the screen. This code is followed by the single line Header. The Header must be terminated by a carriage return. When a Header is defined, the first page of text will have the Header printed at the top as will all subsequent pages. This means that the top margin for the first page will be controlled by ELITE*WORD in this mode. No blank lines are required for the first page top margin. The TOP MARGIN parameter in the PRINTER OUTPUT FORMAT menu must be at least 4 to leave room for the HEADER at the top of each page.

* FOOTERS *

A Footer line may be defined to be printed at the bottom of each page. The Footer line must be defined at the end of the file (text buffer). It is defined by starting a new line with the imbedded code <CLEAR>F. This is displayed as a miniature "FT" on the screen. This code is followed by the single line Footer. The Footer must be terminated by a carriage return. The BOTTOM MARGIN parameter in the PRINTER OUTPUT FORMAT menu must be at least 4 to leave room for the FOOTER at the botom of each page.

Headers and Footers may both be used simultaneously in a file. The definitions for the Headers and Footers must both be at the end of your file although their order is not important. When numbering pages with Headers or Footers, the page number must be imbedded in the Header or Footer, but not both. This is accomplished by putting a "#" in the Header/Footer definition where the page number is to be inserted. For example:

<CLEAR>HELITE*WORD Manual Addendum page # of 2

When using Headers/Footers with INCLUDE files, each included file must contain it's own Header/Footer definitions. This allows for different Headers/Footers to appear on the pages corresponding to different chapters or sections of a document. Of course, an identical Header/Footer may be defined for every include file if desired. When changing Headers/Footers in an include file, the first line of the include file should be an imbedded EJECT code <CLEAR>E. This will assure that the new header starts at the top of the first page of the newly loaded file.

You may imbed output format controls (such as Auto Centering <CLEAR>C or printer font controls) in the Header/Footer definitions if desired.

SETUP FOR DIFFERENT PRINTERS

8) The printer FONTS are not predefined to any standard codes. Follow these instructions to set-up ELITE*WORD for your printer.

DISK VERSION

To set-up ELITE*WORD for your printer, put the control codes used by your printer into the BASIC DRIVER PROGRAM "EW/BAS" as follows. (Disk users only)

NOTE: Make a backup copy of the original ELITE*WORD Disk to make changes on for your setup. Do not make any changes on you original. Elite Software has a Disk Manager program available that will make the job of backing up you ELITE*WORD disk and text files much easier.

1. Load the Basic program with the LOAD"EW" command.

2. Edit line 190 to put in a printer baud rate poke if your printer runs at other than 600 baud. Line 190 now contains a 600 baud printer poke. 1200 = &H29

3. Edit lines 250,280,310,...,520, and 536 to put in the control codes your printer uses for Emphasized, Double width, etc. The program listing is commented to help you in this process. Two bytes are reserved for each printer control code. If only one byte is needed, use the first number in the DATA statement, and leave the second as ZERO. As an example, for an EPSON MX-80, the control code to turn on Emphasized printer font is "ESCAPE E" or in HEX, $1B,$45. Line 250 should read:

```
250 DATA &H1B,&H45
```

W - Double width &H1F on &H1E off
A - Alternate (underling) &H0F &H0E

4. Save a new copy of the BASIC DRIVER PROGRAM with the command SAVE"EW".

Printer form feed is "&H6".
To change for other printers:
231 POKE &HC072, &H0C
232 POKE &HC959, &H0C

CASSETTE VERSION

Cassette users must modify the main ELITE*WORD program, as there is no driver program provided for the cassette version. Proceed as follows:

Note: Make a backup copy of the original ELITE*WORD Tape to make changes on for your setup. Do not make any changes on you original.

1. Load the main program from the ELITE*WORD cassette with the command CLOADM.

2. Poke the codes used by your printer into the memory locations given in the following tables for control codes supported by your printer.

FONT ON	ADDRESSES
EMPHASIZED	$5882,$5883
DOUBLE WIDTH	$5885,$5886
DOUBLE STRIKE	$5888,$5889
CONDENSED	$588B,$588C
ALTERNATE	$588E,$588F
LONG FONT	$58AO through 58A6

FONT OFF	ADDRESSES
EMPHASIZED	$5891,$5892
DOUBLE WIDTH	$5894,$5895
DOUBLE STRIKE	$5897,$5898
CONDENSED	$589A,$589B
ALTERNATE	$589D,$589E

If only one byte is needed for a particular font, POKE it into the first address and leave the second as ZERO. For example, for an EPSON MX-80, the control code to turn on EMPHASIZED font is "ESCAPE E" or in HEX, $1B,$45. You would enter the BASIC commands:

```
POKE &H5882,&H1B
POKE &H5883,&H45
```

3. After POKEing in all control codes, save a new copy of ELITE*WORD on a new tape with the command:

```
CSAVEM"EW",&H5880,&H7D00,&H5880
```

9) Command/Control Key Reference Sheets

*** COMMANDS AVAILABLE from MAIN COMMAND MODE ***

Insert	- Text Insert Mode
Xchange	- Text Exchange mode
Save	- Save File to Disk
Load	- Load File from Disk
Print	- Call Format Menu for Printer Output
Quit	- Quit Editing. (file lost)
Word-Wrap	- Toggle Word-Wrap ON/OFF
Jump	- Jump to Beginning or End of File
Find	- Forward search for String in Text
Change	- Global string replacement (Old to New)
Again	- Repeat last Find Command
Block	- Block text to Delete, Move or Copy
New	- Start new editing session
Drive	- Display/Change default drive #
?DIR	- Display directory of default drive & Free Granules
Hide	- Hide/Unhide carriage returns
G/W	- Toggle display color (Green/White)
Tabset	- Display/Change Tabstops
<ENTER>	- Display additional command prompts

*** EDITOR CONTROL KEYS ***

<CLR>D - Delete character at cursor
<CLR>@ - Same as <CLR>D
<CLR>L - Delete line at cursor
<CLR>P - Page forward
<CLR>O - Page backward
<CLR>R - Rewrite screen
<CLR>A - Jump to line start
<CLR>Z - Jump to line end
<CLR><LEFT-ARROW> - Backspace & Delete one character
<CLR><RIGHT-ARROW> - Open up one space at cursor
<CLR><SPACE-BAR> - Tab Key

IMBEDDED CONTROL CODES
SUMMARY

<CLR>C - Automatically center line
<CLR>V - Insert one line of variable text
* <CLR>S - Skip one line of variable text
<CLR>E - Eject (form feed) to top of next sheet
<CLR>H - Header definition
<CLR>F - Footer defination

The following imbedded control codes are preceded and followed by the imbedded control code delimiter <CLR><.>

C - Change Characters/Line to given value
I - Change Indent to given value
S - Change line Spacing to given value
J - Toggle Right Justification ON/OFF
N - Change Page Numbering parameter to given value
P - Change Page Length to given value
T - Change Top Margin to given value
B - Change Bottom Margin to given value
$ - Imbed the following HEX string of characters
# - Include given file (NAME) in output (DISK ONLY)
F - Change Printer Font to given Fonts

		on	off
	E - Emphasized		
✓	W - Double Width	&H1F	&H1E
	C - Condensed		
	S - Double Strike		
✓	A - Alternate (Underline)	&H0F	&H0E
	L - Long setup string		

* cannot immediately precede a "<CLR>V" code

*** ERROR CODES ***

10) If something goes wrong, ELITE*WORD will display an error message at the top of the screen. If you run out of room in the text buffer, the error message displayed is "MEM?". Other error messages are indicated by the following error numbers:

Error Number	Type
13	Out of String Space Error.
19	Drive number Error
20	I/O Error
21	File Mode Error
23	Input past End of File. Usually means you attempted to load a Binary File as an ASCII File (Semi-colon suffix)
26	File Does not Exit
28	Disk Full
30	Write Protect Error
31	File Name Error
32	File Structure Error
36	Verify Error

64K DRIVER PROGRAM

11) This program listing provides a typical 64K Driver program to convert a 64K equipped Color Computer to a full 64K RAM mode. The Basic Driver program for DISK users "EW64" contains this driver already. Cassette users should include this program in their BASIC driver program if they have 64K equipped Color Computers.

```
10 '*** 64K DRIVER ***
15 '
20 CLEAR200,&H7F00
25 FOR X=&H7F00 TO &H7F19
30 READ A$:POKEX,VAL("&H"+A$)
35 NEXT
40 EXEC&H7F00
45 DATA1A,50,8E,80,0,A6,84,B7,FF,DF
50 DATAA7,80,B7,FF,DE,8C,FF,0,26,F1
55 DATAB7,FF,DF,1C,AF,39
```

LINE FEED ON
CARRIAGE RETURN DRIVER

12) The program listing given below is provided for users with printers that require a line feed be sent with each carriage return. It should be merged into the Basic driver program "EW/BAS" or "EW64/BAS" for disk users. The line numbers were chosen not to conflict with line numbers in either of these programs. For cassette users, it should be included in their BASIC driver program.

```
192 '*** LINE FEED ON CARRIAGE RETURN DRIVER ***
193 FOR I = &H0DA0 TO &H0DC7
194 READ A$:POKE I,VAL("&H"+A$): NEXT
195 EXEC &H0DA0
196 DATA 30,8D,00,0C,10,BE,01,68,10,BF,0D,C8
197 DATA BF,01,68,39,34,37,81,0D,26,0C,B6,00
198 DATA 6F,81,FE,26,05,86,0A,BD,A2,BF,35,37
199 DATA 6E,9F,0D,C8
```

** APPLICATION NOTE **
MAILING LABELS

13) This application note discusses how to produce mailing labels using the ELITE*WORD word processor. Before using this application note, the reader should be throughly familiar with all ELITE*WORD commands. No effort will be made to explain the function of commands. For this information, the reader is referred to the ELITE*WORD Instruction Manual.

ELITE*WORD offers two methods of producing mailing labels. The first method is easy, and straightforward. We will call this method "HOME LABELS". The second method, while more difficult to set-up, offers greater flexibility and provides more memory for address storage. We will call this method "BUSINESS LABELS". This method is for disk users only.

Before either method of label preparation is discussed, it is important to talk about the type of mailing labels to use. Both methods will require the same type of mailing labels.

A standard label measures 3 1/2 inches wide by 15/16 inches high. This label will permit five address lines. However, most users standardize on a four line address. This format permits a blank 1/2 line at both top and bottom of the label. We would recommend that you begin with a four-line address standard.

The actual size of the label which you use is not important. ELITE*WORD can be set to handle any size label. Once you see how this procedure works, it is very easy to change in order to meet your specific needs. However, one item is VERY important. The sample labels which you must use are called "one wide", or "one up" mailing labels. You

must use this type, versus the type which has two or more columns of labels per page. This latter type of label cannot be used with ELITE*WORD.

HOME LABELS

To generate labels using this method, first place ELITE*WORD in the INSERT Mode and begin typing your addresses EXACTLY as follows:

```
NAME # 1   (this should be on the first screen line)
COMPANY  (leave blank, press <ENTER>, if not used)
STREET ADDRESS
CITY/STATE/ZIP
<ENTER>  (blank line)
<ENTER>
NAME # 2
COMPANY
STREET ADDRESS
CITY/STATE/ZIP
<ENTER>
<ENTER>
ETC...
```

If you are using labels which we discussed, they will provide space for 32 characters per line. Also, notice how each address uses a six line format. Four lines for the address and two blank lines. This sequence is repeated from address to address. You must always do this, or when the file is printed, you will get out of "sync" with the labels. For larger labels, just add more blank lines between addresses.

Continue to type your address file, using the format described above. With this format, and a computer with 32K RAM, a text file should be able to hold about 200 addresses. If you have more addresses, close one file when filled, and open a new one for more entries.

Once you have completed your address file, Save it to tape or disk using the Default Binary mode (no comma or semicolon after file name). You are now ready to print your labels. To do this, perform the following steps:

1. Load blank labels on your printer.

2. Position the print-head exactly where you want the first line printed on the label.

3. Place your printer in an "on line" mode.

4. Load your address file into ELITE*WORD.

5. Call the Output Format Menu (use the Print command).

6. Change the Left Margin to some small value, like 1 or 3. You will have to determine the margin size that looks best for your printed labels.

7. Change Page Length, on the Output Format Menu, to zero. This will turn off Paging.

8. Turn Justification OFF.

9. Leave ALL other Menu settings at their default values.

10. Press O (Output) on the Output Format Menu, then <ENTER>, and your labels will be printed.

11. If something goes wrong, press <BREAK>. You will be returned to the Main Command Mode. Reset the printer labels, re-call the Output Format Menu, and try it again.

If you desire multiple copies of your mailing labels, set the number of Duplicate copies which you need on the Output Format Menu and ELITE*WORD will type them for you. Keep in mind that your address file might only contain one address (like your return address). When you go to the Output Format Menu, set Duplicates to 50, and ELITE*WORD will print 50 duplicate labels of your single address.

BUSINESS LABELS

To generate labels using this method (disk users only), first place ELITE*WORD in the INSERT Mode and begin typing your addresses EXACTLY as follows:

```
NAME # 1   (this should be on the first screen line)
COMPANY  (leave blank, press <ENTER>, if not used)
STREET ADDRESS
CITY/STATE/ZIP
NAME # 2
COMPANY
STREET ADDRESS
CITY/STATE/ZIP
ETC...
```

If you are using labels like we discussed, they will provide space for 32 characters per line. Also, notice how

each address uses a four line format. This sequence is repeated from address to address with no blank lines between addresses. You must always do this, or when the file is printed, you will get out of "sync" with the labels.

Continue to type your address file, using the format described above. With this format, and a computer with 32K RAM, a text file should be nearly 300 addresses. If you have more addresses, close one file when filled, and open a new one for more entries.

Once you have completed your address file, Save it to disk using the Source ASCII mode (with a semicolon after the file name).

Once your address file has been saved, perform a NEW Command (see Manual) to erase the text buffer. Now enter the INSERT mode and then type the following EXACTLY :

<CLEAR>V<ENTER> (first line on screen)
<CLEAR>V<ENTER>
<CLEAR>V<ENTER>
<CLEAR>V<ENTER>

You should now have a vertical column of four VT (Variable Text) symbols on the screen. This is your entire Main Text file. At this point exit the INSERT mode.

Next, call the Output Format Menu using the Print Command. Set the Left Margin to some small value (1 or 3). Change Characters per Line to 32. Set Page Length to 6. This number now represents the height of the label which we are using. Set Top and Bottom Margin to zero. Turn Justification OFF. Now Save this file to disk using the Default Binary mode (no comma or semicolon after the file name). Give it the file name LABEL.

When you wish to print your labels, perform the following steps:

1. Load blank labels on your printer.

2. Position the print-head exactly where you want the first line printed on the label.

3. Place your printer in an "on line" mode.

4. Load the file named LABEL.

5. Call the Output Format Menu with the Print Command.

6. Press the M key and enter the name which you assigned to your address file. DO NOT end the file name with a semicolon here.

7. Leave ALL other Menu settings at their default values.

8. Press O (Output) on the Output Format Menu, then <ENTER>, and your labels will be printed.

9. If something goes wrong, press <BREAK>. You will be returned to the Main Command Mode. Reset the printer labels, re-call the Output Format Menu, and try it again.

Mailing label files generated with the BUSINESS LABEL METHOD may also be used as variable text files for generation of form letters, etc.

LIMITED WARRANTY

This program is sold on an "as is" basis. It is not warranted for fitness-of-purpose in your specific application. Like most good software, it is under constant revision in order to provide improved features and performance. However, this software is not warranted to be free from defects. The disk media is warranted to be free from defects that would prevent the program from loading on your computer. In the event you encounter such a problem, the disk will be replaced upon your return of the original, along with $3 for shipping and handling, to:

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- Insert new text (Insert mode)
- Type over old text (Exchange mode)
- Screen Display is 32x19 in normal text editing modes
- Screen Display is High-Res 64x19 when used to display final text; including page breaks and justification
- Screen Display in all modes is true Upper/Lower case characters with descenders
- Over 13.5K file size in 32K machines
- Continuous memory display
- Save text file (disk or tape)
- Load text file (disk or tape)
- All I/O errors trapped and recoverable
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- Global replacement of one string in text for another
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- **Smooth cursor movement over text in any direction (including vertical)**
- **Smooth screen scroll for easier proof reading**
- **Auto Key-Repeat will automatically repeat any key that is held down**
- **Easy generation of ASCII files**
- **VIEW function permits high-res screen display of final text before it's printed; including right-side justification and page breaks**
- **VARIABLE TEXT MERGE allows for generation of standard form type letters that appear to be personally prepared for each reader**
- **INCLUDE feature (disk only) permits the inclusion of many other files within one large document. Total document will have sequential page numbering**
- **EXCELLENT FOR PROGRAM EDITING AND WORD PROCESSING.**
- **Type ahead keyboard buffer NEVER misses a character**
- **Optional screen display of all carriage returns <cr>**
- **Fast Disk I/O . . . No loading of overlay files to slow program operation**
- **User HELP display available**
- **Automatic screen Word-Wrap; even while inserting new text**
- Block-text move, copy or delete
- Display/Change default disk drive number (disk only)
- Display disk directory (disk only)
- Display Free disk space available
- Software remembers last file name Saved or Loaded and will write to that file by default if desired
- Dynamic margin changes within text
- Select Top margin, Bottom margin, and Page length
- Choose number of duplicate copies
- Page Pause, for single sheet users, if desired
- Optional page numbering begins with any selected page number
- Printer Font codes are user definable
- All printer format options may be changed dynamically within text
- Any string of HEX characters may be imbedded within text to send any special control codes to your printer
- An Eject (top of form) command may be inserted within text
- Variable Text Merge symbols may be inserted anywhere within text
- All machine language; 32K and Extended Basic required for ROM-call routines

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"I was more than satisfied with Elite*Word. Before I started the review, I thought that it would be just another program that would copy most of what others had done and add a few whistles and bells. After the review, I would not hesitate to compare it with the two best selling CoCo word processors. And my comparison places it at the top of the list."

- A. Buddy Hogan, Rainbow