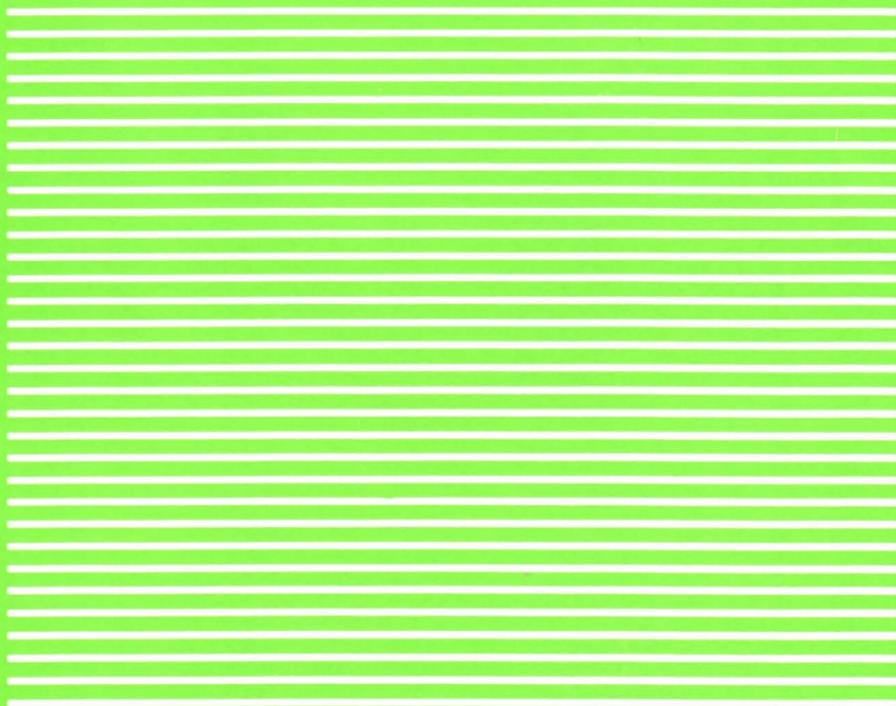


HesWare™

HES WRITER 64™

By Jerry Bailey

Instruction Manual



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This program allows you to enter text into the computer via the computer keyboard, then edit and format the text before printing it.

Entering text is accomplished simply by typing the text. While the text is being entered, the program is referred to as being in the ENTRY mode.

Text editing is done by using the program commands that instruct the program to carry out a variety of tasks. Typing a command character as the first and only character on a line and pressing the RETURN key causes the program to enter the appropriate mode to accomplish the task. The program will then request information needed to do the task.

Text formatting is carried out through the use of format controls placed in the body of the text. These controls affect the appearance of the printed text.

Following is an alphabetical list of all the program commands and format controls for easy future reference. Detailed instructions for using each of the program's features are given on subsequent pages.

Starting HESWRITER 64

1. Turn power off on the C64.
2. Plug the HESWRITER cartridge into the cartridge slot in the back.
3. Only then should you turn the power on.

Program Commands

Page	Com- mand	Description
11	c	Copy a line or group of lines.
13	C	Character color change.
8	d	Delete a line or group of lines.
14	D	Disk mode enable.
5	e	Edit the text.
10	f	Find a character string within the text.
12	i	Insert a new line.
9	l	List the lines to the screen.
9	n	Number the lines while listing them onto the screen.
12	p	Print the text.
13	P	Preview the formatted text on the screen.
8	r	Read text from tape or disk.
13	S	Screen color change.
14	T	Tape mode enable.
7	w	Write text to tape or disk.

Format Control

Page	Control	Description
18	a	Append the following screen line.
19	b/(B)###	Byte to transmit (and count as part of print line).
18	c/C	Center the following text/disable centering.
17	f	Feed paper to next page.
17	hCCLL	Header position and length.
16	J/j	Justification off/on.
15	mLL AARR	Margins — left, alternate left, and right.
16	n	New line.
18	N	Normal left margin.
	pCC###	Page numbering.
19	rNAME	Read a text file from the tape or disk and continue printing.
17	s#	Spacing of lines.
16	vHHTT BBPPLL	Vertical format specifying header line, top text line, bottom text line, page number line, and length of page.
19	Z	Discontinue sending the special Commodore control character that causes Commodore printers to print lower case and upper case.

Entering Text

ENTRY mode is signaled by the green screen border and the "enter text x of 727" prompt (x is the number of the line that will be entered next and 727 is the maximum number of lines that can be entered.) To enter text, just type. You do not have to use the RETURN key at the end of lines. Words that will not fit at the end of a line will be automatically moved to the next line so that you never have to read words that wrap from one line to the next. All keys will repeat if held down.

While entering text you have only a limited ability to make corrections. Corrections can only be made on the current line (i.e., the line with the cursor). You may use the cursor right/left key to move right and left across the line. The character at the cursor position can be changed by simply typing a different character. You can use the DEL key to delete a character to the left of the cursor. The INST key will insert a period at the cursor position which can then be typed over with new text. The HOME key moves the cursor to the left end of the line and the CLR key moves the cursor to the right end of the line.

If you enter a line with no imbedded spaces, you will have to press the RETURN key before you can continue entering text. If you use the INST key to edit the current line you may have to press the RETURN key to go on to the next line. This only happens when INST has been used to lengthen the line to the maximum allowable length (36 characters). The program cannot be sure that you are finished with the line until you press RETURN. These are the only times that you will have

to press RETURN while you are entering text. You may press RETURN to end a line before it happens automatically.

```
1 This paragraph will be used during
2 the remainder of this manual to
3 illustrate the various features of
4 HESWRITER. You should type it in
5 exactly as it appears here. The
6 margins have been changed and
7 justification left off so that it
8 will match your screen display after
9 you have entered the text. Do not
10 begin typing this paragraph until
11 you start reading the instructions
12 in the next paragraph. You will be
13 instructed in the use of the editing
14 features available in the ENTRY mode
15 while you are typing. In order to
16 make your text match this paragraph,
17 you will have to type it word for
18 word and NOT press the RETURN key.
19 Your text must be exactly the same
20 as it appears here or the examples
21 in the remainder of the manual may
22 not work as described. If you do
23 not get it right at first, type it
24 again or use EDIT mode to rearrange
25 the text until it does match.
```

The above paragraph must be entered starting with text line 1. If you have been using HESWRITER already, turn off the 64's power and then turn it back on. Otherwise, install the HESWRITER cartridge in the right rear slot of the computer and then turn on the power. You should now see the message:

```
COPR. 1982 HES
enter text 1 of 727
```

Now type the first line of the demonstration paragraph. (Do not

type the numbers on the left, they are only for reference.) As you press the space bar after typing the word "during", the cursor will automatically move to the next line. You do not have to press the RETURN key. When you type the second line, do not press the RETURN key after the word "to", but press the space bar and start typing the word "illustrate." As you type the "s", the letters "illu" will be removed from the end of the line and placed at the beginning of the next line along with the letter "s."

Continue typing until you type the "and" in line 6. Now press the HOME key and see how the cursor moves to the left end of the line at the beginning of the word "margins." Hold down the SHIFT key and press the CLR key and the cursor will return to the right end of the line. Hold down the SHIFT key and press the cursor left/right key. The cursor will move one space to the left on top of the letter "d." Hold down both keys until the cursor reaches the left end of the line on top of the letter "m." Press the cursor left/right key by itself to move the cursor to the right on top of the letter "a."

Now press the DEL key. The letter "m" will be deleted and the entire line will move one space to the left. Hold down the SHIFT key and press the INST key. A period will appear under the cursor and the line will shift one space to the right. Type an "m" to correct the line. Hold down the SHIFT key and press the CLR key to move the cursor to the right end of the line. Press the space bar and start typing the word "justification." Continue typing until you type the period at the end of line 18. Press the SPACE bar and observe that the cursor moves to