

SUPER-TEXT™

PROFESSIONAL
WORD PROCESSOR

FOR
COMMODORE 64
WITH
1541 DISK DRIVE

MUSE®
SOFTWARE



SUPER-TEXT™
Professional

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For Commodore 64
With VIC-1541 Disk Drive

High-definition video monitor
Recommended for Best 80-Column
Display

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SUPER-TEXT PROFESSIONAL
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CHAPTER 1

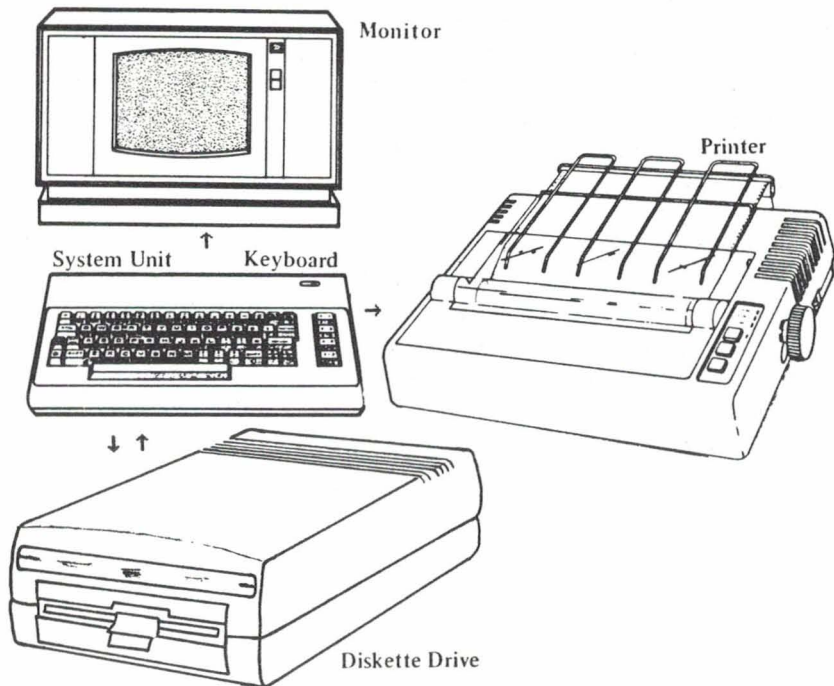
INTRODUCTION

- 1-5 Getting Started
- 1-6 Loading Super-Text
- 1-7 Creating a New File
- 1-8 Saving a New File to Disk
- 1-10 Deleting a File from Memory
- 1-10 Loading a File from Disk
- 1-12 Getting Help
- 1-13 Introductory Key Summary

Most display word processing systems are composed of five parts:

- 1) A keyboard
- 2) A processor
- 3) A screen
- 4) A memory device
- 5) A printer

The keyboard and processor are one unit in the Commodore 64 computer. The screen should be a high-resolution monitor. The memory device is a disk drive. The printer can be any printer which interfaces with the Commodore 64. The following diagram shows how these parts interact.



When you insert the Super-Text program disk into the disk drive and turn the computer on, your Commodore 64 becomes a word processor. Super-Text will now carry out instructions to add, change, delete, or print text.

Space is reserved in the computer's memory for your letter or document. This space is referred to as a FILE. When you first use Super-Text, the file is empty. A full file holds 10,850 characters or about 22 pages of double-spaced typing.

The TV or monitor allows you to view the file as you work on it. As you type on the keyboard, text will appear on the screen. When you delete text, it will disappear from the screen. Whatever is on the screen is part of your file.

The file in memory is temporary. That means the file is erased when the computer's power is turned off. To make a permanent record, files can be saved onto disk. The disk has a magnetic surface, so the file can be recorded on disk the same way music is recorded on magnetic tape.

After the file has been saved on disk, it can be recalled hours, days, or months later. This is called "loading" a file. Loading a file takes a file from the disk and puts it in the computer's internal memory or "RAM". After the file is "loaded", it can be viewed on the screen, edited, printed, or saved back to the disk.

Loading or saving files does not clear the file out of the memory. As long as you can see the file on your screen, it is still in the Commodore 64. More than one file can be loaded into the Commodore 64 at the same time. This allows you to "merge" or combine sentences, paragraphs, and pages into one final report. The merged file can be saved back to disk as a new file.

The final step is to print your file. Super-Text will print on any printer that interfaces with your Commodore 64. Before printing a file, "preview" it on the screen exactly as it will appear on the printed page. This lets you double-check margins, page numbers, and page breaks without wasting paper and valuable time. When you are satisfied with the results, print the file with the assurance that the first copy and all the copies you need will be error free.

GETTING STARTED

Welcome to Super-Text -- one of the most comprehensive word processing software systems available for the Commodore 64! This section will introduce you to some of the basic Super-Text features. More advanced features are explained in detail in the following chapters of the manual.

Key sequences for Super-Text commands shown in this manual follow the conventions of these examples:

Press the key shown.

Press the **C=** key and release it; then press the key shown.

Hold down the CTRL key while pressing the key shown.

Press the **C=** key and release it; then hold down the CTRL key while pressing the key shown.

Press the RETURN key.

LOADING SUPER-TEXT

Turn your disk drive, then your computer on. Now, insert your Super-Text disk. On your screen monitor the cursor will be positioned under the word READY. Type the characters:

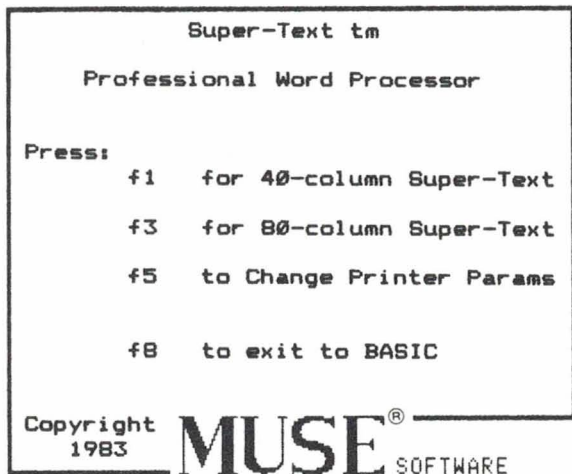
LOAD "*",8,1

OR

LOAD "SUPER-TEXT",8,1

and press

This commands the processor to load the Super-Text program from the disk drive. The title page will be displayed after a couple of minutes. When the Super-Text title page is displayed, you will see the following main menu screen:



Press the f 1 function key for the screen to display your Super-Text files on a 40-column screen. After a brief delay the program will give you two options to choose from:

CTRL-A TO CREATE A NEW DOCUMENT
CTRL-L TO LOAD A DOCUMENT FROM DISK

CREATING A NEW FILE

Follow these steps to create a new file:

1. Press the f 3 function key to enter the Super-Text Add Mode. The word "Add" will appear in the lower right corner of the screen. You can now create a new Super-Text file simply by typing in the text.

2. Press RETURN several times and then start typing some text. Don't worry about line overflow -- Super-Text will take care of that. If you make a mistake, press the left-arrow key to erase the error and key in the correct information.
3. After typing several lines of information, press the f 3 function key to exit from the Add Mode. The "Add" in the lower corner of the screen will disappear, and you will be returned to the Cursor Mode.

SAVING A NEW FILE TO DISK

You have just created a Super-Text file, although the only place it exists is in the computer's memory (or RAM). To save this new file on disk, follow these steps:

1. Press the f 7 function key. A catalog of files on the Super-Text program disk will be displayed, and the words "File Save" will appear in the upper right corner of the screen.
2. To save the new file you just created, you must give it a name (one that is not the same as any other file name on the disk). The name can be up to fifteen characters long, and you may use upper or lower case characters in the file name. You may not begin a file name with a number, nor are you allowed to use the characters, "*", "?", "#", or "," anywhere in the file name. Let's call your new file "MY-FILE".

Super-Text Catalog

```
super-text,92          88 Pages Free
FILE#?                File Save
```

```
1 @vid4@             2 @vid8@
3 Instructions       4 @param change
5 Ctrl-J Example    6 Sample Letter
7 Phone1            8 Phone2
9 Phone3           10 Tab Example
```

-end of Catalog-

```
Enter FILE # or NAME or ctrl-D for Disk
Command Menu >
```

Saving A File

3. Type in the name MY-FILE and press RETURN.
The computer will ask:

OK TO SAVE 'MY-FILE'?

Press Y. The file will be written on the disk, and you will return to the copy of the file which is still in memory.

DELETING A FILE FROM MEMORY

To clear a file from memory, press the C key and then CTRL-Z while in the Cursor Mode. This will cause the message "Press # to Delete everything!" to appear at the bottom of the screen. If you then press the # (Shift-3) key, the current file in memory will be erased. If you press any other key, the file will not be erased. The file is erased only from memory and not from the disk.

After deleting "MY-FILE" from memory, the screen will be blank except for the flashing cursor (or marker) in the top left corner. The blank screen indicates that the current Super-Text file is "empty".

LOADING A FILE FROM DISK

To load a file into memory which was previously saved on disk, follow these steps:

1. Press the f 1 function key. A catalog of files on the Super-Text program disk will be displayed, and the words "File Load" will appear in the upper right corner of the screen.
2. Type in the NUMBER or the NAME of the file you wish to load -- for this example it would be MY-FILE. Enter the number of MY-FILE and press RETURN to reload the file.
3. The file will now be loaded into memory, and the first portion of it will be displayed on the screen.

Super-Text Catalog

```
super-text,92          88 Pages Free
FILE#?                File Load
```

```
1 @vid40              2 @vid80
3 Instructions        4 @param change
5 Ctrl-J Example     6 Sample Letter
7 Phone1              8 Phone2
9 Phone3              10 Tab Example
```

-end of Catalog-

```
Enter FILE # or NAME or ctrl-D for Disk
Command Menu >
```

Loading A File

If you have followed the instructions to this point, you should have:

1. Created a new Super-Text file.
2. Saved the file on disk.
3. Erased the file from the memory of your computer.
4. Loaded the same file back into memory.

Now erase the file in memory again by pressing **C=** CTRL-Z and #. A good practice to follow is to erase the file in memory before loading another file from disk. Otherwise the screen may display a message saying memory is full.

GETTING HELP (80 column mode only)

When in the 80 column mode, Help screens will appear when an H is typed from the Cursor Mode. The top half of the screen is used to display a summary of instructions for Super-Text. When Help is displayed, entering a number from 1 to 4 will change the Help screen. The Help screen will change automatically for the Add, Change, and Cursor Modes. Help will stay on until you again type an H from the Cursor Mode.

You may get the 80 column mode in one of two ways.

1. Select the f 3 option from the title page

OR

2. Press f 1 from Super-Text Cursor Mode to access the catalog page. From the catalog page enter the name or number of the 80 column display file, "@vid80". This will give you 80-column display without destroying the file in memory.

For more information on the 80 column mode, see section 8, 80 COLUMN MODE.

INTRODUCTORY KEY SUMMARY

This is an abbreviated list of Super-Text control keys. A comprehensive explanation of all Super-Text commands is given in the following sections of this manual.

CURSOR MOVEMENT

- | | | |
|---|---|--------------------------------|
| <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> CRSR
→ </div> | Move right. | |
| <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> ←
SHIFT-CRSR </div> | Move left. | |
| <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> CRSR
↓ </div> | Move down. | |
| <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> ↑
SHIFT-CRSR </div> | Move up. | |
| <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> CLR/HOME </div> | Move to top of screen. | |
| <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> C= </div> | <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> ↑
SHIFT-CRSR </div> | Move to top of screen. |
| <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> C= </div> | <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> CRSR
↓ </div> | Move to bottom of screen. |
| <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> C= </div> | <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> CRSR
→ </div> | Move to extreme right of line. |
| <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> C= </div> | <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> ←
SHIFT-CRSR </div> | Move to extreme left of line. |
| <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> . </div> | Move to center of line (19th position on 40-character screen, 39th on 80 column screen). | |
| <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> C= </div> | <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; display: inline-block;"> . </div> | Move to center of screen. |

TEXT MOVEMENT

- (+) Set direction toward the end of the file.
- (-) Set direction toward the beginning of the file.
- (L) Move the text one line in the set direction.
- (P) Move the text one page (screen) in the set direction.
- (C+) Jump to the end of the current file.
- (C-) Jump to the beginning of the current file.
- (H) Toggle Help screens on/off (only in the 80 column mode).

ADDING TEXT

- (f3) Press f 3 to add text after the cursor. Press f 3 again to terminate text entry.

DELETING TEXT

INST
DEL

Delete the character at the cursor.

CTRL-W

Delete the word at the cursor

CTRL-G

Delete from the cursor to the end of the line.

CTRL-O

Delete text from the cursor to the bottom of the screen.

C=

CTRL-Z

Delete the current file from memory.

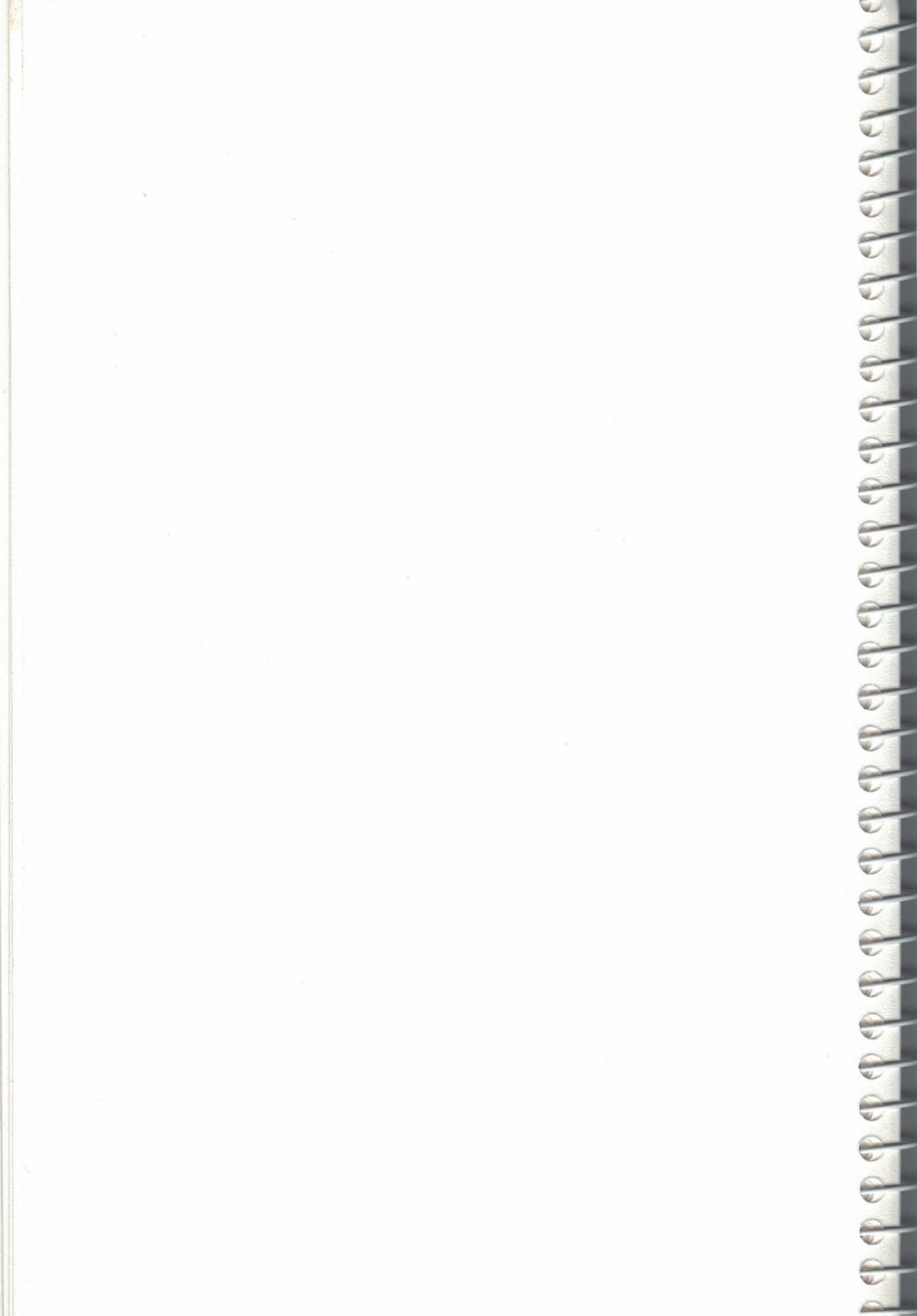
LOADING and SAVING FILES

f1

Load a file from disk (does not clear the current file from memory).

f7

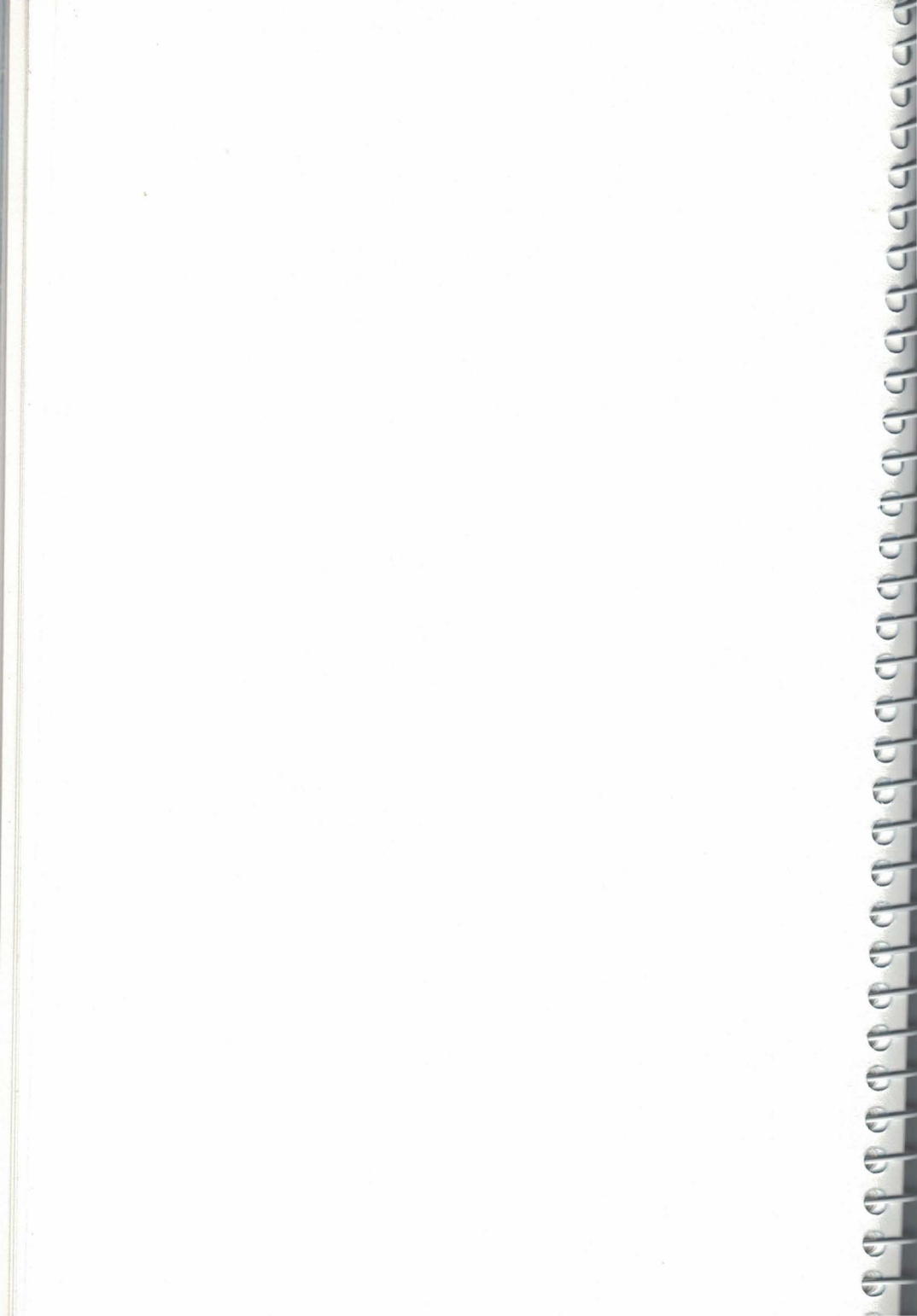
Save the current memory file on disk (does not clear the current file from memory).



CHAPTER 2

FILE SYSTEM

- 2-2 Initializing Super-Text Data Disks
- 2-4 The Catalog Page
- 2-5 Super-Text File Types
- 2-6 Loading Files from Disk
- 2-8 Saving Files on Disk
- 2-10 Merging Files
- 2-11 Deleting Files from Disk
- 2-12 The System Query
- 2-13 Using the System Status Line
- 2-14 Checking the File Status Line



2

FILE SYSTEM

This chapter explains the Super-Text File System. It contains instructions for initializing data disks, loading, saving, merging and deleting disk files.

The chapter also contains information on the System Query. The System Query displays information about the current file in memory, including filename, size, and remaining free space.

INITIALIZING SUPER-TEXT DATA DISKS

Super-Text files can only be saved on CBM formatted disks. Since there is a limited amount of space on the Super-Text program disk for saving files, it is recommended that separate blank disks be used for this purpose.

To initialize a new disk for storing Super-Text files, follow one of these procedures:

A. Initializing Disks While In Super-Text

NOTE: It is not necessary to save the file in memory to disk prior to using this procedure.

1. Display the catalog page by pressing the f 1 key.
2. After the message, "Enter File # or Name..." appears, press Ctrl-D. The disk command options are then listed:

- 1) Delete Disk File
- 2) Initialize New Disk

Select # or RETURN to leave

3. Press number 2.
4. Remove the Super-Text disk.
5. Insert a blank disk and press any key.
6. The screen will display the message:

DESTROY <disk name>?

You may abort initialization at this point by pressing any key but Y.

7. If you press Y to continue, the message,

Enter Disk Name:

will appear. Here you enter the name of the disk to be formatted and press RETURN. Then the screen instructs you to

Enter Disk ID:

Enter a 2-character ID and then press RETURN.

Be careful! The Disk Initialization procedure destroys all information on the disk you are initializing.

NOTE: Once you press RETURN after entering the Disk ID, initialization cannot be aborted.

The initialized disk is now ready to accept text files. The file you had in memory is undisturbed by the initialization process.

B. Initializing Disks When Not In Super-Text

To format data disks for Super-Text directly from BASIC, use the NEW Command explained on page 15 of your VIC-1541 disk drive manual.

THE CATALOG PAGE

The Super-Text Catalog Page is displayed every time you load or save a file.

The upper left corner of the catalog page indicates the name and ID of the disk being accessed. Directly below that is the name of the file currently in memory. If the file does not yet have a name, or if there is no file in memory, a question mark will be displayed. An asterisk (*) in front of the filename indicates the file has been changed since it was last saved.

Super-Text Catalog

```
super-text,92          88 Pages Free
FILE*?                File Load
```

```
1 @vid40              2 @vid80
3 Instructions        4 @param change
5 Ctrl-J Example     6 Sample Letter
7 Phone1              8 Phone2
9 Phone3              10 Tab Example
```

-end of Catalog-

```
Enter FILE # or NAME or ctrl-D for Disk
Command Menu >
```

Catalog Page

The upper right corner displays the amount of free space remaining on the disk. One page corresponds to one full screen, or about 500 characters of text.

The next line in the upper right corner indicates the current disk operation (i.e., File Save, File Load, File Merge, or Block Save).

In the middle of the screen, a list of files and corresponding file numbers is displayed. If all of the filenames on the disk fit on the screen, the message "-end of catalog-" will appear at the bottom. If there are more files on the disk than can fit on one catalog page, the message, "Return for more", will be displayed after the last file on the page. To display more filenames, press RETURN.

Below the list of files is a prompt requesting the name or number of the file to be loaded or saved. Press the appropriate number, or press RETURN to return to the file currently in memory, without loading or saving a file.

SUPER-TEXT FILE TYPES

Super-Text displays only SEQ and USR files in the catalog. SEQ (Sequential) files are loaded and saved as text files. USR files are program modules that are used by Super-Text. For example, the 80 column module, "@vid80", and the 40 column module, "@vid40", are USR files. All USR filenames begin with the @ character. Do not attempt to load any USR file other than the ones included in the Super-Text program disk. Doing so may cause unpredictable results.

NOTE: NEVER use a Super-Text disk to store Random files as this command may destroy them.

LOADING FILES FROM DISK

Files can be loaded from disk into the Commodore 64's memory for reviewing, editing, or printing.

Erase the file in memory (press **C**, Ctrl-Z, #) before loading another file.

If you do not erase the old file from memory, the file being loaded from disk will be merged (i.e., inserted) into the file in memory immediately after the cursor. See the section MERGING FILES below.

To load a file, follow these steps:

Press **f 1** A catalog of files on the disk will be displayed.

Super-Text Catalog

super-text,92 88 Pages Free
 FILE#? File Load

1 @vid40	2 @vid80
3 Instructions	4 @param change
5 Ctrl-J Example	6 Sample Letter
7 Phone1	8 Phone2
9 Phone3	10 Tab Example

-end of Catalog-

Enter FILE # or NAME or ctrl-D for Disk
 Command Menu >

TYPE THE NAME OF A FILE AND PRESS RETURN - to
 load that file from disk. Be sure to type
 the whole filename.

OR

TYPE THE NUMBER OF A FILE AND PRESS RETURN - to
 load that file from disk.

OR

PRESS RETURN OR the INST/DEL key WITHOUT
 ENTERING ANYTHING - to return to the
 Cursor Mode without loading a file.

TYPING MISTAKES

Any mistakes made when spelling a filename can be corrected by using either left arrow (<--) key or the INST/DEL key to back up over the error. If you try to load a misspelled file or a file not on the disk, the message:

File "FILENAME" Not Found

will be displayed. Press any key to return to the Cursor Mode.

SAVING FILES ON DISK

Files are saved by transferring the contents of memory to a disk which has been properly initialized. The file is recorded on the disk and assigned a name and number. All Commodore 64 Super-Text files are saved as SEQ type files. File names may be at most fifteen characters long, and cannot begin with a number; NOR can the file name contain a '*', '#', '.' or '?' character.

When a file in memory is saved under a name which already exists in the catalog, the file in memory will replace the file on disk.

When the file in memory is saved under a name that does not exist in the catalog, a new filename will be added to the catalog, and the file in memory will be stored there.

To save the file in memory:

Press f 7 causing a catalog of files on the disk to be displayed:

Super-Text Catalog

super-text,92 FILE#?	88 Pages Free File Save
1 @vid40	2 @vid80
3 Instructions	4 @param change
5 Ctrl-J Example	6 Sample Letter
7 Phone1	8 Phone2
9 Phone3	10 Tab Example

-end of Catalog-

Enter FILE # or NAME or ctrl-D for Disk
Command Menu >

After the catalog is displayed:

TYPE A NAME AND PRESS RETURN - to save the
file in memory under that filename.

OR

PRESS THE PERIOD (.) KEY AND RETURN - to
save the file in memory under its
present filename.

OR

PRESS A NUMBER AND PRESS RETURN - to save the file in memory under the filename listed at that number in the catalog.

OR

PRESS RETURN or INST/DEL WITHOUT ENTERING ANYTHING - to return to the Cursor Mode without saving the file.

MERGING FILES

It is possible to insert one file into another by using the FILE MERGE.

Load a file into memory. Move the cursor to the point at which you wish to insert the second file. Press f l again, and the catalog page will appear with the words FILE MERGE in the upper right corner. Type the number or name of the file you wish to insert and press RETURN.

The second file will be inserted into the first immediately after the cursor. The filename in memory will be cleared (i.e., set to "?") and you must give a new name to the merged file.

For more information on merging portions of large files, see TROUBLESHOOTING.

DELETING FILES FROM DISK

Files stored on disk can be deleted from the disk. To delete a file:

1. Press To display the catalog.
2. Press To display the prompt:
 1. Delete Disk File
 2. Initialize New DiskSelect # or RETURN to leave
3. Press the number .
4. Type the name or number of the file you wish to delete and press .
5. Press to confirm the deletion or to stop.

After the file is deleted from disk, you will be returned to the Cursor Mode and the current file in memory.

THE SYSTEM QUERY

The System Status Line is used to monitor and control the status of the Autolink and Print Mode (these features are discussed in detail in later chapters). It also displays current file information. In Cursor Mode:

Q (Query) Display the System Status Line at the bottom of the screen. The System Status Line will look like this:

Autolink=off:The key=off:l:Form

Autolink=off The status of the Autolink.

The Key=off The status of THE key.

l The number of occurrences replaced in the last Replace operation.

Form Any of the following names may appear in this position:

Form Super-Text is assuming a continuous flow of paper.

Sheet Super-Text will pause after printing each page and prompt the operator for a new sheet of paper.

Preview The file will be previewed on the screen.

THE SYSTEM QUERY

The System Status Line is used to monitor and control the status of the Autolink and Print Mode (these features are discussed in detail in later chapters). It also displays current file information. In Cursor Mode:

Q (Query) Display the System Status Line at the bottom of the screen. The System Status Line will look like this:

Autolink=off:The key=off:l:Form

Autolink=off The status of the Autolink.

The Key=off The status of THE key.

l The number of occurrences replaced in the last Replace operation.

Form Any of the following names may appear in this position:

Form Super-Text is assuming a continuous flow of paper.

Sheet Super-Text will pause after printing each page and prompt the operator for a new sheet of paper.

Preview The file will be previewed on the screen.

USING THE SYSTEM STATUS LINE

After pressing Q to display the System Status Line, use the keys listed to control the following functions:

- (A) Turn Autolink ON or OFF. Refer to the AUTOLINK chapter for details.
- (T) Turn THE key ON or OFF. See "THE KEY" section in the EDITING chapter.
- (CTRL-T) Define THE key. See "DEFINING THE KEY" section in the EDITING chapter.
- (P) Switch between Form and Preview Modes. See the PRINTING chapter for further details.
- (F) Switch to form feed.
- (S) Switch to sheet feed. After each page is printed, the operator will be prompted to insert another sheet in the printer.

Any other key will display the File Status Line and return to the Cursor Mode.

CHECKING THE FILE STATUS LINE

After you exit from the System Query, the File Status Line will be displayed. An example:

1604 *FILENAME (9246 Free)

File Size The number on the left side of the line displays the number of characters currently in the file.

***** The asterisk indicates that the file in memory has been changed. The asterisk will not be displayed if there have not been any changes to the file in memory since it was last saved to disk.

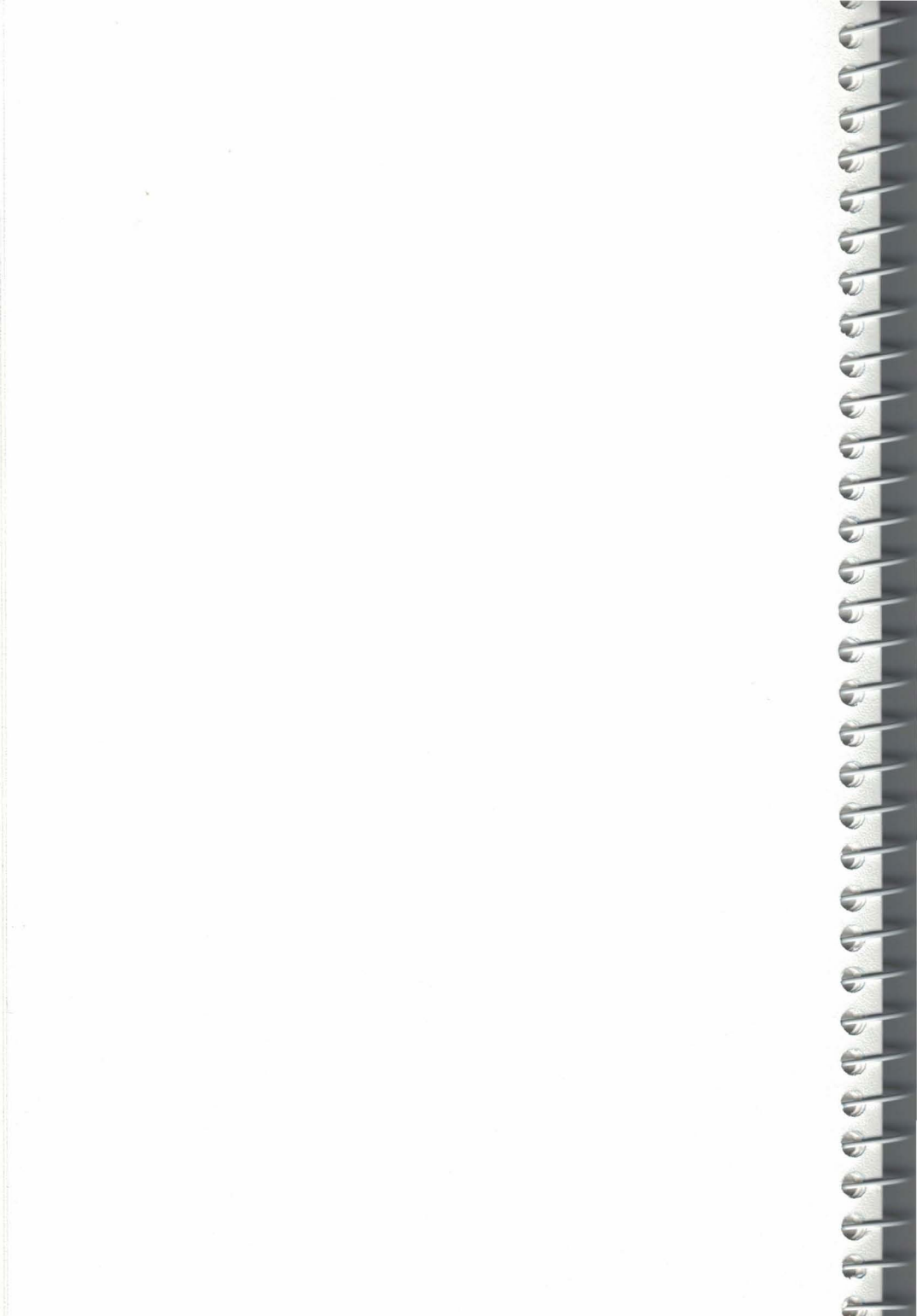
FILENAME The name of the file in memory.

Unused Memory The number in parentheses is the number of characters that can be added to the file. The file in memory can contain a maximum of 10,850 characters. If the file in memory reaches the maximum size, the message "Memory Full" will be displayed.

Press C to clear the File Status Line.

EDITING FILES

- 3-2 The Cursor Mode
- 3-2 Help (80 Column Mode)
- 3-2 Entering Other Modes
- 3-3 Cursor Movement
- 3-4 Text Scrolling or Movement
- 3-5 Deleting Information from Memory
- 3-6 Find and Replace Operations
- 3-7 To Find a Word or Phrase
- 3-9 To Replace a Word or Phrase
- 3-12 To Count Occurrences of a Word
- 3-13 To Approximate Number of Words in File
- 3-14 Block Operations
- 3-17 Identifying Last Change in Text
- 3-17 Miscellaneous Keys
- 3-18 Split Screen
- 3-19 The Add Mode
- 3-20 Cursor Tab and Line Copy
- 3-20 Upper and Lower Case
- 3-21 THE Key
- 3-23 The Change Mode



3

EDITING FILES

This chapter contains instructions to add, delete, or change the text in your file. It is divided into three sections corresponding to the three Super-Text editing modes, the Cursor Mode, the Add Mode, and the Change Mode.

The Cursor Mode is for loading and saving files, scrolling and deleting text, and Find, Replace and Block operations. The Add Mode is for creating text, adding to the end or inserting text in the middle of a file. The Change Mode is for writing over or changing already existing text.

THE CURSOR MODE

When Super-Text is first loaded, the Cursor Mode is entered. The Super-Text Cursor Mode is used to load or save files on disk, to review and edit the current file in memory, and to enter the other Super-Text operating modes. From the Cursor Mode you can delete any part of a file, and you can perform Find, Replace, or Block operations. When you leave any of the other modes you will always return to the Cursor Mode.

HELP (80 Column Only)

H Toggle Help screen on/off from the cursor mode. When on, the help screen will be present in all modes. Split screen is not available when the Help screen is on. The Help function only works if you are in the 80-column display.

1,2,3, or 4 View different Help screens.

ENTERING OTHER MODES

All other Super-Text modes of operation are entered from the Cursor Mode.

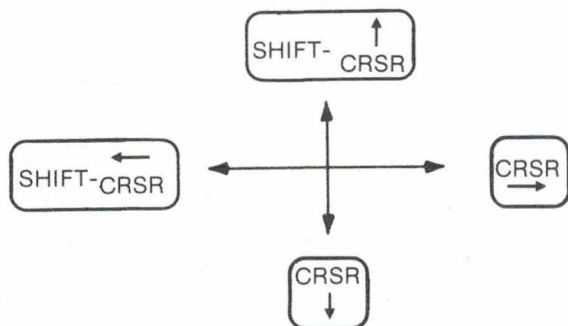
f3 Enter the Add Mode.

f5 Enter the Change Mode.

X Allow printing of documents.

CURSOR MOVEMENT

The cursor identifies the point in the text where processing will occur. Move the cursor anywhere in the text by using these keys:



The left-arrow and left-cursor (SHIFT-right cursor) keys move the cursor to the left. The right-cursor key moves the cursor to the right. The up-arrow and up-cursor (SHIFT-down cursor) keys move the cursor up. The down-cursor moves the cursor down.

OTHER CURSOR CONTROLS

C=

SHIFT- ↑
CRSR

Move the cursor to the top of the screen.

C=

CRSR ↓

Move the cursor to the bottom of the screen.

C=

CRSR →

Move the cursor to the extreme right of the line.

C **SHIFT-←** Move the cursor to the extreme left of the line.

CTRL-I Move to the next hard tab (every 8 characters).

TEXT SCROLLING OR MOVEMENT

The file in memory can be scrolled forward or backward a page or line at a time. Movement is controlled by the direction indicator in the lower left corner of the screen. If the direction is positive (+), the text will move forward, displaying lines closer to the end of the file. If the direction is negative (-), the text will move backward, toward the beginning of the file.

(+) Set the direction indicator to "+".

(-) Set the direction indicator to "-".

(P) Move the text one page or screen size in the negative direction.

(L) Scroll the text one line in the indicated direction.

C **(-)** Display the first page of the file, and move the cursor to the beginning of the file.

C **(+)** Display the last page of the file, and move the cursor to the end of the file.

DELETING INFORMATION FROM MEMORY

Information can be deleted from the file in memory a character, word, line, or screen at a time. Position the cursor over the first character to be deleted, then press:

INST
DEL

Delete the character at the cursor.

CTRL-W

Delete from the cursor to the end of the word.

CTRL-G

Delete from the cursor to the end of the line.

CTRL-O

Display the prompt:

"Press # to Delete!"

Press # (Shift-3) to delete from the cursor to the end of the screen. Press any other key to cancel the request.

⌘

CTRL-Z

Display the prompt:

"Press # to Delete everything!"

Press # (Shift-3) to erase the file in memory. Press any other key to cancel the request.

Any other portion of a file can be deleted by marking it as a block and then using the Block Delete command. Refer to the "Block Operations" section in this chapter.

These operations delete information only from the working file in memory. They do not affect

any information stored on disk. To delete a file from the disk, see chapter 2 (FILE SYSTEM).

FIND AND REPLACE OPERATIONS

F Find a word or phrase.

R Replace a word or phrase.

Super-Text will find or replace any set of characters up to 32 characters long. Both operations start the search at the current cursor location and look for the word or phrase exactly as entered. The search proceeds through the text in the direction indicated by the direction indicator (located in the lower left corner of the screen). When the object of the search is found it is displayed at the cursor on the center line of the screen.

The "&" and the "!" keys are special characters in both the Find and Replace. The "&" character will match on any number of spaces (including zero!) in your text. For example, if you attempt to find "COMPUTER&WORLD", you will find "COMPUTERWORLD" and "COMPUTER WORLD".

The "!" character acts as a wild card and will allow any character to be matched to it. For example, if you attempt to find "p!!ple", Super-Text will locate "people" or "purple".

To find or replace the RETURN character, press SHIFT-RETURN. This will put the carriage return character " ✓ " in the string to be searched for.

TO FIND A WORD OR PHRASE:

While in the Cursor Mode, press:

1. **F** Enter the word or phrase you want to find and press RETURN. OR press **CTRL-F** Automatically enters the word at the cursor as the word to be found and press RETURN.
2. **N** Find the next occurrence. When all occurrences have been found, the following message will be displayed after your string:

"Not Found"

3. **Any Key** Return to Cursor Mode.

```

F10,70,4,S,J
F52vv
The Muse Co.v
347 N. Charles St.v
Baltimore, MD 21201v
v
F10v
Dear Mr. Jones,v
Thank you for your inquiry about our
newest word Processor, SUPER-TEXT. I
have enclosed a copy of the SUPER-TEXT
data sheet that will answer most of your
questions about the capabilities of this
system. As you can see, it meets all
your requirements and more!v
v
F52v
Sincerely,v
v
v
+Find:SuPer-Text
  
```

Find: SUPER-TEXT

TO FIND MORE THAN ONE WORD OR PHRASE:

Super-Text will search for several different words at one time with just one command. To find more than one word or phrase, use the above procedure with the following changes:

1. **F** Enter a comma (,) to establish the operation as a multiple find.
2. TYPE THE WORDS YOU WANT TO FIND then press RETURN. The words must be separated by commas and the combined number of characters and commas cannot exceed 32.
3. **N** Find the next occurrence. When all occurrences have been found, the following message will be displayed after your string of words:

"Not Found"

AN EXAMPLE OF A MULTIPLE FIND:

Find:,A,B,C

The above example will find either A, or B, or C, where A, B, and C can be any word, character, or phrase.

TO REPLACE A WORD OR PHRASE:

1. R Enter the word or phrase to be replaced and press RETURN.
2. TYPE THE WORD OR PHRASE that will replace the first entry and press RETURN. This will display the prompt:

"Replace All (Y/N)"

3. Y Replace all occurrences of the first entry.

OR

- N Pause at each occurrence and ask for individual approval.

After all occurrences have been replaced, the message:

"Replaced X Occurrences"

will be displayed (where X is the number of occurrences replaced). Press RETURN to return to the Cursor Mode.

The number of occurrences replaced is now displayed on the Query Line (press Q from the Cursor Mode).

To terminate the replace function before it is finished, press C= (Note: this is only true if you respond with N to the "Replace All?" query).

FOR EXAMPLE:

F10,70,4,S,J

F52vv

The Muse Co.v
347 N. Charles St.v
Baltimore, MD 21201v

v

F10v

Dear Mr. Jones,v

Thank you for your inquiry about our newest word Processor, SUPER-TEXT. I have enclosed a copy of the SUPER-TEXT data sheet that will answer most of your questions about the capabilities of this system. As you can see, it meets all your requirements and more!v

v

F52v

Sincerely,v

v

v

+Repl:Mr. Jones

Repl: Mr. Jones

F10,70,4,S,J

F52vv

The Muse Co.v
347 N. Charles St.v
Baltimore, MD 21201v

v

F10v

Dear Mr. Jones,v

Thank you for your inquiry about our newest word Processor, SUPER-TEXT. I have enclosed a copy of the SUPER-TEXT data sheet that will answer most of your questions about the capabilities of this system. As you can see, it meets all your requirements and more!v

v

F52v

Sincerely,v

v

v

+With:Mr. Smith

With: Mr. Smith

TO REPLACE MORE THAN ONE WORD:

To replace several different words at once, press:

1. R Enter a comma (,) to establish the operation as a multiple replace.
2. TYPE THE WORDS
you want to replace, separated by commas and press RETURN.
3. ENTER A COMMA (,)
and enter the words that will replace the corresponding words entered in step 2. The words must be separated by commas.
4. RETURN
To display the prompt:

Replace All? (Y/N)
5. Y Replace all occurrences specified.

OR

 N Pause at each occurrence and ask for individual approval.

After all occurrences have been replaced, the message:

"Replaced X Occurrences"

will be displayed (where X is the number of occurrences replaced). Press RETURN to return to the Cursor Mode.

The number of occurrences replaced is now displayed on the Query Line (press Q from the Cursor Mode).

AN EXAMPLE OF A MULTIPLE REPLACE:

Repl: ,A,B,C

With: ,X,Y,Z

The above example will replace A with X, B with Y, and C with Z, where A, B, C, X, Y, and Z can be any word, character, or phrase.

TO COUNT OCCURRENCES OF A WORD:

This operation counts the number of times a word or phrase occurs in a file.

1. (R) Enter the word or phrase to be counted.
2. (RETURN) Display the prompt "With:" on the bottom line of the screen.
3. (RETURN) Without entering anything to initiate counting.

After all occurrences have been counted, the message:

"Counted X Occurrences"

will be displayed (where X is the number of occurrences counted). Press RETURN to return to the Cursor Mode.

The number of occurrences counted is now displayed on the Query Line (press Q from the Cursor Mode).

TO APPROXIMATE THE NUMBER OF
WORDS IN A FILE:

This operation approximates the number of words in a file by counting the number of spaces in the file. The number of spaces counted is roughly equal to the number of words in a file if the file contains mostly text. This method will not yield accurate results on files which contain multiple spaces.

1. (R) Display the prompt "Repl:".
2. (Space Bar) Enter a space as the word to be counted.
3. (RETURN) Display the prompt "With:".
4. (RETURN) Start the counting process.

After all occurrences have been counted, the message:

"Counted X Occurrences"

will be displayed (where X is the number of occurrences counted). Press RETURN to return to the Cursor Mode.

The number of occurrences counted is now displayed on the Query Line (press Q from the Cursor Mode).

BLOCK OPERATIONS

Super-Text Block operations allow you to "mark" a portion of the file in memory and then manipulate the marked block in several ways.

Block markers are shown as inverse parentheses in a file. Anything between two of these markers is defined as a block. A block can be as small as 1 character, or as large as the entire file in memory, but only one block can exist in a file at any one time.

While in the Cursor Mode, press:

CTRL-V Insert a block marker immediately after the cursor. If you try to insert a block marker after a block has already been defined, the message "Block marked!" will be displayed.

V Position the cursor to the next block marker in the current file. Pressing V again moves the cursor to the other marker. Pressing V when no block is marked results in the "No Block Marked!" message.

C **V** Display the block options on the bottom line of the screen. If both block markers have not been placed, the message "No Block Marked" will be displayed.

After pressing **C** **V**, execute one of the options on the following pages:

C

COPY the marked block to another location in the file. After pressing C, a copy of the original block will be inserted at the cursor. The original block will still exist with its markers. This block may be copied to more than one location in the same file.

S

SAVE the marked block on disk as a separate file. When a block is saved the block markers are saved in the original file.

After pressing S the Super-Text catalog page will appear with the following prompt:

"Enter file # or name or CTRL-D for Disk Command Menu >"

Enter a name for the file and press RETURN. This name cannot be the same as any other filename on the catalog, or the contents of the file on disk will be lost.

D

DELETE the marked block and its markers from the file in memory. This does not affect any file stored on disk.

U

UNMARK the block. This command removes the block markers, and does not affect any of the text in the file. The markers can also be removed using the normal text deletion commands.

M

MOVE the marked block to another location in the file. This command inserts the marked block immediately after the cursor and deletes the original block.

F10,70,4,S,J

F52v

The Muse Co.v
347 N. Charles St.v
Baltimore, MD 21201v

v

F10v

Dear Mr. Jones,v

FThank you for your inquiry about our newest word Processor, SUPER-TEXT. I have enclosed a copy of the SUPER-TEXT data sheet that will answer most of your questions about the capabilities of this system. As you can see, it meets all your requirements and more!v

v

F52v

Sincerely,v

v

v

(C)opy (S)ave (D)elete (U)nmark (M)ove

Block Options

IDENTIFYING LAST CHANGE IN TEXT

- J Position the cursor to the location of the last change made to the file in memory.

Pressing the J key again will identify the change prior to the last one identified. The J key can identify the last three changes made to the file currently in memory. Only the changes which were made after the file was loaded are identifiable.

- M Insert an invisible marker into the text at the cursor.

These "markers" are treated as if they were changes in the text, and the cursor will be positioned to their locations by using J. Markers are not saved when a file is saved.

MISCELLANEOUS KEYS

- CTRL-N Advance the printer paper one page.

- CTRL-P Clear the current file from memory and load the linked file (only if Autolink=on). See the AUTOLINK section.

SPLIT SCREEN

The Super-Text split screen feature allows you to look at one portion of a file while you look at or edit another portion. The screen containing the cursor is the active screen, and will respond to all Super-Text commands. The part of the screen that does not contain the cursor will remain unchanged. The split screen will not function while any help screen is displayed, nor are the Help screens available when the screen is split.

Press **S** To split the screen horizontally and display a copy of the current text page on both the top and bottom screens.

The following commands are valid only when the screen is split and you are in Cursor Mode:

- B** Move the cursor to the bottom screen.
- T** Move the cursor to the top screen.
- CTRL-B** Move the split screen boundary one line toward the bottom of the screen.
- CTRL-T** Move the split screen boundary one line toward the top of the screen.
- S** Return to the full screen mode. The portion of the split screen that contained the cursor will be displayed on the full screen.

THE ADD MODE

The Super-Text Add Mode is used to create a new file or to add to one which already exists.

f3

Enter the Add Mode. The word "ADD" will be displayed at the bottom of the screen.

f3

Exit the Add Mode. The word "ADD" will disappear, and you will return to the Cursor Mode.

When in the Add Mode, new text can be added to the file in memory by using your keyboard as if it were a typewriter. The new text will be inserted into the file at the cursor.

If you make a mistake as you are typing, press either left arrow (←) key (i.e., left-arrow or left-cursor) or the INST/DEL key to back up and remove the last characters typed.

If you try to type a word that won't fit on a line, Super-Text will automatically begin a new line for you. This prevents words from breaking at the end of a line. Pressing RETURN inserts a carriage return character at the cursor and begins a new line on the screen. Typically, the RETURN key is used to end paragraphs or to force a new line.

CURSOR TAB AND LINE COPY

When you are in Add Mode the following options are available:



Align the cursor with the beginning of the next word on the line above the cursor (implied tab stop).



Move left to the first space right of the first non-space character.



Copy the remainder of the line above the cursor, on the current line.

UPPER AND LOWER CASE

The keyboard on the Commodore 64 works like a typewriter keyboard. Press the shift key for upper case or simply key in the letter for lower case. The Shift Lock key, once pressed, will lock the keyboard in upper case. Press Shift Lock again to type lower case.

THE KEY

The Super-Text THE key allows you to enter up to 30 characters with one keystroke. THE key (⌘) can be defined and turned on or off from the System Status line.

DEFINING "THE" KEY

THE key can be defined to contain any set of characters. If THE key is not defined, the character set "the" is automatically used. Use it for the word "the", or for any word which contains that sequence of letters.

To define THE key, enter the Cursor mode and press:

1. Display the System Status Line.
2. Display the prompt:

'⌘' = the
3. ENTER THE NEW SET OF CHARACTERS. The new set of characters has a maximum length of 30.
4. Return to the System Status Line.
5. Return to the Cursor Mode.

TURNING THE KEY ON OR OFF

The status of THE key is also controlled from the System Status line. To turn THE key on or off, press Q from the Cursor Mode to display the System Status line. Then press T to switch THE key on or off. Press RETURN to return to the Cursor Mode.

Defining THE key

Ⓛ10,70,4,8,J

Ⓛ52v

The Muse Co.v
347 N. Charles St.v
Baltimore, MD 21201v

v

Ⓛ10v

Dear Mr. Jones.v

ⓁThank you for your inquiry about our newest word processor, SUPER-TEXT. I have enclosed a copy of the SUPER-TEXT data sheet that will answer most of your questions about the capabilities of this system. As you can see, it meets all your requirements and more!v

v

Ⓛ52v

Sincerely.v

v

v

'Q' = any word you want

USING THE KEY

To use THE key, you must be in the Add Mode with THE key turned on.

- £ Insert the defined character set at the cursor.

THE CHANGE MODE

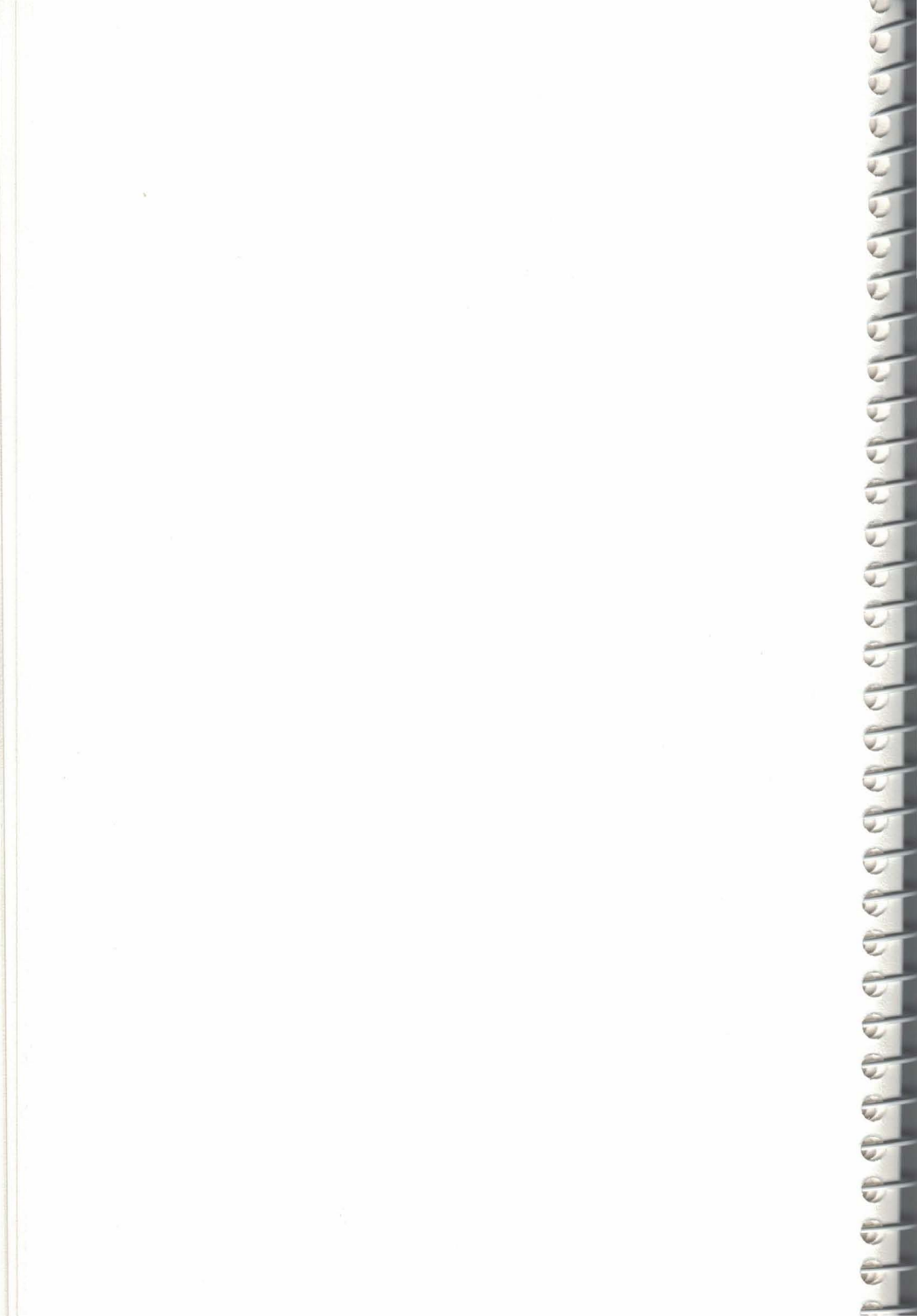
The Change Mode allows you to move the cursor anywhere in the current file and change the character at the cursor.

- f5 Enter the Change Mode. The word "CHANGE" will appear at the bottom of the screen, indicating that you are in the Change Mode.

When in the Change Mode any character typed (with the exception of the cursor control keys) will replace the character at the cursor.

When in the Change Mode the cursor can be moved to the character you wish to change by using the cursor control keys.

- f5 Exit the Change Mode and return to the Cursor Mode.



CHAPTER 4

FORMATTING

- 4-2 The Format Line
- 4-5 The Paragraph Control Character
- 4-5 On Screen Formatting
- 4-6 Setting Tabs
- 4-6 Tab Control Characters
- 4-8 Temporary Margin Resets
- 4-10 Page Breaks and Numbering
- 4-12 Page Headers
- 4-15 Miscellaneous Control Characters
- 4-18 Control Key Summary

THE FORMAT LINE (CTRL-F)

A Format Line specifies the printed page size, location of page numbers, and margins. A Format Line must always begin with CTRL-F and should be placed before the body of your text. Format lines, themselves, are not printed.

If you omit the Format Line, the text will be printed using the parameters set by the Change Printer Params program, explained in the PRINTER SET-UP chapter of this manual.

There is no limit to the number of Format Lines that can be present in a file; it is possible to print parts of a file with different margins, spacing, etc.

A Format Line contains up to nine numeric parameters in the following order:

FL, R, P, TM, TL, BM, LPN, CPN, BF

Where

L = Left margin

R = Right margin

P = Paragraph indentation

TM = Top margin

TL = Text length per page

BM = Bottom margin

LPN = Line number within the top or bottom margin on which the page number will be printed

CPN = Character position around which the page number will be centered (set to zero to alternate page numbers on the left and right margins)

BF = Number of times to overprint when boldfacing

The Format Line does not have to include each parameter every time it is used. Enter only those parameters that are to be changed. The parameters that are omitted from the line will retain their present value; but if a parameter is skipped, a comma must be inserted to mark its place. For example:

F1,80,4

Set the left margin to 1, the right margin to 80, and the paragraph indentation to 4.

F10

Change the left margin to 10 without affecting the right margin and paragraph indentation.

E,70

Change the right margin to 70. Note that there is a comma before the "70" to indicate that the first parameter, left margin, is to remain unchanged.

F1,80,4,2.60.4,3,43

Set the left margin to 1
 Set the right margin to 80
 Set the paragraph indentation to 4
 Print a two line top margin
 Print 60 lines per page
 Print a four line bottom margin
 Print the page number on line 3 of the margin
 Center the page number around character position 43

OTHER FORMAT LINE PARAMETERS

In addition to the nine numeric parameters, the Format Line can contain alphabetic parameters. The alphabetic parameters can be in any order but must follow all numeric parameters. Valid alphabetic parameters are as follows:

- B Print page numbers in the bottom margin
- T Print page numbers in the top margin
- S Single space printout
- D Double space printout
- J Justify the right margin
- R Do not justify the right margin (ragged edge)

Examples of alphabetic parameters in a Format Line:

F1,80,4,S

Sets the left and right margins, paragraph indentation and selects single spacing.

FD,J

Selects double spacing and turns on right justification.

THE PARAGRAPH CONTROL CHARACTER
(CTRL-P)

The printer will start a new line and indent according to the specifications in the Format Line when it encounters a paragraph control character.

Press CTRL-P while in the Add Mode to insert a paragraph control character and capitalize the next letter entered.

ON SCREEN FORMATTING

Super-Text Professional displays most horizontal formatting on-screen enabling you to more closely predict how it will print. Left and right margins will be displayed in accordance with the last format line encountered. Text preceded by a CTRL-X will be centered and lines preceded by a CTRL-P will be indented to begin a new paragraph.

On screen formatting may be switched on or off at any time from the Cursor Mode. To turn it on or off type:

to switch on screen formatting on or off.

SETTING TABS (CTRL-T)

As with a typewriter, tab stops must be defined (or set) before they are used. A Tab Control Line starts with a CTRL-T and then lists the tab stops in ascending order, separated by commas.

A Tab Control Line can contain a maximum of 15 tab stops. As with the other printer control characters, the Tab Control Line will not be printed when the file is printed. A Tab Control Line does not affect on-screen tabbing.

Here is an example of a Tab Control Line which sets tab stops at printer positions 10, 25, 40, 55, and 70:

T10,25,40,55,70

TAB CONTROL CHARACTERS
(CTRL-L and CTRL-R)

The CTRL-L and CTRL-R are used to move to the next tab stop when the file is printed.

The CTRL-L left justifies on the next tab stop. That is, the printer will move to the next tab stop and then print whatever follows the CTRL-L.

The CTRL-R right justifies on the next tab stop. The characters from the preceding space to the CTRL-R will be printed so that they end at the next tab stop. When a CTRL-R is used it should immediately follow the character(s) to be right tabbed.

Tab control characters are entered into the text while in the Add or Change Mode.

CTRL-L Inserts a left justified tab control character.

CTRL-R Inserts a right justified tab control character.

TAB EXAMPLE

```

1.80
18.40.45
Quality Software Available from MUSE on Disk:
ITEM PRICE LOCATION
Super-Text 175.00 Bin 1
Address Book 49.95 Bin 6
S-T Form Letter Module 100.00 Stock Room
The Voice 39.95 Display Case
Firefly! 24.95 Development
Frazzle 24.95 Development
The Best of Muse 39.95 Bin 47
Elementary Math Edu-Disk 39.95 Display Case
Appilot II Edu-Disk 99.95 Stock Room
Data Plot 59.95 Display Case
U-Draw II 39.95 Bin 4
ABM 24.95 Display Case
Robot War 39.95 Stock Room
Castle Wolfenstein 29.95 Bin 6

```

Tabs as they appear on the screen

Quality Software Available from MUSE on Disk:

ITEM	PRICE	LOCATION
Super-Text	175.00	Bin 1
Address Book	49.95	Bin 6
S-T Form Letter Module	100.00	Stock Room
The Voice	39.95	Display Case
Firefly!	24.95	Development
Frazzle	24.95	Development
The Best of Muse	39.95	Bin 47
Elementary Math Edu-Disk	39.95	Display Case
Appilot II Edu-Disk	99.95	Stock Room
Data Plot	59.95	Display Case
U-Draw II	39.95	Bin 4
ABM	24.95	Display Case
Robotwar	39.95	Stock Room
Castle Wolfenstein	29.95	Bin 6

Tabs as they would print

TEMPORARY MARGIN RESETS (CTRL-J)

CTRL-J temporarily resets the left margin to the current print position. The next carriage return in the file will reset the left margin back to its original setting. When a CTRL-J is used immediately after a CTRL-L it will set the left margin to the next tab stop.

Looks like this on the screen

15,65,4,8,J✓

25✓

✓

1. **J**The CTRL-J key is used to temporarily reset the left Print margin to the current Position in the text.✓

✓

2. **J**It can also be used in conjunction with the tab feature to temporarily reset the left Print margin to a tab location.✓

✓

3. **J**The temporary left margin is reset back to its original Position when a RETURN is Pressed.✓

1. The CTRL-J key is used to temporarily reset the left print margin to the current position in the text.
2. It can also be used in conjunction with the tab feature to temporarily reset the left print margin to a tab location.
3. The temporary left margin is reset back to its original position when a RETURN is pressed.

Prints like this

PAGE BREAKS AND
PAGE NUMBERING (CTRL-N)

CTRL-N is used in conjunction with the Format Line to control page numbering. The Format Line specifies how many lines are to be printed per page and where the page numbers are to be printed. The CTRL-N specifies what values the page numbers will have or where a forced page break will occur. The CTRL-N is also used for selecting either chapter-relative or normal page numbering.

PAGE BREAKS

When a CTRL-N (with no number following it) is encountered in the text, it will force a page break. If page numbering is ON, the next sequential page number will be printed.

NORMAL PAGE NUMBERING

A CTRL-N followed by a number (other than \emptyset) turns page numbering ON. It does not force a page break but specifies what value the next page number will have when it is printed. Page numbers may have a value from 1 to 65000.

A CTRL-N followed by a zero (\emptyset) turns page numbering OFF. Page breaks will still occur, but pages will not be numbered. To disable the page numbering for a whole document, enter N \emptyset once at the beginning of the file.

CHAPTER RELATIVE PAGE NUMBERING

If the CTRL-N is followed by two numbers separated by a minus sign (-), chapter-relative page numbering will be selected. The chapter numbers will start with the first number after the CTRL-N, and the page numbering will start with the number after the minus sign. The page number will increase one with each page break but the chapter number will not.

Press CTRL-Nc-p while in the Add or Change Mode to turn ON chapter relative page numbering where c is the chapter number and p is the page number.

Examples:

- N Forces a page break.
- N1 Causes page numbering to be turned on, numbers the first page break as page 1, and sequentially numbers each successive page break.
- N1Ø Causes the next page number printed to be 1Ø, the next 11, etc.
- N1-1 Causes the next page number to be printed as 1-1, the next as 1-2, etc.
- N3-1 Causes the next page number to be printed as 3-1, the next as 3-2, etc.
- NØ Turns page numbering off.

ALTERNATING PAGE NUMBERS

Page numbers can be alternately printed on the left and right margins. To alternate printing of the page numbers, set the Page Number Character Position to zero. The value of the Page Number Character Position is set by the eighth parameter in the Format Line. It can also be set in the Change Printer Params Program.

For example:

E,,,,,,0

will cause the page number to print on the right margin of every odd numbered page and print on the left margin of every even numbered page.

PAGE HEADERS (CTRL-T)

Page headers can be printed within the top or bottom margin of a page. Page headers can appear on just one page, all pages, or on alternating pages. The content and position of a header are controlled by the header line. There is no limit to the number of header lines which can appear in a file.

All headers start with a CTRL-T followed by the text of the header within quotes. A variety of characters are used to control the position of the header within the margin. There are four possible locations for page headers. In the following examples, xxxx represents the text of the header:

1. Top Margin (all pages) CTRL-T"xxxx"
2. Bottom Margin (all pages) CTRL-T+"xxxx"
3. Top Margin (even pages only) CTRL-T2"xxxx"
4. Bottom Margin (even pages only)
CTRL-T2+"xxxx"

To turn off a header use CTRL-T"" (where there is no text within the quotes).

POSITIONING HEADERS (vertically)

Headers will print on the first line of the margin unless carriage return characters (✓) are inserted into the header. Each carriage return moves the header down one line in the margin. For example:

```

T"
✓
✓xxxx"
    
```

will print the header xxxx in the third line of the top margin.

CENTERING HEADERS (horizontally)

Headers will start printing at the current left margin unless the header is centered. Use single quotes (SHIFT-7) instead of double quotes to center the header between the left and right margins. For example:

```

T'xxxx'
    
```

will print the header xxxx in the center of the first line of the top margin.

The horizontal position of the header can also be controlled by inserting spaces before the text of the header. For example:

T" xxxxx"

will position the header xxxxx toward the right side of the page.

HEADERS WITH PAGE NUMBERS

If a page number and a header are printed in the same location, the page number takes precedence and prints over the header. By taking advantage of this feature, page numbers and headers can be combined to produce useful results. For example, it is possible to print the following headers:

Page 1		Page 1 of 10
Page 2		Page 2 of 10
Page 3	OR	Page 3 of 10
Page 4		Page 4 of 10
etc.		etc.

To print a header in conjunction with a page number, set the page number position in the Format Line or the Change Printer Params Program. Use spaces and carriage returns to position the header so that it prints in the same margin and on the same line as the page number. Leave sufficient space in the header to allow for the printing of the page number.

Example:

I"Page "

OR

I"Page of 10"

The line and character position for the page number are set by the seventh and eighth parameters of the Format Line. They can also be set in the Change Printer Params Program. See the section on the Format Line or Change Printer Params Program for further details.

MISCELLANEOUS CONTROL CHARACTERS

Super-Text has eight miscellaneous characters used to control the printer. These characters are inserted in the text during the Add or Change Mode but are not printed.

CTRL-X

Center the following line of text between the right and left margins.

CTRL-V

Print an underline character "".

CTRL-Q

Temporarily stops printing until a CTRL-Q is encountered in the text. Used to skip portions of text while printing.

CTRL-O

Resume printing.

CTRL-Q

CTRL-Q

Terminate printing from within the text.

Printers that have backspacing capabilities can underline or boldface a word.

CTRL-W

Underline the preceding word.

CTRL-B

Boldface the preceding word.

CTRL-Z

Backspace the printer one character.

To underline a phrase or sentence, insert CTRL-V's (instead of spaces) between each word in the phrase. Then use a CTRL-W at the end to underline the entire string of text.

Sample letter

10,70,4,S,J

52v

The Muse Co.v
 347 N. Charles St.v
 Baltimore, MD 21201v

v

10v

Dear Mr. Jones,v

Thank you for your inquiry about our newest word Processor, SUPER-TEXT. I have enclosed a copy of the SUPER-TEXT data sheet that will answer most of your questions about the capabilities of this system. As you can see, it meets all your requirements and more!v

v

52v

Sincerely,v

v

v

+ 430 Sample Letter (10420 Free)

Sample letter printed

The Muse Co.
 347 N. Charles St.
 Baltimore, MD 21201

Dear Mr. Jones,

Thank you for your inquiry about our newest word processor, SUPER-TEXT. I have enclosed a copy of the SUPER-TEXT data sheet that will answer most of your questions about the capabilities of this system. As you can see, it meets all of your requirements and more!

Sincerely,

Muse Software

CONTROL KEY SUMMARY

Control Key	Function
CTRL-A	User definable
CTRL-B	Boldface
CTRL-D	User definable
CTRL-E	User definable
CTRL-F	Start format line
CTRL-G	User definable
CTRL-H	User definable
CTRL-I	User definable
CTRL-J	Temporary margin
CTRL-K	User definable
CTRL-L	Left tab
CTRL-N	Page breaks/numbers
CTRL-O	Turn printer on
CTRL-P	Start paragraph

CONTROL KEY SUMMARY (continued)

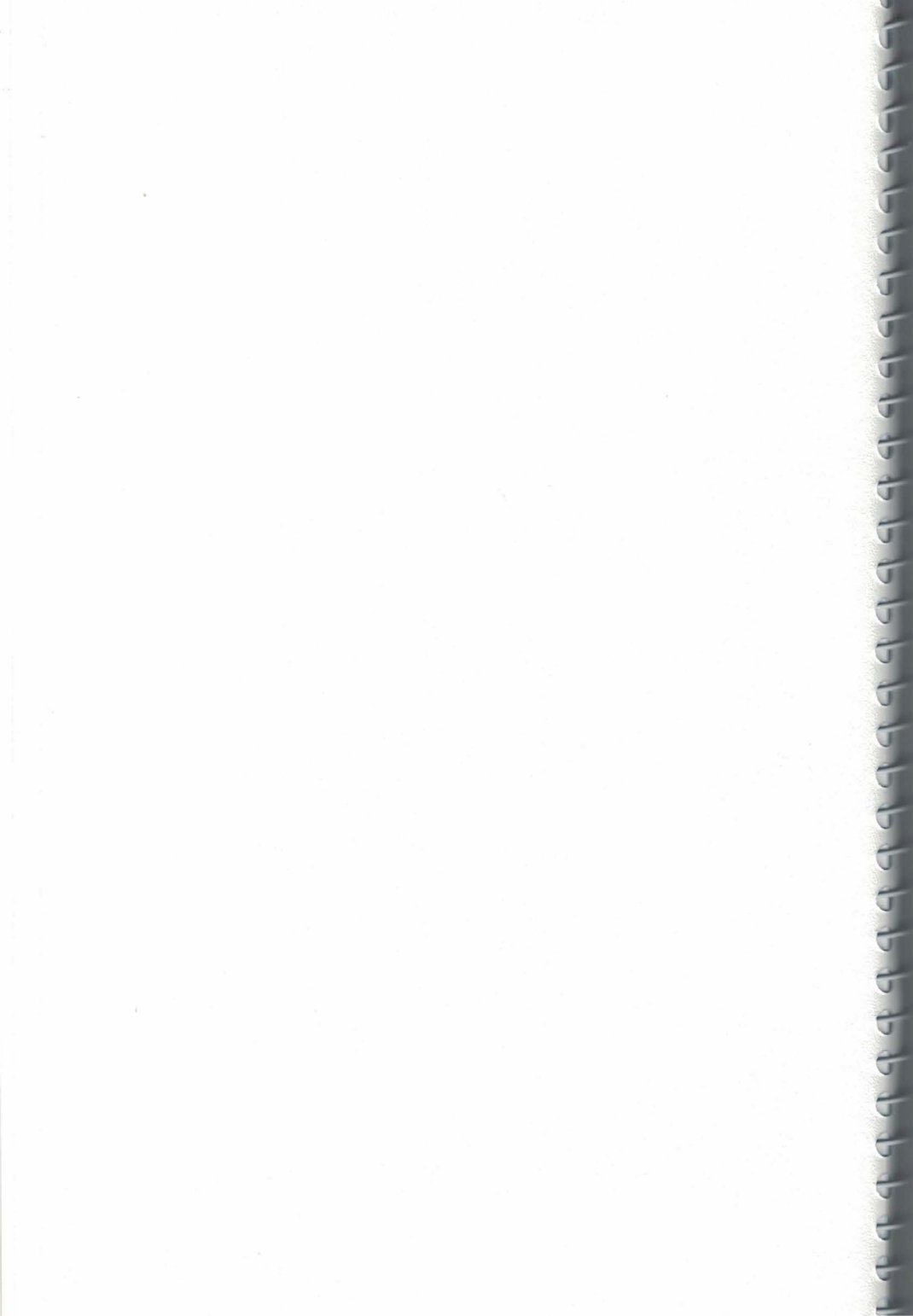
Control Key	Function
CTRL-Q	Turn printer off
CTRL-R	Right tab
CTRL-T	Set tabs/headers
CTRL-U	User definable
CTRL-V	Print underline
CTRL-W	Underline word
CTRL-X	Center line
CTRL-Y	User definable
CTRL-Z	Backspace



CHAPTER 5

PRINTING

- 5-2 Printing Files
- 5-3 Printing Multiple Files
- 5-4 Sheet, Form, or Preview Printing
- 5-5 To Interrupt Print or Preview
- 5-6 Changing the Preview Margin
- 5-7 Autolink Printing



5

PRINTING

The Super-Text Print Mode is used to print the current file in memory or any number of files stored on disk. The Print Mode is entered by pressing X when in the Cursor Mode.

PRINTING FILES

To print the file in memory, you must be in the Cursor Mode. Printing or previewing will begin from the portion of the text which is displayed at the top of the screen and continue towards the end of the file.

Press X to enter the Print Mode.

After entering the Print Mode, the following prompt will be displayed:

Number of copies?

10,70,4,S,Jv

52v

v

The Muse Co.v

347 N. Charles St.v

Baltimore, Md. 21201v

10v

Dear Mr. Jones,v

Thank you for your inquiry about our newest word Processor, SUPER-TEXT. I have enclosed a copy of the SUPER-TEXT data sheet that will answer most of your questions about the capabilities of this system. As you can see, it meets all your requirements and more!v

v

52v

Sincerely,v

v

v

v

Number of copies ?

Press:

1-225 and **RETURN** Print that many copies of the file in memory.

OR

∅ and **RETURN** or **SHIFT-CRSR** Return immediately to the Cursor Mode without printing anything.

PRINTING MULTIPLE FILES

To print the file in memory and multiple files from disk, you must be in the Cursor Mode.

Press X to enter the Print Mode.

After entering the Print Mode, the following prompt will be displayed:

Number of copies?

Press:

RETURN The catalog will be displayed. Select the files to be printed by entering their file numbers, separated by commas. The files will be printed in the order their numbers are entered.

SHEET, FORM, OR PREVIEW PRINTING

Super-Text will print on sheet feed paper, on form feed paper, or will preview files on the screen. To select form, sheet, or preview, press Q from the Cursor Mode to display the System Status Line.

PRESS:

- Switch to Form feed.
- Switch to Sheet feed.
- Switch to Preview.
- Return to the Cursor Mode.

SHEET If you have a sheet feed printer, Super-Text will pause at the end of each page, beep, and display the prompt:

Insert New Sheet

Insert a new sheet of paper and press RETURN to continue printing.

FORM If you have a form feed printer, Super-Text will print the entire file without pausing at the end of each page.

PREVIEW If you select preview, Super-Text will print on the screen only. The file will be formatted exactly as it would appear on the printer. A line of dashes will be displayed on the bottom of the screen

to indicate the end of each page. Press any key to continue the preview.

TO INTERRUPT PRINT OR PREVIEW

Printing can be terminated or interrupted at any time.

C- Terminate printing and exit to the Cursor Mode.

Space Bar Stop printing after the current line prints. When printing stops, press:

C- Stop printing completely.

Space Bar Print the next line and pause.

Any Key Resume printing.

If printing is terminated, the screen will display the portion of the file that was being printed when the printing stopped.

When the preview stops at the end of a page, the display can be repositioned backward to a previous CTRL-N (page break).

N Back up one page break. N may be pressed as many times as desired to re-preview several pages.

If previewing is terminated, the screen will display the portion of the file that was being viewed when the previewing stopped. This allows you to find and correct errors immediately.

CHANGING THE PREVIEW MARGIN

It is possible to change the preview window while previewing. Normally you will preview with column 1 at the left edge of your screen. In order to see the right half of a page, you may wish to change the preview margin. You can set the preview so that any column is positioned at the left edge of the screen.

While the Preview is in progress, press:

1. Interrupt the preview and display the following prompt:

Set Left Margin:

2. Enter the character position to be displayed at the left margin of the screen.
3. Continue the preview at the new left margin.

For example: If you want to preview the right half of a document, begin the preview and interrupt it immediately by pressing L. Now type in 40 and press RETURN. When the preview continues, column 40 will be displayed on the left edge of the screen. Now you can see the right side of the document as it will appear on the printer.

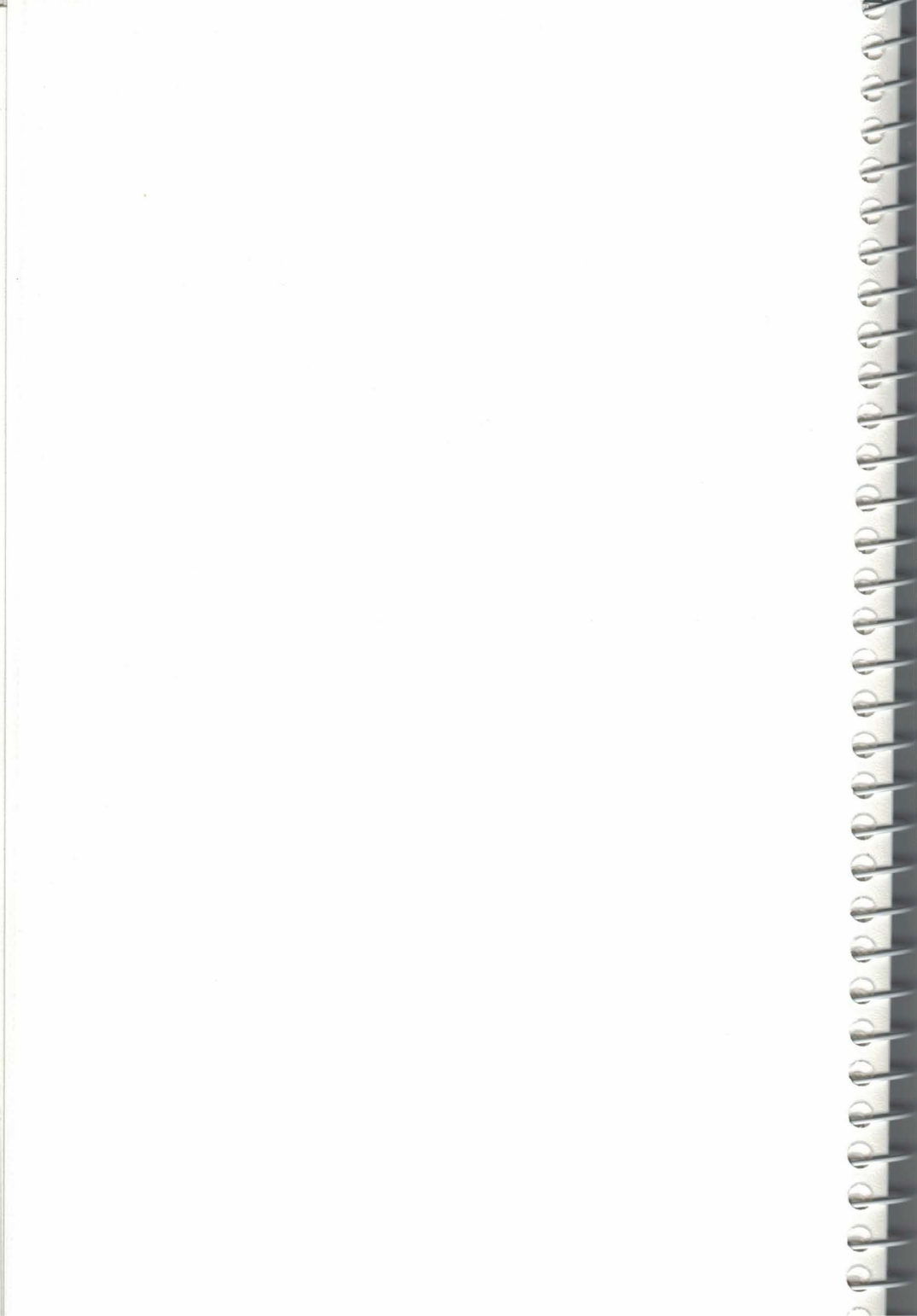
AUTOLINK PRINTING

If the Autolink is ON when you press X the System Status Line will be displayed at the bottom of the screen. This serves as a reminder that the Autolink is ON.

If you press any key, the current file and all files linked to it will be printed (or previewed). If you turn the Autolink OFF (by pressing A) and then press RETURN, you will be asked to enter the number of copies of the current file in memory to be printed.

With the Autolink feature ON, it is not possible to print multiple copies.

Consult the AUTOLINK chapter for further details on Autolinking.

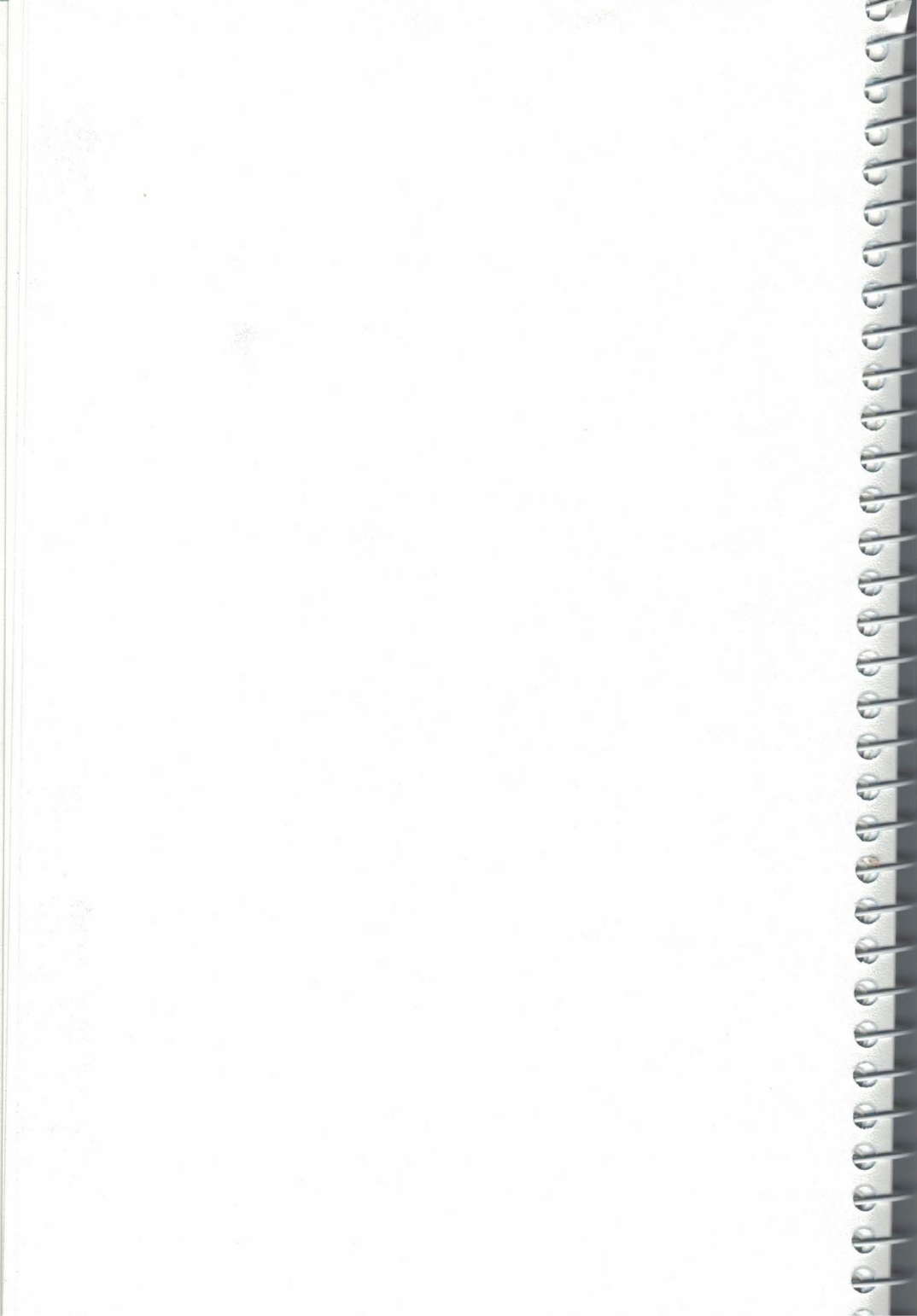


CHAPTER

6

AUTOLINK™

- 6-2 Using the Autolink
- 6-2 Turning the Autolink On
- 6-2 Creating the "Link"
- 6-3 Linking Files
- 6-7 Manual Autolink
- 6-8 Printing and Previewing with Autolink
- 6-10 Find with Autolink On
- 6-11 Replace with Autolink On



6

AUTOLINK™

Autolink is an exclusive Super-Text feature that greatly increases the Commodore's file organization and manipulation capabilities. With Autolink you can link and print multiple files from your disk storage. If the Autolink is ON, the Find (F), Replace (R), Print (X), and CTRL-P (load the next linked file) will automatically process multiple files with no manual intervention.

For example, if you have two files containing names and phone numbers, they can be linked together so that you can find any number in either file with one Find command.

USING THE AUTOLINK

To process multiple files, the Autolink feature must be turned ON, and there must be a "link" to connect the files.

TURNING THE AUTOLINK ON

Q

From the Cursor Mode to display the System Status Line. The status of the Autolink is displayed on the left side of the line.

A

Turn the Autolink on or off.

RETURN

Return to the Cursor Mode.

CREATING THE "LINK"

Files are connected to each other by links. Links are created in the Add Mode by enclosing a file name between two colons. An example of a link is:

:FILENAME:

To prevent the link from printing along with the rest of the text, place a CTRL-Q before the link and a CTRL-O after the link:

Q:FILENAME:O

Links can be inserted only at the very beginning or the very end of a file. The link will not work if there are characters between the link and the end of the file, except for the control characters CTRL-Q and CTRL-O. Be sure to save the file after adding the links.

LINKING FILES

Files are linked in a forward (+) or backward (-) direction depending on the setting of the direction indicator. The direction indicator is displayed in the lower left corner of the screen and can be changed by pressing the + or - key from the Cursor Mode.

LINK FORWARD

To link forward, the direction indicator must be set to +, and the link must be at the very end of the current file. There cannot be a carriage return character or any other character after the link.

The Super-Text program disk contains two sample data files called PHONE1 and PHONE2. The following example shows how to link file PHONE1 to file PHONE2. File PHONE1 looks like this:

JIM ABLE
17 FOREST RD
BABYLON, NY 11704
PHONE (815) 888-1212

.
.
.
.

SALLY PERKINS
34 SEMINOLE AVE
PHOENIX, MD 21207
PHONE (932) 999-1212

To link file PHONE1 forward to file PHONE2, add Q:PHONE2:Q at the end of file PHONE1 and then save file PHONE1. There cannot be any characters between the link and the end of the file, except the printer control characters CTRL-Q and CTRL-O.

PHONE1 now looks like this:

JIM ABLE
17 FOREST RD
BABYLON, NY 11704
PHONE (815) 888-1212

.
.
.
.

SALLY PERKINS
34 SEMINOLE AVE
PHOENIX, MD 21207
PHONE (932) 999-1212
Q:PHONE2:Q

You should now have file PHONE1 in memory and Autolink turned on. When a Find, Replace, or Print is performed, PHONE2 will be automatically loaded and processed after PHONE1 finishes processing.

CIRCULAR LINK

File PHONE2 can also be linked forward to file PHONE1. This will create a circular file structure so that no matter where a linked operation begins, both PHONE1 and PHONE2 will be processed.

File PHONE2 looks like this:

SAM SANCHEZ
34 ABLE AVE
WEST HAMPTON, NY 11794
PHONE (815) 899-1919

.
. .
. .

TOM ZILCH
99 SEASONAL AVE
CUMBERLAND, MD 21297
PHONE (932) 898-8282

To create a circular link, add Q:PHONE1:Q at the end of file PHONE2 and then save PHONE2 on the disk.

File PHONE2 now looks like this:

SAM SANCHEZ
34 ABLE AVE
WEST HAMPTON, NY 11794
PHONE (815) 899-1919

.
. .
. .

TOM ZILCH
99 SEASONAL AVE
CUMBERLAND, MD 21297
PHONE (932) 898-8282
Q:PHONE1:Q

LINK BACKWARD

To link backward, set the direction indicator to '-' and enter the link at the beginning of the current file without any leading spaces. You can perform a Find, Replace, or Manual Autolink (CTRL-P) in a backward direction. However, it is not possible to Autolink print or preview in a backward direction.

Continuing with the preceding example, add Q:PHONE1:Q at the beginning of file PHONE2 to cause it to link backward to file PHONE1. File PHONE2 should then be saved on the disk and will look like this:

Q:PHONE1:Q
SAM SANCHEZ
34 ABLE AVE
WEST HAMPTON, NY 11794
PHONE (815) 899-1919

.
. .
. .

TOM ZILCH
99 SEASONAL AVE
CUMBERLAND, MD 21297
PHONE (932) 898-8282
Q:PHONE1:Q

There cannot be any non-space characters between Q:PHONE1:Q and the beginning of the text except the printer control character CTRL-Q.

MANUAL AUTOLINK

CTRL-P Delete the current file from memory and load the next linked file.

Manual Autolink must be performed from the Cursor Mode with the Autolink ON. The link will be in the direction shown by the direction indicator.

If the file is not found the following message will be displayed and processing will stop:

File 'FILENAME' Not Found

If any changes have been made in the file, Super-Text will stop before clearing memory and display the following message:

PRESS 'S' TO SAVE OR 'C' TO STOP

- C** Terminate the Find and return to the Cursor Mode.
- RETURN** Link to the new file WITHOUT SAVING the current file.
- S** SAVE the current file before loading the linked file.

There will be no pause if the current file in memory has not been changed.

PRINTING AND PREVIEWING WITH AUTOLINK

When the Autolink is ON, the Print command (X) will begin printing (or previewing) the current file in memory and automatically print all files linked to it. Linking can only be in a forward (+) direction when printing or previewing.

As a reminder that the Autolink is ON, the System Status Line will be displayed whenever X is pressed.

Press A and RETURN to turn the Autolink off and display the prompt:

Number of copies?

OR

Press Any Key to start printing.

If a file is not found, the following message will be displayed and processing will stop:

File 'FILENAME' Not Found

If any changes have been made in the first file, Super-Text will stop before clearing memory and display the following message:

PRESS 'S' TO SAVE OR 'C' TO STOP

- C Terminate Printing and return to the Cursor Mode.
- RETURN Link to the new file WITHOUT SAVING the current file.
- S SAVE the current file before loading the linked file.

When printing with the Autolink ON, Format Lines, Tab Lines, and page numbers remain active. However, page headers are not carried over from file to file.

FIND WITH AUTOLINK ON

When the Autolink is ON, the Find (F) command will search through any number of linked files in either a forward (+) or backward (-) direction. If a file is not found, the following message will be displayed and processing will stop:

File 'FILENAME' Not Found

If any changes have been made in a file, Super-Text will stop before clearing memory and display the following message:

PRESS 'S' TO SAVE OR 'C' TO STOP

C

Terminate the Find and return to the Cursor Mode.

RETURN

Link to the new file WITHOUT SAVING the current file.

S

SAVE the current file before loading the linked file.

There will be no pause if you have not changed the current file in memory.

REPLACE WITH AUTOLINK ON

When the Autolink is ON, the Replace (R) command will find and replace text in any number of linked files in either a forward (+) or backward (-) direction.

This creates the potential for changing all the linked files on your disk. For this reason, the Autolink is automatically turned OFF when you press R. After setting the Autolink=Off, the System Status Line will be displayed on the bottom of the screen. Press:

Any Key

Perform the Replace with the Autolink off.

OR

A

and

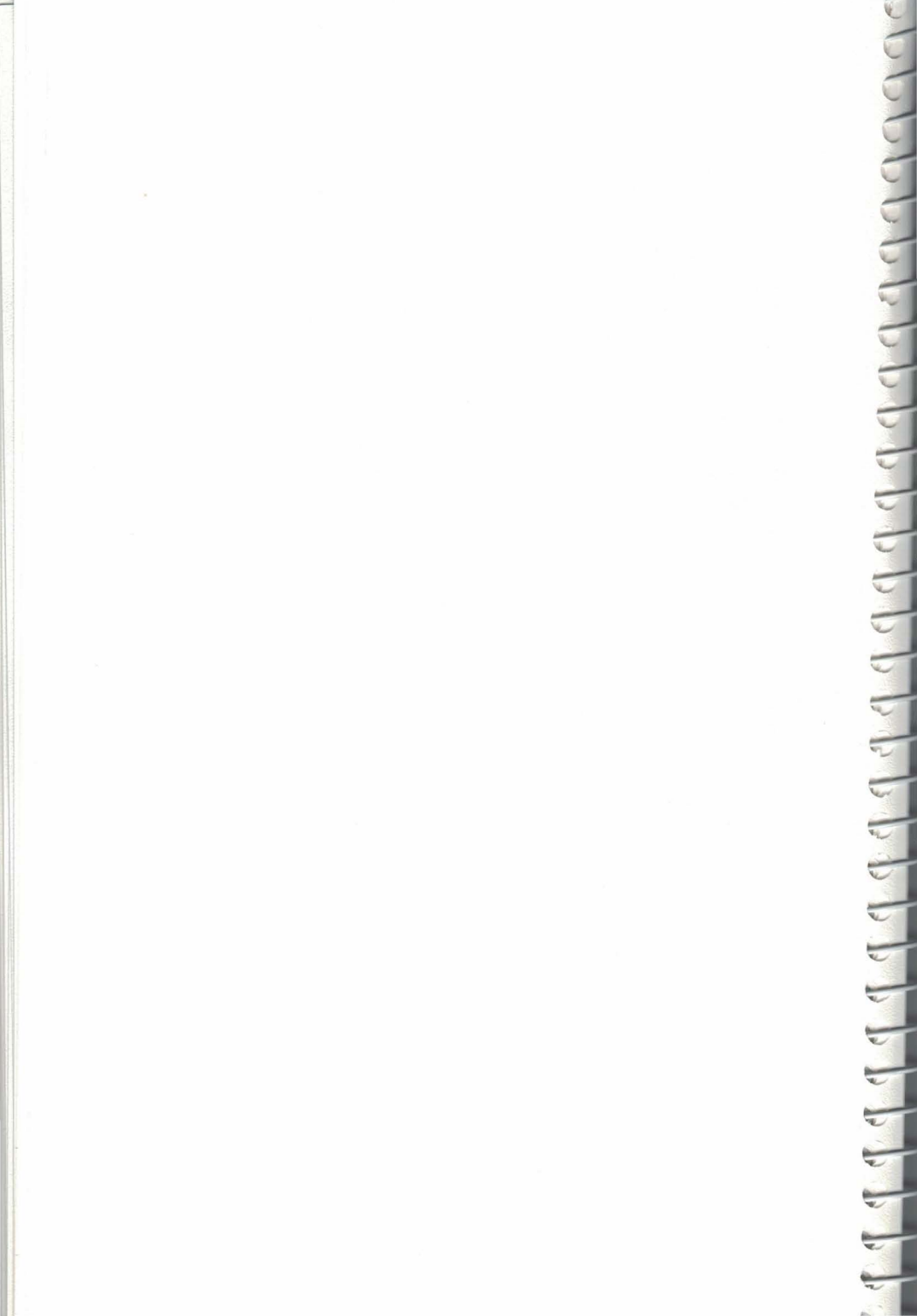
RETURN

Turn the Autolink on and perform the Replace.

Modified files will be saved before the next autolinked file is loaded.

If a file is not found the following message will be displayed and processing will stop:

File 'FILENAME' Not Found

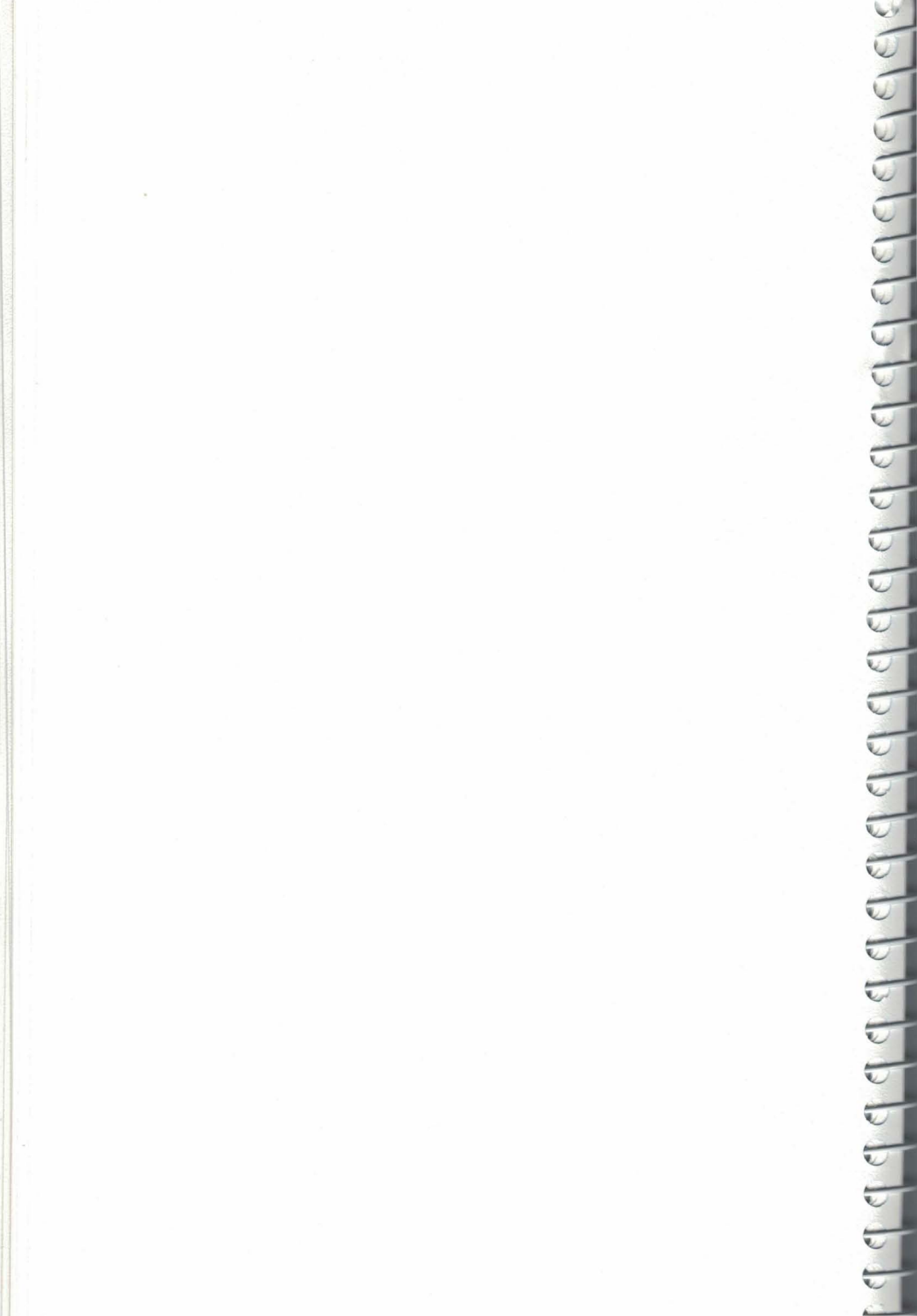


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- 7-4 Printer Interface Parameters
- 7-7 Default Print Format
- 7-10 Default Page Numbering
- 7-11 Control Key Sequences
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PRINTER SET-UP

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- 7-18 Saving a Parameter File
- 7-20 Super-Text Parameter Files
- 7-21 !VIC-1525
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7

PRINTER/DISPLAY OPTIONS

Each time Super-Text is loaded, the default values for the display operation, printer margins, text length, and special printer control characters are set. These values are stored on the Super-Text disk in a file called !params.

The !params file is currently set up for a Commodore VIC-1525 printer, but it can easily be changed to take advantage of the special features on most printers. The Super-Text program disk already contains parameter files for several popular printers. Use of those files is explained later in this chapter. To change the values of the !params file boot the Super-Text program disk and press f 5 from the Super-Text title page. The following screen will be displayed:

SUPER-TEXT Default Parameters Setup

Press: L to load a parameter file

S to save a parameter file

**RETURN to exit and save
changes to "!params"**

OR press a number to change: ■

- 1. Printer Interface Params**
- 2. Default Print Format**
- 3. Default Page Numbering**
- 4. Control Key Sequences**
- 5. Screen/Printer Params**

FILE: ?

USE OF SUPER-TEXT WITHOUT A PRINTER

In order to use Super-Text without a printer, modify the !params file by changing DEVICE # to 3.

To make this change, load Super-Text and press f 5 (Change Printer Params) from the main menu. Then press l (Printer Interface Params). The DEVICE # parameter can then be changed to 3 (press the cursor down key twice; press shift-cursor left key; then press 3 and RETURN).

To return to the main menu and save the change, press the C key (to quit the Printer Interface Params) and RETURN (to save the changes and return to the main menu).

This change will direct all printer output to the video display monitor.

THIS PAGE IS INTENTIONALLY BLANK

CHANGING THE !PARAMS FILE

The values in the !params file are grouped into five sets:

1. Printer Interface Parameters
2. Default Print Format
3. Default Page Numbering
4. Special Control Sequences
5. Screen/Printer Params

There are two ways to access the Change Printer Params program. You can enter it from the title page by pressing f 5, or from the catalog page you can load the module "@param change".

A detailed description of each parameter starts on the next page. To change one or more parameters in the !params file:

1. Press 1, 2, 3, 4 or 5 to select one of the five sets.
2. Move the cursor up or down by pressing the up or down arrow keys.

Moving the cursor up when it is at the top of the screen displays the previous page of values. Moving the cursor down when it is at the bottom of the screen displays the next page of values.

3. Press the left arrow (<--) key or left cursor.
4. Type the correct value and press RETURN.

5. Repeat steps 2 through 4, until all of the changes have been completed.
6. Press **Q** to return to the Change Printer Params Menu.
7. Press **RETURN** to save the new values to the !params file and return to the title page.

OR

8. Press **S** to save the parameters to a different file.

PRINTER INTERFACE PARAMETERS

The Printer Interface Parameters are determined by the type of printer you are using.

Printer Interface Params

Printer ASCII type **CBM**

Delay After CR **#0**

Device # **#4**

2nd Address **#7**

Init Sequence: **#11**

CR Sequence: **#0d**

Printer/RS-232 Filename:

#00

↓ or ↑ = Move, ← = Change, **Q** = Quit

FILE: ?

PRINTER ASCII TYPE (HIGH, LOW or CBM)

Most printers and interfaces expect the topmost bit of each print character to be OFF. Some expect it to be ON. If your printer does not work correctly with the TOP BIT STATE LOW, try switching to HIGH. Press the left arrow to change this parameter. If you are using a printer or a printer interface that requires Commodore ASCII, set this option to CBM.

DELAY AFTER CR

The carriage return delay stops characters from being printed for a specified amount of time while the print carriage is returning to the left margin. Most high speed printers will not require a carriage return delay. Missing characters or words at the beginning of each line indicate an insufficient carriage return delay. The carriage return delay can have a value from 0 to 255.

DEVICE NUMBER

Every Commodore 64 peripheral device has a "device number" assigned to it. This parameter refers to the printer device number and will normally be either 4 or 5. Consult your printer manual to determine your printer's device number and set this parameter accordingly.

2ND ADDRESS (OPTIONAL)

In general, set this to 7 whenever the PRINTER ASCII TYPE is CBM. Otherwise set it to 0. For further information on the use of this field consult your Commodore printer manual.

INIT SEQUENCE (OPTIONAL)

This parameter allows you to send an initializing or formatting sequence up to 4 characters long to your printer.

CR SEQUENCE (ØA,ØD)

Each printer has a character or a sequence of characters which it uses to designate a carriage return. Enter two hexadecimal digits (or up to three decimal digits preceded by a "#" sign) for each character to be sent to the printer (if a value has only 1 digit, type a leading zero.) Consult your printer manual to find the proper hexadecimal code sequence for the carriage return.

Use ØA,ØD if your printer does not supply an automatic line feed with carriage return. The decimal equivalent for "ØA,ØD" would be "#10,#13".

PRINTER/RS-232 FILENAME

If you are using a printer with Device # 4 or 5 this parameter entry should be set to "\$Ø0,\$Ø0". When using the RS-232 serial interface (Device # 2) with certain printers, the protocol (i.e., baud rate, number of start and stop bits, handshaking, etc.) may be specified in the first two characters in the filename field. Most letter quality printers, for example, communicate with the computer via an RS-232 serial line. For the NEC Spinwriter model 1515, the two characters "\$Ø8,\$AØ", when placed in the RS-232 file name field specify:

\$Ø8 1 stop bit, 8 bit character length,
1200 baud rate

\$AØ Mark parity, full duplex, 3 line
handshake

If you are using the RS-232 serial interface to print a Super-Text file, consult the RS-232 manual and your printer manual for the proper parameters to enter into the PRINTER/RS-232 Filename field.

If you are using the VIC-1011A RS-232C interface cartridge, the 2 entries in the PRINTER/RS-232 Filename sequence correspond to the control and command registers, respectively, described in the VIC-1011A manual, pages 4 through 7 or the Commodore 64 Programmer's Reference Guide pages 348 - 352.

DEFAULT PRINT FORMAT

These values will control the printer margins, text length, paragraph indentation, and line spacing when Super-Text is first loaded. A Format Line can be used to override any of these parameters from within the text. Once the margins, etc. are changed by a Format Line, they will remain changed until you use a new format line or until Super-Text is loaded again.

If you do not use any Format Lines, Super-Text will always use the values you set in the Change Printer Params program:

Default Print Format

Left Margin	#1
Right Margin	#80
Paragraph Indentation	#4
Top Margin	#3
Text Length	#63
Bottom Margin	#3
Boldface Print Density	#2
Spacing	Single
Justification	Off
↓ or ↑ = Move, ← = Change, ⓐ = Quit	

FILE: ?

LEFT MARGIN

Left printer margin - usually 1.

RIGHT MARGIN

Right printer margin. This should be a value greater than the left margin but less than 133.

PARAGRAPH INDENTATION

The number of spaces a paragraph will be indented from the left margin. Paragraph indentation occurs whenever a CTRL-P is encountered in a file.

TOP MARGIN

The number of lines reserved for headers and/or page numbers at the top of each page.

TEXT LENGTH

The number of lines reserved per page for the printing of the document.

BOTTOM MARGIN

The number of lines reserved for headers and/or page numbers at the bottom of each page. The sum of the top margin, text page length, and bottom margin should equal the total length of each printed page. Most printers will print six lines per inch, so a standard 8 1/2 X 11 page is 66 lines long. To stop Super-Text from performing a form feed at the end of a document, enter a zero in the bottom margin.

BOLDFACE PRINT DENSITY

To overprint (boldface) a word or character, the printer must be able to backspace. This value will tell it how many times to overprint the word to be boldfaced. The higher the number, the more times the printer will overprint and the darker the characters will become.

SPACING

Determines whether the printed output will be single or double spaced.

JUSTIFICATION

Determines whether the right margin will be justified or ragged.

DEFAULT PAGE NUMBERING

These parameters are used to determine the page numbering sequence in the event that page numbering is not set in the text of the file.

Default Page Numbering

Page Numbering	Off
Page Number on	Bottom
Line For Page No.	#1
Position of Page No.	#32

↓ or ↑ = Move, ← = Change, ⌘ = Quit

FILE: ?

PAGE NUMBERING (ON/OFF)

If page numbering is ON, files that are printed will have their pages numbered automatically. To change this parameter, move the cursor to the page numbering option and press the left arrow.

PAGE NUMBER ON (TOP/BOTTOM)

The margin in which the numbers will print. Use the left arrow to change the position.

LINE FOR PAGE NUMBERS

The line number within the top or bottom margin on which the page number will be printed.

POSITION FOR PAGE NUMBERS

The horizontal character position on which the page number will be centered. Enter a zero to alternate printing of the page numbers on the left and right margins.

CONTROL KEY SEQUENCES

Super-Text allows you to make use of most of the special features of your printer. These may include red or black printing, superscripting and subscripting, expanded characters, or other special printer functions. A special printer sequence can be assigned to each of the following characters:

CTRL-A
 CTRL-D
 CTRL-E
 CTRL-G
 CTRL-H
 CTRL-I
 CTRL-K
 CTRL-U
 CTRL-Y

If Super-Text encounters one of these characters while printing, it will send the printer the control sequence that you have defined. When you first receive Super-Text, these keys will have been assigned values to select double wide, standard and reverse modes on the Commodore VIC-1525 printer.

It is possible to change these values for the particular printer you are using. The proper hex code for each character or printer feature can be found in your printer manual.

PRINTING AND NON-PRINTING REPLACEMENTS

Control Key sequences enable Super-Text to utilize special functions provided by various printers. These may be in the form of printing unique symbols, condensed or expanded print, etc. These sequences may be up to nine characters long.

For any Control Key sequence defined, you must also indicate the number of printable characters contained in the sequence.

To define a character's control sequence:

1. Press 4 from the Change Printer Params Menu and display the following page:

Control Key Sequences

A=\$0a(0)

D=\$0f(0)

E=\$12(0)

G=\$92(0)

H=0

I=0

K=0

U=0

Y=0

↓ or ↑ = Move, ← = Change, Ⓞ = Quit

FILE: ?

2. Use the up and down arrow keys to position the cursor to the right of the key sequence you wish to change. Press the left arrow key.
3. Enter the proper hex code sequence to define or change the selected key and press RETURN. Type two hexadecimal digits for each character to be sent to the printer (if a value has only 1 digit, type a leading zero). If you make a mistake during entry of these digits, use the left-arrow keys to back out of the change. You may keep pressing the left arrow key until the values for the sequence you were working on are restored to their original value. Press the left arrow key to update the sequence again. After entering all digits correctly, press RETURN.

4. Enter the number (between 0 and 9) of printable characters to be defined in this sequence. If the control character is a non-printing character, set this parameter to 0.
5. Press **C** to return to the Change Printer Params Menu.
6. Press **S** to save the changes to a param file,

OR

Press **RETURN** to save the changes to the !params file and return to the Super-Text title page (!params is always loaded on entering Super-Text).

OR

Press **C** to abort changes and enter Super-Text with the !params file defined as it was before.

AN EXAMPLE OF DEFINING
A CONTROL CHARACTER

To make the VIC-1525 printer switch to double-width printing, it must be sent the sequence "CHR\$(14)". In this example we have selected CTRL-K as the character that will cause the printer to switch to double-width printing.

1. Load the Change Printer Params program by selecting the f 5 option from the Super-Text title page.
2. Select option 4 from the Change Printer Params menu.
3. Press the down-arrow key six times to position the cursor to the right of the K. Press the left-arrow key once.
4. Enter the code for CHR\$(14). You may do this by typing either "#14" or by typing the hex equivalent, "\$0E". Then press RETURN. The message, "PRINT LENGTH =" will appear on the screen.
5. Since this is a non-printing character, press the number 0 as the print length.
6. Press C= to exit to the Change Printer Params menu.
7. Press the RETURN key to save the changes and exit to the Super-Text title page.

Now when you enter a CTRL-K in your file, everything that follows will be printed in double-width.

SCREEN/PRINTER PARAMS

SCREEN BACKGROUND COLOR

Background color (on color monitors) or shade, varies from 0 to 15. Use this in conjunction with Screen Border Color and Screen Text Color to adjust appearance of screen for easier reading.

SCREEN BORDER COLOR

Border color or shade, like Background Color, varies from 0 to 15. Position the cursor to the right of the parameter and press the left-arrow key until desired shade is achieved.

SCREEN TEXT COLOR

The Text Color, ranges from 0 to 15. Press the left-arrow key to change shades. If the text seems to disappear, keep pressing the left arrow key to make it brighter.

BACKSPACE CHARACTER (88)

Hexadecimal code used by the printer for a backspace character. Consult your printer manual to determine if it is possible to backspace and if this is the correct code.

UNDERLINE CHARACTER (DF)

Hexadecimal code used by the printer for an underline character. Consult your printer manual to determine if this is the correct code.

PAPER FEED

If FORM feed is selected, Super-Text will assume a continuous flow of paper. This is the standard mode for most tractor feed printers.

If SHEET feed is selected, Super-Text will pause and beep at the end of each page. To continue printing, insert a new sheet and press RETURN.

To change this option, move the cursor to the appropriate line and press the left-arrow.

PARAMETER FILES FOR STANDARD PRINTERS

The Super-Text program disk contains some pre-defined parameter files. These files have been defined to take advantage of the features offered by several common printers. The printer features range from choosing red or black printing to changing font styles. A description of these files is on page 7-20, followed by details on each parameter file.

If you want the values of a defined parameter file to load each time Super-Text loads, load the parameter file and then save it under the filename !params.

LOADING A PARAMETER FILE

To load a defined parameter file from the Change Printer Params menu:

1. Press L to display the prompt:

"Enter file # or name >"

2. Enter the name or number of the file you want to load.
3. Press RETURN to load the file.

After the new file loads, change any default values that need to be changed.

SAVING A PARAMETER FILE

!PARAMS

If a parameter file is saved under the name !params, it will automatically load as the active parameter file each time Super-Text is loaded. To save a parameter as !params press RETURN from the Change Printer Params menu. This saves the current parameter file in memory as !params and returns you to the Super-Text Title page.

Any parameter file can be loaded into memory and saved back to disk under the filename !params.

OTHER FILE NAMES

A parameter file can be saved under a filename other than !params. Only !params is loaded automatically each time Super-Text is loaded.

To save the parameter file currently in memory under a name other than !params, from the Change Printer Params menu page:

1. Press S.
2. Enter a name for the file.
3. Press RETURN to save the file under the new filename and return to the Change Printer Params program.

If a file is saved under a name already on the disk, the old file will be overwritten by the new file.

Parameter files are saved with the prefix !. These files are displayed in the parameter catalog page and are loaded and saved in the Change Printer Params program. If you do not enter the "!" as the first character in the filename when you are saving a param file, one will be supplied for you.

SUPER-TEXT PARAMETER FILES

The following Parameter Files are on the Super-Text program disk and will perform the associated functions. These files can be loaded and saved as !params using the Change Printer Params program. Once saved as !params, the file will be in effect whenever Super-Text is loaded.

<u>File:</u>	<u>Function:</u>
!params	This file is loaded automatically each time Super-Text is loaded. Save any of the files listed below under the filename !params so they will be in effect whenever Super-Text is loaded.
!VIC-1525	Use this file with a VIC-1525 printer.
!EPSON	Use this file with an EPSON MX-80 printer.
!EPSON.GT	Use this file with an EPSON MX-80 with GRAFTRAX chips installed.
!NEC.5515	Use this file with NEC 5515 printer.
!OKIDATA.92	Use this file when you are using the Okidata Mu 92 printer.

!VIC-1525

The standard Super-Text parameters file contains these control characters for the VIC-1525 printer.

CTRL-A = Turn on double-width printing.

CTRL-D = Turn off double-width printing.

CTRL-E = Turn on reverse mode.

CTRL-G = Turn off reverse mode.

If the !params file is changed, it can be restored to its original configuration:

1. Enter the Change Printer Params program.
2. Load the file called !VIC-1525.
3. Change the Device # or make any other necessary changes.
4. Press **C:** to exit to the Change Printer Params Menu.
5. Press RETURN to save the file as !params.

!EPSON

If you have an Epson MX-80 printer, enter these control characters into your Super-Text files to perform the associated function when the file is printed.

- CTRL-A = Condensed print.
- CTRL-D = Double width print.
- CTRL-E = Emphasized print.
- CTRL-G = Double-print boldface on.
- CTRL-H = Turn off double width.
- CTRL-I = Italicized print.
- CTRL-K = Turn off italicized print.
- CTRL-U = Turn off emphasized and/or double-print boldface.
- CTRL-Y = Turn off condensed mode.

To enter these features into the !params file so that they are in effect when Super-Text is loaded:

1. Enter the Change Printer Params program.
2. Load the file called !EPSON.
3. Change the device # or make any other necessary changes.
4. Press C to exit to the Change Printer Params Menu.
5. Press RETURN to save the file as !params.

!EPSON.GT

If your EPSON MX-80 has a GRAFTRAX chip installed, enter these control characters into your Super-Text files to perform the associated function when the file is printed. With the GRAFTRAX chip in your EPSON MX-80 it is possible to switch print styles for a single word within any line.

- CTRL-A = Condensed printing.
- CTRL-D = Double-width mode.
- CTRL-E = Emphasized printing.
- CTRL-G = Double Strike printing.
- CTRL-H = Turn double-width off.
- CTRL-I = Italics printing.
- CTRL-K = Turn italics off.
- CTRL-U = Turn emphasized and Double Strike off.
- CTRL-Y = Turn Condensed printing off.

To enter these features into the !params file so they are in effect when Super-Text is loaded:

1. Enter the Change Printer Params program.
2. Load the file called !EPSON.GT
3. Change the Device # or make any other necessary changes.
4. Press **C** to exit to the Change Printer Params Menu.
5. Press RETURN to save the file as !params.

!NEC.5515

If you have a NEC 5515 printer, enter these control characters into your Super-Text files to perform the associated function when the file is printed. These control characters will work with the NEC 5515 printer only.

CTRL-D = Subscript (full line feed)

CTRL-G = Superscript (negative line feed)

CTRL-K = Switch to red printing

CTRL-Y = Switch to black printing

CTRL-E = Undefined

CTRL-I = Undefined

To enter these features into the !params file so that they are in effect whenever Super-Text is loaded:

1. Enter the Change Printer Params program.
2. Load the file called !NEC.5515
3. Change the Device # or make any other desired changes.
4. Press **C:** to exit to the Change Printer Params Menu.
5. Press RETURN to save the file as !params.

!OKIDATA.92

If you have an Okidata Mu 92 printer with parallel interface, enter these control characters into your Super-Text files to perform the associated function when the file is printed.

CTRL-A = Turn on correspondence quality print

CTRL-D = Turn on wide print

CTRL-E = Turn off correspondence and wide print

CTRL-G = Turn on superscript or turn off subscript

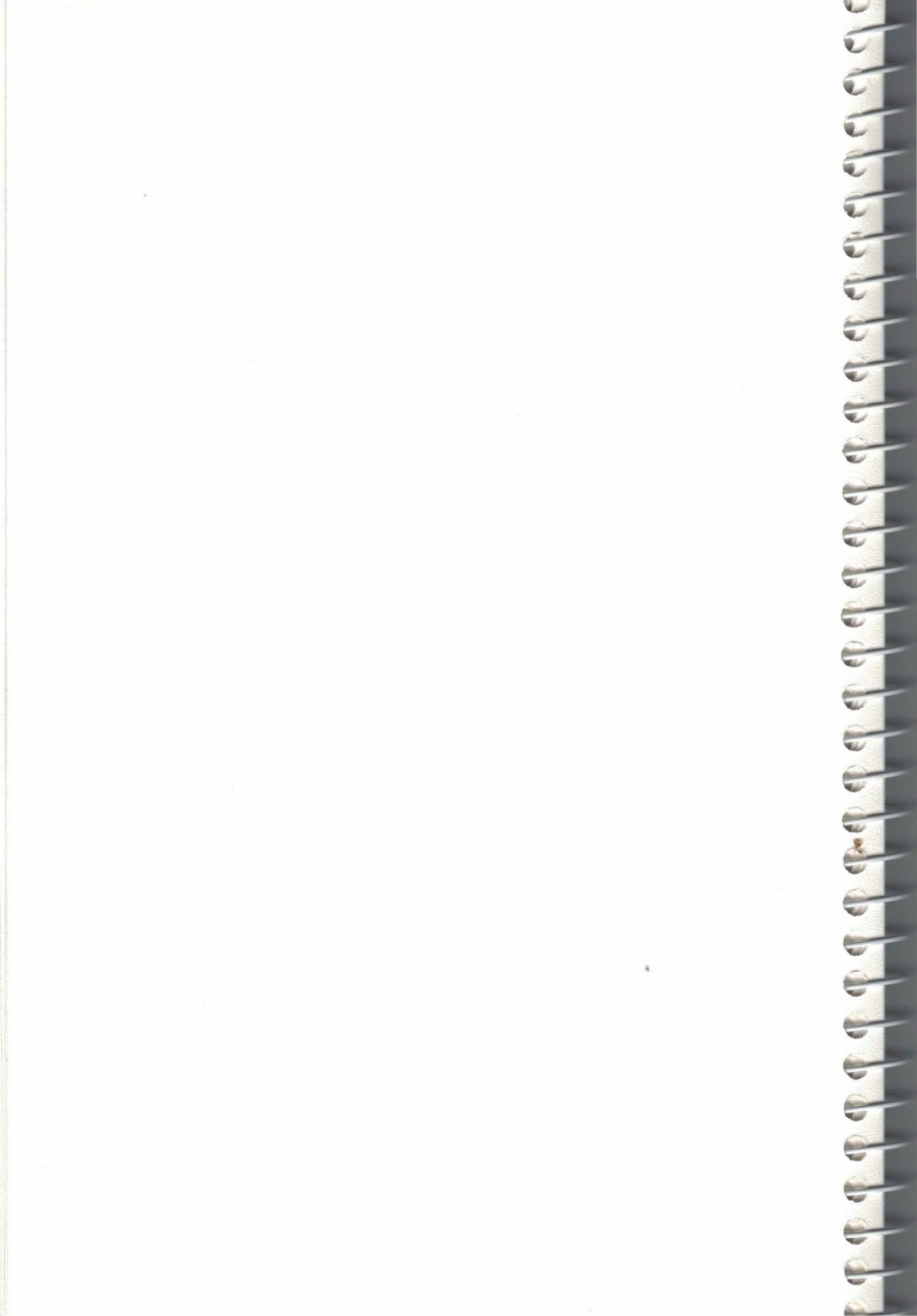
CTRL-H = Turn off superscript or turn on subscript

CTRL-I = Turn on underline

CTRL-K = Turn off underline

To enter these features into the !params file so that they are in effect whenever Super-Text is loaded:

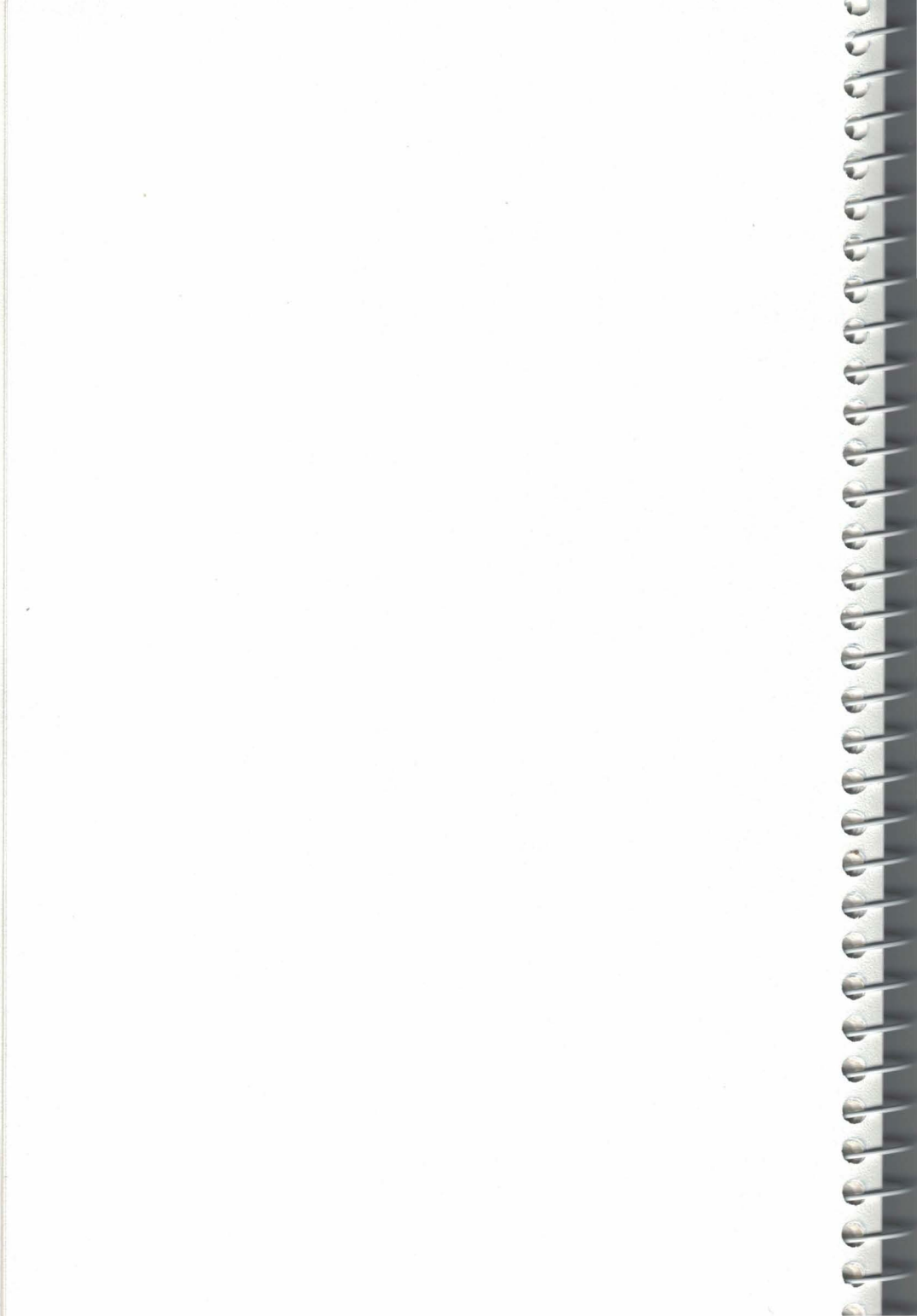
1. Enter the Change Printer Params program.
2. Load the file called !OKIDATA.92.
3. Change the Device # or make any other desired changes.
4. Press **C** to exit to the Change Printer Params Menu.
5. Press RETURN to save the file as !params.



CHAPTER

8

80 COLUMN MODE



8

THE 80 COLUMN MODE

Normally the Commodore 64 displays 40 columns of text on the screen. Commodore 64 Super-Text allows you to have the full 80-column text display without purchasing any additional hardware. For best results, a high-resolution monitor is recommended.

To enter the 80-column mode, you may do either of the following:

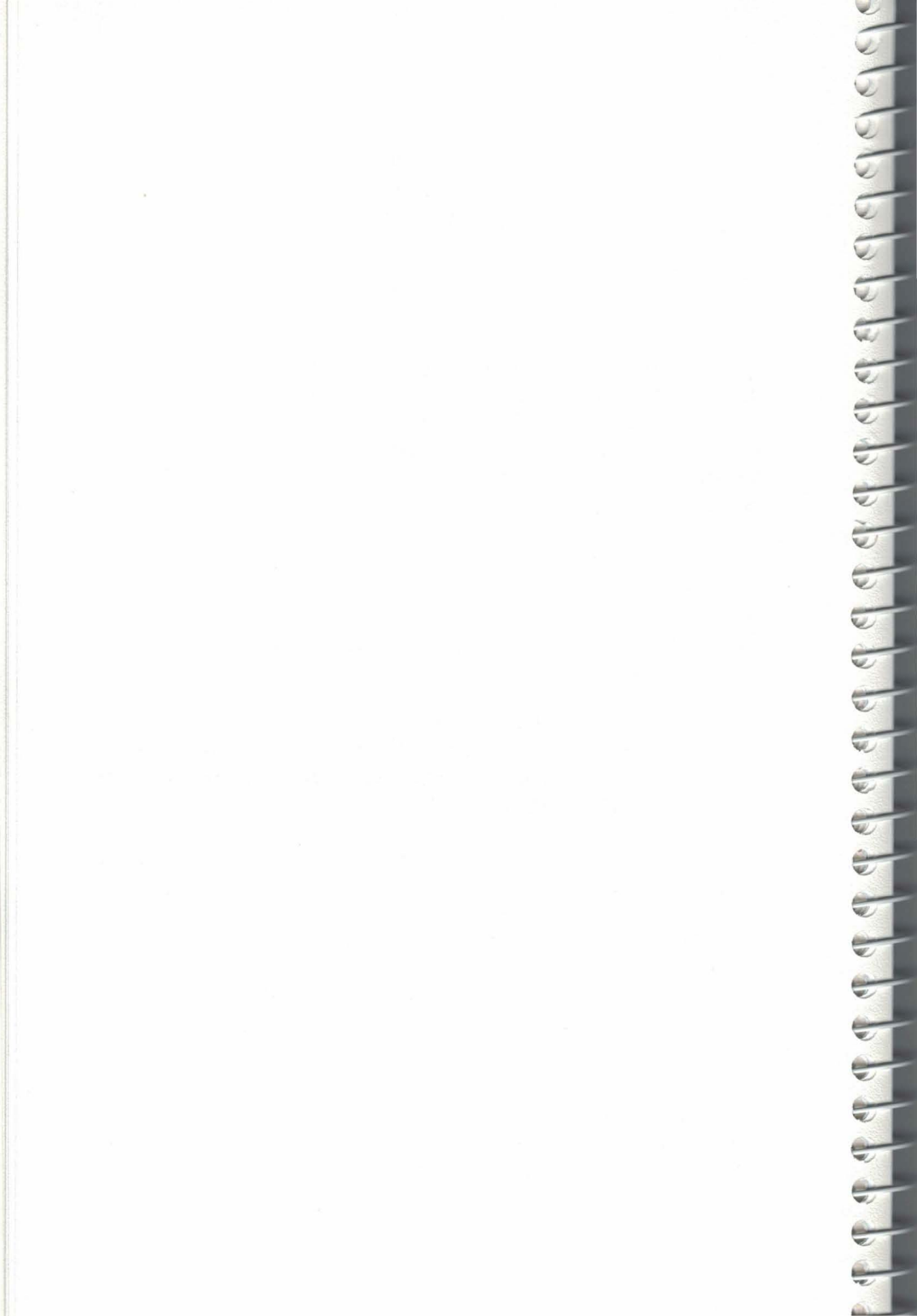
1. From the main title page press f 3 to load 80-column Super-Text.
2. While in the 40-column Super-Text mode, press f 1 or CTRL-L to get to the catalog page, then enter the name or the number for the file, "@vid80".

NOTE: There is no need to save the file in memory prior to loading the 80 column program.

TO RETURN TO THE 40-COLUMN MODE

Press f 1 or CTRL-L to get to the catalog page, then enter the name or number for the file, "@vid40".

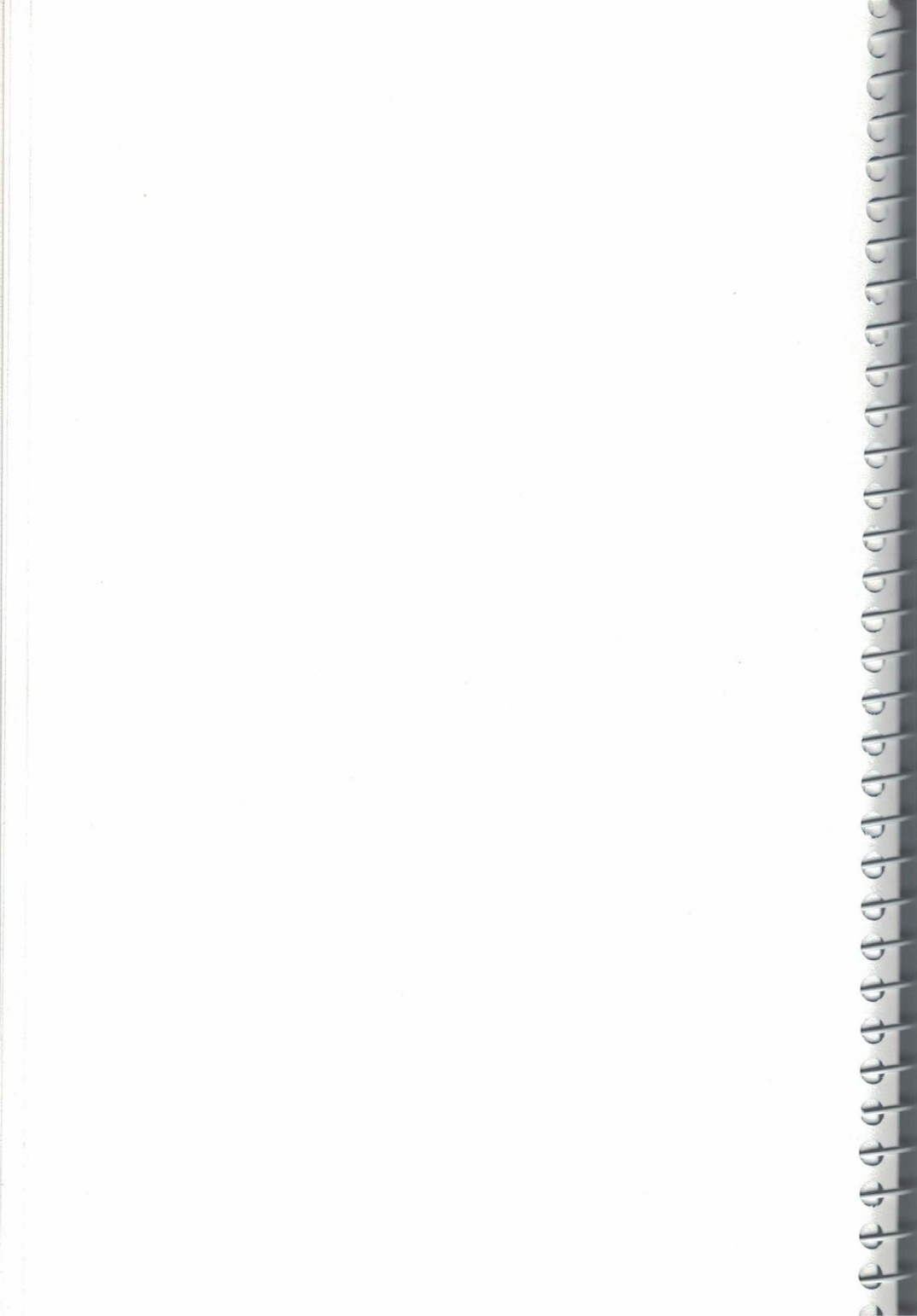
This procedure returns you to the 40-column mode, again, without the need to save the file in memory.



CHAPTER 9

MATH MODE

- 9-2 Entering the Math Mode
- 9-3 Direct Entry Calculations
- 9-4 Transferring the Accumulator to the Text
- 9-5 Arithmetic Operations in Super-Text Files
- 9-6 Totaling Columns
- 9-8 Math Mode Key Summary



9

THE MATH MODE

The Super-Text Math Mode is used to perform calculations on numbers in a file or to act as a direct 9 digit calculator. The Math and Print Modules occupy the same memory locations in the Commodore, therefore only one of them can be active at a time. When Super-Text is first loaded, the Print Module is automatically loaded with it. The first time you use the Math Mode after loading Super-Text, the Math Module will have to be loaded.

LOADING THE MATH MODULE

To determine which module (Math or Print) is currently in memory, use the System Query (press Q) to display the system status line on the bottom of the screen. The current module is displayed on the right side of the line. If the Math Module is in memory - Math will be displayed.

If the Math Module is not in memory, load it by pressing CTRL-L and then selecting the file @MATH. This does not have to be done each time you use the Math Module, but only if it is not currently in memory. The Math Module will remain in memory until you load the Print Module or reload Super-Text. Loading the Math Module will not affect the current data file in memory.

ENTERING THE MATH MODE

or Enter the Math Mode.

Exit the Math Mode and return to the Cursor Mode.

After entering the Math Mode the bottom line of the screen will display the status of the Super-Text calculator and the direction indicator.

+	Ø	ØØ.Ø	MATH	Ø
Direction Indicator	Operand	Accumulator	Mode	Item Counter

In the Math Mode you can:

Total columns of numbers that appear in your Super-Text files.

Perform direct entry calculations.

Perform arithmetic operations on numeric data appearing in your Super-Text files.

You can enter the Add Mode from within the Math Mode by pressing CTRL-A. Press to exit from the Add Mode back to the Math Mode.

All of the cursor moving, text moving, and text deleting functions which are used in the Cursor Mode, can be used in the Math Mode.

DIRECT ENTRY CALCULATIONS

With the Super-Text calculator, calculations can be performed on data entered directly from the keyboard.

E when in the Math Mode, to access the direct entry calculator and move the cursor to the bottom line of the screen.

C to exit the calculator and return to the Math Mode.

To use the calculator:

1. Press **Z** **Z** to clear the operand, accumulator, and item counter.
2. Enter a value and press **+**, **A**, or **RETURN**. Mistakes can be erased by pressing **Z** and re-entering the number.
3. Enter the next value in the calculation and press one of the following keys:

RETURN Add operand to accumulator.

A or **+** Add operand to accumulator.

S or **-** Subtract operand from accumulator.

M or ***** Multiply accumulator by operand.

D or **/** Divide accumulator by operand.

4. The result is displayed in the accumulator.

AN EXAMPLE OF A DIRECT ENTRY CALCULATION

To calculate $3 * 4 / 6$:

Clear the operand and the accumulator.

and

Enter the value of 3 into the accumulator.

and or

Multiply the accumulator (3.00) by the operand (4). The accumulator will now display the result of that operation as 12.00.

and or

Divide the value of the accumulator (12.00) by the value of the operand (6).

The answer (2.00) is displayed in the accumulator.

TRANSFERRING THE ACCUMULATOR TO THE TEXT

The contents of the accumulator can be inserted into the file in memory. Position the cursor and press:

Transfer the number in the accumulator to the cursor. If the cursor is on a number, the accumulator will replace that number.

CTRL-R

Transfer the number in the accumulator to the text and right justify it with the number or word on the line above the cursor. If the cursor is on a number, the accumulator will replace that number.

ARITHMETIC OPERATIONS IN SUPER-TEXT FILES

Performing calculations on numeric data in Super-Text files is similar to the direct entry method of calculation.

1. In the Math Mode, press Z Z to clear the calculator's registers.
2. Position the cursor on a number.
3. Press A to add that number to the accumulator.
4. Position the cursor on another number.
5. Press one of the following keys to perform the proper operation.

A

Add the number at the cursor to the accumulator.

S

Subtract the number at the cursor from the accumulator.

D

Divide the accumulator by the number at the cursor.

M

Multiply the accumulator by the number at the cursor.

6. Repeat Steps 5 and 6 until the calculation is complete. The answer will be displayed in the accumulator.

TOTALING COLUMNS

To total a column of numbers in a Super-Text file:

1. Press **Z** Clear the accumulator.
2. Position the cursor on the number at the bottom of the column.
3. Press **C** The column will be added up to the top of the screen or the top of the column, whichever comes first. The cursor must start in a position such that it can move straight up to the top of the column and always be on a number. If the cursor moves up a line and does not encounter a number, the column add will terminate.

Press **CTRL-C** Add until the top of the column is reached, even if it extends beyond the top of the screen. The text will scroll down as the column is added, until the top of the column is reached.

4. The result of the column add will be displayed in the accumulator.

COLUMN ALIGNMENT FEATURE

The Math Mode includes a special function to align columns of numbers that appear within your files. To justify the numbers on the same column:

1. Position the cursor on the number at the top of the column. The cursor must be in a position where it can move straight down a column and always be on a number. If the cursor moves down a line and does not encounter a number, the alignment will terminate.
2. Press to align the column such that each number is properly aligned with the one above.

MISCELLANEOUS MATH MODE FUNCTIONS

- Multiply the number in the accumulator by -1.
- Move the cursor to the next number (forward direction).
- Move the cursor to the preceding number (backward direction).
- Move the cursor to the point in the file where the last change was made.
- Display the prompt # OF DIGITS >. Enter a number from 0 to 9, to define the number of decimal positions the accumulator will display.

MATH MODE KEY SUMMARY

ENTERING AND EXITING THE MATH MODE

E

From the Cursor Mode to enter the Math Mode.

C= C=

From the Math Mode to enter the Cursor Mode.

CTRL-A

From the Math Mode to enter the Add Mode. Press ESC ESC to exit back to the Math Mode.

CURSOR MOVEMENT

CRSR
→

Move right.

SHIFT-←
CRSR

Move left.

CRSR
↓

Move down.

SHIFT-↑
CRSR

Move up.

CLR/HOME

Move to top of screen.

C= SHIFT-↑
CRSR

Move to top of screen.

C= CRSR
↓

Move to bottom of screen.

C= CRSR
→

Move to extreme right of line.

C= SHIFT-←
CRSR

Move to extreme left of line.

TEXT MOVEMENT

- L** Scroll the text one line in the indicated direction (+ or -).
- P** Scroll the text one page (screen) in the indicated direction.
- ⌘ +** Jump to the end of the current file.
- ⌘ -** Jump to the beginning of the current file.
- J** Jump to the location of the last change made in the current file or to the location of the last column add.
- .** Move to the next number (toward the end of the file).
- ,** Move to the preceding number (toward the beginning of the file).

DELETING TEXT

- CTRL-D** Delete the character at the cursor.
- CTRL-W** Delete the word at the cursor.
- CTRL-G** Delete from the cursor to the end of the line.
- CTRL-O** Delete from the cursor to the end of the screen.

COLUMN OPERATIONS

C

Add the column of numbers above the cursor to the accumulator. The operation is stopped by reaching the top of the column or the top line of the screen.

CTRL-C

Add the column of numbers above the cursor to the accumulator. The operation is stopped by reaching the top of the column. If the column continues above the top of the screen, the text will be scrolled down until the top of the column is reached.

>

Right justify the column at the cursor on the number above the cursor, align decimal points and add trailing zeros if necessary. The operation is stopped by reaching the bottom number in the column or by reaching the bottom of the screen.

C=

Terminate the current column operation.

TRANSFERRING THE ACCUMULATOR TO THE TEXT

R

Replace the number at the cursor with the number in the accumulator. If there is no number at the cursor, insert the contents of the accumulator at the cursor.

CTRL-R

Replace the number at the cursor by the number in the accumulator and justify it on the number above it in the text.

PERFORMING CALCULATIONS ON NUMBERS IN A FILE

Z

Set the accumulator and item counter to zero.

I

Multiply the number in the accumulator by -1.

A

Add the number at the cursor to the accumulator.

S

Subtract the number at the cursor from the accumulator.

M

Multiply the accumulator by the number at the cursor.

D

Divide the accumulator by the number at the cursor.

#

Set the number of decimal places the accumulator will display to any value from 0 to 9.

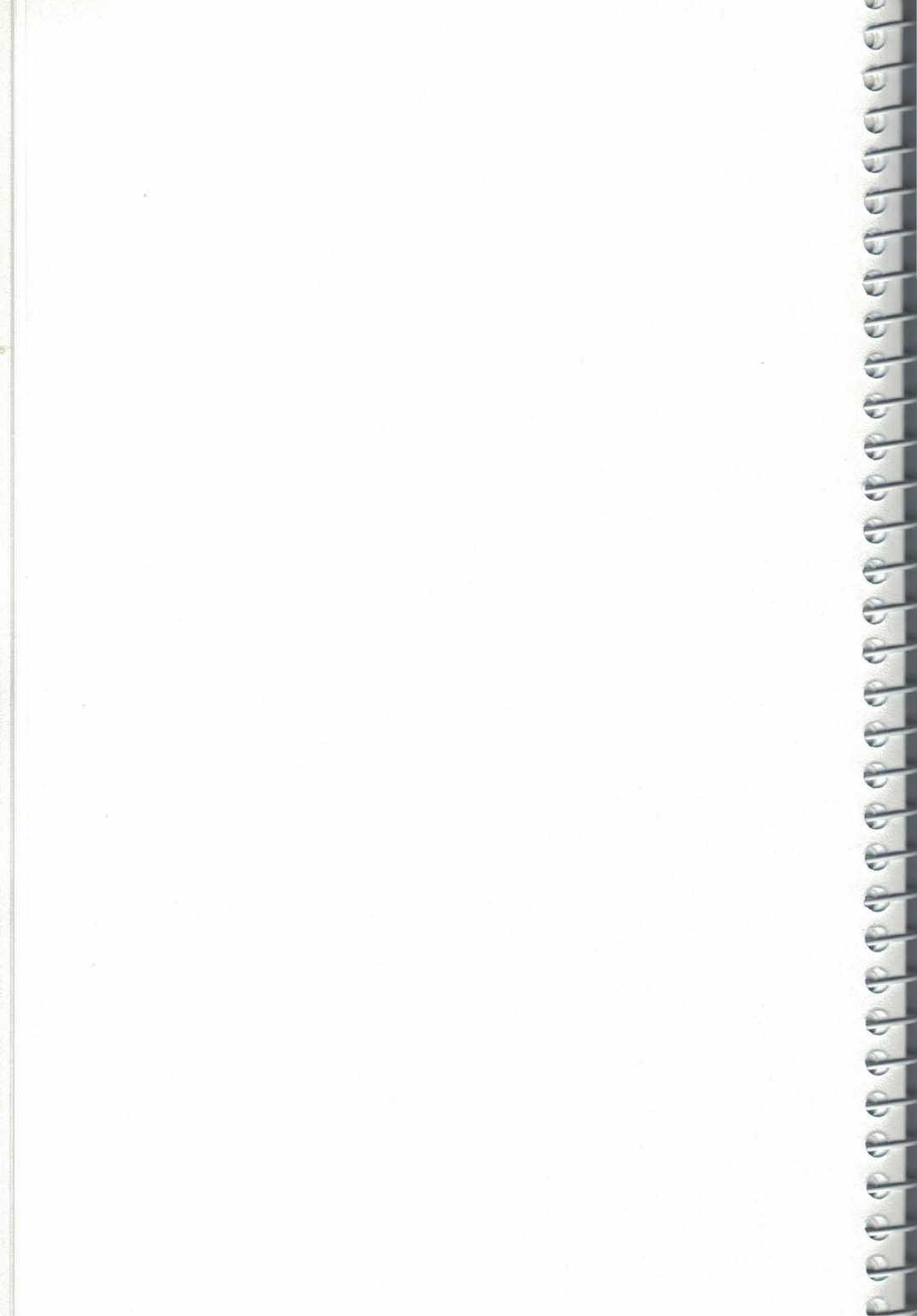
DIRECT CALCULATIONS

- E**
or any number
- From the Math Mode to enter the direct entry calculator.
- RETURN**
- Add the operand to the accumulator.
- A** or **+**
- Add the operand to the accumulator.
- S** or **-**
- Subtract the operand from the accumulator.
- M** or *****
- Multiply the accumulator by the operand.
- D** or **/**
- Divide the accumulator by the operand.
- Z**
- Clear the operand. Press Z a second time to set the accumulator and item counter to zero.
- C=**
- Exit the direct entry calculator and return to the Math Mode.

CHAPTER 10

TROUBLESHOOTING

- 10-2 Editor-Related Problems
- 10-3 Printer-Related Problems
- 10-5 Disk/File-Related Problems



10

TROUBLESHOOTING

The new Super-Text has been thoroughly tested internally and in the field. Most problems that arise can be resolved by a careful re-reading of certain sections of this manual. There are, however, a few questions that are common to many users and deserve special attention. The following troubleshooting guide has been put together based on these questions and the recommendations of the programming and testing staff.

REPLACEMENT - Super-Text is packaged with 2 identical program disks. If either of these disks becomes worn or damaged, Muse Software will gladly replace it. Send the damaged disk with proof of purchase and \$10.00 to:

Muse® Software
347 N. Charles Street
Baltimore, MD 21201

EDITOR RELATED PROBLEMS

RECOVERY FROM HARDWARE ERROR

It is always possible to recover Super-Text files in the event of an accidental reset or other error. To recover the current file in memory follow this procedure:

1. While holding down <RUN/STOP>, press <RESTORE>
2. Enter SYS16384
3. Press RETURN

FIND, REPLACE, AND AUTOLINK PROBLEMS

If you are having problems doing a FIND, a REPLACE, or AUTOLINKING files, it is possible that the direction indicator is set wrong. These procedures will process a file from the cursor to the beginning or end of a file depending on the direction indicator. Be sure to set the direction indicator correctly before performing these operations. Consult the AUTOLINK, FIND, and REPLACE sections of this manual for further details.

KEYBOARD PROBLEMS

The Shift Lock key on the Commodore 64, unlike many other machines, locks all keys into the shifted mode. Super-Text will convert certain keys, such as the SPACE key, RETURN key and left-arrow key (<--), into the proper code when shifted. If however, all of your alphabetical characters are in upper case, or some keys are not behaving properly (such as the C key or the left cursor), check to make sure that the Shift Lock key is not depressed.

PRINTER RELATED PROBLEMS

CAN'T UNDERLINE OR BOLDFACE

Several printers are unable to backspace. If you have a printer that will not backspace, you will not be able to use the Underline (CTRL-W) or Boldface (CTRL-B) features of Super-Text.

CAN'T PRINT OVER 40 COLUMNS WIDE

If your printer will not print over 40 columns wide, check to make sure your right margin is set larger than 40. If the problem is not the margin setting, it may be caused by a parallel interface card. Many parallel printer cards cause an automatic carriage return after every 40 characters are printed.

RETURNS WHEN BOLDFACING OR UNDERLINING

Many printers have a line buffer which limits the number of characters that can be printed on one line. If the number of characters for that line exceeds the line buffer, the printer will automatically cause a carriage return and start a new line.

Each time you underline a word, the printer backspaces, then prints underline characters under the word. The backspace and underline characters add to the total number of characters for the line. An excess number of words underlined or boldfaced in a line may cause the line buffer to overflow and cause the printer to carriage return and start a new line.

If your printer does not have a large line buffer, limit the number of underlined words per line, or the number of times to overprint a boldfaced word.

NO LINE FEED WITH CARRIAGE RETURN

If your printer does not give an automatic line feed with each carriage return, you may add the line feed by setting your carriage return sequence to \$0A,\$0D in the Change Printer Params program (see page 7-6).

Some printers (e.g. Centronics and Anadex) require that the print head move at least one space before they will line feed. If your printer requires this, set the carriage return sequence to \$20,\$0D in the Change Printer Params program.

NO PAGE BREAK BETWEEN COPIES

If you are printing multiple copies of a document, you should place a CTRL-N at the end of your file. This will cause the printer to finish printing the correct number of line feeds between copies. Otherwise, the text of the second copy will be printed immediately after the text of the first copy, etc.

DISK/FILE RELATED PROBLEMS

MEMORY FULL ERROR

If you get a memory full error while attempting to load or merge a file from disk, either:

1. You did not clear memory before loading the file and there is not enough space to hold both files in memory at once. A CTRL-L to load a file does not clear memory. (Clear memory with ~~C~~ CTRL-Z before loading a new file.)

OR

2. The file is larger than the 10,850 character limit. It is possible to load larger files in parts using the following procedure. When the 'Memory Full' message is displayed, press:

P Return with the first part of the file loaded into memory. The file will be loaded from the beginning of the file (or current cursor position) until all available memory is full. The file will stop loading at that point.

OR

S Load the second part of the file. Skip the first portion of the file, as described above, and load the next portion of the file.

OR

RETURN Abort the load completely.

NOTE: In order to return to the Cursor Mode with the current portion of the file in memory, you **MUST** press P. This returns you to the cursor mode so that you may edit and save the portion under a different name.

LOADING LARGE FILES

If you wish to use a file with Super-Text that is larger than 10,850 characters, you will have to split it up into separate files using the following procedure:

1. Use standard procedure to load file into work space (i.e., press f 1 or CTRL-L).
2. After the work space is loaded (i.e., the first 10.850 bytes of the file), the message "Memory Full" appears in the lower screen.
3. Press P to keep the current portion that has been loaded into memory.
4. Save this file by pressing f 7 and giving it a filename.
5. Clear memory by pressing C= CTRL-Z #.
6. Load the large file again, but press S when the "Memory Full" message appears. After the load is complete, press f 7 to save the second portion of the file under a new name.

DISK I/O ERRORS

Disk I/O (Input/Output) errors can be caused by worn or damaged disks, hardware problems or user mistakes, such as turning off the disk drive or leaving the drive latch open. NEVER turn off the drive while using Super-Text. If you do make this mistake, DO NOT turn the drive on until you follow these recovery instructions:

1. While holding down the RUN/STOP key press the RESTORE key. This puts the Commodore 64 back into BASIC.
2. Remove the disk from the disk drive.
3. AT THIS POINT ONLY, turn the disk drive on.
4. Reinsert the disk into the drive.
5. Type SYS16384
6. Press RETURN.

This will return you to the Super-Text cursor mode.

NOTE: The following message is flashed onto the screen every time the disk drive is accessed:

"DRIVE OFF! - see manual page 9-8 to recover"

If the drive is on, this message is promptly erased, but if the drive is off, this message stays on the screen, and you MUST follow the recovery procedure given above.

Failure to follow the disk recovery procedure will cause loss of the file in memory and force you to re-load Super-Text. All other disk I/O errors will return you to the cursor mode.

DISK FULL ERRORS

If you get a DISK FULL error while attempting to save a file to disk, the disk is full and can store no additional files. In order to save the current file in memory, you must either delete files on disk or initialize a new disk. Initialize a new data disk from the catalog page without losing the current file in memory and save the file to the new disk. To initialize a new data disk, see the section on INITIALIZING SUPER-TEXT DATA DISKS (page 2-2).

