TYPIT

HOME MANAGEMENT

Turn your computer into a typewriter
(for typists)

by Charles E. Balthaser

Requires: ATARI 825 80-column printer or equivalent printer
Diskette version (1):   ATARI 810 or 1050 Disk Drive
(APX–20192)   24K RAM

Edition B

CONSUMER-WRITTEN PROGRAMS FOR

ATARI®
HOME COMPUTERS

APX
ATARI Program Exchange

TYPIT

HOME MANAGEMENT

Turn your computer into a typewriter
(for typists)

by Charles E. Balthaser

Requires: ATARI 825 80-column printer or equivalent printer

Diskette version (1):	ATARI 810 or 1050 Disk Drive
(APX–20192)	24K RAM

Edition B

TYPIT

by

C.E. Balthaser

Program and manual contents© 1982 C.E. Balthaser

Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

To request an APX Product Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)
800/672-1850 (within California)

Or call our Sales number, 408/727-5603

Trademarks of Atari

ATARI is a registered trademark of
Atari, Inc. The following are
trademarks of Atari, Inc: 400, 410,
800, 810, 820, 822, 825, 830, 850,
1200XL.

Introduction

OVERVIEW

The easy-to-use TYPIT word processor can turn your ATARI
Home Computer into a typewriter. But you don't have to give up
the latest editing capabilities of your computer.

A page of text appears on the screen just the way it will on the
printed page, without code symbols. For example, when you want
to skip a line between paragraphs, you just see a blank line on
the screen. Each line is as long on the screen as it's going to be
on the page. There's no "wraparound" of text from line to line.
An audio signal warns you when you're at the end of a line. To
help you visualize how it's going to look on paper, TYPIT
displays a small dash at the left side of the screen every 65
lines, to show the bottom of an 11-inch sheet of paper.

The seventeen editing commands are short and simple. But any
time you're puzzled, you can call for the "help" screen, and the
program reminds you what the commands are.

With a system having 48K of computer memory, you have room for
four pages of text. With a system having 24K of computer
memory, you can type about one page making it ideal for memos,
letters, or short homework assignments, or macros or
subroutines for programmers. You can save anything you write
on diskette.

REQUIRED ACCESSORIES

24K RAM
ATARI 810 or 1050 Disk Drive
ATARI 825 80-Column Printer

OPTIONAL ACCESSORIES

DOS II formatted diskette(s) for storing text

CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

923 Mackenzie Drive
Sunnyvale, CA 94087

Getting started

LOADING TYPIT INTO COMPUTER MEMORY

1. Remove any program cartridge from the cartridge slot of your computer.

2. Turn on your disk drive.

3. When the busy light goes out, open the disk drive door and insert the TYPIT diskette with the label in the lower right-hand corner nearest to you. Close the door.

4. Turn on your computer and TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

When TYPIT has loaded into computer memory, the following screen displays:

TYPIT
Copyright 1982
C.E. Balthaser

press START key to begin

Figure 1   First display screen

Using TYPIT

THE EDIT SCREEN

When you press the START key, a list of abbreviations and explanations of the program's commands appears on the screen. This is called the "help" screen, and it's explained in detail below (see Figure 2).

Press the START key again for a black screen with a line of dots and arrows at the top. The dots mark off the characters (letters, numbers, spaces, and punctuation marks). The arrows show where the tabs are set, and the angle marks show the margins. There's a cursor at the top left. This is called the "edit screen", and it's ready for you to begin typing. Think of it as a blank sheet of paper you've just inserted in your typewriter. A full explanation of the commands for editing your text follows below, after the instructions on saving and printing the text. You can press the START key at any time to go back and forth from the edit screen to the help screen.

SAVING THE TEXT

After you've typed your message, remove the TYPIT diskette from the disk drive. Insert a DOS-II formatted diskette in its place and close the door.

Press the CTRL (CONTROL) key, and type W at the same time. This is called the "write" command. It means that the program is writing the text to the diskette, to be stored and called for later. The help screen (Figure 2, below) displays with the following message at the bottom:

```
ENTER WRITE FILE:__
EXAMPLE: D1:MYFILE.001
```

To name a file, you begin with a "designator." This shows which disk drive you're using. It always includes a capital D, the number of your disk drive, and a colon (D1: in the example).

Next type a name for your text file, something like the example
on the screen. The file name must begin with a capital letter,
but the rest of the name may include numbers as well as more
capital letters (up to a total of seven characters). You may add
an extender after a period, like the .001 in the example.

Press the RETURN key and the process begins. When the
program has finished saving the text, the edit screen displays
again.

LOADING A TEXT FILE

Suppose you've saved some text (following the procedure above) and you'd like to edit or print it. Remove the TYPIT diskette from the disk drive, and insert the diskette containing your text. Close the disk drive door. Press the CTRL (CONTROL) key and type R at the same time. This is the command to "read" the file stored on the diskette. The help screen (Figure 2, below) displays, with the following message at the bottom:

```
ENTER READ FILE:___
EXAMPLE: D1:MYFILE.001
```

Type the name of the file and press the RETURN key. When the program is finished loading the text, the edit screen displays.

The text is loaded at the top of the edit screen, and it overwrites any text that was already there.

PRINTING

You can print what you've typed whether you save the text or not. If you're writing something you don't want to save, just print when you finish typing. When you turn off the computer, that text is lost.

If you saved the text on a diskette, follow the instructions above to load a text into computer memory before you begin printing.

Make sure your printer and interface module are on, and that your printer is in the ONLINE mode. Press the CTRL (CONTROL) key and type P at the same time. The program starts printing everything from the cursor to the end of the text. (Use the CTRL-B command, described below, to return the cursor to the beginning of the text.) You can interrupt printing at any time by pressing any key except the BREAK key.

If you press the BREAK key, the message "BREAK KEY ABORT" displays beneath the help screen. This means you return to the edit screen and start over.

THE HELP SCREEN

When you follow the instructions on the first display screen (Figure 1) to press the START key, the following list of commands appears:

```
CTRL-B= go to beginning of text
CTRL-C= set/unset key click
CTRL-P= print text
CTRL-R= read file from disk
CTRL-W= write file to disk
CTRL-X= set/unset margin sign
CTRL-M= set margin
>= move margin marker right
<= move margin marker left
RETURN= accept margin settings
LOGO KEY= margin release
CAPS/LOWR= set/unset lower case
CTRL-INSERT= insert text
CTRL-DELETE= delete text
SHIFT-CLEAR  and  CTRL-CLEAR=  clear
text
SHIFT-DELETE= delete line
SHIFT-INSERT= insert line

**START= enter/exit this menu**
```

Figure 2 Help screen

This is called the "help" screen, because you can summon it at any time to refresh your memory. Just press the START key.

All "CTRL-" commands require pressing the CTRL (CONTROL) key while pressing a letter key. The commands on the help screen are as follows:

START KEY: Use the START key at any time to display the help screen. Press the START key again to return to your text on the edit screen.

CTRL-B: Use this command to position the cursor at the topmost line of the edit screen.

CTRL-C: Use this command to turn the key click sound on or off. When the click sound is on, the keyboard sounds more like a typewriter.

CTRL-P: Use this command to print everything from the cursor to the end of the text. You can interrupt the printing at any time by pressing any key except the BREAK key. This command is explained in detail on page 4. Make sure your printer and interface module are on, and that your printer is in the ONLINE mode.

CTRL-R: Use this command to load a text file into computer memory from a diskette. When you use this command, you're magically transported to the help screen. At the bottom you see a prompt to enter the file name. The new text starts at the top of the edit screen. This command is explained in detail on page 4.

CTRL-W: Use this command to save the text you're typing on a diskette. Remove the TYPIT diskette from the disk drive. Insert a DOS-II formatted diskette and close the door. You see the help screen and a prompt to enter a file name. Type a file designator and a file name (up to seven letters) and press the RETURN key. You can't save particular sections of a text file. When the program finishes saving the text, you return to the top of the edit screen. This command is explained in detail on page 3.

CTRL-X: Use this command only when you're saving your text to a diskette. Its function is to save the margins and tabs you've specified for the text you're writing to the diskette for storage. Look for a curved arrow at the top left of the screen to show that these margins are being saved. If you don't save the margins you set, TYPIT uses its own margins.

CTRL-M: Use this command to set margins. Typing the CRTL and M keys together moves the cursor to the tab and margin line directly above the line of your typed text. The cursor is on the leftmost margin marker. Press the CTRL (CONTROL) key and the right and left arrow keys to move the cursor along the margin line. (You can't move the cursor past either of the margin marks.)

> **⌐ and ⌐ :** These symbols indicate left and right margins. To reset them, position the cursor over one of the markers and type the < key to move the margin to the left or the > key to move the margin to the right. Moving margin markers over tab markers will erase the tab markers.

> **RETURN:** When the margins are set where you want them, press the RETURN key. The cursor returns to the top line of the text.

ATARI LOGO KEY: Use this key as the "margin release" of a typewriter. Pressing this key lets you type beyond the right margin. You must release the margin afresh on each line. You can't cancel all the margins with this key.

CAPS/LOWR: Use this key to change from typing capital letters to typing lower case letters, and back again. For example, suppose you're typing lower case (using the SHIFT key for capitalized words), and want to type a long title or quotation in capital letters. Press the CAPS/LOWR key to start typing all capital letters, and then press the same key to return to the lower case mode afterwards. It affects only letter keys; it doesn't change a 4 into a $, or a / into a ? You don't need to press the SHIFT key while you're pressing this key.

CTRL-INSERT: Use this key to "insert space". It inserts a space in your line of text at the cursor location. All text to the right of the cursor moves one space right each time you press CTRL-INSERT. Any characters at the far end of the line move off the screen, but are saved in memory and printed along with the rest of the text. This can cause problems, so it is recommended that you avoid excessive insertions. (If text is printed that does not show up on the screen, you can delete the entire line and retype it before you print the text.)

CTRL-DELETE: Use this key to delete any character (letter, number, space, or punctuation mark) beneath the cursor. All characters to the right of the cursor move one position to the left.

SHIFT-CLEAR and CTRL-CLEAR: Use these commands to clear the text from the screen. Begin by pressing the SHIFT or CTRL key while you strike the CLEAR key. This doesn't clear text from the screen. It does sound a warning and change the screen to emphasize that all your hard work is about to go up in smoke. If you press the RETURN key at this point, you'll see ALL text from the cursor on disappear. If, however, you've had a change of heart, then striking ANY key except RETURN cancels the command.

SHIFT-DELETE: Use this command to delete the line the cursor occupies. You can't recover the line once you've deleted it! All lines below the deleted line move up one, and a blank line is inserted at the last line location.

SHIFT-INSERT: Use this command to insert a line. A blank line is inserted in place of the line where the cursor is positioned. The line that was replaced and all lines below it move down one.

OTHER COMMANDS

TYPIT has other commands you can use besides those on the help screen.

SHIFT-TAB Use this command to set a tab mark.

CTRL-TAB Use this command to clear a tab mark. The cursor must be on a line where there's a tab. There's no "clear all tabs" command.

DELETE/BACK S erases the character upon which the cursor was positioned and moves the cursor to the previous position.

Press the CTRL (CONTROL) and the arrow keys simultaneously to move the cursor around the edit screen.

FILE INDEX

When you're saving text files on diskettes, you may want to check the contents of the diskettes from time to time. Load the DOS menu into computer memory from any diskette that has DOS on it. Insert the storage diskette in the disk drive and select "A" from the DOS menu. An index of the files on the diskette displays on the screen.

DELETING A TEXT FILE

Load the DOS menu into computer memory from any diskette that has DOS on it. Insert the storage diskette in the disk drive and select "D" from the DOS menu. Then type the name of the file you want to delete. The prompt asks you for confirmation before the file is finally deleted. You can not delete individual pages from a file unless you load the file and then delete those portions as desired using the line or text deletion commands of the TYPIT program.

Controls for the printer

The following commands help you specify instructions to your printer. By typing these commands, you can select the print for your text. Type the key sequence at the beginning of a line, and add the text on the <u>same</u> line.

If you see the abbreviation ESC, press the ESCAPE key first. The abbreviation CTRL means that you type the next letter while holding the CTRL key down.

The abbreviation "cpi" in the following table means "characters per inch." A character is a letter, space, number, or mark of punctuation.

<u>KEY SEQUENCES</u>	<u>PRINTER ACTION</u>
ESC CTRL-N print	start elongated
ESC CTRL-O print	stop elongated
ESC CTRL-Q proportional character	select setx
ESC CTRL-S monospaced character	select setx (10 cpi)
ESC CTRL-T condensed character	select setx (16.7 cpi)
CTRL-O	start underline
CTRL-N	stop underline

* You must place the key sequences for selecting the <u>character</u> <u>sets</u> at the absolute left edge of the edit screen. The ATARI 825 80-Column Printer is designed so that these sequences must be the first thing sent to the printer on a line. TYPIT is written so that if your margin is set in from the left side, the characters preceding the margin are sent to the printer as spaces. This also means that you can't change character sets within a line. Do some experimenting for yourself with these special key sequences.

Error messages

BREAK KEY ABORT

> You've used the BREAK key to abort a printer or diskette operation.

NON-EXISTENT DEVICE

> You've tried to write or read from a device that doesn't exist. For example, if you used a lower case "d" as a designator of a text file, this message would display. You must use a capital "D".

NOT A TEXT FILE

> You've tried to read from a diskette a file that's not a next file. For example, trying to read DOS.SYS with the TYPIT program causes this error message to display.

CHECK YOUR EQUIPMENT

> Either a piece of equipment isn't functioning properly, or you forgot to turn something on. For example, using the CTRL-P command while the printer is turned off causes this message to display.

DISK DRIVE # ERROR

> You've entered an invalid number in the file designator. For example, you might have entered D2:FILE.001 without a second disk drive.

THE DISK IS FULL

> You've tried to write a file onto a diskette that doesn't have enough room for it.

FILE NAME ERROR

You've entered an invalid file name. File names must follow the conventions in the <u>Disk Operating System Reference Manual</u>. For example, entering D1:12345.ABC causes this error because file names must begin with letters (such as D1:H2345.ABC).

THAT FILE IS LOCKED

You've tried to overwrite a diskette file that has been "locked" by the Disk Operating System "F" command.

THE DIRECTORY IS FULL

You've tried to write a file to a diskette that has too many files on it. You should either exit from TYPIT and delete an unnecessary file or two (using DOS command "D"), or use another diskette with fewer files.

FILE NOT FOUND

You've tried to read from the diskette a file that doesn't exist. Check that you're typing the correct file name, or that you're reading from the correct diskette.

THERE IS A PROBLEM SOMEWHERE

TYPIT issues this message when it finds an error that isn't covered by one of the error messages above.

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

   Typit (192)

   _____

2. If you have problems using the program, please describe them here.

   _____

   _____

   _____

3. What do you especially like about this program?

   _____

   _____

   _____

4. What do you think the program's weaknesses are?

   _____

   _____

   _____

5. How can the catalog description be more accurate or comprehensive?

   _____

   _____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the program or user instructions:

_____

_____

_____

From

_____

_____

_____

STAMP

APX ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

[seal here]