
SkiWriter II™

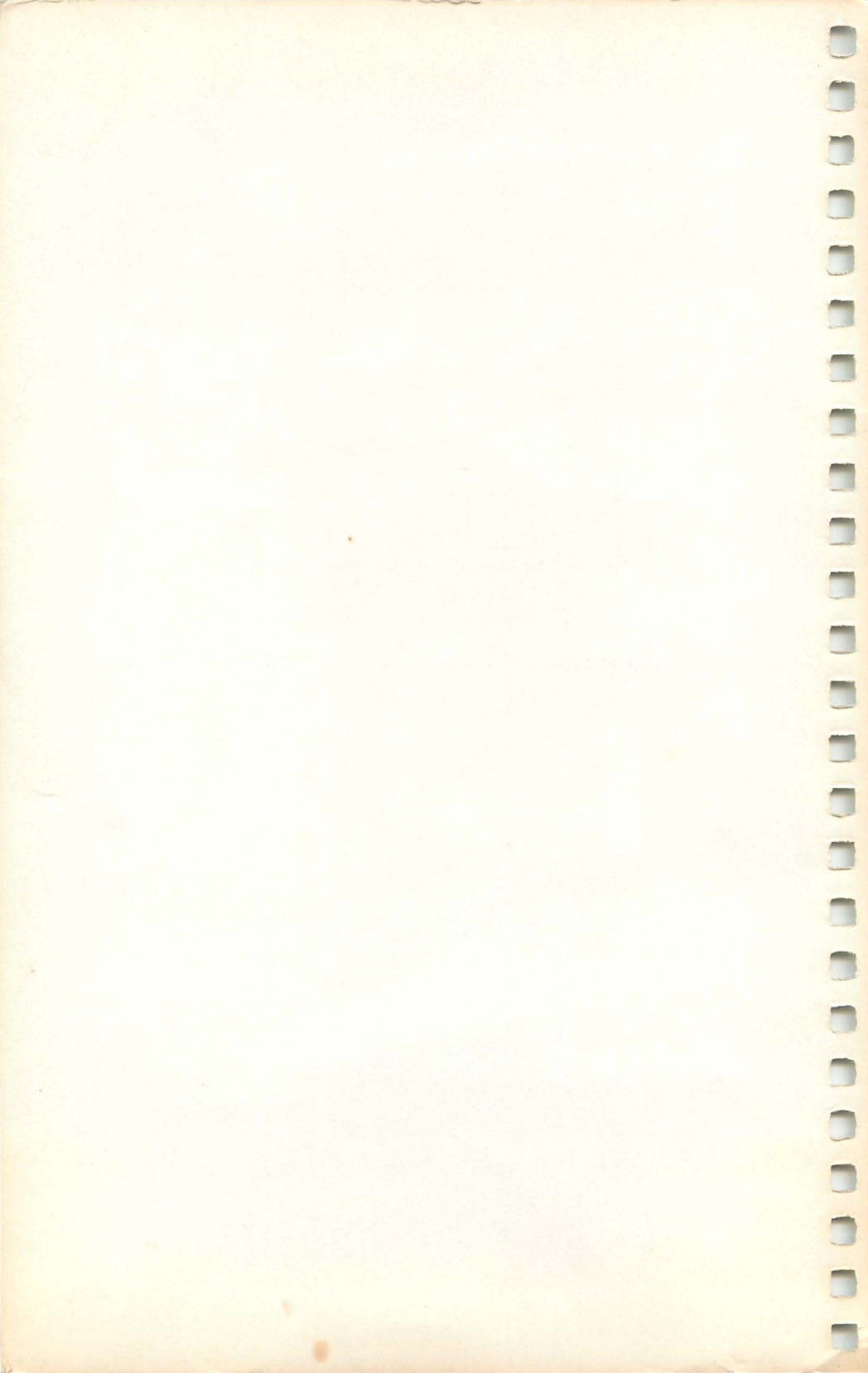
for the Commodore 64™

USER'S GUIDE

Software by
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Documentation by
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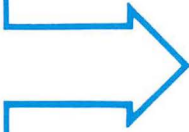
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SKIWRITER II™ USER'S GUIDE

Commodore 64™ Version





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Software by
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Documentation by
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Contents

Preface, xi

1 *Getting Started, 1*

Equipment, 1

Installation, 2

Moving through a Menu, 2

Selecting Colors, 3

Returning to the Main Menu, 6

2 *Introduction to Word Processing, 7*

The Editing Screen, 7

Correcting Typos, 8

Wordwrap, 8

Editing Text, 9

Positioning the Cursor, 9

Typing Over Text, 10

Deleting Text, 10

- Inserting Text, 11
- Adding Text, 11
- Preparing for Printing, 12
- Selecting the Type of Paper, 13
- Readying the Printer, 13
- Printing the Document, 13
- Saving Your Document, 14
- Saving Your Document on Cassette, 14
- Formatting a Disk, 15
- Saving Your Document on Disk, 16
- Once You've Saved a Document, 17
- Loading Your Document from Cassette, 17
- Loading Your Document from Disk, 18

3 *Calling Other Computers, 19*

- Calling Compuserve with a VICMODEM, 19
- Calling Compuserve with an AUTOMODEM, 21
- Communicating with Another SkiWriter II System, 23
- Sending a Document Over the Wire, 26
- Communications Reference Summary, 27

4 *Advanced Word Processing, 29*

- Edit Function Keys, 29
- Deleting, Copying, and Moving Text, 30
- Underlining Text, 31
- Hanging Indents, 32
- Dot Lines, 32
- Previewing Your Document, 34
- Print Control Sequences, 37
- Checking Dot Lines, 39

5 *Setting Up Your Printer, 40*

Parallel Printer, 40

RS-232 Printer, 42

RS-232 Handshaking, 43

Other Printers, 43

Index, 47

Tables

- 1 Menu Keys, 4
- 2 Cursor Movement Keys, 10
- 3 Edit Function Keys, 30
- 4 Types of Dot Lines, 35
- 5 Short and Long Versions of Dot Lines, 35
- 6 Preview Keys, 36
- 7 ASCII Codes, 38
- 8 Dot Line Error Messages, 39
- 9 Requirements of a Parallel Printer, 41
- 10 Requirements of an "RS-232 Printer," 42



Preface

Here's what you will find in this *User's Guide*:

Chapter One: Getting Started

How to start up SkiWriter II on your Commodore 64, how to select screen colors, and how to choose items from a SkiWriter II menu.

Chapter Two: Introduction to Word Processing

How to create, print, and save documents.

Chapter Three: Calling Other Computers

How to use SkiWriter II as a smart terminal.

Chapter Four: Advanced Word Processing

How to use SkiWriter II's advanced functions for editing and formatting.

Chapter Five: Setting Up Your Printer

How to set up virtually any printer that you can cable to your Commodore 64 for use with SkiWriter II.



Chapter one



Getting Started

Congratulations! As the owner of SkiWriter II (tm) for the Commodore 64, you have at your command a complete word processing system *and* an intelligent terminal. With it, you can write, print, and store documents on cassette or disk. You can send those documents over phone lines to your friends or to information utilities such as the Source and CompuServe. You can even dial up a remote computer and have it insert some information into a document you are writing. SkiWriter II is a new breed of software called a *communicating word processor*, and its power is limited only by your imagination.

Although SkiWriter II provides many functions, you will find that they are all extremely easy to use. Just follow the plain English messages you see on the screen, and you'll be "up and running" in no time.

Equipment

You can use SkiWriter II with a modest Commodore 64 system—one that features only a Vicmodem or perhaps only a cassette recorder and a dot-matrix printer. Then, as you acquire peripherals

2 Getting Started

such as an automodem, a disk drive, and a daisy-wheel printer, you can continue to use SkiWriter II.

To use SkiWriter II, you must have:

- a Commodore 64
- a television set or video monitor
- a modem or printer
- a Commodore DATASETTE unit or disk drive

Installation

Is your Commodore 64 connected to its power supply and to a television screen or video monitor? If not, set up your system now, following the instructions that came with your computer.

Now that your Commodore 64 is operational, follow these steps to install SkiWriter II:

1. Make sure the power is OFF on your Commodore 64.
2. Insert the SkiWriter II cartridge into the cartridge slot at the rear of your Commodore 64, beneath the "POWER" indicator.
3. Place the keyboard overlay on the keyboard. Now your Commodore 64 will look like Figure 1.
4. Now turn on your computer and the television set or video monitor. The Main Menu for SkiWriter II will appear on your screen (see Fig. 2). Just as the menu in a restaurant lets you see what dishes you can order, this menu lets you see what you can do with SkiWriter II.

Moving through a Menu

When a menu is on the screen, you can move the arrow to any item. Just press the space bar. Press it once, and the arrow moves to the next item in the menu. *Hold it down*, and the arrow moves continuously, until you release it. (The space bar, like all of the keys, repeats automatically when you hold it down.)



Figure 1. Commodore 64 with SkiWriter II Cartridge and Keyboard Overlay in Place

Certain other keys can be used to move the arrow through a menu. They are listed in table 1.

If you press some other key—for example, a letter, a number, or **RETURN**—then your television set will *beep*. This indicates that you've pressed an illegal key, which SkiWriter II will ignore.

Selecting Colors

Changing the colors of the text and background on your screen is something you can do easily from the Main Menu.

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Choose operation and press EXECUTE:

----> Edit
Preview
Print
Use cassette
Use disk
Use modem
Select colors
Delete the document

(Room for 28000 characters.)

Figure 2. The Main Menu for SkiWriter II

Table 1. Menu Keys

<u>KEY</u>	<u>MOVES THE ARROW . . .</u>
SPACE BAR	To next item
CRSR DOWN	Down
CRSR UP*	Up
CANCEL (F1)	To top of menu (If any menu but the main menu is displayed, SkiWriter II returns to the previous menu.)
MAIN MENU (F2)*	To Main Menu from any other
EXECUTE (F3)	Activates the desired option
PREV SCR N (F5)	Up
TOP (F6)*	To the top of the menu
NEXT SCR N (F7)	Down
BOTTOM (F8)*	To the bottom of the menu

*Requires you to hold down a SHIFT key.

1. Press the space bar until the menu arrow points to the "Select colors" option.
2. Press **EXECUTE** (F3).

Use the **EXECUTE** key (F3) to make things happen. It is your way of saying to SkiWriter II: "Yes, do this."

The menu in Figure 3 will appear, with the arrow pointing to the current text color:

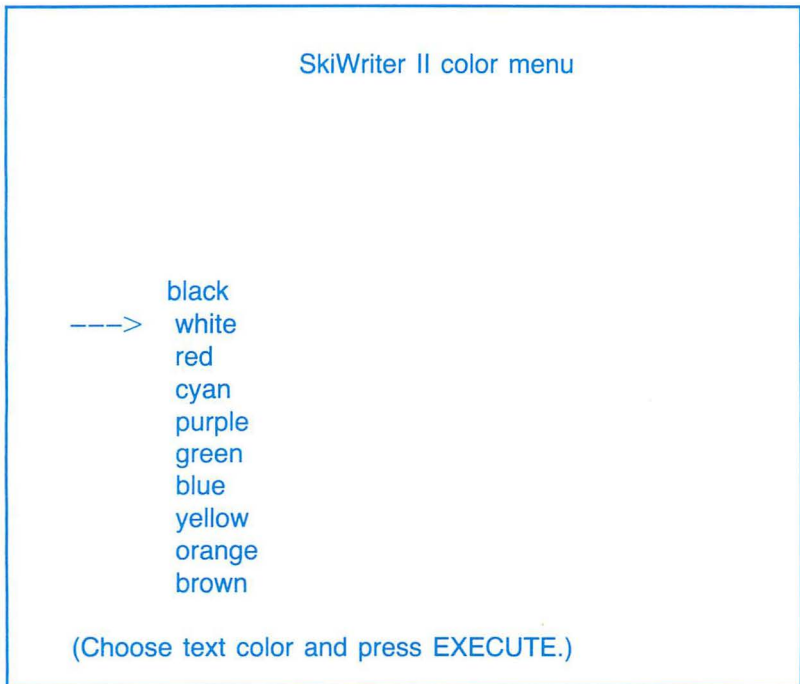


Figure 3. Color Menu

3. Hold down the space bar and watch the arrow move through all the available colors. When you're pointing at a color you like, press **EXECUTE**.

6 Getting Started

4. SkiWriter II will display the current *background* color. The bottom of the screen will say:
(Choose background and press EXECUTE.)
5. Now point to a background color. Pick one that does justice to the text color you selected. For variety, use **PREV SCR**N (F5) and **NEXT SCR**N (F7) to move the arrow.
6. Press **EXECUTE** and the Main Menu will appear—using your new color scheme. (If you selected a bad combination of colors, hold down a **SHIFT** key and press the **ORIGINAL COLORS** key (F4). This will make the text white and the background blue.)

Returning to the Main Menu

Think of the Main Menu as your starting place. Whenever you want to do something with SkiWriter II, you'll start at the Main Menu and make a selection. That may lead you to a second menu, and so on. You can always back up to the previous menu by pressing **CANCEL** (F1).

Pressing MAIN MENU (F2) will always take you back to the Main Menu. Think of it as the key that takes you "home."

Use the CANCEL key to stop what you are doing. It tells SkiWriter II: "Let's do this instead."

Chapter two



Introduction to Word Processing

This chapter will teach you how to use SkiWriter II as a word processor. Follow along on your Commodore 64, and you will:

- Type a short document
- Edit it
- Print it
- Save it
- Retrieve it later for changes

The Editing Screen

You must do two things before you can begin writing:

1. Turn on your computer—or, if it's already on, press the **MAIN MENU** key (F2) and then the **TOP** key (F6).
2. The Main Menu is on the screen, with the arrow pointing to "Edit." So press **EXECUTE** (F3).

The *editing screen* appears. Since you haven't written anything yet, the editing screen shows an empty document. Think of it as an

8 Introduction to Word Processing

empty work space or notepad. This is where you will do all of your writing and editing.

The top line of the editing screen is called a *status line*. It indicates your current position in the document. At the moment, it looks like this:

Line 1 Column 1

Below the status line you'll notice a blinking diamond. That diamond indicates the *end* of your document.

Now type a couple of words. As you do so, your text will appear on the screen, pushing that diamond to the right. Since it indicates the end of your document, the diamond will *always* follow the actual text you have typed.

Correcting Typos

If you make a mistake while typing, press the **DELETE LEFT** key. (It's in the upper left corner of your keyboard.) This will delete what you just typed. You may then type the correct word and continue typing.

Wordwrap

Keep typing whatever you like. Something exciting will happen when you reach the right edge of the screen. If a word won't fit on the line, SkiWriter II will move it to the next line—automatically. This *wordwrap* makes your job easier. You won't have to press **RETURN** until you reach the end of a paragraph.

Type a few lines. See how wordwrap works? Now hold down the **DELETE LEFT** key to gobble up what you wrote. Eventually you'll be looking at an empty document again.

Editing Text

Imagine that you're a reporter. You've just witnessed a news event, and you want to write it up. Type the following paragraph. Just type the text of the paragraph itself; don't press the **RETURN** key:

Smoke poured from the second floor of Thomas Jefferson High School today. It seems that a group of students combined two test tubes of chemicals by mistake, with the result that extremely thick white smoke filled the Chemistry Lab.

Now that you have typed the entire paragraph, press **RETURN**. A bent arrow will appear on the screen. This is the *carriage return* character. Always press **RETURN** to indicate the end of a paragraph. Any text that follows a carriage return will appear on a new line.

<p>Use the RETURN key to end a paragraph. Remember—the RETURN key is not the EXECUTE key.</p>
--

Positioning the Cursor

In the lower right corner of your keyboard are two keys with arrows on them. They move the cursor. What's that? Hold down a **SHIFT** key and press the **CRSR LEFT** key. The blinking square that moves to the left is the cursor. It shows you where your text will appear when you type.

To move the cursor to the right, press the **CRSR RIGHT** key. (No need to hold down **SHIFT**.) In a similar manner, you can move the cursor *up* by holding down a **SHIFT** key and pressing **CRSR UP**—or move it down just by pressing **CRSR DOWN**.

These and other cursor movement keys are summarized in Table 2.

Table 2. Cursor Movement Keys

<u>KEY</u>	<u>MOVES THE CURSOR . . .</u>
CRSR RIGHT	Right
CRSR LEFT*	Left
CRSR DOWN	Down
CRSR UP*	Up
NEXT SCRΝ (F7)	Down one screen
PREV SCRΝ (F5)	Up one screen
TOP (F6)*	To the top of the document
BOTTOM (F8)*	To the bottom of the document

*Requires you to hold down a SHIFT key.

Practice moving the cursor through your paragraph. Soon you'll find yourself "cursoring around" like a pro. This is important, because you want to be able to move the cursor quickly and easily to any point in your document—just as easily as you might move a pencil (or an eraser!) to any place in your notepad.

Typing Over Text

There may be mistakes in the paragraph you typed. For example, you might reread what you've written and see that you typed "thr" instead of "the." That's easy to fix. Just move the cursor to the "r" in "thr" and type "e." The "e" will replace the "r." To replace any text with any other text, just position the cursor and type.

Deleting Text

What if you want to delete part of your document? For example, you might want to delete the word "extremely" from the paragraph you typed. You could position the cursor to the right of the word "extremely" and press the **DELETE LEFT** key. But use the **DEL** key instead. (It's in the upper right corner of your keyboard.)

The DEL key deletes text <i>at</i> the cursor.
--

Move the cursor to the start of the word “extremely.” Now press the **DEL** key repeatedly (or hold it down). The cursor will swallow up the unwanted text as if it were so much spaghetti.

Inserting Text

Oops—you’re having second thoughts and want to insert the word “extremely” back into your document. This requires SkiWriter II’s Insert Mode:

1. Hold down a **SHIFT** key and press the **INST** key. (**INST** is in the upper right corner of your keyboard.) The top of the screen will tell you that you are in “Insert mode.”
2. Now type the text to be inserted. (In this case, type “extremely.”)

Inserting text is as easy as typing over text. In each case, you just position the cursor and type. If SkiWriter II is in insert mode, the text you type will be inserted; if not, it will *replace* the text on the screen.

SkiWriter II will stay in insert mode until you press a SHIFT Key and the INST key again.

Some people put SkiWriter II into insert mode and leave it there for an entire editing session. Others use insert mode only to insert a word or a phrase and then turn it off again.

Adding Text

Let’s add a paragraph to your story.

1. Hold down **SHIFT** and press the **BOTTOM** key (F8) to move the cursor to the end of the document.
2. Type the following paragraph. (Remember—don’t press **RETURN** until you reach the end of the paragraph.)

In spite of the smoke, the Chemistry Lab was evacuated in an orderly manner by Mr. Jones, the Chemistry teacher. Within minutes, the smoke had cleared, and classes resumed. "I never knew chemistry could be so exciting!" said at least one student.

Preparing for Printing

Now let's print your story:

1. Hold down **SHIFT** and press **MAIN MENU** to return to the Main Menu.
2. Move the arrow to "Print" and press **EXECUTE** (F3). The Print Menu will appear (See Fig. 4).

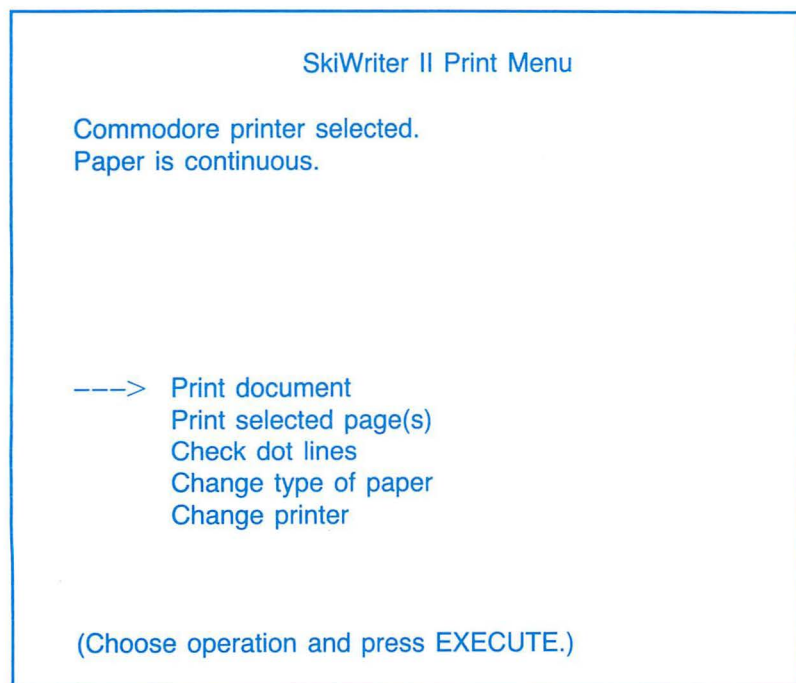


Figure 4. Print Menu

This menu tells you what printer and what type of paper you're using. In this case, SkiWriter II thinks you've got a Commodore 1525 or MPS 801 printer connected to your computer, loaded with continuous paper (also known as "fanfold" paper).

(If you don't have a Commodore 1525 or MPS 801, turn to chapter 5. There, you'll learn how to tell SkiWriter II what type of printer you *are* using. Then return here and continue.)

Selecting the Type of Paper

If you're not using continuous (fanfold) paper, then you'd better tell SkiWriter II about it. To do so, make the arrow point to "Change type of paper." Then press **EXECUTE**.

Now the Print Menu says "Paper is single sheets." (If you want to change the type of paper back to "continuous," just press **EXECUTE** again.)

Readying the Printer

Now SkiWriter II knows what type of printer you have and what type of paper you're using. So it's ready to print. But is your printer ready? To make sure, turn on your printer now and, if it has an "on-line" switch, set it on-line. (This isn't necessary with the Commodore 1525 and MPS 801.) Now your printer is ready.

Printing the Document

The SkiWriter II Print Menu is on your screen. (If it isn't, return to the Main Menu, move the arrow to "Print," and press **EXECUTE**. Now the Print Menu is on the screen.)

Your document will print out double-spaced, with margins of 10 and 70. (Chapter 4 will show you how to use *dot lines* to change the margins and line spacing.)

Make the arrow point to "Print document" and press **EXECUTE**. The bottom of the screen will say "(Printing.)," and your printer will begin to print your document. As it does so, a cursor will move across the bottom of the screen. (If your printer remains inactive, check to see that it's on, "on-line," and cabled properly to your computer.)

When printing is complete, the "(Printing.);" message will disappear from the bottom of the screen. You may then choose another option from the Print Menu or press **CANCEL** to return to the Main Menu.

Saving Your Document

SkiWriter II lets you save your writing on disk or cassette, in something called a *file*. You can load the file back into your computer at any time and print or edit the document further.

Turning off your computer makes it *forget* everything you've typed into it. To store your documents permanently, save them on cassette or disk.

If you have a Commodore 1530 DATASETTE unit, read the following section, entitled "Saving Your Document on Cassette." If you have a disk drive, read the sections entitled "Formatting a Disk" and "Saving a Document on Disk."

Saving Your Document on Cassette

Connect your Commodore 1530 DATASETTE (or equivalent) to your Commodore 64. Insert a new cassette into it. (If you must use an old cassette, first erase it with a bulk tape eraser. And don't use the cheapest cassettes—they may not store your documents reliably. *Certified computer cassettes* are best. They're available at any Radio Shack store.) Set the DATASETTE's digit counter to zero so that you can keep an accurate index of the locations of the files that will be stored on this cassette.

1. From the Main Menu, move the arrow to "Use cassette" and press **EXECUTE**.
2. Point to "Save document" and press **EXECUTE**. SkiWriter II will ask:

Save what file?

3. Type in:

FIRE DRILL

4. Press **EXECUTE**. The following message appears:

Press **PLAY** and **RECORD** on tape

(If you wish to cancel the operation at this point, press **STOP** on the Commodore 64 keyboard.)

5. Hold down the **RECORD** button and press **PLAY** on your cassette recorder. The "save" light on the recorder will glow as SkiWriter II stores your document on the cassette.
6. When the "save" light goes out, the document has been saved. So press **STOP** on the DATASETTE unit.

Your story is now safe on cassette. You may retrieve it from this cassette whenever you like by using the "Load document" option in SkiWriter II's Cassette Menu.

Formatting a Disk

Before you can use a disk to store SkiWriter II documents, you must format it. (In fact, you must format it with SkiWriter II—if you format it from BASIC, you won't be able to store SkiWriter II documents on that disk.)

1. Insert a new disk into your Commodore 1541 disk drive and close the drive door.
2. On the Main Menu, move the arrow to "Use disk" and press **EXECUTE**.
3. The Disk Menu will appear. Move the arrow to "Format disk." Then press **EXECUTE**. This message will appear:

To format the disk, press **DEL**.

(Pressing **DEL** now will format the disk, erasing *everything* on it. So if the disk contains any documents or programs that you want to keep, press any key but **DEL**.)

4. If you *do* want to format the disk, press **DEL**. This message will appear:

(Formatting disk.)

The drive will whirr for about 2 minutes. When it becomes quiet and the drive light goes out, your disk is formatted.

Once you've formatted a disk, you need never format it again.

Saving Your Document on Disk

1. Insert a disk into the disk drive. (The disk must have been formatted with SkiWriter II.)
2. In the Disk Menu, point to "Save document in a new file" and press **EXECUTE** (F3). SkiWriter II will ask:

Save what file?

3. Type in:

FIRE DRILL

4. Press **EXECUTE**. The following message appears briefly:

Saving file "FIRE DRILL")

Your story is now saved on disk. You may retrieve it whenever you like by selecting "Load document" from the Disk Menu.

TIP: We recommend that you don't save BASIC Programs and SkiWriter II documents on the same disk. Use one disk for your BASIC program and another for your SkiWriter II documents. And *never* use the BASIC "Verify" command on a SkiWriter II disk.

Once You've Saved a Document

Now that you've saved your story on disk or cassette, you can turn off your Commodore 64—secure in the knowledge that you'll be able to retrieve your document from the disk or cassette whenever you choose.

So go ahead—take the disk out of the drive (or the cassette out of the DATASETTE unit) and turn off your Commodore 64.

Loading Your Document from Cassette

Some time has passed since you saved your document on cassette. Now you want to work some more on that document. So turn on your Commodore 64 and insert your cassette into the DATASETTE unit.

1. **REWIND** (or **FAST FORWARD**) your cassette to the place where your file begins. If you don't know where your file begins, rewind the cassette to the beginning. (In this case it might take a while for SkiWriter II to find the file you wish to load. You can avoid this wait by keeping an accurate cassette index.)
2. From the Main Menu, point to "Use cassette" and press **EXECUTE** (F3). The Cassette Menu will appear.
3. Select "Load document" and press **EXECUTE**. SkiWriter II will ask:

Load what file?

Type in the name of the file you want to load. If you leave the file name "empty," SkiWriter II will load the next file it finds on the cassette.

4. Press **EXECUTE**. SkiWriter II will display:

Press **PLAY** on tape

5. Press the **PLAY** button on the recorder. The screen will clear, and SkiWriter II will search for the desired file. (To cancel this operation, press **STOP** on your Commodore 64 keyboard.)
6. When SkiWriter II finds the file, it will load it into the Commodore

64. (The text in this file won't *replace* the document currently in memory—rather, it will be *inserted* into the current document at the cursor location. This makes it easy for you to combine several files into one document.) When the file has been loaded, the DATASETTE will stop, and the Cassette Menu will reappear.
7. Press **STOP** on the DATASETTE. Then press **CANCEL** to return to the main menu. From there you can edit, print, or perform any other SkiWriter II operation.

Loading Your Document from Disk

Some time has passed since you saved your document on disk. Now you want to work some more on that document. So turn on your Commodore 64, insert your disk into the disk drive, and close the drive door.

1. From the Main Menu, point to "Use disk" and press **EXECUTE** (F3). The Disk Menu will appear.
2. Point to "Load document" and press **EXECUTE**.

This displays a list of SkiWriter II files that are stored on this disk. An arrow points to one of these files. The top of the screen asks:

Load what file?

3. Make the arrow point to the file you wish to load. Then press **EXECUTE**. As SkiWriter II loads the file, the bottom of the screen will say:

(Loading)

(When you load a file from the disk, it doesn't *replace* the document currently in memory—rather, it is *inserted* into the current document, at the cursor location. Thus, you can treat any file as *boilerplate* and insert it wherever you like into the document in memory.)

When the Disk Menu reappears, you can go back and edit your document, print it, or perform any other SkiWriter II operation.

Chapter three

Calling Other Computers

SkiWriter II is more than a word processor. It's a smart terminal, which can *communicate* through ordinary telephone lines with other computers and terminals. To do so, your computer must have a *modem*.*

This chapter assumes that you have a Commodore 1600 VICMODEM or 1650 AUTOMODEM installed in your Commodore 64. Each of these modems comes with one free hour of time on the Compuserve Information Network—so let's start our telecommunications tour by getting on-line with Compuserve. Since each modem requires a slightly different “log-on” procedure, please read the following procedure that pertains to your modem.

Calling Compuserve with a VICMODEM

1. With your VICMODEM properly installed, turn on your Commodore 64.

*Modem stands for modulator-demodulator. It's a device that converts computer digital signals into analog signals so they can be transmitted through telephone lines. The modem also reconverts signals from analog to digital so they can be received by the computer.

2. Set the **ORIGINATE/ANSWER** switch on your VICMODEM to **ORIGINATE** (since you will “originate” the call to Compuserve).
3. Select “Use Modem” from SkiWriter II’s Main Menu and press **EXECUTE** (F3). The Modem Menu will appear.
4. Select “Terminal Mode” from the Modem Menu and press **EXECUTE** (F3). The terminal screen will appear (see Fig. 5).

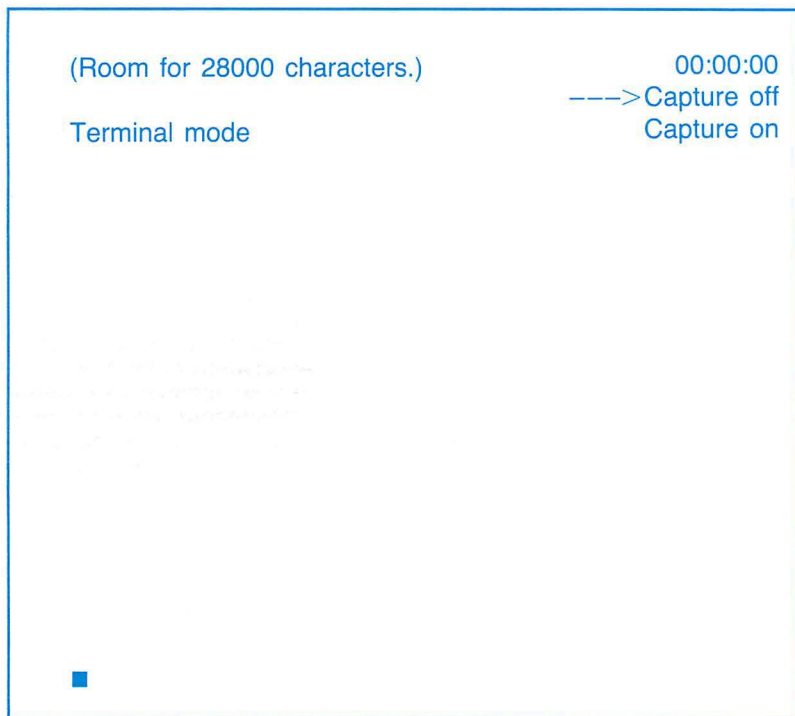


Figure 5. Terminal Screen

5. Press **NEXT SCREEN** (F7). The upper right corner of the screen will tell you that you have turned “capture on.” This means that SkiWriter II will “capture” the dialogue you are about to have with Compuserve.
6. Look through the list of telephone numbers that came with your VICMODEM and dial the number nearest you. A computer will answer the phone, and you will hear a high-pitched tone. This is the *carrier signal*. Disconnect the curly wire from your telephone handset

and plug it into the VICMODEM. The modem's red light will come ON. (If the modem's red light does not come on, it is defective, or for some reason, it is incompatible with your phone line.)

Note: Some Commodore modems are incompatible with some office phone systems. These same modems work fine when used at home.

7. The VICMODEM's red light is on, indicating that the computer you called has answered the phone. So press **RETURN**.
8. The computer you called will now identify itself and ask you for some information. Answer the questions, following the steps outlined in your Compuserve packet. This will put you "on-line" with Compuserve.
9. Once you are on-line with Compuserve, press the **CLR** key to reset the clock in the upper right corner of your screen. As you explore Compuserve, this "connect-time clock" will let you know how long you've been on-line.

When you wish to sign off Compuserve:

1. Press the **STOP** key on your Commodore 64. Compuserve will stop whatever it was doing and display an exclamation point (!).
2. Type "BYE" and press **RETURN**. Compuserve will tell you that you are now "logged off."
3. You may now unplug the curly wire from the VICMODEM, plug it into the telephone handset, and hang up the phone.
4. Press the **MAIN MENU** key (F2) to return to SkiWriter II's Main Menu. If you return to the editing screen, you will find a complete transcript of your telecommunications session. You may now read that transcript without tying up your phone line and edit it, print it, or save it on disk or cassette.

Calling Compuserve with an AUTOMODEM

1. With your AUTOMODEM properly installed, turn on your Commodore 64.

2. Make sure the AUTOMODEM's switches are set to "O" (originate), "F" (full-duplex), and "D" (data).
3. Select "Use Modem" from SkiWriter II's Main Menu and press **EXECUTE** (F3). The Modem Menu will appear.
4. Select "Use AUTO modem" from the Modem Menu and press **EXECUTE**. The AUTO Modem Menu will appear. It says:

AUTO modem off line

5. Point to "Dial a number" and press **EXECUTE**. A message will appear at the bottom of the screen:

Dial what number?

6. Look through the list of telephone numbers in your Compuserve packet and type in the number nearest you. Then press **EXECUTE**. SkiWriter II will use the AUTOMODEM to dial that number. When it has done so, the menu will say:

AUTO modem on line

(This means that it is on the *telephone* line. You are not yet on-line with Compuserve.)

7. Watch the little red light on your AUTOMODEM. When it lights up, go to step 8.

(If 30 seconds pass and that light stays dark, then the number you called is busy, or the computer you called is "down." In either case, you'll want to hang up. Select "Hang up" from the AUTO Modem Menu and press **EXECUTE**. The AUTOMODEM will hang up, and the screen will say "AUTO modem off line." Wait a few minutes and dial again. Do not go to step 8 until you dial a number and the AUTOMODEM's red light comes ON.)

8. The AUTOMODEM's red light is on, indicating that a computer has answered the phone. Press **CANCEL** (F1) to return to the Modem Menu. Now select "Terminal Mode" from the Modem Menu and press **EXECUTE**. The terminal screen will appear.
9. Press **NEXT SCREEN** (F7). The upper right corner of the screen will tell you that you have turned "capture on." This means that SkiWriter II will "capture" the dialogue you are about to have with Compuserve.
10. Press **RETURN**. The computer you called will now identify itself and ask you for some information. Answer the questions, following the steps outlined in your Compuserve packet. This will put you "on-line" with Compuserve.

When you wish to sign off Compuserve:

1. Press the **STOP** key on your Commodore 64. Compuserve will stop whatever it was doing and display an exclamation point (!).
2. Type "BYE" and press **RETURN**. Compuserve will tell you that you are now "logged off."
3. Press **CANCEL** (F1) to return to the Modem Menu. Select "Use AUTO modem" and press **EXECUTE** (F3). The AUTO Modem Menu will appear. Point to "Hang up" and press **EXECUTE**. The AUTOMODEM will hang up, and the screen will say:

AUTO modem off line

4. Press the **MAIN MENU** (F2) key to return to SkiWriter II's Main Menu. If you now go to the editing screen, you will find a complete transcript of your telecommunications session. You may read that transcript without tying up your phone line and edit it, print it, or save it on disk or cassette.

Communicating with Another SkiWriter II System

Perhaps you have a friend who has a SkiWriter II system. (It need not be a Commodore 64—it can be any computer running SkiWriter II.) You and your friend can communicate in SkiWriter II's Converse mode, which allows you to type messages back and forth.

Start by calling your friend on the phone. When she answers the phone, talk for a while. If you both want to telecommunicate, you must transfer from a "voice" connection to a "modem" connection. Here's how.

1. Turn on your respective computers (if they are not already on). Then select "Use modem" from the Main Menu and press **EXECUTE** (F3). The Modem Menu will appear.
2. Since you made the phone call, set your modem to Originate. Meanwhile, your friend will set hers to Answer.

Two modems can communicate with each other only if one is set to "Originate" and the other to "Answer."

3. If you have a VICMODEM, disconnect the curly cable from the telephone handset and plug it into the VICMODEM. Then go to step 4.

If you have an AUTOMODEM, do this:

- a) Select "Use AUTModem" from the Modem Menu and press **EXECUTE**. The AUTModem Menu will appear.
- b) Select "Answer" from the AUTModem Menu and press **EXECUTE**. (Don't worry—this won't put your AUTOMODEM into Answer mode. It *will* put your AUTOMODEM on-line.) The screen will say "AUTO modem on line."
- c) Set the "T-D" switch on your AUTOMODEM to "D" (for "Data").
- d) Hang up the phone you were talking on; from now on the telephone line will serve as a modem connection, not a voice connection.
- e) Press **CANCEL** to return to the Modem Menu.

While you do this, your friend will do likewise, to put her VICMODEM or AUTOMODEM on-line.

4. The Modem Menu (not the AUTO Modem Menu) is now on the screen. Select "Converse mode" and press **EXECUTE**. The converse screen will appear as in Figure 6.
5. If you'd like to keep a record of this telecommunications session, press the **NEXT SCREEN** key. The upper right corner of your screen will tell you that you have turned "Capture" on. When capture is on, anything that appears on the screen will be stored in your document. (It will actually be *inserted* into your document, at the cursor location.)
6. Hold down the space bar and watch the cursor at the bottom of the screen. The cursor won't move until your friend has put her modem on-line and has also entered Converse mode. When you are *both* on-line and *both* in converse mode, the cursor will run across the bottom of the screen. When that happens, you've "connected" with your friend.
7. Now that you've "connected" with your friend, type "hello." Then press **RETURN** twice. This tells her that she may type something to you. She'll type something and press **RETURN** twice. This tells you that it's your turn.

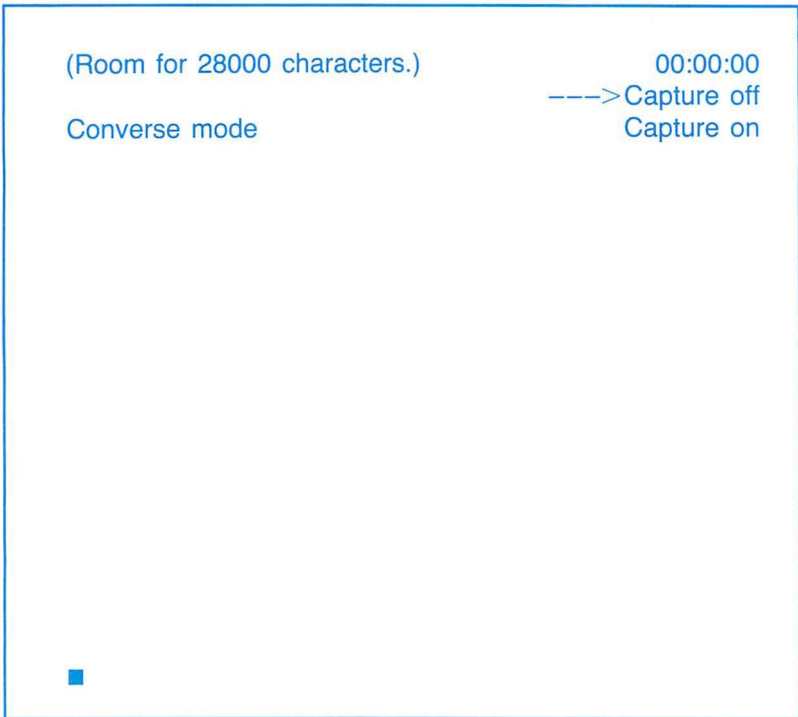


Figure 6. Converse Screen

When using Converse mode, you and your friend should not both type at the same time. Doing so will put garbage (meaningless or unwanted data) on the screen. So type a paragraph and then give your friend a chance.

8. While you're in Converse mode, you can brainstorm, plan activities, and even collaborate on a piece of writing. Or you can just chat.

When you wish to say goodbye to your friend:

1. Type "goodbye" to your friend. Then press **CANCEL** to return to the Modem Menu.

2. *If you have a VICMODEM*, disconnect the curly cable from the VICMODEM, plug it back into the telephone handset, and hang up. Then go to step 3.

If you have an AUTOMODEM:

- a) Select "Use AUTModem" from the Modem Menu and press **EXECUTE**. The AUTModem Menu will appear.
- b) Point to "Hang up" and press **EXECUTE**. The screen will say "AUTO modem off line."
- c) Set the "T-D" switch on your AUTOMODEM to "T."
- d) Press **CANCEL** to return to the Modem Menu.

While you are doing this, your friend is performing the same procedure to hang up her phone.

3. Press **CANCEL** to return to the Main Menu. If you had Capture on during Converse mode, you may now go to the editing screen, where you will find a transcript of your telecommunications session. You may edit it, print it, or save it on cassette or disk.

Sending a Document Over the Wire

When you have written a document, you may wish to send it to a friend who also has a SkiWriter II system. Here's how:

1. Is the desired document in your Commodore 64's memory? If not, load it in from disk or cassette.
2. Follow the procedure described above to communicate with your friend in Converse mode. When you "connect" with your friend, however, be sure that you both have Capture off.
3. Now that you are typing back and forth at each other, tell your friend that he should go into Download mode, and you will send him your document. He will type back that he understands.
- 4a. Now your friend will press **CANCEL** to return to the Modem Menu. He'll point to Download and press **EXECUTE**. He is now ready for your document to arrive over the wires.
- 4b. As your friend prepares to download the document, you will press **CANCEL** to return to the Modem Menu. There, you will point to Upload and press **EXECUTE**. The Upload Menu will appear. Count to 25 to give your friend time to get into Download mode. Then select

"Send document to . . . a SkiWriter II system" and press **EXECUTE**.

5. A cursor will start to move across the bottom of your screen, indicating that SkiWriter II is sending text over the telephone wire. (Your friend will see the same thing, indicating that his system is *receiving* text over the telephone wire.)
6. When the cursor stops moving, you know that SkiWriter II has sent your entire document over the wire. (And when your friend sees that his cursor has stopped moving, he knows that he has received the document.) At this point you may both return to Converse mode to chat for a while. Then say goodbye, following the procedure described on pages 25 and 26.

Communications Reference Summary

Baud Rate SkiWriter II will send text to your modem at a certain speed, called a "Baud rate." The higher the baud rate, the faster it will transmit text. Your modem *and* the computer you are calling must both operate at the same baud rate. (Note that the VICMODEM and AUTOMODEM may only operate at 110 or 300 Baud.)

Use AUTO Modem Select this if you have a Commodore 1650 AUTOMODEM. It lets you "Dial," "Answer," and "hang up" the phone.

Terminal Mode Select this to call Compuserve, The Source, or another time-shared system. Your keyboard will function as a standard ASCII terminal. You can generate control codes by holding down the **CTRL** key and pressing the appropriate letter key. Consult host documentation for applicable codes. For your convenience, certain keys generate special codes:

KEY

STOP
DELETE LEFT
EDIT + PAGE
SHIFT +
UNDERLINE

GENERATES

CTRL-C
CTRL-H
CTRL-L
UNDERLINE

Host Mode Select this to communicate with other terminals and personal computers running terminal programs. They should be configured for:

- 8-bit words
- 1 stop bit
- No parity
- Auto line feed

Converse Mode Select this to communicate with another SkiWriter II system. You may hold **SHIFT** and press the **Underline** key to turn on "underline mode." (This underlines the text you type.) Press **SHIFT** and **Underline** again to turn underline mode off.

Upload (Transmit) Document Select this to send a document to:

- A SkiWriter II system set for "Download"
- A personal computer running a terminal program (That computer must recognize a control-Z as End of File.)
- A mainframe computer (as electronic mail)

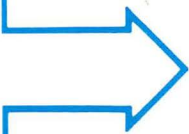
Download (Receive) Document Select this to receive a document from another SkiWriter II system or from a personal computer that sends an ASCII file. (The ASCII file must be terminated by a control-Z.)

(Room for 28000 Characters) Indicates the amount of memory remaining in your computer. (As you "Capture" text, this number will get smaller.)

00:00:00 Indicates elapsed time since you turned on your computer (or since your AUTOMODEM dialed out or answered the phone). Use it to track the time you spend on-line. Hold down **SHIFT** and press **CLR** to reset the clock to 00:00:00.

Capture Off/Capture On Indicates whether or not your telecommunications dialog is being "captured" (inserted into the document at the cursor position). **NEXT SCREEN** (F7) turns Capture "on," and **PREVIOUS SCREEN** (F5) turns Capture "off."

Chapter four



Advanced Word Processing

Chapter 2 introduced you to the basics of word processing with SkiWriter II. Now that you've come this far, you can take on SkiWriter II's more advanced capabilities.

Edit Function Keys

Your keyboard overlay assigns certain functions to the top row of keys. These edit function keys can be used to:

- delete words
- find and replace text
- delete, copy, and move blocks of text
- enter page breaks

Table 3 lists the keys that perform these functions. To perform a given function, just hold down the **EDIT** key (in the lower left corner of your keyboard) and press the appropriate edit function key. Then follow the prompts that appear on your screen.

Table 3. Edit Function Keys

<u>KEY LABEL</u>	<u>FUNCTION</u>
(1) DELETE WORD	Deletes a word each time you press EXECUTE . (Press CANCEL to quit DELETE WORD mode.)
(2) DOT LINE	Controls the appearance of your <i>printed</i> document. (See <i>Dot Lines</i> , below.)
(3) FIND	Searches from the cursor location for a desired word or phrase.
(4) REPLACE	Searches from the cursor location for a desired word or phrase; then replaces it with some other text that you specify.
(5) START BLOCK	Marks the start of a block of text.
(6) END BLOCK	Marks the end of a block of text.
(7) DELETE BLOCK	Deletes the marked block of text.
(8) COPY BLOCK	Copies the marked block of text to the cursor location.
(+) PAGE	Inserts a PAGE character. The PAGE character looks like a filled-in "P" and forces a new page when you print the document.

Deleting, Copying, and Moving Text

To delete a block of text:

1. Move to the start of the block. Hold down **EDIT** and press **START BLOCK**.
2. Move to the end of the block. Hold down **EDIT** and press **END BLOCK**.
3. Press **EDIT** and **DELETE BLOCK**. SkiWriter II will ask:
Delete the Block?
Press **EXECUTE** or **CANCEL**.
4. Press **EXECUTE** (F3). The marked block (and the markers themselves) will be deleted. (Or press **CANCEL** if you *don't* want to delete the block.)

To copy a block of text:

1. Move to the start of the block. Hold down **EDIT** and press **START BLOCK**.
2. Move to the end of the block. Hold down **EDIT** and press **END BLOCK**.
3. Where do you want a copy of the block to appear? Move the cursor there.
4. Press **EDIT** and **COPY BLOCK**. SkiWriter II will ask:

Copy the Block?
Press **EXECUTE** or **CANCEL**.

5. Press **EXECUTE** (F3). SkiWriter II will copy the marked block to the cursor location. (Or press **CANCEL** if you *don't* want to copy the block.)
6. The block is still marked in its original location. You can copy it *again*, if you wish, by repeating steps 3, 4, and 5. If you don't wish to copy it again, go back and delete the block markers.

To move a block of text:

1. Mark the block with **START BLOCK** and **END BLOCK**.
2. Move the cursor to the desired destination.
3. Copy the block to the new location with **EDIT** and **COPY BLOCK**.
4. Delete the marked block from its original location with **EDIT** and **DELETE BLOCK**.

Only one block of text can be defined at any one time. You must delete any existing markers before defining a new block.

Underlining Text

SkiWriter II allows you to underline text directly on the edit screen. Underlined text will print out properly if your printer can backspace. Unfortunately, the Commodore 1525 and MPS 801 printers cannot backspace and therefore cannot underline.

To underline a word or phrase:

1. Put your cursor on the first character of the word or phrase to be underlined.
2. Hold down a **SHIFT** key and press the **UNDERLINE** key. (It's just to the right of the "+" key in the top row.) The cursor will move along, underlining as it goes.
3. If you underline too much text, put the cursor at the beginning of the text that should be de-underlined. Then hold down **SHIFT** and press **UNDERLINE**. This de-underlines the underlined text.

Hanging Indents

This paragraph has a hanging indent. Notice how the first line is flush left, while the following lines are indented. This feature is commonly used in business letters, proposals, and resumes. To specify a hanging indent:

1. Move the cursor to the first line of your paragraph, to the column where indenting should begin. (The status line's column indicator can be helpful here.)
2. Turn on insert mode (if it's not already on).
3. Press the ↑ key (to the left of the **RESTORE** key) and type an uppercase "I."

Now you've placed a couple of funny characters into your paragraph, and it still isn't indented. But when you print the document, the paragraph *will* be indented, and you won't see the "↑I" characters.

You must put the "↑I" characters into the first line of *every* paragraph that is to have a hanging indent.

Dot Lines

SkiWriter II assumes that you want to print your documents double-spaced, with margins of 10 and 70. However, through the

use of *dot lines*, you can change the way SkiWriter II prints your document. Dot lines enable you to set and change:

- line spacing
- left margin
- right margin
- page numbers
- headers
- centering
- right-justification

A dot line may appear at any point in a document. It controls the way SkiWriter II will print the text that *follows* the dot line. For example, one dot line at the beginning of a document can make the entire document print out single-spaced. Or several dot lines placed in your document can make SkiWriter II print a single-spaced paragraph, followed by two double-spaced paragraphs, followed by several single-spaced pages. You can change the margins and line spacing as often as you like.

To create a dot line, hold down the **EDIT** key and press the **DOT LINE** key. The Dot Line Menu will appear (see Fig. 7).

Select the type of dot line that you want to create and press **EXECUTE**. If SkiWriter II prompts you for additional information, enter it at the bottom of the screen. When you press **EXECUTE**, the editing screen will reappear, and you'll see that a dot line has been inserted into your document.

Table 4 lists some examples of dot lines.

As you can see, a dot line is a line that starts with a dot (a period). This dot must follow a carriage return or a **PAGE** character. To be legal, a dot line must have an equals sign (=) in it, and it must end with a carriage return or a **PAGE** character.

If you wish to bypass the Dot Line Menu, you can simply type in the dot lines you need. If so, you may find it convenient to type them in

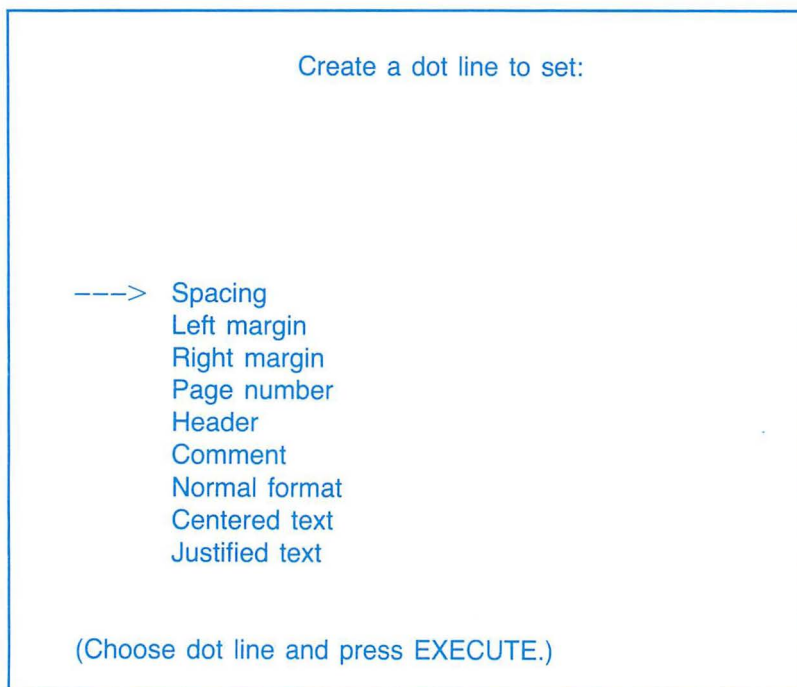


Figure 7. The Dot Line Menu

an abbreviated form. Table 5 shows the abbreviated versions you may type and the long versions created by the Dot Line Menu.

Remember—you never *have* to type a dot line into your document. You can hold down the **EDIT** key, press the **DOT LINE** key, and let SkiWriter II create your dot lines for you. But if you'd rather bypass the Dot Line Menu, just type in your dot lines directly.

Previewing Your Document

To see the effect of your dot lines, select "Preview" from the Main Menu and press **EXECUTE** (F3). The Preview Menu will appear. Make the arrow point to "Preview document" and press **EXECUTE** (F3). The bottom of the screen will display:

(Printing. Press **CANCEL** to quit.)

Table 4. Types of Dot Lines

<u><i>DOT LINE</i></u>	<u><i>COMMENT</i></u>
.Comment = Draft 1	A comment is part of your document but does not print out.
.Format = Normal	Text that follows will be flush left, with a ragged right margin.
.Format = Center	Text that follows will be centered between the current margins.
.Format = Justify	Text that follows will be right justified.
.Header = Term Paper	Defines the text to be printed at the top of each page. Takes effect at the <i>next</i> page. Automatically includes the current page number. You may change headers at any point in a document.
.Left margin = 10	Sets the left margin. Must be less than the right margin at this point.
.Page number = 20	Resets the page number for the <i>next</i> page. The page number will print out as part of the header. Therefore, you must define a header if you wish to print page numbers.
.Right margin = 70	Sets the right margin. Must be greater than the left margin at this point.
.Spacing = 1	Sets line spacing. Must be 0, 1, 2, or 3. Fractions not allowed.

Table 5. Short and Long Versions of Dot Lines

<u><i>SHORT VERSION</i></u>	<u><i>LONG VERSION</i></u>
.C = text	.Comment = text
.F = N	.Format = Normal
.F = C	.Format = Center
.F = J	.Format = Justify
.H = text	.Header = text
.L = 10	.Left margin = 10
.P = 20	.Page number = 20
.R = 70	.Right margin = 70
.S = 1	.Spacing = 1

This tells you that SkiWriter II is creating an image, in your computer's memory, of the actual printed page. Within a few seconds, you'll see the preview screen. It shows you how your document will look when it is printed.

Because a page is much wider than the screen, the preview screen shows you only a portion of one printed page.

You can think of the preview screen as a "window" onto one printed page. However, you can move that window around to bring any portion of the page into view. Just use the keys in Table 6.

Use these keys to preview the document. If you don't like the way it looks, return to the editing screen and change it. Once you like the way it "previews," print it.

Table 6. Preview Keys

<u>KEY</u>	<u>MOVES THE WINDOW</u>
CRSR DOWN	down one line
CRSR UP	up one line
CRSR RIGHT	right one character
CRSR LEFT	left one character
NEXT SCREEN (F7)	down one screen
PREV SCREEN (F5)	up one screen
>	right one screen
<	left one screen
TOP (F6)	to top left of page
RETURN	to left of page
BOTTOM (F8)	to bottom left of page
EXECUTE (F3)	to next page
CANCEL (F1)	return to Preview Menu
MAIN MENU (F2)	return to the Main Menu

Print Control Sequences

Your printer may have the ability to print text using boldface or italic characters. If you're willing to consult your printer manual, then SkiWriter II can give you complete control of your printer's special features.

For example, let's say you have an Epson MX-80 printer and want to print something in boldface. The MX-80 doesn't have a boldface mode as such, but it has an "emphasized" mode that sure looks *bold*. The MX-80 manual tells you how to turn emphasized mode on and off:

MX-80 CONTROL CODES

Emphasized on: ESC "E"

Emphasized off: ESC "F"

Using Table 7, we can represent the above two control sequences numerically:

MX-80 CONTROL CODES

Emphasized on: 27 69

Emphasized off: 27 70

Okay. The MX-80 manual has told us what control codes we need to turn emphasized mode on and off. So enter the following dot lines into your document, at or near the beginning of the document:

.1 = 27 69

.2 = 27 70

(Each of these dot lines must follow a carriage return and end with a carriage return.)

These dot lines define print control sequences 1 and 2. You can define up to 10 print control sequences, using dot lines "0" through "9." But defining a print control sequence doesn't send those control codes to the printer.

To send a print control sequence to the printer, you must use the up-arrow key. (It's just to the left of the **RESTORE** key on your Commodore 64 keyboard.) To see how this works, type the following line somewhere below the two dot lines you just entered:

I ↑1hate↑2 typing.

When it prints your document, SkiWriter II treats the up-arrow in a special way. It doesn't print the up-arrow; rather, it looks at the next character. If that character is a digit, then SkiWriter II sends the corresponding control sequence to the printer. Thus, the above line will print out like this:

I hate typing.

See what happened? The "↑1" sequence turned emphasized mode on, and the "↑2" sequence turned it off.

A print control sequence may only contain numbers and spaces (to separate the numbers); it ends with a carriage return or a PAGE character. Thus, a print control sequence can contain dozens, hundreds, or even thousands of codes. Such a long print control sequence could put your printer into graphics mode and send it a series of codes to print a picture or a logo. The possibilities are limited only by your imagination!

Table 7. ASCII Character Codes

	-0	-1	-2	-3	-4	-5	-6	-7	-8	-9
0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT
10	LF	VT	FF	CR	SO	SI	DLE	DC1	DC2	DC3
20	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS
30	RS	US	SP	!	"	#	\$	%	&	'
40	()	*	+	,	-	.	/	0	1
50	2	3	4	5	6	7	8	9	:	;
60	<	=	>	?	@	A	B	C	D	E
70	F	G	H	I	J	K	L	M	N	O
80	P	Q	R	S	T	U	V	W	X	Y
90	Z	[\]	^	←		a	b	c
100	d	e	f	g	h	i	j	k	l	m
110	n	o	p	q	r	s	t	u	v	w
120	x	y	z	{		}	~	DEL		

Checking Dot Lines

The Print Menu has an option labelled “Check dot lines.” If you select this option, SkiWriter II will examine every dot line in your document. If they are all legal, it will display:

No bad dot lines. (Now press any key.)

If your document contains a bad dot line, SkiWriter II will display:

Found an error:

Bad dot line. (Now press any key.)

When you press a key, the editing screen will appear. The cursor will be *in* the bad dot line on the offending character. The bottom of the screen will tell you what’s wrong with that dot line. As you can see from Table 8, these error messages tell you exactly what’s wrong with the dot line. Edit it to correct the error, and then “Check dot lines” again. When SkiWriter II finds no bad dot lines, you may print the document.

Table 8. Dot Line Error Messages

- This dot line sets a bad margin.
- This dot line may only have numbers.
- This dot line needs a number.
- This number is too big for a dot line.
- Line spacing must be 0–3
- Bad dot line character.
- This dot line needs an equals sign.
- Format character must be C, J, or N.

Chapter five



Setting Up Your Printer

If you are using a Commodore 1525 or MPS 801 printer, you need not read this chapter.

Okay. You're using some other printer. Point to "Change printer" on the Print Menu and press **EXECUTE** (F3). The Printer Menu will appear (see Fig. 8).

Consult your printer manual. Look for the phrase "Centronics-compatible parallel interface," or "RS-232 serial interface." If your printer has a parallel interface, then read the section headed "Parallel printer," below. If it has an "RS-232 serial interface," read the section titled "RS-232 printer."

Parallel Printer

Many printers have a *Centronics-compatible parallel interface*, usually called just a "parallel interface." Such printers are commonly called "parallel printers." You can connect such a printer to your Commodore 64 if you use a "Parallel Printer Interface for the

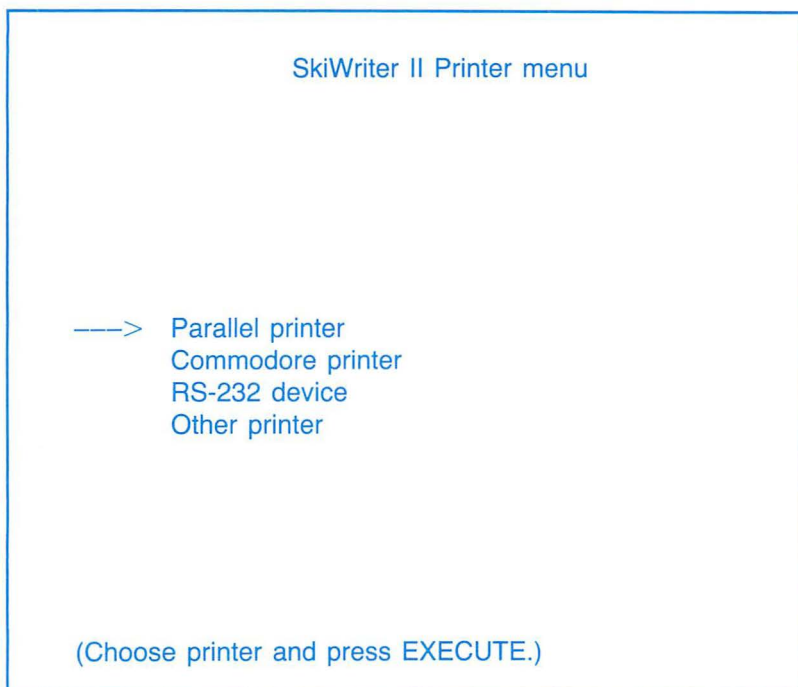


Figure 8. Printer Menu

Commodore 64.” We recommend the Card/? Printer Interface, manufactured by Cardco, Inc., of Wichita, KS 67214, and sold by many retailers who carry the Commodore 64.

Does your printer meet the requirements in Table 9?

Table 9. Requirements of a “Parallel Printer”

- It prints the ASCII character set.
- It can formfeed.
- It can backspace.
- It does not automatically line feed.
- The printer interface must be device #4.
- The printer interface must be in “transparent” mode.

If you can't make your printer conform to these requirements (perhaps by setting some switches in the printer or the interface), then you'll have to define it as an "Other printer."

Okay. Your printer meets these requirements. So select "Parallel printer" in the Printer Menu and press **EXECUTE** (F3). The Print Menu will reappear on the screen, but now it will say "Parallel printer selected." You may now select "Print document" or "Print selected pages" to print out all or part of your document.

RS-232 Printer

You can connect an RS-232 printer to your Commodore 64 if you have an appropriate cable and an RS-232 interface for your computer.

Does your printer meet the requirements in Table 10?

Table 10. Requirements of an "RS-232 Printer"

- It prints the ASCII character set.
- It can formfeed.
- It can backspace.
- It does not automatically line feed.

Can you make your printer conform to these requirements? If not, you'll have to define it as an "Other printer."

Okay. Your printer *does* meet these requirements. So select "RS-232 device" from the Printer Menu. Then press **EXECUTE** (F3). The Printer Menu will disappear, and you'll see a "Baud Rate Menu."

Your RS-232 printer can receive text at a certain speed, called its *Baud rate*. SkiWriter II must send text to your printer at that Baud rate, or the printer will print garbage. Look up your printer's Baud rate. Then point to that Baud rate in SkiWriter II's Baud Rate Menu. (For example, if your printer is set for 1200 Baud, point to "1200" in the Baud Rate Menu.) Then press **EXECUTE**.

The Print Menu will reappear on the screen, but now it will say "1200 Baud device selected." You may now select "Print document" or "Print selected pages" to print out all or part of your document.

RS-232 Handshaking

Sometimes a printer can't keep up with the text that is being sent to it. When this happens, the result will be gaps in the printout: missing letters, words, and phrases. To prevent this problem, most RS-232 printers use something called "handshaking."

There are several different forms of handshaking. SkiWriter II supports a common form of handshaking called "X-ON/X-OFF." It may be possible for you to set certain switches inside your printer to make it use this form of handshaking. If so, you can set the printer and SkiWriter II for a high Baud rate without fear of losing text when you print. But if you can't set your printer for X-ON/X-OFF handshaking, you may have to select a low Baud rate, such as 300 or 600, to insure that your printer will not "lose" text.

Other Printers

If your printer doesn't satisfy SkiWriter II's requirements for a parallel printer or an RS-232 printer, you'll have to define it as an "Other" printer.

To do so, point to "Other printer" in the Printer Menu. Then press **EXECUTE** (F3). Some technical questions will appear at the bottom of the screen. You'll have to consult your printer manual in order to answer them. Once you have done so, SkiWriter II will be able to print on your printer.

You can decide not to answer these questions at any point. Just press **CANCEL** to return to the printer menu, or press **MAIN MENU** to go directly to the Main Menu.

Let's take a look at these questions:

Is it an ASCII printer? (Y/N)

If you have a Commodore printer, or a printer that is “Commodore-compatible,” press “N” and go to the next question.

If you have a non-Commodore printer, and it’s connected to your Commodore’s RS-232 interface, press “Y” and go to the next question.

Aha—your printer is connected to a parallel printer interface. Does the “interface” automatically convert characters to ASCII? If so, you must press “N.” But if your interface operates in a “transparent” mode, sending characters to the printer without converting them, then press “Y.”

Can it formfeed? (Y/N)

When a printer receives a *formfeed* character, it should eject the current page. Look in your printer manual for a table describing the control codes it recognizes. If it can handle a formfeed (also abbreviated as “FF” or “OCH” or “CHR\$(12)”), then press “Y.” Otherwise, press “N.”

(You’ll know you answered this question correctly if the page breaks appear where they should on your printout.)

Can it backspace? (Y/N)

When a printer receives a *backspace* character, it should back up the printhead to the previous character position. Look in your printer manual for a table describing the control codes it recognizes. If it can handle a backspace character (also abbreviated as “BK” or “08H” or “CHR\$(8)”), then press “Y.” Otherwise, press “N.”

(If you press “N,” then SkiWriter II will not try to underline text on your printout. If you press “Y” and your printer *can* backspace, then your underlined text will print out properly. But if you press “Y” and your printer *can’t* backspace, then an underlined word such as “Hello” will print out like this: “H_e_l_l_o.”)

Does it automatically line feed? (Y/N)

If your printer advances to a new line when it receives a carriage return character, press “Y.” Otherwise, press “N.”

(If you answer this question correctly, then your document will print out with the same line spacing you see when you preview the document. If you answer it incorrectly, the line-spacing in your printout will be wrong.)

Printer Device Number? (2, 4, or 5)

If your printer is connected to the RS-232 interface on your Commodore 64, press “2.” (You will then have to select the appropriate Baud rate. See RS-232 printer.)

If your printer is Commodore-compatible, it should have a switch that lets you define it as device # 4 or device # 5. See how the printer is defined and press the appropriate digit—“4” or “5.”

If your printer is a parallel printer, then consult the manual for the printer interface you are using. See how the interface is defined and press the appropriate digit—“4” or “5.”

If you don’t know the device number for your printer or interface, press “4.”

(If you try to print your document and your printer remains inactive, you probably selected the wrong device number.)

Secondary Address?

A “secondary address” can put your Commodore-compatible printer or printer interface into a desired “mode.” If possible, you’ll want to use a secondary address that puts your printer or interface into a “Transparent mode” with no automatic line feeds. (For example, the “CARD/? + G” interface and the Commodore 1526 printer should be opened with a secondary address of “7.”)

Type the appropriate secondary address and press **EXECUTE** (F3). If you don’t know what secondary address to use, type “0” and press **EXECUTE**.

Once you have answered these questions, the Print Menu will appear, and below the title, you will see “Other printer selected.”

When you turn off your Commodore 64, SkiWriter II will *forget* about your printer. So you’ll have to answer these questions each

time you turn on your computer. To avoid the need to answer these questions, look carefully through your printer and interface manuals and see if you can set some switches to make them meet SkiWriter II's requirements for a "Parallel printer" or "RS-232 printer." Doing so will make it much easier for you to select your printer each time you turn on your computer.

Index

A

- Adding text, 11
- "Answer" mode, 23
- Arrow (in a menu), 2
- Arrow keys, 9, 38
- ASCII codes, 38
- ASCII printers, 43–44
- Automodem, 21–23, 24, 26, 27

B

- Backspace, 44
- BASIC files, 16
- Baud rate, 27
- Beep, 3
- Block operations, 29–31
- Boilerplate, 18
- Boldface, 37
- BOTTOM** key (F8), 4, 10, 11, 36

C

- CANCEL** key (F1), 6
- Capture, 28
- Carriage return character, 9, 44

- Cassette, 14–15, 17
- Centering text, 33–35
- Clock, 28
- CLR** key, 28
- Colors, 3, 5, 6
- Communicating word processor, 1
- Compuserve, 19–23
- CONTROL** key, 27
- Converse mode, 23–26, 28
- Converse screen, 25
- COPY BLOCK** key, 30
- Copying text, 30
- Correcting typos, 8
- Cursor, 9–10

D

- DEL** key, 10
- DELETE BLOCK** key, 30
- DELETE LEFT** key, 8, 10, 27
- DELETE WORD** key, 30
- Deleting text, 8, 10, 30
- Diamond, 8
- Disk, 15–16, 18

DOT LINE key, 30, 33–35
Dot line menu, 34
Dot lines, 32–39
Double-spacing (*See* Line-Spacing)
Download, 26–27, 28

E

Edit function keys, 29–31
EDIT key, 29
Editing screen, 7
Emphasized mode (On Epson printers), 38
END BLOCK key, 30
Equipment, 1–2
EXECUTE key (F3), 5

F

F1 (*See* **CANCEL** key)
F2 (*See* **MAIN MENU** key)
F3 (*See* **EXECUTE** key)
F4 (*See* **ORIGINAL COLORS** key)
F5 (*See* **PREVIOUS SCREEN** key)
F6 (*See* **TOP** key)
F7 (*See* **NEXT SCREEN** key)
F8 (*See* **BOTTOM** key)
FIND key, 30
Form feed, 44
Formatting a disk, 15–16

H

Hanging indents, 32
Headers, 33–35
Host mode, 28

I

Indenting text (*See also* margins), 32
Inserting text, 11
INST key, 11
Installation, 2
Italics, 37

J

Justifying text, 33–35

K

Keyboard overlay, 2

L

Line feed, 44–45
Line-spacing, 13, 32–36
Loading your document, 17–18

M

Main Menu, 2, 4, 6
MAIN MENU key (F2), 4, 6
Margins (*See also* Hanging indents), 13, 32–36
Menu keys, 4
Modems, 19–28
Moving text, 31

N

NEXT SCREEN key (F7), 4, 10, 28, 36

O

ORIGINAL COLORS key (F4), 6
“Originate” mode, 23

P

PAGE key, 27, 30
Page numbers, 33–35
Paper, 13
Parallel printers, 40–42
Previewing, 34–36
PREVIOUS SCREEN key (F5), 4, 10, 28, 36
Print control sequences, 37–38
Printer device numbers, 45
Printers, 40–46
Printing, 12–15

R

REPLACE key, 30
Replacing text, 10, 30
RETURN key, 9
Right-justifying text, 33–35
RS-232 handshaking, 43
RS-232 printers, 42

S

Saving your document, 15–17
Searching for text, 30
Secondary address, 45
Single-spacing (*See* Line-spacing)
Space bar, 2
Spacing (*See* Line-Spacing)
START BLOCK key, 30
Status line, 8
STOP key, 15, 27

T

Telecommunications, 19–28
Terminal emulation, 19–28
Terminal screen, 20
TOP key (F6), 4, 10, 36
Typing over text, 10
Typos, 8

U

Underline, 27, 31
Upload, 26–27, 28

V

“Verify” command, 16
VICmodem, 19–21, 24, 26, 27

W

Wordwrap, 8
Workspace, 8



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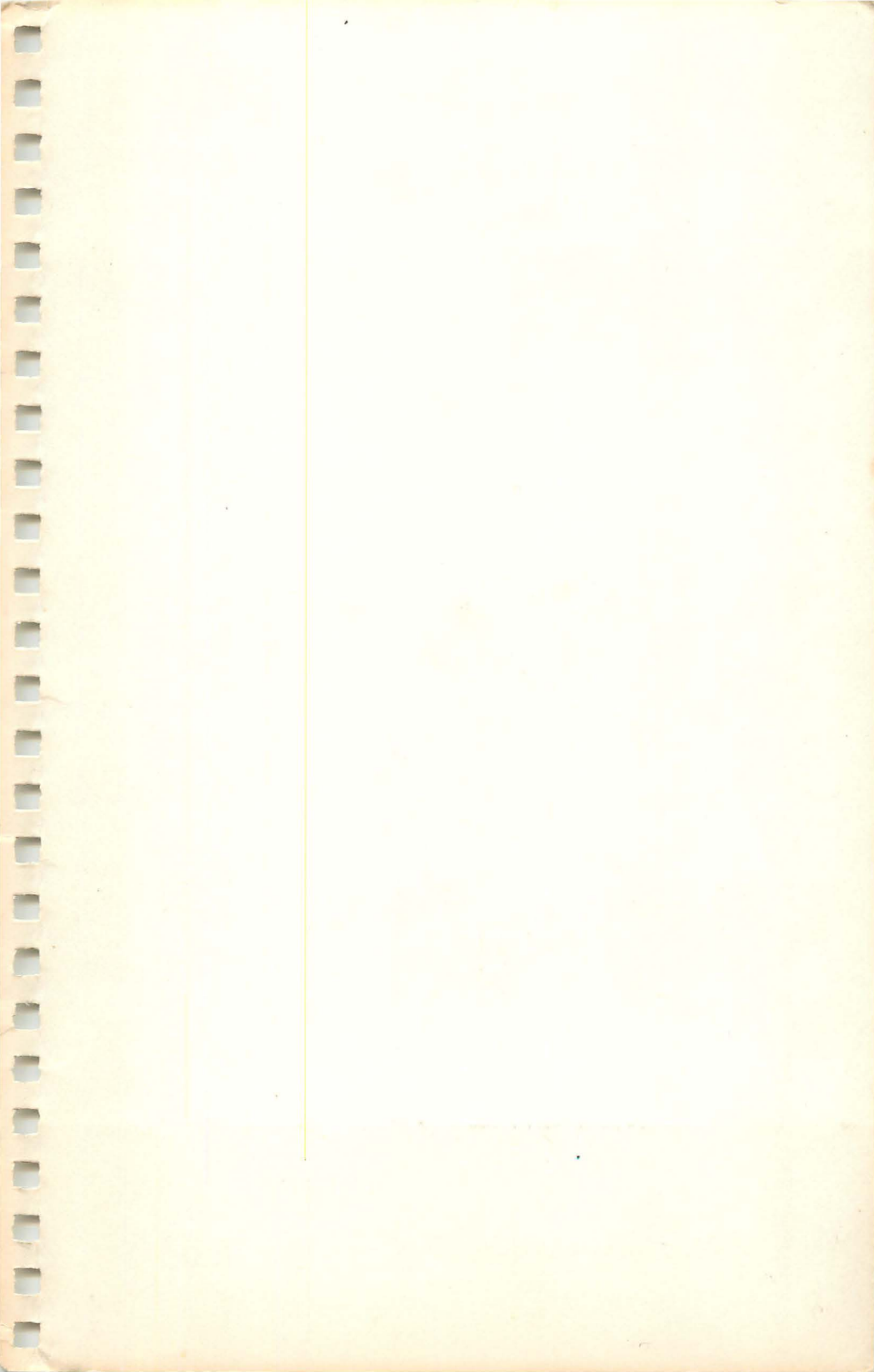
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