

FAST EDDY

Text Editor

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885-8018 [-37]

\$20.00

**FAST EDDY EDITOR
FOR H/Z89 AND CPM-80**

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FAST EDDY TEXT EDITOR

FAST EDDY is an enhanced text editor designed especially for use with the HEATH/ZENITH H89/289 computer and the CPM 2.2 Disk Operating System.

INSTALLING THE EDITOR

These instructions assume that the user has a basic knowledge of CPM operating principles. Persons new to both CPM and this editor should refer to their CPM manual to obtain the basics of CPM operation before attempting to install and use this editor.

The editor system is supplied on a non-bootable disk which contains the following files:

EDITOR.COM--This is the main editor program and it should be moved to your CPM system disk where it can be readily available along with PIP, STAT, FORMAT, etc.

RETURN.COM--This is a null program which is run to provide reentry to the editor after using the DIRectory or if CPM fails to return because of a BDOS error.

BIGED.COM--If you expect to work with very large files which are larger than the memory space you have in the computer, you should move the BIGED.COM program to your system disk.

Use CPM's PIP program to copy these programs to your system disc by entering the following commands:

PIP A:EDITOR.COM=B:EDITOR.COM Hit RETURN

PIP A:RETURN.COM=B:RETURN.COM Hit RETURN

PIP A:BIGED.COM=B:BIGED.COM Hit RETURN

TUTOR1.DOC, TUTOR2.DOC, TUTOR3.DOC--These files are designed to be read on the console using the editor and give the new user an opportunity to experiment with the editor's editing functions and capabilities. A single reading is usually sufficient, so there is no reason to copy the files to another disk or to the printer.

BIGED.DOC--This file provides an explanation of the BIGED large file handler program. The new user should read it on the console once using the editor. Since the BIGED.COM program is reasonably self prompting, a single reading should be adequate.

KEY MARKING

The following strip can be printed, cut out, and taped behind the special function keys to mark their function: (Align ERASE with the ERASE key.)

ALIGN	JUSTIFY	INDENT	MARGIN	SPLIT	ERASE	FIND	PAGE	PAGE
PARAG	RIGHT	ON/OFF	ON/OFF	LINE		NEXT	BACK	FWD

FAST EDDY TEXT EDITOR

If this is your first time using a computer, relax. All you have here is a smart typewriter. You can't hurt any thing by hitting the wrong key. The worst that can happen is that you may have to correct your own typing.

If you have not used this editor before, you should read through these instructions first to get an overview. Then use the FAST EDDY editor to browse through the TUTOR documentation at least once.

Once you know what to expect from this editor, almost everything you need to know to use the editor is on the chart on the next page.

FAST EDDY

COMMAND MODE<-----<<HOME KEY>>----->EDIT MODE
 |
 ACTIVE KEYS

TYPED COMMANDS<---->ACTIVE KEYS

LOAD filename	All text keys
SAVE filename	Up arrow-Go to EDIT at start
SAVE XX filename	Down arrow-Go to EDIT at end
MERGE filename	HOME-Go to EDIT at pointer
PRINT	DELETE-Cancel partial commands
PRINT NN	Or stop printer
FIND anyword	ERASE--all text
MARGIN nn xx	
CMPRES	
EXPAND	
BYE	

All text keys
 Down arrow-cursor down
 Up arrow-cursor up
 Right arrow-cursor right
 Left arrow-cursor left
 IL--insert line
 DL--delete line
 IC--insert character
 DC--delete character
 HOME--Go to COMMAND
 f1--ALIGN paragraph
 f2--JUSTIFY right
 f3--Indent ON/OFF
 f4--Margin ON/OFF
 f5--Split line
 ERASE--Block erase
 Blue--FIND again
 Red--Backward XX
 Grey--Forward XX
 CTRL C--Center line
 CTRL T--Tab set/release
 CTRL R--Jump right
 CTRL L--Jump left
 CTRL S--MBASIC line split

(Follow typed commands with RETURN key.)
 filename format: A:TEXTFILE.TXT (per CPM)
 NN=lines per page
 XX=number of text lines
 nn=left column #
 xx=right column #

BRIEF OPERATING INSTRUCTIONS

TO TURN ON SYSTEM

1. Turn on main power switch.
2. Insert bootable system disk (with editor program installed) in main disk drive--close door.
3. Type a B then hit RETURN key. Wait for A> to appear.
4. Type: EDITOR then hit RETURN key. Wait for Editor Prompt page to appear. You are now in COMMAND mode.

TO ENTER EDIT MODE

Hit the up arrow on the numeric keypad to put editor in edit mode. Blank page will appear if text has not been loaded from disk.

If buffer has text, HOME key will enter Edit mode at last used cursor position.

If buffer has text, down arrow key will enter Edit mode at last line of text.

ENTERING AND EDITING TEXT

Flashing cursor indicates where typing will occur.

Type your text as you want it to appear on the printed page. If you are typing a paragraph, type continuously letting the editor wrap to the next line for you.

RETURN key moves cursor to next line. RETURNS at end of line are automatic. Lines need not be terminated manually.

To correct typing errors, use BACK SPACE key and overstrike with correct key.

TAB key moves cursor to right to indent position if margins are set. Otherwise, TAB moves cursor right in 8 space increments.

NUMERIC KEYPAD EDITING KEYS

Up arrow key will move cursor to next line up. Use thumb on REPEAT key at same time to scroll.

Left arrow key moves cursor to left. Add REPEAT key for speed. (Same as BACK SPACE.)

Right arrow key moves cursor to right in old text. Cursor stops automatically at end of old text. Add thumb on REPEAT key for speed.

Down arrow key moves cursor down in old text. Stops automatically at end of old text. Add thumb on REPEAT key to scroll.

DC key deletes character at cursor position. Add REPEAT key if deleting to end of line.

IC key sets up editor to allow insertion of new characters in old text. Hit the IC key then type the insertion. Hitting any cursor control key exits insert character mode.

IL key opens space for inserting new line of text. Hit multiple times to gain space for large text insertion.

DL key deletes line at cursor position. Requires "Y" response to prevent accidental loss of line.

HOME key causes editor to switch between Command mode and Edit mode.

SPECIAL FUNCTION KEYS

f1 key causes paragraph to be aligned between previously set margins. Place cursor under first line of paragraph to be reformed before hitting f1 key. Bell will sound if long word needs hyphenation at end of line.

Auto-alignment is disabled if left margin is set to 0.

f2 key causes paragraph to be right justified at set right margin. Paragraph must have been aligned previously using the f1 ALIGN function key. Place

cursor under first line of paragraph to be justified before hitting the f2 key. Bell will sound if editor finds too few spaces to justify. Spaces may be added manually, at operator's choice.

Justification is disabled if left margin is set to 0.

f3 key sets the editor to either indented paragraphs or block paragraphs. A 25th line message will indicate the current mode.

f4 key enables or disables automatic wrap to the next line at right margins so that typing can continue beyond right margin. A 25th line message will indicate the current mode.

f5 key is to split lines or words of normal text to allow insertion of new text or hyphenation at end of line.

Blue key initiates search for next occurrence of word during word searches.

The Red key is used to page backwards in the text an optional number of lines. Hit the key then enter TWO numbers between 01 and 99. The editor will back up and print a new page with the selected line at the top.

The White key is the same as the Red key except the page moves forward in the text the entered number of lines.

TO CENTER A LINE

If you hold down the CTRL key then hit the C key, the line above the cursor will be centered on the page.

FAST CURSOR RIGHT

If you hold down the CTRL key then hit the R key, the cursor will be moved to the end of the line.

FAST CURSOR LEFT

If you hold down the CTRL key then hit the L key, the cursor will be move to the left side of the console.

TO SPLIT A TEXT LINE

The f5 key opens space for insertion of new sentence in the middle of a paragraph. Before hitting the f5 key, place cursor at position you want to split the line. Also used to split words at end of line prior to hyphenation.

MBASIC Line Split

Holding down the CTRL key and the S key will split long lines of MBASIC source code. The line will be terminated with a linefeed character only instead of the normal carriage return/linefeed combination. Do not use in normal text.

TO SET MARGINS

1. Hit HOME key to return to COMMAND mode.
2. To set margins, type MARGIN plus numbers for left and right margins.

Example: MARGIN 15 65 Hit RETURN key.

(Note: Display is 80 columns wide.)

TO SET OR RELEASE TABS

The editor normally has tabs set at 8 space increments across the console. To change to other positions:

1. Hold down the CTRL key then hit the T key. The editor will draw a scale to help you position your tabs. A 25th line message will inform you whether the tab was set or released. Hitting the T key will alternate the set or release.

2. Using the left arrow key along with the REPEAT key, move the cursor full left on the console.
3. Alternately hit the TAB key then the T key until all current tabs are released.
4. Using the right and left arrow keys, move the cursor to your desired tab positions. Hit the T key to set the tabs where you want them.
5. Exit the tab set mode by hitting the RETURN key.

TO SEARCH FOR PARTICULAR PARAGRAPH OF TEXT

This requires knowledge of text content.

1. Select a word which is likely to be unique in the specific paragraph.
2. Hit HOME key to return to COMMAND mode.
3. Type FIND plus word to be searched for.

Example: FIND anyword

4. If not right paragraph, hit the Blue key to continue search for next occurrence. Hitting any other key assumes correct paragraph has been found. The Blue key and your entered word remain active for finding next occurrence if you do not return to Command mode.

CMPRES AND EXPAND COMMANDS

Unless you are producing text for specialized applications, you can ignore the CMPRES and EXPAND commands.

If your application must not use tab characters in the text, return to the command mode and type the EXPAND command followed by a carriage return. The editor will remove all tabs from the

text and replace them with the appropriate number of space characters. All additional text entered will be free of tab characters.

If you wish to compress the text again in order to minimize the use of memory and disc space, enter the CMPRES command and hit the RETURN key. The editor will replace appropriate space characters with tab character. All further text will contain tab characters referenced to the standard 8 space intervals.

See TUTOR documentation for further details.

PRINTING TEXT ON YOUR PRINTER

PRINT STARTING POSITION

It is always necessary to place the cursor under the line where you want printing to start even if you wish to start at the beginning of the text.

The PRINT NN COMMAND

Example: PRINT 50 then RETURN

The PRINT NN command prints out NN lines per page with the body of the text automatically centered on the page. It also automatically casts out any blank (empty) lines which occur at the page breaks so that the top line on the next page always contains text. (If you wish to preserve blank space at the top of your page, type a space in the first empty line so that the line is not empty anymore.)

When using the PRINT NN command, position your paper in the printer so that the top edge of the paper is aligned with the printhead,

An imbedded command, .P (Page), can be used in the text and will cause the printer to start a new page if it is encountered in the text before the NN count runs out. To enter the .P command, use the IL key to insert an empty line then type .P at its start. Nothing else can be on the line or the editor will consider it to be text and print it. See the sample at left:

PARTIAL PRINTING

For partial print, it is necessary that a .Q (Quit) command be imbedded in the text at the start of an empty line where you want the printer to quit. To enter the .Q command, use the IL key to insert an empty line then type .Q at its start. Nothing else can be on the line or the editor will consider it to be text and print it. See the sample at left:

Be sure to place the cursor under the line where you want printing to start before you enter the command to print.

The PRINT COMMAND

Example: PRINT then RETURN

The PRINT command will print lines continuously until a .P or .Q command is found imbedded in the text. Using this procedure, page breaks can be optimized according to the text content.

The PRINT command starts printing immediately under the printhead so set your paper to start printing where you want your top margin to be. Each time the editor encounters a .P command in the text, a top of form command will be sent to the printer.

PAGE FORMATTING--Read the procedures in TUTOR3.DOC.

DOUBLE SPACED PRINTING

Double spacing can be turned on as your text is being printed by means of imbedded .D command as shown at left.

To return to single spacing, imbed a .S command.

SPECIAL PRINTER CONTROL SETTINGS

After you have entered a PRINT command, the editor will pause to allow you to enter printer control codes to set the printer to different print modes. See TUTOR2 documentation. If you want to use your printers normal characteristics, just hit the RETURN key.

STOPPING THE PRINTER

The print operation may be aborted by hitting the DELETE key.

STORING TEXT ON DISK

IMPORTANT---ALWAYS MAKE CERTAIN YOUR DISKS AND DISK DRIVES ARE READY. If you accidentally leave a drive door open, attempt to save to a disk with a write protect label, or attempt to write to a non-existent disk drive, CPM will not return to the editor program. If this should happen to you, type the command RETURN followed by hitting the return key. This should return you to the editor. If you run any other program, you will not be able to return to the editor and your text will be lost. Correct your disk problem after you have recovered to the editor.

TO SAVE ALL YOUR TEXT

1. Hit HOME Key to return to COMMAND mode.
2. Decide which disk drive is to receive the text-- A:,B:,or C: (You must specify the A: drive also--no defaults.)
3. Type SAVE plus drive: plus file name plus file type.

Example: SAVE B:FILENAME.TXT

If you use a filename already in use on the disk, you will be warned that the new file will replace the old file if you proceed.

If you are editing an old file, it is best to save edited text to a different disk, thus providing a historical backup of your work.

TO SAVE ONLY PART OF YOUR TEXT

1. In EDIT mode, determine number of lines to be saved. (99 lines maximum)
2. Place cursor under first line of text to be saved.
3. Hit HOME key to return to COMMAND mode.
4. Decide which disk drive is to receive the text--A:,B:,or C:.
5. Type SAVE plus the number of lines plus the drive: plus the file name plus the file type.

Example: SAVE 24 A:SUBRUT.ASM

LOAD next

TO LOAD TEXT FROM A DISK FILE FOR EDITING

Note: If you have text in the edit memory you want to save, save it to disk before bringing in another file. Loading a new file will erase the old file.

In COMMAND mode, type LOAD plus the drive ID: plus the filename plus file type.

Example: LOAD A:FILENAME.TXT

NOTE--If the file you are editing is too large to fit in the computer memory, use the BIGEDDY utility to split the big file into memory sized modules. Use CPM's PIP to reassemble the file after editing, if necessary.

TO MERGE TWO FILES INTO ONE FILE

First file must already be in the edit memory.

1. In Edit mode, place cursor between the two lines where you want the second file to be inserted.

2. Hit the HOME key to return to COMMAND mode.

3. Type MERGE plus the drive ID: plus the file name plus the file type.

Example: MERGE B:FILETWO.TXT

DIRECTORY OPERATIONS

You may exit the editor and use the CCP directory facilities without losing your text.

CAUTION

DO NOT RUN ANY PROGRAMS WHICH USE THE TPA AREA OR THE EDITOR WILL BE DESTROYED AND YOUR TEXT WILL BE LOST.

You may use the following CCP facilities ONLY:

DIR (Get a directory listing of disc A:, B:, or C)
REN (Rename a file)
ERA (Erase a file)
TYPE (Type a text file)

1. To exit the editor, type the BYE command. Wait for the A> to appear.

2. Type DIR X: X=A:, B:, or C:

3. To return to the editor, type: RETURN then hit the return key.

TO BLOCK ERASE

To erase a large block of text:

1. Mark the top of the block to be erased using a tilde ~ as the only character on a blank line.

2. Mark the bottom of the block to be erased using a tilde ~ as the only character on a blank line.

3. Place the cursor under the bottom tilde. Hit the ERASE key.

SPECIAL CHARACTER HIGHLIGHTING

If you are using FAST EDDY to edit text prepared by other editors and observe characters in the text which are displayed in reverse video, it is an indication that the displayed character has the high order bit set (>80H). This feature is provided to assist in adapting foreign source code for use on the Z100.

The editor adds 20H to any character between 80H and A0H to make it printable. The user will have to determine from text context the true value of the highlighted character.

TO CLEAN OLD TEXT OUT OF EDIT BUFFER

1. Hit HOME key to return to COMMAND mode.
2. Hit ERASE key. Requires "Y" response to prevent accidental erasure.

TO EXIT EDITOR AND RETURN TO CPM SYSTEM

Make sure you want to abandon any text in text buffer.

1. Hit HOME key to return to COMMAND mode.
2. Type: BYE Hit RETURN

The System prompt A> will appear.

TO TURN OFF COMPUTER

1. REMOVE ALL DISKS FROM DISK DRIVES BEFORE YOU TURN OFF COMPUTER.
2. Turn off all power.

DETAILED INSTRUCTIONS

If this is your first time at using FAST EDDY and you would like more detailed instructions and editing practice, load the file TUTOR1.DOC into the editor and follow directions.