Once you have entered one of these programs the method of
returning to the Menu varies and can be found under the
documentation for that particular program. However, you
can nearly always over-ride this by hitting the Panic
Button on the Pegasus Board, to return to the Menu.

When in the Menu all keys not representing a Menu entry
will be ignored. In the following discussion about the key-
board it is best to enter Basic by typing B in order to
experiment.

The Pegasus Keyboard

The keyboard can generate any character in the Ascii
character set. After Power up the upper case alphabetic
characters are active and the lower case characters are
obtained using the shift key. However, by tapping the caps
lock key the lower case letters become the normal characters
and the shift key is used to get upper case. Tapping the
caps lock key again will take you back to the normal power mode.

The ESC key (Escape) has only one function and that is to
halt the output of text to the screen. Tapping it again will
resume the output. Alternatively, The Break Key can be
typed. In most programs this will also cause a termination
of the output as well. Here is a program in Basic to
illustrate this. If you are in the Menu and you have Basic
installed type B to enter basic and get the "ready" prompt.
Now type in the following. You may use the BACK SPACE key
if you make an error. Type RETURN when it is all in.

            10 PRINT "HELLO":   GOTO 10

If you get an ERR 4 message try again.
Now type RUN. Again if you get an ERR 4 message something is
wrong. You should have lots of "HELLO"s appearing at the
bottom of the screen and scrolling up. Now type the ESC key.
The "HELLO"s will stop. Typing ESC again will allow the output
to continue. Type ESC once more to stop output and then type
the BREAK key. This will start output but immediately stop
the basic program and return you to the basic prompt. This is
typical of the way most languages will use the BREAK key.

On the bottom right hand side of the keyboard there are two
unmarked keys. They have functions which are used in a
typical way in Basic. Firstly tapping the right hand blank
key will cause characters typed in to become inverted video
on the screen. Tapping it again will revert to ordinary
video. This key is called INVFLAG. The left blank key when
tapped causes control codes typed in to be displayed as Greek
characters, instead of performing their normal functions,
(which are described later). Tapping it again reverts to
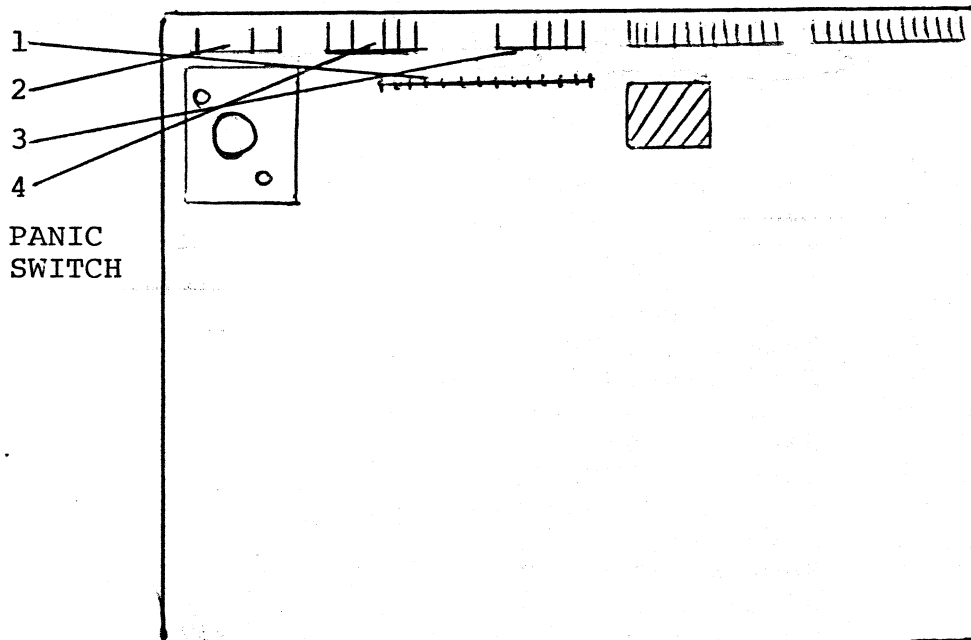normal mode. This key is called RAWFLAG.

APPENDIX 1

HOW TO START YOUR PEGASUS

Check your equipment:

         1   Pegasus
         1   Power supply
         1   RF Modulator
         1   Keyboard
         1   TV

Plug positions:

1.   Keyboard plug :   plug in so metal chips face
                          inwards.
2.   Power supply   you can only plug this in
        plug   :   one way
3.   Cassette recorder   you can plug this in
        plug   :   one way only.
4.   RF modulator   you can plug this in
        plug   :   one way only.

NOTE: On cassette recorder interface cable, blue is microphone
      and yellow is ear.

HINTS FOR CASSETTES

Cassettes can be a difficult media to use for data storage,
especially to get working on a wide range of quality in
equipment and tapes. The following information may be
helpful to those experiencing difficulties.

1.   Keep recorder away from TV set when saving or loading
      as it may pick up interference which will degrade
      performance.

2.   Volume setting on playback is usually not critical and
      should be set between half and full volume. The correct
      setting for your recorder will be found with experiment.
      Try three or four positions in this range to get the
      best results. If you cannot get good loads relatively
      quickly it is likely something else is wrong. If the
      load operation never returns with a message it generally
      means that the volume is so low that it will not trigger
      the input circuitry. Load Aborted or Checksum errors
      may mean the volume is either too high or too low.

3.   If you suspect the cassette you are trying to load has
      an inverted recording, see special sheet.

4.   Cassettes which have excessive wow may give checksum
      or load errors, especially if the file was recorded in
      that condition. Try firmly squeezing the cassette sides
      and resaving the file. Long cassettes such as C60 or
      C90's are particularly prone.

5.   Sometimes noise on the tape prior to the file can cause
      a load abort before the file is even reached. If this
      happens position the tape close to the file before typing
      load. N.B.: When the Pegasus records a file it first
      records 10 seconds of silence followed by four seconds
      of ones, followed by the file data. The cassette can be
      positioned anywhere before the file data. Generally
      the Pegasus does not mind starting loading well before
      the file, even within a previous file. It starts loading
      data when it finds the first file header.

6.   The new leads can be used on old boards by plugging
      it in upside down.

7.   If you still cannot get reliable success, please contact
      us as we also would like to know why.

Appendix 2 - EPROMS

Eprom need considerable care when handling since they are delicate and expensive devices.

Firstly, always remove the mains power before changing or installing eproms.

Secondly, made absolutely sure that you install the eproms the correct way round. Applying power to an eprom that is plugged in the wrong way round will instantly destroy it.

A screwdriver makes an excellent lever to gently pry the eprom loose without bending any of its pins. When installing eproms you must make sure that all the pins locate correctly into the socket and do not bend out or underneath. All eproms must be aligned the same way - that is with the small notch facing the edge of the board.

The monitor should never be removed and always occupies socket 3. Sockets 1 and 2 may be used for any of the following (Socket 2 is the middle socket). Relocatable means that the eprom will work in either socket 1 or socket 2.

Language	No. of Eproms	Sockets
BASIC	1	Relocatable
FORTH	2	A in socket 1, B in socket 2
PASCAL	2	A in socket 1, B in socket 2
XBASIC	2	A in socket 1, B in socket 2
WORDPROCESSOR	1	Relocatable
MICRO ASSEMBLER DISSEMBLER	1	Socket 1
DEBUG PACKAGE	1	Relocatable

The eprom expansion board removes the need to change eproms and allows all languages to be in the Menu at once. (software selectable)