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THIS IS THE PEGASUS MINI WORD PROCESSOR.

This is a powerful word processing editor which uses cassettes as back up storage. When the word processor is first invoked, by typing W from the Pegasus menu, the screen will be blank and the cursor will be at the top left hand corner of the screen. At this stage the processor has no text. Typing some words in, you will notice that when you get to the end of a line, the word you are on will be moved to the next line. The word processor will always try to keep as many words on a line as possible without splitting a word over two lines.

This word processor uses the screen as it's work-space. You can move the cursor anywhere on the screen and there make your changes, additions or deletions. When your text scrolls off the screen it is stored in main memory. To you it will appear that the screen is extended (invisibly) above and below the actual screen.

Any completely blank lines on the screen are not considered part of the text. They will be lost when they scroll off the display. If you want blank lines in your text you must use the return key at the beginning of the line. This will put a back-arrow on the display. A back-arrow is used to terminate a paragraph. No words can be loaded onto a line after a back-arrow. Furthermore if a back-arrow is inserted into an existing line all words after it on that line will be lost when it scrolls off the display. When your text is printed using the print command back-arrows are not printed but instead become carriage return, linefeed pairs.

CONTROL KEYS

The Pegasus word processor uses control codes to execute its functions. These are obtained by pressing the control button as well as the desired function key.

CURSOR POSITION

The four control functions D, E, S and X move the cursor right, up, left and down respectively.

Control T will send the cursor to the top of the display while Control G will send the cursor to the top of text. Control B will send the cursor to the bottom of text displaying it as it does. The escape key will temporarily halt the display until it is tapped again. The break key will halt the display and return to normal command mode.

Control N will scroll the text up effectively moving the cursor down the text. Similarly a control U will move the text down effectively moving the cursor up.

Another way of positioning the cursor is to use control F for Find and then type in the word to be found followed by a return. The cursor will be moved to the next occurrence of that word. It will also find words starting with the given word. Don't forget to position the cursor to the top of text if you want to find all occurrences of a word.

Another cursor moving function is the tab key which is equivalent to a control I. Before tabs can be used they must first be set using control Y. This will cause a row of column numbers to appear in the top row of the display and the cursor to be set to the top left. Now, the space and back-space keys are used to position the cursor to the desired tab position. There, tapping the tab key will set the tab to that position. This may be repeated up to 10 times. However, the tabs must be set in order. Typing any other key will exit the tab setting mode and return the cursor to its original position.

INSERT MODE

Typing a control U will put the machine into insert mode. In this mode all the word processor commands behave the same as before. However, when you type in text it will be inserted rather than overlay your existing text. Control W can be used to get out of insert mode.

Another way of inserting text which is sometimes more convenient is to use the linefeed key (equivalent to control J) to space the text out one line. In effect a completely blank line will be inserted after the line containing the cursor and the cursor will be moved to the beginning of that line. Note that if you do not type anything into that line the word processor will ignore it when it scrolls off the screen.

W. Start 0023

***** COMMANDS *****

^A : Abort Editing
^B : List to bottom
^C : CHANGE Function
^D : Cursor right
^E : Cursor up
^F : FIND Function
^G : Go to top of text
^H : same as back space
^I : same as tab
^J : same as linefeed
^K : Delete line into stack
^L : Force new page during printing
^M : same as return
^N : Scroll text up
^P : Place contents of stack
^Q : Question during print
^R : Remove word into stack
^S : Cursor left
^T : Top of screen
^U : scroll text down
^V : enter insert mode
^W : exit insert mode
^X : Cursor down
^Y : set tabs
^Z : pad blanks
^_ : print control follows
^_ : USER routine

***** PRINT FORMATTING *****

Cn : Set number of columns between 32 and 132
R : Set right justification on
N : Set no right justification
Mn : Set margin width
L : Set lines per page
S : Stop printing at end of each page

DELETING TEXT

The delete key may be used at any time to delete the character under the cursor and move all subsequent text in to fill the gap.

The back-space key behaves differently depending on whether or not the machine is in insert mode. If not in insert mode the BS causes the cursor to move back one position and there put a space. In insert mode it causes the cursor to move back one position and then do a delete.

Whole words can be deleted by using control R. As well as removing the word, control R also remembers it in a stack for later insertion somewhere else in text. Several words may be deleted one after the other and then brought back in this manner. Placing words back is done by control F. When the stack is empty control F will do nothing. When removing words the cursor can be positioned anywhere in the word to be removed. The cursor will be left at the beginning of the next word. When placing words back the cursor should be positioned on the word following where you want to insert the word. The cursor will be left at the beginning of the inserted word. This scheme allows easy removal and replacement of several words simply by typing control R several times, moving the cursor and then typing control F several times.

Whole lines can be deleted using control K (Kill line). These lines are remembered on the stack in a similar manner to deleted words. Again control F will bring them back. The same rules for cursor positioning apply. Note that you cannot hold words and lines on the stack at the same time. e.g. typing control K will cause any words remaining on the stack from previous control R's to be lost and vice versa.

At any time the stack can be cleared by executing a control A (abort) followed by R to return. If at any time the cursor stops flashing it means you have run out of memory. It is best to save what you have on cassette and start again. Control K and Control R may not work if there is not enough memory. In this case the only way to delete some text is by using the delete key.

CHANGING TEXT

Text may be changed by inserting, deleting or overwriting as described above. Another way is to use control C, the change function. Having typed control C, you then type in the word to be changed and the correct word separated by a space and then the return key. The cursor will appear on the next occurrence of the word after the original cursor position. Now you can type either Y, N or S. Y (Yes) will cause the word to be changed to the new word and move on to the next occurrence of the word. N means dont change the word and go on to the next one and S means stop and return to normal commands. If no more occurrences of the word exist then the cursor is left at the bottom right hand corner of the screen.

The searching function used by change is the same as that used in Find. Therefore it will also stop on words beginning with the given word. When you want to change all occurrences of a word you must first return the cursor to the beginning of text using control G. As the cursor searches down it will first move down the display to the middle, then the text will scroll up underneath it and when all the text is on the display it will move down to the bottom. This allows you to easily follow what is going on. Of course more than one screen full of text must have been typed in before this will be noticed.

CONTROL A

Control A causes all text on the screen to be flushed into main memory and 5 commands to come up on the screen. Typing the first letter of one of these commands will activate it. R will simply return you to normal text editing. S and L are used for saving and loading your text on a cassette recorder. Note that load from cassette will clear any text you may have had in memory. When saving on cassette it will prompt you for a file name which can be anything you like up to 8 letters. Exit is used for getting out of the word processor and back to the monitor. It will prompt you to see if you are sure. If you answer Y for yes your text will be lost (unless you use the word processors warm start entry).

Finally there is the print command. You type P followed by either a return or a port number. Typing return defaults to the on board user PIA, port B.

PRINTING

If your text has no print options embedded the printing will default to 32 columns with no right justification, i.e. the same as the screen. However by using a control \ followed by a format code the print can be made any number of columns from 32 to 132 with a margin if desired as well as paging and right justification. The various options are described in more detail below. An example is the following :
N000,R,08,L64,S

The formatting codes must be separated by commas and collectively form one word. The Control backslash would actually display as an up-arrow and it must be the first character of the word. The word may end with a space or back-arrow and it is not printed. It is, however, saved with the file on cassette so that the formatting code is actually part of the text.

The formatting codes are :

C : set the number of columns

R : set right justification

N : set no right justification

L : set no of lines per page

When a page has been printed 4 lines will be skipped,

(unless the S option is set)

M : set margin width

S : set to stop printing at the end of each page until a key is typed to continue

Three other control codes, control L, control Z and control Q are used during printing. When typed at the keyboard they do not execute a function directly but become part of the text as does the control \. Control Q displays as a Greek little zigma and during printing causes a halt so that you can type in a word which will replace it on your hard copy. Therefore, you can keep a standard letter on cassette with control Q's instead of the name and address. Then at print time you can type in the appropriate words.

Control L when encountered by the print routines will force a new page. A new page would not normally begin until the number of lines set by the L formatting option were printed. If the S option is set, the control L will halt printing until a key is typed. Control L displays as a Greek nu.

Lastly control Z, which appropriately displays as a forward arrow, can be used to force a line to the right hand margin. This is useful for addresses in letters etc. as the following example illustrates :

Computer Machinery Ltd

P.O. Box 37349

Farnell

Printing can be halted at any time by typing the break key.

INVERSE VIDEO AND RAWMODE

Inverse video is obtained by tapping the right hand blank key on the Pegasus keyboard. On the display this is inverse video but how this will come out on a printer varies depending on which printer is being used. Inverse video characters are sent to the printer with the bit 7 set. Some printers ignore it, on others it may cause graphics characters to be printed. Getting out of Inverse video mode is done by tapping the right hand blank key again.

Rawmode is selected by typing the other blank key on the keyboard. Tapping it again will get you out of rawmode. While in rawmode none of the normal control codes will work but instead will display as characters. Rawmode is useful only for sending special control codes to your printer. Most of them display as Greek characters on the screen but what the printer does with them depends on the printer. Note that the rawmode characters corresponding to control \, @, L and Z will not be printed if they are the first letters of a word. If you want to use one of these control codes a null can be made the first letter of the word. This character will be ignored by all printers but will display as the greek alpha character and is typed in using control @ in raw mode.