

# Bank Street StoryBook

by George Brackett

FOR CHILDREN AGES 8 AND EVERAFTER



PIXELWERKS™

MINDSCAPE INC.

## Quick Reference Card

# StoryBook

### Line

[↑] or [↓]	Changes drawing color.
[A] or [Z]	
[+] or [-]	Makes cursor longer or shorter.
[Delete]	Removes last Line step.
[CTRL] [D]	
[G]	Turns Grid on or off.

### Joystick Button:

1 (top)	Skips cursor ahead.
0 (bottom)	Draws line shown by cursor.

### Mouse Button:

Hold/Release	Skips cursor ahead.
Click	Draws line shown by cursor.

### Type

[Shift]	Use to type a capital letter.
[CTRL] [S]	
[Delete]	Removes letter to left of cursor.
[CTRL] [D]	
[CTRL] [X]	Removes letter at cursor.
[←] or [→]	Moves cursor left or right through text.
[↑] or [↓]	Moves cursor up or down through text.
[CTRL] [A] or [CTRL] [Z]	
[Return]	Starts a new line.
[Esc]	Cancels typing.
[♂] or [♀], or Joystick/Mouse Button	Accepts Type step. Returns to drawing or coloring.

### Joystick Button:

1 (top)	Moves typing window.
0 (bottom)	Makes typing window larger or smaller.

### Mouse Button:

Up	Moves typing window.
Down	Makes typing window larger or smaller.

## Color

[↑] or [↓]	Changes color mixture; moves arrow up or down to color choice.
[A] or [Z]	Chooses color.
[Return]	Cancels changing color mixture.
[Esc]	Removes last Color step.
[Delete]	
<b>[CTRL] [D]</b>	

## Joystick Button:

1 (top)	Skips cursor ahead.
0 (bottom)	Colors area at cursor.

## Mouse Button:

Hold/Release	Skips cursor ahead.
Click	Colors area at cursor.

## Editing

[Esc]	Gets StoryBook Menu.
[←] or [→]	Moves backward or forward through story, step-by-step.
[<] or [>]	Moves backward or forward through story, page-by-page.
[X]	Removes flashing story step.
[Delete]	Removes last story step.
<b>[CTRL] [D]</b>	
[T]	Allows editing of flashing Type step.
[S]	Shows (redraws) page on screen up to flashing story step, but not beyond.
[R]	Reads story.

**NOTE:** Use shaded keys for Apple II+. Hold down [CTRL] while pressing other key.

# StoryBook

## New Features

This version of *StoryBook* has two new features in addition to those described in the manual and tutorials:

1. You can use a mouse instead of a joystick to draw lines, color shapes, and position typing windows. Special instructions for using the mouse are listed on the Quick Reference Card included with this package. If you have an Apple *IIC* or another Apple computer with a mouse card installed, *StoryBook* will ask whether you wish to use a mouse instead of a joystick.
2. You can print in color as well as black and white on the Apple Scribe® printer. One color ribbon will produce about eleven pictures. To print in color, follow the directions in the manual to get the printer setup menu, and then choose "Apple Scribe (COLOR)." Be sure to install a color ribbon in your printer. Then print pages or stories as usual.

# **Bank Street**

# **StoryBook**

## **Manual**



**by George  
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# Introduction

With StoryBook, you can use your computer to create illustrated stories. You can draw pictures on the screen with a joystick; you can use the built-in word processor to put words anywhere on the screen. You can color your drawings with any of 21 color mixtures. You can animate your drawings so that the pictures seem to change and move as you read the story on the computer. You can also print your illustrated story on paper, to make a book you can read anywhere.

## Using This Manual

This manual has seven main sections:

- **Introduction** For new users.
- **Quick Start** A description of the main steps in creating illustrated stories.
- **Editing** Making changes in stories.
- **Disk Operations** Using the disk drive to save story files and get them back again.
- **Printing** Printing stories on paper with a graphic printer.
- **Helpful Hints** Getting the most out of Story-Book.
- **Tutorial** A step-by-step guide to using Story-Book.

If you are just beginning with StoryBook, read this Introduction to get started and to see what the program can do. If you like to experiment on your own, go on the Quick Start section. Or if you would rather start with a step-by-step guide to writing a story, turn to the Tutorial, beginning on page 45.

## **Loading StoryBook**

Before you begin using StoryBook, be sure you have these things:

An Apple II+, //e, or //c computer with at least 64K of memory.

A disk drive.

A TV or monitor (preferably color).

A joystick or Koala pad.

(It will be easier to draw with the joystick if it is set so it does not center automatically. Check your joystick's manual for instructions. If you are using a Koala pad, you will draw directly on the pad instead of with the joystick.)

To load StoryBook into your computer:

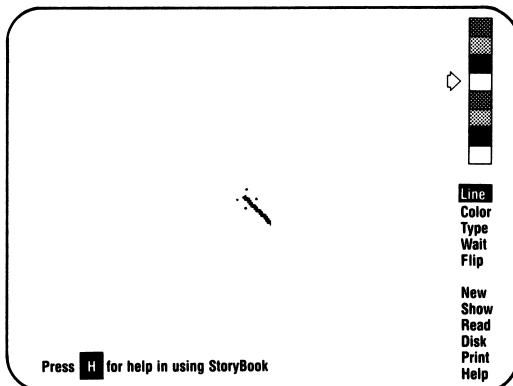
1. Hold the StoryBook program disk with Side I facing up and the oval cutout slot pointing toward the disk drive. With the computer turned

off, open the disk drive door and insert Side I into the drive.

2. Close the disk drive door and turn on the computer and TV or monitor. The disk drive will whir and the red light will come on.

**WARNING:** Never touch the disk drive while it is whirring and the red light is on.

3. In a few seconds, the title screen appears. The "page" then "flips" and you see this screen:



At the right of the screen is the StoryBook menu (list) of things you can do with StoryBook.

If this is your first time using StoryBook, it is a good idea to read some sample stories on the disk.

## Reading Sample Stories

To get a story file from disk:

1. Load StoryBook (Side I) into your computer.

- 2.** Take the StoryBook disk out of the disk drive; turn it over and insert Side II: Sample Files into the drive.
- 3.** Press [D] (Disk). Notice that the word Disk is highlighted on the StoryBook menu. (Anytime you want to choose an item from the menu, press the first letter of the item.) At the bottom of the screen is the message:

Select: Get File

- 4.** Press [Return]. This tells the computer you want to get a file. A file is usually one story.

The disk drive whirs for a few seconds, and the message at the bottom changes to:

Get: Introduction

- 5.** *Introduction* is the first file on the disk. To see what other files are on this disk, press [→]. Notice that *Introduction* changes to a new file name. Keep pressing [→] until you hear a beep. That means you have seen all the file names on the disk. You should read *Introduction* first, so press [←] to back up through the list of file names until you see *Introduction* again. Press [Return] to choose it.

- 6.** StoryBook loads the file from the disk into the computer's memory and shows the first page, ready for you to begin reading.

Read *Introduction*. When you see a flashing up-down button at the lower right corner of the screen, press any key on the keyboard or either joystick button.

**7.** To read another sample story, repeat 3 – 6.

## **Sample Stories**

The sample stories and files on Side II of the StoryBook disk are:

**Introduction** – A brief description of StoryBook's main features.

**Orcs** – An illustrated story by Matthew, age 9.

**Greek Myth** – The story of Perseus and Medusa, retold by Ethan, age 12.

**Lion and Mouse** – A fable.

**Alphabet** – An animated "A is for Apple," with space to add your own work.

## **Riddles**

**Red Riding Hood 1** – A fractured fairy tale by award-winning children's book authors from Bank Street College.

## **Red Riding Hood 2**

**The 48 States** – A computer map.

**Kitchen** – A floor plan.

## **Tutorial Start**

**Drawing Lines**

**Coloring Shapes**

**Typing**

**Waits and Flips**

**Editing Stories**

## **Color Sampler**

These sample stories show some of the many different

ways you can use StoryBook. You can create your own story, retell a familiar tale, illustrate a report, draw a graph, make a map, create a birthday card, make an animated cartoon. You can use StoryBook any time you want to mix words and pictures.

In fact, since StoryBook is both a drawing tool and a word processor, you can use either part of the program alone—just to draw and color a picture or to type text with no illustrations.

Before writing your first story, if you did not yet read the *Tutorial* files, you may find it helpful to do so.

You may save your stories on any disk initialized with Apple DOS 3.3. (Check your Apple DOS manual if you need instructions.) Or turn to Disk Operations, page 27, to find out how to format a disk for saving stories using the StoryBook program.

# Quick Start

This section briefly describes the main steps in creating illustrated stories.

Apple II+ users: Some keys mentioned refer to Apple //e or //c computers only. If your computer does not have a particular key, turn to pages 18–19 in this manual to find which key to use.

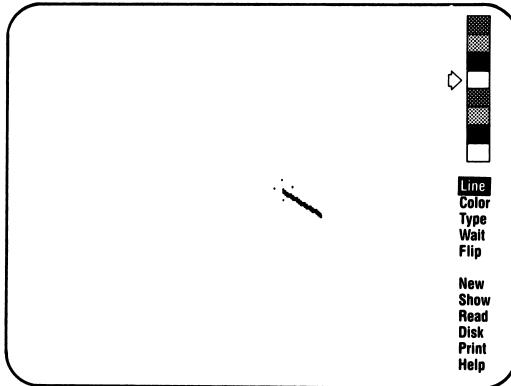
## Beginning a New Story

To begin a new story, press [N] (New).

Press [Y] (Yes) when you are asked:

Erase memory to begin new file? y/n

This clears away any stories in the computer's memory. It does not erase any story files saved on disk. You will then see the screen shown on the next page:



If pressing [N] does not get this screen, press [Esc] first.

## On-Screen Help

For on-screen help, press [**H**]. This puts some helpful hints at the bottom of the screen. Each time you press [**H**], you will see a new Help message. The last Help message is a graph showing how much story space you have left. (For more explanation, see page 43.) When you have gone through all the messages, the last [**H**] turns off Help.

## Story Steps

The top five words on the StoryBook menu list the five things you can do when you create a story:

- **Line** You can draw lines.
- **Color** You can color pictures.
- **Type** You can type words.
- **Wait** You can insert pauses.
- **Flip** You can begin a new page.

Each of these is a story step. As you create a story, StoryBook puts your steps into the computer's memory, in the same order you do them.

When you read a story, the computer "plays back" these steps.

For example, if you draw four lines to make a box, color the box blue, then flip the page, your story has six steps:

- 4 Line steps
- 1 Color step
- 1 Flip step

## **Line**

You use the joystick to draw lines. To get ready to draw lines:

- Place the joystick so that the connector cable is at the back, facing away from you.
- Highlight the word Line on the StoryBook menu by pressing [L].

You draw lines with the Line cursor. (To see the cursor, wiggle the joystick.) The Line cursor is like a

rubber band. You control this rubber-band cursor in three ways:

- To point or stretch the cursor, move the joystick.
- To draw a line (“print” the cursor on the screen), press joystick button 0 (bottom button).
- To skip the cursor ahead without drawing, press joystick button 1 (top button).

To draw lines with a joystick:

1. Choose your drawing color from the color chart on the StoryBook menu by pressing either [ $\uparrow$ ] or [ $\downarrow$ ] to point the arrow at your choice.
2. Choose the cursor size. Press [+] to make it longer; press [-] to make it shorter.

Note: It is easier to draw curved lines with a short cursor. It may take a little practice to draw curved lines exactly as you want them.

3. Skip the cursor to where you want to begin drawing by pointing the joystick and pressing joystick button 1 (top button).
4. Draw the line(s) you want by pointing the joystick and pressing joystick button 0 (bottom button). Each time you press the joystick button, you add a Line step to your story.

To draw lines exactly up and down or across the screen, press [G] (Grid). To turn off Grid, press [G] a second time.

To remove the last Line step:

- Press [Delete]. (For more information about removing or adding story steps, see Editing, beginning on page 20.)

## Color

You can color shapes with either mixed or pure color from the eight choices on the color chart. Mixed color is made from two different colors mixed together. Pure color is mixed with itself.

To get ready to color:

- Highlight the word Color on the StoryBook menu by pressing [C]. The Line cursor changes to the Color cursor, which looks like a little box. You can point or skip this cursor the same way as the Line cursor.

Notice that the color chart changes, too. The arrows next to the chart point to two colors mixed together. The large box below the chart shows what those two colors mixed together look like. If there is only one pointer on the screen, the color in the large box shows the same color mixed with itself.

### Changing a Color

1. Choose the first color by pressing [ $\uparrow$ ] or [ $\downarrow$ ].

Notice that when you move the arrow the arrow becomes solid white; the mix in the large

box changes as the arrow moves; the Color cursor disappears.

Press [Return] when the arrow is pointing to the first color you want.

2. Move the arrow to the second color. When you have the color mix you want (watch the large box), press [Return].

If you want a pure color, point each arrow at that color and press [Return].

Notice that after you choose your second color, the Color cursor comes back on the screen.

You can stop in the middle of changing a color by pressing [Esc]. The old color reappears.

## Coloring an Area

1. If you wish, change the color.
2. Skip the Color cursor to the area you want by pointing the joystick and pressing joystick button 1 (top button).
3. When the Color cursor box is where you want it, press joystick button 0 (bottom button) to fill the area with color. Pressing joystick button 0 adds the Color step to your story.

Some things to keep in mind when coloring an area:

- If you fill a shape with color, make sure the shape is completely closed up. If the shape has open places, the color will leak out and fill the entire screen.

- The same thing will happen if you color an area outside a shape. If the shape has open places, the color will leak into the shape.
- You can color black areas only. To change the color of an area, first remove the Color step that is there. Then add the new Color step you want.

(For more information about choosing and mixing colors, see Helpful Hints, beginning on page 37.)

To remove a Color step you just added:

- Press [Delete]. (For more information about deleting or adding story steps, see Editing, beginning on page 20.)

## Type

Type turns the computer keyboard into a typewriter; you can put words anywhere on the screen.

To type words on the screen:

1. Highlight the word Type on the StoryBook menu by pressing [T]. The Line or Color cursor disappears and a typing window takes its place. This window outlines the area where you type.
2. Skip the window to where you want to type by pointing the joystick and pressing joystick button 1 (top button).
3. Make the window bigger or smaller by pointing the joystick and pressing joystick button 0 (bottom button).

Pointing the joystick right or down “opens” the window. This moves the window’s lower right corner to make it bigger. Pointing the joystick left or up “closes” the window. This moves the window’s lower right corner to make it smaller.

4. To begin typing, press [T] again. An underline Type cursor appears at the top left of the window.
5. Type your text. If you make a mistake, back up and get rid of it by pressing [Delete].

If you want to change something in the middle of the text, use the special typing keys shown at the bottom of the screen. (For more information about these, and other special keys, see pages 18–19).

6. When you finish typing, press [C] or [A], or either joystick button. This adds a Type step to your story and returns you to Line or Color.

You can also go back to Line or Color by pressing [Esc], but this cancels any text you typed.

To remove a Type step you just added:

- Press [Delete]. Then press [Y] when you are asked:  
Remove Type step? y/n

(For more information about changing text, see Editing, beginning on page 20.)

## **Wait**

The Wait feature of StoryBook makes a computer story different from a printed book. Use Wait to put pauses in your story to create suspense, change pace, add dramatic effects—just as a good storyteller does when telling a story aloud.

Wait is different from the first three story steps. When you press [L], [C], or [T], you are getting ready to draw, color, or type. Those keypresses do not add a story step by themselves.

When you press [W], you actually add a story step. Pressing [W] adds a pause to your story to give the reader time to look at the screen before it changes. The story will not go on until a key (it can be any key) is pressed on the keyboard, or either joystick button is pressed.

When you are writing a story and press [W], an up-down button at the lower right of the screen flashes briefly. This tells you a Wait step has been added.

When you are reading a story, this flashing up-down button tells you StoryBook is waiting for a key-press to go on with the story.

To add a Wait step to your story:

- Press [W] where you want the pause to be. Notice that Wait is highlighted on the StoryBook menu and the up-down button flashes briefly.

To remove a Wait step you just added:

- Press [Delete]. (For more information about deleting or adding story steps, see Editing, beginning on page 20.)

## Flip

Flip is different from the first three story steps. When you press [L], [C], or [T], you are getting ready to draw, color, or type. Those keypresses do not add a story step.

When you press [F], you actually add a story step. Pressing [F] when you are drawing or coloring “flips” the page. This gives you a clean screen to start a new page. It does not remove any steps from your story, just as flipping pages in a book does not remove earlier pages.

When you are reading a story, StoryBook flips the page where the Flip step was added.

To add a Flip step to your story:

- Press [F]. You will get a clean screen to start a new page. Notice that Flip is highlighted on the StoryBook menu.

To remove a Flip step you just added:

- Press [Delete]. The page “unflips.” (For more information about deleting or adding story steps, see Editing, beginning on page 20.)

## **Read**

When you are writing a story and want to see what you have done so far, press [R] (Read). If you want to read the story from the beginning, press [Y] when you are asked:

Read story from beginning? y/n

Press [N] to read the story forward from the flashing step on the screen.

When you read a story, the StoryBook menu disappears from the screen. To stop reading at any time and get back the menu, press [Esc].

## **Ending a Story**

To let the reader know when a story has ended, finish off a story with an “end” page. Since the StoryBook menu comes back at the end of a story, an end page also keeps the menu off the screen while your story is there.

To make an end page:

- Add a Wait step, then a Flip step, as the last two steps of the final story page. Put a typing window in the center of the clean screen after the page flips. Type “The End.” Add a final Wait step, and you are done!

# Special Keys

## Apple //e or //c

## Apple II+

### Line

[↑] or [↓]	Changes drawing color.	[A] or [Z]
[+]	Makes cursor longer.	[+]
[−]	Makes cursor shorter.	[−]
[Delete]	Removes last Line step.	[CTRL] [D]
[G]	Turns Grid on or off.	[G]

### Joystick buttons

1 (top)	Skips cursor ahead.
0 (bottom)	Draws line shown by cursor.

### Joystick buttons

1 (top)
0 (bottom)

### Color

[↑] or [↓]	Changes color mixture: moves arrow up or down to color choice.	[A] or [Z]
[Return]	Chooses color.	[Return]
[Esc]	Stops changing of color mixture.	[Esc]
[Delete]	Removes last Color step.	[CTRL] [D]

### Joystick buttons

1 (top)	Skips cursor ahead.
0 (bottom)	Colors area at cursor.

### Joystick buttons

1 (top)
0 (bottom)

## **Apple //e or //c**

## **Apple II+**

<b>Type</b>		
[Shift]	Use to type a capital letter.	[CTRL] [S]
[Delete]	Removes letter to the left of cursor.	[CTRL] [D]
[Control] [X]	Removes letter at cursor.	[CTRL] [X]
[←] or [→]	Moves cursor left or right through text.	[←] or [→]
[↑]	Moves cursor up through text.	[CTRL] [A]
[↓]	Moves cursor down through text.	[CTRL] [Z]
[Return]	Starts a new line.	[Return]
□ or □	Accepts type step. Returns to drawing or coloring.	Joystick buttons 0 or 1
[Esc]	Cancels typing. Goes back to drawing or coloring.	[Esc]
Joystick buttons		Joystick buttons
1 (top)	Skips typing window ahead.	1 (top)
0 (bottom)	Makes typing window larger or smaller.	0 (bottom)

Note: Hold down [Control] or [CTRL] while pressing other key.

# **Editing**

You can go back and edit (change) your story any time you want. You can remove old story steps; you can also add new ones. If you have ever used a word processor, you will see that you can edit StoryBook stories in much the same way—and you can change pictures as well as words!

You can edit a story while you are working on it. Or you can edit a story file that was saved on disk. To edit a saved story, get the file from the disk and into the computer's memory (see Introduction on page 1, or Disk Operations on page 27).

To edit a story, the StoryBook menu must be on the screen. If the menu is not there, press [Esc] to get it.

Apple II+ users: Some keys mentioned refer to Apple //e or //c computers only. If your computer does not have a particular key, turn to page 25 in this manual to find which key to use.

Here, in a nutshell, is how to edit:

- First move through the story to where you want to make a change.
- To add new story steps, just draw, color, type, or add pauses or page flips in the usual way.

- To change story steps, first remove the steps you want to change. Then add new steps to replace the ones you removed.

The next few sections explain how to edit in more detail.

## Moving Through the Story

### Step-by-Step

1. To move backward through the story a step at a time, press [ $\leftarrow$ ]. Each time you press [ $\leftarrow$ ], you back up one step.

A step flashes to show where you are in the story. If it is a Line step, the line you drew flashes. If it is a Color step, the color box flashes in the colored area. If it is a Type step, the typing window flashes. If it is a Wait or Flip step, the word Wait or Flip flashes.

When you reach the first story step, you hear a beep.

2. To move forward through the story one step at a time, press [ $\rightarrow$ ]. Each time you press [ $\rightarrow$ ], you move forward a step. The step where you are in the story flashes. When you reach the last story step, you hear a beep.

### Page-by-Page

To move backward or forward through the story one page at a time, press [ $<$ ] or [ $>$ ].

## **Adding Story Steps**

First, move to where you want new steps in the story, then add the steps. The new steps are added before the flashing step—when you read the story, the new steps appear before the flashing step.

If you make a mistake, press [Delete] to remove (undo) the last step.

## **Removing Story Steps**

1. Go to the first story step you want to remove (see page 21). Stop when that step flashes.
2. Press [X] to remove the flashing step. The next story step then flashes. Keep pressing [X] until all the steps you want to remove are gone.

## **Changing Story Steps**

To change story steps—change a blue area to orange or redraw some lines, for example—first remove the steps you want to change. Then replace the old steps with new ones.

## **Editing Text**

To edit (change) text you have typed:

1. Move to the Type step you want to change (see page 21). Stop when the typing window flashes.
2. Press [T] to get ready to type.
3. Press [Y] when you are asked:

Edit old Type step? y/n

4. If you want to make big changes in your text, you may want the typing window bigger or smaller. You may also want to move the window to another place on the screen. (See below for information about changing the typing window.)
5. Press [T] again to change the text shown in the window.

You can remove text; you can also add new text. New text is added at the Type cursor. When you type, the old text moves over to make room for the new.

(Special editing keys are shown at the bottom of the screen. For more information about these, and other special keys, see page 25.)

6. When you are through making changes, press  or , or either joystick button. This puts the changed Type step into your story.

If you do not like the changes, press [Esc]. This cancels any changes you made and the Type step stays the way it was. You go back to where you were in the story.

## Changing the Typing Window

You can also move text from one place on the screen to

another by changing the typing window. To change the window:

1. Press [T] when the typing window flashes.
2. Press [Y] to answer the question:

Edit old Type step? y/n

3. Use the joystick and joystick button 1 (top button) to skip the window to a new place on the screen, or joystick button 0 (bottom button) to make the window bigger or smaller.
4. Press [T] again. The text jumps into the window at the new location.
5. If the window is too small to hold all the text, the text is not lost. Press [Esc] to move the window back where it was. Start over at number 1, this time making the window large enough to hold all the text.
6. Edit the text, if you wish. When you are done, press  or , or either joystick button. This puts the changed Type step into your story.

## Checking Your Work

Sometimes when you are writing or editing a story —moving around adding or removing steps—you may get confused about what you have done. Read and Show can help you keep track of where you are in your story.

## **Read**

To read a story, press [R]. If you want to read it from the beginning, press [Y] when you are asked:

Read from the beginning? y/n

Press [N] to read the story forward from the flashing step on the screen. To stop reading at any time, press [Esc].

## **Show**

To see what you have done on a page, press [S]. This recreates the page up to the step that was flashing when you pressed [S].

## **Special Editing Keys**

### **Apple //e or //c**

#### **Move Through Story**

- |     |   |     |
|-----|---|-----|
| [←] | Moves backward through story, step-by-step.     | [←] |
| [→] | Moves forward through story, step-by-step. [→]  |     |
| [<] | Moves backward through story, page-by-page. [<] |     |

### **Apple II+**

[>] Moves forward through story, page-by-page. [>]

### **Remove (Undo) Steps**

[X] Removes flashing step. [X]

[Delete] Removes last step. [CTRL] [D]

### **Type**

[T] Allows editing of  
flashing Type step. [T]

(See editing keys at bottom of screen and page 19 in this manual.)

### **Check Work**

[S] Shows (redraws) page [S]  
on screen up to flashing  
step, but not beyond.

[R] Reads story. [R]

Note: Hold down [CTRL], then press other key.

# Disk Operations

Reminder: Never open the disk drive while it is whirring and the red light is on. This could destroy information on the disk and ruin your story!

You can do disk operations when Line or Color is highlighted on the StoryBook menu. (Press [Esc] if neither is highlighted.)

There are four disk operations:

- **Get File** Load a file from the disk into the computer's memory.
- **Save File** Save the file currently in the computer's memory on a disk.
- **Delete File** Remove a file from the disk.
- **Format Disk** Prepare a disk for saving StoryBook files.

If you change your mind during a disk operation, press [Esc]. This stops the operation and puts you back where you were when you pressed [D].

## Get File

To get a file from the disk and put it into the computer's memory:

1. Press [D] to get the Disk menu at the bottom of the screen. (Line or Color must first be highlighted.)
2. Press [Return] when you see the message:  
Select: Get File
3. The message changes to:  
Get: (Name of first file on disk)

To select the first file listed on the disk, press [Return]. If you want another file, press [→] until you see the name of the file you want; then press [Return].

When you reach the last file listed on the disk, you hear a beep. Press [←] to back up.

After you press [Return], the file loads from the disk into the computer. You can then read the story. If you want to work on the story, press [Esc] to get the StoryBook menu on the screen. The StoryBook menu also appears on the screen at the end of the story.

## Save File

When you are working on a story, it is a good idea to save what you have done after every few pages (or more often if your pages have many steps). Otherwise, an accidental power failure could wipe out hours of work!

You can save two kinds of files: New files (files you are saving for the first time) and updated files (files you changed and want to save again with the same name).

## **Save New File**

1. Press [D] to get the Disk menu at the bottom of the screen. (Line or Color must first be highlighted.)
2. Press [→] to get the message:  
Select: Save File
3. Press [Return]. The message changes to:  
Save as: A new file
4. Press [Return] again.
5. Type the story's name in the blank. The name must begin with a letter. If you make a mistake, back up and remove it with [Delete].
6. When you finish typing the name, press [Return] to save the file. It will be listed with the other files saved on the disk.

**WARNING:** If you save a file with the same name as another file saved on the disk, StoryBook will replace the file already on the disk with the file you are currently saving.

For example, suppose your friend wrote a story named *Adventure*. A few days later, you write a different story and also name it *Adventure*. If you save your story on the same disk as your friend, StoryBook will erase your friend's *Adventure* and replace it with yours. So it is a good idea to check file names on a disk before you save a story.

## **Save Updated File**

1. Press [D] to get the Disk menu at the bottom of the screen. (Line or Color must first be highlighted).
2. Press [→] to get the message:  
Select: Save File
3. Press [Return]. The message changes to:  
Save as: A new file
4. Press [→] to get the name of the story you are working on. Press [Return] to save the file with the changes.

To save two different versions of the same story, give the updated file a different name. For example, save the first version of the story as *Adventure* and the later version as *Adventure2*.

## **Delete File**

You may want to delete (remove) a file to make room on a disk, or to get rid of a file you no longer want to keep. But keep in mind—once you delete a file, it is gone forever. So be sure you want to get rid of a file before you delete it.

To delete a file:

1. Press [D] to get the Disk menu at the bottom of the screen. (Line or Color must first be highlighted.)

- 2.** Press [→] to get the message:  
Select: Delete File
- 3.** Press [Return]. The message changes to:  
Delete: (Name of first file on disk)
- 4.** Press [→] to get the name of the file you want to delete.
- 5.** When you see the name of the file you want to delete, press [Return].
- 6.** You will get one last chance to change your mind:  
Sure? y/n
- 7.** To delete the file, press [Y]. The drive whirs briefly as the file is erased.

If you change your mind, press [N]. This leaves the file on the disk; you go back to where you were when you pressed [D].

## Format Disk

Any disk initialized with Apple DOS 3.3 may be used to save StoryBook files. (See your Apple DOS manual.) However, you may easily format (prepare) extra disks without leaving the StoryBook program. This is very helpful if you try to save a story and get a message that the disk is too full.

To format a disk:

- 1.** Press [D] to get the Disk menu at the bottom of

the screen. (Line or Color must first be highlighted.)

2. Press [→] to get the message:

Select: Format Disk

3. Press [Return]. The message changes to:

Insert disk. Press X to format, or Esc.

4. Remove any disk with files you wish to keep from the drive. In its place, insert a blank disk, or a disk with information you no longer want.

**WARNING:** The next step will erase everything on the disk in the drive. Be sure the disk has nothing on it you want to keep. Formatting will not erase the story in the computer's memory.

5. To format the disk, press [X]. The drive whirs briefly as the disk is formatted. When formatting is through, the disk is ready to save Story-Book files.

If you change your mind, press [Esc]. This takes you back to where you were when you pressed [D].

# **Printing**

You may print the words and pictures in your story if you have a dot matrix printer with graphics capability. StoryBook works with the following printers: Apple Dot Matrix, ImageWriter, or Scribe; C. Itoh 8510 (Pro-writer); Epson FX, MX, RX, 80/100; IBM Dot Matrix; NEC PC 8023A; Okidata Microline 92, 93; Panasonic KX1090, 91; Star Gemini, Radix 10-X, 15-X; Texas Instruments 855.

If your printer is not listed above, StoryBook may not be able to print your story. (However, if your printer is compatible with any of the printers listed here, you may be able to use it with StoryBook.)

If your printer works with StoryBook, you must give StoryBook information about your printer before you can print your first story.

## **Printer Set-Up**

1. Be sure Side I of the StoryBook disk is in the disk drive.
2. Turn on your computer. (If the computer is already on, turn it off, then on again.)
3. Immediately (before you see StoryBook's title

screen) press [Esc]. After a few seconds, you will see a screen asking for printer information.

Note: Apple II+ and //e users, go to number 4.  
Apple //c users, go to number 5.

4. First, answer which slot your printer card is in. (If you are not sure, it is most likely to be Slot 1.) Move the arrow to the correct slot number and press [Return].
5. Tell StoryBook which printer you have. Move the arrow to your printer's name and press [Return].

Note: Apple //c users, skip number 6.

6. Tell StoryBook what kind of printer interface card you have. Move the arrow to the name of the card, and press [Return]. If your printer card is not on the list, StoryBook may not be able to print your story. (If your card is compatible with any of those listed, you may be able to use it to print your story.)

When you finish answering the printer set-up questions, StoryBook saves the information and takes you to the main StoryBook program. You need to give StoryBook printer set-up information only once; StoryBook remembers the information and carries out the instructions when you print your story. If you change to a different printer, you must change the set-up information.

## **Printing a Story**

Get the story file you want to print into the computer's memory. (See page 27 if you need directions for getting a file.)

To print a file:

- 1.** Press [P] (Print).
- 2.** You will get this screen message:

Print entire file? y/n

If you press [N], StoryBook will print only what is showing on the screen. If you press [Y], the screen message changes to:

Print automatically every Wait? y/n

Press [Y] if you want a new page printed at every Wait step. Unless you are sure you want that, press [N].

- 3.** The screen message changes to:

Check printer, paper. Press Return.

Make sure that your printer is connected properly and is turned on. Move the paper so that the printer head is where you want the top of the story to print. (This will probably be a few lines down from the top edge of the paper.)

- 4.** When you are sure you are ready to begin printing, press [Return].

Note: If you chose to print automatically at every Wait step, printing starts immediately and continues to the end of the story. If you did not choose that, printing

pauses at every Wait step. If you want to print what is on the screen at a Wait step, press [P]. If you do not—and want StoryBook to go to the next Wait step without printing—press another key, or either joystick button.

For on-screen help while printing, follow the prompts at the bottom of the screen.

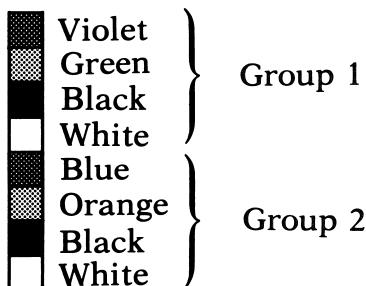
To stop printing at any point, press [Esc].

# Helpful Hints

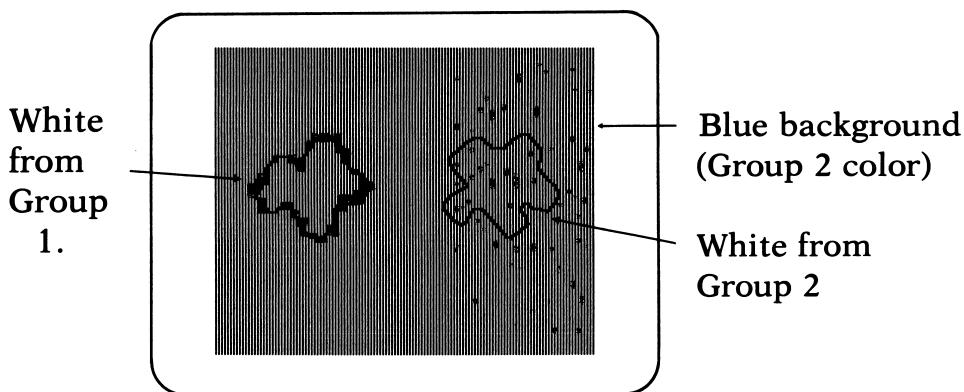
This section offers helpful information on getting the most from StoryBook.

## Mixing Colors

To get the best effect when using color, you need to know something about how colors are grouped on the StoryBook menu. Here is a list of color choices as they appear on the color chart:



You may draw with any color on a black background with no problems. Suppose, however, you want the background blue, like the sky. On this blue sky you want to draw a white cloud. Blue is a Group 2 color. If you choose to draw your cloud using white from Group 1, you will get some strange effects. The line will appear jagged, with extra color “bleeding” out. The same thing would happen if you tried to draw over blue with any of the colors from Group 1.



The rule to remember is:

- To draw on a colored background, use a color from the same group as the background.

You may also have bleeding problems when you color two shapes that touch each other left-to-right on the screen. To avoid bleeding, always put colors from the same group next to each other. This can be accomplished in two different ways:

### **Method One**

Pure or mixed color from one group	Next to	Pure or mixed color from same group
Pure Blue		Pure Orange
Pure Blue		Orange + White 2
Blue + Orange		Orange + Black 2

### **Method Two**

Mixed color with first color from Group 1 and second color from Group 2	Next to	Another mixed color with first color from Group 1 and second color from Group 2
Green + Orange		Violet + Blue
Green + Black 2		White + Blue

You'll never have bleeding problems if you always mix colors according to these two methods. The colors above are only a few examples. See the *Color Sampler* file on Side II of the StoryBook disk for all 21 color mixtures.

## **Animation**

As a special effect, you can make pictures seem to ani-

mate (move) on the screen when you read a story. To get this effect, all or part of a picture must first seem to disappear; then the lines must be redrawn. There are two methods to animate a picture:

### **Method One (Drawing in Black)**

The best way to animate small, detailed parts of a drawing is to draw over white or colored lines in black and then redraw the lines. You can see this type of animation in several sample stories on Side II of the Story-Book disk—in *Alphabet* for example, where a bite is taken from the apple, or the bug wiggles his antennae. This is also the best way to make the animation happen slowly.

To erase with black lines:

1. Highlight the word Line on the StoryBook menu by pressing [L].
2. Choose black for your drawing color. To draw over violet, green, or the first white on the menu, choose the first black (third color down). To draw over blue, orange, or the last white, choose the last black (seventh color down).
3. Move the Line cursor with the joystick and joystick button 1 (top button) to one end of the line(s) you want to erase. Try to point the cursor so that it completely covers the line. (You may want to adjust the cursor size with [+] or [-].) Press joystick button 0 (bottom button) to draw over the line(s) in black.

You will probably have to go over each line more than once to erase it completely.

4. To make the picture seem to move, draw new lines in slightly different positions.
5. Repeat 3 and 4 as often as needed to get the effect you want.
6. Check your work with [R] (Read) or [S] (Show).

### Method Two (Typing Window)

Using the typing window is an easier way to erase all or part of a picture. This method works best with large sections of a drawing, or with a part that is away from the rest of the picture. It is also best for very fast changes—when you want part of your picture to disappear very quickly.

You can see an example of erasing with the typing window in the *Greek Myth* sample story (Side II of the StoryBook disk) when the eye of the Three Sisters moves from Perseus to the Sisters.

To erase with the typing window:

1. Press [T].
2. Use the joystick and joystick buttons 0 (bottom) and 1 (top) to put the window around the part of the picture you want to erase.
3. Press [T] to erase what is inside the window.
4. Get back to Line or Color by pressing  or , or either joystick button.
5. If you want the picture to move as well as dis-

appear, draw it again in a new place on the screen.

6. Repeat 1–5 as often as you need to get the effect you want.
7. Check your work with [R] (Read) or [S] (Show).

Hint: When you redraw shapes after you erase them, it may be hard to draw them exactly as they were before. It may help you to first draw your picture on a piece of clear plastic, which you can tape to the screen as a guide for drawing.

## Writing Long Stories

StoryBook has two kinds of limits—the number of story steps you can put in, and the amount of typing you can do.

### Story Step Limits

One file can hold about 2500 story steps. Each step uses up a little bit of the file.

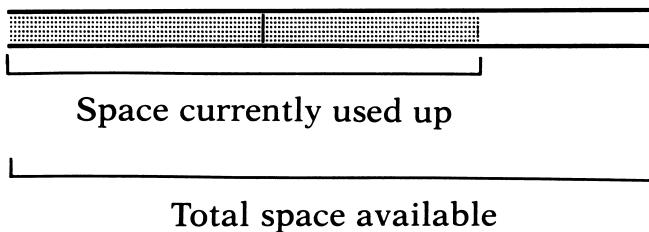
When you press [L], [C], or [T], you get ready to add a story step—you do not actually add it:

- You add a Line step by pressing joystick button 0.
- You add a Color step by pressing joystick button 0.
- You add a Type step by pressing  or , or either joystick button, when you finish typing.

The Wait and Flip steps are different. Pressing [W] actually adds a Wait step, and pressing [F] adds a Flip step.

To find out how much space you have used up in a story file (or how much space you have left), press [H] to get the Help message at the bottom of the screen. Keep pressing [H] until you see the bar graph shown at the top of the following page:

Where you are now—



The whole bar stands for the amount of space available for a story file. As story steps are added to the file, the bar is colored in. This shows how much space you have used. The flashing line in the bar stands for the flashing story step on the screen; this shows the location of that step compared to the amount of space used.

## **Typing Limits**

There is a separate limit to how many words you can type. You can type about 1200 words (7500 characters), or about ten full screens of text. StoryBook warns you when you come near the end of its typing memory (when there is room for less than one screen of text).

## **Warning Message**

If you come to the end of space for story steps or typing, you will get a message that says:

Sorry! Out of memory. Press Return.

After you press [Return], you will probably want to edit your story to remove some steps or text to free up some memory.

You may also choose to divide a long story into two or more parts. On the last page of part 1, type instructions for the reader to get part 2 from the disk. Save part 1, then begin part 2 as a new story. (As an example, see sample story files *Riding Hood 1* and *Riding Hood 2* on Side II of the StoryBook disk.)

## **Number of Story Files on a Disk**

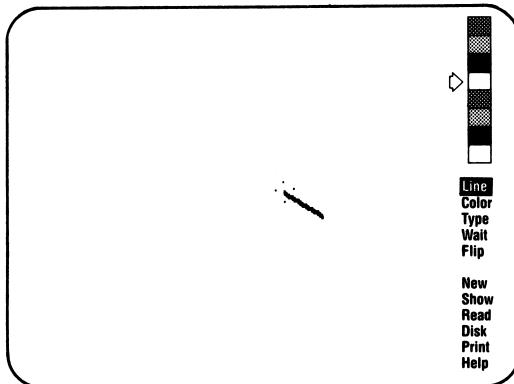
The number of files you can put on a disk depends on how long you make your stories. If you write the longest possible stories (completely full of story steps and text), you can store seven files on a disk. If your stories are short, you can store many more than seven files on a disk.

# Tutorial

The Tutorial gives a step-by-step guide to creating a sample story. It describes how to draw a picture, color it, make it seem to change or move, and how to type words anywhere on the screen. It also explains how to go back and make changes and corrections in both your words and pictures.

Apple II+ users: Some keys mentioned refer to Apple //e and //c computers only. If your computer does not have a particular key, turn to pages 18–19 in this manual to find which key to use.

Begin with a screen that looks like this:



To get that screen from anywhere in the program, press [N] (New), then [Y] (Yes). If nothing happens when you press [N], press [Esc], then [N]. Press [L] to make sure the word Line on the StoryBook menu is highlighted.

Check to see if the arrow at the upper right of the screen is aimed at the violet (top) box on the color chart. If it is not there, move it by pressing [ $\uparrow$ ].

**First, just experiment.** Place the joystick so the connector cable is away from you, at the back of the joystick. Wiggle the joystick around a bit, noticing how it makes the Line cursor move and stretch.

Press joystick button 1 (top button) to make the Line cursor skip around the screen. Press joystick button 0 (bottom button) to draw a line on the screen.

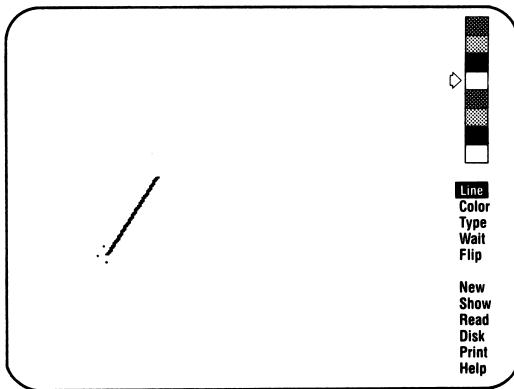
Press [+] on the keyboard. Notice that the Line cursor gets longer. Pressing [-] makes the cursor shorter. Press both [+] and [-] several times. Practice drawing long and short lines with the joystick.

Notice that you can draw short lines with a long cursor by changing the position of the joystick. However, a short cursor is easier to control for drawing details or rounded shapes.

**Remove your practice lines.** To remove your practice lines, press [Delete]. Keep pressing [Delete] until the screen is clear again. You will hear a little “beep” when you have removed everything.

## Begin Your Story with a Star

1. Press [J] to move the arrow to choose either white as the drawing color.
2. Skip the Line cursor with the joystick and joystick button 1 (top button) to a good starting place for the bottom left point of the star.
3. Press [+] or [-] to adjust the cursor size to what you want.
4. Point the Line cursor like the picture below and press joystick button 0 (bottom button) to draw the line. (Each time you press button 0, you add a Line step to your story.)

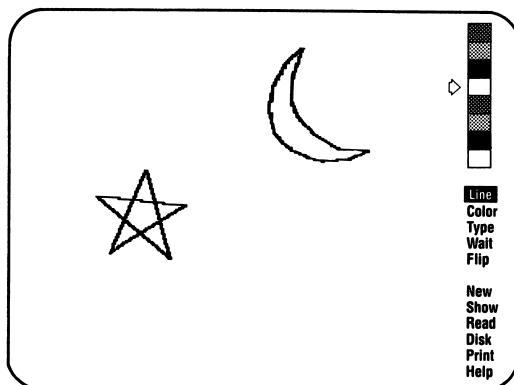


5. Point the joystick and press joystick button 0 (bottom button) four more times to finish drawing the star as shown at the top of page 48. Remember, if you make a mistake, you can back up and remove it with [Delete].



## Add an Orange Moon

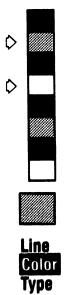
1. Draw a crescent moon. (You'll probably find it harder to make curved shapes instead of straight lines. A short Line cursor gives you better control. Don't worry if your lines are ragged at first. With a little practice, you'll be able to draw lines just as you want them using a joystick.)



Make sure the lines of the moon are connected, with no gaps where you close the shape. (This will be important when you fill the moon with color.)

## 2. Press [C] to get ready to color.

The Line cursor changes to the Color cursor, which looks like a little box. A large colored box also appears just below the color chart. This box shows what color your “paint” would be if you colored something right now. The two arrows point to the colors mixed together that make the color in the large box. (If it is a pure, unmixed color, you see only one arrow; if two different colors are mixed together, you see two arrows.)



Color chart should  
look like this.  
(Arrows may point  
to different boxes.)

## 3. Change the color mixture.

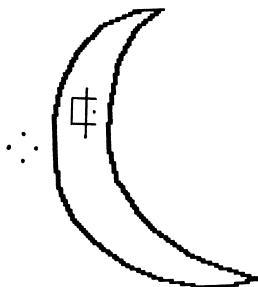
To change the color mixture to orange, press [ $\uparrow$ ] or [ $\downarrow$ ] to move an arrow to the orange box on the color chart. Notice that the Line cursor disappears and the arrow turns solid white. Press [Return].

You must always choose two colors for a color mixture. If you want pure orange, pick

orange twice; that is, move the second arrow to orange and press [Return] again. If you want a lighter orange, choose either white as your second color.

#### 4. Color in the moon.

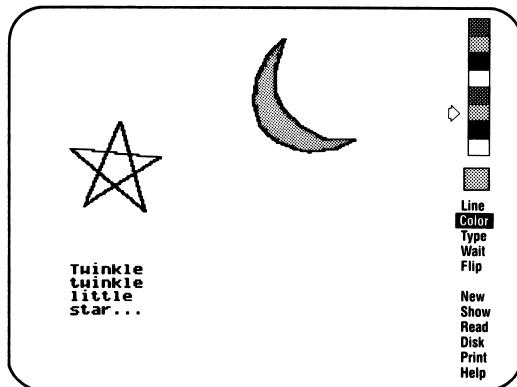
When you finish mixing your colors, notice that the Color cursor comes back on the screen.



Point the Color cursor with the joystick and press joystick button 1 (top button) to skip it inside the moon. Then press joystick button 0 (bottom button) to fill the moon with color. (Pressing button 0 adds a Color step to your story.)

If the entire screen filled with color, and not just the moon, you have a hole in the moon's shape. Press [Delete] to remove the last Color step. Then press [L] and go back and close up the open spot in the moon.

## Type Some Words



1. Press [T] to get ready to type.

Notice that the Color cursor changes to a little rectangle. This rectangle, or typing window, outlines the area where you will type.

2. Point the joystick and press joystick button 1 (top button) to skip the typing window under (but not touching) the star.

3. Point the joystick and press joystick button 0 (bottom button) to make the window big enough to hold the words, "Twinkle twinkle little star."

Notice that the window "opens" and "closes" from the lower right corner.

4. Press [T] again to begin typing.

Notice that the Type cursor is at the upper left corner of the typing window.

Type the words. Use [Shift] for a capital letter. Notice that if a word is too long to fit at the

end of a line, the whole word jumps down to the next line. If you want to skip the Type cursor to the next line, press [Return].

If you make a mistake, back up and get rid of it with [Delete].

5. Press  or , or either joystick button, when you finish typing. (This adds the Type step to your story.)

## Put in a Pause

Press [W] to add a Wait step. Notice the flashing up-down button at the lower right of the screen. This tells you a Wait step was added. Adding a Wait step stops the story so people have time to look at the screen.

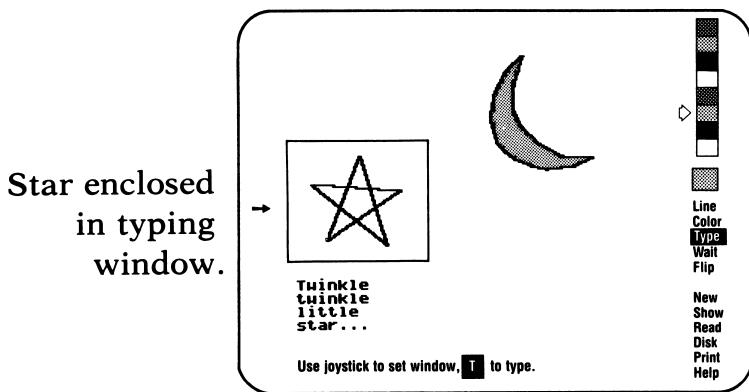
## Make the Star Twinkle

To make the star seem to twinkle, you first make it seem to disappear, then draw it again. The easy way to do this is with the typing window:

1. Press [].
2. With the joystick and joystick button 1 (top button), skip the Line cursor to a point of the star. Press [+ ] and [- ] to make the cursor about the same size as one line in the star. (This will make it easier for you to draw your second star the same size as the first one.)

- With the joystick and joystick button 1 (top button), skip the Line cursor somewhere above the star, on the left side.
- Press [T] to get the typing window. “Open” the typing window by pointing the joystick and pressing joystick button 0 (bottom button) until the star (and nothing else) is completely inside the window.

If you make the window too big, so it runs over the moon or the words, point the joystick back the other way and press joystick button 0 (bottom button) to “close” it a little. To move the whole window, point the joystick and press joystick button 1 (top button).



- Press [T] again to erase the star inside the window.
- Press **C** or **A**, or either joystick button.
- Make sure your drawing color is white. Change it if you need to.

8. Draw the star again in about the same place it was before.
9. Repeat 3–9 at least two more times to make the star “twinkle.” (If you want it to twinkle longer, erase and redraw it four or five times.)

## Turn the Page

Press [F] (Flip). This gives you a new page to illustrate the second line of the poem.

## Review Your Work

To see what you have done up to now, press [R] (Read). At the bottom of the screen is a message:

Read from the beginning? y/n

Press [Y].

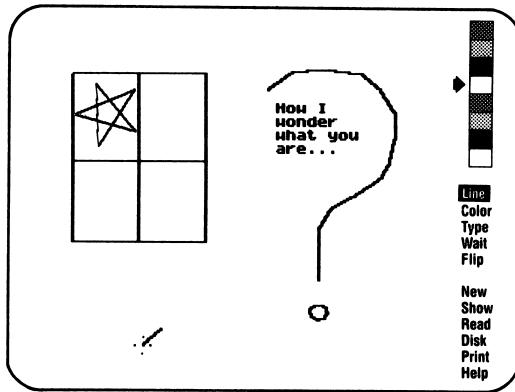
Be sure to press a key when you see the flashing up-down button at the lower right of the screen. After the keypress, the star should “twinkle,” followed by a page flip.

Note: Erasing with a typing window is one of two ways you can make drawings seem to change or move with StoryBook. Another way to make the star “twinkle” is to erase it by drawing over the lines in black, then drawing them again in white. This is harder to do, because it is very difficult to get the black lines in exactly the right place to erase the white ones. Some-

times, though, this method is the only way to erase small, detailed parts of a drawing. If you want to try this method, look in the Helpful Hints section on page 37.

## Start a New Page

Your second page will look something like this:



1. Draw a small star in the upper left of the screen.
2. Draw a window around the star.

Press [G] (Grid) to draw lines that are exactly up and down or across the screen. Press [+] or [-] to make the Line cursor long enough to form one side of a window around the star. Draw the window with the joystick and joystick button 0 (bottom button). Press [G] again to turn off the Grid.

## **Finish the Page**

Finish the page by adding text and drawing a big question mark:

1. Press [T]. Skip the typing window to the upper right of the screen. Adjust the window's size to hold, "How I wonder what you are."
2. Press [T] again and type the words.
3. Press or , or either joystick button, when you finish typing.
4. Choose a drawing color and draw a big question mark around the text.

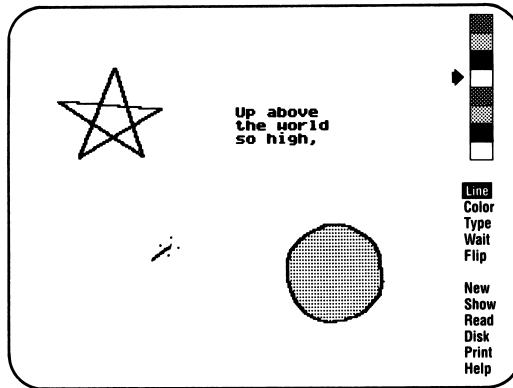
## **Review the Page**

Check everything on this page by pressing [S] (Show). Show lets you see the page you are on. If you want to read the story from the beginning, press [R], then [Y].

If you are satisfied with your work, press [W] to add a Wait step and [F] to add a Flip step to finish off this page.

## **Continue the Story**

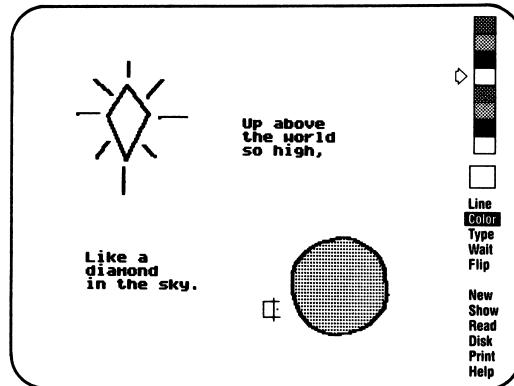
Continue the story by drawing the earth and coloring it blue, drawing a star, and adding another line of the poem:



1. Choose blue or either white on the color chart as your drawing color. Draw the earth in the lower right corner of the screen.
2. Press [C]. Color the earth blue.
3. Press [L]. Draw the star in the upper left corner of the screen.
4. Press [T]. Skip the typing window above the earth. Adjust the window's size to hold, "Up above the world so high."
5. Press [T] again and type the words.
6. Press **C** or **A**, or either joystick button, when you finish typing.
7. Press [W] to add a Wait step.

## Finish the Story

Finish the story by adding another line to the poem and changing the star to a diamond:



1. Press [T]. Skip the typing window to the lower left of the screen. Adjust the window's size to hold, "Like a diamond in the sky."
2. Press [T] again and type the words.
3. Press or , or either joystick button, when you finish typing.
4. Press [T]. Skip the typing window to the star. Adjust the window's size so that the star fits completely inside it.
5. Press [T] again to erase the star.
6. Press or , or either joystick button.
7. Where the star had been, draw a diamond.
8. Press [C]. Color the diamond white.

Review your work by pressing [R] then [Y] to read the story from the beginning.

## **Save Your Work**

Save your story on disk. (For instructions on saving files, see Save File on page 28.)

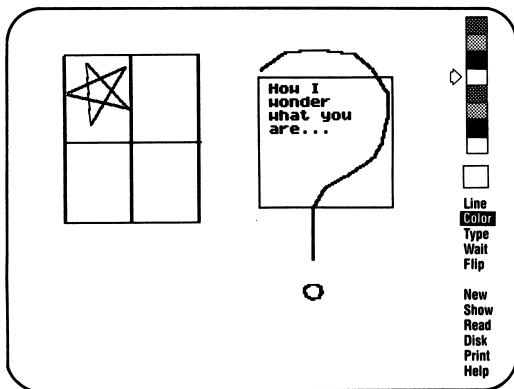
## **Editing**

With StoryBook, it is easy to make changes in your story. Suppose you want to change the picture on the second page so that it appears to be the wall of a lighted room, looking out to a dark night. You also want to move text to the bottom of the screen. Here is how to use the editing features of StoryBook to make these changes in the story you just created:

### **Moving Back**

1. From the last page in the story, press [<<]. The page flips backward, taking you to the end of the next-to-last page. The word Flip should be flashing on the StoryBook menu.
2. Press [] to move back through the steps on this page, one at a time. After the first keypress, the word Wait flashes on the menu. The next time you press [], the last Line step of the question mark flashes. Keep pressing [], moving back

through the drawing of the question mark. Stop when the typing window flashes.



Flashing text window.

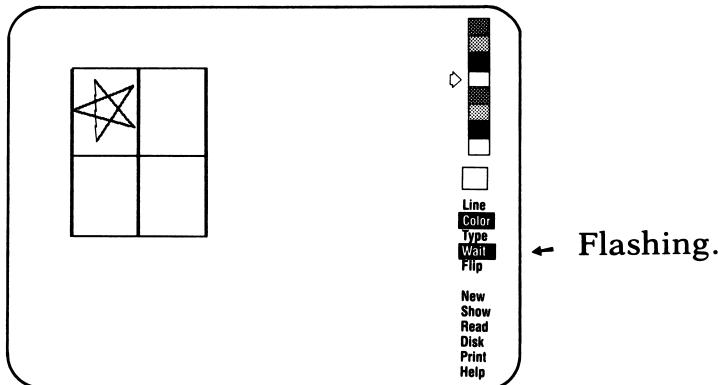
## Removing Flashing Steps

1. To remove the text in the typing window:  
Press [X] when the typing window flashes.  
Press [Y] when you get the screen message:  
Remove Type step? y/n
2. To remove the question mark:  
The first drawing step should be flashing.  
Press [X] to remove the flashing step. Keep pressing [X] until the question mark is completely gone.  
Stop when the word Wait is flashing on the StoryBook menu.

## Adding Story Steps

When you insert a new story step in a story, it is added just before the flashing step. Be sure the Wait step is

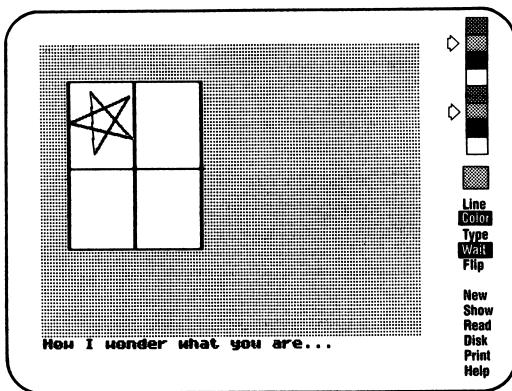
flashing so that these new steps go in before the Wait step, but after the window has been drawn. A picture of how the screen should look is on the next page.



To add color around the window:

1. Press [C] to get ready to color. Choose a color mixture for the “wall” around the window. (Review the information about coloring on page 11 if you need help.) Be sure the Color cursor is outside the window. Press joystick button 0 (bottom button) to add the Color step.
2. Press [T] to get ready to type. Move the typing window to the bottom of the screen. Adjust the window so it can hold, “How I wonder what you are.” going across the bottom of the screen.
3. Press [T] again and type the words.
4. Press **C** or **A**, or either joystick button, when you finish typing to add the Type step.

5. Press [S] to show the page. It should look something like this:



6. Save the story with the changes on disk. You may want to save it with a new file name so you can compare it with the first version. If you named the first version *Star*, you could call this version *Star2*.

## Editing Text

In addition to changing pictures and moving text, you can also make changes in text without moving it. To add some punctuation:

1. Press [<>] to flip the pages back until a beep tells you that you are at the first page.
2. Press [→] to step forward until the typing window flashes around “Twinkle twinkle little star.”
3. Press [T]. Then press [Y] to answer:  
Edit old Type step? y/n
4. Press [T] again to get the Type cursor. Press [→] to move the cursor to the space just after the “e” in “Twinkle.” Type a comma.  
If you make a mistake, press [Delete] to erase the character to the left of the cursor. Pressing [Control] and [X] together erases the character just over the cursor.
5. Use the arrow keys to move the cursor. Put in another comma after the second “twinkle,” and a period after “star.”
6. Press  or , or either joystick button, when you finish.
7. Save your changed file on the disk.

## **Ending Your Story**

To let the reader know when a story has ended, finish off a story with an “end” page. Since the StoryBook menu comes back at the end of a story, an end page also keeps the menu off the screen while your story is there.

To make an end page:

1. Press [>] until a beep tells you that you are at the end of your story.
2. Press [W] to add a Wait step.
3. Press [F] to add a Flip step.
4. Press [T]. Move the typing window to the center of the screen.
5. Press [T] again. Type “The End.”
6. Press [W] for a final Wait step—and you are done!

This Tutorial has shown you how to create a story using many of StoryBook’s features. Before writing a story of your own, you may want to reread some of the sample stories on Side II of the StoryBook disk for pointers and ideas. Turn back to the Introduction if you need a review of how to get story files from the disk.

When a sample story comes on the screen, you can stop reading by pressing [Esc]. Then use [ $\leftarrow$ ] or [ $\rightarrow$ ] to step through a story, or [ $<$ ] or [ $>$ ] to page through a story to see how it was created.

And remember, when you are drawing or coloring, you can always get on-screen help by pressing [H]. (For more information about Help messages, see page 8.)

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