

# << WORD WIZARD III >>

## INSTRUCTION MANUAL

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## LOADING WORD WIZARD - cassette versions

The program should be loaded via the monitor - RESET/BREAK M. Set the volume control of your cassette player to mid-way and the tone to full treble then start the tape and when the header tone is heard type :-

BBBB .L

to begin loading. Note the full stop before the 'L'. Defining location BBBB before loading ensures that spurious noise on the header does not corrupt page zero locations, causing a lock-up on program entry.

This program is loaded from a byte dump so the checksum loader is not required.

WORD WIZARD loads from 0240 onwards, and the text space begins at 0000hex. It uses the whole of Page Zero, both as an output buffer and for temporary storage, and 0100-013F as a stack. The stack is restored to normal operation when you exit the program or RESET/BREAK.

## LOADING - EPROM versions

Before the program can be accessed, the workspace limits MUST be set. Locations 0236 - 0239hex contain the start and end addresses of storage area. On a typical 8K machine the procedure would be:-

RESET M

then CEGMON based machines 0236 50,02,FF,1F.XXXX G

for other monitors 0236/50 <RETURN> 02 <RETURN> FF <RETURN> 1F  
<RETURN> .XXXX G

where XXXX in both examples denotes the start address of the supplied EPROM as shown on the EPROM label.

If you have 16K, 24K or 32K change 1F to 3F, 5F or 7F respectively. The above parameters utilise the free RAM space in page 2. If you have routines there which you do not wish to overwrite (such as printer output routines), change 50,02 to 00,03.

## LOADING - DISK WIZARD

A separate sheet containing details of the many enhancements to DISK WIZARD is included with this booklet to all DISK WIZARD purchasers. All DISK WIZARDS now contain an integral DOS and text storage/recovery routines.



Once the program has loaded, whether disk, EPROM or cassette, the screen will clear and the following message appears

WORD WIZARD  
N.V.DAVIES  
NEW?

Answering by 'Y' will clear the text storage area - this should always be done the first time the prompt appears after loading.

Answering by any other character will give a 'Warm Start', retaining any resident text.

Next appears a prompt which tells you how many BYTES FREE you have for text storage. Eg:-

5014 BYTES FREE

tells you that 5014 bytes are available for text storage.

SCREEN WIDTH? appears next and this should be answered by your normal screen width (probably 24,48 or 63). If you specify an out of range width, the question will be repeated. Note that on the wide screen versions of WORD WIZARD, 63 is the maximum width.

If you have already been using WORD WIZARD, pressing only <RETURN> on this input causes WORD WIZARD to default to the width you set on first entering the program. If you press <RETURN> during initialisation, a width of 1 will be assumed and the text will appear as a single column! Press CTRL B and try again.

TAB? can be answered by any number up to 255 - the program assumes 8. Pressing <RETURN> defaults either to 8 or to a previously set value.

The screen will now clear and any resident text will be listed. If the work area is clear a cursor will appear in the lower left-hand corner of the screen. At this point, text may be entered and altered.

Characters are entered at the cursor position, the cursor and all text after the cursor being moved down one position. Using the RUBOUT key deletes the character to the left of the cursor, backspaces and closes up the text.

Text should be entered continuously with a space between each word, even when a word ends at the end of the VDU line. The <RETURN> key should only be used as a paragraph terminator or newline generator and should NOT be pressed at the end of each VDU text line.

The keyboard should be used with the shiftlock lifted, where it will act like a normal typewriter. Lowercase will then be normally typed with upper case accessible via either shift key. Shiftlock need only be left depressed where a large amount of upper case text is to be entered.

Editing and all other functions apart from text entry are performed by pressing one of the following keys simultaneously with the CTRL key.

- CTRL A Amend first string to second string
- B Break and return to NEW? (or enter disk In/out)
- C centralise text
- D scroll text down one line
- E erase text between set markers - (CTRL X for EPROM version)
- F format text
- G start marker for move,copy,erase
- H end marker for move,copy,erase
- I Input text from cassette
- J right-justify text
- K copy text between markers to cursor position
- L cursor left non-destructively
- M move text between markers to cursor position
- N next search occurrence
- O output text to cassette
- P output to printer
- Q output to printer from cursor to end of text
- R cursor right non-destructively
- S search for string - max 48chars
- T tab no. of spaces set
- U scroll text up one line
- V scroll text down one screen (NOT EPROM version)
- W write a space (as TAB but single space)
- X cassette version - scroll text up one screen  
EPROM version - erase text between set markers
- Y print terminator
- Z home cursor to start of text



## AMEND - Global Search and Replace

This powerful function allows you to correct spelling mistakes or insert into the text. The maximum text insertion/replacement is 48 characters. Pressing CTRL A will produce the prompt

AMEND?

and you should type in the mistake you have found in the text (Eg spelling). Now press <RETURN> and the prompt

TO?

will appear. This is asking for the corrected version to be input (Eg spelling). After entering the corrected version, press <RETURN> again and the text will scroll until an occurrence of your chosen AMEND string appears. When this string is found, scrolling halts and an arrow appears, pointing at the found string and inviting you to press either

key Y                      to carry out the amendment

or

any other key              to skip and find the next one without amending.

With some care, correction of errors can be done somewhat simpler than the above method. Inputting the whole word twice can generally be avoided. For instance, amending 'el' to 'ell' would have changed 'spelling' to 'spelling'. However, you may also have been asked for many other amendments before you found 'spelling', such as help, well, laurel, etc all of which contain 'el'. A better input may have been 'spel' to 'spell'.

As you become more proficient at using AMEND you will no doubt devise your own shorthand way of speeding up the process!

## SEARCH - find a word

This function is used to look for any string up to 48 characters long in the text area. Pressing CTRL S produces the prompt:-

SEARCH?

The required string should be input, followed by <RETURN>. The text will scroll through until the chosen string is found. To find the next occurrence (if the search is for more than one character), press CTRL N. If the search is for one character only (perhaps 'u'), CTRL will find the first occurrence over and over again!

This function is very useful for checking potential errors or repetition in text. Note that if a correction is made during a search, CTRL N will not work.

## CURSOR and SCROLLING Controls

CTRL L and R move the cursor left and right non-destructively to allow for insertions, deletions, etc. The cursor should be placed to the right of text to be deleted, and then RUBOUT used.

To insert text, simply place the cursor in the position where you wish new text to appear and type as normal. A slightly slower typing speed may be necessary if there is a lot of text below the cursor position as all the text has to be moved down for every keystroke!



<RETURN> should be used as a paragraph terminator and not at the end of each VDU line or full stop. It can also be used to move a whole line of text down one line and create an empty line above. To achieve this, simply place the cursor at the start of the line to be moved and press <RETURN>. As many empty line as required can be obtained by continually pressing <RETURN>.

RUBOUT, In addition to deletion, can also be used to move a line of text up a line if there is an empty line above (see last paragraph). Place the cursor at the beginning of the line to be moved and press RUBOUT. The empty line will disappear and the text will close up by one line.

If there is a partial line of text above, pressing RUBOUT will join the current paragraph to the last one.

If the whole text has been scrolled through, pressing RUBOUT will place the cursor at the end of the last paragraph and cancel that linefeed.

CTRL U and D scroll the whole text up or down one line. These keys should be used to place a line of text requiring alteration at the bottom of the screen, or to scroll a line after an alteration without affecting the text. They can also be used for slow-scanning the text area.

CTRL X & V (not EPROM version) move the text up or down a screenful at a time and thus allow quick examination of the text. The number of lines scrolled depends upon the version of WORD WIZARD supplied.

CTRL Z homes the cursor to the start of the resident text.

#### MOVING, COPYING, ERASING blocks of text

The maximum number of characters which can be moved or copied by this function is 208. There is no limit on the number of characters which can be erased.

CTRL G and H produce start and end markers in the text. These should be placed immediately before and after the text which is to be moved or copied. Graphics will appear in the text where CTRL G or H are pressed. These are automatically removed after use.

Once the markers have been set and the cursor placed where the moved text is to start, there are three options.

CTRL M will move the text to the current cursor position, erasing the original marked text

CTRL K will copy the text to the current cursor position without erasing the original.

CTRL E will erase all text between the set markers.

If you attempt to copy or move more than 208 characters, WORD WIZARD responds by returning to NEW? Answer all questions with <RETURN>, then place the markers closer together and try again!

#### FORMATTING TEXT to the VDU

This function allows you to format the text to the screen before printing it, to gain an appreciation of likely printed output. This saves you time and money since the text need not be printed until it looks 'right' on the screen. Mistakes in layout and spelling can be spotted, then AMEND and SEARCH used to correct them, before committing your text to paper. This routine does NOT output to printer!

CTRL F produces the prompts



WIDTH? the number of characters you wish to be formatted per line. The maximum is 200, enough for virtually any printer on the market.

LENGTH the number of lines per screen required. This should normally be answered by the number of text lines available per screen - 16, 24 or 32.

Once the LENGTH question has been answered, the first screen of formatted text will be displayed. Pressing the space-bar while viewing the text produces the next set number of lines. When all the text has been viewed, or when you have seen enough, press CTRL B to exit, and go through the <RETURN> warm start.

A CTRL Y embedded in the text will terminate this routine - this is useful when you only wish to view a section of the text as it automatically exits once the CTRL Y marker is found.

### LOADING and SAVING TEXT

CTRL I and O input and output from cassette. CTRL I should not be used until a steady header tone is heard, or tape noise will print spurious characters into the text area. These can be removed after loading with RUBOUT. The spacebar and <RETURN> should be pressed immediately after loading ceases to again avoid spurious characters.

If new text is input from cassette while other text is resident, the text area will scroll through and add the new text to the end of the current text. Once loaded, use CTRL M to move the new text block by block to its required position.

If you wish to load to an empty text area, go through the WORD WIZARD cold start routine (CTRL B Y etc) before commencing loading.

All loading and saving appears on screen as per the normal BASIC SAVE routine.

As can be realised from the above, it is good practice when creating text dumps to leave several seconds of clear header tone on both ends of the recording.

### CENTRALISING and JUSTIFYING

CTRL C, placed before a title, will centralise that title on printout, so long as the title is terminated by <RETURN>.

CTRL J, followed by <RETURN> placed after a line of text, will right justify text on that line. This function should be used for example to create an address in the top right corner of a sheet of paper.

In the above two modes, a graphic character is generated during use to verify position.

### PRINTER OUTPUTS

CTRL P outputs formatted (justified) or non-formatted (ragged) text to the printer. Below are the prompts encountered after a CTRL P. Please note that different versions of WORD WIZARD produce the prompts in a different order and that the EPROM versions do not have some of the facilities due to space problems.

COPIES? the number of copies required - max is 255  
MARGIN? sets the left margin for the text on the printer. This is useful where a printer does not have its own margin command. The



	routine outputs the number of spaces set at the start of each line before printing the line. Press <RETURN> to ignore this facility.
FORMAT?	asks for justified or ragged printout. Answering 'Y' will format lines by adding spaces as previously. Answering by <RETURN> or any other character will truncate lines to the end of the last complete word which will fit within the line width set and wrap round any words remaining onto the next line.
WIDTH?	the print width required
LENGTH?	number of lines required before a pause. This function ONLY works when CTRL F has been pressed (format to screen). When used with CTRL P or Q, it should always be answered by <RETURN>.

CTRL Q is also a printer output, but is used in conjunction with CTRL Y to output sections of text to the printer.. Printout will occur from the cursor position to the print terminator marker. If there is no marker, printout continues to the end of text.

CTRL B exits the above two modes.

#### GENERAL COMMANDS

CTRL W writes one space for every key depression.

CTRL T tabs the cursor to the right the number of spaces set on Initialisation.

Note that the above two functions are not altered by the format mode. CTRL W and T are the only way of putting spaces at the beginning of a line which will be 'seen' by the printer.

Pressing CTRL B and answering the prompt with <RETURN> will tell you how many bytes you have left for text storage. This is useful when you are near to the end of your work and wish to check whether it will all fit in. If the text area becomes full, the NEW? (Y/N) (or similar, depending on version), will appear continuously.

## OUTPUT CHR\$ to PRINTER

This facility is available to disk and cassette users. Due to space limitations, the EPROM version does not support CHR\$ outputs.

Characters 7 to 32 (except 16) can be output to printer via the keyboard, provided shift lock is up. The table below gives the key depressions needed to place a control code in text. The codes are obtained by pressing CTRL LEFT SHIFT plus the relevant key:-

Control Code No	Keys to press	Control Code No	Keys to press
7	L/SHIFT CTRL A	20	L/SHIFT CTRL N
8	L/SHIFT CTRL B	21	L/SHIFT CTRL O
9	L/SHIFT CTRL C	22	L/SHIFT CTRL P
10	L/SHIFT CTRL D	23	L/SHIFT CTRL Q
11	L/SHIFT CTRL E	24	L/SHIFT CTRL R
12	L/SHIFT CTRL F	25	L/SHIFT CTRL S
13	L/SHIFT CTRL G	26	L/SHIFT CTRL T
14	L/SHIFT CTRL H	27	L/SHIFT CTRL U
15	L/SHIFT CTRL I	28	L/SHIFT CTRL V
16	Not available	29	L/SHIFT CTRL W
17	L/SHIFT CTRL K	30	L/SHIFT CTRL X
18	L/SHIFT CTRL L	31	L/SHIFT CTRL Y
19	L/SHIFT CTRL =	32	L/SHIFT CTRL Z

WORD WIZARD can give no value higher than 32 out to the printer.

Control characters entered at the start of a line will be output to the printer, but will not be displayed or counted as characters on a line during FORMAT or PRINT. Escape sequences (CHR\$(27)), in order to operate, MUST NOT have a margin set during printout and MUST be embedded at the start of a line with a <RETURN> on the end of the last line. This is compulsory. If you intend using escape sequences at the beginning of the text there MUST be a <RETURN> before the command.

If a control character is inserted within a line it will be displayed during FORMAT or PRINT.



## USEFUL LOCATIONS FOR WORD WIZARD3 USERS (not EPROM)

Below is a list of useful locations within WORD WIZARD3. All locations and values given are in hex.

- 0250     Re-entry point to WORD WIZARD
- 0D00     Start of text workspace (cassette versions only)
- 0CA7     Null count location. It can be set from 0 - FF for your printer. Default is 0A.
- 0908     Printer output routine. At present points to delay/null routine for slow printers (JMP 0C9E)
- 090B     Cassette output routine (JMP FCB1)
- 0C9E     Delay/null routine. 0CB4 = JMP FCB1. Change for your own printer output routine if you wish to use the null counter.
- 0B48     Cursor flash rate. Default is 20.
- 0BD0     Keyboard debounce delay.
- 0C4C/D   Text workspace start address. Low byte/high byte.
- 0C4E/F   End of text workspace. Automatically found on initialisation. Reset it if you wish to protect your own high-memory routines. See also information on 0C8E.
- 0C8E     Memory calculator routine. Defaults to A0 (40K). This is the top page of the memory to be checked during initialisation. If changed down, you can protect your own high-memory routines from being overwritten by text.

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