

QUICKWRITE II Version 4.7

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QUICKMRITE II
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Introduction:

QUICKWRITE II is a screen orientated, general purpose text editor for the VZ and although retaining a user interface similar to the QUICKWRITE Word Processor, QW II offers more extensive features.

The main aim is to allow the User not only to edit documentation, but later to be able to edit program code which can be used by an external compiler, as well as allowing User Groups to easily include listings in magazines etc..

Some of the main features include:-

- * 40K User File Space
- * 5 Hard Copy Formats
- * Proper Tab Facility
- * Allows easy loading of E&F Word Processor and Editor Assembler Tape Files
- * Control Codes can be sent directly to the printer
- * Upwards compatible with the QUICKWRITE Word Processor
- * Merging of Text
- * Text Search and/or Replace facilities

These are but a few, read on and all will be revealed!!

CONTENTS

GETTING STARTED	2
KEYBOARD MODE	4
Upper And Lower Case Special Keyboard Input Insert Rubout Format Change Function Return New Page Indent/Tab Reset Cursor Movement Control Codes New Sound Find Replace Find & Replace All	5 5 5 6 6 6 6 7 7 7 7 8 9 9 9
EDIT MODE	11
View Copy Cut Paste Hard Copy Screen Echo Find & Replace	12 12 12 13 13 14
DISK MODE	15
Format Label Vol Status Rename and Save Auto Save/Save Directory Load Merge Kill Retrieve Code Table	16 16 16 16 17 17 17 18 18 18
TAPE MODE	21
Save Verify Load Load E&F Load Edas	22 22 22 22 22 23
SET-UP	24
APPENDIX A: ERROR MESSAGES	29
APPENDIX B: EXAMPLE OF EACH FORMAT	32
APPENDIX C: USING CONTROL CODES	33
APPENDIX D: FINDING NUMBER OF LPP	34
APPENDIX E: USING BAS.CNV	35

GETTING STARTED.

1. Configuration Required.

To use QUICKWRITE II the following equipment is required:-

- 1 VZ200 or VZ300
- 1 64K RAM memory expansion
- 1 Monitor or TV
- 1 VZ200 or VZ300 printer interface
- 1 standard ASCII printer with a centronics interface
- 1 VZ disk controller (or Laser disk controller)
- 1 or 2 VZ disk drive(s)
 (or Laser disk drive(s))
- 1 program disk containing QUICKWRITE II
- 1 blank disk

Also a tape recorder can be connected - this is optional.

2. Loading and Running QUICKWRITE II.

It is assumed that the operator has correctly set up all the equipment listed above and that they are operational. If not refer to the relevant instruction manuals.

- * Place the disk containing QUICKWRITE II into the active disk drive.
- * type BRUN"QWII.4.7"

Note:

- (1) QWII.4.7 refers to QUICKWRITE II Version 4.7 Check which version you have.
- (2) For QW II to install itself correctly, bank 1 must be the active bank when typing the above.

Once QUICKWRITE II has been loaded two title screens will be displayed and then the disk drive will come to life (this is QW DOS becoming active). QW II will then enter KEYBOARD mode.

- * Now remove the QUICKWRITE II disk from the disk drive.
- * Place a blank disk in the drive.

3. Modes.

QUICKWRITE II has five modes:-

- (1) Keyboard (KEYS)
- (2) Edit
- (3) Disk
- (4) Tape
- (5) Set-Up

The current mode/function is displayed in inverse on the status lines.

4. The Display.

Except when using menu driven functions, the screen is divided into two sections.

(a) Status Lines:

The top three lines are the status lines.

- (1) The top line informs the operator what mode they are in.
- (2) The next two lines display all error messages or the function the operator has selected.

(b) Text Lines:

The remaining lines are used for the editing of the document.

1. KEYBOARD MODE (KEYS)

This mode allows the operator to input the document via the keyboard. All alpha-numeric characters are accepted.

In addition, the following special functions are available:-

- 1.1 Select upper/lower case
- 1.2 Special keyboard input
- 1.3 Insert
- 1.4 Rubout
- 1.5 Format Change
- 1.6 Return
- 1.7 New page
- 1.8 Indent/Tab
- 1.9 Reset
- 1.10 Cursor movement
- 1.11 Control codes
- 1.12 New
- 1.13 Sound
- 1.14 Find
- 1.15 Replace
- 1.16 Find & Replace All

1.1 Select Upper/Lower Case

There are two ways to change case: -

- (i) Pressing an alphabetic key whilst holding the SHIFT key down will cause the upper case of the key pressed to be displayed.
- (ii) Caps Lock (CTRL-Z)

Pressing CTRL-Z will cause all alphabetic input to be changed from lower to upper case or vice versa. A high pitched beep will indicate that CTRL-Z has been pressed, and CAPS LOCK will be displayed on the status lines when it is on.

Note:

- (1) Numbers and punctuation are not affected
- (2) All upper case is displayed on the screen in inverse.

1.2 Special Keyboard Input

The following characters can be obtained by holding down both the CTRL and SHIFT keys as well as:-

- 0 Left Square Bracket
- P Right Square Bracket
- K Slash
- L Question Mark
- M Back Slash
- N Caret

1.3 Insert (CTRL-L)

Allows the user to make minor changes to the document whilst in **KEYBOARD** mode.

Pressing CTRL-L toggles the Insert function on and off. When on, **INSERT** will be displayed at the top of the screen and any keyboard input will be automatically inserted at the current cursor position.

Selection of some functions, such as entering **EDIT** mode or pressing the rubout key, will cause **Insert** to be cancelled.

Under certain conditions, keyboard input will be ignored, these are:-

- (1) When the cursor is at the end of the document
- (2) When the cursor is on the first text line, and inserting would cause the screen to scroll.

1.4 Rubout (CTRL-;)

Pressing CTRL-; deletes the character to the left of the current cursor position. This is opposite to the Insert function, which will be cancelled if it was on.

Rubout is disabled when the cursor is in the home position on the screen.

1.5 Format Change Function

QUICKWRITE I has five hard copy formats which can be set from within the document, at any time, allowing the operator to change the printed format of each line of the document.

FORMAT	ACTION
1 (default)	Left Justify Text
2	Right Justify Text
3	Left & Right Justify Text
4	Left & Right Justify With Hyphen
5	Centre Text

To activate the Format Change function, press CTRL and the number key of the format code desired. On the screen the format code number will be displayed in inverse at the current cursor position.

e.g. To set left justify text format, press CTRL-1. A **B** will be displayed at the current cursor position.

For an example of each format see Appendix B.

1.6 Return (CR)

Pressing return does not induce a new line/carriage return (NL/CR) on the screen. It does in fact leave a marker at the current cursor position. This is a "hard" NL/CR and is used at the end of a paragraph.

When a hard copy of the document is requested the marker forces a NL/CR on the printer.

1.7 New Page (CTRL-P)

Pressing CTRL-P leaves a marker at the current cursor position. When a hard copy of the document is requested this tells the printer to start a new page.

1.8 Indent/Tab (CTRL-K)

This places a **D** marker at the current cursor position. Depending on the user selections in **SET-UP** mode, this marker will either tell the printer to **indent** x spaces or **tab** x spaces when a hard copy is requested.

e.g text entered is "DTESTDING"

if user selected **□** = Indent of width 6 the hard copy output would be:-

if user selected **□** = Tab of width 6 the hard copy output would be:-

In this example a "-" represents a space.

1.9 Reset (CTRL-R)

This resets the computer and re-enters BASIC. When this is invoked, confirmation is requested with the query:"ARE YOU SURE (Y/N)".

1.10 Cursor Movement

The screen can be considered as a window through which part of the document currently in memory can be seen. By changing anything seen in this window we are changing the document.

CTRL-H: go to the beginning of the document

CTRL-G: go to the end of the document

CTRL-F: go forward one screen

CTRL-B: go backward one screen

After any of these options have been selected, the cursor is placed at the bottom right-hand corner of the screen.

1.11 Control Codes

It is possible to send control codes directly from QUICKWRITE I to the printer attached. This allows the user to control a variety of parameters such as character size, line spacing e.t.c. It is also possible to down load whole character sets, change printer fonts and type styles. These features have been used extensively in the production of this manual.

QUICKWRITE II provides two ways to send control codes to the printer attached:-

(i) embedding the codes within a document.

Using the square brackets either a decimal or hexadecimal code may be embedded in the document which will be sent to the printer when a hard copy is requested.

The correct syntax is [dec] or [&hx], where dec is a 1 to 3 digit decimal number and hx is a 2 digit hexadecimal number.

This method of sending codes is only effective when entered at the start of a "hard copy" line. To ensure this, it is suggested that a string of codes is preceded by either a Marker or marker.

e.g. 【 [27][67][27][33][47]TESTING or in hex 【 [&1b][&43][&1b][&21][&2f]TESTING prints *TESTING* (on my printer) on a new line.

The codes sent are different from printer to printer, so it is expected that the user is familiar with those codes for their printer.

If used elsewhere in the line [number] is treated as text rather than a control code and is printed normally.

Also if the number is out of range or is missing, then it is printed as text and a warning message displayed, when a hard copy is requested.

- NOTE: (1) The control code must be in the range 0 255 or &00 &ff (inclusive)
 - (2) The hexadecimal digits a f must be in lower case
 - (3) See Appendix C for examples of control codes.

(ii) Control Characters

There are 10 control characters available. These are obtained by pressing a number 0 to 9 whilst holding the SHIFT and CTRL keys down. They allow the user to represent a string of control codes by a single character and can be used anywhere in the document, even mid word. Refer to the Code Table option of DISK mode.

WARNING: The use of some control codes will disrupt the hard copy of a document. It is up to the user to ensure that this does not happen.

1.12 New (CTRL-N)

This erases the document currently in memory, and as with Reset, it is protected by an "ARE YOU SURE (Y/N)" query.

If the user chooses to erase the document then they also have the choice of reverting to the default parameters or not (refer to SET-UP mode).

1.13 Sound (CTRL-0)

This allows the user to toggle the keyboard beep on and off. This also includes the Insert, Caps lock, and error message warning beeps.

1.14 Find (CTRL-SHIFT-F)

Before this function becomes available, the user must have selected the **Find & Replace** option in **EDIT** mode and entered a valid search string.

This function will find the next occurrence (starting from the current cursor position + 1) of the search string. If the string is found the cursor is moved to the start of that string.

If the string cannot be found the the cursor is placed at the bottom of the document.

1.15 Replace (CTRL-SHIFT-R)

Before this function becomes available, the user must have selected the Find & Replace option in EDIT mode and entered a valid search string and replacement string.

This function will find the next occurrence (starting from the current cursor position) of the search string. If found it will substitute it with the replacement string and then move the cursor to the start of the replacement string.

If the string cannot be found the the cursor is placed at the bottom of the document.

1.16 Find & Replace All (CTRL-SHIFT-A)

Like the previous function, before this becomes available, the user must have selected the Find & Replace option in EDIT mode and entered a valid search string and replacement string.

This function will repeatedly find the search string and substitute it with the replacement string. When complete, or the search string could not be found, the cursor is placed at the bottom of the document.

If the search string was found but could not be replaced due to insufficient memory then the cursor will be placed at the start of the first occurrence of the string that could not be replaced.

2. EDIT MODE

To enter EDIT mode press CTRL-E whilst in KEYBOARD mode (BREAK to return to KEYBOARD mode).
Upon entering this mode the user should notice two things:-

- (A) The word EDIT on the top line has become inversed, and
- (B) A list of functions will be displayed on lines 2 and 3.

The functions available in this mode are:-

- 2.1 View
- 2.2 Copy
- 2.3 Cut
- 2.4 Paste
- 2.5 Hard Copy
- 2.6 Screen Echo
- 2.7 Find & Replace

2.1 View ("V")

Allows the user to examine the document currently in memory.

- (1) To pause press SPACE
- (2) To continue press "C"
- (3) To stop at the current position in the document press $\ensuremath{\mathsf{BREAK}}$

If the whole document has been viewed then **KEYBOARD** mode will be re-entered.

However, if **View** has been stopped then although **KEYBOARD** mode has been re-entered, no additions can be made (unless using **Insert**) until the document has been completely viewed again. Only the text currently on the screen may be edited.

NOTE: If the View function has been called from another function such as Paste, Cut or Copy then upon pressing BREAK or being completely viewed, the prior function will be re-entered.

2.2 Copy - Block Move ("K")

The Copy function allows the user to select a section of text and duplicate it elsewhere in the document.

Pressing "K" will enter the **Copy** function. A cursor will appear on the screen at the current cursor position. This is the **start** of block marker.

To move the cursor about the screen (window) the cursor control keys may be used, also pressing:-

- V View
- H go to the beginning of the document
- G go to the end of the document
- F go forward one screen
- B go backward one screen

will move the window about the document. Pressing RETURN will cause the start location to be saved and the cursor will reappear. This time it is the end marker. Moving the cursor, as before, and pressing RETURN causes the end marker to be saved. The Copy function then copies all text within the two markers into a buffer which can be pasted elsewhere in the document.

2.3 Cut ("C")

This is very similar to the **Copy** function, except once the text between the two markers has been copied into the buffer, it is deleted (**Cut**) from the document.

2.4 Paste ("P")

This function takes the contents of the buffer and adds (pastes) them in the document at the paste cursor position.

Pressing "P" whilst in EDIT mode enters the Paste function. A cursor will appear on the screen at the current cursor position. This is the destination marker.

The whole document can be accessed by moving the cursor as described in section 2.2 (Copy).

Pressing RETURN causes the buffer contents to be pasted into the document at that location.

- NOTE: (1) In the Copy, Cut & Paste functions a high pitched beep will sound when RETURN is registered. To cancel, instead of pressing RETURN, press BREAK and KEYBOARD mode will be re-entered without any changes being made.
 - (2) The paste buffer can store a maximum of 1,400 characters.

2.5 Hard Copy ("H")

This function provides a hard copy of the document currently in memory. Before selecting this function make sure that:-

- (1) The printer is operational
- (2) The desired parameters have been set in SET-UP mode.
- (3) The correct code table has been loaded into memory. If no table is loaded into memory then all control characters will be ignored (refer to the Code Table function in DISK mode).

Upon pressing "H" whilst in **EDIT** mode the User will have two choices:-

- 1. Whole document
- 2. A section of the document

Press "1" or "2" to make your choice. If you selected "2" you will be required to enter a start and end marker cf. Cut, Copy and Paste.

QUICKWRITE II will then proceed to produce a hard copy of the document currently in memory.

To abort the printing once it has commenced press BREAK. If your printer has a buffer this may have to be cleared manually.

2.6 Screen Echo ("S")

This function is identical to Hard Copy except that the output is displayed on the screen rather than being sent to the printer.

A left arrow indicates that the end of line has been reached, and any invalid control codes are displayed on the screen.

2.7 Find & Replace ("F")

This allows the user to enter the search and replacement strings required by the Find, Replace and Find & Replace All functions in KEYBOARD mode.

These strings may include any character such as tab/indent, new page markers, format codes, control characters e.t.c. To include a carriage return in the string press SHIFT and RETURN.

Upper case may be entered by either holding the SHIFT key or using the Caps Lock key (CTRL-Z).

3. DISK MODE

To enter DISK mode press CTRL-D whilst in KEYBOARD mode. (BREAK to return to KEYBOARD mode).

This mode is similar to EDIT mode, except:-

- (A) The word DISK on the top line has become inversed, and
- (B) A list of functions (different to those in EDIT mode) will be displayed on lines 2 and 3.

The functions available in this mode are:-

- 3.1 Format
- 3.2 Label
- 3.3 Vol
- 3.4 Status
- 3.5 Rename And Save
- 3.6 Save
- 3.7 Directory
- 3.8 Load
- 3.9 Merge
- 3.10 Kill
- 3.11 Retrieve
- 3.12 Code Table

3.1 Format ("F")

This allows the user to initialise a disk and at the same time place a label on it together with the date initialised.

Upon pressing "F" whilst in DISK mode the user will be asked to confirm their selection with the query "ARE YOU SURE (Y/N)".

If "Y" then the disk in the active drive (selected in SET-UP mode) will then be initialised. When completed the user is then prompted for a disk label. If no disk label is required then press BREAK and KEYBOARD mode will be re-entered.

3.2 Label ("X")

This allows the user to place a label and date on a disk.

QUICKWRITE II does not validate the user input so the date can be in any format.

To cancel, press BREAK when prompted for either the label or date and KEYBOARD mode will be re-entered.

NOTE: A disk label is actually a file of length 126 bytes (1 record). It is saved on disk with the reserved filename DISKINFO and has the filetype "S" which stands for System file.

Do not use this filename for any other files or programs.

3.3 Vol ("V")

Using **Vol**, the user can read the disk label on the disk in the active drive.

3.4 Status ("C")

Pressing "C" in DISK mode informs the user of the remaining records available on the disk in the active drive.

NOTE: 1 record = 1 sector = 126 bytes

3.5 Rename and Save ("R")

This function allows the user to save the document currently in memory to a specified file on disk.

Along with the document, the current **Hard Copy** parameters (refer to **SET-UP** mode) are saved. The parameters saved are:-

- (1) Format Code
- (2) Left Margin
- (3) Start Page Number (if any)
- (4) Linelength
- (5) Maximum Number Of Columns
- (6) Top Margin
- (7) Lines Per Page
- (8) Bottom Margin

NOTE: (1) QW II files are of filetype "F".

(2) Files saved by QUICKWRITE II cannot be loaded by any version of the QUICKWRITE Word Processor.

3.6 Auto Save/Save ("S")

Every 192 keystrokes (this is selectable in **SET-UP** mode) the file currently in memory is automatically saved to disk with the filename **WORKFILE**. If a file with that name already exists on the disk then it is replaced.

As with **Rename and Save**, the current **Hard Copy** parameters are saved with the document.

The user can also save to the **WORKFILE** at any time by pressing "S" in **DISK** mode.

NOTE: WORKFILE is a reserved filename. Do not use this name for any files or programs.

3.7 Directory ("D")

Pressing "D" whilst in DISK mode will list the file names of those files stored on the disk in the active drive.

3.8 Load ("L")

This allows the user to load either a QUICKWRITE Word Processor file or QUICKWRITE II file from disk.

If the file loaded was a QUICKWRITE II file, then after loading the user has three choices:-

- 1. Revert to default parameters
- 2. Use parameters of loaded file
- 3. No change to parameters

Press "1", "2" or "3" to make your choice.

Choice "1" will reset all of the SET-UP parameters to their default values.

Choice "2" will change only the Hard Copy parameters (refer to Rename and Save).

Choice "3" leaves all of the parameters as they were.

If the file loaded was a QUICKWRITE Word Processor file then:-

- (1) There is some internal conversion (the most noticeable is that the control characters have been changed).
- (2) The SET-UP parameters will be unchanged.

3.9 Merge ("M")

This allows the user to merge either a QUICKWRITE Word Processor file or a QUICKWRITE II file stored on disk with the document currently in memory.

If there is no document in memory then QW II will go to the Load routine. Otherwise the user is required to enter the destination position for the file and then specify the name of the file to be merged.

After merging the file, depending on whether it is a QW II file or not, the user will be given some choices similar to those described in the Load section (3.8).

3.10 Kill ("K")

This erases the specified file from the disk in the active drive.

3.11 Retrieve ("U")

This is the opposite to the Kill function. It will recover a file that has been accidentally erased from disk either by using ERA (in BASIC) or the Kill function.

When prompted for a filename, the user is required to enter a filename and filetype in the following format:-

Filename\Filetype

Maximum of

8 chars 1 char - the back slash separates the two.

It is recommended that the filename does not contain back slashes, although legal, this will avoid any confusion.

Some common filetypes are:-

- F QUICKWRITE II Text File
- T BASIC File
- D Data File (Mailing Lists)
- B Binary (Machine Code) File
- ₩ Editor Assembler Source File
- S QUICKWRITE II System File

NOTE: There are two cases where a file will not be retrieved correctly. These are:-

- (1) An attempt to save any file onto the disk may cause all or part of any erased file to be lost.
- (2) Renaming a second file with the same name as the erased file may cause the erased file to be lost or the wrong file to be retrieved.

3.12 Code Table ("T")

This function is accessed by pressing "T" whilst in DISK mode. It provides the user with 10 characters which can represent a string of control codes. When a Hard Copy is requested, these control characters are used to index into the current Control Table in memory and output the string of codes that character represents.

Upon entering this function the user has four choices:-

- 1. Select control char
- 2. Save control code table
- 3. Load control code table
- 4. Name code table file

To register your choice press the corresponding key. To exit the **Code Table** function press **BREAK**.

(i) Select Control Characters

This allows the user to define (or redefine) the **control characters**.

Upon selection a row of inversed characters will appear on the screen, these are the **control characters**. Beneath these is an arrow pointing to the current **control character**.

To select the character which is to be defined, move the arrow using the left and right cursor control keys and press **RETURN** to register your choice.

The user is then required to enter a string of codes (either in decimal or hexadecimal) each separated by a comma. If the **control character** has already been defined then its previous definition will be redisplayed in decimal.

NOTE: A Hexadecimal number is a 2 digit number prefixed by an "&" and the hex digits a-f are in lower case.

(ii) Save Control Code Table

This allows the user to save the current **control character** definitions onto disk. This file is of filetype "S" (System file) and is referred to as a **Code Table**.

Code Tables saved by QUICKWRITE II can be loaded by the QUICKWRITE Word Processor (version 4.2). However, due to the restriction in QW4.2 that control character definitions cannot contain code 255 (this has been lifted in QW II), definitions containing that code will be truncated when loaded by QW4.2.2

e.g. In QW II "!"=10,20,30,255,50,90 becomes "5"=10,20,30 when loaded by QW4.2.2

(iii) Load Control Code Table

This allows the user to load any Code Table regardless of which version of QW or QW II it was prepared on.

(iv) Name Code Table File

Using this the filename of the **Code Table** to be loaded or saved can be specified.

NOTE: The Current control character definitions are retained in memory until the user loads another Code Table.

4. TAPE MODE

To enter TAPE mode press CTRL-T whilst in KEYBOARD mode. (BREAK to return to KEYBOARD mode).

This mode is similar to DISK mode, except:-

- (A) The word TAPE on the top line has become inversed, and
- (B) A list of functions (different to those in DISK mode) will be displayed on lines 2 and 3.

The functions available in this mode are:-

- 3.1 Save
- 3.2 Verify
- 3.3 Load
- 3.4 Load-E&F
- 3.5 Load-Edas

4.1 Save ("S")

Pressing "S" whilst in TAPE mode allows the user to save the document currently in memory to a specified QUICKWRITE II file on tape.

Along with the document, the current Hard Copy parameters are saved (refer to Rename and Save in DISK mode).

- NOTE: (1) QUICKWRITE II tape files are of type "F"
 - (2) Tape files saved by QUICKWRITE II cannot be loaded by any version of the QUICKWRITE Word Processor.

4.2 Verify ("V")

Pressing "V" whilst in TAPE mode allows the user to compare the document currently in memory with a QUICKWRITE II file stored on tape.

Unlike the E&F Word Processor verify function, Verify does a byte by byte compare. It also checks that the Hard Copy parameters of the tape file are the same as those at the time of the last Save.

4.3 Load ("L")

This function is identical to the ${f Load}$ function in ${f DISK}$ mode, except that the file is loaded from tape.

Refer to the Load function in section 3.8.

4.4 Load-E&F ("E")

This will load a file from tape which was saved by the standard E&F Word Processor.

After loading, QUICKWRITE II will convert the E&F Eoln and New Page markers into QUICKWRITE II RETURN and New Page markers.

4.5 Load-Edas ("A")

This allows the user to load source code tape files produced by the D.S.E. Editor Assembler.

After loading, QUICKWRITE II replaces the space between the line number and the rest of the line with a D (tab) character. This is so that when a Hard Copy is requested, the opcodes will be aligned regardless of the number of digits in the line number (maximum is 999). To set the "gap" between the line number and the rest of the

To set the "gap" between the line number and the rest of the line, the user must select tabs with a width greater than 3 (the maximum number of digits in a line number).

5. SET-UP

To enter SET-UP mode press CTRL-S whilst in KEYBOARD mode.

This mode allows the user to modify the load-time default parameters.

Pressing BREAK at any time will re-enter KEYBOARD mode. To skip a prompt or to go back to a previous prompt use the cursor up and down controls. Press RETURN to register input at the current prompt.

Default Values: -

View Speed = 0

Keyboard Response Speed = 0

Active Disk Drive = 1

Auto Save = Y

Auto Save Frequency = 192

Hard Copy Format: -

Max No. Of Cols = 80

Linelength = 70

Left Margin = 0

Top Margin = 0

Bottom Margin = 4

Lines Per Page = 66

Tab Or Indent (T/I) = T

Tab Width = 8

Number Of Copies = 1

Format Code = 1

Start Page Number = 1

Double Spacing = N

Pause Between Pages = N

(1) File Space Remaining: -

QUICKWRITE I assumes that a 64K expansion module is connected. Approximately 40K is available to the user.

(2) View Speed

This allows the user to control the speed at which the **View** functions display the document. The fastest is 0 the slowest is 999.

(3) Keyboard Response Speed

This allows the user to slow down keyboard input by altering the response speed of the keys. The fastest is 0 the slowest is 999.

(4) Active Drive (1/2)

This allows the user to select either drive 1 or 2. However, make sure the disk drive selected is operational.

NOTE: QUICKWRITE I will crash if you select a non-existent disk drive.

(5) Auto Save (Y/N)

Allows the user to switch the automatic save (to disk) function on and off.

(6) Auto Save Frequency

Allows the user to specify the number of keystrokes before QUICKWRITE II will automatically save the document currently in memory. The user is only asked this if the auto save function is active (determined by the question above).

(7) Max No. Of Columns

Tells QUICKWRITE II the number of columns available on your printer. the maximum accepted is 999.

(8) Enter Line Length (5-255)

The user can select the maximum number of characters to be printed per line in the **Hard Copy** of the document.

(9) Left Margin (0-255)

The user can select the width of the left margin required in the **Hard Copy** of the document.

NOTE: Left Margin + Line Length should be less than or equal to the maximum number of columns.

(10) Top Margin (0-999)

This allows the user to specify the number of blank lines at the top of each page when a **Hard Copy** is requested.

(11) Bottom Margin (4-999)

This allows the user to specify the number of blank lines at the bottom of each page when a Hard Copy is requested.

(12) Lines Per Page (5-999)

This allows the user to specify the number of lines that can fit on one page.

NOTE: The Bottom Margin + Top Margin must be less than the lines per page.

Refer to APPENDIX D for common page lengths.

(13) Tab Or Indent (T/I)

This allows the user to specify whether QUICKWRITE II should interpret a D marker as a tab or indent character.

(14) Tab (Indent) Width

Allows the user to specify the width of a D character. This must not be larger than the linelength.

(15) Number Of Copies (1-999)

This allows the user to specify the number of copies produced when a **Hard Copy** is requested.

(16) Format Code

If the user does not want to use the Format Change Function, then entering a legal code (1-5) will cause the whole document to be produced in that format.

FORMAT	ACTION
1 (default)	Left Justify Text
2	Right Justify Text
3	Left & Right Justify Text
4	Left & Right Justify With Hyphen
5	Centre Text

(17) Start Page Number

This allows the user to specify the page number of the first **Hard Copy** page. If "0" is entered then no page numbers will be produced.

(18) Double Spacing (Y/N)

If required the user can instruct QUICKWRITE I to double space the output when a Hard Copy is requested. A blank line is left after every Hard Copy line.

(19) Pause Between Pages (Y/N)

If the user enters "Y" QUICKWRITE II will pause when each page has been printed.

(20) Roll Or Fanfold Paper (R/F)

When the user has selected page pause, QUICKWRITE II then prompts the user for the type of paper theat is being used. If fanfold then the page will be paused at the perforation.

(21) Enter Platten Gap (0-999)

If the type of paper being used is a roll (determined by the above question), then the user is also required to enter the platten gap. This is the number of lines required to position the end of the page onto the tear off bar on such printers.

APPENDIX A: ERROR MESSAGES

Incorporated in QUICKWRITE II is its own Disk Operating System. Error messages common with VZ DOS V1.2 are:-

File Already Exists
Directory Full
Disk Write Protected
Disk I/O Error
Disk Full
File Not Found
File Type Mismatch

Specific QUICKWRITE I error messages are:-

(1) Disk Error

An unknown disk error occurred when a disk operation was in progress.

(2) Tape Error

A tape error occurred when a tape operation was in progress.

(3) Verify Error

The document on tape is not an exact duplicate of the document currently held in memory.

(4) Checksum Error

The document on tape may be corrupt.

(5) Insufficient Memory For Whole File

There is not enough memory to Load the specified file in its entirety. NOTE: As much of the file as possible is loaded.

(6) Insufficient Memory For Merge

There is not enough remaining memory to Merge the specified file with the document currently in memory.

(7) The File Area Is Full

This informs the user that there is no more memory available for storage of additions to the document.

(8) No File Exists

There is no document currently in memory.

(9) Reserved Filename

The user tried to save a Control Code Table with a reserved filename.

(10) Software Error

A fatal error has occurred. Please contact **VSOFTWAREZ** immediately. The following information is required; the operation performed, the remaining memory, the equipment you are using.

(11) Paste Buffer Empty

An attempt was made to Paste to the document currently in memory when the paste buffer was empty.

(12) Unable To Paste To Text

This has occurred because there is insufficient memory to Paste the contents of the buffer.

(13) Start Marker <= End Marker

The start and end of block markers have been incorrectly entered.

(14) Number Of Characters Too Large

This can occur in two cases:-

- (A) When copying or cutting and the number of characters between the start and end markers exceeds 1,400.
- (B) When entering a filename and its length exceeds the maximum allowed.

NOTE: The valid filename lengths are:-

Disk Filename - 8 chars
Edas Filename - 8 chars
E&F Filename - 15 chars
QW II Tape Filename - 16 chars
QW Tape Filename - 8 chars

(15) Break Detected

During a **Screen Echo** or **Hard Copy** operation the **BREAK** key was detected and the function is terminating.

(16) Warning: Control Code Error

An invalid control code has been discovered.

(17) Cannot Overwrite Undisplayed Text

When this occurs just re-view the document.

(18) Label Already Exists

A file with the name DISKINFO already exists on the disk, this may or may not be a label.

(19) This Disk Has No Label

The disk in the active drive does not contain a label.

(20) Filetype Not Entered Correctly

When entering the name and type of the file to Retrieve the syntax was incorrect. Refer to section 3.11 in DISK mode.

(21) Cannot Retrieve File

No trace of the specified file could be found on the disk in the active drive.

(22) String Not Found

The specified search string did not occur in the document currently in memory.

(23) Can't Replace - File Area Full

The specified string could not be replaced due to insufficient memory.

APPENDIX B: EXAMPLE OF EACH FORMAT

Left Justification.

This piece of text is just to demonstrate exactly what is meant by left justification. Notice that all of the text is in line along the left-hand margin, but not necessarily the right-hand side.

Right Justification.

This piece of text is just to demonstrate what is meant by right justification. Notice that all of the text is in line along the right-hand margin but not the left-hand margin.

Left And Right Justification.

This text is to demonstrate what is meant by left and right justification. Notice that this small piece of text is now in line along both the left and right-hand margins.

Left And Right Justification With Hyphen.

This text is to demonstrate what is meant by left and right justification with hyphen. Notice that the text is in line along the left and right-hand margins. Notice also that if a word is "chopped" on the right hand side then it is hyphenated.

Central Justification.

This text is to demonstrate what is meant by central justification. Note that text is neither in line along the left or the right-hand margins, but that it has been centred on the page.

APPENDIX C: EXAMPLES USING CONTROL CODES

These examples are for a Microline compatible printer. To use these examples on your printer simply substitute the relevant codes where necessary.

A list of the codes (in decimal) used are:-

27,33,47 Italics On 27,33,42 Italics Off 27,67 Underline On Underline Off 27,68 Double Width On .31 Double Width Off 30 Bold On 27.84 27,73 Bold Off Alternate Character set 27,55 Standard Character set 27,49

Example 1: Double Width And Underline On

Input:

[27][67][31]TESTING

Output:

TESTING

Example 2: Double Width And Bold On

Input:

[31][27][84]TESTING

Output:

TESTING

Example 3: Alternate Character And Double Width On

Input:

[31][27][55]TESTING

Output:

TESTING

Example 4: Italics, Underline, Bold And Double Width On

Input:

[27][33][47][27][67][27][84][31]TESTING

Output:

TESTING

APPENDIX D: FINDING THE NUMBER OF LINES PER PAGE (LPP)

Step One

Measure the length of one printer page (in inches).

Step Two

Find the number of lines per inch. The most common are either 6 LPI or 8 LPI (lines per inch).

Step Three

Refer to the table below to find the correct input for "LINES PER PAGE" for the paper your printer is currently using.

PAGE	LENGTH	6 LPI	8 LPI
3	INCHES	18 LPP	24 LPP
3.5	INCHES	21 LPP	28 LPP
4	INCHES	24 LPP	32 LPP
5.5	INCHES	33 LPP	44 LPP
6	INCHES	36 LPP	48 LPP
7	INCHES	42 LPP	56 LPP
8	INCHES	48 LPP	64 LPP
11	INCHES	66 LPP	88 LPP
11.6	INCHES	70 LPP	93 LPP
12	INCHES	72 LPP	96 LPP
14	INCHES	84 LPP	112 LPP

- NOTE: (1) QUICKWRITE II assumes that top of form has been set by the user and that the paper has been correctly positioned to the beginning of a new page.
 - (2) Page length * Lines per inch = Lines per page (LPP).

APPENDIX E: USING BAS.CNV

Provided on the QUICKWRITE II disk is a utility which allows the user to save a BASIC program onto disk as a QUICKWRITE II file.

It should be noted that BAS.CNV makes no attempt to understand any Extended BASIC tokens. This is due to the fact that there are many Extended BASIC utilities available and thus conflicting tokens have occurred.

Below are the instructions to save the BASIC program "TEST" as a QUICKWRITE II file:-

- (1) BLOAD "BAS.CNV"
- (2) POKE 30862,0:POKE 30863,114
- (3) LOAD "TEST"
- (4) POKE 30719.0
- (5) X=USR("NEW FILENAME")

NOTE:

- (1) POKE 30719,0 The entire program will be in lower case. POKE 30719,1 The entire program will be in upper case.
- (2) If No BASIC program is in memory then no action is taken.
- (3) If you enter X=USR("") then no action is taken.
- (4) If you enter X=USR(0) or any non-string as t e argument then strange things will happen.
- (5) If NEW FILENAME is > 8 then only the first 8 chars will be used.
- (6) A\$="TEST":X=USR(A\$) is valid.