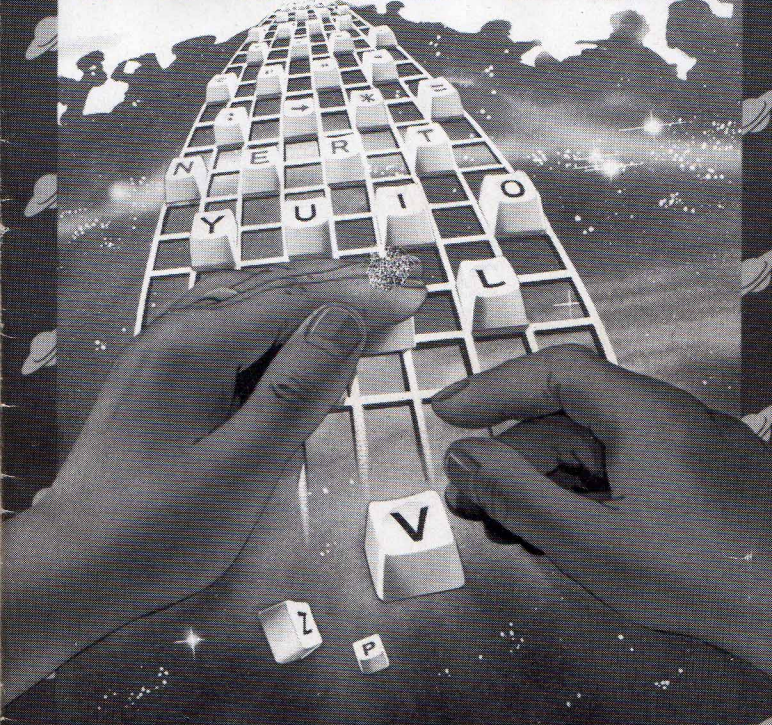


P-Y-R-A-W-O-R-D



AMSTRAD CPC 464/664/6128

WHEN YOU HAVE MADE THE
DISCOVERY
NOTHING ELSE COMES CLOSE

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SECTION 1 – INTRODUCTION

Pyraword (T) is a tape based Word Processor. It consists of one program, simple enough to be learnt quickly by those not familiar with computers, and yet contains enough features for more advanced users to produce many types of sophisticated printing normally associated with more expensive Word Processing systems.

Designed and written to use the AMSDOS tape system, it contains features allowing a 'fastload' version to be configured and saved for subsequent use, loading in just 125 seconds from tape.

It takes advantage of many Amstrad hardware features and is extremely fast, especially where it counts most, ie cursor positioning and screen scrolling.

By using data compression, Pyraword (T) is able to 'pack' large documents into its work space which is over 29,500 bytes. It also uses data compression when saving files.

The keystroke-memory system within Pyraword (T) allows the function keys to record keystrokes. This enables editing sequences and combinations of control-key functions to be stored and replayed as required. By programming the function keys, Edit-Environments can be created, saved to tape and subsequently re-loaded and used again.

Pyraword is supplied with many LESSON files on the same tape. By accessing the files, studying and editing the text, the Pyraword (T) system can be learned in stages, easily and quickly. This manual supplements the lessons and is intended to be a Reference Document only.

On an Amstrad 464 fitted with disc, Pyraword (T) can be run/loaded from tape (using ITAPE.IN) and a 'fastload' version then written to disc for subsequent use.

However the disc version of this package, known simply as Pyraword (without the T) is a more sophisticated product. It contains background printing, file management facilities, and hi-speed disc access routines. It should be purchased in preference where disc operation is anticipated.

GETTING STARTED using TAPE

Pyraword (T) is supplied as one tape containing the master program and sample lessons.

- 1) Ensure the Amstrad is ready by pressing the CTRL-SHIFT-ESC keys together and the BASIC MicroComputer Copyright messages should appear.
- 2) Insert side one of the tape into the cassette drive, ensure it is fully rewound, then enter the Amsdos command RUN" and press the large ENTER key.
- 3) The logo screen will be displayed as the main program is loaded. On completion the WP Input Output Screen will be displayed.
- 4) Press the large <ENTER> key twice and the next LESSON file will be read into memory from the tape.
- 5) Follow the screen exercises, and you will quickly learn how to use Pyraword (T).

INSTALLING ONTO DISC FROM TAPE

Follow the above instructions upto step 4, but before step 2 type in the AMSDOS command ITAPE.IN. When the edit Input Output screen appears, leave the system tape loaded.

- 4) Press the large <ENTER> key, then type TEST followed by the large <ENTER> key again. The edit screen should appear.
- 5) Press <CTRL-Z> to go to command mode.
- 6) Press <W> to write the main WP program to disc.
- 7) Press CTRL-SHIFT-ESC to clear the machine and enter the AMSDOS command ITAPE.IN once again.
- 8) Enter the command RUN "XFER.BAS" to execute a special transfer program.
- 9) Follow the screen instructions, and all required files will be copied from the tape to your disc.
- 10) When the '*** DISC INSTALL COMPLETE ***' message appears, remove the tape, clear the machine by pressing CTRL-SHIFT-ESC.
- 11) To start the WP system from disc, type RUN "FASTLOAD.WPT".
- 12) Press the <ESC> key to see the disc contents.
- 13) Enter the file name "LESSON.001" followed by <ENTER> <ENTER> to view and use the first of the lesson files.

SYSTEM FILES

The system files are important to Pyraword and a general understanding of their use will be required at some stage. They are all optional and Pyraword can work without them, however their presence does permit YOU, the user, to control and determine how the Pyraword system should operate.

Printer Configuration

The file WPRINTER.CFG can be edited as an ASCII file, and re-loaded thru one of the command mode functions at any time. It describes Pen and Paper Inks, Language Set and Printer Codes allowing many different types of centronics printers to be used.

Saved Options File

The Pyraword system allows you to save and load many options files. These files contain keystroke memories, tabs and margin settings, pen and paper ink values. They enable you to save and restore different edit environments. See command mode.

SECTION 2 – THE EDIT SESSION

TEXT EDITING

The primary display is shown below. All control logic at this stage is based on what you enter in the INPUT and OUTPUT fields shown on the screen:–

PYRAWORD	
Input file: _____	
Output file: _____	
Press PLAY then any key	
Esc – Catalogue	PYRAMID

Figure 2.0

INPUT Field:	OUTPUT Field:	Effect:
Blank	Blank	Read next file from tape.
Blank	TEST	Create a file called TEST.
TEST	TEST	Read TEST file from tape. Set default output name.

Pressing <ESC> allows names to be re-entered. If the cursor is already on the 1st character of the input field, the tape catalogue will be displayed.

EDIT-MODE

After one or more file names have been entered, the INPUT file will be read into memory and the first 24 records will be displayed. If CREATE mode was selected the screen will be blank. In either case you are in Edit-Mode (in an Edit-Session).

Use of the <ESCAPE> key or <CONTROL-Z> key will alternate the Edit Session between Edit-Mode, the Help-Page and Command Mode.

During the Edit-Mode text can be entered and edited using the "What you see is ALMOST what will be Printed" principal. Just move the cursor and type the text. The following section explains how the CONTROL-KEYS are used to control the Edit-Session.

ESCAPE KEY

When used in Edit-Mode, the escape key will cause the Help-Page screen to be displayed. The display is just an 'aide memoire' and describes very briefly the functions below. Pressing the escape key a second time returns the screen to Edit-Mode.

ABORT & EXIT

The <CTRL-A> key may be used to ABORT the Edit-Session. When used all files are abandoned. The character <Y> must be entered to confirm the Abort Request. The Editor returns to the primary screen.

SAVE & EXIT

The <CTRL-X> key is the normal save and exit. The output file name will be displayed and can be overtyped as required. The file will be written to tape and control will return to the primary screen.

CURSORMOVEMENT

This is controlled by using the <UP>, <DOWN>, <LEFT>, and <RIGHT> arrow keys or by entering text. Forward and Reverse scrolling is automatic as row-1 or row-24 are reached. The <ENTER> key always goes to the next line, left margin.

The <TAB> and <CTRL-TAB> keys move the cursor to the next tab or previous tab stop respectively. The cursor speed-key rate can also be varied between normal and fast by using <CTRL-Y>.

Records are added to the front or back of the file if the cursor is taken past the first or last records using the <UP> and <DOWN> arrow keys. (Note: It is quicker to insert before the end-of-file than to add to the end-of-file. If possible keep a few blank records at end-of-file).

SCREEN-SCROLLING

The <SHIFT-DOWN> and <SHIFT-UP> keys will scroll the screen one line up or down respectively whilst maintaining the cursor position. The <CTRL-DOWN> and <CTRL-UP> arrow keys will scroll forwards and backwards 24 lines at a time. These four functions will not scroll past the beginning or end of the file.

CHARACTER-INSERT-DELETE

The <SHIFT-RIGHT> and <SHIFT-LEFT> arrow keys provide these functions. Note that the insert function places a single blank in the text which can then be overtyped. The Insert and Delete actions both occur at the cursor position. The <CLR> and keys also provide character delete and reverse delete capabilities (as they do in BASIC).

LINE-INSERT-DELETE

The <CTRL-RIGHT> and <CTRL-LEFT> arrow keys provide these functions, and they both operate on the current line, indicated by the cursor. The line insert action places a blank line into the text which can be overtyped. As text is typed off the end of the line another blank line is inserted. The same occurs if the <ENTER> key is pressed. Line Insert Mode is cancelled by the use of <CTRL-LEFT> arrow (to delete a newly created blank line) or by scrolling down past row 24.

BLOCK COPY

To copy a block of text, move the cursor to the first line of the text and press <CTRL-B> to set the BEGIN marker. Move the cursor to the last line of the text and press <CTRL-E> to set the END marker. The message 'Block Saved' will be displayed. Position the cursor where the block is to be copied to and press the <COPY> key. The block will be COPIED-INSERTED at the following line. The saved block will stay in memory until another Block is marked. It can be copied repeatedly anywhere in the file.

BLOCK-DELETE

Mark the Block with the <CTRL-B> and <CTRL-E> keys as for the Block Copy function. When the 'Block-Saved' message appears, press the <CTRL-D> key. This will display the marked block in reverse INKS. Press (Y) to permit the delete operation. After the delete, the block is still saved and can be copied back if required with the <COPY> key. This is Block Un-Delete.

BLOCK-MOVE

This function is similar in use to the BLOCK-COPY operation described above, but after setting the begin and end markers, the <CTRL-COPY> key should be pressed. The block will be moved to the cursor position, and deleted from its old position.

TAB STOPS

Pressing <CTRL-T> will display the current tab settings as small triangles on line 24. Tabs are set or cleared by positioning the cursor and pressing the <TAB> key until the triangle symbol appears or disappears. Pressing <CTRL-TAB> will clear all tab stops. When the new tab stops are ready, press the large <ENTER> key to record them. Tab marks can be saved for future use, see Command Mode.

MARGINS

The left and right text margins are taken to be the left-most and right-most tab stops set by the TAB-STOP function defined above. After setting margins, existing text can be re-snaked to the new margins by positioning the cursor on the first line of the relevant paragraph and pressing <CTRL-R>.

AUTO-INSERT MODE

Normally as characters are entered they erase previous screen characters. This is sometimes called OVER-KEY mode. Pressing <CTRL-I> toggles AUTO-INSERT mode ON and OFF. When it is ON a small <i> is displayed on screen row 25.

The effect of having auto-insert mode on is that as characters are typed, text to the right of the cursor is pushed along. Words which go past the right margin are resnaked into the lines of text below. Auto insert mode is usually turned ON to add additional words or characters into existing text. It can be used with or without WORD-WRAP.

OPEN / INSERT TEXT

The <CTRL-O> key can be used to open or split a line at the cursor position into two new lines. The first will contain text up to the cursor position. The second line will contain text from the cursor position. <CTRL-O> is another way of inserting additional words or sentences into existing paragraphs. Use of <CTRL-O> normally allows quicker text insertion when adding sentences, because the word wrap action provides a new blank line, however, <CTRL-R> must be used afterwards to resnake the paragraph.

RESNAKE TEXT

Pressing the <CTRL-R> key will resnake text from the current line to the end of the paragraph which is denoted by a single blank line. The resnake operation will replace strings of three blanks or more with a single blank. Double spaces following dots, commas, semi-colons and close-brackets are left intact. Text will be forced to fit into the existing left and right margins. The word-wrap feature must be ON for resnake to work. Note: Positioning the paragraph near the bottom of the screen speeds up the display process!.

JUSTIFY TEXT

Resnaking text will cause an untidy right margin. Pressing <CTRL-J> will examine each line to see how best to 'pad' the lines and works from the current line to the end of the paragraph. It is normally used immediately after a resnake operation.

A very useful keystroke memory sequence is <CTRL-R> <CTRL-J> since the memory playback logic looks ahead and only re-displays the screen after doing both operations. See the section below on 'Keystroke Memories'.

MARK-FIND-LINE

A single LINE can be marked by using the <CTRL-L> key. The line can be brought back to the screen with the <CTRL-F> key (FIND). These two operations are useful in that they allow a rapid return to text being entered after studying text elsewhere in the file.

LINE CENTERING

Pressing <CTRL-C> centres the current line of text between the existing left and right margins.

WORD COUNT

Pressing <CTRL-K> performs a word count from the beginning of the current workspace file upto and including the previous line. The number of words counted are displayed at the bottom of the screen. The count only includes 'text words', not special characters.

GENERATE U/L CASE

Pressing the <CTRL-G> key causes the first character on the line to be examined. If it is lower case, the rest of the paragraph is converted to lower case. The opposite happens if the first character is upper case.

VIEW-BEGIN-END

Press <CTRL-V> to select 'View' then press to see the beginning of the file (record 1) or <E> to see the end of file (last record).

APPENDING/MERGING FILES

Pressing the <CTRL-N> key signals NEW-INPUT and allows another INPUT file to be appended to the current memory workspace file. In this way it is possible to build up new documents from old ones. Once the new file has been added into memory, the Block Move function can quickly bring text to where it is required, simulating a merge operation.

SEARCH-SYSTEM

Press <CTRL-S> to select the search system. Two types of operation are provided.

1. Search and Stop

Enter a search string in single or double quotes then press the enter key twice, leaving the replace string empty. The search will start. Each time the string is found, the record containing it will be displayed together with the preceding and following record in its own small 'window'. The following options can then be used:-

- Enter Key Ignore this match and continue searching.
- Escape Key Terminate, and return to original text.
- (G) Key Goto the record where the match was found.
- Up/Down Scroll the records where the match was found.

Search and stop enables rapid positioning to any piece of text. Part words and part sentences may be used.

2. Search and Replace

Enter a search string in single or double quotes. Then enter a replace string in single or double quotes. Be sure to use upper or lower case as required for the replace string. After the replace string is entered, answer the question to select Automatic or Conditional replacement and the search will start.

If the Auto-Replace option is chosen, the process will run to completion without further action. If the Conditional option is used, each time the string is found it will be shown with the preceding and following records. Press <R> to do the REPLACE, or press <C> to CONTINUE with no action.

All search functions operate from the current line to end-of-file. Use <CTRL-V> to select record 1 if you intend to search the whole file. A good keystroke memory sequence to use prior to using the search function is <CTRL-L> <CTRL-V> . This marks the current line and goes to the beginning of the file. After using the search function <CTRL-F> will return to the marked line.

Any search can be cancelled with the ESCAPE key.

Note-1: A search string must NOT start or end with a blank character, and must not contain more than two consecutive blanks.

Note-2: After replacing short strings with long strings, some paragraphs may appear to lose text. Such paragraphs must be Resnaked using <CTRL-R> (and optionally Rejustified with <CTRL-J>) to bring the invisible text back onto screen. TEXT IS NOT LOST!

KEYSTROKE-MEMORIES

Pyraword contains nine keystroke memories which can each record 32 keystrokes. Each of them may be used to record text or control keys. These can then be 'replayed' as required.

Display:

To view the contents of the keystroke memories press the numeric island key 0 (f0). The memories will be displayed. Press the ESCAPE key to return to Edit-Mode.

Record:

Press the SMALL-ENTER key then select a memory using the island keys 1 thru 9. Once selected the message 'Keystroke Recording ON' will be displayed. To terminate the recording press the small enter key again. If a recording exceeds the 32 keys limit, the next memory will be attached and used. If the end of keystroke-memory nine is reached, recording will be turned off, and the KS-sequence-saved message will be displayed.

Replay:

To replay any recorded sequence press the numeric island key 1 thru 9 which was used to make the recording. The keys will be taken and used as though they had just been entered at the keyboard. The replay can be stopped by pressing the ESCAPE key.

Erase:

Press CTRL-SMALL-ENTER and select a memory with the numeric island keys 1 thru 9. The memory will be cleared ready for use once again.

Note-1: Memory functions may only be recorded or initiated for playback in normal Edit-Mode. Recorded sequences may for example select the Search system and start a search for a character string then revert to Edit-Mode. However it is not possible to start a recording or keystroke memory playback if the Search system has already been selected manually.

Note-2: The keystroke memories can be saved. See Command Mode.

COMMAND MODE

Command mode is selected with the <CTRL-Z> key whilst in Edit Mode.

The Edit Session is temporarily suspended while the Command Functions are available:-

A small menu is displayed at the bottom of the screen and the Functions can be selected by pressing the appropriate key as follows:-

C: Catalogue	D: Data Compress
L,S: Ld, Save Opts	J,K: Paper & Pen
R: Rd Prtr File	T: Tape Speed
N: Nat. Language	W: Write FastLoad

Catalogue:

Pressing <C> displays the tape catalogue.

D: Data Compression ON/OFF

Pyraword uses compression in memory and on tape. If you edit BASIC files, before using <CTRL-X> to write the file back you should turn compression OFF. The file will be expanded to normal and can then be used by the BASIC system. If you wish to edit an existing BASIC program it must first be saved to tape in ASCII format by using the SAVE command with the ,A option.

L,S: Save User Options

Pressing <S> allows the current Tabs, Paper and Pen Ink Values, and Keystroke Memories to be SAVED to a tape file for future use. A file-name may be entered and can be any name. Pressing <L> causes the opposite LOAD action to start after a file name has been given.

J,K: Paper and Pen

Each time the <J> key is pressed the Paper Ink will be advanced to its next value. Use <CTRL-J> for the opposite action. Each time the <K> key is pressed the Pen Ink will be advanced to its next value. Use <CTRL-K> for the opposite action.

R: Read Printer File

After starting Pyraword (T) from the system tape, the next file on tape is WPRINTER.CFG. This file can be accessed and edited by the above commands and written to a blank tape. To INSTALL the printer options this command function should be used after inserting the tape containing the modified WPRINTER.CFG file. Normally after this operation, the tape speed is set to 1, and a fastload tape written for future use.

T: Tape Speed

Pressing <T> allows the tape speed to be set to fast (1) or normal (0). The fast option should only be used when tapes will be read from the same cassette deck.

N: National Language

Pressing <N> will allow one of eight languages to be selected from a menu which includes USA, France, Germany, UK, Denmark, Sweden, Italy and Spain. Up to twelve characters may change their appearance depending on which language is selected. Press <enter> or <return> after making a selection. See Section 7 for more details.

W: Write FASTLOAD

Pressing <W> will write the word processor image, already set with printer configuration and user options, to a tape for subsequent re-start operations. Normally used after tape speed has been set to 1.

SECTION 3 – GENERAL PRINTING

The <PRINT> key is the 'Decimal Point' key on the 'numeric island'. It is shown below as the <.> key. There are no other <keys> associated with printing.

CPC-464

7	8	9
4	5	6
1	2	3
0	<.>	Entr

PRINT-START

Pressing the <.> key starts the printing, assuming you have a printer connected, loaded with paper etc. etc...

Printing starts from the 'current line' and proceeds until the end of the document is reached, or an END PRINT command is encountered (more about that later). Be sure to identify the first print line by placing the cursor on it.

PRINT PAUSE/STOP

Pressing the <.> key while a document is printing will cause the printing to pause, the cursor will stop flashing, and the print task will wait for a key to be entered after displaying 'PRINT-PAUSE'.

If the <.> key is entered, the print task will be resumed. Pressing the <ESCAPE> key will cancel the print task.

SECTION 4 – PRINT CODES

Print CODES are special characters which when sent to the printer cause special things to happen such as underlining, superscripts, large printing, condensed printing and so on.

Although many printers use similar CODES (normally 'Epson') the way of representing the codes on screen varies from one Word processor to another. Within the Pyaword system, we try to make the use and the representation of print codes as easy and as flexible as possible.

USING PRINT CODES

The easiest way to use them is to add them after a piece of text has been prepared. This means that you can INSERT the codes in between words to achieve the desired effect(s).

A print code is entered by pressing <CTRL-P. The next character entered is stored as a print code. Print codes are displayed on the screen in REVERSE inks so that they can be recognised.

Associated with each print code is a CHARACTER SEQUENCE. When your piece of text containing print codes is sent to the printer, the codes are expanded to the special character sequences and cause the desired effect on the printer. If the printer code is unknown, you will hear a beep when the line containing the unknown code is printed.

The following print codes are included in the WPRINTER.CFG file:--

<@>	Reset Printer	<E>	Emphasise On	<r>	Superscript
	backspace	<e>	Off	<s>	Subscript
<C>	Condense Printing	<L>	Large Print On	<t>	End S'script
<c>	Off	<l>	Off	<4>	Alternate Chrs
<D>	Double Strike On	<U>	Underlining On	<5>	Off
<d>	Off	<u>	Off	<i>	Shift In
				<o>	Shift Out

Note: Many of the above codes are defined so that they may be used in place of a space (between words) thus keeping the 'structure' of a piece of text intact.

DEFINING PRINT CODES

If you have a Centronics printer which uses alternative codes, or you wish to modify the supplied Epson codes, or you wish to add more codes, you can easily do so by editing the ASCII file WPRINTER.CFG with Pyraword.

This file is the next file on the system tape after Pyraword (T) has loaded. Pressing the <ENTER> twice (when the INPUT OUTPUT screen is displayed) will cause it to be read into memory where it can be edited.

Note:

- Most of the File is just comments, only the bits of text within the SQUARE brackets and SQUIGGLE brackets are of any importance.
- The first line of options [00,I3,F=Y] define the pen and paper inks which Pyraword is to use at startup time. The ink values can both be in the range 00 to 26. The F=Y string means yes for line feeds. If changed to F=N, line feeds will not be sent with the carriage return characters while printing.
- The remaining lines of options are the defined PRINT CODES. Each code is defined within a pair of squiggle brackets. The code is a single character followed by a space or underbar symbol followed by the replacement sequence. Up arrows mean the ASCII character following must be decremented by 33 before being sent to the printer. In many cases the ↑< sequence is used. It denotes 60 - 33, making 27, the ESCAPE character for a printer.

A listing of the supplied WPRINTER.CFG file is shown on the next page.

Note: Many of the codes send a space to the printer before sending the control sequence. This allows the codes to be used instead of spaces between words.

WPRINTER.CFG – Supplied Printer Codes

CONFIG FILE:

(SET FOR EPSON-FX80)

{00,13,F=Y}

Pen, Ink, Paper Ink, L'Feeds?

{Language=0}

Language Character Selection

{{@_↑<@}

RESET PRINTER

(ESC @)

{0_↑<0}

1/8 Spacing

(Esc 0)

{1_↑<1}

7/72 Spacing

(Esc 1)

{2_↑<2}

1/6 Spacing

(Esc 2)

{4_␣↑<4}

Alt Chrs On

(Esc 4)

{5_↑<5␣}

Alt Chrs Off

(Esc 5)

{b_↑)}

Backspace

(8)

{B_↑)↑)}

Double backspace

(8 8)

{C_␣↑<↑0}

Condense On

(Esc 15)

{c_↑<3␣}

Condense Off

(18)

{D_␣↑<G}

Double Strike On

(Esc G)

{d_↑<H␣}

Double Strike Off

(Esc H)

{E_␣↑<E}

Emphasis On

(Esc E)

{e_↑<F␣}

Emphasis Off

(Esc F)

{F_␣↑<E↑<G}

D' strike & Emph. On

(ESC E G)

{f_↑<H↑<F␣}

D' strike & Emph. Off

(ESC H F)

{i_␣↑0}

Shift In

(15)

{L_␣↑<↑/}

Large Print On

(Esc 14)

{l_↑<5␣}

Large Print Off

(19)

{o_␣↑/}

Shift Out (SO)

(14)

{Q_???

NLQ Mode (reserved)

(????)

{r_␣↑<S0}

Superscript On

(Esc S0)

{s_␣↑<S1}

Subscript On

(Esc S1)

{t_↑<T␣}

S'cripts Off

(Esc T)

{U_␣↑<-1}

Underlining On

(Esc -1)

{u_↑<-0␣}

Underlining Off

(Esc -0)

Note: The use of the 'space' character (␣) within the { } definitions above is significant at print time.

LINE EXTENSIONS

It is possible to print lines which contain more than 80 characters by ending a line of text (on the screen) with the up arrow symbol. When the text is printed the up arrow symbol (from the pound sign key) causes the invisible carriage return character to be skipped.

Line extensions are normally only required when it is desirable to print a lot of condensed text on the same line. You may not want to use this feature very often as it looks quite strange on-screen, but it's nice to know that it can be done if and when the need arises.

SPECIAL CHARACTERS

Pyaward uses two characters for special purposes which are:-

The up arrow character on the pound sign key ↑
The reverse slash character for print commands \

The up arrow character at print time means take the character immediately following, determine its ASCII value and subtract 33. If the result is positive, send that value to the printer. This allows any character or code to be sent to the printer. The following example sends escape-E to the printer.... ↑ <E.

The reverse slash character precedes all print commands. It should not be used for any other purpose,

however....

Any of the above two special characters can be printed by using two of them immediately together. The print routine will recognise that two special characters next to each other really means just print one, so ↑\ can be used as normal characters if necessary.

SECTION 5 – PRINT COMMANDS

When a document is printed, it may be necessary to control the page breaks, form depth and so on to achieve a specific print appearance. Such things are done by using 'Print Commands'.

Print Commands must always be entered in UPPER CASE and consist of a two character code preceded by the reverse slash <\> character. They should normally be entered starting at column 01! !

The line containing the command is not COUNTED as a line of text, and after being processed, the remainder of the line, including the carriage return is skipped over, and may be used for comments.

There are two categories of commands, those which are read immediately before printing starts (to set form depths, headers and footers etc...) and those which are used during printing (page breaks etc).

Commands used at the BEGINNING of a document (prior to text) must be entered with the '^' in column 01. There must be no blank lines between these command lines. The first line which does not contain a print command (^ in column 01) will be interpreted as text, and printing will start.

Often the first few lines of a document will contain Print Parameters, Header and Footer definitions. The LESSON files on the master disc show working examples of the commands described on the following pages.

PRINT PARAMETERS

The <PP> command enables a number of values to be specified which set the TOP-MARGIN, LINES-PER-PAGE, BOTTOM-MARGIN, LINE-FEEDS and PAGE-PAUSE. The first three added together specify the FORM-DEPTH to be used. This command may only be used at the beginning of a document (before any lines of text) and if used should be the first command since it sets the form depth value. An example follows:-

```
\PP 00,66,04,Y,N
```

The first value (00) specifies 00 lines in the top margin. This means that no line spacing will occur at each top of page.

The second value (66) specifies 66 lines of text to be printed before doing the bottom margin line spacing. If headers and footers are defined, the lines they occupy are subtracted from this value, reducing the number of print lines per page automatically.

The third value (04) specifies 04 lines of spacing to be done after all lines of text have been printed. The three values added together are the form depth, and in the example above (00 + 66 + 04) specify 70 lines which is standard A4.

The first alphabetic character (Y) specifies Yes to Line-Feeds. It overrides the default setting contained in the WPRINTER.CFG file. It can be set to (N) to suppress the sending of Line-Feed characters.

The second alphabetic character (N) specifies No to Page-Pause. If set to (Y) printing will pause at each page until a key is pressed. This is to allow paper to be adjusted on NON-TRACTOR printers which might otherwise slide to one side and mess up the printing.

If no <PP> command is used, the above values are taken as defaults except for the Line-Feeds option which is taken from the WPRINTER.CFG file.

HEADERS

A header is one or more lines of text which is to be printed at the top of each page before the top margin. It is often used when printing manuals or technical documents. The printer command <HD> is used to define the start and end of one or more lines which are to be used as a header:-

```
\HD
```

PYRAWORD !

! WORD PROCESSOR

```
\HD
```

The example above shows a three line header. It will print as shown at the top of each page during printing. Headers can be re-defined throughout a document, or turned off by specifying no lines. The definition must always precede the page on which it is to be used.

FOOTERS

A footer is one or more lines of text which is to be printed at the bottom of each page after the bottom margin. It often contains a page number. The printer command <FT> is used to define the start and end of one or more lines which are to be used as a footer:-

\FT

Pyaward Reference Manual

Page \PN

\FT

The example above shows a two line footer. It will print as shown at the bottom of each page during printing. Please note the <PN> command. At print time it will be replaced by a page number, which is then incremented.

Footers can be re-defined throughout a document, or turned off by specifying no lines, i.e.

\HD

\HD

Always put the \HD and \FT commands in column 01 of a line.

PAGE NUMBERING

Automatic page numbering is achieved with the <PN> command which is used in two different ways.

- When used within a header or footer definition it specifies where the page number is to be positioned and printed.
- When used on its own it specifies the page number to be used for the first page. If it is not defined, it defaults to ZERO.

This example shows the page number being set to the value 1:-

\PN 001

PAGINATION – PAGE BREAKS

If you simply print a document, page breaks (form feeds) will occur depending on the Form Depth value. This may cause paragraphs, diagrams and so on to be split. To avoid this you can force page breaks to occur with the NEW PAGE <NP> command.

The problem is knowing where to put the <NP > commands. The following sort of procedure should be used:-

- a. Decide on how many print lines per page are available. For standard A4 (70 lines) if you use a bottom margin of 04 you are left with 66 lines. If you will be using a 03 line header and 03 line footer this is then reduced to 60 lines.
- b. Program a keystroke memory to scroll down 60 lines by using <CTRL-DOWN> <CTRL-DOWN> then 12 <SHIFT-DOWN> arrow keys. This represents 24 lines times 2 followed by 12 making 60.
- c. You can then position the cursor on a line and scroll down 60 lines by pressing the keystroke memory key. If the cursor is on a blank line, insert the <NP> command. If the cursor is in text, move it up to the first available blank line and insert the <NP> command.

The <\NP> command may appear anywhere on a line, but should normally be at the left margin.

Note: The supplied 'User Option File' WPSVOPTS.001 can be LOADED into Pyraword by using COMMAND MODE. Keystroke memories f9 and f6 are programmed to scroll up and down 60 lines. Refer to Section 2, Keystroke Memories.

DOUBLE SPACING

The double spacing command <DS> will cause an extra line feed to be inserted between each line of printed text. Page depth control is observed. This facility is useful on initial drafts of text which will be subjected to extensive reviews. It allows space for alterations to be inserted. Must be followed by a blank line.

SINGLE SPACING

The command <SS> sets printing to single space, and is the default. Other line spacings can be used if your printer has the corresponding features. By sending the relevant print codes and setting up a new form depth value, any combination is possible. Must be followed by a blank line.

The WPRINTER.CFG file provides the print codes 0, 1 and 2 which select 1/8 inch 7/72 inch and 1/6 inch line spacing respectively. Depending on the form depth of the paper you are using, you will need to use the <PP> command described above to set the print-lines-per-page value so that form-feeds occur as required.

END PRINTING

Once printing starts it continues until it is cancelled (see Section 3) or it reaches the end of the document, at which point it just stops, and the message 'End Print' displays.

If you require the last page to be printed, line spaced and have any final page footers printed, you should end the document with the End Print command <EP>.

The <EP> command can also be used within a document to stop printing after a particular line or paragraph.

```
\EP.
```

Please Read This.....

Getting the print-commands right can drive you 'crazy' so please read the above carefully, and practice with simple examples. Then build up to more sophisticated uses. Always use previous text where possible to repeat the same print effects. If a printout repeatedly fails to produce what you want, write the text to tape and then re-load it and try again. This will clear all invisible marker bytes. If it still fails, you are doing something wrong....

The example below shows most of the print commands being used. You should try entering the text and print the document. Note the initial command lines (\) must start in column 01.

```
\PP 00,66,04,Y,N           {LESSON.999}           {{ RECORD 001}}  
\HD
```

```
A SIMPLE HEADER
```

```
\HD  
\FT
```

```
A SIMPLE FOOTER
```

```
Page \PN
```

```
\FT  
\PN 001  
\SS
```

This pretend document starts with the <PP> command which defines top margin, lines-per-page, bottom margin, line feeds and no page pause.

That is followed by a header and footer definition. The footer contains a page-number command.

`\NP.. new page`

This text will print on page two. The `<PN 001>` command above set the initial page number to one, and was followed by the single space command `<SS>` which is not really required.

`\DS .. switch to double-space`

When printed, this short piece of text should show the effect of double spacing. It allows you to write comments in-between the lines for subsequent editing.

`\SS .. switch to single-spacing.`

We are back to normal text so let us signal the end of printing.

`\EP`

SECTION 6 – LANGUAGE

LANGUAGE SUPPORT

Pyroword supports the same International Character Sets as CP/M. The variations available are:-

- | | | |
|-------------------|------------|------------|
| 0. U.S.A. | 1. France | 2. Germany |
| 3. United Kingdom | 4. Denmark | 5. Sweden |
| 6. Italy | 7. Spain | |

If you select a language in Pyroword, the ASCII value of the character held in memory (and subsequently on tape) remains the same, but the screen display for that character will change. For any language selected, some or all of the following twelve keys will result in different characters being displayed:-

Character-Symbol Value		Character-Symbol Value	
Hash	23	Up Arrow	5E
Dollar	24	Tilde	60
At Sign	40	Left Parenthesis	7B
Left Square bkt	5B	Vertical Bar	7C
Reverse Slash	5C	Right Parenthesis	7D
Right Square bkt	5D	Control-2	7E

Note: The reverse slash character precedes 'print commands' and the up-arrow character can be used to define additional 'print codes'. Even though the appearance changes as different languages are selected, their operation remains the same.

SELECTING A CHARACTER SET

Method-1:

You can select any character set during edit-mode by switching to COMMAND mode (CTRL-Z). One of the menu options shown is <N>. Pressing <N> will cause a National Language selection menu to appear. You may select any of the options shown. Each time you select a language, the displayed symbol set will change. These symbols identify the replacement character sets. Press the <enter> or <return> key once you have made your selection.

Method-2:

When Pyraword is started, it reads the WPRINTER.CFG file. The file contains the language parameter [Language=n].

The <n> parameter specifies the language to be selected at startup time and must have a value 0 thru 7 representing one of the languages shown above. The WPRINTER.CFG file can be edited with Pyraword, allowing the language parameter to be set to any value. If the language parameter is not specified or invalid, Pyraword will default to 0.

PRINTING

The action of displaying a character on screen is a very different one to that of sending it to the printer. In **addition** to selecting a character set for display purposes you must also tell your printer to print text using a specific character set.

You should consult your printer manual on how to do this. Some printers must be setup by using a combination of small selection switches. Others allow an 'escape sequence' to be used within text being sent to the printer.

SECTION 6 – UTILITIES

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- | | | |
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The print code <> is used in the supplied WPRINTER-CFG file to set up an Epson compatible printer for ENGLISH. It can be altered to select other language character sets.