

PLUS



NO. 1, June 1985

EXCHANGE

CONTRARY TO POPULAR OPINION: YOU ARE NOT A COMPUTER ORPHAN !
Join the PLUS EXCHANGE Users Group

Qualifications for Adoption: interest in Tri Micro integrated software on any computer, with particular emphasis on the Commodore Plus 4.

This newsletter is the first issue of a monthly publication to be sent to members of the PLUS EXCHANGE Users Group. Integrated software is not like other software. People begin to manipulate their information in different ways and become creative in developing uses which derive from the capabilities of integration rather than from the capabilities of any one single application. In the newsletter we plan to explore these uses, recounting both our own experiences and those which you share with us.

Questions regarding specific problems should be sent to the newsletter desk. You can be assured of an answer.

Especially for PLUS 4 owners, the PLUS EXCHANGE will provide an avenue for obtaining information, software, and support. Tri Micro, Commodore, and other software titles will be available at a discount. We have had many requests for a programmer's reference guide. With the publication of next issue, if we receive sufficient interest, one will be offered. In our efforts supporting the Plus 4 in international markets, Tri Micro is in a unique position to import software developed for the computer in other countries where the Plus 4 has received a better reception. In addition, those of you with Plus 4 programs are invited to submit them for publication. They will be added to the PLUS EXCHANGE software list and you will receive a small royalty each time another member purchases a program.

Charter Member \$40/yr, payable \$10.00/quarter

Up to 50% discounts on software.
Savings pays your membership.

Regular Member \$20/yr, payable \$5.00/quarter

Both memberships include newsletter, phone support, tutorials, free upgrades to software. You can change from one type of membership to the other at any time on a pro-rata basis.

*Built In
Software*



WORD PROCESSING TIPS

Although the documentation for different versions of Tri Micro integrated software is complete in its explanation, a few practical applications of the program features become apparent only with repeated use. Working with the several versions on a daily basis, I have developed a checklist of certain hints and shortcuts. This first column will discuss the word processing portion of the software.

Pointers

One rather distracting feature of the software is the pointer setting. Unless a pointer is set at the end of each paragraph, all text below the paragraph will be moved during an insert or delete. There are several solutions to this dilemma. The first is to remember to set a pointer at the end of each paragraph, just before you press the RETURN key. This method is much more convenient than having to set pointers after you have prepared your entire file.

I had also noticed that sometimes pointers were automatically activated after a search and replace routine was performed. After completing the search and replace, I would continue to type the rest of my text, to find that pointers now accompanied the text to the appropriate end of paragraph line. Questioning David Johnson, the programmer, to determine the cause of "auto-pointers" (as I came to refer to them), we isolated the event which caused this "auto-pointer".

If the search and replace forced a carriage return, thereby forcing the movement of the pointer set by the search and replace routine, the "auto-pointer" became active. Therefore, if I did not want to set my pointers manually while typing my text, I would simply execute a search and replace on the first paragraph which forced a carriage return line change. This would activate the "auto-pointer". For example, using

the first paragraph of this column as an example:

Reaching the point where I typed "portion of", you would know that you were nearing the end of the line (indicated by the column counter). Therefore, position the cursor before "portion", enter command mode and type RE for search and replace. Replace "portion of" with "portion of the software." A new line has been forced. Now as you type the remaining paragraphs, the pointer will automatically be set at the end of a block of text.

If you choose to activate the "auto-pointer", note that the pointer follows the carriage return symbol. Therefore, you may sometimes have a single line of text where a pointer is set. This will be true if a carriage return is the end of the line. The auto-pointer will affect the insert and delete function if a carriage return is mistakenly left in the middle of a line. You will not be able to delete text from one line into a line having a pointer, nor will you be able to insert past a pointer. If you are having these problems after setting the auto-pointer, be sure and check the line on which the pointer keeps appearing. If this line has a carriage return, remove the carriage return, and the insert/delete function will operate unimpaired.

Moving Text Without Insert and Delete

The word processor has a restore function which is also useful in moving lines or parts of lines around. This function is activated with the Commodore Logo key (C=) and the key bearing the symbol @. If you position the cursor anywhere in your text and press RETURN, the text immediately following the cursor on that line will be truncated. To restore truncated text, position the cursor where you want the text to be inserted and press the Logo key (C=) and the @ key together.

Let us say, or example, that you have the following text:

This is an example of moving text using the restore function. To activate this function, press Logo (C=) and the @ key.

To add a phrase between the first and the second sentence without opening space using the insert/delete key, position the cursor over the "T" in "To activate...". Move to the second line, and use the insert line command to insert a blank line. Begin typing the phrase, "The restore function restores text which has been erased by the RETURN key." Use the space bar to move over two spaces. Press the C= and the @ keys together. The phrase will appear as follows:

This is an example of moving text using the restore function. The restore function restores text which has been erased by the RETURN key. To activate this function, press Logo (C=) and the @ key.

In this instance using the restore function to insert and move text was significantly faster than multiple inserts and deletes. Remember that only one line may be truncated, therefore, you can only reposition a maximum of one line at a time using the restore function. Sometimes, a combination of both restore and insert and delete is the most efficient. Although the restore feature is not always the answer, in some instances, it can be quite helpful.

Another way in which to move or replace phrases without using the insert and delete keys is to use the search and replace command. The search and replace command will replace existing text with up to 29 characters. Remember also that blank spaces are recognized as significant characters. Therefore, existing characters can be replaced with blanks as well as text.

For instance, let's change "This is

an example of moving text using the restore function." The way in which we want the copy to read is "The following provides an example of moving text using the restore function." In command activate the search and replace. In response to the SEARCH prompt, type in "This is an". In response to the BECOMES prompt, type in "The following provides an". You have changed a phrase in the text without using the insert key repetitively.

To see how the blank spaces work, change the phrase again. SEARCH "The following provides", and hit RETURN in response to the prompt BECOMES. The phrase now reads "an example of moving text using the restore function." Type a capital 'A' over the lower case 'a' in "an". SEARCH "function", and answer the prompt BECOMES with "function follows." The phrase now reads, "An example of moving text using the restore function follows." This sentence has been edited twice without having to use the insert or delete function to count out the spaces required by the editing.

Out of Space?

Since the computer memory must hold multiple applications and data files simultaneously in memory, each individual word processing file is limited to 99 lines. You can use the linkfile command to create longer documents. Sometimes, however, when you are editing a document you realize that you need to insert text in a file which is already 99 lines long.

Remember that up to sixteen lines of text may be defined as a block to be used with the delete and insert buffer command. Deleting the last sixteen lines of a file or a block anywhere in the file will open space for insertions in the previously full file. After making your insertions, re-save the file. Now, clear memory to begin a new file. The block you previously deleted is still in the buffer memory. To restore it to its position, type the insert block (ib) command. The deleted block will

appear as the start of a new file. You can also insert this block anywhere you desire in other files. In other words, if you want to type a few paragraphs in the new file and then insert the previously deleted block, you may. The block of text in the buffer memory stays in the buffer until you have defined a new block of text using the copy block or delete block commands.

If you need to delete more than 16 lines, use the delete block command to break the file into smaller parts. You can then rename the original file and the new file. You can also use the merge file command to move very large blocks of text. Remember that the merge file command appends to the bottom of existing text. Therefore, a block of text longer than 16 lines can be saved under a file name (such as 'temp'). When you reach the point in your typing where you would like to insert this block, type a merge file command and the file 'temp' will be appended to your file. Then continue typing until you have completed your file.

Repetitive phrases and descriptions ('boiler plates') are also a good use of the merge file function. Using the block movement and merge file commands make it much easier to prepare longer documents despite the 99-line file length limitation.

COMING NEXT ISSUE

Have any of you developed any short-cuts or tips you might like to share with the rest of us? If so, please mail a description to us?
 NEXT COLUMN: USING THE FILE MANAGER, INDEXING RECORDS, USING INTEGRATION TO DERIVE MORE POWER FROM YOUR REPORTING, EASY LABEL FORMATTING.

Also: CONVERTING BASIC C-64 to PLUS 4, Program Listing for Alphabetizing your Disk Directories.

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PLUS 4 WORKSHOP

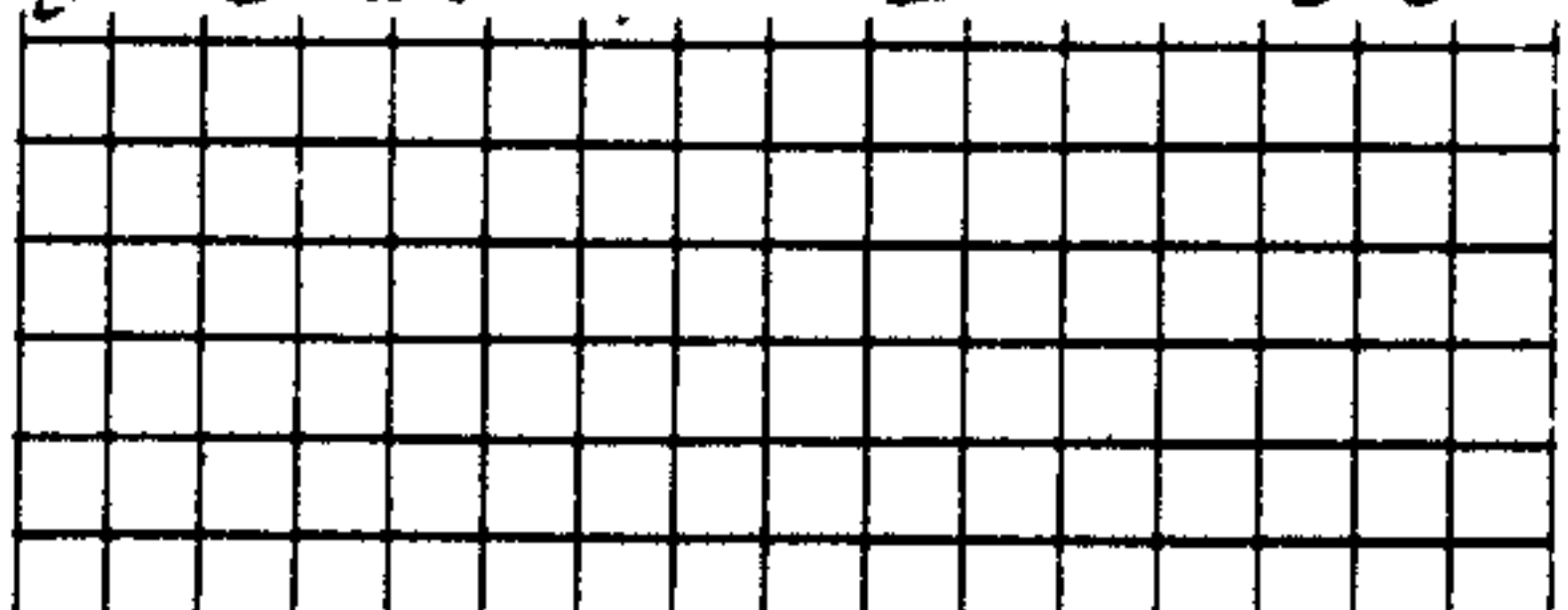
Easy Graphics Screen: Activate the machine language monitor before drawing a graphics picture. Draw a screen utilizing the graphics character set of the keys. Use the monitor to leave 4 blank lines at the bottom of the graphics screen and save the file with the S'' command.

Decimal to Hex Conversion: You can use the built-in monitor to aid in conversion. Poke a decimal number into a specific location. Use the built-in monitor to look at the hex value at that location. You may also reverse the process for hex to decimal conversion.

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1000 REM CIRCLES
1010 WAIT2:CLR
1020 OX=100:OY=30 :REM CENTER
1030 XR=10:REM RADIUS X
1040 YR=12:REM RADIUS Y
1050 SA=0:REM START OF ARC
1060 EA=180:REM END OF ARC
1070 A=0:REM ROTATION
1080 IC=2:REM DEGREE INC
1090 FORI=1TO50
1100 GOSUB1120:GOSUB1140
1110 NEXTI:END
1120 XR=XR+2:YR=YR+2:EA=EA+5:OY=OY+
1130 RETURN
1140 DEF 1,OX,OY,XR,YR,SA,EA,A,IC
1150 RETURN
1160 REM.....
1170 REM PART OF THE FUN OF HAVING
1180 A PLUS/4 IS SEEING AND
1190 AND EXPERIENCING ITS
1200 GRAPHICS ABILITY
1210 REM.....
1220 ABOVE IS A CONIC CIRCLE
1230 REM GENERATOR LISTING
1240 REM TRY TYPING IT IN AND
1250 REM SEE WHAT HAPPENS!
1260 REM DAVID W. JOHNSON
1270 REM GOOD LUCK FOR NOW
  
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Editor: See # 2 1984



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