



JUSTWRITE™ JR.

WORD PROCESSING PROGRAM

**FOR THE SPECTRAVIDEO
SVI-318/SVI-328
PERSONAL COMPUTER SYSTEM**

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1 INTRODUCTION

This manual introduces you to JustWrite Jr. and its features. JustWrite is a very easy to use word processing program specially designed for light duty. This manual will tell all you need to know to use JustWrite Jr. Using JustWrite Jr. is a lot like using a typewriter. It is indeed easier. The computer does a lot of text re-arranging automatically. The results are always neat and error free.

1.1 What do I need to run JustWrite Jr.?

Your JustWrite Jr. is supplied in a cartridge. You cannot erase the program. So don't be afraid to use it. You will need the following equipment:

- (i) SVI-318 or SVI-328 computer
- (ii) SVI-903 or SVI-904 data cassette recorder
- (iii) SVI-602 mini expander or SVI-601 super expander or SVI-605/605A super expander (metal case)
- (iv) SVI-901 printer or any Centronics printer with SVI-802 Centronics printer interface cartridge
- (v) A TV set or a CRT monitor

We assume you have the above equipment properly hooked up according to the hardware manual.

1.2 What does JustWrite Jr. do?

JustWrite Jr. is a screen oriented editor that can be used to create and revise written material. By screen oriented, we mean JustWrite Jr. can manipulate and display several lines of text at a time. It keeps a bunch of text — a text file — in a section of the computer's memory and displays a portion of the text on the TV screen a screenful at a time. As you make changes to the text, they are visible on the screen. Once all the desired changes are in place, you can write the contents out onto tape for permanent storage or onto paper.

The most serious limitation of JustWrite Jr. is merely that the text file being edited must fit into the computer's memory.

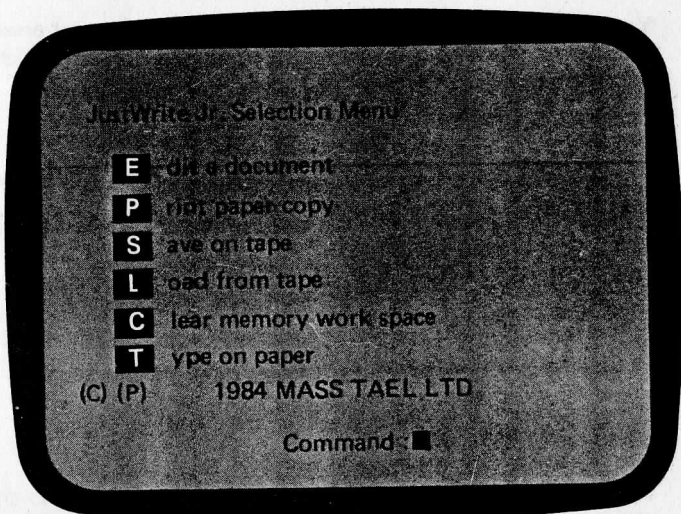
Recall that text editors have two main uses. They are used to prepare documents in a language (e.g. English) and to prepare programs. We have designed JustWrite Jr. to cope with both uses. Most of the time you will probably use JustWrite Jr. to write and revise language text. Therefore, JustWrite Jr. is automatically set to operate in the TEXT mode with WORD WRAP on.

1.3 How do I start using JustWrite Jr.?

Do not be afraid to type on the keyboard of your computer. You can't hurt your system. If you get confused, you can always turn off your computer and start over. The start up sequence is simple:

- (i) Insert the JustWrite Jr. cartridge into the game slot.
- (ii) Turn on your TV/monitor.
- (iii) Turn on your expander, tape recorder and computer.

JustWrite Jr. will load and present you with the SELECTION MENU for you to choose the available functions. Your screen should look like this:



You now have six options-

Edit a document Press the **E** key to enter the **EDIT** mode. This mode is used to compose a document. The features open to you in the **EDIT** mode are described later.

Print paper copy Press the **P** key to invoke the paper copy production sequence. This sequence prints the text file in the computer's memory onto paper via the printer.

Save on tape Press the **S** key to start the sequence to save the text in memory onto the tape residing in your tape recorder.

Load from tape Press the **L** key to initiate the sequence to load a previously saved text file from tape.

Clear memory work space Press the **C** key to throw away the text residing in memory making room for editing a new text file

Type on paper Press the **T** key to invoke the typewriter mode. In this mode, as soon as a line is finished, it is printed on paper.

Note: No matter which option you select, you can always return to this SELECTION MENU by pressing the **ESC** key. In fact, the **ESC** key is our universal cancel key. It performs two major functions:

- (i) If you initiated a command that you do not really want to perform, before you complete the command, you may cancel it with **ESC**.
- (ii) There are several levels of command modes in JustWrite Jr. If no command sequence is initiated, **ESC** will back you up the command level tree (see the JustWrite Jr. Command Tree). That means by pressing **ESC** enough number of times you will end up with the SELECTION MENU.

1.4 How do I quit JustWrite Jr.?

Whenever you wish to quit JustWrite Jr., press **ESC** till the SELECTION MENU is displayed. Turn off your equipment and remove the cartridge.

Note: If you quit JustWrite Jr. before saving your text, you will immediately lose everything you have typed.

1.5 How do I use this manual?

We divide the JustWrite Jr. functions into three main modes: **EDIT MODE**, **TRANSFER MODE** and **TYPE MODE**. You should read the first part of the chapter on the **EDIT MODE** and the portions of the chapter on **TRANSFER MODE** to learn printing paper copies. Then start to use JustWrite. When you are comfortable with the simple functions, read the rest of this manual to learn the use of advance features. The JustWrite Jr. Command Tree is your road map to the commands you wish to execute. Follow the key sequence path until you are familiar with JustWrite Jr.

We shall use the following notations throughout this manual:

- (i) When two keys are pressed simultaneously, we shall show the keys joint by a "+",

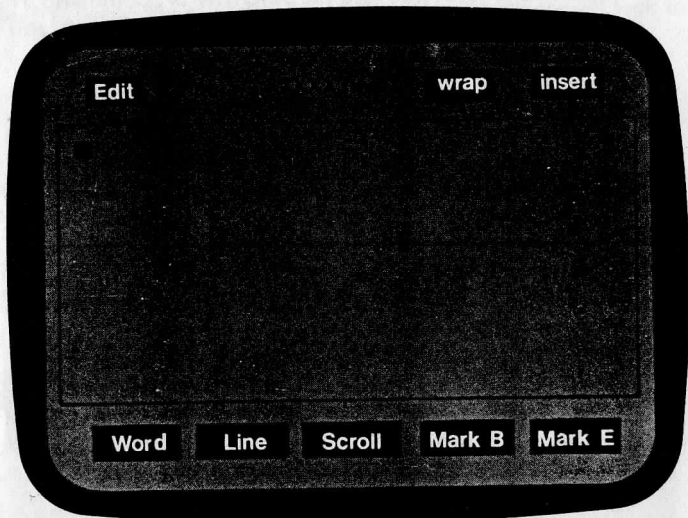
e.g. **F1** (LINE) + **→**

- (ii) Referring to the JustWrite Jr. Command Tree to note that the **F1** to **F5** function differently at different command levels. We shall indicate the function key and the command for clarity,

e.g. **F1** (WORD)

2 EDIT MODE

Use the **EDIT MODE** whenever you are composing or modifying a text document. From the **SELECTION MENU**, you may enter the **EDIT MODE** by pressing the **E** key. Your screen should now look like this:



The blinking square is called a **CURSOR**. It tells you the location of the next character to be typed. Let's take a minute now to familiarize ourselves with the screen.

The top line is your **STATUS** and **ECHO** line. It echoes the command you are performing. From left to right, the indications are:

1. **Edit** invoke other commands.
2. **sel** Press **SELECT** to invoke other commands.
3. **xxxxx free** There are **xxxxx** characters free in memory for you to write.
4. **wrap** Word wrap is on. The computer will automatically move the last word that does not fit on the line to the following line. A square, \square , at the end of the line indicates that a word has been moved.

5. **Insert** Word insert is on. When characters are typed in the middle of a line, they are added at the cursor position. The characters to the right are pushed to the right.

This line also indicates the meaningful keys for multi-key commands. As you use JustWrite Jr. you will find the information on this line invaluable.

The bottom line is your function key labels. It indicates the functions of the top row function keys **F1** through **F5**. These keys activate different commands at various command levels. You will find the bottom line to be extremely helpful. We have designed JustWrite Jr. commands to be initiated by **F1** to **F5** only. This eliminates the trouble some combination of SHIFT + FUNCTION KEY.

The area between is your work screen. It displays a maximum of 38 characters per line. To enter text, use your keyboard exactly like that of a typewriter.

Note how the computer does most of the work. The cursor moves automatically as you type. If you type a word that does not fit on a line, the computer "wraps" that word to the next line. You do not need to hyphenate a word. You do not need to type **ENTER** to advance to the next line.

It is easy to correct typo errors. Simply press the key (←) to erase your mistakes from the screen and re-type. Press **ENTER** when you need to add blanks to the rest of the line at the ending of a paragraph. If **ENTER** is pressed, a flower, ❁, will be displayed. **ENTER** must be pressed at the end of your document to tell the computer that you have finished. With this intuitive knowledge, you can start using JustWrite Jr. Type a new lines. After you have entered some text, you may wish to move back into the text for additional insertion or correction. JustWrite Jr. allows you to do so by using the left, right, up and down arrow keys. These keys move the cursor non-destructively over the text while (←) and **DEL** delete characters to the left and right of the cursor.










Note that whenever you type, characters are added at the cursor position. The text to the right of the cursor will be pushed to the following lines. This is because JustWrite Jr. powers up with insert on. If you want to type over your errors instead, press the **INS** key to turn insert off. When insert is off "O'type" will be displayed at the upper right hand corner of the screen. In this mode, keyboard entry overtypes the characters under the cursor. Pressing **INS** again will turn insert on.

Jump to chapter 3 to see how you can get a paper copy. Then go to the chapter on saving on tape to store a permanent copy on tape. Come back and read the rest of this chapter for advance editing features.


The following sections describe the more powerful features that you will want to use.






2.1 Moving the cursor

In the **EDIT** Mode there are two types of cursor movements: non-destructive and destructive. As the name implies, the former allows you to move the cursor over your written text without destroying or modifying it. The following table lists these non-destructive commands:

KEY	FUNCTION
	Move the cursor up to the previous line.
	Move the cursor down to the next line.
	Move the cursor one character to the left.
	Move the cursor one character to the right.
F1 (Word) + 	Move the cursor one word to the left.
F1 (Word) + 	Move the cursor one word to the right.
F2 (Line) + 	Move the cursor to the beginning of the current line.
F2 (Line) + 	Move the cursor to the end of the current line.
 (TAB)	Move the cursor 5 spaces to the right.

Note that the **F1** (WORD) and the **F2** (LINE) keys acts like enlarging factors. When pressed simultaneously with the arrow keys, the cursor movements enlarge to words and lines.

You have already encountered the destructive cursor movement in the form of  and **DEL**. The same cursor movement enlarging rule applies as in the following chart:

KEY	FUNCTION
	Delete the character left of the cursor.
DEL	Delete the character right of the cursor.
F1 (Word) + 	Delete the word left of the cursor.
F1 (Word) + 	Delete the word right of the cursor.
F2 (Line) + 	Delete the line from the cursor to the beginning of the line.
F2 (Line) + 	Delete the line from the cursor to the end of the line.

Note that if the cursor movement carries the cursor off screen, the screen acts like a window attached to the cursor. The text seems to scroll by this screen window.

To allow you to quickly review previously entered text, JustWrite Jr. can scroll rapidly through the text by the following commands:

KEY	FUNCTION
F3 (Scroll) + ←	Scroll screen down one line
F3 (Scroll) + →	Scroll screen up one line
F3 (Scroll) + ↑	Scroll screen down one screenful
F3 (Scroll) + ↓	Scroll screen up one screenful
F3 (Scroll) + B	Scroll to beginning of file
F3 (Scroll) + E	Scroll to end of file

2.2 BLOCK, DELETE, MOVE and COPY

One of the nice features of screen editor is the ability to edit blocks of text. By a block of text, we simply mean a bunch of text of more than one character. You must mark a block of text first before you can COPY, MOVE, DELETE, STORE and RETRIEVE it.

To mark a block of text, make sure you are in the EDIT mode, then place the cursor at the beginning of the block and press **F4** (Mark B). Move the cursor to the end of the block and press **F5** (Mark E). The block of text included will be highlighted. Note that **F4** (Mark B) and **F5** (Mark E) are toggles i.e. pressing these a second time cancels the mark: the highlight of the corresponding block will disappear.

After you have marked a block of text, you may press **SELECT** to select the text level of commands. Note the function key labels change to:

Block **Find** **Change** **Format** **Color**

To do any editing involving blocks of text, press **F1** (Block) to move to the next level of command functions. Press **F1** and note the word "Block" at the upper left hand corner. You are manipulating block and the function Key labels change to:

Copy **Move** **Delete** **Store** **Retriv**

To COPY the block of text marked, move the cursor to the position to insert the block and press **F1** (Copy). The original block remains unchanged. A copy of the block will be placed in the new position.

To **MOVE** the block of marked text, move the cursor to the desired location and press **F2** (Move). The marked block will be moved from the original location and placed in the new position.

To **STORE** a block, make sure your tape recorder is on. Press **F4** (Store). The computer will ask for a name to label the block of text to be stored on tape. Supply a name and press **ENTER**. The marked block will be stored on tape under that name.

To **DELETE** the block, press **F3** (Delete). The block will be removed. To protect you from making the wrong deletion, you may cancel the command sequence at any time before **DELETE** by pressing **ESC**. This will place you back to the **EDIT** mode and remove the marker on the block.

To **RETRIEVE** a block of text from tape, you must know the name it was stored under. Move the cursor to the position you want to insert the text and press **F5** (Retriv). The computer will ask for the name of the block. Supply the name and press **ENTER**. If the block is found, it will be inserted at the cursor. If the block does not reside on the tape, the computer will search to the end of the tape and stop. You must press **CTRL + STOP** to return to JustWrite Jr.

Note that the JustWrite Jr. Command Tree is a road map for all the commands. By following the paths with the key sequences, you can arrive at any of the command you desire.

2.3 FIND and CHANGE

Another powerful feature of editing with a computer is the ability to **FIND** and **CHANGE** a text pattern. Following our JustWrite Jr. Command Tree, press **SELECT** when you are in the **EDIT** mode. The function key labels become:

Block **Find** **Change** **Format** **Color**

Press **F2** (Find) to initiate the **FIND** sequence. The computer asks for the text pattern to find with "Find what?". Answer this with your desired source text ending with **ENTER**. Now you are presented with several options:

Options (No/All/Backward/Confirm) ?N

The default option "N" implies no options are invoked; just find the first occurrence.

"A" option means to find all occurrences. "B" means to start finding from the current cursor position backward towards the beginning of the document. "C" means to stop at each occurrence to confirm the find. Options "A", "B" and "C" may be invoked at the same time. "N" has the highest-priority and overrides all other options.

After selecting the options terminating with **ENTER**, the computer will search for this source pattern from the current cursor position towards the end of the document (unless option "B" is selected). If found, the cursor will stop at the next cursor position to the right of the pattern. If the source pattern is not in the document, the computer will print "CANNOT FIND THE STRING!". It returns to EDIT mode immediately.

The CHANGE sequence works similarly. Press **F3** (Change) causes the computer to display "Change" and ask for the source pattern with "Find What?". Supply the source pattern terminating with **ENTER**. Then the computer asks for the substitute pattern with "Change to?". Answer this with the pattern you want to replace the source pattern with, terminating with **ENTER**. Again you may select several options:

Options (No/All/Backward/Confirm)?N

These options are the same as those in FIND. Select the appropriate ones terminating with **ENTER**.

The computer will search for the source pattern from the current cursor position towards the end of the document (unless "B" is invoked). If "N" option is selected, the first occurrence will be changed. If "A" or "C" is invoked, when an occurrence of the source is found, it will stop and ask if you want that replaced. Pressing **ENTER** works the same as "Y".

2.4 FORMAT and COLOR

This section deals with commands that make your document look more polished. From the EDIT mode, press **SELECT**. The function key labels display:

Block

Find

Change

Format

Color

Press **F4** (Format) to enter the text formatting mode. Here the function key labels become:

Page

Center

Left

Right

Wrap

There are five options:

- (i) Pressing **F1** (Page) will force a page to start at the current cursor position. "PAGE" is displayed at the page break. This effect may be cancelled by deleting the control character "PAGE" using **DEL**.
- (ii) Press **F2** (Center) to center the current line on the paper copy. "CNTR" indicates the line will be centered when printed. **DEL** may be used to cancel the control character.

- (iii) Press **F3** (Left) indents the paragraph containing the cursor to the left. This is similar to the left margin lock on the typewriter. Again you must supply the number of spaces to indent, terminating with **ENTER**. "IL<n >" indicates the action. **DEL** may be used to cancel the control character.
- (iv) Press **F4** (Right) indents the paragraph containing the cursor to the right. This is similar to the right margin lock on the typewriter. Again you must supply the number of spaces to indent, terminating with **ENTER**. "IR (n)" indicates the action. **DEL** may be used to cancel the control character.
- (v) **F5** (Wrap) toggles the word wrap function on/off. When writing BASIC programs, you may want to disable the word wrap. JustWrite Jr. powers up with WRAP ON displaying "Wrap" on the upper right hand corner of the screen. Press **F5** (Wrap) will turn it off with "O" type replacing "Wrap". Depressing **F5** (Wrap) a second time turns "Wrap" on again.
- These formatting commands allow you to prepare professional appearing paper copies.

The COLOR command is provided to let you select the background color on your TV or color monitor. Your choices are: BLUE, BLACK, GREEN, RED and PURPLE. Select the one you like. Word processing can be beautiful.

3 TRANSFER MODE

By TRANSFER we include the SAVEing of your text onto tape, the LOADING of a document from tape, the PRINTing of paper copy and CLEARing of the computer memory work space.

From the EDIT mode, press **ESC** to return to the SELECTION MENU. You now have six options.

3.1 CLEAR

Press **C** to clear the work space in the computer's memory to make room for editing a new document. The document in memory will be gone. Unless you have SAVED a copy, you will lose it. JustWrite Jr. protects your copy by asking whether you intend to clear the memory. "Y" will clear the work space and when the process is completed, it will return to the SELECTION MENU. Press "N" will return you to the SELECTION MENU.

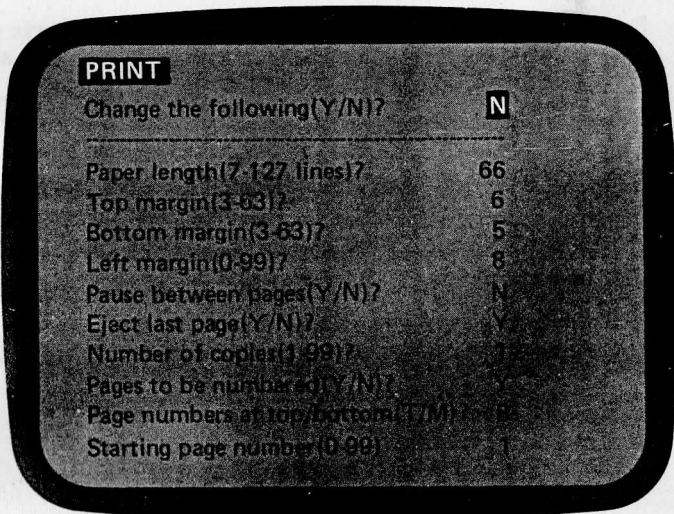
3.2 PRINT

Make sure the last character of your document is an **ENTER** before you initiate the printing sequence. Otherwise, the last line won't be printed. To print a paper copy of the text in the computer's memory, press **P**. The computer will display "Print" on the screen to indicate the function it is performing and start the printing dialogue.

You will be asked:

Continuation of previous file (Y/N)?N

Press **ENTER** or "N" to activate the default for printing a new document Press "Y" only if the document in the memory is a continuation of the previous document.

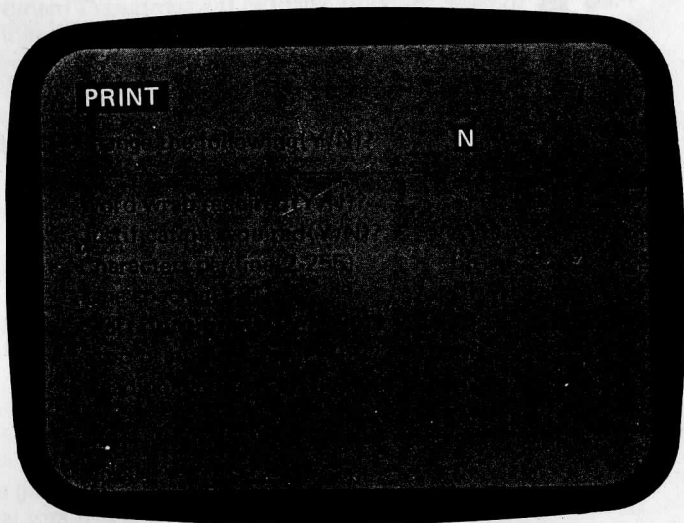


JustWrite Jr. has made a number of assumptions about the paper size etc. These presumed notions call defaults are used if you press **ENTER** or "N". To get around these default values, press "Y". The blinking cursor will jump to the first line requesting the number of lines for paper length. Enter the appropriate value terminating with **ENTER** or press **ENTER** to use the default value and advance to the next item. When done with all items, the computer lets you check if the values are correct by returning to:

Change the following(Y/N)? N

If all the values are correct, press **ENTER** or "N", else press "Y" to initiate the change sequence.

Now JustWrite Jr. needs to know how you would like your text to look like. Again, it makes a number of default values:



Press **ENTER** or "N" will cause JustWrite Jr. to use these print parameters to produce a paper copy. If you wish to change any of these, press "Y" then **ENTER** to position the highlighted cursor at the item to be changed. Type in the new parameter terminating with **ENTER**. When done, press **ENTER** to start printing.

Note if heading is required, the computer will ask where to start and what to use as heading. Just answer the questions on the screen and you will be fine.

3.3 SAVE

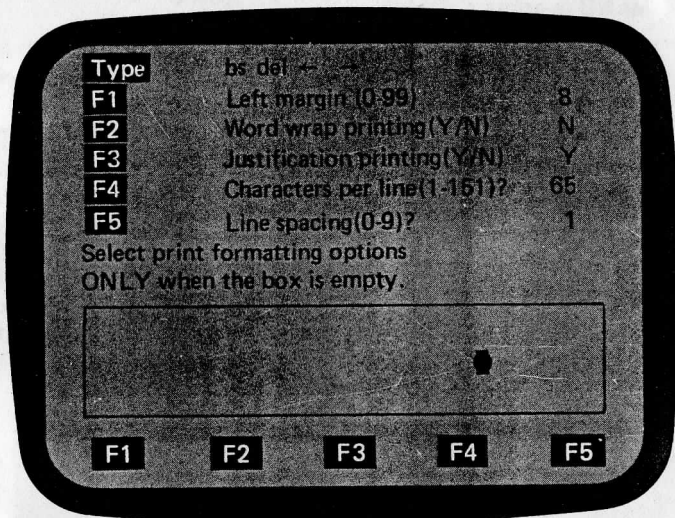
The text document you type into the computer will be lost if you power off without SAVE-ing it on tape. To SAVE a permanent copy on tape, turn on your cassette recorder. Press **S**. The computer asks for a name to refer to this text document. Supply a name of your choice and press **ENTER** to start printing. When done, the JustWrite Jr. SELECTION MENU re-appears.

3.4 LOAD

You may wish to modify a previously SAVED document. You need to LOAD this document from your tape. First CLEAR the working space in memory. Then press **L** at the SELECTION MENU. JustWrite Jr. needs to know the name of the document to get from tape. Supply this name terminating with **ENTER**. If JustWrite Jr. finds a text document with the specified name on tape, it will be loaded into memory and the SELECTION MENU re-displays. If the specified text file is not found when the end of tape is reached, you must press **CTRL + STOP** to return to JustWrite Jr.

4 TYPE MODE

From the SELECTION MENU, press **T** to enter the TYPE MODE.
Your screen should look like:

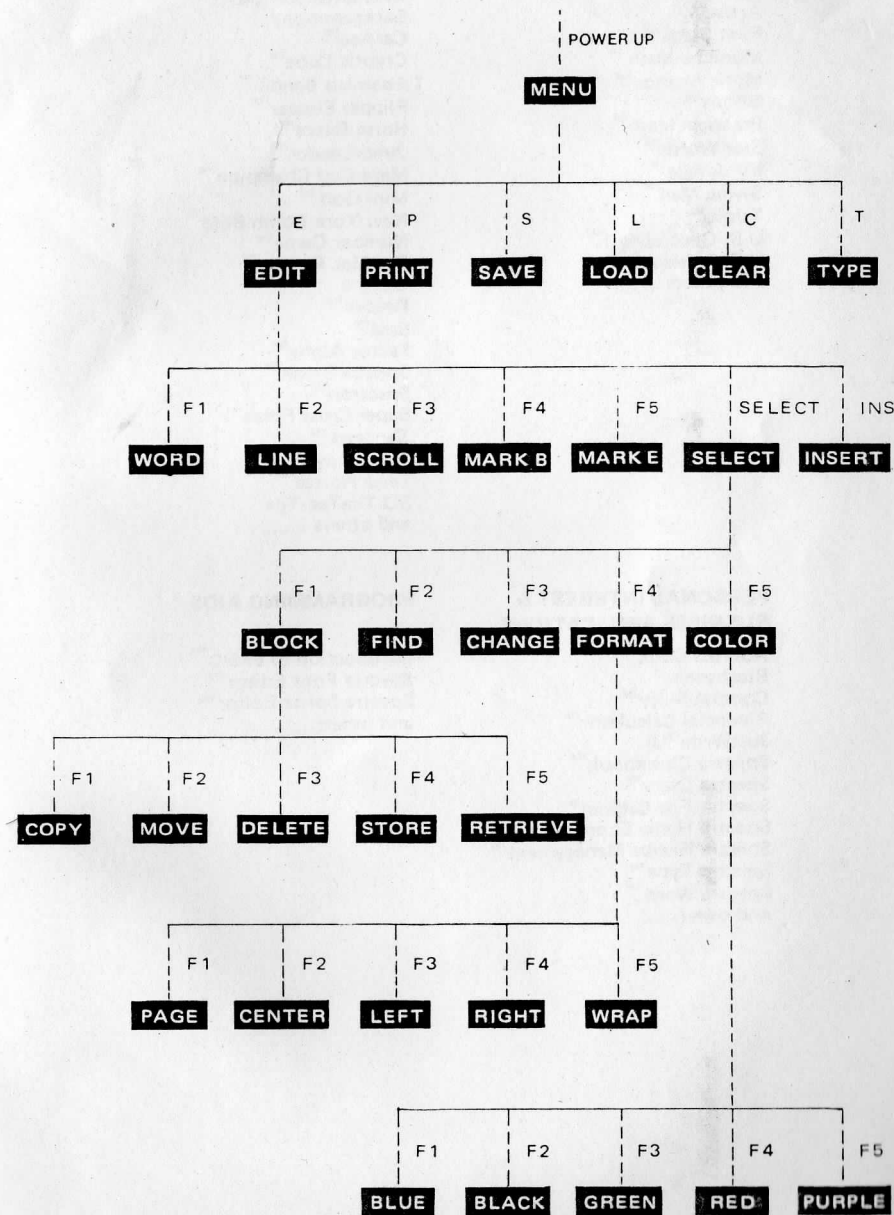


Before you type, you may select the printing parameters by pressing the corresponding function keys **F1** through **F5**. The cursor jumps to the selected parameter. You should type the value desired terminating with **ENTER**. The default value will change to your selected value.

In this mode, your computer functions like a typewriter with limited memory. As soon as a line is completed, it is immediately printed. You may correct your typing errors as long as the line is still in the box. As you approach the right margin, the computer sends a warning BEEP much like the right margin bell of typewriter. The "█" in the box indicates the end of the line.

5 COMMAND TREE

JustWrite Jr. Version 1.0 Command Tree



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