

# TI-WRITER

## Quick Reference Card



### TEXT EDITOR - EDITING OPERATIONS

- Back Tab - CTRL T** - Moves the cursor one tab setting to the left.
- Beginning of Line - CTRL V** - Moves the cursor to the beginning of the line on which it is located.
- Command/Escape - FCTN 9 or CTRL C** - Exits from Edit Mode into Command Mode. Escapes a command.
- + Delete Character - FCTN 1 or CTRL F** - Deletes character by character including the space.
- + Delete End of Line - CTRL K** - Deletes all text to the right of the cursor to the end of the line, including the character under the cursor.
- + Delete Line - FCTN 3 or CTRL N** - Deletes the entire line of text and the line space.
- Display Line Numbers - FCTN 0 (Zero)** - Removes or redisplay line numbers on the screen.
- Down Arrow - FCTN X or CTRL X** - Moves the cursor down. If the cursor is on the last line of the screen, subsequent lines scroll onto the screen one at a time.
- + Duplicate Line - CTRL 5** - Duplicates the line above and replaces the line the cursor is on with the duplicated line.
- Home Cursor - CTRL L** - Repositions the cursor at the upper left corner of the screen without altering the display.
- \*Insert Blank Line - FCTN 2 or CTRL G** -  
**WORD WRAP:** Splits a line into two lines for insertion. Terminated by Reformat.  
**FIXED:** Pushes the remainder of the line to the right during insertion. Text pushed past the right margin is deleted.
- \*Last Paragraph - CTRL 6 or CTRL H** - Moves the cursor to the beginning of the preceding paragraph in the text.
- Left Arrow - FCTN S or CTRL S** - Moves the cursor to the left without blanking out text.
- Left Margin Release - CTRL Y** - Temporarily disables the left margin until the cursor recrosses the left margin.
- New Page - CTRL 9 or CTRL P** - Inserts a blank line with a Page symbol and Carriage Return symbol. Causes the printer to begin a new page in both Editor and Formatter.

- \* Function altered in Fixed Mode.
- + Text can be recovered by OOPS!

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- \*New Paragraph - CTRL 8 or CTRL M -**  
**WORD WRAP:** Begins a new paragraph by inserting a Carriage Return symbol and a blank line and returning the cursor to the beginning of the blank line. If Automatic Paragraph Indentation is set, the cursor is returned to the indentation point.  
**FIXED:** Does not function.
- \*Next Paragraph - CTRL 4 or CTRL J -** Moves the cursor to the beginning of the following paragraph.
- Next Window - FCTN 5 -** Horizontal Block Scroll. Displays the next of the three overlapping windows of the full 80-column screen width - 1, 2, 3, 1, 2, etc.
- OOPSI! - CTRL 1 or CTRL Z -** Recovers text deleted by Delete Character, Delete Line, Delete End of Line, Duplicate Line, typing over or blanking out. Removes characters typed on a blank line.
- Quit - FCTN = -** In the TEXT EDITOR, Quit enters Command Mode. From the main menu, it returns to the master title screen.
- \*Reformat - CTRL 2 or CTRL R -**  
**WORD WRAP:** Recloses text after an insertion and fills text to incorporate deletions and insertions. Reformat stops when a Carriage Return is encountered.  
**FIXED:** Terminates Insert Character.
- Right Arrow - FCTN D or CTRL D -** Moves the cursor to the right without blanking out text.
- Roll Down - FCTN 4 or CTRL A -** Vertical Block Scroll. Displays the 24 lines that follow the last line on the screen.
- Roll Up - FCTN 6 or CTRL B -** Vertical Block Scroll. Displays the 24 lines that precede the first line on the screen.
- Screen Color - CTRL 3 -** Displays the next screen background/character color combination in a sequence of five.
- Tab - FCTN 7 or CTRL I -** Moves the cursor to the next tab setting to the right.
- Up Arrow - FCTN E or CTRL E -** Moves the cursor up. If the cursor is on the top line, previous lines scroll onto the screen one at a time.
- Word Tab - CTRL 7 or CTRL W -** Moves the cursor to the first character of the next word.
- Word Wrap - CTRL 0 (Zero) -** Switches from Word Wrap Mode (solid cursor) to Fixed Mode (hollow cursor), and from Fixed Mode back to Word Wrap Mode.

\* Function altered in Fixed Mode.  
+ Text can be recovered by OOPSI!

## **TEXT EDITOR - COMMANDS IN COMMAND MODE**

**Edit** Exits Command Mode and returns to Edit Mode.

1. Type **E** for Edit.
2. Press **ENTER**.

**FindString** Locates a word or phrase in the text buffer.

1. Type **FS** and press **ENTER**.
2. Type **/s/** where "s" is the word or phrase to be found.
3. Press **ENTER**.

**LoadF (Whole file)** Loads a file from a diskette into the text buffer.

1. Type **LF** for Load F.
2. Press **ENTER**.
3. Type any valid filename.
4. Press **ENTER**.

**LoadF (Part of a file)** Loads part of a file from diskette into the text buffer.

1. Type **LF** for LoadF.
2. Press **ENTER**.
3. Type the line number of the first line to be loaded, a space, the line number of the last line to be loaded, a space, and the filename of the file to be loaded.
4. Press **ENTER**.

**LoadF (Merge whole file)** Merges a file on diskette with the contents of the text buffer.

1. Type **LF** for LoadF.
2. Press **ENTER**.
3. Type the line number of the line in the text buffer after which the file is to be merged, a space, and the filename of the file to be merged.
4. Press **ENTER**.

**LoadF (Merge part of file)** Merges part of a file on diskette with the contents of the text buffer.

1. Type **LF** for LoadF.
2. Press **ENTER**.
3. Type the line number of the line in the text buffer after which the file is to be merged, a space, the line number of the first line of the file to be merged, a space, and the line number of the last line of the file to be merged.
4. Space once and type the filename of the file to be merged.
5. Press **ENTER**.

**Move** Moves a line or block of consecutive lines from one point to another point in the text buffer.

1. Type **M** for Move.
2. Press **ENTER**.
3. Type the line number of the first line to be moved, a space, the line number of the last line to be moved, a space, and the line number of the line after which the moved text is to be inserted.
4. Press **ENTER**.

**PrintF** Prints the contents of the text buffer.

1. Type **PF** for PrintF.
2. Press **ENTER**.
3. Type the devicename of your printer.
4. Press **ENTER**.

**TO STOP/CANCEL PRINTING - Press FCTN 4.**

**Purge** Clears the text buffer. (The contents of the text buffer may be recovered by RecoverEdit.)

1. Type **P** for Purge.
2. Press **ENTER**.
3. Type **Y** for Yes or **N** for No.
4. Press **ENTER**.

**Quit** Save a file, Purge a file, or Exit the Text Editor.

1. Type **Q** for Quit.
2. Press **ENTER**.
3. Type **ONE** of the following letters:  
**S** for SaveF (See SaveF).  
**P** for Purge (See Purge).  
**E** for Exit to exit the Text Editor and return to the main menu.
4. Press **ENTER**.

**RecoverEdit** May recover all but the first line of the contents of the text buffer after purging. (See page 88 for conditions affecting recovery.)

1. Type **RE** for RecoverEdit.
2. Press **ENTER**.
3. Type **Y** for Yes or **N** for No.
4. Press **ENTER**.

**ReplaceString** Replaces a word or words with another word or words in the text buffer.

1. Type **RS** for ReplaceString.
2. Press **ENTER**.
3. Type a slash (/), the string to be replaced, a slash, the string that is to replace it, and a slash.
4. Press **ENTER**.
5. Options:  
**A** = All - replace the string in every subsequent instance.  
**Y** = Yes - replace the string in this instance; find the next instance.

**N** = No - do not replace the string in this instance; find the next instance.

**S** = Stop - escape the command with the cursor on the last instance found.

6. When replacement is complete, return to Edit Mode is automatic

**SaveF (Whole File)** Saves the contents of the text buffer including the Tabs settings to a file on diskette.

1. Type **SF** for SaveF.
2. Press **ENTER**.
3. Type any valid filename.
4. Press **ENTER**.

**SaveF (Part of a File)** Saves part of the contents of the text buffer to a file on diskette. (Tabs settings are saved if the part contains the last line of the text buffer contents.)

1. Type **SF** for SaveF.
2. Press **ENTER**.
3. Type the line number of the first line of the part to save, a space, the line number of the last line of the part to save, a space, and any valid filename.
4. Press **ENTER**.

**Show** Locates a line in the text buffer by line number and displays it as the top line on the screen. (Zero can equal line 0001, E can equal the last line of the file.)

1. Type **S** for Show.
2. Press **ENTER**.
3. Type the line number of the line to be shown.
4. Press **ENTER**.

**ShowDirectory** Catalogs a diskette on the screen.

1. Type **SD** for ShowDirectory.
2. Press **ENTER**.
3. Type the number of the disk drive that contains the diskette to be cataloged.
4. Press **ENTER**.
5. To cancel the catalog display, press **ENTER** again.

**Tabs** Sets margins, tabs and paragraph indentation for the text buffer.

1. Type **T** for Tabs.
2. Press **ENTER**.
3. Beneath the appropriate column number, type:  
L for Left margin.  
I for paragraph indent.  
T for Tab.  
R for Right margin.
4. Blank out any undesired settings.
5. Press **ENTER**.

## TEXT FORMATTER - FORMAT COMMANDS

- .AD Adjust** - Justifies the right margin. Cannot be used without using the Fill Command. If Fill and Adjust are both used, and Fill is turned off with No Fill, Adjust is also turned off.
- \*n\* Alternate Input** - Used with the Mailing List option to position up to 99 variables that can be assigned values from the screen or from a value file called by a Mailing List command. (Mail Merge Option)
- .BP Begin Page** - Forces a page break. The printer begins subsequent text on a new page.
- .CE n Center** - Centers the next "n" lines. The command .CE centers the next line only.
- .CO t Comment** - Puts a comment "t" in text that is not printed with the document by the Text Formatter.
- .DP n:t Define Prompt** - Defines a prompt "t" for Alternate Input "n" to cue definition from the screen. (Mail Merge Option)
- .FI Fill** - Puts as many words on the line as fit without exceeding the right margin.
- .FO t Footer** - Puts "t" (text) as the footer on each page. If % is used in the footer text, it is replaced with the appropriate consecutive page number.
- .HE t Header** - Puts "t" (text) as the header on each page. If % is used in the header text, it is replaced with the appropriate consecutive page number.
- .IF f Include File** - Calls filename "f" at that point. Does not permit nesting. Files can be called by disk drive number or by diskette name.
- .IN n Indent** - Indent the first line of a paragraph "n" spaces. Absolute value indents to the column number "n" regardless of the left margin. Relative values: "+ n" is added to the left margin value; "- n" is subtracted from the left margin value to "outdent" to the left of a left margin. Each time the Left Margin is reset, the Indent command must be reset also.
- .LM n Left Margin** - Set the left margin at column "n". Absolute or relative values can be used.
- .LS n Line Space** - Causes the printer to skip "n" lines before printing each line. The default is single line spacing.
- .ML f Mailing List** - Calls value file "f" from the main file to assign values to variables defined by Alternate Input commands. (Mail Merge Option)
- .NA No Adjust** - Default. Turns off the Adjust command.

- .NF** **No Fill** - Default condition. Prints lines as they appear in the file. All of the Left Margin and Indent commands that follow a No Fill command are ignored.
- @** **Overstrike** - Causes the printer to overstrike subsequent characters until a space is encountered.
- .PA n** **Page Number Reset** - Resets the consecutive page number in Header and/or Footer commands to "n." Absolute or relative values may be used.
- .PL n** **Page Length** - Sets the number of lines per page to "n." The default is 66 lines per page.
- .RM n** **Right Margin** - Sets the right margin at column "n." Absolute or relative values may be used.
- ^** **Required Space** - Joins words for the purposes of filling, adjusting, underlining and overstriking.
- .SP n** **Space** - Causes the printer to skip "n" lines before printing the next line. The command .SP skips one line.
- &** **Underscore** - Causes the printer to underscore subsequent characters until a space is encountered.

### ASCII CHARACTER CODES

32	(space)
33	! (exclamation point)
34	" (quote)
35	# (number/pound sign)
36	\$ (dollar sign)
37	% (percent)
38	& (ampersand)
39	' (apostrophe)
40	( (open parenthesis)
41	) (close parenthesis)
42	* (asterisk)
43	+ (plus sign)
44	, (comma)
45	- (minus sign)
46	. (period)
47	/ (slant, slash)
48	0 (zero)
49	1
50	2
51	3
52	4
53	5
54	6
55	7
56	8
57	9
58	: (colon)

59	;	(semicolon)	108	l	screen as small
60	<	(less than)	109	m	capitals; print
61	=	(equals)	110	n	as lower-case
62	>	(greater than)	111	o	letters.
63	?	(question mark)	112	p	
64	@	(at sign)	113	q	
65	A		114	r	
66	B		115	s	
67	C		116	t	
68	D		117	u	
69	E		118	v	
70	F		119	w	
71	G		120	x	
72	H		121	y	
73	I		122	z	
74	J		123	{	(left brace)
75	K		124		(vertical bar)
76	L		125	}	(right brace)
77	M		126	~	(tilde)
78	N		127	DEL	(appears on screen as a blank)
79	O				
80	P				
81	Q				
82	R				
83	S				
84	T				
85	U				
86	V				
87	W				
88	X				
89	Y				
90	Z				
91	[	(left bracket)			
92	\	(reverse slant)			
93	]	(right bracket)			
94	^	(circumflex)			
95	—	(underline)			
96	,	(accent grave)			
97	a				
98	b				
99	c				
100	d				
101	e				
102	f				
103	g				
104	h				
105	i				
106	j				
107	k	Appear on the			