

Micro Manual



INTRODUCTION

If you are reading this manual out of interest or boredom you are advised to stop at once and go and do something more useful.

If, on the other hand, you think that you might find the answer to a problem not explained by the Help Cards then read on.

The section on Data Discs was included for the benefit of those teachers who are not familiar with using discs for storing files.

If anything in this manual is more sense than the incoherent ramblings of an inebriated poet, please do ask someone with a little more experience if they can help you. As a last resort (only to be undertaken if self-motivation starts to become an attractive proposition) try writing us a short note explaining your difficulties.

CONTENTS

3. Introduction
5. The Adventure
6. Blank
10. Make-a-Box
12. Box Draw
15. Create
19. Data Discs
22. Appendix I Using a Printer
27. Appendix II Technical Information
28. Appendix III *Make-a-Box* Questions
29. Appendix IV The Adventure Solved

CONTENTS

3.	Introduction
5.	The Adventure
6.	Blank
10.	Make-a-Box
13.	Box Draw
15.	Create
19.	Data Discs
23.	Appendix I Using a Printer
27.	Appendix II Technical Information
28.	Appendix III Make-a-Box Questions
29.	Appendix IV The Adventure Solved

INTRODUCTION

If you are reading this manual out of interest or boredom you are advised to stop at once and go and do something more useful.

If, on the other hand, you think that you might find the answer to a problem not explained by the Help Cards then read on.

The section on Data Discs was included for the benefit of those teachers who are not familiar with using discs for storing files.

If anything in this manual makes slightly less sense than the incoherent ramblings of an inebriated Tasmanian parrot please do ask someone with a little more experience if they can help you. As a last resort (only to be undertaken if self-mutilation starts to become an attractive proposition) try writing us a short note explaining your difficulties.

Appendix IV if you can't shade adventures or have more important things to do). Children should be encouraged to make themselves a map and write down everything which takes place.

There are details on the art and science of cartography (with the possible exception of the art and science of cartography) and nothing more than persistence is required to reach the end without having to start again. Any other entries are purely coincidental. Remember that the map world is a plural noun.

THE MAP

You start at the Place which is in the top left corner of the map.

You can see other places by moving the map with the arrow keys.

- To move the map left press 
- To move the map right press 
- To move the map up press 
- To move the map down press 

VISITING PLACES

Move the map so that the place you wish to visit is in the top left corner of the window. There are 15 locations (3 from left to right and 5 from top to bottom).

Make sure that the name of the place is in the centre of the window (when it will be enclosed red).

- Press S to stay there.
 - Press C to find out what you are carrying.
- There is no limit to the number of objects which can be carried at any one time.

A count is kept of the number of visits which have been made. When C is pressed to give a list of carried items a number appears at the top of the screen. This number is the visit count.

<S> means press the SPACE bar to continue.

If you are reading this manual out of interest or boredom you are advised to stop at once and go and do something more useful.

If, on the other hand, you think that you might find the answer to a problem not explained by the Help Cards then read on.

The section on Data Discs was included for the benefit of those teachers who are not familiar with using discs for storing files.

If anything in this manual makes slightly less sense than the incorporation of an intricate Tamsin's parrot please do ask someone with a little more experience if they can help you. As a last resort (only to be undertaken if self-mutilation starts to become an attractive proposition) try writing us a short note explaining your difficulties.

SOUND LEVEL

Although there is neither an excruciating introductory tune nor a frown-inducing cacophony when things don't go right there is an opportunity to select the sound level at the beginning. The volume level ranges from 0 to 100 (and is initially set at 50). By pressing the left or right arrow keys the level may be decreased or increased according to individual preferences (or teachers' instructions).

ABOUT THE ADVENTURE

You are not told anything about the world in which you find yourself. The nature of the adventure is not explained nor the sorts of problems which must be solved. You must explore and find out what is what (or look at Appendix IV if you can't abide adventures or have more important things to do). Children should be encouraged to make themselves a map and write down everything which takes place.

There are no deaths, tortures or beatings (with the possible exception of the telephone) and nothing more than perseverance is required to reach the end without having to start again. Any double entendres are purely non-coincidental. Remember that the magic word is a plural noun.

THE MAP

You start at *The Place* which is in the top left corner of the map.

You can see other places by moving the map with the arrow keys.

To move the map left press 

To move the map right press 

To move the map up press 

To move the map down press 

VISITING PLACES

Move the map to find the place you wish to visit. There are 15 locations (3 from left to right and 5 from top to bottom).

Make sure that the name of the place is in the centre of the window (when it will be coloured red).

Press S to stay there.

Press C to find out what you are carrying.

There is no limit to the number of objects which can be carried at any one time.

A count is kept of the number of visits which have been made. When C is pressed to give a list of carried items a number appears at the top of the screen. This number is the *visits count*.

<S> means press the SPACE bar to continue.

BLANK Disc 1

This 'form-processor' allows you to produce forms such as record and data sheets. By drawing horizontal and vertical lines you are able to produce a set of blank boxes for the later insertion of written information. Text may also be added to the form.

Once a form has been produced on screen it may be saved to disc. You will need to have a data disc ready. If a quantity of forms is required the simplest and quickest way is to make use of a photo-copier.

The program requires the use of a printer. If you have an Epson (or Epson-compatible printer) your problems should be small. If, however, you are uncertain about your printer, or know that it is not Epson-compatible, Appendix I *PRINTERS* may be of assistance.

IMPORTANT

1. Leave the program disc in the drive until you are asked to insert a data disc.
2. Using a **BBC B** you may draw up to 40 vertical and 40 horizontal lines. You may write up to 30 items of text with a maximum of 33 characters in each. **B+** users may draw up to 100 of each line and 100 text items.
NB Although BLANK is compatible with both BBC B and B+ models data files produced on a B+ may not be used with a B.
3. The cursor is guided by the arrow keys and normally moves fast. To make the cursor move more slowly, for accurate positioning, hold down **TAB** at the same time.

- The cursor wraps round ie to move from the left side of the screen to the right side go left and to move from the top to the bottom go up.
4. As BLANK uses a high resolution mode (Mode 0) the quality of your monitor will determine the clarity of lines and text on the screen. A high res. monitor will show every detail clearly but a low res. monitor may well cause some distortion. In fact the example form, GRID, provides quite a good test of monitor quality.

TO SEE AN EXAMPLE

Press **Y** when you see the question: *Load a form (Y/N)?*

The name of the example is GRID.

There is no need to insert a data disc as GRID is on the program disc.

When you have finished with the example follow the instruction below on *WHEN YOU HAVE FINISHED*.

MAKING A NEW FORM

Press **N** when you see the question: *Load a form (Y/N)?*

If you want equally-spaced lines press 1 or 2 ; otherwise press 3 to start.

Example: to draw 13 vertical lines (to make 12 equal columns)

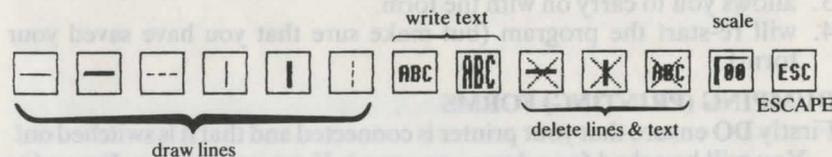
1. press **1** for *equally-spaced vertical lines*

2. enter 13 (for the number of lines)
3. using the arrow keys move the cursor horizontally to where the first line is to be drawn. When you get close to the required position hold down **TAB** whilst using the arrow keys. Press **RETURN**.
4. move the cursor to where the last line (number 13) is to be drawn. Press **RETURN**.

When you have pressed **3** to start you will see a scale drawn along the top of the screen and on the left-hand edge, and a row of pictures at the bottom of the screen. The pictures allow you to choose from 13 options.

Press the **SPACE** bar to move through the pictures.

Press **RETURN** to choose a picture.



Drawing lines (pictures 1-6)

You may choose any of six different sorts of line.

Move the cursor with the arrow keys.

Remember to keep **TAB** pressed for accurate positioning.

If you have drawn equally-spaced lines and want to replace some of them with a different line style the simplest way is to draw the new line over the top of the old line and then delete it. The old line will disappear leaving the new line. (See *HINTS* below).

Writing text (pictures 7 & 8)

There are two different text heights.

Each text item may be up to 33 characters long.

The top left corner of the first letter appears at the point of the cursor like this:

>M

Deleting lines (pictures 9 & 10)

Move the cursor to the unwanted line (keeping **TAB** pressed when you get close).

To delete the whole line press **RETURN** twice.

To delete part of the line move the cursor before pressing **RETURN** the second time. Moving the cursor left on a horizontal line will erase the line from the point of the first **RETURN** press to the left-hand end.

NB It is not possible to remove the middle portion of a line. To achieve this effect a fresh line will have to be drawn at one end.

Deleting text (picture 11)

Move the cursor to any part of the unwanted text item and press **RETURN**.

If parts of your lines are also erased this does not matter as they will be re-drawn automatically.

The scale (picture 12)

This picture acts as a toggle. It both removes and re-draws the scale.

WHEN YOU HAVE FINISHED

Choose the last picture (ESC) to escape.

There are now 4 options:

1. allows you to save the form. You must put a data disc in the drive.
2. will print the form if you have a printer (but see the beginning of this section and the following paragraph).
3. allows you to carry on with the form.
4. will re-start the program (but make sure that you have saved your form).

DUMPING (PRINTING) FORMS

Firstly **DO** ensure that your printer is connected and that it is switched on!

You will be asked for a dump command. If you are using an Epson (or Epson-compatible) printer you may use **BDUMP** which is on the program disc. Type **BDUMP** and press **RETURN**. As the program disc is already in the drive **BDUMP** will work automatically.

If you are using a ROM dump enter the appropriate command eg **GDUMP** if using **PRINTMASTER** or **GIMAGE** if using **DUMP OUT 3** but see Appendix I for further information.

If you are using your own disc-based dump routine make sure you have read Appendix I first.

HINTS

Making the most of the memory (BBC B OS 1.00/1.20)

(B+ users may ignore this section.)

Due to limitations of memory you may find that you are unable to draw all the lines or write all the text that you require. Remember you are limited to 40 vertical lines, 40 horizontal lines, and 30 text items of up to 33 characters each.

Do delete all unwanted lines. For example you may decide to replace a thin line with a thick one but forget to remove the initial thin line. In fact it is quite easy to delete a line which has been over-drawn by another because when you delete a line any 'hidden' lines will be deleted first. For example: if you were to draw a broken line, cover its entire length with a thin line, and then add a thick line on top it would be the hidden broken line which would disappear when you deleted the line the first time. Deleting the line a second time would cause the hidden thin line to disappear. To remove the thick line would require a third deletion.

Do not use up more of the 30 text items than is absolutely necessary. For example you may wish to write more than one piece of text on the same line but separated by spaces:

HEADING 1 HEADING 2 HEADING 3

It would be natural to write the example above as three separate items but it is more economical to write it as one item. By careful planning you may well be able to do all that you require.

BLANK was used to design the function key strip for the **BOX DRAW** program. More than 30 text items were required but several words were combined to ensure that the 30 limit was not exceeded. The following words, for example, were written as one item:

BLACK RED GREEN YELLOW

FOOTNOTE

If the message *Change disc* appears this may mean either that your disc is full or that it is write-protected (ie there is a little sticker on the side).

MAKE-A-BOX Disc 1

This program enables you to make different boxes on the screen.

You may choose to:

1. Make a box
2. See a box

MAKING A BOX

You must choose the colours for your box: a main colour and two others.

When you are asked if you are happy with your choice press **Y** or **N**.

You will be asked a number of questions such as:

Is the base square or rectangular?

Is there a label on the box?

Does the box have a lock?

The type of box which is made will be dependent upon how the questions are answered.

(See footnote for information about writing on the label.)

A full list of the questions is given in Appendix III.

When the box has been made you can either keep it or start again.

If you decide to keep the box you will be asked some more questions such as:

Of what material is your box made?

What is special about your box?

To whom does your box belong?

Children should be encouraged to give interesting answers (of more than one word).

When all the questions have been answered the picture and the information may be saved on a data disc.

LOOKING AT A BOX

You can only look at a box if one has been made and saved on a data disc.

Insert your data disc and press **RETURN**.

The picture of the box will appear and the information about the box will be shown.

When you have finished looking at the information there are 5 options:

1. See the information again
2. Dump the picture
3. Print the information
4. See another box
5. Finish

USING A PRINTER

The picture of the box and the information about it are reproduced separately. Most printers should be capable of printing the text but there will be restrictions on the copying of the picture.

Firstly **DO** ensure that your printer is connected and that it is switched on!

When you want to dump a picture you will be asked for a dump command. If you are using an Epson (or Epson-compatible) printer you may use **DDUMP** which is on the program disc. Type **DDUMP** and press **RETURN**. It will be necessary to insert the program disc as **DDUMP** is on that disc.

If you are using a ROM dump enter the appropriate command eg **GDUMP** if using *Printmaster*. You may ignore the message to insert the program disc when you are using a ROM dump.

If you are using your own disc-based dump routine make sure you have read Appendix I first.

FOOTNOTE

When designing a label on a box it will be noticed that the cursor does not move automatically after a character has been typed. The cursor must be moved with the arrow keys.

Non-alpha/numeric characters can be used to create simple designs on the label. Additionally characters may be combined (by printing one on top of another) to create new characters.

The **underline** character may be used to underline text.

BOX DRAW Disc 1

The two designs on the BOX DRAW title screen were created with this program. To see another example follow the instructions for *Saving and Loading Pictures*. The example is called *BOX100*. It is on the program disc so there is no need to insert a data disc.

The program enables designs to be produced by drawing boxes (rectangles), the dimensions of which can be altered. A drawn box may be filled in, outlined, half filled to make a triangle, or the diagonal only may be drawn. Eight colours (7 drawing + 1 background) are available. The scale of the picture may be altered. Pictures may be saved and printed.

HOW TO START

1. Ignore (for now) the white block and number 0 at the top right of the screen.
2. Use the arrow keys to move the cursor (a white dot at the centre of the screen).
3. Press **F8** to start making a box.
4. Use the arrow keys to change the shape and size of the box.
5. press **F9** to cancel the box and **F8** to start another.
6. When the box is the desired shape and size four effects are possible:
 - (a) Holding down **SHIFT** and pressing **F2** will fill the box with colour
 - (b) **SHIFT** + **F3** will fill half the box with colour to make a triangle. If you are happy with the triangle press **Y** when you see the question *OK?*
 - (c) **SHIFT** + **F4** will draw the box outline
 - (d) **SHIFT** + **F5** will draw a diagonal line from the starting point to the opposite corner.
7. Repeat steps 2-7.

COLOUR CHANGES

The drawing colour is changed by pressing the keys **F0** to **F7**. The colour block at the top right of the screen shows the drawing colour.

To change the background colour press **SHIFT** + **F1** then press one of the keys **F0** to **F7**.

EDITING

1. starting again

To clear the screen and make a fresh start press **SHIFT** + **F7**. The question *Clear screen?* will appear. Press **Y** if you do want a fresh screen.

2. deleting boxes

To delete the last box drawn press **ESCAPE** once. Pressing **ESCAPE** again will remove the box before. The whole picture could be deleted one box at a time by using **ESCAPE**.

To delete boxes other than the last one drawn press **SHIFT** + **F8**. Each box is drawn and you are asked if you want to keep it. Press **N** if you want to delete the box.

CHANGING THE SIZE

If you want the picture to stay in the same position on the screen when you change its size make sure that you centre the cursor first by pressing **SHIFT** + **F0**.

Press **SHIFT** + **F9** to change the scale.

You will be asked *Bigger or smaller?*

Press **B** to make the picture bigger or **S** to make it smaller.

(It is always a good idea to save a picture before you change the scale because the lines may become altered.)

CHANGING THE POSITION OF THE PICTURE

A picture may be moved left, right, up, or down on the screen by means of the scale-change option. When a scale change is made the new picture centres itself on the old cursor position (so that the cursor is in the centre of the screen after a scale change has been made).

The following illustration (to move a picture to the right) may make the operation a little easier to understand:

1. draw a shape on the screen near the centre of the screen
2. centre the cursor (**SHIFT** + **F0**)
3. move the cursor slightly to the left (perhaps 2cm)
4. increase the size of the picture (**SHIFT** + **F9** and press **B**)

The new, larger, picture is drawn further to the right (because the cursor has returned to the centre position).

5. decrease the size of the picture

The picture is now the same size as it was originally but its position has been changed.

SAVING AND LOADING PICTURES

Press **SHIFT** + **F6** if you want to save or load a picture. Then press **S** to save or **L** to load. (Do not press **D**.)

You must give a name (no longer than 7 letters).

If you press the SAVE/LOAD key by accident you can press **ESCAPE** to return to the picture.

Sometimes when you save a picture it disappears from the screen. This happens when you load a picture, add more boxes, and save it again. To get the picture back load it from the disc.

DUMPING PICTURES

Firstly **do** ensure that your printer is connected and that it is switched on!

Press **SHIFT** + **F6** and press **D**.

You will be told to insert the program disc. (If you are using a ROM dump this can be ignored.)

You will be asked for a dump command. If you are using an Epson (or Epson-compatible) printer you may use DDUMP which is on the

program disc. Type *DDUMP* and press **RETURN**. As the program disc is already in the drive *DDUMP* will work automatically. Remember to insert the data disc when the dump is completed.

If you are using a ROM dump enter the appropriate command eg *GDUMP* if using *Printmaster*.

If you are using your own disc-based dump routine make sure you have read Appendix I first.

NO MORE ROOM

You may draw up to 100 boxes.

If you try to draw box no. 101 you will be told that there is *No more room*. If this happens press **ESCAPE** and your last box will be deleted. Alternatively you can centre the cursor (**SHIFT** + **F0**) to avoid deleting the last box.

CREATE Disc 2

The program, in two main parts, allows stories with simple static or moving pictures to be created quite easily.

On the CREATE disc (Disc 2) are 3 example stories called:

SWORD
NED
PIDD

Have a look at these first to get some idea of the effects which are possible.

The example 'form' called **GRID** can be loaded into, and printed by, the program **BLANK** (on Disc 1) to be used as a picture-planning sheet for **CREATE**.

When **CREATE** begins the following options are available:

1. Write a new story
2. Edit a story
3. Make or change a set of pictures
4. Add pictures to a story
5. See a completed story
6. Print or dump pages
7. Look at a disc

STARTING OFF

When the program is being used creatively for the first time one of these two options should be chosen:

1. Write a new story or 3. Make or change a set of pictures

The other options will not be needed until later.

WRITING A STORY

You will be asked to give a title for the story. This must be 7 letters or less. It is best to use one word.

This may seem to be restrictive but if a longer story title is required it can always be written on page 1.

You may choose to have lines on the page when you are writing.

Simple word-processing facilities are available and all text is in Mode 7 double height and (initially) coloured yellow.

New lines

When you reach the end of a line the text is automatically wrapped round to the next line. Pressing **RETURN** is not necessary.

Should you want to leave a whole line or the right hand end of a line blank you may press **RETURN**. The cursor is forced to the beginning of the next line and a marker will appear (but this marker will not be seen in a completed story). If, for example, the first page was to be used as a title page you would begin by pressing **RETURN** until the cursor reached the line upon which the title was to be written.

Deleting and inserting text

To delete letters move the cursor to the appropriate position (with the arrow keys) and press **[DELETE]**. The letter to the left of the cursor will be deleted.

To insert letters move the cursor to the required position and type the new letter. It will appear above the cursor.

If text is accidentally pushed off the bottom of the page when editing is in progress it does not go onto the next page but may not be irretrievably lost. By making deletions some, if not all, of the text will be brought back onto the bottom line.

When insertions or deletions are complete do ensure that the cursor is moved as far as it will go beyond the last printed character. If the cursor is able to move more than one place past the last character then the extra spaces should be deleted. The reason for this is that the text can be handled more quickly by the program if the cursor is at the furthest position.

Turning pages

Once the first page is completed press **[TAB]**. You can then use the arrow key **[→]** to go to the next page. A check is made to ensure that you really do want to start a fresh page. Once you have left the first page it is possible to turn the pages backwards.

Up to 58 pages of text may be written.

It is not necessary to leave blank pages for pictures. Only the text pages are numbered. When pictures are added they are inserted between the numbered text pages.

Colouring text

If you want to highlight certain words by colouring them this is possible but should be used with caution. There is no mention of colouring text on the CREATE Help Card as it may cause problems for children.

It is advisable to leave the colouring of individual words until a page is completed.

To colour a word move the cursor to a position directly beneath the first letter of the word. Press **[DELETE]** to remove the space. Now hold down **[SHIFT]** and press one of the red keys **[F1]** — **[F7]**. The colours, with the exception of black, are the same as those shown on the function key label for the program BOX DRAW. The space will reappear (but is in fact being occupied by the colour code) and all the text to the right will be coloured. To restore the rest of the line to yellow move the cursor to the beginning of the next word; press **[DELETE]** and press **[SHIFT]** + **[F3]**.

If colour is added before the page is completed problems may occur with word wrap because the computer will regard two words separated by a colour code as being one word.

Finishing

DO NOT press **[ESCAPE]** until you have finished your writing session.

When you are ready to save the story press **[ESCAPE]** and have a data disc ready.

Once a story has been saved you may edit it by choosing:

2. Edit a story.

DRAWING PICTURES

Choose option 3. *Make or change a set of pictures.*

Then choose 1. *Make a new set of pictures.*

Move the cursor around the grid with the arrow keys.

To make the cursor move more slowly press **[TAB]** once. Press **[TAB]** again to make it move fast. Occasionally you may have to press **[TAB]** more than once to effect this change. The rate at which the cursor is blinking indicates whether it is in fast or slow mode.

Press the SPACE bar to fill a box.

Press **[SHIFT]** to empty a box.

Press **[C]** to add a colour block and then choose a colour (or **[D]** to delete the colour block).

A colour block will colour the filled squares on all **three** lines to the right of the colour block. (Obviously it would be more pleasing if individual lines could be coloured but Mode 7 prohibits this.)

Press **[ESCAPE]** to see how the picture will appear without the grid.

A completed picture may be moved up and down and the border may be changed or removed.

Up to 12 pictures may be drawn but you do not have to complete them all now.

If you want the next picture to be similar to the last one (as you most certainly will when you start to produce animations) press **[N]** when you are asked if you want a fresh screen.

When you save a picture set you may give it the same name as your story.

ADDING PICTURES TO A STORY

Once you have completed a story and a set of pictures you may put them together.

You will be asked for the name of the picture set and then the title of the story.

Press the SPACE bar to turn the pages.

Press **[COPY]** when you want to add a picture and then choose which picture you wish to use. The picture will be inserted after the current text page.

Pictures may be used in 3 different ways:

1. Still picture
2. Moving picture
3. Two picture animation

(Borders are automatically removed when moving pictures or animations are chosen.)

Moving pictures

You may choose from 6 different types of movement.

You may also choose how many times the movement is repeated and the speed of movement.

Two picture animation

A second picture must be chosen.

You can choose how many times the animation is repeated and its speed.

When you have finished adding pictures you may see the story before it is saved. The completed story will have the same name as the story-without-pictures.

PRINTING AND DUMPING PAGES

Firstly **DO** ensure that your printer is connected and switched on!

There are two options:

1. Print
2. Dump

The *print* option will allow text pages only to be printed and should work with most printers.

The *dump* option allows both text and graphics pages to be dumped to a printer but a dump is **NOT** provided with the **CREATE** disc.

The dump option copies the screen exactly so that the text is much larger than when the print option is used.

1. Printing

You will be asked for the title of the story and be told to insert the data disc.

The story will be loaded.

Press the **SPACE** bar to turn the pages.

Press **[COPY]** to print a page.

Pages will be printed continuously. If you require spaces between the printed pages use the line feed on your printer.

2. Dumping

A check is made that your printer is able to dump pages to a printer. You will be able to dump pages only if your computer is fitted with a suitable ROM. See Appendix I for further information.

Assuming that your micro is equipped with a ROM dump you will be asked for a dump command eg *GDUMP* if using *Printmaster*

You will be asked for the title of the story and told to insert the data disc.

The story will be loaded.

Press the **SPACE** bar to turn the pages.

Press **[COPY]** to dump a page.

Pages may or may not be printed continuously depending upon the particular ROM dump used.

DATA DISCS

Four of the five **BOX OF TREASURES** programs require discs for the storage of data. These are referred to as *data discs*. Do try to avoid saving files onto the program discs.

If your data discs are being used for the very first time they should be formatted before they are used. Instructions on formatting are not given here as the necessary procedures vary according to equipment etc.

Labels are provided for your data discs. It is suggested that each data disc is used for one program only and the label marked accordingly.

There should be space in the package box to store a small number of data discs but it may be worth while keeping a separate box for **BOX OF TREASURES** data discs.

DISC MANAGEMENT

The number of data files which can be stored on a disc depends upon the disc capacity (ie whether 40 or 80 track) and the size of the files. Should an attempt be made to save a file onto a disc which is full an error message will be given although this may be no more than a request to change the disc.

The following information may make your disc management a little easier. The procedures outlined should be carried out when the computer does not have a program in memory. Press **[BREAK]** if a program is running.

Cataloguing a disc

To find out what is on a disc insert the disc in the drive and type ***CAT** or *****, and press **[RETURN]**.

The complete contents of the disc will be listed.

Two of the programs, **MAKE-A-BOX** and **CREATE** save files in different directories so that the same name may appear more than once but with a different letter at the beginning. **CREATE**, for example, saves files by prefixing them with:

W. for text-only files

P. for picture files and

S. for completed stories.

Deleting unwanted files

Obviously there will be occasions when you will want to remove files from a disc. There are several ways of doing this:

1. to delete a single file type:

***DELETE** <name of file> press **[RETURN]**

eg to remove a file called *S.susan* type ***DELETE S.susan**

In fact the following commands would also work:

*DEL. s.susan

*del.s.SUSAN

*DELeTe S.suSAN

2. to delete several files type:

WIPE. * press **RETURN**

Each file will be listed in turn.

Press **Y** to delete the file or **N** to retain it.

Do use *WIPE with care as it is very easy to remove files accidentally by pressing the wrong key.

3. to delete every file on a disc it may be easiest to format the disc but do make sure that you really want to remove every file.

Making more room on a disc

It is not always possible to make more room but this procedure is worth following if you are getting short of discs or disc space. When files are saved, re-saved, and deleted, a number of gaps may occur between the files. By compacting the disc all the files are shifted to squeeze out the spaces.

Insert the disc and type:

*COMPACT press **RETURN**

(*COM. will suffice)

If there are a number of files to be shifted this may take a minute or two.

When the compacting is completed a message will appear stating the number of free sectors. This information may safely be ignored but it can be useful to give an idea of how much space is available on the disc. The number of free sectors is in hexadecimal. If the number of free sectors was 0A8 you could convert it to decimal by typing:

PRINT &0A8 press **RETURN**

The result would be 168. As the number of available sectors on a blank disc is 398 you would know that just under half the disc was empty.

NB The next section on copying files may also be useful in disc economy.

Copying files

Quite often there may be occasions when you want to keep a few files from a number of different discs and delete all the others. It may be more convenient to have the retained files on a single disc.

To copy a file from one disc to another using a single disc drive insert the disc containing the file and type:

*COPY 00 <name of file> press **RETURN**

Follow the on-screen instructions.

If you have a dual drive insert the disc containing the file in drive 0 and the disc-to-be-copied-to in drive 1. The command is:

*COPY 01 <name of file> press **RETURN**

Should you wish to make a complete copy of a disc (ie copy all the files) as a security measure against the accidental deletion of data use the *BACKUP command.

The procedure is similar to that followed for *COPY but it is not necessary to name a file. Two commands are necessary. For a single drive they are:

*ENABLE press **RETURN**

*BACKUP 00 press **RETURN**

For a dual drive type *BACKUP 01
(ENABLE and BACKUP may be abbreviated to EN. and BAC.)

FOOTNOTE

PRIN	MA	DU	DU	DU

IN CREATE is in Mode 7 and requires a particular type of dump (not provided with the package). Certain ROMs, such as PRINTMASTER and DUMP OUT 3, are suitable.

USING YOUR OWN ROM BUMP (see FOOTNOTE)
With any of the programs you may wish to use your own ROM dump (ie a dump which is on a chip fitted to your machine). If this is the case it is essential that you refer to the manual for that particular ROM to find out the necessary dump commands. If, for example, you are using PRINT-MASTER, you might use the command GUMP 111. This command is entered when the program asks for the dump command. Although such commands always start with a * this need not be entered.

The examples illustrated show how dumps of different proportions and dimensions may be achieved with PRINTMASTER and DUMP OUT 3 in comparison with BUMP.

Appendix I

USING A PRINTER

NB if this section makes little sense you are advised to find someone with some expertise on the use of printers to assist you. Even the most elementary of printer instructions seem impossible to understand when they are in a written form.

Of the five programs three can make use of a printer and for one a printer is essential.

In simple terms a printer is used in two ways to either **print** text or **dump** graphics (pictures).

When a program **prints** text it should be possible to use any type of printer but when a program **dumps** graphics the screen itself is copied and requires the use of a *screen dump* appropriate to the type of printer.

The *Box of Treasures* package contains two dumps on Disc 1. These dumps are called BDUMP and DDUMP. They allow screens to be copied to Epson (or Epson-compatible) printers.

The table shows which programs can make use of a printer, whether the program prints or dumps, and if a dump is provided.

PROGRAM NAME	PRINTER USEFUL	PRINTER ESSENTIAL	PRINT	DUMP	DUMP PROVIDED
ADVENTURE	no	no			
BLANK		yes		yes	BDUMP
MAKE-A-BOX	yes		yes	yes	DDUMP
BOX DRAW	yes			yes	DDUMP
CREATE	yes		yes	yes	no

NB CREATE is in Mode 7 and requires a particular type of dump (not provided with the package). Certain ROMs, such as *PRINTMASTER* and *DUMP OUT 3*, are suitable.

USING YOUR OWN ROM DUMP (see FOOTNOTE)

With any of the programs you may wish to use your own ROM dump (ie a dump which is on a chip fitted to your machine). If this is the case it is essential that you refer to the manual for that particular ROM to find out the necessary dump commands. If, for example, you are using *PRINTMASTER*, you might use the command *GDUMP1111*. This command is entered when the program asks for the dump command. Although such commands always start with a * this need not be entered.

The examples illustrated show how dumps of different proportions and dimensions may be achieved with *PRINTMASTER* and *DUMP OUT 3* in comparison with BDUMP.

To produce a dump on an Epson printer identical to that produced by BDUMP the equivalent commands would be:

PRINTMASTER: *GDUMP0111*

DUMP OUT 3: *GIMAGE EPS LV&200*

It should be noted that the dumps may vary according to the make and model of printer.

NB The examples are smaller than actual size but are to scale with each other thus showing the relative size of the dumps. The actual dimensions in cm. are shown on each example.

USING YOUR OWN DISC-BASED DUMP

If you have a suitable dump on disc it **may** be possible to use it.

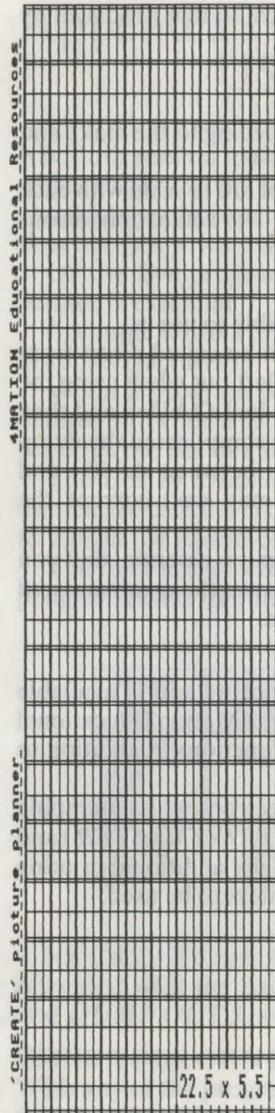
Ideally it should be self-contained so that it can be called direct from disc with a * command (although the * should be left out when using the above programs). If the dump is one which has to be LOADED and then CALLED it will not work. To make life even more complicated the dump should occupy a space in memory somewhere between &1100 and &12FF. If it resides elsewhere in memory it may well corrupt the program.

If you are still determined to use your own dump it is essential that you place the appropriate disc in the drive when you enter the command and take it out (if and) when the dumping is completed.

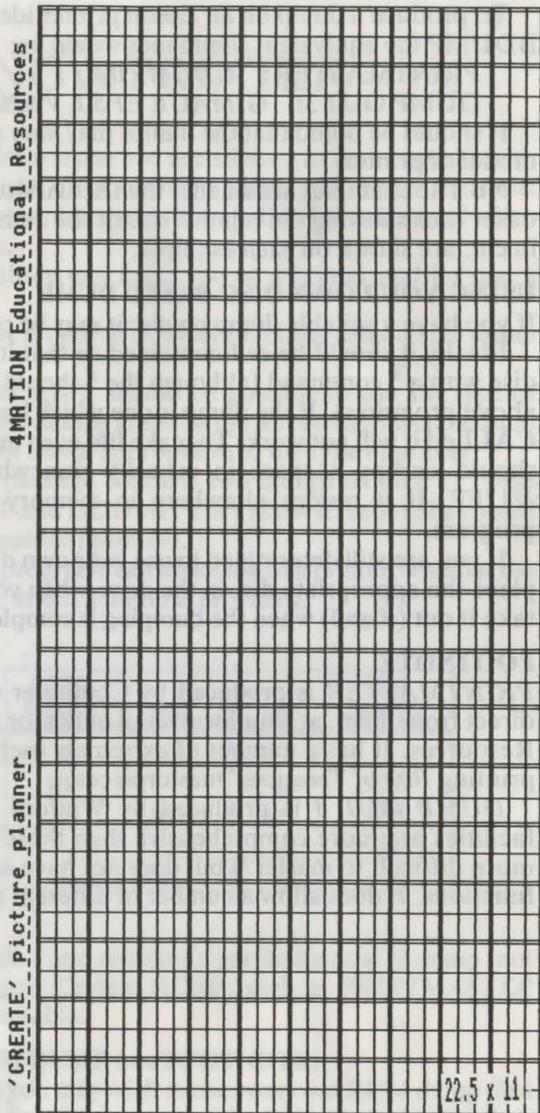
FOOTNOTE

PRINTMASTER is produced by Computer Concepts and is available direct from them, at your local retail outlet, or from 4Mation Educational Resources. It has a number of extremely useful functions in addition to printing *Box of Treasures'* masterpieces.

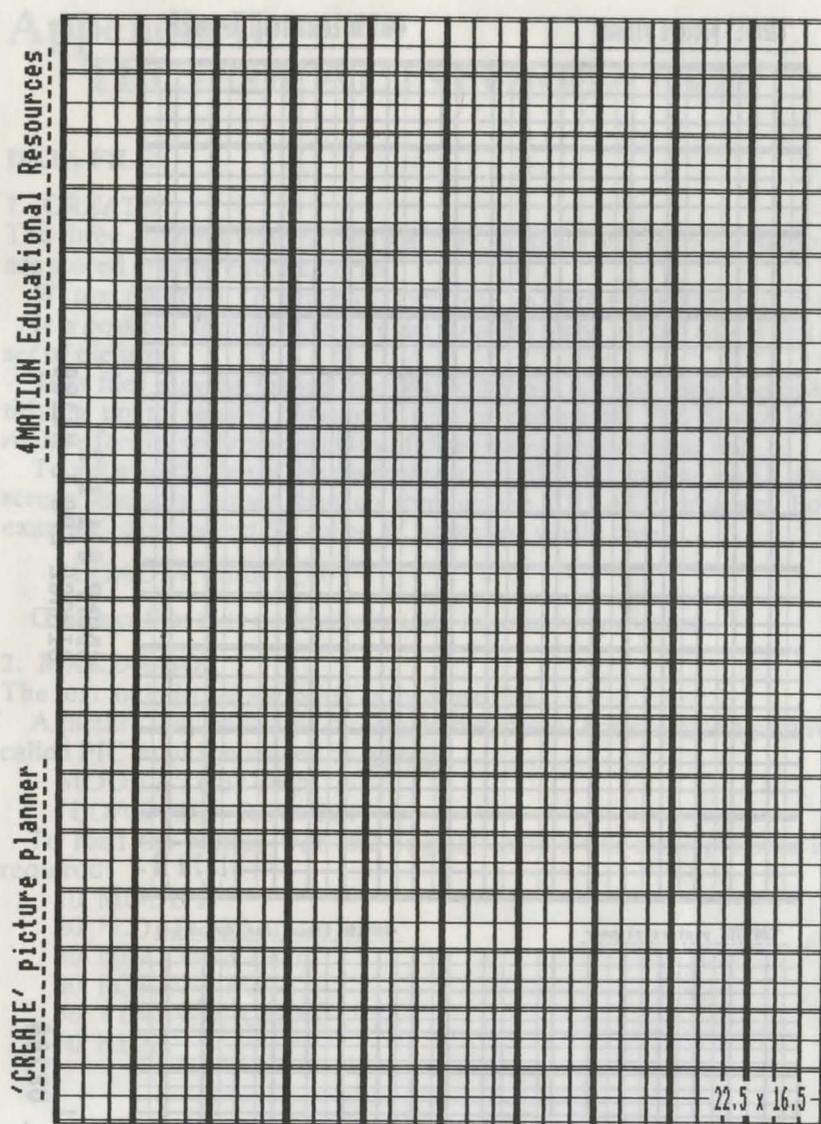
DUMP OUT 3 is produced by Watford Electronics. Its dumping facilities are more comprehensive than those of *PRINTMASTER* (and more difficult to master?) but does not have as many additional printing functions. It does allow a number of different printers to be used.



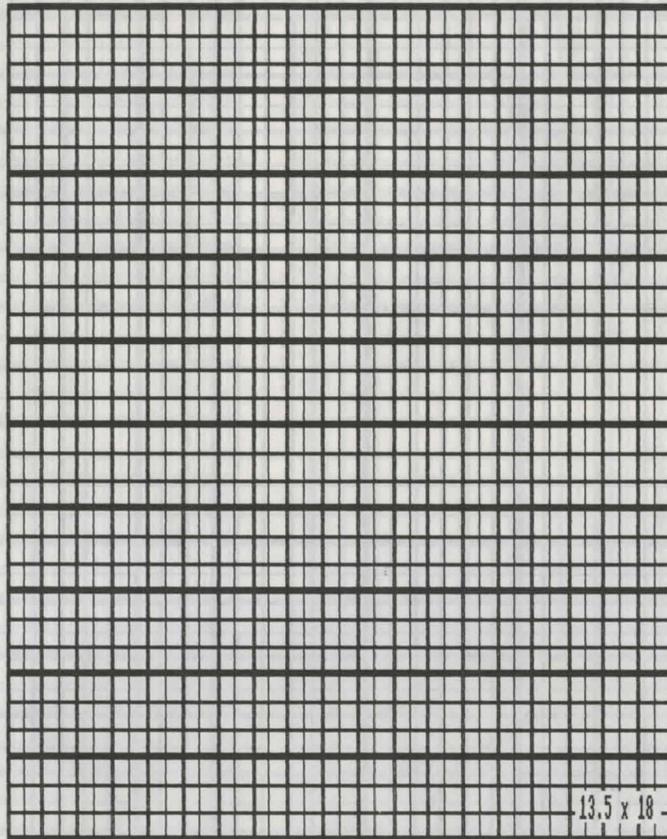
```
GDUMP 1 1 1 1
GIMAGE EPS L H&200 R1
```



```
GDUMP 1 1 2 1
GIMAGE EPS L R1
```

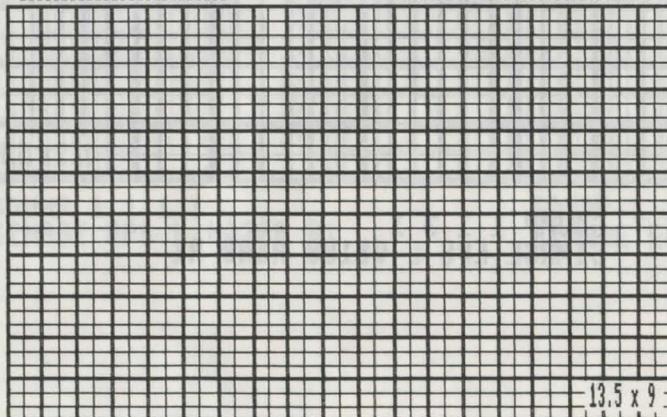


```
GDUMP 1 1 3 1
GIMAGE EPS L V&100 H&A8 R1
```



GDUMP 0 1 1 1 2
GIMAGE EPS L H&100

13.5 x 18



BDUMP
GDUMP 0 1 1 1 1
GIMAGE EPS L U&200

13.5 x 9

Appendix II TECHNICAL INFORMATION

DATA FILES

1. CREATE

The three different types of file (text only, graphics only, text + graphics) are stored in different directories:

W. text (Words) P. graphics (Pictures) S. text + graphics (Stories)

It is possible, therefore, to give the same file name to both a story and a set of pictures.

Text files may be loaded into WORDWISE but will require a little tidying up to remove unwanted control characters. The *Search and replace* facility will remove many of these codes which appear as £.

To get a quick idea of the content of a text file (W.) you can load it into screen memory rather than go through the CREATE program. For example, to see a text file called *W.words* you would type:

```
*LOAD W.words 7C00
```

Graphics files may not easily be used in your own programs.

2. MAKE-A-BOX

The text and picture are saved as separate files.

A picture may be loaded directly to the screen. For example a picture called PIC would be loaded by typing:

```
MODE 1 RETURN
```

```
*LOAD PIC RETURN
```

To load the picture with the original colours this short program is required:

```
10 MODE 1
```

```
20 *LOAD PIC
```

```
30 HIMEM=&2F00
```

```
40 FORU=1 TO 3
```

```
50 VDU19,U,?(&3000-U);0;
```

```
60 NEXT
```

Appendix III MAKE-A-BOX QUESTIONS

- A1. Is the base square or rectangular?
 A2. Does the box have a lid?
 if *yes* Is the lid rounded or flat?
 A3. Does the box have a handle?
 if *yes* One handle or two?
 A4. Does the box have any fittings?
 if *yes* Are the fittings plain or ornate?
 A5. Is there a label on the box?
 A6. Does the box have a lock?
 if *yes* Is the lock rectangular or hexagonal?
 Is there a key for the box?
 Is the key long or short?
 Is the key plain or ornate?
 A7. Do you want to keep this box?
 B1. Of what material is your box made?
 if *wood* Does the box have any woodworm?
 B2. Is your box special?
 if *yes* What is special about your box?
 B3. To whom does your box belong?
 B4. Has it always belonged to _____?
 if *no* To whom did it once belong?
 B5. What was the box used for?
 B6. What is the box used for now?
 B7. Where is the box kept?

Appendix IV THE ADVENTURE SOLVED

The table shows each location, the item needed at that location, and the item to be found there.

At THE PLACE there are four items but they cannot all be carried at the same time.

The LAKE OF CHILLS has nothing to offer.

CROOKED TOWER can be approached only by SNAKY RIVER.

Access to the CASTLE OF FOOLS is gained only by entering through the GUARDED GATE.

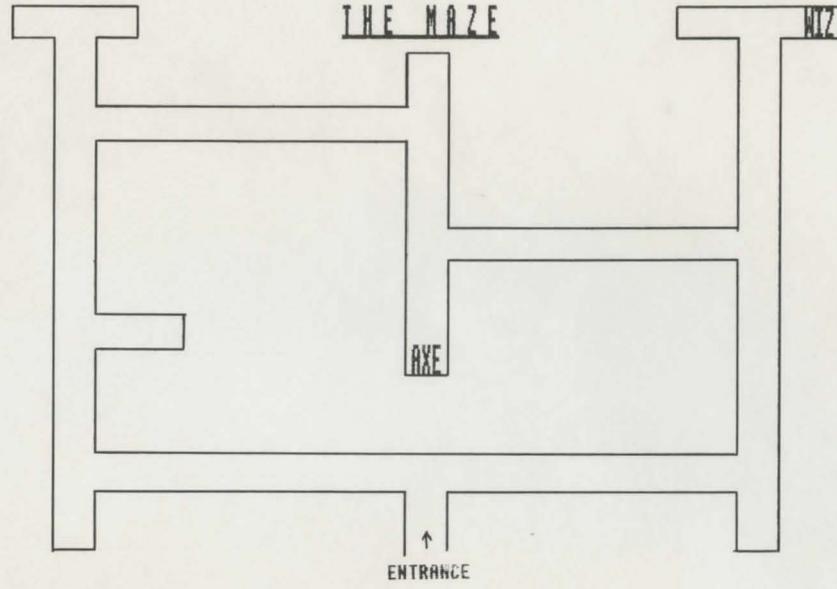
(Currency note — 20 pence is required for the phone except in packages distributed in Australia. Apologies to pfennig users etc.)

The following is **one** possible route. There are others.

A POSSIBLE ROUTE

1. THE PLACE — take feather
2. THE NIGHT MARSH — give feather — take ticket
3. TWISTY MAZE — present ticket — go r,l,l,l — take heavy axe
4. WOOD-IN-THE-MISTS — make boat
5. THE PLACE — take giant marble
6. DRAGON HILL — lend marble — take 20 pence/cents
7. THE DEEP — take rope
8. THE PLACE — take rusty sword
9. LITTLE BOXWICK — use sword — take old coin
10. EAGLE CRAG — find number (444444)
11. STONE CIRCLE — make phone call — dial number (444444) — make room booking
12. SNAKY RIVER — find lamp
13. CROOKED TOWER — give old coin — receive magic word ('crumpets')
14. CAVE OF SECRETS — find oil can
15. THE PLACE — take piece of string
16. GUARDED GATE — say "go in" — give magic word ('crumpets')
17. CASTLE OF FOOLS — use piece of string — find Henry
18. TWISTY MAZE — present ticket — go r,l,s,r

THE PLACE FIND: rusty sword piece of string purple feather giant marble	TWISTY MAZE NEED: ticket FIND: heavy axe	THE DEEP FIND: strong rope
DRAGON HILL NEED: giant marble FIND: 20 pence/cents	STONE CIRCLE NEED: number 20 pence/cents FIND: room booking	CROOKED TOWER NEED: arrive via river room booking old coin FIND: magic word
LITTLE BOXWICK NEED: rusty sword FIND: old coin	WOOD-IN-THE-MISTS NEED: heavy axe FIND: boat	SNAKY RIVER NEED: boat FIND: lamp
EAGLE CRAG NEED: strong rope FIND: number	LAKE OF CHILLS	NIGHT MARSH NEED: purple feather FIND: ticket
CAVE OF SECRETS NEED: lamp FIND: oil can	GUARDED GATE NEED: magic word oil can FIND: gate opens	CASTLE OF FOOLS NEED: arrive via gate piece of string FIND: Henry



<p>THE FLAGE FIND: rusty sword piece of string purple feather glass marble</p>	<p>TRUSTY MAZE NEED: ticket FIND: heavy box</p>	<p>THE DEEP FIND: strong rope</p>
<p>MADON HILL NEED: plant marble FIND: 28 penny/cents</p>	<p>STONE CIRCLE NEED: number 28 penny/cents FIND: rock looking</p>	<p>CROOKED TOWER NEED: arrive via river rain looking old coin FIND: milk word</p>
<p>LITTLE BARNACK NEED: rusty sword FIND: old coin</p>	<p>WIND-UP-THE-WEEDS NEED: heavy box FIND: boat</p>	<p>SMOOP RIVER NEED: boat FIND: lamp</p>
<p>EAGLE CARGO NEED: strong rope FIND: number</p>	<p>LOVE OF CHILLS</p>	<p>WIGHT MARCH NEED: purple feather FIND: ticket</p>
<p>LOVE OF SECRETS NEED: lamp FIND: oil can</p>	<p>GUMMED GATE NEED: magic word oil can FIND: gate opens</p>	<p>CASTLE OF FOOLS NEED: arrive via gate piece of string FIND: heavy</p>



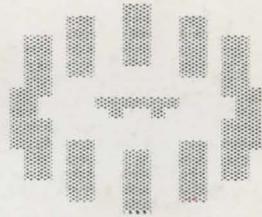
The
Place



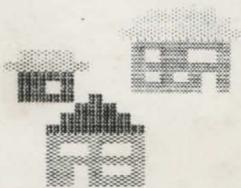
Twis
Maze



Dragon
Hill



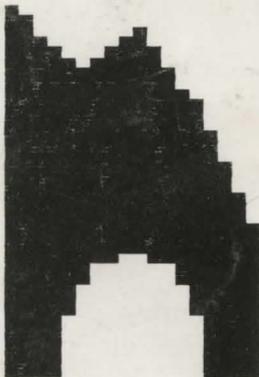
Stone
Circle



Little
Boxwick



Wood-
the-
-



Eagle
Crag

Cave of
Secrets

Lake
Ch

Gu