

**Computer Novel
Construction Set™
Reference Card
for the
IBM PC**

by
Robin Computing, Inc.

What You Need

- IBM PC, PCjr.
- at least 128K bytes of RAM
- at least one disk drive
- any IBM-compatible monitor

Getting Started

The **Computer Novel Construction Set** provides you with a simple method for copying DOS onto your program disk.

For single drive systems:

Boot with your DOS disk (2.0 or higher is required). Type **B:SETUP** and hit **ENTER**. You will now be prompted to switch disks. When prompted to insert a disk into drive B, insert your **Computer Novel Construction Set** disk. When prompted to insert a disk into drive A, insert your DOS disk. A message will inform you when the system and command files have been transferred.

For multiple-drive systems:

Boot with your DOS disk (2.0 or higher is required) in drive A and your **Computer Novel Construction Set** disk in drive B. Type **B:SETUP** and hit **ENTER**. A message will inform you when the system and command files have been transferred.

The **Computer Novel Construction Set** disk will now boot automatically.

Special Keys To Use With The Story Maker:

| | |
|-------------|---|
| Up Arrow | Moves the cursor up one line. |
| Down Arrow | Moves the cursor down one line. |
| Left Arrow | Moves the cursor to the left. |
| Right Arrow | Moves the cursor to the right. |
| Num Lock | Disables the above keys. If you are unable to use any of the above keys, press this key once. |
| Esc | Exits or skips the current function. |
| Del | The DELETE key is used to delete information. |
| Ins | The TRAVEL CONDITION key is used to add Travel Conditions. |
| ← | The ONE-WAY key allows you to connect rooms in one direction only. |
| → | |

When Entering Text

Home - Moves to the beginning of the text.
End - Moves to the end of the text.
PgUp - Scrolls up one page of text.
PgDown - Scrolls down one page of text.
Ctrl-LEFT - Moves one word left.
Ctrl-RIGHT - Move one word right.
Ctrl-D - Deletes one word.
Del - Deletes the current character.
Backspace - Deletes the previous character.

When Selecting From a List

Home - Highlights the first choice in a list.
End - Highlights the last choice in a list.
PgUp - Moves to the previous page in a list.
PgDown - Moves to the next page in a list.
Del - Deletes the highlighted field.

When Moving In The Command Grid

Home - Moves top left corner of the grid.
End - Moves to the bottom right corner of the grid.
PgUp - Moves to the previous page in the grid.

PgDn - Moves to the next page in the grid.

Ctrl-LEFT - Moves a screen to the left.

Ctrl-RIGHT - Moves a screen to the right.

Del - Deletes the link between a verb and an object.

Special Keys To Use With The Story Player:

| | |
|-----|--|
| F1 | Toggles the "you are holding" window. |
| F2 | Toggles the "you can see" window. |
| F3 | Brings up the Score window. |
| F5 | Makes the Room Window overlay other windows. |
| F7 | Makes the Action Window overlay other windows. |
| F8 | Makes the Event Window overlay other windows. |
| F9 | Allows you to select story colors (see Changing Colors). |
| F10 | Pauses the story and blanks the screen. |

Commands That The Story Player Always Knows:

| | | | |
|-----------|---------|-------|------|
| NORTH (N) | SAVE | SCORE | LOOK |
| SOUTH (S) | LIST | WAIT | |
| EAST (E) | RESTORE | AGAIN | |
| WEST (W) | RESTART | QUIT | |

All of the programs in the **Computer Novel Construction Set** may be run from the DOS prompt. If your computer has the graphics adapter and no color monitor, type the text indicated in the NO COLOR MONITOR column.

| Program To Run | What To Type | No Color Monitor |
|----------------|-------------------|----------------------|
| Main Menu | ACCESS | ACCESS BW |
| Story Maker | MAKE <storyfile > | MAKE <storyfile > BW |
| Story Player | PLAY <storyfile > | PLAY <storyfile > BW |
| Story Mapper | MAP <storyfile > | MAP <storyfile > BW |
| Story Coder | CODE <storyfile > | CODE <storyfile > BW |
| Story Packer | PACK <storyfile > | PACK <storyfile > BW |

Copying A Story

If you would like to give a copy of your story to a friend, follow these steps:

For single-drive systems:

At the DOS prompt, insert your **Computer Novel Construction Set** disk in drive A and type **COPY PLAY.EXE B:**. When prompted to insert a disk into drive B, insert a formatted disk. A message will inform you when the Story Player has been copied. Now transfer your story by inserting the **Computer Novel Construction Set** disk and typing **COPY <storyfile > *B:**. When prompted to insert a disk into drive A, insert the disk that contains your story files. When prompted to insert a disk in drive B, insert your formatted disk. A message will inform you when the files have been transferred.

For multi-drive systems:

Insert your **Computer Novel Construction Set** disk into Drive A and a formatted disk into drive B. Now type **COPY PLAY.EXE B:** and the Story Player will be copied. Now type **COPY <storyfile > * B:** and your story files will be copied.

To play the story from the new disk, boot with your DOS disk and remove it. When you see the A > prompt, insert the new disk and type **PLAY**. When prompted to enter a story to play, enter the story name.

Changing Colors:

STORY MAKER:

Select Colors from the Extras Menu and simply choose the color combination you prefer.

STORY PLAYER:

To change the colors used while playing a story, press **F9**, use the Arrow Keys to select a color, enter the first letter of the name of the window you want to change and the color will be changed.

Technical Notes

- Maximum size for a single message is about 1000 characters.
- Never edit your story files with a text editor.
- You must have the **Computer Novel Construction Set** disk in drive A when loading the Story Maker.
- If you approach 100% memory usage while making a story, do not use the Main Menu. Run the Story Maker directly from the DOS prompt. This allows you to make a bigger story.
- A story consists of two files, a message file which has the file extension .MES (i.e. missile.mes) and a data file which has the file extension .DAT (i.e. missile.dat).
- If you SAVE a situation, while playing a story, you create a file with an extension .SV1 (if you saved under number 1, missile.sv1).

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