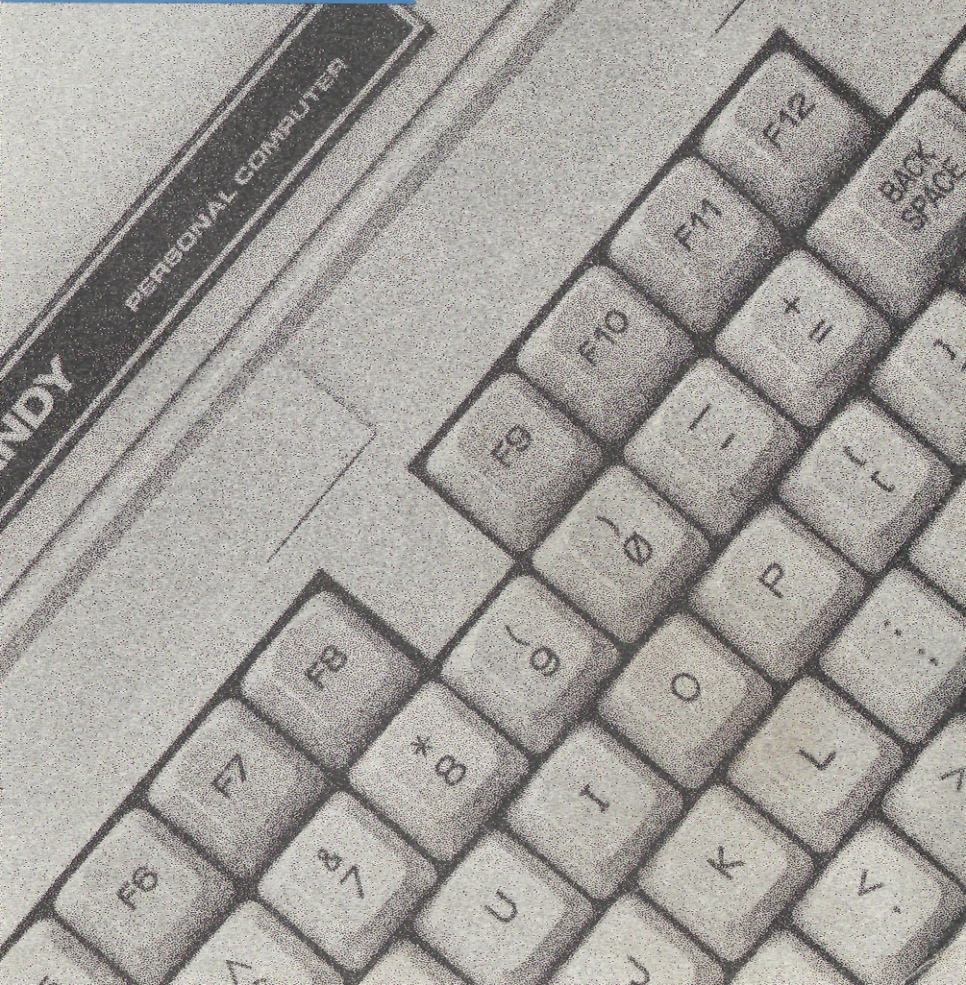




TANDY® 1000

DeskMate™

A REFERENCE
MANUAL



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A Reference Manual
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DeskMate™

A REFERENCE
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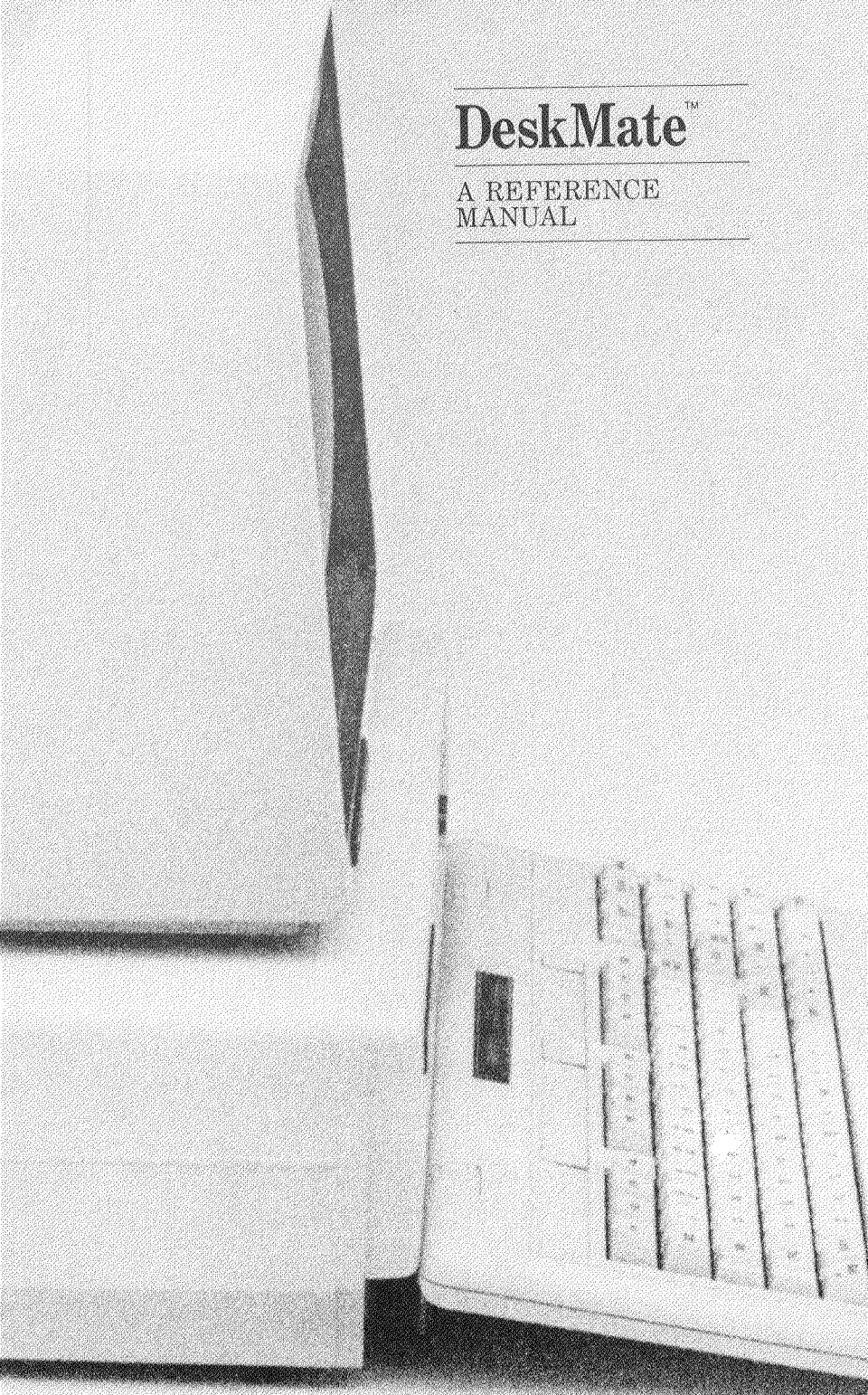


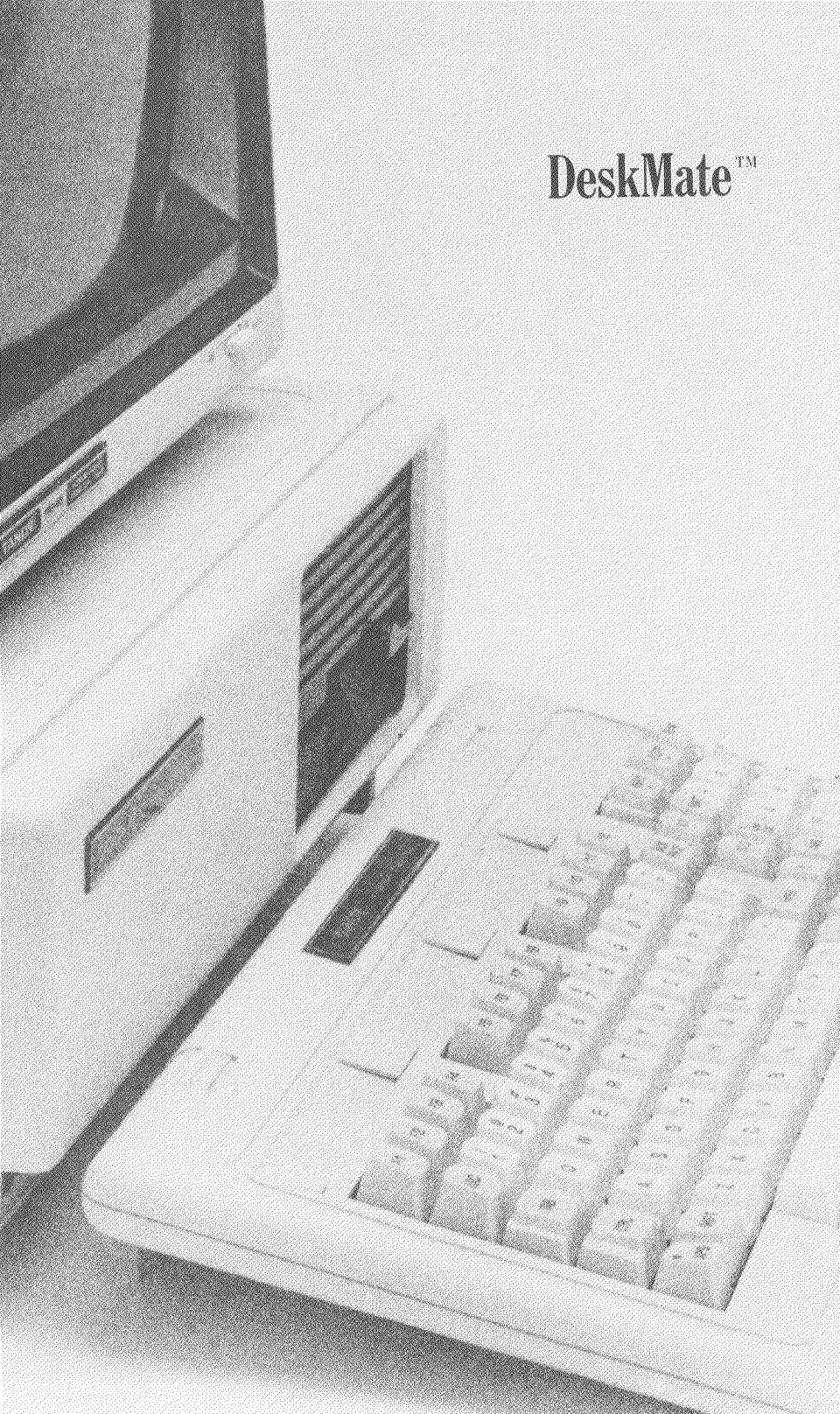
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DeskMate™



DeskMate

DeskMate™ is a versatile, easy-to-use set of applications and functions combined to save you time, energy, and space. Similar functions and operations are used throughout DeskMate, making it easy to learn and use.

DeskMate can replace many of your manual production tools including typewriter, calculator, rolodex, calendar, notepad, and so forth. DeskMate is faster to use and gives you quick, easy access for timely updates and corrections. Many of the applications provide “at-a-glance” information, a real asset for quick decision making and question answering. All DeskMate information can be printed as well as displayed on the screen.

Features

DeskMate features seven auxiliary subfunctions that you can use anytime throughout DeskMate, ten Main Menu functions, and six major applications along with their individual functions. Separate chapters of this reference manual explain in-depth the subfunctions, Main Menu functions, and each of the applications.

Applications

- **Text** is a text editor used to create, review, edit, and print documents.
- **Worksheet** is a spreadsheet application used to compute numbers in columns and rows. Addition, subtraction, multiplication, division, and exponentiation, as well as other set, statistical, and trigonometric operations are available.
- **Filer** is a card-file-type filing system. Any number of “forms” of information can be stored. Items are filed and searched for by any of the information contained therein.
- **Telecom** acts as a telecommunications terminal. DeskMate goes into an interactive terminal mode so that information can be transmitted from another system.
- **Calendar** is an event scheduling system. Recorded events can be reviewed at any time. A list of the events for the day are displayed at the Main Menu.

- **Mail** is a messaging system. Messages are created and stored in files according to whom the messages were written. General information messages can go into a common file, MESSAGES.

Main Menu Functions

- **Date** is used to change the system date and/or time.
- **Name** is used to change the name of a data file.
- **Free** displays the amount of free space (in bytes) on the current diskette.
- **Alarm** reminds you of important scheduled events with an audible signal.
- **Host** is a telecommunications mode for using DeskMate from a remote site. Local operation is locked out while a remote terminal accesses the system.
- **Password** is used to assign a password for security reasons.
- **Select** is used to define data files for deleting.
- **Copy** is used to duplicate data files.
- **Delete** is used to delete selected data files.
- **Swap** is used to activate a drive other than Drive A in a two-drive system.

Subfunctions

- **Help** displays helpful reference information for the the application or mode that you are currently using.
- **Calculator** is a quick-access function for simple addition, subtraction, multiplication, division, and percentage calculations.
- **Show Alarm** displays Alarm event information.
- **Alarm On/Off** is used to toggle the alarm on or off.
- **Phone** is used to store, review, and call (with an auto-dial modem) phone numbers.
- **Printer** is used to define printer parameters.
- **Date** is used to change the system date and time without having to access the Main Menu.

Equipment Requirements

The equipment requirements for DeskMate include the Tandy 1000 Computer with either a monochrome monitor (Cat. No. 26-3211) or a Color Monitor (Cat. No. 26-3212). An RS-232 Option Board and a modem, or a Modem Option Board is required for communicating with another computer using Telecom or Host. To use the automatic log-on feature of Telecom or Host or the dialing feature of Phone, the modem must be programmable (auto-dial). Check the operating instructions of your modem for details.

A printer is helpful for producing permanent records of DeskMate tasks accomplished and information stored.

DeskMate Conventions

Operations and key usage are very similar throughout the system. A quick review of the following conventions is helpful in learning how to use the system.

Arrow Keys

The arrow keys, **↑**, **↓**, **←**, and **→** (alone, with **SHIFT**, and with **CTRL**), are used throughout DeskMate to move the marker and display specific application information. Arrow key usage varies slightly in each application. Refer to the arrow key table provided in the corresponding application chapter of this manual for specific usage. General arrow key usage is described in the following table.

Arrow Key Usage

↑	moves the marker to the previous line
↓	moves the marker to the next line
←	moves the marker to the left one position
→	moves the marker to the right one position
SHIFT ↑	moves the marker to the top line of the screen
SHIFT ↓	moves the marker to the bottom line of the screen
SHIFT ←	moves the marker to the left margin of the screen
SHIFT →	moves the marker to the right margin of the screen
CTRL ↑	displays the first item in the file
CTRL ↓	displays the last item in the file
CTRL ←	displays the previous item in the file
CTRL →	displays the next item in the file

Command Keys

Use DeskMate command keys to perform a system function. Their uses are:

(BACKSPACE)—moves back over previous character, erasing it.

(BREAK)—cancels the current request, prompt, or command.

(F11)—toggles the Subfunction Label line on and off.

(F12)—saves all data entered and exits to the previous operation or menu.

(SHIFT) (F12)—cancels the current changes and exits to the previous operation

(SHIFT) (PRINT)—an operating system command that prints everything currently on the screen.

Function Keys

Functions are specific to each application. Function keys (**(F1)**, **(F2)**, and so forth) and names are displayed on the last two lines of the application screen. To select a function, press the appropriate function key.

Control Keys

The control keys used in DeskMate are **(ALT)**, **(CTRL)**, and **(SHIFT)**. These keys work in combination with other keys to produce a “key sequence.” Control keys work in much the same way as the **SHIFT** keys of a typewriter. To use a control key, hold the control key down while pressing the appropriate combination key.

Filenames

DeskMate does not distinguish any difference in upper- and lower-case filenames. The names **FILE** and **file** are recognized as equal.

A valid filename begins with a letter, contains no spaces, and is no more than eight characters in length. Do not add a file extension (.DOC, and so forth). DeskMate automatically adds the proper file extension when it creates a file.

Entering DeskMate

Insert the MS-DOS/BASIC diskette into Drive A and press RESET. Type the date and time at the prompts and press **ENTER**. At **A>**, insert a copy of the DeskMate diskette and type **DESK** **ENTER**. The Main Menu is displayed:

DeskMate 02/25/85 10:30am

FEB 1985

3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		

Events for Today:

- Make appointment with accountant
- Mom's birthday - call florist
- Write confirmation letter to Wilson
- 05:30a Shop at fish and produce wholesale markets
- 07:30a Meet Bill at gym
- 08:30a Prepare food for Davis luncheon
- 11:15a Luncheon at Riverdale Country Club

Text	Worksheet	Filer	Telecom	Calendar	Mail
ADDRESS LEAD	BUDGET	CLIENTS		AGENDA	LAURA MESSAGES

[F1]	[F2]	[F3]	[F4]	[F5]	[F6]	[F7]	[F8]	[F9]	[F10]
Date	Name	Free	Alarm	Host	Passwd	Select	Copy	Delete	Swap

At the top left of the Main Menu is a calendar for the current month. Today's date (the current system date) is highlighted. The next seven Events for Today, events for which the Remind @ time has not yet passed, are displayed at the top right. The applications display between the two solid horizontal bars on the application name line. Below each application are its corresponding data files. The last two lines, the function label lines, display the Main Menu function names and numbers. (Label lines appear in each application, showing the functions specific to that application.)

Creating, Opening, and Exiting an Application File

To create a new file for an application, use the left and right arrow keys to place the marker over the application name (between the two solid horizontal bars) on the Main Menu, and press **(ENTER)**.

For all files except Telecom and Mail, the following prompt appears at the bottom of the screen:

Enter filename:

Type a name for the file, and press **(ENTER)**. (See “DeskMate Conventions — Filenames.”)

The Telecom and Mail applications can be opened directly from the application name line. Mail uses data files, including a default file for general messages. It is the default file (MESSAGES) that displays when you select Mail from the applications name line.

To open an existing application data file, position the marker over the filename and press **(ENTER)**. (Data files appear directly under the application to which they correspond.)

The first screen in the appropriate application for the data file under the marker appears. Review, edit, or perform other available functions on the information in the data file.

Note: If there are more than 10 data files for an application, **(CTRL)** **(↓)** scrolls to the next screen of data file names.

To exit an application file, press **(F12)**. The screen displays the Main Menu.

Exiting DeskMate

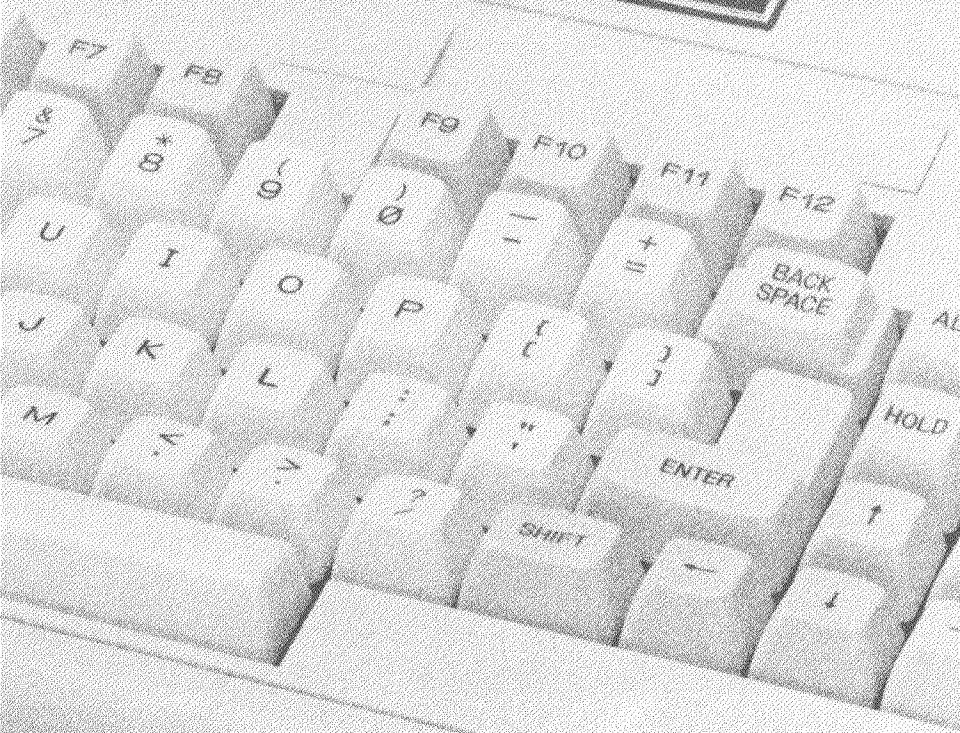
Press **(F12)** at the Main Menu to exit DeskMate.

DeskMate™ Subfunctions

PERSONAL COMPUTER

TANDY

PERSONAL COMPUTER



DeskMate SUBFUNCTIONS

The DeskMate subfunctions are handy, easy-to-use functions that are available to you throughout all applications and at the Main Menu. Each subfunction is described in detail in this chapter.

To view the subfunction label lines, press **(F11)**. The subfunctions label lines replace the application or Main Menu label lines:

[ALT:F1]	[ALT:F2]	[ALT:F3]	[ALT:F4]	[ALT:F5]	[ALT:F6]	[ALT:F7]
Help	Calc	Show Alarm	Alarm On/Off	Phone	Printer	Date

To restore the application or Main Menu label line, press **(F11)** again.

It is not necessary to display the subfunction label lines in order to access a subfunction. To select a subfunction, hold down the **(ALT)** key, and press the appropriate function key.

Press **(F12)** to exit a subfunction and return to the current application at the exact point at which you left it.

Help

The Help subfunction displays helpful reference information for the application or function (Find, Format, and Formula) that you are currently using.

Press **(ALT) (F1)** to display the first Help screen. If there is another Help screen for an application, the screen shows:

**Press [ENTER] for next page of Help or
[F12] to exit Help**

Press **(ENTER)** to display each successive Help screen. The following message displays on the last Help screen:

Press [F12] to exit Help

Press **(F12)** to exit the Help subfunction and continue with the current application.

After you are thoroughly familiar with an application, and no longer require the assistance of a Help file, you can delete that Help file. We strongly recommend that you only delete Help files from your backups. Leave the master program diskette in its original form.

Chapter 2/ DeskMate Subfunctions

To delete a Help file press **(F9)** at the Main Menu, and type one of the following:

TWTEXT.HLP	for Text
TWORK.HLP	for Worksheet
TWFILER.HLP	for Filer
TWTELCOM.HLP	for Telecom
TWCALEND.HLP	for Calendar
TWMAIL.HLP	for Mail
TWALARM.HLP	for Alarm
TWHOST.HLP	for Host
TWMENU.HLP	for Main Menu

Calculator

The Calculator subfunction lets you use your computer as a calculator. Calculator uses a 10-digit display (no commas) and a floating decimal point format. 9,999,999,999 is the largest number that you can enter or accumulate, and 0.0000000001 is the smallest. If the accumulator overflows, it fills with asterisks.

Press **(ALT) (F2)** to select Calculator. The screen displays the following:

[F1]	[F2]	[F3]	[F4]	[F5]	[F6]	[F7]	[F8]	0.000000000
Add	Sub	Mul	Div	Percent	CA	CE	+/-	+

To perform a calculation, type the first number, or operand, in the "entry" (bottom) line. Each numeral pushes the number you are typing one character to the left. (Press **(F8)** to reverse the sign of the number you type. For example, 10 becomes -10, and so forth. A minus sign displays in front of a negative number.)

The default operator is + (Add). Press **(ENTER)** to Add the amount you typed in the entry line to the amount (0.0) in the "accumulator" (top) line.

To perform an operation other than Add, type a logical operator (+, -, *, or /), or an operator function key (**F1**-**F5**). The functions and operators are as follows:

- F1** or + for addition
- F2** or - for subtraction
- F3** or * for multiplication
- F4** or / for division
- F5** or % for a percent
- F6** to clear all amounts
- F7** to clear entry (operand)
- F8** to reverse the sign of the operand

Note: A percent is the **Accumulated amount** * (operand amount/100). For example, to calculate 20% of the accumulator, type **20** as the operand, press **F5** to display a percent sign, then press **ENTER**.

Type the logical operator or use the operator function at any time before you press **ENTER** to calculate the result. The calculated result is displayed on the accumulator line.

Enter new operands, changing the operator when necessary, until you complete your calculations.

Press **F12** to exit Calculator and continue with the current application.

Show Alarm

The Show Alarm subfunction displays Alarm event information. See Alarm in the "Main Menu Functions" chapter of this manual for information on entering events into the Alarm file.

Press **ALT F3** to select the Show Alarm subfunction and display Alarm event information. The application label lines are replaced with the last event for which an alarm has sounded and the next Alarm event.

Press **F12** to exit the Show Alarm subfunction and continue with the current application.

Alarm On/Off

Use Alarm On/Off to toggle the alarm on or off. Alarm On/Off must be On in order for the alarm to sound and for events to appear on the Main Menu (Events for Today). When the Alarm is Off, no signal of Alarm events is given.

Press **ALT** **F4** to change the Alarm status. An asterisk appears next to the date and time on the Main Menu and application screens to indicate that the alarm is on.

Phone

Use Phone to record and quickly look up phone numbers. With an auto-dial modem, DeskMate dials the number for you.

Note: To automatically dial a number, you must previously have defined the Voice Dialing sequence in the Telecom application. See the “Telecom” chapter for details.

To select Phone, press **ALT** **F5**. The screen shows:

[illegible]

There are 2 screens of 39 lines each for the entry of numbers into the Phone file. To access the second screen, press **(CTRL)** **(↓)**. To return to the top of the first screen, press **(CTRL)** **(↑)**.

To begin entering phone numbers, move the cursor to the first blank line. Type up to 3 characters to use as a quick look-up reference for a particular number, and press **(ENTER)**.

Type up to 21 characters for the name (*lastname, firstname* if you want to Sort them), and press **(ENTER)**.

Type the area code and telephone number in 999-999-9999 format, and press **(ENTER)**.

Use the arrow keys to move the cursor to the PREFIX and ACODE line at the bottom of the screen.

PREFIX1-3 are for entering special codes that precede phone numbers when auto-dialing. Examples of these are codes for getting an outside line on a PBX system, long distance codes, or access codes to other phone networks. Be sure to include any required pauses for a dial tone in your codes with the letter **P**.

To select any or all of the PREFIX fields for dialing, press the appropriate function key. See "The Phone Functions" for details.

ACODE is for entering the local area code. When a number is automatically dialed, it is checked for an area code. If there is no area code entered, or if the listed area code matches ACODE, the area code is considered a local one and is not dialed. Only area codes that do not match ACODE are dialed.

The Phone Functions

To use the Phone functions displayed at the bottom of the screen, press the appropriate function key. The Special Phone functions are:

Find Use Find to search for a specific phone number. Press **(SHIFT) (1)** to move the cursor to the Find line. Type the phone information for which you wish to search, and press **(F1)**. If the Find search information is found, the cursor moves to the matching phone line. Press **(F1)** again to Find the next match.

Call Press **(F2)** to Call (dial) the telephone number under the cursor. If you do not have an auto-dial modem, or if the number is invalid, the request is ignored. Any PREFIX codes entered and selected (using **(F3)**, **(F4)**, or **(F5)**) are dialed, in 1, 2, 3 order. The area code is dialed if it is different from ACODE.

- Prefix1** Press (F3) to select Prefix1 for automatic dialing.
- Prefix2** Press (F4) to select Prefix2 for automatic dialing.
- Prefix3** Press (F5) to select Prefix3 for automatic dialing.
- Sort** Press (F6) to sort all phone entries in alphabetical order, by name.
- Print** Press (F7) to print the phone list. (To check printer settings first, see "Printer.")
- Delete** Press (F9) to delete the phone entry line under the cursor.
- Add** Press (F10) to display a blank entry line at the current cursor location for adding a new phone number. Add new phone number lines in the same way as you first enter numbers into the file.

Press (F12) to exit Phone and continue with the current application.

Printer

Use Printer to adjust printer settings for all DeskMate Print functions. Press (ALT) (F6). The screen displays the current printer settings. Enter new values for each, or press (ENTER) to use the current value, as follows:

Left Margin: 5

Enter the number of spaces you want from the left edge of the paper to the left margin.

Printed Line Width: 70

Enter the number of characters that can print on one line of your paper, if it is different than the default width. For example, although an 8½" page is 85 characters wide (10 characters per inch), many printers can print only 80 columns. Therefore, on an 80 column printer, 80 is the maximum line width.

Total Lines per Page: 66

Enter the length, in print lines, of the paper. Standard paper is 11" long; normal line spacing produces 6 lines per inch. Therefore, an 11" long paper has 66 lines per page.

Printed Lines per Page: 60

Enter the maximum number of lines to print on a page. The standard is 60, which leaves 6 lines available for top and bottom margins (66 total lines-60 printed lines).

Double Space (Y/N):N

Press **(ENTER)** to keep lines single spaced. Press **(Y)** for double spacing.

Pause between Pages (Y/N):Y

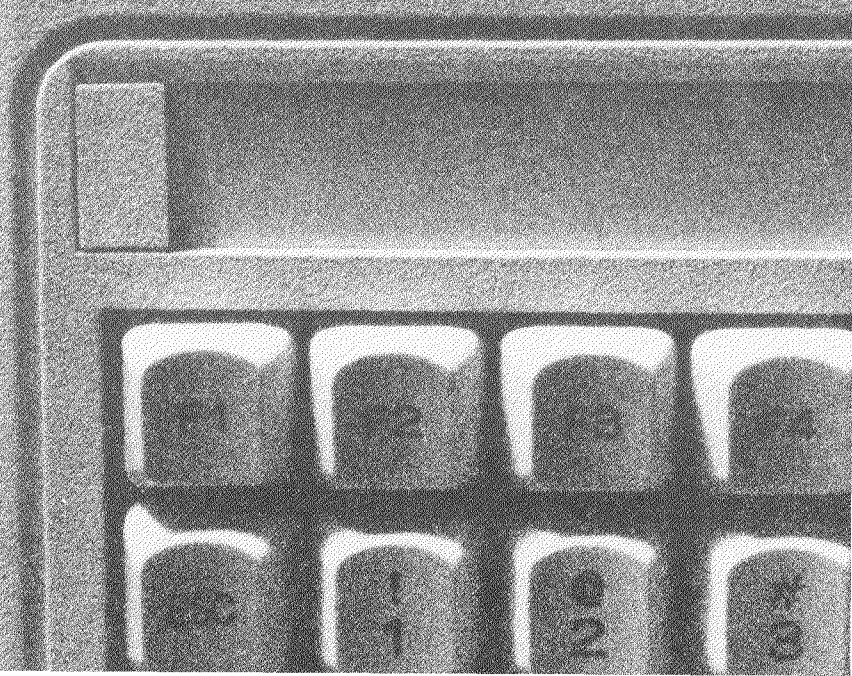
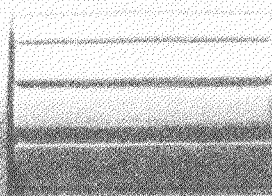
Press **(ENTER)** for single-sheet forms (pause after each page to insert another sheet of paper). Press **(N)** for continuous forms.

After the last prompt, the application or Main Menu screen reappears.

Date

Use Date to change the system date and time. Press **(ALT) (F7)**. On the date and time line, type the new date in mm/dd/yy format (for example, 09/22/84 for September 22, 1984), press **(ENTER)**, and type the new time in the 12-hour hh:mmx format. (For example 02:45p for 2:45 p.m.), and press **(ENTER)**.

Main Menu Functions



MAIN MENU FUNCTIONS

In addition to the applications, the Main Menu provides 10 Main Menu functions. Each Main Menu Function is described in detail in this chapter.

To select a Main Menu function, press the appropriate function key at the Main Menu, as follows:

Date

Use Date to change the system date and/or time. Press **(F1)** to display a date and time line. Type the new date in mm/dd/yyyy format, and press **(ENTER)**. Type the new time in hh:mmx format. Be sure to include **a** or **p** for a.m. or p.m. and press **(ENTER)**.

Name

Use Name to change the name of a data file. With the marker on the data file you want to change, press **(F2)**. The screen shows:

Old filename: **New filename:**

The name of the data file that you marked is displayed to the right of **Old filename:**. If you did not place the marker on a data file, a blank appears. Type in the correct filename with its extension. When the correct filename is displayed, press **(ENTER)**. The cursor moves to **New filename:**.

The most recently changed filename is displayed to the right of **New filename:**. Type in the correct filename with its extension. If no extension is supplied, the extension from the old filename is used. When the correct filename is displayed, press **(ENTER)**. The changed filename is displayed in the appropriate position on the Main Menu.

Free

Press **(F3)** to display the amount of free space (in bytes) on the current diskette.

Alarm

Use Alarm when you want to be reminded of important events. Alarm must be turned On in order to sound signaling the occurrence of an event. The alarm sounds regardless of the application you are using. You can merge Calendar events into the Alarm file or add events directly to it. Alarm automatically sorts events in **Date/Time** order and deletes events when they are passed.

Press **(F4)** at the Main Menu to select Alarm.

Alarm is always in the edit (overstrike) mode. Each character replaces the character at the current cursor position. Blank entry lines are displayed when you open the Alarm file for the first time. At this point, you can add an event by entering the appropriate data for each line.

After an Alarm file contains events, the screen displays those events (beginning with the current date) each time you open the file. To add an event to the Alarm file after it contains events, use the Add function. (See "The Alarm Functions.")

Enter all times in the 12-hour, hhmmx format. Be sure to include **a** or **p** to indicate a.m. or p.m. For example, type **1130a** **(ENTER)** to indicate 30 minutes before noon.

Enter dates in the mmddyyyy format. For example, type **10221984** **(ENTER)** for October 22, 1984.

Enter **Descriptions** using a maximum of 44 characters. (No uppercase/lowercase distinctions are made in searches for events. **MEETING** and **meeting** are equal.)

The Help Screens

The Help screen for Alarm contains brief summaries of the functions and ways to use them.

To view the Help screen, press **(ALT) (F1)** while in the Alarm function. Press **(F12)** to return to the Alarm screen.

The Alarm Functions

The Alarm functions are displayed at the bottom of the screen. To select a function, press the appropriate function key.

Merge Press (F6) to merge a specific Calendar file into the Alarm file. The following prompt appears:

From:

Enter the name of the Calendar file to merge into this file. **Merging in process** appears. After the merge is completed, copies of all events in the specified Calendar file appear in the Alarm file. The **Remind@** time is set to 30 minutes prior to the **Begin** time for each event.

Select Use Select to define an event or a block of events in order to perform some other operation on it. Place the marker on the first event line for inclusion in the block, and press (F7). Use the arrow keys to place the marker over the last event for the block. All selected events are highlighted as you move the marker.

After you Select the events, Copy or Delete them, as appropriate. Press (BREAK) if you decide not to use the selected events. If you use any other function or exit Alarm before you Copy or Delete, the events are unselected.

Copy Press (F8) to copy the selected event block in a document file (Text application). Press (F8) again. **To:** appears.

Enter the name of the diskette file in which you wish to store the contents of the copy buffer (the selected events). The events are copied to the document file.

Delete Press (F9) to delete all selected events. The events are immediately deleted. If no events are selected, (F9) deletes the event line under the marker.

Add Press (F10) to add a new event. A blank line is displayed. Type the data (**Remind@** time, **Date**, **Begin** and **End** times, and **Description**) for the event you wish to add. Press (ENTER) after completing each field.

The Arrow Keys

Up to 20 event lines can be displayed on the screen at one time. After you complete the twentieth line, the screen “scrolls,” or moves up line by line, so that you can continue. To see a line after it has scrolled off the screen, press (↑) until the line appears. Press (↓) to return to the line you were typing or editing.

You can use the arrow keys to move the marker a character or line at a time. To move the marker more rapidly, you can press (SHIFT) or (CTRL) along with the arrow keys. See Table 1.

Marker Movement Keys			
Key	by itself	with (SHIFT) moves the marker:	with (CTRL)
(→)	one character to the right	to the beginning of the first field to the right	Not used
(←)	one character to the left	to the beginning of the first field to the left	Not used
(↑)	one line up in the current column	to the first event line on the screen or previous page	to the beginning of the file
(↓)	one line down in the current column	to the last event line on the screen or next page	to the end of the file

Table 1. Market Movement Keys

Host

Host allows communication between your computer, as Host, and another computer (such as the Tandy 100 Portable Computer) as a remote site terminal. At the remote site, you can receive a file from the host DeskMate, create a file and send it to the host, and create and read messages in DeskMate Mail files.

Depending on the capabilities of the remote terminal, you may be able to perform more sophisticated operations. Refer to your terminal's operating instructions. If your remote site is another DeskMate, you can perform any of the operations available in Telecom while in the Host mode. (See "Telecom" for more information.)

Setting the Modem Status and Switches

Before you use Host, set the communication parameters on the the Status screen in the Telecom application. Also define the Answer Mode (Select on the Status screen, then Answer) in Telecom. Refer to the "Telecom" chapter for details.

Generally speaking, at the host, modem switches should be set as follows: POWER ON, ANSWER, AUTO (auto-dial), and TEST OFF. Refer to the more specific instructions for modems and modem settings in Appendix B.

Local Operation

After the host modem is properly connected and set and the communication parameters are set, press **(F5)** to enter the Host mode from the Main Menu. The screen shows:

SECURITY??? (Yes/No)

In the normal Host mode, all remote activity echoes (displays) on the DeskMate screen. When you use Host in a security mode, none of the remote activity echoes to the host. (To exit the Host security mode, you must enter the system password if one exists.)

Press **(N)** for normal Host mode or **(Y)** for the security Host mode. DeskMate is now ready for access by the remote site. No other local activity is allowed in Host.

To exit Host at the DeskMate site, press **(BREAK)**. If a system password exists and Host is in the security mode, enter the password. (Note that the password never echoes to the screen.) The Main Menu returns.

Remote Site Setup

Properly connect the modem at the remote site. Next, set the remote site modem status and communication parameters, using the remote's terminal software and/or modem switches. Generally, at the remote site, all modem settings and parameters should be the same as at the host, except for the modem's ORIGINATE/ANSWER switch. Set this switch to ORIGINATE at the remote site.

For example, for a Tandy 100, using the built-in modem, the settings are:

Baud Rate	= M (built-in modem)
Word Length	= (same as Host setting)
Parity	= (same as Host setting)
Stop Bit	= (same as Host setting)
Line Status	= E (enable — XOFF)
Pulse Rate	= 10pps

Follow the instructions for the remote site's terminal software and modem. Also, refer to the more specific instructions for modems and modem settings in Appendix B.

Remote Site Operation

Enter the interactive terminal mode, or display the proper screen for connecting with a host computer. Dial (or auto-dial, if so equipped) the number of the telephone line to which the host (DeskMate) is connected.

Example:

For a Tandy 100, at the Tandy 100 Telecom Entry screen, Find (or type) the number, then Call it.

Press **(ENTER)** twice to establish communication between your remote terminal and the host, DeskMate.

Note: **(ENTER)** in the previous paragraph refers to a carriage return. Some terminals use another label for this key, such as **(RETURN)** or **(CR)**. For the sake of simplicity, however, we use **(ENTER)** to refer to the carriage return key on both the DeskMate and the remote terminal.

If a DeskMate password exists, **Password:** appears on the remote screen (and echoes to the host if not in security mode). Type the DeskMate password, and press **(ENTER)**. (For security, the password you type does not echo at the host.) After the password is correctly entered, the DeskMate Remote Menu appears:

REMOTE DESKMATE

- 1) DIRECTORY
 - 2) READ FILE FROM HOST
 - 3) SEND FILE TO HOST
 - 4) READ MAIL
 - 5) SEND MAIL
 - 6) LOG OFF
- SELECT OPTION >

Note: If, in three tries, you do not enter the correct password, Host disconnects the remote site.

Type the appropriate menu number, and press **(ENTER)** to use a remote function. To redisplay the Remote Menu at any time, from any function, press **(CTRL) (C)**. Press **(CTRL) (S)** to pause during any remote function; press **(CTRL) (Q)** to resume operation. The remote functions are:

Directory Select Option 1 to display a Directory Menu of the DeskMate file types available:

DIRECTORY MENU

- | | |
|-------------|--------------|
| 1) MAIL | 5) WORKSHEET |
| 2) CALENDAR | 6) AUTLOG |
| 3) TEXT | 7) ALL |
| 4) FILER | |

SELECT OPTION >

Enter the appropriate number to display a list of all the DeskMate files for a particular application. (Autolog displays the automatic logon files created in Telecom.) The filenames are displayed on the screen.

Option 7 displays all files in DeskMate, by application, in the order in which they are listed on the Directory Menu.

The files' corresponding applications are identified by the filename extensions: Mail is .MSG, Calendar is .CAL, Text is .DOC, Filer is .FIL, Worksheet is .WKS, and Autolog is .LOG.

After displaying the files, press **(CTRL) (C)** to redisplay the DeskMate Remote Menu.

Read File From Host Select Option 2 to receive a DeskMate file at the remote site. The screen shows:

```
READ FILE FUNCTION
ENTER HOST FILENAME >
```

Enter the filename exactly as it appears in the DeskMate Directory, including the proper filename extension. (If you do not enter an extension, .DOC is assumed.) The contents of the file display on the remote screen. The file displays one line at a time if you are not using automatic line feed at the remote terminal.

Read File From Host is generally used in conjunction with a printer or RAM buffer option at the remote terminal. Toggle the printer or open the RAM buffer before receiving the file. Consult your terminal's operating instructions for specific information.

(CTRL) (S) pauses receiving/displaying of a file at any time; **(CTRL) (Q)** continues.

If your terminal software supports it, you can edit a file saved into the RAM buffer and send it back to DeskMate, using the Send File function. Note that you **must** choose a different name than the original for the edited file.

Send File To Host Select Option 3 to send a file from the remote site to DeskMate. The screen shows:

```
SEND FILE FUNCTION
ENTER HOST FILENAME >
```

Enter a filename for the file you are sending, including the proper filename extension. (If you do not enter an extension, .DOC is assumed.) The filename **must not** match any existing filename in DeskMate.

CTRL S pauses sending/displaying of a file at any time; **CTRL Q** continues.

Read Mail Select option 4 to read DeskMate mail at the remote site. The screen shows:

**READ MAIL FUNCTION
MAIL FOR >**

Enter the name of the Mail file from which you want to read messages. You do not have to enter the .MSG extension. (For example, enter **MESSAGES** to read mail from the default file.)

The first screen of messages displayed with the following prompt.

SELECT A-S, OR ENTER TO CONTINUE

Type the appropriate letter (A-S) to select a message. If there are more messages, press **ENTER** to view additional screens.

Press **CTRL C** to return to the DeskMate Remote Menu.

Send Mail Select Option 5 to send a message to DeskMate from the remote site. The screen shows:

**SEND MAIL FUNCTION
TO >**

Enter the name of the Mail file to which you want to send a message. You do not have to enter the .MSG extension. (For example, enter **MESSAGES** to send mail to the default file.) The screen shows:

FROM >

Enter your name (up to 8 characters). The screen shows:

SUBJECT >

Enter a description for the message (up to 32 characters). The screen shows:

**ENTER MESSAGE, USE CONTROL C
TO END MESSAGE**

Type the message, using a carriage return to start a new line as necessary. Backspace is the only editing feature available in message creation. Press **(CTRL) (C)** to end the message and send it to DeskMate. The DeskMate Remote Menu is then displayed.

Disconnect From Host Use Option 6 to disconnect communication between the remote site and the host (DeskMate). The screen shows:

REMOTE LOG OFF

(Press **(BREAK)** at the Host screen in DeskMate after disconnecting communication from the remote site. DeskMate returns to the Main Menu.)

Password

Press **(F6)** to assign a password restricting access to DeskMate on initial entry into the system and on exiting the Host security mode. The screen shows:

Enter New Password

Type a password of up to 8 characters. A valid password begins with a letter and contains no punctuation or blanks. Press **(ENTER)**. The Main Menu appears.

Select

Use Select to define more than one data file for deletion. Position the marker on the first file you want to select. Press **(F7)**. Now position the marker on the last file for selection (in the same application column), and use Delete.

Copy

Use Copy to duplicate a data file on diskette. Position the marker over the file you want to copy, and press **(F8)**. The screen shows:

From filename:XXXXX.XXX To filename:

The **From** filename with its extension is displayed. If the filename is incorrect or blank, type the filename with its extension. Press **(ENTER)**. Type a filename for the new file and press **(ENTER)**.

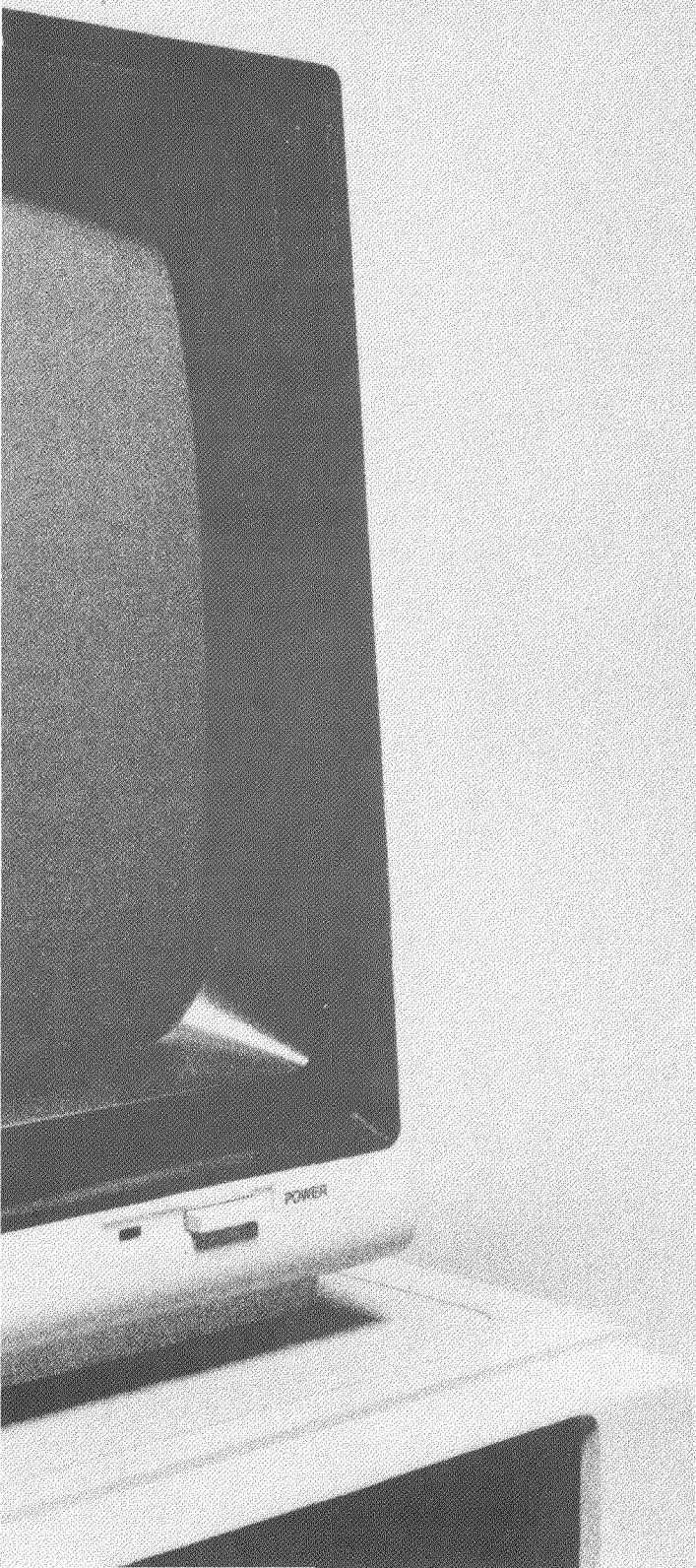
Delete

Press **(F9)** to delete the data file under the marker or all selected files (in one application) from the DeskMate diskette. The filename of the marked data file is displayed. Enter the correct the filename if necessary, and press **(ENTER)** to proceed. The data file is deleted.

Swap

Press **(F10)** to activate the drive not currently in use (two-drive system). For example, at the **Current:** prompt, type **B:** to indicate Drive B.

Text



TEXT

The Text application is an easy to use, yet powerful text editor program. Use Text to prepare everything from quick memos to letters, articles, and reports.

You can rearrange, delete, and insert text, as well as change the format of your document. You can print documents, combine documents, and save all or a portion of a document to diskette.

Using Text

To create a new document file, place the marker over Text, press **(ENTER)**, and enter the new filename. The first screen for that document is displayed. At this point, you can begin typing or editing the document.

To open an existing document file, position the marker over the filename, and press **(ENTER)**. The first page of the selected document file is displayed.

The first 22 lines of the screen hold your document. The Text functions are displayed on the next two lines. The last line indicates location (line number and page number) of the marker.

After you fill the screen through the twenty-second line, the screen “scrolls,” or moves up line by line, to let you continue. To see a line after it has scrolled off the screen, use the arrow keys as described in the arrow keys section of this chapter.

The Help Screens

The two Text Help screens contain brief summaries of the functions and ways to use them. Within the Text application, press **(ALT) (F1)** to view the first Help screen. To view the next Help screen, press **(ENTER)**. Press **(F12)** to return to the Text screen.

The Arrow Keys

Use the arrow keys to move the marker a character or line at a time. Pressing **(SHIFT)** or **(CTRL)** along with the arrow keys moves the marker more rapidly. Refer to Table 2 for exact marker movement.

Marker Movement Keys			
Key	by itself	with (SHIFT) moves the marker:	with (CTRL)
(→)	one character to the right	one word to the right	to the right margin of the current line
(←)	one character to the left	one word to the left	to the left margin of the current line
(↑)	one line up in the current column	to the top of the screen in the current column, or to the top of the previous screen if already at the top or press (PG UP)	to the beginning of the document or press (HOME)
(↓)	one line down in the current column	to the bottom of the screen in the current column, or to the bottom of the next screen if already at the bottom or press (PG DN)	to the end of the document or press (END)

Table 2. Marker Movement Keys.

The Text Functions

Use Text functions (listed at the bottom of the Text screen) to manipulate the text within your document and from document to document. To select a function, press the appropriate function key.

Find

Press **(F1)** to search for and Find a string of as many as 40 characters. The following prompt appears at the bottom of the screen:

Search string:

Type the string you want, and press **(ENTER)**. Find ignores uppercase and lowercase. For example: STRING and string are recognized as equal. If the string is found, the line containing the string is displayed at the top of the screen. To find the next occurrence of the string, press **(F1)** again, then press **(ENTER)** to use the same search string.

Substitute

Press **(F2)** to search for a string and replace it with another string. The screen shows:

Search string:

Enter the string you wish to replace. The screen shows:

Replacement string:

Enter the string you wish to Substitute. The first occurrence of the string is found. The screen shows:

Replace? (Y/N)

Press **(Y)** to replace this and each successive occurrence of the string. Press **(N)** to skip those that you do not wish to replace with the new string. Press **(ESC)** at any time to cancel any further substitution.

Add/Replace

Press **(F3)** to toggle Text between the Add and Replace modes. Add (insertion) is the default mode. Everything you type is inserted (added) at the current marker position, and any text following the marker is shifted to the right one space for every character inserted. In the Add mode, **(BACKSPACE)** deletes the previous character, moves one space to the left, and closes up the text.

In Replace (overstrike) mode, each character you type overstrikes (replaces) the character under the marker. The text is not moved. Note that you cannot replace a carriage return. You must skip over a carriage return when in this mode, toggle to Add mode and insert characters in front of it, and/or use **(DELETE)** to remove it. In the Replace mode, **(BACKSPACE)** erases the previous character, moves one space to the left, and leaves the space blank.

Format

You can Format the screen to any width you choose. For example, you may want to use the same width as your printed document so that you can see how it will look when printed. The maximum screen width is 79 characters.

Press **(F4)** to specify the screen Format you want to use for your document. The following prompt appears:

Line Width = 70

Enter the number of characters you want to appear across each line on the screen.

Merge

Press **(F5)** to Merge (combine) a copy of another document with the document on which you are currently working. The following prompt appears:

Enter merge filename:

Enter the name of the document file that you want to Merge into your document, and press **(ENTER)**. The length of the document file is checked, and, if there is enough room, it is copied into the document at the current marker position.

If there is not enough room in your document for the entire Merge document file, the merge is cancelled, and the screen displays:

Not enough memory [ENTER] to continue

Save

Press **(F6)** to Save a copy of this document to a diskette file. The following prompt appears:

Enter save filename:

Enter the name of the file to which you wish to Save this document, and press **(ENTER)**. If you do not enter a filename, the document name is used, and the file is saved onto Drive A or the Drive you specified in the Main Menu Swap function.

Select

Use Select to define a word or block of text in order to perform some other operation on it. Position the marker on the first character you want to select, and press **(F7)**. Then, use the arrow keys to place the marker over the last character in the block. All highlighted text between the first and current marker positions is selected.

After you select your text, Copy or Delete it, as appropriate. Press **(F7)** if you decide not to use the text you have selected. If you use any other Text operation except Find or exit the Text function before you Copy or Delete, the text is unselected.

You can use the Find function to display text for selecting. Use Find to search for the first character, word, or string you want to include in your text block. Then select the block as usual.

Copy

Press **(F8)** to place all selected text in the copy buffer. Copy does not delete the text but merely makes a duplicate of it. You can Insert this duplicate somewhere else in your document or Copy it to a diskette file. Copy can also save all or part of a document file to diskette or duplicate a diskette file and copy it to this document.

To Insert duplicated text at another location, move the marker to the appropriate position, and press **(F10)**. The text is inserted at that position.

To Copy the contents of the copy buffer to or from a diskette file: Press **(F8)** again. (When copying from a diskette file, do not select text before you use Copy.) The following prompt appears:

From: **To:**

Enter the name of the diskette file from which you wish to Copy text into this document. The file is loaded into the copy buffer. If there is not enough room in the copy buffer for the entire document file, the **from:** message is cancelled, and the screen shows **Not enough memory.**

To copy the text currently in the copy buffer, press **(ENTER)** to move to the **To:** prompt. Enter the name of the diskette file to which you wish to copy the text. The text is appended to that file.

Delete

Press **(F9)** or **(DELETE)** to Delete all selected text. The text is immediately deleted. If no text is selected, the character under the marker is deleted.

Insert

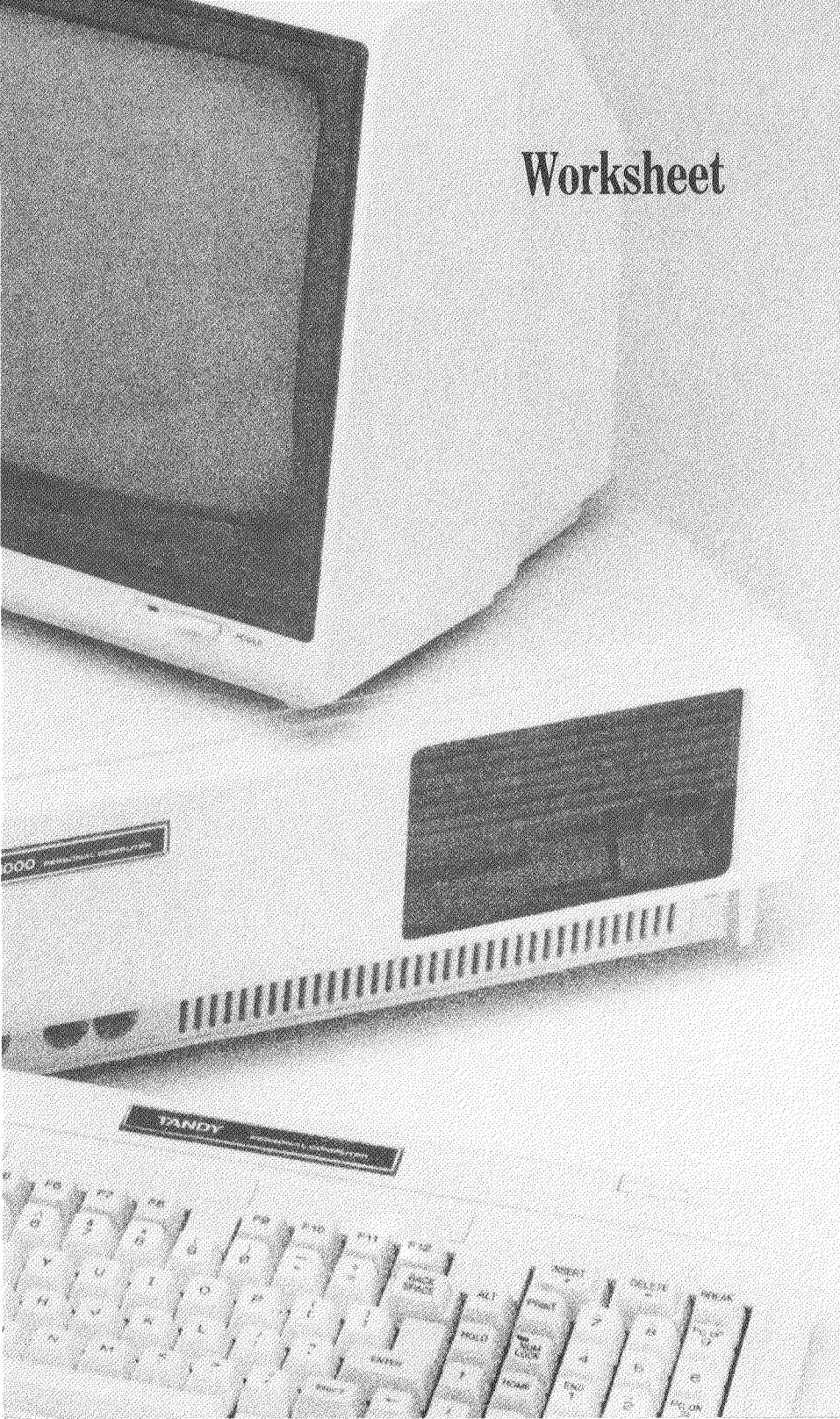
Press **(F10)** or **(INSERT)** to Insert the contents of the copy buffer at the current marker position.

Print

Press **(PRINT)** to Print the entire document. Make sure that you have checked the printer settings in the Printer subfunction (subfunction **(ALT) (F6)**) and that your printer is ready to print.

Note: To print part of a document, you can use the print command **(SHIFT) (PRINT)** and print everything currently on the screen. Use the Find function or the arrow keys to display the text you want to print.

Worksheet



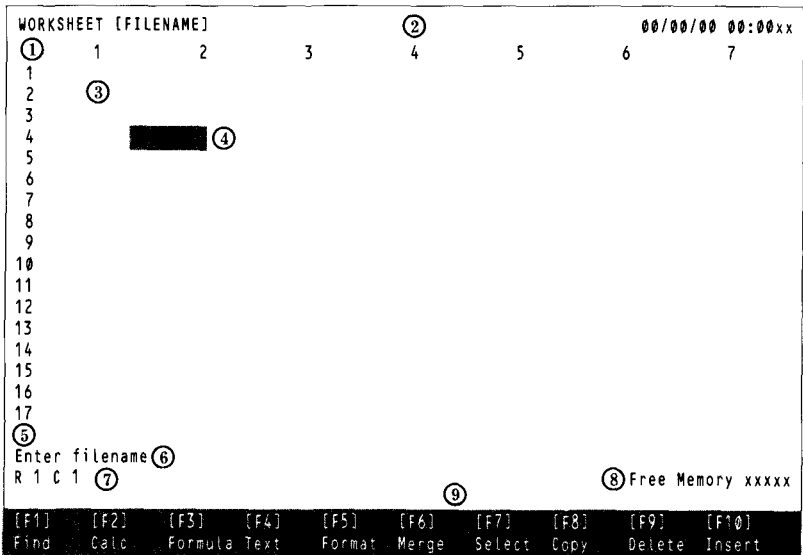
WORKSHEET

With Worksheet, you can easily perform complex calculations for budgeting, forecasting, statistical analysis, engineering, and many other previously tedious tasks on a spreadsheet that you customize to meet your specific needs. You can find data quickly and copy and merge files, as well as print all or part of a spreadsheet.

Using Worksheet

To create a new worksheet file, place the marker over Worksheet, press **(ENTER)**, and type the new filename. An empty worksheet screen is displayed.

To open an existing worksheet file, place the marker over the filename, and press **(ENTER)**. The first worksheet screen for that file is displayed.



If you use the default column width (10 characters), no setup procedures are necessary. You can begin entering your worksheet data right away. There are four types of data you can enter: numeric data, formulas, cell text, and block Text. See “The Worksheet Functions.”

① Row numbers appear down the left side of the screen in the Row Label area.

② Column numbers appear across the top of the screen in the Column Label area.

A “window” consisting of 17 rows and 7 columns (more or less, depending on the column width you set) can be displayed on the screen at one time. You can have as many as 99 rows and 99 columns in each worksheet. To move from window to window in the worksheet, use the arrow keys or the Find function.

③ Each intersection of a row and a column is a “cell.”

④ The highlighted rectangle is the entry marker. Use the entry marker to select a cell for data entry.

⑤ To add data to the worksheet, position the entry marker on the correct cell, and type the data on the data entry line, then press **(ENTER)**. The entry is displayed in the cell simultaneously.

⑥ The command line either prompts you to select a function or displays the function you are currently using. Error messages and warnings also are displayed on this line.

⑦ The cell status line indicates the cell currently highlighted by the entry marker (R 1,C 1). The data contained in that cell is displayed to the right of the cell number.

⑧ The amount of Free Memory is displayed at the right end of the cell status line.

⑨ The Worksheet functions are listed on the last two lines of the screen.

To exit Worksheet, press **(F12)** (saves changes) or **(SHIFT) (F12)** (cancels changes). Press **(Y)** at the prompt to confirm the command.

The Help Screens

The seven Worksheet Help screens contain brief summaries of the functions and ways to use them. Within the Worksheet application, press **(ALT) (F1)**. The screen most appropriate to your current situation on the Worksheet is displayed. Press **(F12)** to return to the Worksheet.

The Arrow Key

Use the arrow keys to move the entry marker from cell to cell and to the row and column Labels. The arrow keys move the marker a cell at a time, in the direction of the arrow. Press **(SHIFT)** or **(CTRL)** along with an arrow key to move the marker more rapidly. See Table 3.





Marker Movement Keys			
Key	by itself	with (SHIFT) moves the marker:	with (CTRL)
	one cell (or column Label) to the right	to the last column on the screen, or to the last column on the next screen if the entry marker is in the last column	to Column 99 in the current row
	one cell (or column Label) to the left	to the first column on the screen, or to the first column on the previous screen if the entry marker is in the first column	to Column 1, or to the row Label if entry marker is in Column 1
	one cell (or row Label) up	to the first row on the screen, or to the first row on previous screen if the entry marker is in the first row	to Row 1, or to the column Label if the marker is in Row 1
	one cell (or row Label) down	to the last row on the screen, or to the last row on the next screen if the entry marker is in the last row	to Row 99 in the current column

Table 3. Marker Movement Keys.

The Worksheet Functions

The Worksheet functions are displayed at the bottom of the screen. To select a function, press the appropriate function key.

Find

Press **(F1)** to search for and Find a string of characters or a specific cell. The following prompt appears:

Specify string or cell

Enter the cell contents that you want to Find. The window containing that cell is displayed. The entry marker highlights the cell.

When searching for a specific cell, only a valid cell number is recognized. Type **R**, the row, then **C**, and the column number. The window containing that cell is displayed with the entry marker highlighting the cell. If a row or column number is omitted, the row or column number corresponding to the cell location of the entry marker is taken.

Note that you cannot search for a string entered using the Text function. Find searches for data by cell and therefore disregards Text, since it is not cell oriented.

To find the next occurrence of the same search string, press **(F1)** again.

Calc

Press **(F2)** to Calculate the worksheet you set up. Also use Calc to recalculate a worksheet in which you make changes. Data is calculated according to cell contents, from left to right and top to bottom. Any non-numeric data is skipped. Results of the calculation are displayed in the cells in which formulas were entered.

Formula

To enter a formula into a cell, position the entry marker on that cell. Press **(F3)** to mark the cell for formula entry, then enter the formula on the data entry line.

To enter a formula into several cells, select the cells, using **(F7)** and the arrow keys. Next, mark them for formula entry, then enter the formula.

To erase values in formula cells, press **(CTRL) (F)**.

Within a formula, mathematical operations are performed from left to right. Parenthetical operations are performed first, multiplication and division second, and addition and subtraction last. When parentheses are nested, the innermost operations are performed first. The operations available for use in formulas are given in Table 4.

Formula Operations			
between two cells:			
+	Addition	*	Multiplication
-	Subtraction	/	Division
		!	Power
for a row, column, or selected block:			
AVG	Average (mean) of the values	MIN	Minimum value
		RMT	Cumulative sum of the row
CMT	Cumulative sum of the column	SUM	Sum of the values
MAX	Maximum value		
for a cell:			
ABS	Absolute Value	LOG	Logarithm
ATN	Arctangent	SGN	Sign
COS	Cosine	SIN	Sine
EXP	Exponential	SQR	Square root
INT	Integer truncation	TAN	Tangent

Table 4. Formula Operations.

Two special characters can also be used in a formula: A question mark (?) indicates a constant that is entered at the time of calculation (Calc), and a number sign (#) indicates a cell in a formula that is not adjusted for each successive row or column, but remains constant. The # is required in CMT and RMT formulas, but is useful in other formulas as well.

Following are examples of formulas using some of these operations.

? CONST A Sets a cell up to receive a constant (labeled CONST A) to be entered at the time of calculation.

(R1 + R2) Adds two cells in the same column.

(C3)–(R1C4) Subtracts the value of the cell in row 1, column 4 from the value of the cell column 3 of the current row.

C1*C2 Multiplies two cells in the same row.

(R1C2)/100 Divides the value of the cell in row 1, column 2 by 100.

C6R3!3 Calculates the cube of the value of the cell in row 3, column 6.

ABS(R2C3) Multiplies the value of the cell in row 2, column 3 by -1 if (and only if) it is a negative number (absolute value).

ATN(R3C5) Displays the arctangent of the value of cell R3C5—the angle that has its tangent equal to the value of cell R3C5. (The result displays in radians; use **ATN(R3C5)*57.27273** to display the arctangent in degrees.)

AVG(C1) Adds all the values in the current row, beginning with column 1, over to the current cell, skipping any non-numeric data, and divides by the number of numeric cells added.

CMT(#R4C3) Gives a cumulative total for column 3, beginning with row 4. For example:

	[3]	[4]
[4]	5.00	
[5]	10.00	
[6]	20.00	

If cells 4, 5, and 6 of column 4 are selected and the above formula is entered, calculation produces the following results:

	[3]	[4]
[4]	5.00	5.00
[5]	10.00	15.00
[6]	20.00	35.00

COS(R3C5) Displays the cosine of the value of cell R3C5. (Use **COS((R3C5)*.01745329)** if the value in cell R3C5 is in degrees instead of radians.)

- EXP(R4C3)** Displays e raised to the power of the value of cell 4,3 (Napierian, or natural exponential e^x).
- INT(R4C2)** Displays the truncated value of cell R4C2.
- LOG(R2C4)** Displays the logarithm to the base 10 of the value of cell R2C4.
- MAX(C4)** Displays the maximum value of the current row, beginning with column 4, over to the current cell, skipping any non-numeric data.
- MIN(R1)** Displays the minimum value in the current column, beginning with row 1, down to the current cell, skipping any non-numeric data.
- RMT(#R4C3)** Gives a cumulative total for row 4, beginning with column 3. For example:

	[3]	[4]	[5]
[4]	5.00	10.00	20.00
[5]			

If cells 3, 4, and 5 of row 5 are selected, and the above formula is entered, calculation produces the following results:

	[3]	[4]	[5]
[4]	5.00	10.00	20.00
[5]	5.00	15.00	35.00

- SGN(R3C4)** Displays the sign of the value in cell R3C4 (displays 1.00 if the argument is positive or zero, and -1.00 if it is negative).
- SIN(R2C1)** Displays the sine of the value of cell R2C3 (use **SIN((R2C1)*.01745329)** if the value in cell R2C3 is in degrees instead of radians).
- SQR(R5C1)** Displays the square root of the value of cell R5C1.
- SUM(R5)** Displays the sum of the values in the current column, beginning with row 5, down to the current cell, skipping any non-numeric data.
- TAN(R2C3)** Displays the tangent of the value of cell R2C3 (use **TAN((R2C3)*.01745329)** if the value of cell R2C3 is in degrees instead of radians)

Text

If you require more space for text than a single cell, or if you want a more formal-looking worksheet, you can select a block of cells in which to enter Text. The Text boundaries are defined by the selected block as a whole, rather than by each individual cell in the block. The program creates a window for writing, editing, and manipulating Text.

Press **(F4)** to enter (or edit existing) Text in a selected area. (See “Select.”) Word wrapping is automatic, and you can use limited editing features in Text.

Press **(BACKSPACE)** to delete the Text character preceding the cursor. **(CTRL) (W)** deletes text from the cursor to the start of the next word. **(CTRL) (D)** deletes text from the entry marker to the end of the Text block. **(CTRL) (L)** deletes text from the cursor to the next carriage return. **(DELETE)** deletes the character highlighted by the cursor.

Existing text blocks can be reformatted into larger or different shaped blocks in the same or slightly altered location. To do so, select a block of cells including at least one cell of the existing text block that you wish to reformat. Press **(F4)**. The Text block is reformatted into the newly selected block.

To exit the Text function with current changes intact, press **(F12)**. To restore Text to pre-edited condition, or to cancel a new block selection for Text, press **(SHIFT) (F12)**.

Format

Use Format to change column widths, number, or alphanumeric data format. Press **(CTRL) (↑)** while the entry marker is in row 1. The marker moves up into the Column Label area. Move the marker onto a column you want to change. To change all columns to the same width, move the entry marker to the Column Label area, and press **(F5)** for Format. The following message appears on the command line:

Specify ALL, width or width

Type **ALL**, and the new width to change the width of columns 1-99. Type only the new width to change the width of the current column.

To use Format to specify a certain number format for existing cell data, place the entry marker on the cell you want to change, and press (F5). The screen shows:

Specify format types

At the data entry line, enter the letter for the format you wish to use, as follows:

- L = left-justified
- R = right-justified
- D = decimal (up to seven decimal places)
- I = integer (whole number)
- \$ = dollar format (two digits after the decimal)

You can enter more than seven digits after a decimal, but precision is lost after seven. You can also select a group of cells to format.

Note to Color Monitor Users: You can designate a special color for a particular cell while using Format. Type ,C= and one of the following: **BLU**, **GRN**, **CYN**, **RED**, **MAG**, or **WHT**. The special color designation remains as long as the Worksheet is active, but is not saved to diskette.

Merge

Press (F6) to save a selected block to diskette or insert data from a diskette file at the current marker position. If nothing is selected, the second prompt is displayed:

SAVE: Enter filename.

or

LOAD: Enter filename.

At the data entry prompt, enter the name of the file in which you wish to save the selected block or from which you wish to LOAD and insert at the current marker position. (If Text is encountered and the entire Text block is not included in the selected area, the Text can be copied as individual cells.)

Select

Use Select to define a block of the worksheet. Position the entry marker on the first cell for the block, and press (F7). Move the marker to the last cell that you wish to include. All selected cells are highlighted.

After you select the block, use Formula, Text, Format, Merge, Copy, Delete, or Print as appropriate.

Copy

Press **(F8)** to place a selected area in the copy buffer. If Text is encountered (maximum of ten Text blocks) and an entire Text block is not included, the Text is copied as individual cells. Use Insert to place the contents of the copy buffer in another area on the worksheet.

(SHIFT) (F8) releases the memory used by the copy buffer.

Delete

To delete an entire row or column, position the marker in a Row or Column Label and press **(F9)**. All formulas are adjusted to correctly reflect the row or column deletion. Text blocks do not shift.

On the worksheet, press **(F9)** to Delete the data in the current cell or all selected cells. If Text is encountered (maximum of ten Text blocks) and an entire Text block is not included in selected area, that Text block is skipped, and deletion continues with the next non-Text cell.

Insert

Press **(F10)** within a Row or Column Label to insert a blank row or column at the current position. All formulas and Text blocks are adjusted to correctly reflect the row or column addition.

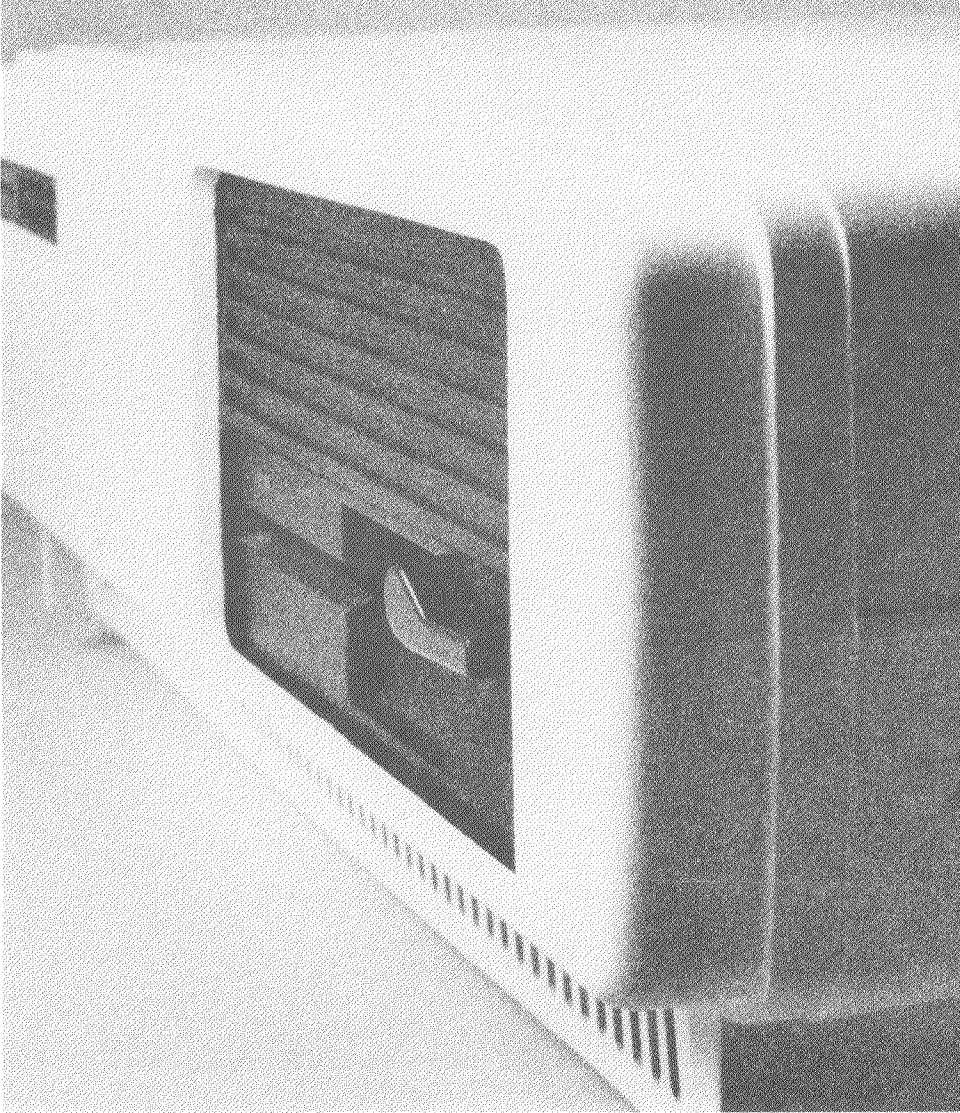
On the worksheet, press **(F10)** to insert the contents of the copy buffer at the current entry marker position. Row data can only be inserted into another row. Column data can only be inserted into another column.

If the destination area contains any Text cells or if the contents of the copy buffer will not fit, the command is ignored.

Print

Press **(PRINT)** to print the selected area of the worksheet or the current window if no area is selected. Make sure the printer settings are correctly adjusted (in the Printer subfunction) before you use the print function.

Filer



FILER

The Filer application provides information storage and retrieval. Filer is easy to set up, maintain, and access. You can refer to the files you set up at any time.

Filer's flexibility permits you to set up a custom data entry form for each file so that you can include any information in any desired format. You can sort or search for a record by any of the fields that you set up on the Filer form. You can also automatically dial a phone number listed in your file, print records or list them to the screen, combine two Filer files, add or delete records from the file, and copy records to another diskette file.

Using Filer

Place the marker over Filer and press **(ENTER)** to create a new file. Then enter the new filename.

To open an existing file, position the marker over the filename, and press **(ENTER)**.

When you first create a file, no format is set up, and no records exist. A blank Form screen is displayed. Before you enter records into a file, you must set up a Form for that file. Set up the labels and fields you want to include in your file. (See "The Filer Functions—Form" for more information.)

When you open an existing file (one that has a format defined), the first record is displayed. A blank Filer entry screen is displayed if a file format exists but no records are currently in the file.

You can examine or change the displayed record or press **(CTRL) (-)** and display the next record. If no records are in the file (a blank record form displays), you can enter the data for your first record. (See "Adding Records.")

The Help Screens

The five Filer Help screens contain brief summaries of the functions and ways to use them. The first two screens contain general information. Within the Filer application, press (ALT) (F1). After the first Help screen is displayed, press (ENTER) to view the second screen. Press (F12) to return to the main Filer screen.

The remaining three screens are for specific information concerning Find, Form, and Display. Press the appropriate function key, and then press (ALT) (F1). Press (F12) to return to the appropriate function screen.

The Arrow Keys

Use the arrow keys to move the marker a character or line at a time. Press (SHIFT) or (CTRL) along with the arrow keys to move the marker more rapidly. See Table 5.

Marker Movement Keys			
Key	by itself	with (SHIFT) moves the marker:	with (CTRL)
→	one character to the right	to the Field area in Form	to the next Find match or to the next record
←	one character to to the left	to the Label area in Form	to the previous Find match or to the previous record
↑	one line up in the current column or to the first character in the previous field	to the first field on the screen	to the first Find match or to the first record on file
↓	one line down in the current column or to the first character in the next field	to the last field on the screen	to the last Find match or to the last record on file

Table 5. Marker Movement Keys

The Filer Functions

The Filer functions are displayed at the bottom of the screen. To select a function, press the appropriate function key.

Find

Press **(F1)** to search for and Find a record or group of records. The Find function screen displays a blank form with the special Find functions (Equal, Greater, Less, Reset, Mark) at the bottom of the screen. The marker is on the primary key (Order) field.

Type the search data for each field. You can include * and ? as “wildcard” indicators. Type * before or after data in a field to disregard all characters that appear before or after the data, respectively. The use of ? is similar, except that it causes only one character to be ignored. (Use wildcard indicators only if you use equal (=) as the Find operator.) Press **(ENTER)** or **(↓)** to skip any field.

Press a function key (**(F1)**, **(F2)**, or **(F3)**) to set the Find criteria Equal to, Greater than or equal to, or Less than or equal to the information you have typed in that field. The default is Equal. (Choose the function any time the marker is over the appropriate field—before, during, or after you enter the data.)

Press **(F12)** to begin the search. If search criteria exist for more than one field, Find searches for records that match all the criteria. All records that match the criteria are found, and the first one is displayed. Use **(CTRL)** with the **(←)** and **(→)** keys to scroll forward or backward through the records.

Special Find functions are:

- | | |
|--------------|---|
| Reset | Press (F5) to Reset the Find criteria. The records are reset, and the main Filer screen is displayed. |
| Mark | Press (F7) to mark or unmark the fields when you use the Display and Print functions. Marked fields are visible—displayable or printable. An asterisk appears in the Label area of all visible fields. Invisible fields do not Display or Print. The default is visible. |

Call

Define Voice dialing in "Telecom." Press (F2) to dial any phone number currently highlighted. If a valid sequence of numbers is highlighted, the number is dialed. Pick up the telephone receiver for normal conversation. Filer operation resumes at the point at which you made the request.

Display

Press (F3) to display a list of all records that match the Find criteria.

A Label line is displayed at the top of the screen. The data for the records chosen is displayed horizontally. The data for each field appears under its corresponding Label. The length of each field is determined by the longest item of data entered for that field. Two spaces are inserted between each field.

Wrapping. If the records take up more than 80 characters across the screen, the records (Label line and data lines) wrap to the next line, indented five spaces.

Eliminating Fields from the Display. If you do not wish to display certain fields, unmark those fields in Find.

Scrolling Through the Records. If more records are chosen to display than can fit on the screen, use the arrow keys to scroll through the records. (See "The Arrow Keys.")

Press (F12) to return to the main Filer screen.

Print

Press (F4) to Print a list of all records that match the Find criteria. Make sure that you have first set the printer settings in the subfunction, Printer.

The record list prints. A Label line appears across the top of the paper. The data for the records chosen is printed horizontally. Each field appears under its corresponding Label. The length of each field is determined by the longest item of data entered for that field. Two spaces are inserted between each field.

Wrapping. If the records use more characters than are available on one line, the records (Label line and data lines) wrap to the next line, indented five spaces.

Eliminating Fields from the List. If you do not wish to print certain fields, unmark those fields in Find.

Note: To print only one record, use the print command **(SHIFT) (PRINT)**, and print everything currently on the screen, including the label line. Use the Find function or the arrow keys to display the record you want to print.

Form

Press **(F5)** to display the Form screen. For each field you want to include in your records, you must set up a field in Form. A format field line consists of a Label and a Field area. You can define a format with up to 21 fields.

Defining a Label. The left side of the screen is reserved for field Labels. A Label always begins at the left margin. Type one or more characters (up to 15) on a line in this area to create a new field on that line. Press **(ENTER)** after you complete the Label. The unused Label area fills with a line of dots and a colon. The marker is positioned to set up the Form for the Field area.

Note: For blank lines between field lines, press **(ENTER)** or **()** before you enter any characters in the Label area.

Defining a Field Area. Press **(ENTER)** in the first position of the Field area to display a line of insert dots, and specify a maximum of 59 alphanumeric characters for the data in this field. (See "Number" if you want to set up a numeric field.) Press **(ENTER)** again to move to the next line.

You can enter up to 255 insert dots. Press **(ENTER)** at the beginning of a line to fill the line with insert dots. If the Field length is greater than 59, it wraps to the Field area on the next line. The Label area on that line is left blank.

You can enter fewer than 59 insert dots in a line or combine them with "edit" characters. To enter insert dots one-by-one press **(F10)** for each dot.

Edit characters convey a certain type of required entry—in either alphanumeric or numeric Data fields. A common use of edit characters is for formatting telephone numbers; for example:

(. . .) . . . -

The parentheses and the dash are edit characters; they are skipped over during data entry.

Special Form functions are:

Order In data entry, records are sorted in the order you set here. The ordered, or key, fields are sorted first, in ascending order. Then, the rest of the fields are sorted in their order of appearance on the screen. The priority number of ordered keys appears in the Label area on the screen.

Press (F1) to make the field under the marker a key field. The screen shows:

>Priority Number:

Enter the priority for this key. If you press (ENTER) without entering a priority number, the field is given the next available number (1 if no fields are ordered yet).

If you choose a field that is already a key, press (ENTER) to leave the priority unchanged, or enter a new priority. If an existing priority is used, the priority numbers are shifted to allow for it.

A Priority Number of 0 removes the key status of a field and reorders the keys.

Pack Press (F2) to Pack the file when the efficiency decreases because of many additions, deletions, and changes to records. The file efficiency (A, B, C, or D) displays on the Form screen. Pack if the efficiency drops below B. If efficiency drops to D, it is displayed on the main Filer screen. Use Pack immediately to recover lost diskette space.

Number Press (F3) to specify the field under the marker as a numeric field. A number sign (#) appears in place of the colon for a numeric field. (Press (F3) again to change the field back to alphanumeric.)

If the Field is not yet set up when you use Number, Filer sets it up for 12 digits, a decimal, and 2 decimal places. You can edit the number of digits on either side of the decimal with Add or Delete. Data entered in the field aligns around the decimal.

If the Field is already defined, Number right-justifies any data entered in the field when it is displayed or printed.

Delete In the Field area, press (F9) to delete the character under the marker.

In the Label area, press (F9) to delete the entire field, including the Label.

Add In the Field area, press (F10) to add one character at the current marker position.

In the Label area, press (F10) to add a new field at the current marker position. All fields below the marker move down one line.

To save the new form, press (F12).

Merge

Press (F6) to merge another Filer file into the current file.

At the prompt, enter the name of the file you want to merge into this file. If the file formats are **exactly** the same, copies of all the records in the (From) file are merged into this file. If duplicate records exist in the two files, the extra records are not merged into the file.

Copying a Form to Use in Another File. When you merge two files, the formats of the files must be identical. Since one character difference makes the files incompatible, make a copy of this file after you set up your format (before you enter any records). This procedure is done at the Main Menu. (See “Main Menu Functions—Copy.”)

Select

Use Select to mark the contents of a record for copying to a document file on diskette. Place the marker over the first field's data to select, then press (F7). Move the marker over the last field to include. All selected data is highlighted. You can now Copy the selected area.

Copy

Press (F8) to copy to a new document file on diskette the field contents of the selected record.

At the prompt, enter the name of the new diskette file you are creating to which you wish to Copy the selected data. The data is copied to the new document file.

Delete

Press (F9) or (DELETE) to delete the record currently displayed.

Add

After you set up a format, a blank form is displayed for record entry. (If you are opening an existing file, the first record in the file is displayed. You can edit the record or press (F10) to display a blank form.)

The entry screens are always in the overstrike mode; each character replaces the character at the current marker position. Type the appropriate data for each field. Alphanumeric fields are left-justified. Numeric fields are aligned around the decimal or right-justified if there is no decimal.

Press (ENTER) after each field. Use the arrow keys to move through the data fields as desired.

Press (F10) to add the record and display another blank form. (F12) adds the record and returns to the main Filer screen.

As you add records, they automatically sort according to the primary key field. If you used the Order function in Form, records sort by the key fields first, then the rest of the fields in descending order. Records sort correctly, regardless of the order in which they are added.



Telecom

TELECOM

Telecom is a telecommunications application, designed for communication between the DeskMate computer and another computer running a host program. Telecom can transmit and receive any type code, including machine-language. Hookup to the host computer can be over telephone lines or direct.

The Help Screens

There are eight Help screens for Telecom. These screens contain brief summaries of the functions and ways to use them. Within the Telecom application, press **(ALT) (F1)**. After the first Help screen displays for a function, press **(ENTER)** for the second screen, if any. A Help screen is available for each screen change. At the appropriate screen press **(ALT) (F1)**. **(F12)** returns you to the appropriate Telecom screen.

Setting the Status

The first step in communicating with a host computer is to connect a modem to the DeskMate computer. Refer to your modem's operating instructions for details.

After the modem is properly connected and set, place the marker over Telecom, and press **(ENTER)**. The screen shows the current telecom status settings. The default settings are as shown:

TELECOM STATUS		00/00/00 00:00xx	
Current Status:			
Autodial Modem	NO	YES	
BAUD Rate	110	150	300 600 1200 2400 4800 9600
Data Word Length	7 BITS	8 BITS	
Parity	EVEN	ODD	None
Number of Stop Bits	1 BIT	2 BITS	
XON/XOFF Flow Control	ON	OFF	
ASCII Character Filter	ON	OFF	
Line Feed Filter	ON	OFF	
Echo (Half Duplex)	ON	OFF	
Redial (% of Retries)	0		
FREE RAM: xxxxx			
[F1]	[F2]	[F3]	[F4]
Reset	Select	Autolog	Editlog
[F5]	[F6]	[F7]	[F8]
Term	Clear	Save	Print
[F9]	[F10]		
Load	Display		

To change a setting, use the arrow keys to move the marker to the correct value, then press **(ENTER)** or **(F2)** (Select). The new setting is highlighted.

If you are using an Autodial Modem, change that status to YES. The Define Modem Type screen appears.

Note: If you are directly connecting DeskMate as host to another computer, the Autodial Modem status **must** be No.

The functions for voice dialing, computer dialing, and answer mode are displayed.

Voice Voice Dialing Definition defines the dialing sequence that your modem uses when auto dialing phone numbers in the Phone and Filer applications. Determine the specific sequence for your modem, then press **(F1)** to display the Voice Dialing Definition functions.

Press **(F1)** to send the phone Number to the DeskMate modem.

Press **(F2)** to Receive text from the modem. At the prompt, type the text you expect to receive from the modem, and press **(ENTER)**.

Press **(F3)** to Send text to the modem. At the prompt, type the text to send, and press **(ENTER)**.

Press **(F4)** to Pause during a command sequence. The message **Pause:** appears on the screen. Type the number of seconds to pause, and press **(ENTER)**.

Press **(F5)** (WaitNC) to wait for No Carrier detect before continuing. **WAITNC:** is displayed.

Press **(F6)** (WaitC) to wait for Carrier detect before continuing. The message, **WAITC:**, appears.

Press **(F9)** to Delete the line under the marker.

Press **(F10)** to Insert a blank line at the current marker position.

Press **(F12)** to save the completed voice dialing sequence and return to the Define Modem Type screen.

Comp Computer Dialing Definition defines the dialing sequence your modem uses when executing auto logon sequences in Terminal. (This is the dialing sequence, not the logon sequence.) Determine the specific dialing sequence for your modem, then press **(F2)** to display the Computer Dialing Definition functions. The Computer Dialing functions are the same as those for Voice Dialing.

Press **(F12)** to save the completed computer dialing sequence and return to the Status screen.

Answer Answer Mode Definition defines the answer sequence your modem uses for answering the remote site when DeskMate is in the Host mode. Determine the specific answer sequence for your modem, then press **(F3)** to display the Answer Mode Definition functions.

Press **(F2)** to Receive text from the remote modem. The prompt **RECEIVE:** appears. Type the text you expect to receive from the modem, and press **(ENTER)**.

Press **(F3)** to Send text to the remote modem. **SEND:** appears on the screen. Type the text to send, and press **(ENTER)**.

Press **(F4)** to Pause during a command sequence. **PAUSE**: appears on the screen. Type the number of seconds to pause, and press **(ENTER)**.

Press **(F5)** (WaitNC) to wait for No Carrier detect before continuing. **WAITNC**: appears on the screen.

Press **(F6)** (WaitC) to wait for Carrier detect before continuing. **WAITC**: appears on the screen.

Press **(F9)** to Delete the line under the marker.

Press **(F10)** to Insert a blank line at the current marker position.

Press **(F12)** to save the completed answer sequence and return to the Define Modem Type screen.

Press **(F12)** a second time to return to the Status screen.

Refer to the host's requirements for baud rate, word length, parity, and number of stop bits settings. In most cases, you can use the default values for these parameters. Also, check your modem's operating instructions for its maximum baud rate. (The 4800 and 9600 baud rates are for transmission between computers that are directly connected.) If you use XON/OFF Flow Control, transmission to a host computer stops when the host sends an XOFF. Transmission resumes when the host sends an XON. Telecom sends an XOFF to pause transmission from the host computer when data is coming in too fast for the input buffer to handle it. Telecom sends an XON to resume transmission.

The ASCII filter strips out all characters over 80 Hex and control characters except backspace, horizontal tab, line feed, form feed, carriage return, and escape.

Turn the Line Feed Filter On to add a Line Feed (0AH) to all carriage returns (0DH) received. Turn the option off to accept line feeds and carriage returns "as is."

Use the Echo (Half Duplex) option if the host does not echo the text you send. If the host echoes the text (full duplex), turn Off the Echo.

The Redial option lets you enter the number of Retries you want, when you are dialing a computer phone number or executing an automatic logon dialing sequence.

The Telecom Functions

The Telecom status functions are displayed at the bottom of the screen. To select a function, press the appropriate function key.

Reset

Press **(F1)** to reset the Telecom parameters to the default settings. Current settings are always highlighted.

Select

To Select a setting on the Status screen, position the marker on the correct value and press **(F2)** (or **(ENTER)**).

Autolog

Press **(F3)** to execute an automatic logon sequence. The name of the auto logon file currently in RAM (if any) is displayed at the bottom of the screen. Press **(ENTER)** to use the current file, or enter the filename for the auto logon you wish to use.

If the carrier is detected, Telecom executes the auto logon sequence and goes into the interactive Terminal mode. If no carrier is detected, Telecom waits 5-10 seconds, then redials (retries if the Retries setting is greater than 0).

Editlog

Press **(F4)** to create or edit an automatic logon sequence. The name of the auto logon file currently in RAM (if any) displays at the bottom of the screen. Press **(ENTER)** to use the current file, or enter a filename for the auto logon you wish to create or edit. To include embedded control characters in a logon sequence, precede the command with the character **^**. Special Editlog functions are:

Status Press **(F1)** to place the current status in the autolog sequence. The Status screen is displayed. Set the parameters, and press **(F12)**. A summary of the status appears on the screen.

Call Press **(F2)** to place a dialing sequence in the autolog sequence. Type the dialing sequence, and press **(ENTER)**.

- Recv** Press (F3) to Receive text from the host computer. At the prompt, type the text you expect to receive from the host, and press (ENTER).
- Send** Press (F4) to Send text to the host computer. At the prompt, type the text to send, and press (ENTER).
- Pause** Press (F5) to Pause during a command sequence. Type the number of seconds to pause, and press (ENTER).
- Delete** Press (F9) to Delete the line under the marker.
- Insert** Press (F10) to Insert a blank line at the current marker position.

Press (F12) to save the completed auto logon sequence and return to the Status screen.

Terminal

Press (F5) to enter the interactive terminal mode. In the interactive terminal mode, characters you type are sent to the host program. Incoming characters are displayed as they are received. If the host program echoes your transmissions, they are displayed as well. (If the host does not echo, you can use the self echo option on the Status screen to display your keyboard input.) Special Terminal functions are:

- Buffer** Press (F1) to open or close the RAM Buffer for capturing the text of the Terminal session. You can examine the text later, using the Display or Print function on the Status screen. When you open the buffer, incoming text appends to the current buffer contents.
- Clear** Press (F2) to Clear the contents of the RAM buffer. All data in the buffer is lost when you use this function.
- Recv** Press (F3) to Receive a file from the host computer. At the prompt, type the filename, and press (ENTER). There are no restrictions on file type.

Note: Use 8-bit transmission, and turn off all filters and character translation options when receiving binary data.

Send Press **(F4)** to Send (transmit) a file to the host computer. At the prompt, type the name of the diskette file, and press **(ENTER)**.

Printer Press **(F5)** to turn on or off the printer option. When the option is on, the text of the Terminal session is sent to the printer as it is received and displayed. (If the ASCII Character Filter is on, only codes 20-7F Hex, 08, 09, 0A, 0C, 0D, and 1B are sent.)

When the printer option is on, transmission is much slower. Also, if you are transmitting at a baud rate greater than the maximum character input rate of your printer, some characters are lost as they are sent to the printer. Check your printer's specifications for its maximum character input rate.

Break Press **(F6)** to generate a Break sequence (250ms null).

Disc Press **(F7)** to Disconnect communication with the host (hang up the phone).

Call Press **(F8)** to auto dial a phone number (for example, an information service number). At the prompt, type the dialing sequence, and press **(ENTER)**.

Press **(F12)** to return to the Status screen.

Clear

Press **(F6)** to clear the RAM buffer. All contents are lost when the buffer is cleared.

Save

Press **(F7)** to save the contents of the RAM buffer on diskette as a document (Text application) file. Enter a filename for the document. The Status screen is displayed after the file is saved.

Print

Press **(F8)** to print the contents of the RAM buffer. The Status screen is displayed when the buffer print is complete.

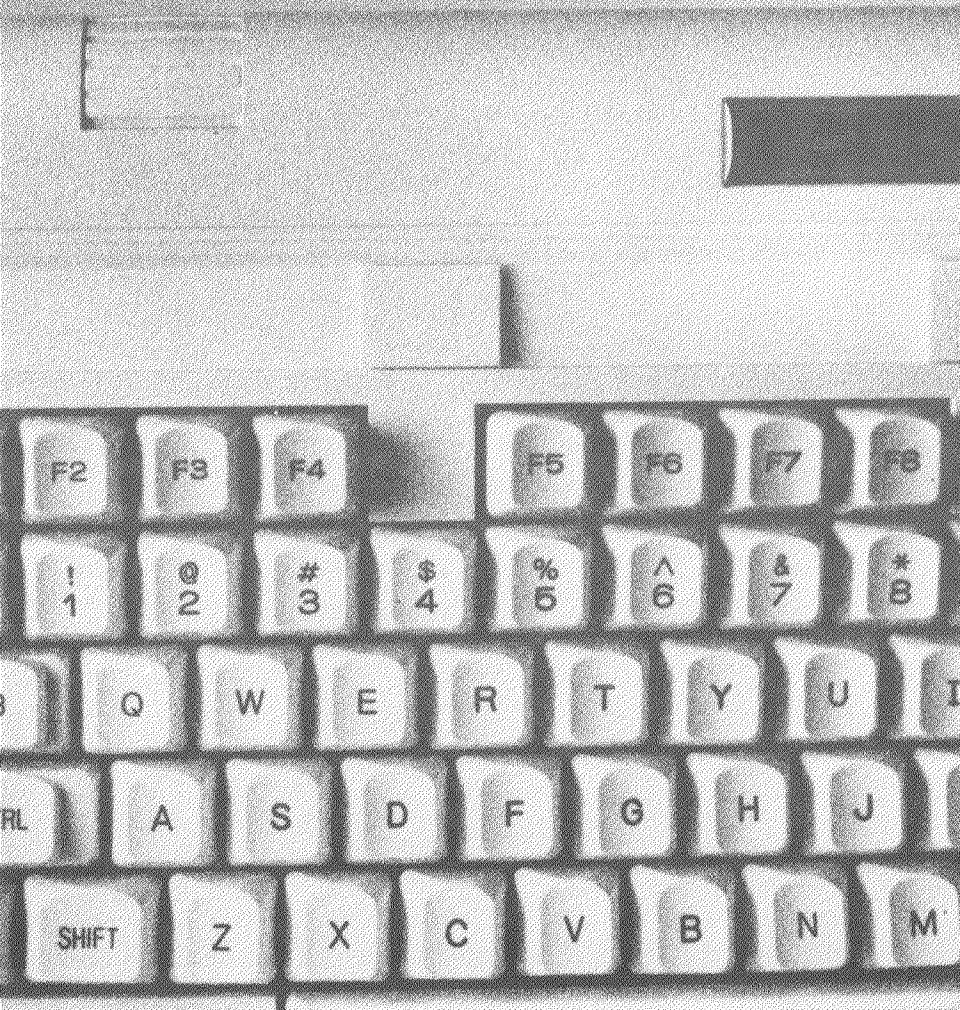
Load

Press **(F9)** to load a file from diskette to the RAM buffer. Enter the name of the file from which to load. The Status screen displays after the file is loaded.

Display

Press **(F10)** to display the contents of the RAM buffer. Press **(HOLD)** to pause the display. Press any key to continue. Press any key to return to the Status screen after the buffer display is complete.

Calendar



CALENDAR

The Calendar application is an event scheduler. You can use it as a general purpose calendar and planner to replace your desk calendar and date book. It records important events, their dates, and their times so that you can refer to them at any time. Beginning with the current day, Calendar provides you with a week-at-a-glance schedule.

You can search for an event by date, time, and description, print a list of and set the alarm for selected events, combine two Calendar files, add and delete events from the calendar, and copy events to another diskette file.

Using Calendar

To create a new file, place the marker over Calendar, press **(ENTER)**, and enter the new filename. A blank Calendar entry/edit screen is displayed.

To open an existing file, place the marker over the appropriate filename, and press **(ENTER)**. The entry/edit screen for that file is displayed.

In the upper left corner of the screen is the Weekly Time Chart. The days of the week (Mon, Tue, and so forth), beginning with the current date (1st, 2nd, and so forth), are displayed down the left side of this area. The times of day, beginning with 12:00 a.m., are displayed across the top.

Any events for the week are marked with asterisks (*) in their corresponding day and time slots. When event times conflict with each other, the conflicting times are marked with an exclamation point (!).

In the upper right corner of the screen is the Month Calendar, similar to a standard desk calendar. The current date is highlighted.

In the bottom section of the screen is the Daily Events Calendar, in which events are entered and displayed. Calendar is always in the overstrike mode. Each character typed replaces the character at the current marker position.

Events are automatically sorted in Date/Time order regardless of the order in which they are added to the file.

With Calendar, you can define sections, or blocks, of events, duplicate them, and save them to a Text file (Copy), Merge them with a Calendar or Alarm file, or Delete them. To define a text block, first Select it. Once the text is selected, immediately Copy or Delete it. If you choose any other function or exit the file, the block is unselected. See “The Calendar Functions” for more information on these functions.

The Help Screens

The two Calendar Help screens contain brief summaries of the functions and ways to use them. Within the Calendar application, press **(ALT) (F1)** to view the Help screens. After the first Help screen is displayed, press **(ENTER)** for the second screen. Press **(F12)** to return to the main Calendar screen.

The Arrow Keys

Twelve event lines can be shown on the screen at one time. After you complete the twelfth line, the events “scroll,” or move up line by line, to let you continue. To see a line after it has scrolled off the screen, press **(↑)** until the line appears. Press **(↓)** to return to the last line you were typing or editing.

Use the arrow keys to move the marker a character or line at a time. Press **(SHIFT)** or **(CTRL)** along with the arrow keys to move the marker more rapidly. See Table 6.

Marker Movement Keys			
Key	by itself	with (SHIFT) moves the marker:	with (CTRL)
(→)	one character to the right	to the beginning of the first field to the right	to the next day
(←)	one character to the left	to the beginning of the first field to the left	to the previous day
(↑)	one line up in the current column	to the first entry on the current screen or previous page	to the first Find match or press (HOME)
(↓)	one line down in the current column	to the last entry on the current screen or next page	to the last Find match or press (END)

Table 6. Marker Movement Keys

The Calendar Functions

The Calendar functions available are displayed at the bottom of the screen. To use a function, press the appropriate function key.

Find

Press **(F1)** to search for and Find an event. An event line containing the current (default) Find settings is displayed. (A blank line is displayed if no search criteria have been entered.) The Find functions (Equal, Greater, Less, Reset) are displayed at the bottom of the screen.

To use the default settings, press **(F12)**. All events that match the criteria are found, and the first 12 are displayed. If more than 12 events match the criteria, use the **(D)** and **(I)** keys to scroll forward or backward through the events.

If no criteria are entered or if you want to change the search criteria, enter the new search data.

* and ? are “wildcard” indicators. Enter * in a field to disregard while searching for a match. Type * before or after specific data to be ignored. All characters that come before or after the data (respectively) are disregarded. ? is similar to * except that only one character is disregarded.

Type the search data for each field (including * and ? if you wish), and press **(ENTER)**. Press the appropriate function key **(F1)** (equal to), **(F2)** (greater than or equal to), or **(F3)** (less than or equal to) to set the Find criteria for the information you have typed in that field. (You can choose the function any time the marker is over the appropriate field, before, during, or after you enter the data.)

Press **(F12)** to begin the search. All events that match the criteria are found, and the first 12 are displayed. If more than 12 events match the criteria, use the **(D)** and **(I)** keys to scroll forward or backward through the events.

Reset Find Criteria. Press **(F5)** to Reset the Find criteria. All fields are restored to their original settings.

Date

Press **(F2)** to search for and display events that match a certain date. The screen shows:

>Enter Date (mm/dd/yyyy):

Type a new date, and press **(ENTER)**. (Use a four-digit year.) All events for the date specified are found, and the first 12 displayed. If more than 12 events match the date, use the **(↓)** and **(↑)** keys to scroll forward or backward through the events.

Print

To print a list of all events chosen with the Find function or that match the current date if Find is not used, check the printer setting, and press **(F4)**.

Note: To print only a few events that are displayed on the screen, use the print command, **(SHIFT) (PRINT)**, to print everything currently on the screen. Use the Find, Date, or Select functions or the arrow keys to display the events you want to print.

Alarm

Press **(F5)** to insert selected events into the Alarm file. The alarm for each event is set for 30 minutes prior to the scheduled **B e g i n** time of the event. If the **B e g i n** time is zero, no alarm is set for that event. See the Alarm chapter of this manual for more information.

Merge

Press **(F6)** to merge all selected events into another Calendar file or to merge another Calendar file with this event file.

Merging Another File into the Current file. If no events are selected, the screen shows:

F r o m :

Enter the name of the event file to merge into this file. Copies of all events in the **F r o m** file merge into the current file.

Merging Selected Events into Another File. If any events are selected, the screen shows:

To :

Enter the name of the event file into which you wish to merge the selected events. Copies of all selected events in the current file merge into the **To** file.

Select

Use Select to define an event or a block of events in order to perform some other operation on it. Position the marker on the first event line you want to select, and press **(F7)**. Use the arrow keys to place the marker over the last event for the block. (See Table 6 for arrow key movement.) All selected events are highlighted as you move the marker.

After you select the events, Merge, Copy, Delete, or place them in the Alarm file, as appropriate. If you use any other function or exit the Calendar application before you perform one of the above operations, the events are unselected. You can also use Find to search for the events you want to select.

Copy

Press **(F8)** to put all selected events into the copy buffer. Press **(F8)** again to Copy the contents of the copy buffer to a document file on diskette. The screen shows:

To :

Enter the name of the diskette file to which you wish to copy the events. The events are copied to the document file.

Delete

Press **(F9)** or **(DELETE)** to delete all selected events. The events are immediately deleted. If no events are selected, the event line under the marker is deleted.

Add

Press **(F10)** to add a new event. A blank event line appears. Type the Date of the event in mm/dd/yy format, and press **(ENTER)**.

Type the time (12-hour) at which the event **B e g i n s** in 00:00x format, and press **(ENTER)**. For example, type **730a** **(ENTER)** for 7:30 a.m.

Enter the time (12-hour) at which the event **E n d s** in 00:00x format, and press **(ENTER)**.

Enter a **D e s c r i p t i o n** of up to 44 characters for the event and press **(ENTER)**. (No uppercase/lowercase distinctions are made when searching for events. **a** and **A** are the same.)

Day Events. If no times are entered for an event, it is considered a “day” event—for the entire day—and it is not put into the Weekly Time Chart.

Mail



MAIL

The Mail application supports a simple message handler. It records important messages along with their dates, times, and authors. You can write or read a message at any time. You can also delete messages or print a list of messages

Using Mail

To open the default Mail file, MESSAGES, place the marker over Mail and press **(ENTER)**.

To open an existing file, position the marker over the filename, and press **(ENTER)**. A listing of the messages in that file is displayed in ascending date/time order.

Each message line in the listing includes: the author's name, the date and time of the message, and a brief description of the message. Use the arrow keys to scroll through the listing if there are more than 20 messages.

To add a message to a Mail file or create a new Mail file, use the Create function. (See "The Mail Functions" for more information.)

The Help Screens

The Mail Help screen contains brief summaries of the functions and ways to use them. Within the Mail application, press **(ALT) (F1)**. **(F12)** returns you to the Mail screen.

The Arrow Keys

Use the arrow keys to move the marker a character or line at a time. Pressing **(SHIFT)** or **(CTRL)** along with an arrow key moves the marker more rapidly. See Table 7.

Note that on the Text editor screen, the arrow keys are used in exactly the same way as they are in the Text application.

Marker Movement Keys			
Key	by itself	with (SHIFT) moves the marker:	with (CTRL)
(→)	Not used	Not used	to the next message
(←)	Not used	Not used	to the previous message
(↑)	one line up in the current column	to the top of the screen	to the beginning of the file
(↓)	one line down in the current column	to the bottom of the screen	to the end of the file

Table 7. Marker Movement Keys

The Mail Functions

The Mail functions are displayed at the bottom of the message listing screen. To select a function, press the appropriate function key.

Find

Press (F1) to search for a particular message. Enter the author (**From**), **Date**, or **Description** of the message. All messages that match the search criteria are displayed. Display, print, or delete the messages. Press (F12) to return to the main message listing.

Create

Press (F2) to create a message. The Create Mail screen appears. The **Date** of the message you create is automatically determined by the current system date and time. Enter your name or the name of the author of the message (**From**). Enter a brief description (32 characters maximum) of the message.

The last prompt is for the person to whom the message is written (**To**). The name you enter here is the name of the data file in which you want to store this message. If you do not enter a filename, the current file is assumed.

After the message information screen is complete, a Text entry screen is displayed.

Type the message, using the Text functions and editing features. Press **(F12)** to save the message in the current Mail file (the **To** name). The message listing screen returns. The data you entered on the Create Mail screen is displayed in the listing.

The Text editor begins in the Add (insertion) mode. Everything you type is inserted at the current marker position. Any text following the marker shifts to the right one space for every character inserted.

The first 22 lines of the editor screen are for typing and editing your message. After you complete the twenty-second line, the screen “scrolls,” or moves up line by line, to let you continue. To see a line after it scrolls off the screen, press **(↑)** until the line appears. Press **(↓)** to return to the line you were typing or editing.

The Text functions are displayed at the bottom of the screen. Use any of the Text functions for your message. See “The Text Functions” in the chapter on Text for more information.

Press **(F12)** to save the message and return to the message listing screen for the current file.

Display

With the marker on the listing of the message you want to display, press **(F3)**. The Text entry/edit screen for that message is displayed. Press **(F12)** to return to the listing screen, and press **(Y)** or **(N)** to indicate whether or not to save changes. Press **(SHIFT) (F12)** to return without saving changes.

Print

Press **(F4)** to print the message. Make sure the printer settings are properly set in the Printer subfunction before you print.

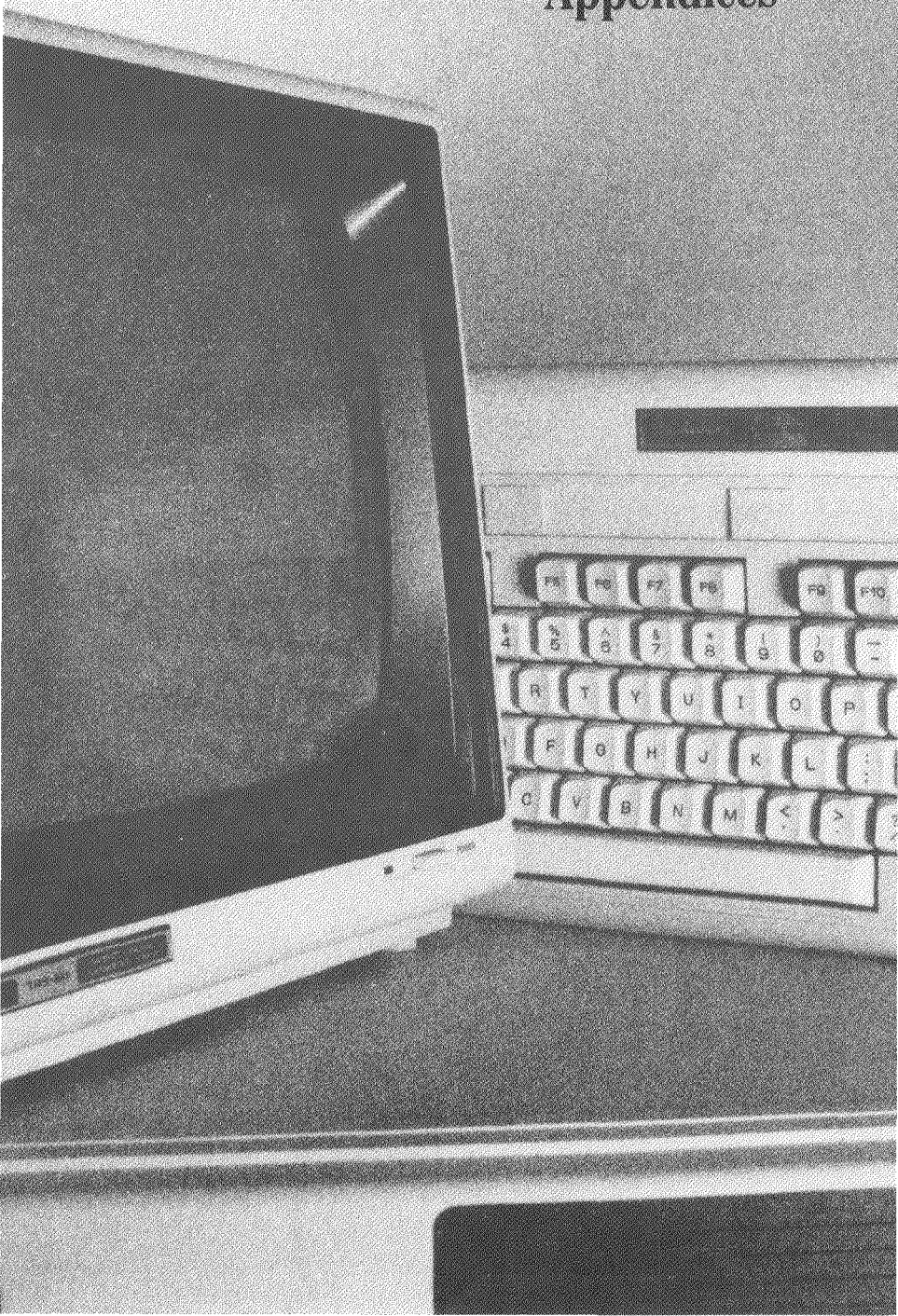
Note: You can also print a message at the Text editor screen, using the Text Print function. (See “The Text Functions — Print” in the Text chapter.)

To print part of a message, use the print command, **(SHIFT) (PRINT)**, at the Display screen to print everything currently on the screen.

Delete

Place the marker over a message listing, and press **F9** or **DELETE**. The message is immediately deleted.

Appendices



BACKING UP YOUR DISKETTE

One-Drive System

If you have only one disk drive, follow these steps to make a backup of your DeskMate diskette.

1. Turn on the computer.
2. Insert the MS-DOS/BASIC diskette into the drive.
3. At the system prompt, **A>**, type: **Format** (ENTER). The following prompt appears:

Insert new diskette for drive A:
and strike any key when ready

4. Remove your MS-DOS/BASIC diskette, and insert a blank diskette into the drive.
5. Press any key to begin. A series of dashes appears on the screen. These dashes change to dots as your diskette is “formatted.”
6. When the formatting is complete, a prompt is displayed:

Format another (Y/N)?
7. Press (Y) to continue formatting as many diskettes as you need. When the last diskette is formatted, press (N) at the prompt. The system prompt reappears.
8. Reinsert the MS-DOS/BASIC diskette, and type: **Diskcopy** (ENTER).
9. DISKCOPY prompts you to insert the formatted “target diskette” into Drive A. Insert the newly formatted diskette and press any key.
10. You are prompted to insert the “source diskette” (the diskette you wish to copy). Remove the target diskette, insert the DeskMate diskette, and press any key to continue. During DISKCOPY, you are prompted to switch the diskettes several times.

11. When DISKCOPY is completed, the following prompt is displayed:

```
Copy Complete
Copy another (Y/N)?
```

12. Press **(N)** to end the session or **(Y)** to make more backups.

Two-Drive System

If you have a system with two disk drives, the backup procedure for the DeskMate diskette is much easier.

1. Turn on the computer.
2. Insert your MS-DOS/BASIC diskette into Drive A and your "target diskette" (your blank diskette) into Drive B.
3. At the system prompt, **A>**, type: **Format B: (ENTER)**.
4. Press any key to begin. When completed, the following prompt appears:

```
Format another (Y/N)?
```

5. Select **(Y)** to format more diskettes or **(N)** to end the formatting procedure and return to the system prompt.
6. At the system prompt, type: **Diskcopy A: B: (ENTER)**. The following prompt is displayed:

```
Insert source diskette into Drive A:
Insert formatted target diskette
into Drive B:
Press any key when ready
```

7. Insert the "source" diskette (the diskette you wish to copy) into Drive A. With the target diskette in Drive B, press any key to begin. When the backup is complete, the next prompt appears:

```
Copy Complete
Copy another (Y/N)?
```

8. Press **(Y)** to make more copies or **(N)** to end the session and return to the system prompt.

Appendix B

MODEM INFORMATION

The following are the modem definitions for the Modem II, DC-1200, Modem II-B, and DC-2212.

Note: If you are using a rotary phone, omit **T** wherever it appears in the definition for your modem.

Modem II

Computer Dialing		Voice Dialing		Answer Mode	
Press:	Enter:	Press:	Enter:	Press:	Enter:
SEND	**ODT	SEND	**ODT	No definition required	
NUMBER		NUMBER			
SEND	X	SEND	X		
RECEIVE	X	RECEIVE	X		
WAITNC		WAITNC			
WAITC					

DC-1200

Computer Dialing		Voice Dialing		Answer Mode	
Press:	Enter:	Press:	Enter:	Press:	Enter:
SEND	**ODT	SEND	**ODT	No definition required—always in answer mode	
NUMBER		NUMBER			
SEND	X	SEND	X		
RECEIVE	ON LINE				

Modem II-B

Computer Dialing		Voice Dialing		Answer Mode	
Press:	Enter:	Press:	Enter:	Press:	Enter:
SEND	*C*MG@^DDT	SEND	*C*MG@^DDT	SEND	*C*MGAX
NUMBER		NUMBER		RECEIVE	X
SEND	X	SEND	X		
RECEIVE	X	RECEIVE	X		
WAITNC		PAUSE	4		
WAITC					

DC-2212

Computer Dialing		Voice Dialing		Answer Mode	
Press:	Enter:	Press:	Enter:	Press:	Enter:
SEND	*.C*G@^DDT	SEND	*.C*G@^DDT	SEND	*.C*GAX
NUMBER		NUMBER		RECEIVE	AUTO
SEND	X	SEND	X		ANSWER
RECEIVE	ON LINE ORIG	RECEIVE			
WAITNC		WAITNC			
WAITC					

300 Baud Modem Board

Computer Dialing		Voice Dialing		Answer Mode	
Press:	Enter:	Press:	Enter:	Press:	Enter:
SEND	*C*GM@^DDT	SEND	*C*GM@^DDT	SEND	*C*MGAX
RECEIVE	T	RECEIVE	T	RECEIVE	X
NUMBER		NUMBER			
SEND	X	SEND	X		
RECEIVE	X	RECEIVE	X		
WAITC					

INSTALLING MS-DOS ONTO YOUR DeskMate DISKETTE

The DeskMate diskette does not contain MS-DOS, and therefore, it is not a bootable diskette. You can boot (start up) your system with an MS-DOS diskette and then insert the DeskMate diskette to execute the program. However, for extra convenience, you can make the DeskMate diskette bootable through a special MS-DOS utility, COPYDOS.

Note if you have run the program and have created any data files on your working backup of DeskMate, you cannot make that diskette bootable. You must utilize your original DeskMate master in the following procedure which first copies DeskMate and then moves MS-DOS files onto the copy.

1. Insert your MS-DOS diskette in Drive A. If you have a two-drive system, insert the master copy of DeskMate in Drive B.
2. At the **A>** prompt, type **COPYDOS D (ENTER)**. You are prompted to switch diskettes as the DeskMate master is first copied and then MS-DOS files are moved onto the new copy of DeskMate.

Once the process is completed, you can boot your system with the new DeskMate diskette.

Remember, if you attempt MS-DOS installation on a diskette that has been run and contains data files, you see the following error message:

No room for system on destination disk

Caution: Installation of MS-DOS onto a DeskMate diskette significantly reduces usable memory.

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