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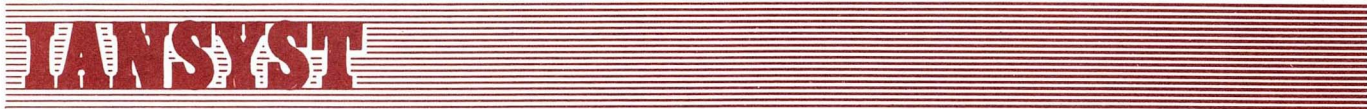
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Each year we shall refund the retail price of one copy of each of our software packages to one person, drawn by lot from those of you who have sent in bona fide software performance reports on that package. It could be your New Year present!

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Manufacturer:Model

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(Please be as specific as possible. If it is a problem, how *exactly* do we make it happen again? What is your diagnosis? Do you have a cure for it? Please include a listing if this would be useful to us.) Please detail the problem below, overleaf, or on a separate sheet.

And then please post the form to IANSYST Ltd., Freepost, London N7 9BR. U.K. Thank you. No stamp required for Freepost in the UK only.



Instructions for Amstrad users

When you first buy IANKEY: *How-To* begin

If you are an experienced computer user...

you need read no further. Load CP/M Plus. Copy the files from the master disk onto your own disk. Type submit go128<return>* or submit go256<return>* to run the program. The submit file sets up the keyboard properly, and then loads the IANKEY program.

If you are not an experienced computer user...

How-to make your own copy of the master disk

Follow these instructions closely.

Never use the original disk on which IANKEY is distributed to you except to make a working copy of it. Then use the working copy and put the original disk away somewhere safe, in case the working disk gets damaged. It is wise to make sure that your distribution disk is **write protected**: move the write-protect tab on the end so that you can see through the disk.

The master disk may have two versions of the program on the disk: one side is for the PCW8256 and one for the CPC6128. You only need to copy the correct side of the master disk to your own working disk. Check which side round the master disk should go by looking at the files. (Type dir<return>*). One file should be called either CPC6128.DAT or PCW8256.DAT, depending on which computer you have.

You will need to FORMAT a new disk. ("Formatting" is writing some basic information onto the disk so that the computer can use it in future. A disk cannot be used unless it has been correctly formatted.)

How-to copy your disk...

AMSTRAD CPC6128

Start the computer. It will load BASIC automatically. Then put your CP/M Plus system disk in Drive A (the drive built in to the computer). Insert the disk so that the Side 1 label is facing up and so that it clicks home. Type !cpm<RETURN>*. (The "!", bar or vertical line character is on the right of the keyboard, and you have to hold down SHIFT whilst you hit it). The computer should then load CP/M and show you the A> prompt.

Then do the following: you type everything we underline A>DISCKIT3<RETURN>*

■ The computer will give you a menu. Take your CP/M Plus disk out and put it aside. (Press the button to release the disk.)

■ Press the f4 key (not the "4" key but the fourth function key on the right of the keyboard) to FORMAT a disk.

■ If necessary press the appropriate function key to select drive A: to use for formatting your disk.

■ Put a new BLANK disk in the drive. Anything on this disk will shortly be destroyed for ever!

■ Press Y to go ahead with the formatting.

■ When the computer tells you that it has finished take the disk out and press any key.

■ Follow the instructions again if you want to format another disk, or the other side of the same disk. (Don't forget that the other side is like a totally separate disk when you turn it over.)

■ When you have finished formatting disks press N to go back to the menu.

■ Then press f6 (the function key) to copy the disk.

■ If necessary continue pressing the appropriate function key to choose which disk to copy from and to copy to.

■ Press Y to go ahead with copying.

AMSTRAD PCW8256

Switch on the computer and then put your CP/M Plus disk in the drive with side 1 facing to the left and so that it clicks home. The computer should then load CP/M and show you the A> prompt. Then do the following: you type everything we underline A>DISCKIT<RETURN>*

■ The computer will give you a menu. Take your CP/M Plus disk out and put it aside. (Press the button to release the disk.)

■ Press the f4 key (not the "4" key but the fourth function key on the right of the keyboard) to FORMAT a disk.

■ If necessary press the appropriate function key to select drive A: to use for formatting your disk.

■ Put a new BLANK disk in the drive. Anything on this disk will shortly be destroyed for ever.

■ Press Y to go ahead with the formatting.

■ When the computer tells you that it has finished take the disk out and press any key.

■ Follow the instructions again if you want to format another disk, or the other side of the same disk. (Don't forget that the other side is like a totally separate disk when you turn it over.)

■ When you have finished formatting disks press N to go back to the menu.

■ Then press f6 (the function key) to copy the disk.

■ If necessary continue pressing the appropriate function key to choose which disk to copy from and to copy to.

■ Press Y to go ahead with copying.

■ When the computer asks for the disk to read, insert the IANKEY master disk, and press any key.

■ When the computer tells you, take the master out, insert the newly formatted disk and press any key. You will need to swap the disks twice before your disk is completely copied if you are

*<return> means 'and press the return key'.

AMSTRAD CPC6128

- When the computer asks for the disk to read, insert the IANKEY master disk, and press any key.
- When the computer tells you, take the master out, insert the newly formatted disk and press any key. You will need to swap the disks twice before your disk is completely copied if you are using a single-drive system.
- Take the disk out.
- Exit from the DISCKIT3 program.
- Put your IANKEY master disk safely away in case you ever need it again.

Put your new working disk in Drive A:. The computer should be showing you the A> prompt. To start the program type
A>submit g0128<RETURN>*

ESCAPE on the CPC6128

The ESCAPE key needs defining on the CPC6128 before it will work with the IANKEY programs. The submit file provided on the disk will do this automatically if you start the program by typing:
A>submit g0128<RETURN>*

You may be interested to know that you can effectively "press ESCAPE" without a properly defined ESCAPE key by holding down the CONTROL key and pressing "[", i.e. left square bracket.

SOME GENERAL NOTES

Dual Disk Drives

If you have two disk drives you could now 'write protect' your new disk by moving the tab on the end. But you must have one disk which is not write protected to hold your record when you run the program. So if you have only one disk drive, you cannot write protect the IANKEY working disk.

All the information that you need for running IANKEY day-to-day is contained on the How-to-card which should be available at every terminal where the program is being used.

If you have more than one version of IANKEY.

Note that all versions of IANKEY (e.g. Crash Course and Two Fingers) use the same file names. Thus, if you copy them onto the same disk and the same user area, one will overwrite the other. You must, therefore, keep the different programs on different sides of a disk or in different user areas.

Recording everything that you type

You can record all the exercises that you type during the program if you start the program with I E<return>* instead of just I<return>*. The results will take up quite a lot of space on the disk, so you may run out of room if you just have a single disk drive. You should run the SETKEYS program before you start, like the SUBMIT G0128/256 program does. You can look at the results by TYPEing the resulting files (e.g. TYPE YOURNAME.E1) or by using a CP/M wordprocessor (not LocoScript on the PCW 8256, as this does not use the CP/M format). More details on the How-To-Card.

AMSTRAD PCW8256

- using a single-drive system.
- Take the disk out.
- Exit from the DISCKIT program.
- Put your IANKEY master disk safely away in case you ever need it again.

Put your new working disk in Drive A:. The computer should be showing you the A> prompt. To start the program type
A>submit g0256<RETURN>*

Using RAM disk on the PCW8256

For more experienced users: Iankey will perform a little faster if you copy the two files IANKEY.OVR and IANKEY2.OVR onto the RAM disk (disk M:). Then log on to disk M:, and run the program from A:. You will need to put a copy of PIP.COM onto your IANKEY disk. You could change the G0256.SUB program as follows:

```
SETKEYS IAN.KYS  
PIP m:=a:*.ovr<return>*  
m:<return>*  
a:i<return>*
```

But remember that you must tell the program when it asks you that you want to keep your record on drive A. If you leave it on drive M: it will be lost forever if you turn the computer off!

Support

The IANKEY programs have been carefully designed to be easy to use, even for computer novices. Please follow the instructions carefully and remember that computers are very silly. If you type a single letter wrong when issuing a command to the computer, it will not understand.

It is very costly to develop and market a program like IANKEY. It has taken very much more development and testing than a typical book for instance. When we charge a special low price, as we do on Amstrad versions of our software, this leaves no room at all for us to give you individual help. We cannot freely answer questions about how to use your computer, or how to connect up printers, or how to use the software with non-standard hardware.

If you have difficulty following the instructions, read them again. If you still have difficulty then the best idea is to get a friend who is used to computers to come and help you get started. If you have a credit card and are prepared to pay a minimum of £5, then by all means phone us in the hope that we may have the time to "give you a driving lesson" or spend time sorting out your problem.

IANSYST aims to approach perfection. Therefore it reserves the right to change prices and specifications without notice.

TEMPORARY NOTE

Notwithstanding the above, you are an early user of the Amstrad versions of the software, and we would be glad to hear from you if you have any problems at all with the software, or, particularly with following these written instructions.

When you use IANKEY *How-to* organise your disks

When you have worked out the best way to organise disks on *your* system, mark the relevant bits on this page or paste your own (simpler!) instructions in here.

Iankey is a big program with a lot of practice material. So it fills two single density 5¼" disks or one single density 8" disk.

If you need two disks to contain all the IANKEY files the normal way to run IANKEY is to put your working Program Disk (**not** the original copy which you bought) in Drive A and the Lesson Files Disk (again the copy you made, not the original) in Drive B. The program will normally keep your progress record on Drive A.

If you only need one disk to contain all the IANKEY files, you may have a separate disk for your record files, which you could then put in drive B. If you still have plenty of room on your program disk, (at least 20k say) you could keep your progress record on the same disk as the program itself.

If you have very small capacity disks, the computer will also tell you when, at a particular moment, you can insert a record disk (normally in Drive A) to replace the Program Disk. The record disk need only contain your record file and the files called IANKEY.OVL and IANKEY2.OVL. These two 'overlay' files are needed whilst the program is running. (Alternatively you could put them on the same disk as the lessons that you are currently using).

In fact the program can deal with having any file on any disk that you choose. **The disk for your progress record must not be write protected.** That is to say, the small notch in the edge of the disk must be left open (if it is 5¼") or covered (if it is 8").

Iansyst Ltd.
Omnibus Building, 41 North Road, London, N7 9DP, (UK)
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The small print: Copyright Licence

This *How-to-Card*TM is the licence for one person to use the IANKEY program at any one time.

Ian Litterick reserves the copyright and all rights in the IANKEY program, the IANKEY lessons and in this *How-to-Card* reference card. You may make as many copies of the program and lessons as you like, for your own use and *for use at one address* only. You do not normally need to buy more than one copy of IANKEY's disk(s), nor more than one copy of the package in which it is sold.

However it is a condition of sale that for each VDU where the program is running at any one time you have purchased a separate, original copy of this *How-to-Card*. You may not copy this card by any means. Nor may you copy the IANKEY program or lessons *for sale, to give away, to lend or borrow or for use at more than one address*.

Thus if you have a class of 23 people using the IANKEY program you must purchase 23 copies of this card. If, in your business, two people may be using the program at the same time, you should have two copies of the card. For your convenience this licence allows you to use IANKEY for a limited time of 28 days only, for any number of users, provided that you can show evidence that you have ordered the correct number of *How-to-Cards*. An order form is normally enclosed.

We hope that you will find the terms of this licence reasonable. But if you do not, then please return the package immediately, unused, for a full refund of your purchase money.

IANSYST offers a reward of up to 50% of damages received by us as a result of information about people stealing our products. If you are reading a photocopy, please let us know where it came from!

A little hard work

Clever as it is, IANKEY will not convert you into a fluent typist on its own! You must practice, either little and often or for longer, concentrated sessions. Above all insist on using the right fingers whenever you type, even though this slows you up at first. Bad habits are harder to get out of than to get in to!

IANKEY will help you increase speed and accuracy even if you do still look at the keys and use the wrong fingers. But total keyboard mastery requires more discipline. Perhaps we should provide a device to slap your wrists every time you use the wrong finger...

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TO TOUCH TYPING CONVERSION COURSE

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Designed by Ian Litterick Programmed by Raj Seegoolam

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ISBN 0 86390 001 1

How-to run IANKEY

To run IANKEY normally, do the following: (You type what is in brown.)

A>I RETURN *

IANKEY will keep a brief record of your progress: your speed and accuracy scores for each exercise.

For a fuller, Error record, add an 'E' as follows:

A>I E RETURN (Note the space)

This records everything that you type and the Error Analysis. If your name is JR the resulting files will be called, for example, JR.E1, JR.E2, for Lessons 1 & 2 respectively. You can inspect them using your wordprocessor. These files will take up quite a lot of space on your record disk. So you may have to erase them or make room for them from time to time. (IANKEY will warn you if you are running out of disk space.) Your normal record file would be called JR.REC.

Then follow the instructions which the IANKEY program itself will give you.

If you get strange characters on the screen or if words are written over each other, then your program has not been properly installed. Refer to the instructions which IANKEY was supplied with, and run IANSTAL.

*The RETURN key may be called ENTER, NEWLINE, CR or ↵ on your computer.

Reminder: ESCAPE for HELP!

- You can press the **ESCAPE** key for **HELP!** at any time if you want to do something other than what the program expects you to do. The program will then give you a menu. Pressing:
- B** will turn the error **B**leep on or off
 - K** will turn the **K**eyboard display on or off
 - P** will allow you to get a **P**rinted copy of your record
 - L** will allow you to move to another **L**esson and/or **E**xercise – to repeat what you have already done, or to move forwards.
 - S** will take you to another menu to change your **S**kill level: press
 - S** again to alter your target **S**peed
 - A** to alter your **A**ccuracy target – the % of characters correct – (we suggest at least 90, moving to 100)
 - R** to change the number of times you are prepared to **R**epeat an exercise if you do not reach your targets
 - RETURN takes you back to the Lesson when you have finished making changes.
 - X** to **EXIT** from the program. To save your record you must exit in this way. Do not reset the computer or part of your results will be lost.

If you need to stop in the middle of an exercise (to answer the phone, say), press **ESCAPE**, and this will stop the timer until you go back to the exercise.

IANKEY files.

IANKEY normally has the following files. Make a note of which disk each file is on for *your* computer system.

Filename	Description
I	.EXE First part of IANKEY Program*
IANKEY	.OVR Second part of I.EXE
IANKEY2	.OVR Third part of I.EXE
IANSTAL	.DAT Tells IANKEY about your computer. Created by IANSTAL.EXE.
IANKEY	.000 Introductory material
IANSTAL	.COM Installation program**
IANSTAL	.HLP Data and help for IANSTAL**
IANKEY.001	Lesson 1: Ex 1-20: The Letters
IANKEY.002	Lesson 2: Ex 1-25: Numbers and punctuation
IANKEY.003	Lesson 3: Ex 1-25: History of Computers...
IANKEY.004	Lesson 4: Ex 1-25: text...
IANKEY.005	Lesson 5: Ex 1-25: to...
IANKEY.006	Lesson 6: Ex 1-25: practice...
IANKEY.007	Lesson 7: Ex 1-25: your...
IANKEY.008	Lesson 8: Ex 1-25: typing.
IANKEY.099	Lesson 99: Information on IANSYST

In addition when you run the program it will create:

YOURNAME.REC and, if you use the 'E' option, YOURNAME.E1, (the error file for Lesson 1)... YOURNAME.E2, ...etc for each lesson.

* File suffixes may be slightly different e.g. COM, (for CP/M-80) or CMD (CP/M-86) instead of EXE, and OVL (CP/M-80) instead of OVR.

** IANSTAL.EXE and .HLP are often not included if IANKEY is ready to run. In any case they are not needed on your working disk.

IANKEY's screen

The screen display tells you

Your speed
Your errors as a percentage

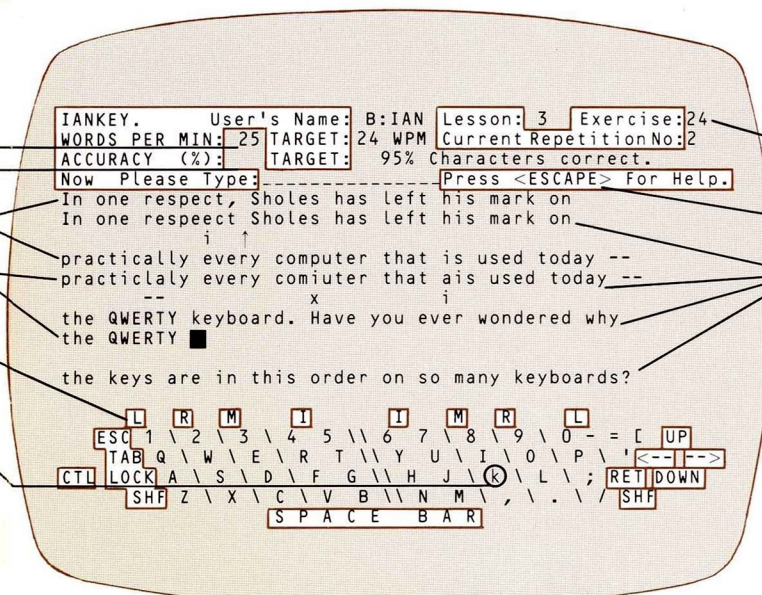
The text to type comes here

You type here, below it

Letters at the top of the slanting columns tell you which finger to use (Index, Middle, Ring, Little)

The computer flashes the next character it expects you to type. You should only look at this diagram if you need reminding where the key is, or which finger to use.

You can alter the display so that it matches your own keyboard by editing the file IANKEY.000.



The screen display reminds you

Which lesson & exercise you are on
Your speed target
Your accuracy target
To press ESCAPE if in doubt

The computer marks your errors below in this line:
c: a capital letter was wrong
^ or ~: you missed out a character
x: you typed the wrong character
--: you put two characters the wrong way round
i: you inserted an extra character

During an exercise it may take the computer a few characters to work out exactly what you did wrong.

After an exercise the computer also reminds you what you scored the previous exercise and your average score for the whole session.

VICAR

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"I found the program easy to use and the output an invaluable aid to debugging, software documentation, and quite a variety -- a surprising variety -- of other aspects of system development. As the manual says, worth its weight in gold!... Vicar is good to have, good to use and invaluable to have the output lying around."

Nick Plant, Computercraft (VICAR test site)

General Information for CPM and UserSoft disc users

1. Programs from the magazine listings are reproduced as faithfully as possible under filenames that include an extent that includes the page number of the published listing. In some cases, where one file is used to load another, the filename may be altered to conform to disc filename conventions.

Use the BASIC

CAT

command to examine the contents of each disc, or when CPM is loaded, use DIR

2. UserSoft Discs are generally supplied in CPM2.2 system format, and so CPM2.2 may be directly loaded by using the usual [CPM [ENTER]] sequence. Users with CPM plus systems should follow the instructions for loading CPM Plus using a copy of the master system disc (side 1), and then insert the UserSoft disc to examine and run the CPM programs.

3. Use the standard CPM

A>TYPE FILENAME.EXT

command to examine the contents of ASCII text and program files. Tokenised BASIC and binary .COM files cannot be examined in this way.

4. Programs supplied from the CPM User group libraries should run under both CPM2.2 and CPM Plus, although under CP/M2.2, the disc should generally be a system format type. Under CPM Plus, the disc does not require system tracks once the operating system has been loaded.

CPM2.2 requires a system disc to be available at all times so that CCP commands such as TYPE are accessible. If you have a two drive system, then as long as you have a system disc in drive A, then you can browse the contents of a non-system disc in B:

A>Type b:MFT.DOC

CPM User Group library programs are supplied strictly "as is" and cannot be the subject of further enquiries or correspondance.

5. To load a BASIC program, follow the instructions given with your hardware manuals. Some listings are presented as "library" elements and do not comprise complete working BASIC programs, but routines and subroutines intended to be used within larger structures. Reference to Amstrad Computer User will identify such examples.

General

The UserSoft discs contain test information supplied as ASCII text files. These do not RUN as programs, but should be read by using the CPM2.2 (also CPM Plus) TYPE command. Enter CPM and ...

A>TYPE -VOL1-10.IDX

and you will see the directories of the past issues of the discs displayed on the screen. Press [CTRL]S to stop the display to browse, and [CTRL]Q to start it again.

Files with the extent .TXT and .DOC are nearly always text files to be viewed in this way. A file with the extent .COM is a CPM COMMAND file, and

is run by typing the name at the command prompt, without the extent. To run MFT.COM:

A>MFT [ENTER]

Some of the issue 10 items are subroutines form programs:

LIST-36.P45

for example, and these can be loaded as BASIC, and examined using LIST, although they do not stand alone as programs. They are published primarily for MERGEing with other program material to make the complete program.

PCW8256 Users:

Before running any program you **MUST** load CPM from side 2 of you system disc before doing anything else. We will assume that you have read the manual and will not require reminding here.

With CPM loaded, you can take out the master system disc and this will not be required again. Insert the program disc and check the contents by using the DIRectory command:

A>DIR

...if you see a file called READ.ME, NWREAD.ME, USER.DOC or similar, this is an ASCII text files that contains latest information and frequently information specific to the machine installation. You should use the TYPE command (see above to view this file) and note the contents as they will probably have important bearing on the way in which the software is loaded and run.

Note that CPM DIR command places blanks between the filename and the extent. When naming the file to type, you must **NOT** use spaces, so:

READ ME

on a directory display is displayed using:

A>TYPE READ.ME

Confusing, but utterly fundamental to the use of CPM.

IMPORTANT: Copying discs

Most discs are supplied as DATA format. The following example for NEWWORD shows how this format of disc must be copied.

NewWord is distributed on a DATA format disc, since this format may be read on all Amstrad machines. However, the DISCKIT utility on the 8256 will not make a binary copy of this format, so the working copy will have to be made after first loading CPM from side two of the Master disc set supplied:

1. Format a blank disc using DISCKIT
2. Write-protect the NewWord disc by pressing the tab in on both sides
3. load PIP from the master system disc

A>PIP

*

4. take out the system disc and insert the NewWord disc

..now copy the files as follows

```
*m:=*.com
```

..all com files copied to RAM

```
*m:=nwmsgsgs.ovr
```

5. Press [RETURN] when the * prompt reappears, and you will leave PIP and return to the A> command prompt. Now type

```
A>ERA M:*,*
```

and press [Y] to confirm when asked. The RAM disc is now empty and ready for the next batch of files....

6. Reload PIP from the master disc

```
A>PIP
```

```
*
```

7. Put the NewWord master disc back in the drive and copy the remaining files into the ram disc...

```
*m:=*.sub
```

```
*m:=nwprint.ovr
```

```
*m:=*.wp
```

```
*m:=nw.ovr
```

8. replace the NewWord disc with the blank you have just formatted and copy the contents of drive M: onto it:

```
*a:=m:*,*
```

..when finished, wipe the RAM disc by exiting PIP (just press return)

```
A>era m:*,*
```

.. answer Y

and you will have a working copy on PCW8256 format.

On the CPC6128, simply use the DISCKIT utility to back up.

*****Working configurations

You should also use the SETKEYS option to define the keyboard prior to entering NewWord:

```
SETKEYS KEYS.WP
```

In fact, the disc supplied has the SUBMIT and SETKEYS files, so that by typing

```
A>SUBMIT GO256 (for the PCW8256) or
```

```
A>SUBMIT GO128 (for the CPC6128)
```

the program will load and run the sequence for you. The following files are required for editing:

NW256.COM
NW.OVR
NWMSG.S.OVR

NWPRINT.OVR is only required at print time, so it is possible to set up the above files in the RAM drive to speed up overlaid operations (they're actually quite quick anyway). The NWPRINT.OVR file should be present on the discs you are using for data (workfiles), since if you use the SETDEF utility to establish the search path:

```
SETDEF m:,a:
```

the program will find the print overlay on the working disc when required, but maintain fast operation of all editing functions from the RAM disc. A suitable submit routine would like:

```
era m:*. *  
<y  
setdef m:,a:  
setkeys keys.wp  
pip  
<m:=nw256.com  
<m:=nwmsg.s.ovr  
<m:=nw.ovr  
m:nw256
```

The above first flushes the ram disc (if necessary, don't worry about the message on the screen), then copies the necessary workfiles into RAM. This can be produced using NewWord under the N (non document) mode. In the event of RAMDISC expansion being made available, the NWPRINT.OVR file could also be copied to RAM, but you will need to watch the press for details if this is to be made available.

Alternatively, the RAM disc can be used as the working memory for documents, with files being copied from the RAM disc onto 3" discs at the end of a session, or as required. Using the COPY option from the NewWord menu allows you to specify drive B: as a destination, whereupon you will be prompted to insert a disc for B: (which must have been previously formatted!).

CPC6128 users can use a single drive, but it is obviously very much easier to use a two drive system with the program disc in a: and the workfile disc in drive b: The relatively few access to overlays with NewWord (particularly at help level 0) will help if you must use a single drive configuration.

USER SUPPORT

The NewWord User Group is being formed, and if you send us an SAE, we will ship out details when the scheme is finalised.

Similarly, the Amstrad Business Computer User Group offers a variety of on-site and telephone assistance schemes in various parts of the country. If you are interested in subscribing to this service, please apply for details. (The charges are based on the number of programs and the number of users.)

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VARIABLES IN CONTEXT ANALYST AND REPORTER

Are any of these your problem? Take them to the VICAR...

- # *Large computer program with more than one file of source code?*
- # *Translating from one computer language/dialect to another?*
- # *Updating to a new version of your language?*
- # *Working with several programmers on one project?*
- # *Maintaining a program written by somebody else?*
- # *Working on a program you wrote some time ago?*
- # *Introducing a new procedure or variable to replace an old one?*

Do you ever wonder where you have used that identifier which you are about to change? What else will happen if you change it? Do you just try to "suck it and see" or do you know what the result will be?

Do you ever want a list of all your identifiers? What was the exact label you used before? Was it TimeNumber or TimeNo or what?

For any serious programmer the answer is at least one "yes". A useful crossreference would save hours of time in understanding the program and in debugging changes. It would be worth its weight in gold. But your usual cross reference program just deals with one file at a time, and gives line numbers alone with no context. It is no help at all. The VICAR's unique features solve many of your problems and provide instant answers time after time. You'll bless the VICAR!

The VICAR allows you to cross reference across multiple files. You can have one single cross reference listing to all the modules and Include files which make up your program.

The VICAR produces a listing which has the names of all your identifiers sorted alphabetically. The name of each identifier is followed by a list of the files in which it occurs, and complete listings of each line of source code in which it occurs, with the line number alongside so that you can easily find it in your source. You see the identifier in the context where it occurs which often gives you all the information that you need without referring to the source code itself.

The VICAR prints results in this form (the example is dBase II):

```
ACC:NO
PAYORWIT.SRC
403 IF £=0.OR.$(ACC:NO,1,1)=' '
DISFLB.SRC
56 IF CL: SNAME='###'.AND.($(ACC:NO,4,1)='1'.OR.$(ACC:NO,4,1)='4')
90 DATE:UPD WITH P.DATE:UPD,ACC:NO WITH P.ACC:NO
BANK-LET.SRC
48 IF $(ACC:NO,1,1)=' '
56 REPLACE ALL ACC:NO WITH MACC:NO FOR CL:SHNAME=MCL:SHNAME.AND.;
109 REPLACE ACC:NO WITH ' '
283 IF £=0.OR.$(ACC:NO,4,1)<>MTYPE
```

ACCREP1

MAIN-REP.SRC

38 DO ACCREP1

where "ACC.NO" and "ACCREP1" are identifiers and the .SRC files are the various program modules.