

***Hyperion***™  
***User Guide***

# **HYPERION USER GUIDE**

## **MS-DOS/EDLIN**

This manual is a non-technical user's guide that describes the Disk Operating System (DOS version 1.25), and the single-line text editor EDLIN available on the Hyperion personal business computer.

Published by: Bytec Management Corporation  
5 September 1983  
Version 00  
Rev 04

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*Can. manufactured Hyperions*  
UL #86H2  
CSA LR33921  
FCC Ident. CTJ7YM3012  
FCC Regist. CTJ6YM-70433-DT-E

*U.S.A. manufactured Hyperions*  
UL #86H2  
CSA LR53711  
FCC Ident. CTJ7JN3012  
FCC Regist. CTJ7JN-70433-DT-E

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- Plug the computer into a different outlet so that the computer and receiver are on different branch circuits.

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If the Hyperion is malfunctioning, it may be causing harm to the telephone network. The Hyperion should, therefore, be disconnected until the source of the problem can be determined and repair has been made.

Before installing the Hyperion to the telephone network, you should check with your dealer to determine any government regulations which may be applicable.

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## INTRODUCTION

Welcome to the Hyperion.

This Hyperion User Guide is divided into three parts:

- Part I - Start Using the Hyperion**, is a tutorial section. It is an easy exercise guide that will familiarize you with your computer and allow you to quickly become adept at using many of the Hyperion's basic capabilities.
- Part II - Reference**, describes the Hyperion and its use. Each Hyperion command is described in detail. Examples are given for some of the more complex commands. The commands are listed alphabetically at the end of Sections 4 and 5.
- Part III - Advanced Use of the Hyperion**, describes several of the more advanced uses to which the Hyperion can be put.

The Hyperion User Guide also contains **Appendices**, an **Index**, and a **Quick Reference** section. **Appendix A** describes diskettes and drives. **Appendix B** describes technical specifications for the Hyperion. **Appendix C** is a copy of the Bytec Program License Agreement. **Quick Reference** is a removable section containing DOS and EDLIN commands.

The user guide is one of several available Hyperion manuals:

- 1) The *Hyperion Setup Guide*, which was the first book you read about the Hyperion, describes first-time setup procedures.

...cont.

- 2) This *Hyperion User Guide* is second in the series. It is an introductory tutorial to the Disk Operating System (DOS), and the single-line text editing system EDLIN. It contains both expanded and Quick Reference sections describing Hyperion commands.
- 3) A *Hyperion Programmer Guide*. This is a BASIC and Assembler manual and explains these sophisticated programming languages which you may wish to use when you become more familiar with your Hyperion.
- 4) Then there is a user guide written for each software system available for the Hyperion: **IN:SCRIBE**, a word processor; **IN:TOUCH**, the communications management system; **MULTIPLAN** (TM), an electronic spreadsheet; **1-2-3**, an electronic spreadsheet with graphics capability and data- base management; and **Aladin**, a powerful problem-solving relational database.

## Part I

### Section 1

#### INTRODUCTION TO PART I

Part I, Start Using the Hyperion, is your introduction and guide to the Hyperion and some of its features. You will learn the necessary fundamentals needed to effectively use your Hyperion, by following through the step-by-step procedures of this *tutorial* section.

- *Section 2 - System Startup Procedure* explains computer startup, the soft key functions and how to format a diskette.
- *Section 3 - Using EDLIN to Enter and Edit Text* introduces the Hyperion's single-line text management tool. You will be shown a logical progression of operations, from entering text to creating a file.
- *Section 4 - Using the Disk Operating System (DOS)* explains Hyperion's main operating system, and how to make it work for you. You will learn techniques required to manipulate files and disks. Good file and disk management is essential to get the most out of your Hyperion.

Part I is meant to guide you through only the basic operations of DOS and EDLIN. The detailed use of each DOS and EDLIN command is described in Part II, and advanced uses are described in Part III.

Before beginning this tutorial session, your Hyperion should be set up as shown in Fig. 1-1, with the keyboard pulled out and the power cord plugged in.

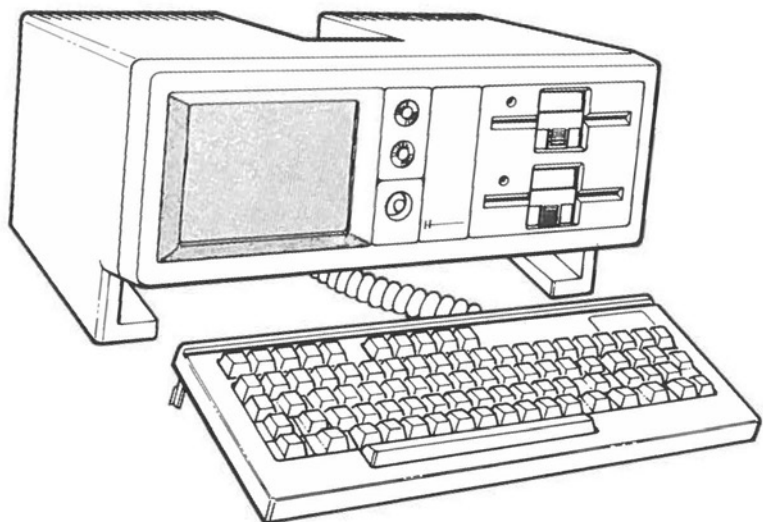


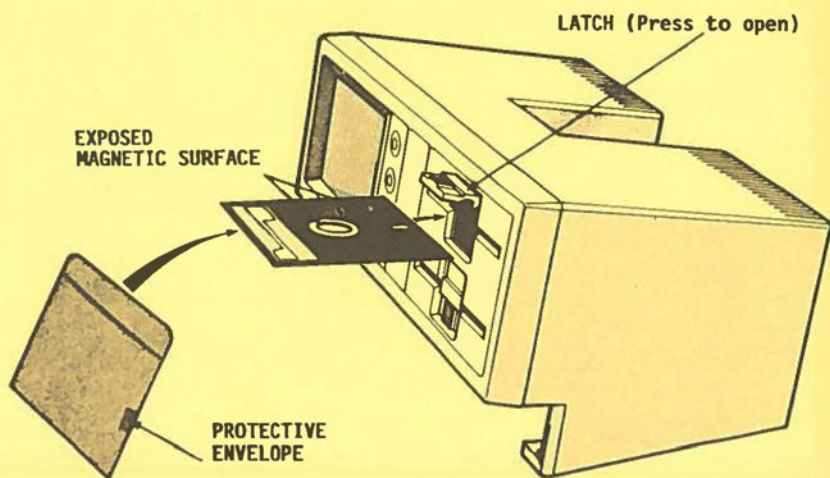
Fig. 1-1 - The Hyperion.

Part I

**Section 2**

**SYSTEM STARTUP PROCEDURE**





**Fig. 2-1** - Inserting the Master User Diskette. (Your Hyperion may have only one disk drive, drive A:).

## Section 2

### SYSTEM STARTUP PROCEDURE

#### 2.1 INSERT THE MASTER USER DISKETTE

In the plastic sleeve at the back of this user guide, there is a diskette which can be used in the Hyperion: the *Master User Diskette*.

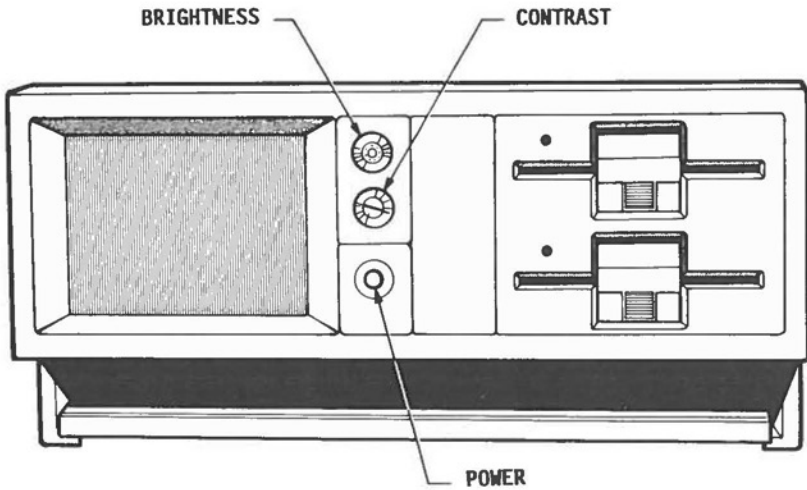
When the Master diskette is inserted in Drive A and the Hyperion started by pressing the amber button, DOS (the Disc Operating System) is read or loaded into the Hyperion. This creates an "environment" in which other programs may operate.

This master diskette can be read by the Hyperion, but cannot be modified in any way. It is "write-protected". Master diskettes are not meant to be used regularly. They should be stored safely as your "backup" version of this important diskette. Master diskettes should be copied, and the copies used. Section 4 of this tutorial shows you how to make a copy of a diskette.

#### STEP

- 1) Remove the Master User Diskette from the back of the guide.
- 2) Slide it out of its protective envelope. DO NOT TOUCH THE EXPOSED MAGNETIC SURFACE.
- 3) Insert the diskette into the uppermost diskette drive slot (drive A) on the front of the Hyperion, in the following way (see Fig. 2-1):
  - press the lower (ribbed) part of the drive door latch and let it snap open,
  - hold the diskette with the labels on top and towards you, and insert the diskette all the way in,
  - press down the drive door latch until it clicks shut.

...continued



**Fig. 2-2** - Press the power button to turn on the Hyperion.

## 2.2 TURN ON THE HYPERION

Once the Master User Diskette, or a copy of the Master User Diskette is inserted into drive A, you can turn on the Hyperion.

### STEP

- 4) Press the amber power button shown in Fig. 2-2. This button will light up, to show that the computer is receiving power.

...continued

### The System Self-Test

Whenever the Hyperion is powered on, it goes through an extensive self-test of all internal electronics. This test takes about 30 seconds, during which time nothing is shown on the screen.

### The Wait State

As well, it is important to remember that the Hyperion screen, after three minutes of inactivity, is "powered down" to save power and to prolong the life of the equipment. Striking any key turns the screen back on again, to display the same information that it was previously displaying. The wait state does not affect any operation in process, and you will simply "pick up where you left off". The key pressed to turn the screen back on does not appear on the screen.

```
Hyperion (TM) Bytec Management Corporation
Copyright 1983
IO-SYS version 1.01H
MS-DOS version 1.25H
Copyright 1981,82 Microsoft, Inc.

A: COPY COMMAND.COM C:
    1 File(s) copied
A: COPY DISK*.COM C:
DISKCOPY COM
DISKCOMP COM
    2 File(s) copied
A: COPY FORMAT.COM C:
    1 File(s) copied
A: COPY CHKDSK.COM C:
    1 File(s) copied
A:C:

C:DATE
Current date is Friday January 10, 1983
C:DISKNAME
  Drive A: Hyperion User Diskette    00
  Drive B: No diskette mounted
C:
C:
[ LASTLN ] [ Disks ] [ Files ] [ MODE ] [ DIR/P ] 11:22  [ ] [ ] [ ] [ XPLAIN ] [ HELP ]
```

Fig. 2-3 - System startup messages, and the system prompt.

## 2.3 SYSTEM STARTUP MESSAGES

As soon as the self-test is completed, the screen displays the Hyperion logo (a star), and looks for needed information on the diskette in drive A. The drive begins to whirr and click.



If there is no diskette in drive A, it looks for one in drive B. After both drives have been searched unsuccessfully several times, the message **DISK FAULT** is displayed. The system must be restarted, by pressing the POWER button off and then on again, with a system diskette in drive A.

If there is a diskette, but without the needed information, the system displays the following message:

**Non-System disk or disk error**  
**Replace and strike any key when ready**

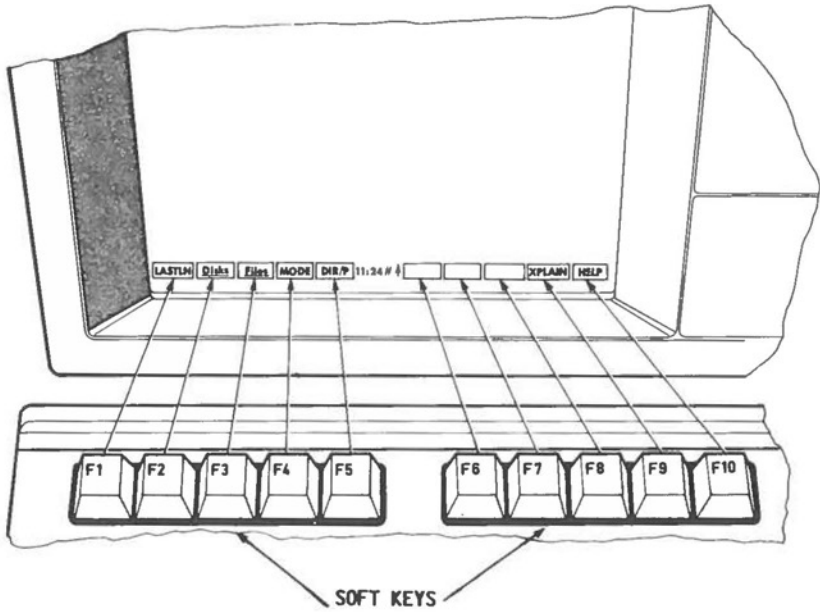
You have inserted the wrong diskette, or have put it in improperly. Reinsert the Master User Diskette and press any key on the keyboard. The system will look for the needed information again, and display the normal startup messages (shown in Fig. 2-3).

### STEP

- 5) Wait until all of the startup messages have been displayed.
- 6) The two knobs above the power switch control brightness  and contrast  on the screen. Adjust them to produce the most comfortable display.
- 7) Look at the last line. This **C:** is called the **system prompt** and is followed by a blinking rectangle called the **cursor**.

...continued

The system prompt is your cue to type in a command. The blinking rectangle (cursor) shows where that command will appear on the screen.



**Fig. 2-4** - The soft key line, labels, and soft keys. Notice the clock that reads 11:24.

## 2.4 THE SOFT KEY

When your Hyperion has finished displaying the system startup messages and system prompt, it also displays a row of 10 highlighted boxes across the bottom of the screen.

This row is called the **soft key line**.

The soft key line is divided into two groups of five by a clock displaying the current time of day.

Each highlighted box on this line contains a label. The word or label in each box describes the command or feature that can be accessed by striking a corresponding **soft key**. The soft keys are the ten uppermost keys on the Hyperion keyboard, **F1** through **F10**.

### Displaying Different Soft Key Labels

The soft key labels displayed on the screen can change. As the soft key line labels change, the function of each soft key also changes. Soft keys are so named because their functions can change.

#### STEP

- 8) Press the soft key **F3** (labelled **Files**).

Notice that labels in the soft key line have changed.

- 9) Press the soft key **F2** (labelled **Disks**).

- 10) Press the soft key **F1** (labelled **Dos**).

This returns you to the same line of labels that you started from.

...continued



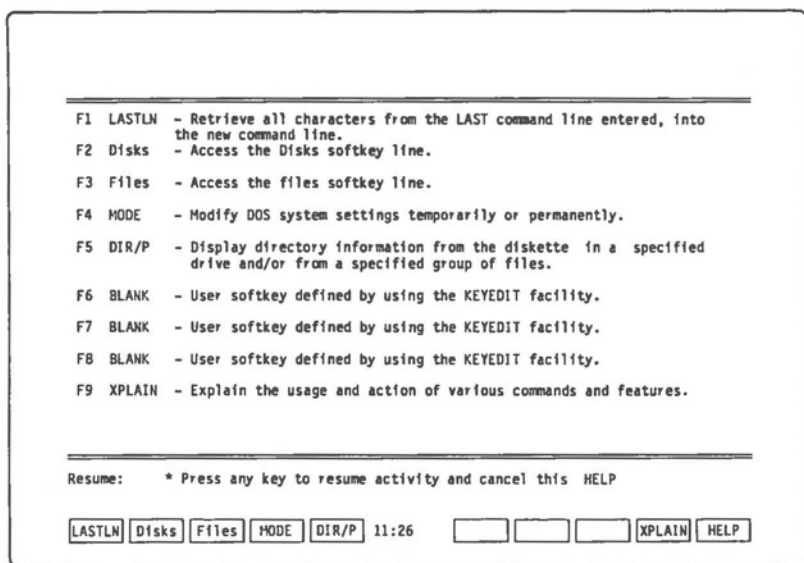


Fig. 2-5 - The HELP display.

## 2.5 ASK FOR HELP

This feature enables you to display descriptions of all the commands in the current soft key line. The HELP screen will vary depending on where it is accessed from. The soft key F10, farthest to the right on a soft keyline, is always labelled HELP.

### STEP

- 11) Press **F10**.

A "HELP" screen (shown in Fig. 2-5) is displayed. It describes the meanings of all the upper case labelled commands on the soft key line.

- 12) Press any key. This clears the screen and returns your original display.

- 13) Press **F3** to access another set of soft key labels (called the Files soft key line).

- 14) Press **F10** again.

Notice that the HELP display has changed. It now describes the new set of command labels.

- 15) Press any key on the keyboard (except **Brk**, **Ctrl**, **Alt** or **Shift**). This clears the HELP display from the keyboard.

- 16) Press **F1**. This returns your original soft key line, the main DOS soft key line.

...continued

When a HELP screen is displayed, pressing any key except **Brk**, **Ctrl**, **Alt**, **Shift**, **Caps Lock** or **Num Lock** redisplay your original screen, with the system prompt and the flashing cursor.

The DOS soft key line:

LASTLN DISKS FILES MODE DIR/P : [ ] [ ] [ ] XPLAIN HELP

The FILES soft key line:

Dos DISKS TYPE/P DATE DIR/P : COPY EDLIN ERAS/P RENAME HELP  
 ↓  
 EDLIN

The DISKS soft key line:

Dos D-NAME Files DATE DIR/P : D-COPY D-COMP FORMAT CHKDSK HELP

**Fig. 2-6** - The three soft key command lines in the DOS system.

## The Soft Key Line

Each set of soft key labels, i.e., the soft key line, displayed across the bottom of the screen is given a name in order to enable it to be identified and referred to later on.

The computer system you are using at the moment is called the **Disk Operating System (DOS)**. The soft key line currently displayed is the main DOS soft key line and is called "Dos".

This particular system has two other soft key lines, called the "Disks" line, with commands mainly concerned with disk management, and the "Files" line which has commands mainly concerned with file management.

The underlined LOWER CASE labels display the names of the other soft key lines you can access from the current line. The UPPER CASE labels are for entering commands.

### STEP

17) Repeat steps 8 to 10.

...continued

Notice that, in each case, the name of the soft key line you are in is NOT displayed in one of the labels.

\* DOS Soft Key Labels MAP, and other special keys used in DOS.

Name:	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
	LASTLN	Disks	Files	MODE	DIR/P				XPLAIN	HELP
	Dos	Disks	TYPE/P	DATE	DIR/P	COPY	EDLIN	ERAS/P	RENAME	HELP
	Dos	D-NAME	Files	DATE	DIR/P	D-COPY	D-COMP	FORMAT	CHKDSK	HELP

Rtn	Complete the entry of a Dos command line. (Return)
Esc	Cancel a Dos command line before it is entered. (Cancel)
Home,End ← →	Move the cursor through the command line. (Command
Rub Out, Ins/Del	Insert / Delete command line characters. (line editing)
Ctrl + Print	Turn print echo on/off. (Print)
Shift + Print	Print current screen contents.
Ctrl + Brk	Cancel an executing Dos command. (Abort)
Ctrl + Num Lock	Temporarily suspend execution of a Dos command. (Pause)
Ctrl + Alt + Del	Perform a complete System Restart. (Restart)

---

Resume: \* Press any key to resume activity and cancel this HELP.

**Fig. 2-7** - The soft key map display, using the **Ctrl + HELP** keys.

## Display the Soft Key Map

There is a special HELP feature called the soft key map.

The soft key map for any system can be displayed at any time by holding down the **Ctrl** key and pressing **F10**, the **HELP** soft key.

### STEP

- 18) Hold down the **Ctrl** key on the left side of the keyboard and press **F10** (**HELP**). The soft key map for the main operating system (**DOS**) is displayed as shown in Fig. 2-7.
- 19) Press any key. This clears the **HELP** screen and returns you to **DOS**.

...continued

Pressing **Ctrl** + **HELP** will always provide a complete map of the soft keys that are available. This does not interrupt any operation in progress at the time: the display is cleared by pressing any key on the keyboard other than **Ctrl**, **Shift**, **Brk**, **Alt**, **Caps Lock** or **Num Lock**.

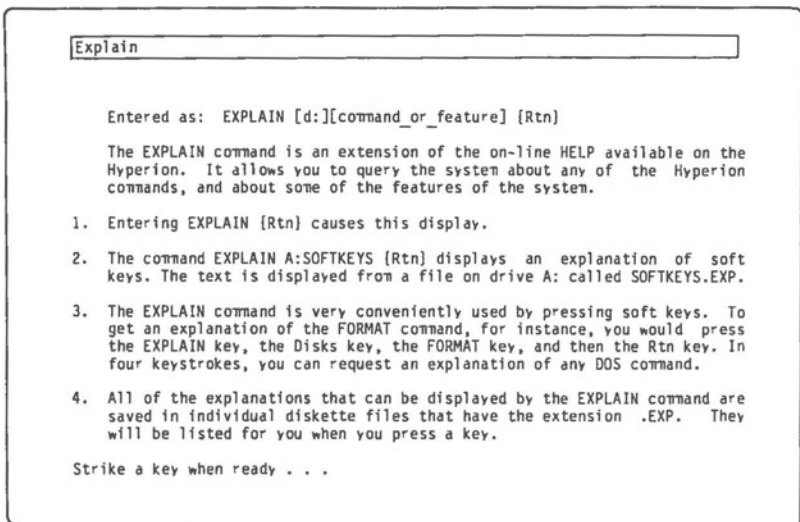


Fig. 2-8 - First page of the EXPLAIN command display.

## 2.6 ASK THE SYSTEM TO EXPLAIN

Explain is a DOS command which enables you to ask the system about particular commands, and about some system features.

### STEP

- 20) Look at the ninth soft key label. This corresponds to the soft key **F9**.  
It is labelled in upper case letters **XPLAIN**.

Since this label is upper case, it is a *command*.

### STEP

- 21) Press **F9** (**XPLAIN**).  
Notice that the system enters the characters **EXPLAIN** on the screen where the cursor used to be. The cursor is now just to the right of the **N**. Nothing has happened. The system is still waiting for you to do something.
- 22) Press the **Rtn** key.

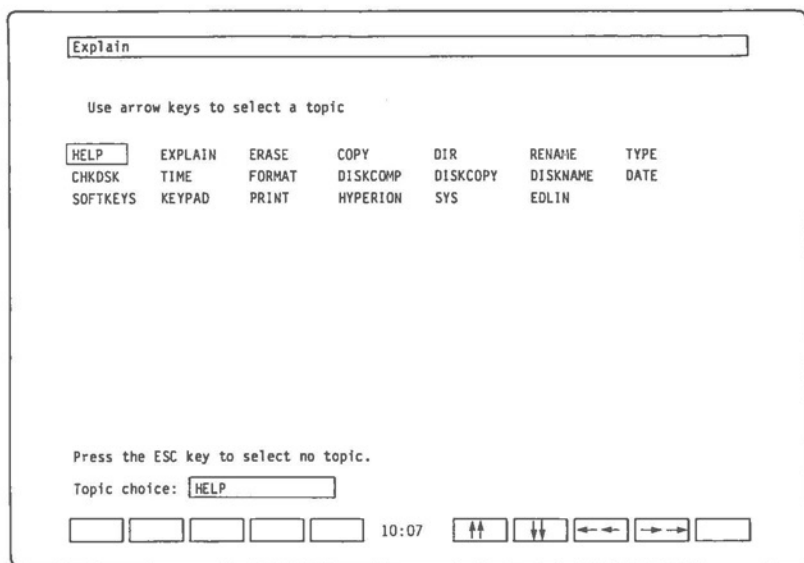
...continued

The screen changes to display information about how the **EXPLAIN** command works (Fig. 2-8). The message:

**Strike a key when ready . . .**

appears at the bottom of the screen.





**Fig. 2-9** - The second page of the EXPLAIN command display.

**STEP**

- 23) Press any key on the keyboard. The system description of the command **EXPLAIN** was too long to be displayed on one screen. Pressing any key advances you to the subsequent page of text which, in this case, is a list of commands and features that can be explained. The first feature, **HELP**, is highlighted.

At the bottom of this second, and last, "page", you will see the message:

**Topic choice: HELP**

Notice also that the soft key labels have disappeared, but for **F6**, **F7**, **F8** and **F9**. These contain arrows. Pressing the appropriate soft key moves the highlight in the direction of the arrow to another feature. If you do not wish to query a system feature, press the **Esc** key. This returns you to your original screen.

**STEP**

- 24) Using the soft keys, highlight the **SOFT-KEYS** feature. Note how the label in the Topic Choice field changes.
- 25) Press the **Rtn** key. The system displays information about the soft keys, (Fig. 2-10). *Read* this information.
- 26) Press any keyboard key to display subsequent pages of information until the system prompt **C:** is redisplayed.

...continued

The Hyperion is ready for another instruction.

The soft key line is the list of ten function labels at the bottom of the screen that corresponds to the ten F keys across the top of the keyboard (F1 to F10). The F keys themselves are referred to as soft keys, and each of the ten corresponding labels is a soft key label.

1. Lower case labels identify keys that can be pressed to change the soft key line, and to display more immediately useful soft key labels. Upper case labels identify actual functions that can be executed from the currently displayed soft key line.
2. The space between the fifth and sixth soft key labels on the bottom of the screen is used to display the current time of day. As well, special symbols are displayed to indicate keyboard status: # indicates that the alphabetic portion of the keyboard is in upper case (Caps Lock) mode. An octothorpe (@) indicates that the numeric/cursor keypad is in numeric (Num Lock) mode.
3. The HELP key is always the rightmost (F10) soft key: As soon as you press HELP, the screen clears to display a screenful of information describing the action of all of the other available functions.

Done. Strike a key when ready . . .

**Fig. 2-10** - An explanation of the use of the soft keys.

**STEP**

- 27) Press the **F9** (XPLAIN) key again.
- 28) Type the word **SOFTKEYS** on your keyboard. (Typing mistakes may be corrected using the **Rub Out** key to backspace over the mistake.)
- 29) Press the **Rtn** key.

The screen will immediately clear and display information about soft keys and how they are used. This is the same screen as previously displayed (Fig. 2-10).

**STEP**

- 30) Press any key to display subsequent pages of information. When the system prompt (C:) reappears, the Hyperion will be ready for another command.

...continued

```
C:DATE
Current date is Wednesday November 2, 1983
C:DATE/p
Current date is Wednesday November 2, 1983
Enter new date (mm-dd-yy): 01-10-83

C:DATE
Current date is Monday January 10, 1983
C:time
Current time is 14:16:33.00
C:time/p
Current time is 14:19:03.00
Enter new time: 14:21
C: 
```

LASTLN DISKS FILES MODE DIR/P 14:21    XPLAIN HELP

**Fig. 2-11** - The Hyperion screen, as it should look after you have reset the date and time.

## 2.7 RESET THE DATE AND TIME

To give you some experience in using system commands, the following steps use the DATE and TIME commands to reset system date and time.

### Reset System Date

#### STEP

- 31) Press the **F2** (Disks) key.
- 32) Press the **F4** (DATE) key. The current date is displayed.
- 33) Press **F1** (Dos) to return to the DOS soft key line.
- 34) Press **F1** (LASTLN) to re-enter the DATE command. This was the last command which you entered. The system now waits for you to either accept this command by pressing the **Rtn** key, or to add modifications (parameters) to the command.
- 35) Enter **/p** and press **Rtn**.
- 36) Enter a new date in month-day-year (mm-dd-yy) format, with hyphens; for example, 01-10-83. Press return.
- 37) Press **F2** to access the DISKS soft key line.
- 38) Press **F4** (DATE). The new date is displayed. Note that the system also displays the correct day of the week.

...continued

## Reset System Time

### STEP

- 39) Enter (type in) the word **TIME**, by pressing the appropriate alphabetic keys, and press **Rtn**. (There is no soft key for this command, since it is seldom used.)

The system displays the current time, including seconds.

- 40) Press **F1** (Dos) to access the DOS soft key line.
- 41) Press **F1** (LASTLN) again. The word **TIME** is redisplayed.
- 42) Enter **/p** and press **Rtn**. The system displays the current time again and asks you for a new time.
- 43) Enter the new time as hours:minutes (hh:mm), with the colon, and press **Rtn**. The soft key line reappears and the new time is displayed in the center of the line. The screen should now look as shown in Fig. 2-11.

...continued

You could have entered the seconds as well, as ss.ss. By simply pressing **Rtn** the system assumed that the seconds figure was 00.00. (The system will always reset the hundredths of a second to 00.)

## 2.8 INTERRUPTING AND RESTARTING THE HYPERION

Many times you may find it necessary to cancel, abort, or restart a systems program or function. You can do this in several ways.

- a) To cancel a command that you are entering, i.e., before you press the **Rtn** key, press the **Esc** key. The system prompt reappears on a new line to prompt you for a new command.

### STEP

- 44) Press the **Esc** key.

Notice that the system puts a backslash (\) on the command line, where the cursor used to be, then redisplay the system prompt (C:).

...continued

- b) To abort a command that is currently being processed, press **Ctrl + Brk**. This returns you to the main operating system, the Hyperion DOS.

**WARNING: IF YOU RESTART THE SYSTEM IN THE MIDST OF CERTAIN OPERATIONS, SUCH AS A COPY, YOU MAY LEAVE DISKETTE FILES WITH INCONSISTENT DATA.**

- c) To restart the Hyperion, press **Ctrl + Alt + Del**. This procedure halts all activity within the Hyperion, clears the internal memory, and reloads DOS from the Master User Diskette in Drive A.

**WARNING: ANY WORK OR FILES THAT ARE NOT SAVED ONTO A DISKETTE WILL BE LOST.**



## 2.9 FORMAT A NEW DISKETTE

The Hyperion system which you received was provided with a Master User Diskette. You will need other diskettes to create and store information.

These new diskettes must be formatted before they can be used with the Hyperion.

To format a new diskette:

### STEP

- 45) Press the **Disks** soft key (F2) from either the DOS or the FILES soft key line.

The DISKS soft key line and command labels are displayed.

- 46) Press **F8**, the **FORMAT** command.

The system enters the command **FORMAT** onto the command line and waits for you to enter the letter that identifies the disk drive. Note that the command labels have changed.

- 47) Press **F7 (B:)**.

The system enters "B:" after the **FORMAT** command on the command line. This tells the system that the diskette you are going to format is going to be in drive B.

- 48) Press **Rtn**.

The system accepts this and prompts you to:

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

...continued

**STEP**

- 49) Insert a new diskette into drive B. and **strike any key when ready**

The system now proceeds to whirr and click for about one minute. When it has finished formatting the diskette, it displays the statements:

**322560 bytes total disk space  
322560 bytes available on disk**

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

This means that there are 322560 available character spaces on the new diskette, i.e., you can enter up to 322560 characters of information onto the new diskette.

- 50) Enter **n**.

You are returned to the DOS system and the DISKS soft key command line is redisplayed.

- 51) Leave the new diskette in drive B. You will use it in the next section of this tutorial.

...continued

If your Hyperion has a single disk drive, follow Step 45 to Step 51, replacing drive A for drive B. For Step 49 remove the Master User Disk from drive A and replace it with your new diskette.

## 2.10 SUMMARY OF CONCEPTS

In this section you have learned how to:

- start up the Hyperion,
- use the soft key line to change soft key labels,
- use the soft key line to enter an instruction (HELP),
- use the soft key line and keyboard to enter commands,
- cancel commands and perform a system restart,
- format a new diskette.

You have also been introduced to the following:

- **MASTER USER DISKETTE** which you must insert into the Hyperion before doing anything else.
- **SYSTEM PROMPT** which is the system's way of telling you it is ready to receive instructions.
- **SOFT KEY LINE** which displays ten highlighted labels across the bottom of the screen.
- **SOFT KEY MAP** for the main operating system.
- **SOFT KEYS** to change soft key line labels and to enter instructions into the system.
- **UPPER CASE COMMAND LABELS** to enter commands.
- **UNDERLINED LOWER CASE LABELS** which change soft key (label) lines, and therefore enable you to access other commands.
- **THE EXPLAIN, DATE, TIME, and FORMAT** commands.
- **THE LASTLN INSTRUCTION** which is used to recall the last command entered.

- **THE Rtn KEY** which you use to tell the system that you are ready for it to begin processing your command.
- **THE Rub Out KEY** used to backspace over mistakes.
- **THE Esc KEY** used to cancel the entry of a command.
- **THE Ctrl + Brk KEYS** to cancel the processing of a command.
- **THE Ctrl + Alt + Del KEYS** to restart the system.

### STEP

52) Reinsert the Master User Diskette into drive A. if your Hyperion has a single disk drive.

Proceed to the next section, which will show you how to create a document, and save it into a diskette file.

...continued



Part I

Section 3

**USING EDLIN TO CREATE/EDIT FILES**

```
C:\edlin c:first.try
EDLIN version 1.02
New file
*
```

**Fig. 3-1 - The EDLIN screen format.**

## Section 3

### USING EDLIN TO CREATE/EDIT FILES

Much of the work you will be doing on the Hyperion will involve the entering and storing of information. You need to create files to store programs, memos, letters, reports, data.

The EDLIN single-line text editor has been provided to allow you to accomplish these tasks. Another Hyperion text editor, IN:SCRIBE, can be purchased. IN:SCRIBE is an improvement on EDLIN and allows you to perform most word processing tasks in an easy-to-understand, straightforward manner.

#### 3.1 ACCESS EDLIN AND CREATE A NEW FILE

You will now create your first file by accessing EDLIN.

##### STEP

- 53) Press **F3** (Files) to display the Files soft key line.
- 54) Press **F7** (EDLIN), notice that the word EDLIN is now displayed on the command line, and the soft key line has changed.
- 55) Press **F8** (C:), and type in the word **FIRST.TRY** Your command line should read:

**C:EDLIN C:FIRST.TRY**

"FIRST.TRY" is the name of the new file you are creating.

- 56) Press **Rtn**.

...continued

The screen will change to display the statements shown in Fig. 3-1. The flashing cursor at the right of an asterisk is the EDLIN system prompt. It indicates the system is ready for you to enter a command.



```
C:edlin c:first.try
EDLIN version 1.02
New file
*!
  1:*Welcome to the Hyperion.
  2:*
  3:*Your Hyperion is a unique computer.  In one package, you
  4:*have all the hardware and software you will likely ever require,
  5:*with expansion potential for future enhancement.
  6:*Hyperion's hardware package consists of a comfortable amber
  7:*screen, disk drives, and a stowaway keyboard; all
  8:*providing support and/or access to Hyperion's powerful
  9:*computing components.  While the Hyperion comes in a small
 10:*package, its capabilities are limitless.
 11:*^C
*

```

**Fig. 3-2** - Text, as it looks entered onto the Hyperion screen using EDLIN.

## 3.2 ENTER TEXT

### The Insert Mode

#### STEP

57) Enter the letter **i**. Press **Rtn**.

This puts you in the **insert mode**. Notice that the number "1\*" is displayed, with the cursor just to the right of the asterisk.

The number identifies the line of the file.

#### STEP

58) Enter the text shown in Fig. 3-2. Press the **Rtn** key each time you come to the end of a line.

...continued

Notice that each time you press **Rtn**, a new line number appears and the cursor waits to the right of the asterisk prompt.

Do not worry about mistakes. You will learn how to edit them out. At any rate, pressing the **Rub Out** key will backspace over any mistake.

## The EDLIN Command Line

### STEP

- 59) Once you have entered the last line of text, and pressed **Rtn**, hold down the **Ctrl** key and press the letter **C**.

The cursor advances to a new line, moves to the extreme left of the page, prints an asterisk, and puts the flashing cursor immediately to the right of the asterisk.

...continued

You are now no longer in the insert mode, and the EDLIN system is prompting you to enter a new command. This is the EDLIN command mode.

Pressing **Ctrl + C** exits from the insert mode and moves you back into the EDLIN command mode.

### 3.3 DISPLAY TEXT

Using EDLIN you can display all the text in a file, a single line of text, several lines of text together, or the file on a line-by-line basis.

#### Displaying the Whole File

You may display the whole file by first entering the letter **L** then pressing **Rtn.**

#### STEP

60) Enter the letter **L** and press **Rtn.**

The whole file you have just created is displayed, together with the line number of each line.

The cursor waits for the entry of a new command.

#### Displaying a Line

You may display a single line by first entering the line number then pressing **Rtn.**

#### STEP

61) Enter the number **3** and press **Rtn.**

The third line of text is displayed.

62) Press **Rtn.**

This returns you to the EDLIN command mode.

...continued

### Displaying a Line (cont)

You may display a single line by first entering any number from 1-10 then pressing **Rtn**.

#### STEP

- 63) Enter a number from 1-10 and press **Rtn**.  
The number you chose corresponds to the number of the line displayed.
- 64) Press **Rtn**.
- 65) Enter the number 1 and press **Rtn**.  
The first line of text is displayed.
- 66) Press **Rtn**. This returns you to the EDLIN command mode.

### Displaying a Group of Lines

#### STEP

- 67) Enter the command **3,6 L** and press **Rtn**.  
Lines 3 to 6 are displayed.
- 68) Enter the command **1,7 L** and press **Rtn**.  
Lines 1 to 7 are displayed. Notice an asterisk has appeared before the word "Welcome" on the first line.

...continued

## Displaying Lines Line-By-Line

### STEP

- 69) Press **Rtn**.

Notice that line 2 is displayed. Your current line is line 2. The asterisk shows you which line is the current line.

- 70) Press **Rtn** twice.

The first time you pressed **Rtn**, the cursor returned to the EDLIN command mode. The second time you pressed **Rtn**, line 3 of the file was displayed. Notice the asterisk has moved to line three.

- 71) Press **Rtn** six times.

Notice that, for every second time you press **Rtn**, a new line of the file is displayed. In this way you can step through the file displaying its contents line-by-line.

- 72) Press **Rtn**.

This returns you to the EDLIN command mode.

...continued

### 3.4 REPLACE TEXT

If you wish to change the contents of a file (edit), you can do it in several ways. One way is to replace characters that you know are there with other characters.

#### STEP

73) Enter the command **1,3 ro** but do not press **Rtn**.

74) Hold down the **Ctrl** key and press the letter **Z**, or press soft key **F6**. Using the **F6** soft key enters the **Ctrl + Z** combination.

In future, this key combination will be referred to as **(Ctrl + Z)**. The system displays this combination as "**^Z**".

75) Enter **a** and press **Rtn**.

...continued

The first three lines of the file are displayed as many times as there were changes made to each line. Notice that every incidence of "o" has been replaced with "a".

The command you have just entered has replaced all the o's with a's in the first three lines of the file.

If you make a mistake when entering commands, you can use the **Rub Out** key to backspace over the mistake(s).

**STEP**

76) Enter the command **1,3 ra(Ctrl+Z)o**, your command line should read:

**\*1,3ra^Zo**

...continued

Be careful not to put a space after the "r". If you do, the system will search for that space as well as the letters which follow it.

**STEP**

77) Press **Rtn**, the first three lines are redisplayed.

...continued

This time the command has replaced all the a's by o's, the text is still incorrect. You will edit the extra a's out later in the tutorial.



### 3.5 SEARCHING FOR TEXT

To search for a character string, use the letter “s”.

#### STEP

78) Enter the command **1,3 sHyp**

...continued

The system searches the first three lines of the file for the character string “Hyp”, and displays the first line in which it is found.

### 3.6 EDITING A LINE OF TEXT

The next thing to learn is how to edit a line of the file.

#### STEP

- |   |
|---|
| <p>79) Display the first six lines of the file by entering the command <b>1,6 L</b> and pressing <b>Rtn.</b></p> <p>80) You are going to correct line 3. Enter <b>3</b> and press <b>Rtn.</b></p> <p>Line 3 is displayed.</p> |
|---|

#### Moving through a Line of Text

You will need to use three function keys on the keyboard in order to correct a line:

- the **F1** soft key or the **arrow key (→)** on the cursor-number keypad displays the current line character-by-character;
- the **F2** soft key displays the current line up to a certain character;
- the **F3** soft key displays the rest of the current line.

#### STEP

- |   |
|---|
| <p>81) Press <b>F1</b> or the <b>arrow key (→)</b> five times.</p> <p>The first five characters in line 3 are displayed on the lower or edit line. The upper line is the template line.</p> |
|---|

...continued

## Moving Through a Line of Text (cont)

### STEP

- 82) Press **F2** and enter the letter **t**.

The edit line is displayed up to, but not including, the character "t".

- 83) Press **F2** and enter the letter **k**.

The edit line is displayed up to, but not including, the character "k".

- 84) Press **F3**.

The rest of the line is displayed.

## Storing the Changed Line

When editing a line, you must display the whole line before returning to the EDLIN command mode. Only that part of the line that has been displayed is stored by the system.

### STEP

- 85) Press **Rtn** to return to the command line.

- 86) Enter the number **3** and press **Rtn**.

Line 3 is redisplayed.

...continued

**Storing the Changed Line (cont)****STEP**

- 87) Press **F2** and enter the letter **q**.  
The line is redisplayed up to the character "q".
- 88) Press **Rtn**.  
The cursor returns to the EDLIN command mode.
- 89) Enter the number **3** and press **Rtn**.  
Line 3 is redisplayed. However, note that the line has been truncated. All text to the right of the original "q", including the "q", has been erased. Only that part of the line that was originally displayed, has been stored.
- 90) Press **F3** to display the existing line.
- 91) Using the keyboard keys, reenter the text that was erased, correcting "pockoge" as you proceed. Press **Rtn**.
- 92) Enter the number **3** and press **Rtn**.  
Notice that the line 3 now reads as it did before.

...continued

## Overwriting

One of the standard editing features of most systems is the ability to overwrite existing text. This means that entering a character from the keyboard will overwrite (i.e., erase and replace) the current character in the file.

### STEP

- 93) Press **F2** and enter **n**. Repeat this step.
- 94) Press the **Rub Out** key or **the arrow key** → from cursor-number keypad three times, then enter the character string **a u**.
- 95) Press **F3** to display the rest of the line.
- 96) Press **Rtn** to store the changes, then enter **3** and press **Rtn** to redisplay the line.

Notice that the new line contains the corrected character string "a u" which overwrote the original character string "o u".

## Inserting and Deleting

When inserting characters between existing characters on a line, you must first insert the appropriate number of blank spaces. Pressing the **Ins** key allows you to insert spaces into a line. Pressing the **Ins** key again turns off this function.

### STEP

- 97) Press **F2** and enter the character **q**.
- 98) Press the **Ins** key.

Notice the cursor does not move.

...continued

**Inserting and Deleting (cont)****STEP**

- 99) Enter the word **imi**, and press **Ins**.
- 100) Press **F3**.  
Remember, you **MUST** display the rest of the line before returning to EDLIN, or that rest of the line will be erased.
- 101) Press **Rtn**; then enter **3** and **Rtn** to redisplay the line.  
Notice that the line displayed now reads "uniimique", instead of "unique".
- 102) Press **F2** and enter **i**.
- 103) Repeat Step 102 twice more; press **F1** once.
- 104) Press **Del** three times.
- 105) Press **F3**.
- 106) Press **Rtn** to store the change.
- 107) Enter **3** and press **Rtn** to redisplay the line.

...continued

You have deleted the three characters "imi" from the line.

### 3.7 STORING THE FILE

To store the contents of a file, you must first be in the EDLIN command mode:

#### STEP

- |  |
|--|
| <p>108) Press <b>Rtn</b>.</p> <p>109) To end the editing session, enter the character <b>e</b> (for end) and press <b>Rtn</b>.</p> |
|--|

...continued

This command stores your file New.Try in memory in Drive C:. You will learn how to copy your file onto diskette later in this tutorial.

### 3.8 SUMMARY OF CONCEPTS

In this section you have learned how to:

- access the EDLIN text editor,
- enter text into the system,
- display lines of text from the file being edited,
- search for character strings within the file,
- replace character strings in a file,
- edit a line of text,
- store the information and exit from EDLIN.

You have been introduced to the following EDLIN features:

- **USING THE F1 KEY OR THE ARROW KEY (→)** from the cursor-number keypad to display a character in a specific line of a file.
- **USING THE F2 KEY** plus a character.
- **USING THE F3 KEY** to display the rest of a line in a file.
- **USING THE F6 KEY** to enter the Ctrl + Z key combination.
- **USING THE Ins KEY** to insert spaces into a line.
- **USING THE Del KEY** to delete characters on a line.
- **THE EDLIN COMMAND MODE.**
- **THE EDLIN ASTERISK PROMPT.**



- **THE NUMBERING OF LINES IN AN EDLIN FILE.**
- **THE S (SEARCH) COMMAND.**
- **THE R (REPLACE) COMMAND.**
- **THE L (LIST) COMMAND.**

These are only a few of the editing commands available in EDLIN. Part II Section 5 of this user guide describes the EDLIN system in detail, including all the EDLIN commands.

---

**STEP**

110) Proceed to the next section of this tutorial.

...continued

Part I

**Section 4**

**USING THE DISKETTE OPERATING SYSTEM  
(DOS)**



## Section 4

# USING THE DISKETTE OPERATING SYSTEM (DOS)

## 4.1 COPY A DISKETTE

Before beginning to create and store your own files, you must copy the files from the write-protected Master User Diskette to your own user diskette. Your Master User Diskette should be in Drive A:

If your system has two drives follow Steps 111 to 116.

If your system has a single drive go to Step 117.

### STEP

- 111) Enter the word **DISKCOPY** and press **Rtn** or from the DISKS soft key line, press the **D-COPY** soft key (**F6**).

The system prompts you to insert the diskette you wish to copy *from* (the "source" diskette), and the diskette you wish to copy *to* (the "target" diskette).

**Insert source diskette in drive A:  
Insert target diskette in drive B:  
Strike a key when ready ....**

- 112) Insert the Master User Diskette in drive A, and insert the diskette you formatted earlier in drive B.
- 113) Press any key on the keyboard to start copying.

...continued

The Hyperion disk drive begins to whirr and click as the information from the Master User Diskette is copied and this message appears on your screen.

### Copying 2 side(s)

When all the information has been copied onto the target diskette, the system will prompt:

**Copy complete  
Copy another (Y/N)?**

#### STEP

- |  |
|--|
| <p>114) When the system prompts <b>Copy another (Y/N)?</b>, press <b>N</b> to stop copying.</p> <p>115) The system prompt <b>C:</b> will appear.</p> |
|--|

...continued

You now have a copy of the Master User Diskette which is not write protected and may be used to store your own files.

Your copy should be used instead of the original. The Master User Diskette should be stored in a safe place and used to make copies when needed.

#### STEP

- |   |
|---|
| <p>116) Remove the Master User Diskette from drive A: and replace with your copy from drive B:.</p> |
|---|

...continued

If your Hyperion has a single disk drive, to copy the Master User Diskette, the information must first be read into internal memory in portions, then each portion is written onto the diskette you formatted earlier in the Startup section of this tutorial.

**STEP**

- 117) From the Disks soft key line, press **F6** (D-COPY).
- 118) Insert the Master User Diskette in drive A. and press any key to continue.

...continued

When as much information as possible has been transferred to the Hyperion's internal memory, the system will prompt:

**Insert target diskette in drive B:  
and strike any key when ready**

Note that although there may be only one disk drive the Hyperion uses a different disk drive label (B:) when writing than reading information.

**STEP**

- 119) Remove the Master User Diskette from the drive and insert the diskette you formatted in the startup section of this tutorial.
- 120) Press any key on the keyboard to start copying.

If all the information from the source diskette was able to fit into the Hyperion's internal memory, once it has all been copied to the target diskette, the system will prompt:

**Copy complete  
Copy another (Y/N)?**

However it is unlikely that all the information could fit into the internal memory at one time. Therefore, there is still more information to be copied. In this case, the system will repeat the prompt:

**Insert source diskette in drive A:  
and strike any key when ready**

## STEP

121) If there is more information to be copied, repeat Steps 118 through 120 until the system indicates that the copying is complete, by prompting:

**Copy another (Y/N)?**

122) Press N to stop copying. The system prompt C: will appear.

...continued

You now have a copy of the Master User Diskette, insert the copy in drive A:, and continue to the next step of the tutorial.

## 4.2 COPY A FILE

### STEP

123) Press the **F3** soft key (Files) to access the **FILES** soft key line.

124) Press the **F6** soft key (COPY).  
The soft key line labels change.

125) Press **F8** which is now labelled C:.

126) Enter the file name **FIRST.TRY**.

127) Press the spacebar once.

128) Press **F6** which is now labelled A:.

129) Enter the file name **FIRST.TRY** again.

Your command line should now read:

**C:COPY C:FIRST.TRY A:FIRST.TRY**

130) Press **Rtn**.

After a few seconds, the file you created using EDLIN is copied from the "C" disk drive inside the machine, to the diskette currently in your "A" disk drive.



```

C: DIR/P A:
Disk name: Hyperion User Diskette      00
IO      SYS      20000    5-19-83    2:34p
MSDOS   SYS      6156     3-26-83   11:54a
COMMAND COM     14830    7-07-83   2:43p
AUTOEXEC BAT    105     5-05-83   3:18p
DISKCOPY COM    2534    1-24-83   2:34p
DISKCOMP COM    2458    1-27-83  10:37p
FORMAT  COM     3043    1-19-83   2:32p
CHKDSK  COM     1720    3-05-83   1:43a
MODE    COM    29868    1-20-83   1:37p
EXPLAIN COM    16219    3-14-83   3:05p
EDLIN   COM     2432    3-05-82   1:52a
SYS     COM     605     3-05-82   1:44a
HELP    EXP    1556    1-25-83   4:49p
EXPLAIN EXP    1212    1-25-83   4:51p
ERASE   EXP    1086    1-25-83   4:53p
COPY    EXP    2489    1-25-83   4:53p
DIR     EXP    1671    1-25-83   4:55p
RENAME  EXP    1244    1-25-83   4:55p
TYPE    EXP    1534    1-25-83   4:57p
CHKDSK  EXP    1888    1-25-83   4:58p
TIME    EXP     899    1-25-83   4:58p
Strike a key when ready . . .

```

**Fig. 4-1** - List of files on the diskette in drive A, the Master User Diskette.

### 4.3 LIST ALL THE FILES ON YOUR DISKETTE

It is very easy to list the names of files stored on any diskette. The **DIR** (directory) command has been provided for this purpose.

#### STEP

- 131) Press the **DIR/P** soft key (F5).
- 132) Type **A:** or press soft key **F6** labelled **A:** and press the **Rtn** key.

...continued

A complete list of all files (as shown in Fig. 4-1) stored on the diskette in drive A is produced. The **/P** on the command line you entered told the Hyperion to pause after each screenful. Press any key to continue the listing.

As you can see, there are many files on the copy of your Master User Diskette in drive A. You may even have trouble picking out your file's name among so many others. Fortunately, it is possible to make the **DIR** command specific enough to produce a much smaller list.

After the directory has been displayed, the system prompt **C:** will appear.

```
C: DIR/P A:*.TRY
Disk name: Hyperion User Diskette
FIRST TRY 498 1-01-80 2:20p
1 File(s)
C: _
```

LASTLN Disks Files MODE DIR/P 12:15    XPLAIN HELP

**Fig. 4-2** - Modified DIR command to list selected files.

#### 4.4 LIST ONLY CERTAIN FILES ON YOUR DISKETTE

##### STEP

133) Press the soft key **F1** (LASTLN).

Your last command line (DIR/P A:) will automatically be retyped.

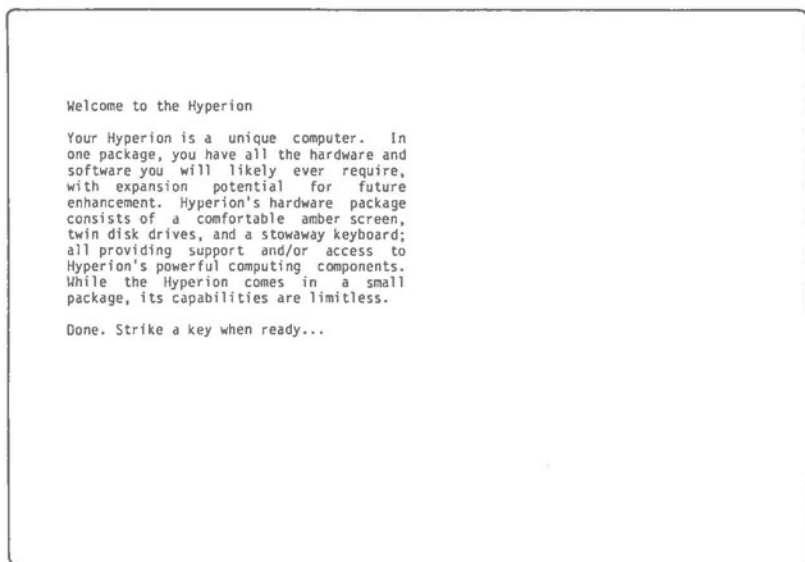
##### STEP

134) Type **\*.TRY** and press the **Rtn** key.

...continued

You will have entered the command: "DIR/P A:\*.TRY". The list of files produced this time will be very short. This is because your file **FIRST.TRY** is the only file on drive A with a filename ending in ".TRY".

The \* is a "wildcard" character that allows specification of a group of files instead of a single file. The command "DIR/P A:\*.TRY" could be read as "list all files on the diskette in drive A that end with '.TRY'". Characters after the asterisk (\*) and before the period (.) are ignored.



**Fig. 4-3** - Your document on the screen.

#### 4.5 DISPLAY YOUR FILE ON THE SCREEN

You can, of course, examine your file by re-editing it using EDLIN. However, DOS makes it possible simply to view the contents of any diskette file on the Hyperion screen. You cannot edit a file when you are in DOS.

##### STEP

135) Press the **Files** soft key (F3).

The soft key line will change to display a set of labels that offer several DOS file management commands.

##### STEP

136) Press the **TYPE/P** soft key (F3 again). The command word **TYPE/P** is displayed and the cursor waits for you to enter a parameter.

137) Type **A:FIRST.TRY** and press the **Rtn** key.

...continued

Your file will be displayed exactly as it was entered using EDLIN. When you have finished viewing your screen press any key and the system prompt C: will then be redisplayed.

##### STEP

138) Press any key on the keyboard.

...continued

## 4.6 MAKE A SECOND COPY OF YOUR FILE

It is often useful to make copies of a file. Often, the copies are made onto another diskette for backup or archival purposes.

### STEP

- 139) Press the **COPY** key (F6).
- 140) Type **A:FIRST.TRY** to identify the file to be copied.
- 141) Press the spacebar once. *You must leave at least one space between the two filenames.*
- 142) Type **A:SECOND.TRY** to assign a name to the copy that is going to be created.
- 143) Press the **Rtn** key.

...continued

After a few seconds of disk action, the following message will be displayed, and the system prompt **C:** will reappear:

**1 File(s) copied**

You can check that the copy command was successful by entering the "DIR/P A:\*.TRY" command again, or by displaying the new copy with the command "TYPE/P A:SECOND.TRY". Remember to press the **Rtn** key to enter each command.

## 4.7 RENAME YOUR FILE

### STEP

- 144) Press the **RENAME** soft key (F9).
- 145) Type **A:SECOND.TRY** to identify the file to be renamed.
- 146) Press the spacebar once. There must be at least one space between the two filenames.
- 147) Type **NEW.TRY** to assign this new name to the file.
- 148) Press the **Rtn** key.

...continued

As soon as the system prompt **C:** is redisplayed, look at the names of your ".TRY" files by entering the "DIR/P A:\*.TRY" command again.



## 4.8 ERASE A FILE

Your original file **FIRST.TRY** is obsolete; it has been copied into **SECOND.TRY**, which has in turn been given the new name **NEW.TRY**.

### STEP

- 149) Press the **ERAS/P** soft key (F8).
- 150) Type **A:FIRST.TRY** to identify the file to be erased.
- 151) Press the **Rtn** key.

You will be shown the DIR information for the file **FIRST.TRY**, and asked:

**ERASE [Y/N]?**

### STEP

- 152) Press **Y** to erase the file **FIRST.TRY**.

...continued

If you enter the command "**DIR/P A:\*.TRY**" again, you will find that **FIRST.TRY** no longer exists. It has been erased from the diskette.

## 4.9 SUMMARY OF CONCEPTS

In this section, you have learned how to use some of the Disk Operating System (DOS)'s disk and file management commands to:

- copy the contents of one diskette onto another,
- copy a file,
- list files on a diskette,
- display the contents of a file on screen,
- copy your file,
- rename a file,
- erase a file.

You have also been introduced to the following features:

- **THE ASTERISK (\*) WILDCARD** to replace characters when searching for files on a diskette.
- **FILENAME**. Each file stored on a diskette must have a name.

You have so far used only some of the DOS commands that are available. To view all the DOS commands, use the EXPLAIN soft key. The DOS commands are described in detail in Part II, Section 4 of this guide.

### LAST STEP

153) This is the end of the tutorial section. You are now on your own. Good luck.



## Part II

### Section 1

## INTRODUCTION TO PART II

This part, Part II, Reference, is a non-technical description of the Hyperion, the command entry procedure, and two of the software systems available for your Hyperion.

The software systems described here are the Disk Operating System (DOS), and the single-line text editor (EDLIN).

This part of the user guide is organized in the following way:

- **Section 1** introduces you to the Hyperion and its software;
- **Section 2** describes the Hyperion hardware, including diskettes and files;
- **Section 3** describes how to enter commands and instructions;
- **Section 4** describes each of the Disk Operating System (DOS) commands individually;
- **Section 5** describes how to use the single-line text editing system, EDLIN.

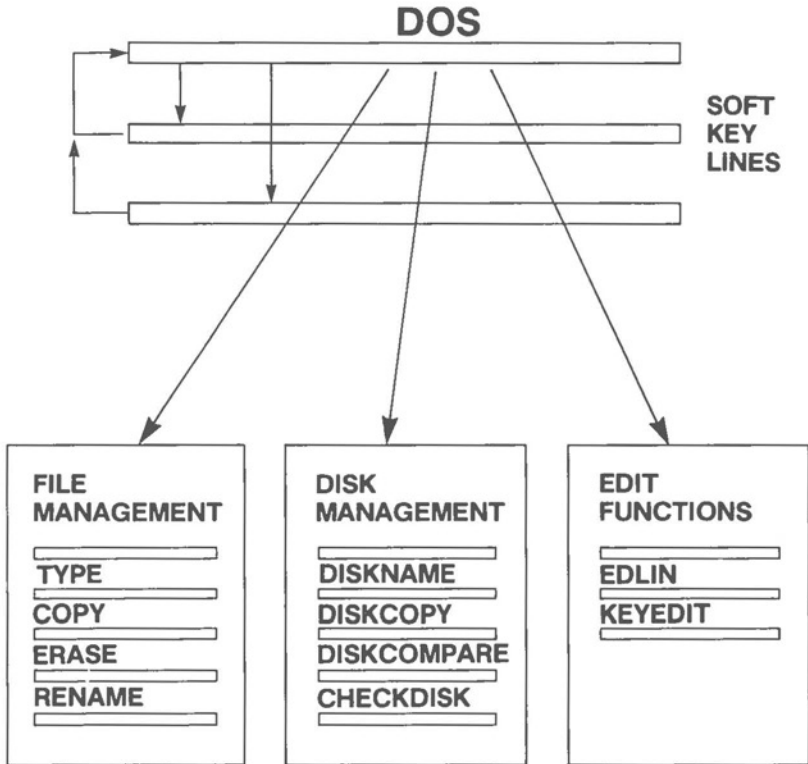


Fig. 1-1 - What DOS soft key lines are used for. Commands may be entered by soft key. Note: some commands are not labelled on the soft key line, for example, SYS and Keyedit.

## 1.1 INTRODUCTION TO THE DISK OPERATING SYSTEM - DOS

The Hyperion uses MS-DOS™ as its diskette operating system. This operating system, from Microsoft Corporation, is currently defining a new standard for 16-bit microcomputers. The Hyperion is thus a member of a rapidly growing family of MS-DOS (TM) based systems, which includes the IBM Personal Computer.

From a user's (your) point of view, the Hyperion's Disk Operating System (DOS) is a collection of commands that enable you to:

- a) access the other base software system EDLIN;
- b) set certain system parameters;
- c) intelligently manage the diskettes used to store information:
  - prepare a new diskette for use,
  - give your diskette a name,
  - duplicate and compare diskettes,
  - find out how much free space is left on a diskette;
- d) manipulate the files stored on a diskette:
  - list the contents of a diskette,
  - display, copy, erase, and rename files on a diskette.

Floppy diskettes and files are described in Part II, Section 2 of this guide. DOS, itself, is described in Part II, Sections 3 and 4.

## 1.2 INTRODUCTION TO THE TEXT EDITOR - EDLIN

EDLIN is a single-line text editor which is provided to enable you to create and edit files. This text editor can be used to write memos, reports, letters, and longer documents. Programmers can use EDLIN to create data files and programs.

EDLIN is called a single-line text editor because it works with only one line of a file at any one time. Each line in the file can contain up to 256 characters of text.

Part II, Section 5 describes the EDLIN text editing commands, how to enter them, and what they do.

Part II

Section 2

**THE HYPERION HARDWARE**



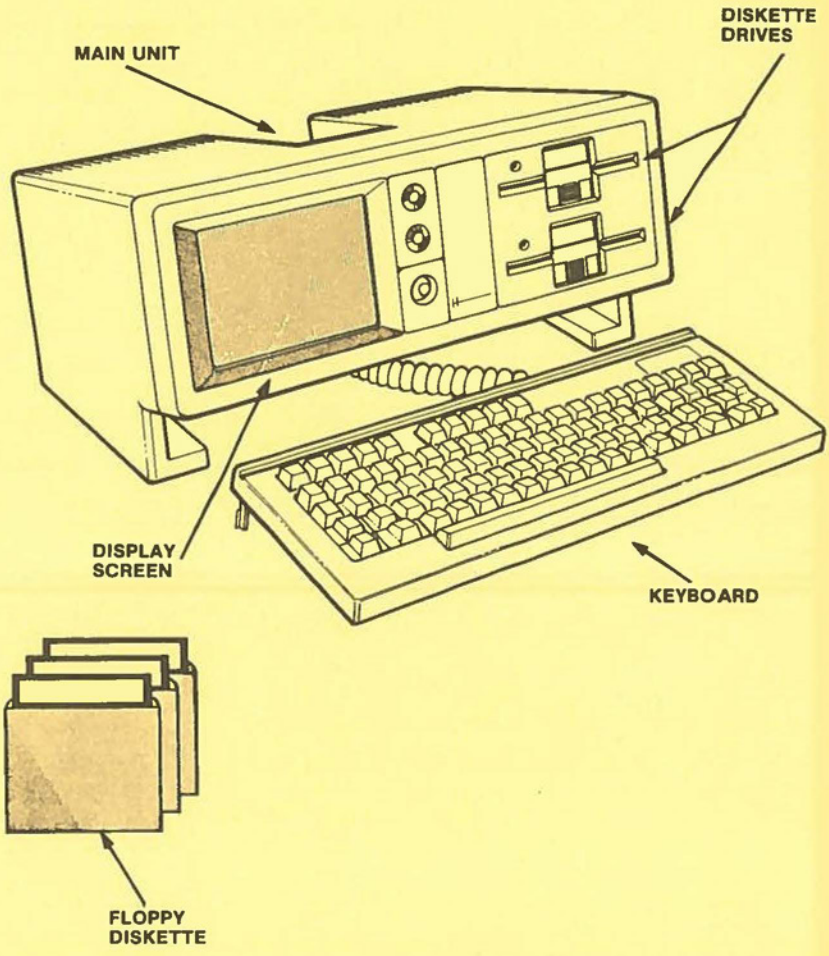


Fig. 2-1 - The Hyperion hardware.

## Section 2

# THE HYPERION HARDWARE

### 2.1 THE COMPONENT PARTS

Your Hyperion is composed of several pieces of equipment. These are shown in Fig. 2-1.

#### Floppy Diskettes

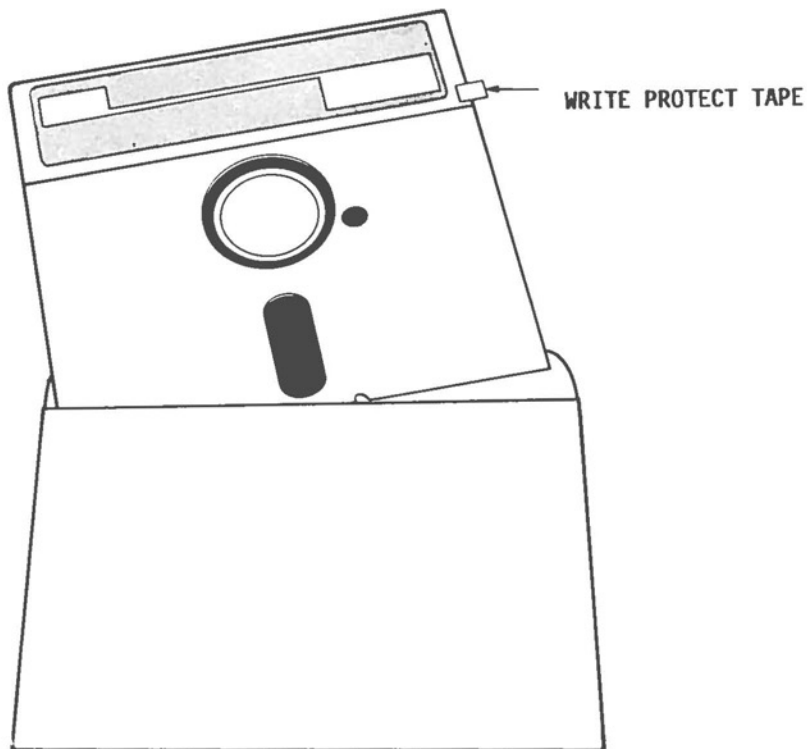
The Hyperion uses 5-1/4 inch floppy diskettes to store information. *Section 2.2* describes the floppy diskette. Files and file naming are described in *Sections 2.3* and *2.4*.

#### The Main Unit

The main unit accommodates the display screen, and the controls, previously described in the setup guide. The diskette drives are described in *Section 2.5*; and the rear panel connections are described in *Section 2.6*.

#### The Keyboard

The keyboard fits under the Hyperion when not in use and has an extendable cord which connects it to the main unit. *Section 2.7* describes the keyboard and special keys. *Section 2.8* describes special key combinations for printing.



**Fig. 2-2** - The floppy diskette. Note the write-enable notch, covered in this figure by write-protect tape.

## 2.2 FLOPPY DISKETTES

The floppy diskette is a storage medium, with the capacity to hold up to 327,680 characters (bytes) of information. Information is stored on diskettes as files, in permanent storage locations. The system requires you to name your files with a filename or "filespec", for identification purposes. The filename acts as an address so the system can find the file when you wish to display data in a file or edit a file.

An analogy may be helpful in understanding the organization. The diskette is similar to a drawer in a filing cabinet. Each file on the diskette stores information as would a file in a drawer.

A detailed physical description of floppy diskettes and the diskette drives is also presented in Appendix A.

### Master Diskettes

The diskette supplied with this guide is labelled the **Master User Diskette**. Such master diskettes have no write-enable notch (see Fig. 2-2) and are therefore automatically protected from accidental change or erasure.

The Master User Diskette contains the software you will need - the DOS, and EDLIN. You should use this master diskette only to transfer the system software onto another diskette, i.e., to create another "master" diskette. This second diskette is the one you should use when operating the Hyperion in order to save your master diskette.

## Protecting Diskettes From Erasure

It is important to understand the ability to write-protect diskettes. Only those Hyperion diskettes that have an uncovered write-enable notch on the upper right side (see Fig. 2-2) can be erased or written on in any way. Diskettes may be write-protected by covering this notch with an opaque adhesive tab. Some diskettes, such as the two Hyperion master diskettes supplied with your Hyperion, have no notch and are therefore automatically write-protected.

## Labelling a Diskette

A permanent label exists in the upper left corner of every diskette, and temporary labels may be applied at any time. These labels can be marked with a soft felt-tip pen with a name or other information to help the user with external diskette organization. The procedures for labelling diskettes are described in *Part III, Section 2.3* in this manual. *This is highly recommended reading for first-time users.*

## Creating Backup Copies

Backup and diskette organization methodologies are a personal decision of every computer user. Typically, users make backup copies of important diskettes on a regular and frequent basis, to avoid potential data losses. Backup procedures are also described in *Part III, Section 2.4* in this manual.

## 2.3 FILES

All information is stored on the diskettes in the form of files.

A file is any named collection of related information stored on a diskette. Up to 112 of these files can be stored on each dual-sided diskette, or up to 64 on a single-sided diskette.

The files on a diskette can be any size, and are automatically expanded (or shrunk) as you enter information into, or remove information from, them. The only limitation, of course, is that the total size of all files on a diskette cannot exceed the storage capacity of the diskette. To get back to the filing cabinet analogy, individual folders can be as small or as large as desired, as long as the total space in a drawer is not exceeded.

## Hidden Files

DOS diskettes often contain “hidden files”, whose directory records cannot be displayed by the user. The system does keep track of these hidden files, however, and the limit of 112 (or 64) files per diskette *includes* any hidden files on the diskettes.

## 2.4 FILE NAMING

Every file on a DOS diskette must have a name. The filename itself is between 1 and 8 characters long. There is also (optionally) a filename extension of between 1 and 3 characters. The uniqueness of a file's identification (also called *specification*) requires only that one or more of the 11 characters used be different from any other 11-character file specification. Thus two files might have the same filename, but different filename extensions.

### Filenames

The filename is any collection of up to 8 characters you select to name your file. Only the following characters can be used for filenames: **A-Z 0-9 \$&#@!%'()-<>{}\_ \ ^ ~ ' .** Any other characters or blank spaces are invalid. Lower case letters are accepted, but the system will convert them to upper case: entering a lower case letter is the same as entering an upper case letter.

### Filename Extensions

The filename extension is an optional extension of 1 to 3 characters, preceded by a period, directly following the filename. It is used to segregate particular types of files into recognizable groups.

Through intelligent use of the filename extensions, you will minimize confusion about your files. You should define your own firm standards for filename extension use, and use them on every diskette. This procedure has several benefits, particularly in “wildcarded” filename searches, when searching for files with similar characteristics.

## Filespec (File Specification) Examples

The filename + extension = the **filespec**. The filename is separated from the extension by a period. All characters in the filespec must be consecutive, i.e., there can be no spaces in the filespec. Some examples of files are:

Text Files: **LETTER.TXT**  
**RESUME.TXT**  
**AUG15.TXT**

Data File: **AUG15.DTA**

When displaying filespecs on the Hyperion screen, the system will display the filename and extension separated by a space, rather than a period.

The choice of extension is up to you. You do not need to label text files as ".TXT" or data files as ".DTA".

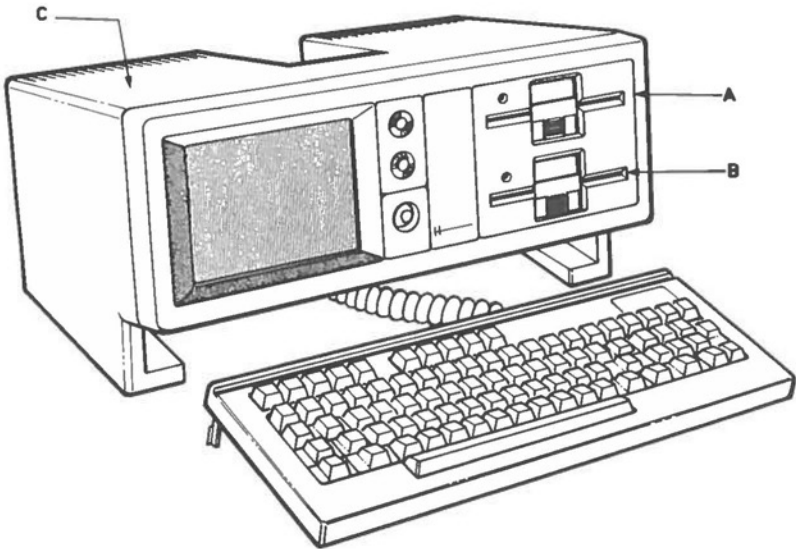


Fig. 2-3 - The three drives.

## 2.5 THE THREE DRIVES

A disk drive is the part of the Hyperion which holds the diskettes, reads the information stored in them, and writes new information on them. The Hyperion has three possible drives, two diskette drives labelled drive A and drive B, and the third drive, C.

### Drives A and B

Drives A and B are located on the front of the Hyperion, at the right-hand side. We have described the operation of inserting and removing diskettes from these drives in Part I. A further discussion of this procedure is available in Appendix A of the Hyperion User Guide.

### Drive C

Drive C is located inside the Hyperion. It does not use a diskette to read and write information: it is a section of memory which has been instructed to behave like a diskette drive. Drive C is much faster than drives A and B. When you load your system, DOS places some files and programs on drive C, so that it can respond quickly to your commands.

Drive C is *not* permanent. Any files stored on drive C are lost when the Hyperion is turned off. For this reason, you should always store files on either drive A or drive B.

### Current Drive


The current drive is the designation for the drive that you are currently working on: either **A**, **B**, or **C**. This is the location DOS will either retrieve information from, or put information into.

When you start the Hyperion, the system automatically accesses drive C, which becomes your current drive. The prompt displayed on the screen will be **C:...**




## 2.6 THE REAR PANEL CONNECTIONS


All of the jacks used to connect telephones, printers and other external devices to the Hyperion are located low on the back of the main unit so that cables will flow down and out of sight. All the connectors are numbered and also identified by symbols.


**Connector number 1**  is used to attach another video display screen (monitor) to the Hyperion: for a larger display, or to provide viewing for onlookers. Connector 1 carries a composite video signal (all colors on one cable). The cable which fits is a standard RCA Video Connector, available in most video and computer stores.


**Connector number 2**  is used to attach a telephone to the Hyperion when using the IN:TOUCH software package.


IN:TOUCH, provides features such as automatic speed dialing, telephone directory search, and the ability to communicate with other computers, by sending the data across standard telephone lines.

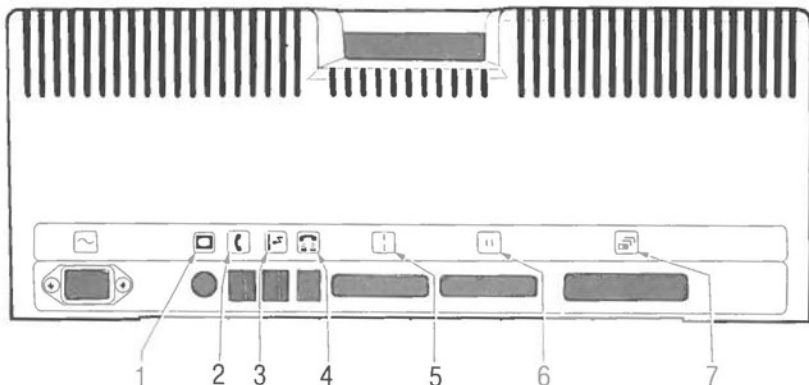
**Connector number 3**  is used to hook the Hyperion into the public phone network. Connectors 2 and 3 are used together. By placing your Hyperion between the telephone and the network, you have placed its power and facilities where they may be directed over the public network.

**Connector number 4**  connects the optional acoustic cups into the Hyperion. If you do not have standard telephone wall jacks on location, you will not be able to use the voice-call dialing capabilities of the Hyperion. To use your telephone line to communicate with other computer devices, you will have to connect the acoustic cups that are available for the Hyperion.

**Connector number 5**  is used to connect printers, plotters, external communications devices, and other computer equipment that send and receive information in a serial (one bit of information after another) form.

**Connector number 6**  is a parallel interface jack used to connect a wide range of printers that receive information in parallel (character-by-character) form.

**Connector number 7**  is used to connect the Hyperion EX. The Hyperion EX is an expansion chassis designed to support seven special purpose cards, to provide a wide range of enhanced features: local area networks, special communications, memory expansion, and more. The EX also has an optional hard disk feature for extended storage capabilities and an optional tape streamer for fast convenient backups.

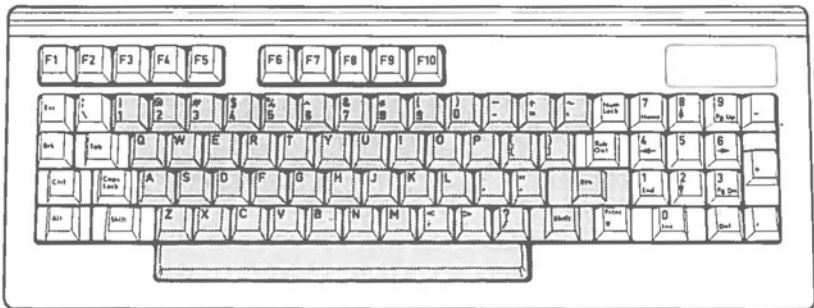


**Fig. 2-4** - The rear panel connectors.

## 2.7 THE KEYBOARD AND SPECIAL KEYS

The Hyperion keyboard (shown in Fig. 2-5 below) is the same as a regular typewriter keyboard, except for the addition of special keys. These keys are used to enter commands and instructions into the Hyperion.

The special keys and their usual functions are given below. When their functions change during operation of a particular software system, the change is documented separately.



**Fig. 2-5** - The Hyperion keyboard. Note the positions of the special (white) keys.

**Table 2-A**  
**SPECIAL KEYBOARD KEYS (WHITE)**

SPECIAL KEY	FUNCTION
<b>Soft keys F1 to f10</b>	Enter soft key line commands.
<b>Esc</b>	Cancel a command line before processing.
<b>Ctrl/Alt/Brk</b>	Used in conjunction with other keys to modify their normal use.
<b>Caps Lock</b>	Pushing this key once will lock the keyboard into an upper or lower case mode: any letter you press will be entered either as lower case or upper case. Using the Caps Lock key does not effect the numbers or symbols entered. An upwards arrow (↑) is displayed in the bottom middle of the screen (see Section 3.6) whenever the Caps Lock key has been used to lock the alphabetic keyboard into upper case.
<b>Num Lock</b>	Locks the number pad either into a number mode, or into a function mode to move the cursor about the screen. An octothorpe (#) is displayed in the bottom middle of the screen (see Section 3.6) whenever the <b>Num Lock</b> key has been used to lock the number pad into numeric mode.
<b>Rub Out</b>	Backspaces over and deletes previous character entered.
<b>Rtn</b>	Used to signal the system that an instruction (or command line) is ready to be processed.
<b>Shift</b>	Enables you to enter upper case letters and symbols, as well as being used together with the Print key (see Table 2-C). If the keyboard is in the upper case mode, pressing the <b>Shift</b> key enables you to enter lower case letters.

## Special Key Combinations

Certain special keys can be used in combination with others to modify their normal use.

In this manual we use the convention **Key 1 + Key 2** as a shorthand for "Hold down Key 1 while pressing Key 2". For example, **Ctrl + Brk** means: hold down the **Ctrl** key, then press the **Brk** key.

**Table 2-B**  
**SPECIAL KEY COMBINATIONS**

SPECIAL KEY	FUNCTION
-------------	----------

### *STOPPING A PROCESS:*

<b>Ctrl + Numlock</b>	Stops system processing so that you can review output. Pressing any key resumes the operation that was interrupted.
-----------------------	---

### *QUITTING A PROGRAM OR SYSTEM:*

<b>Ctrl + Brk</b>	Completely stops the processing of a command or function (such as the printing or display of a long document), and redisplay the system prompt for the entry of a new command.
-------------------	--

In some cases, **Ctrl + Brk** does not *immediately* stop a command. This is normal. When the command does stop, the system prompt reappears.

When the system prompt appears, check to see that the current drive indicated is the one you want. If not, change the current drive by entering the drivespec (letter + colon) of the one you wish, and pressing **Rtn**.

<b>Ctrl + Alt + Del</b>	Aborts any current process and restarts the system. Anything in drive C and in the machine memory is deleted, and the system disk is reloaded into memory.
-------------------------	--

## 2.8 PRINTING

The Hyperion may be connected to serial or line printers using connector number 5 on the rear of the main unit.

If your Hyperion is connected to the printer, then using the **Shift**, **Ctrl** and **Print** keys in combination will send, or stop sending, information from the Hyperion to the printer (refer to Table 2-C).

You may also print files using a special form of the COPY command (page II-79):

**COPY filespec PRN**

The MODE command (page II-41) is used to tell the Hyperion how to "talk to" your printer.

**Table 2-C  
SPECIAL KEY COMBINATIONS**

SPECIAL KEY	FUNCTION
-------------	----------

*PRINTING:*

**Shift + Print** Causes the current contents of the screen to be sent to an external printer. If the printer is on, the contents of the screen are printed.

**Ctrl + Print** Causes the printer to act as a typewriter. The printer prints out whatever is being generated or entered onto the screen.

Pressing **Ctrl + Print** a second time suppresses this typewriter mode.



Part II

Section 2

**THE HYPERION HARDWARE**



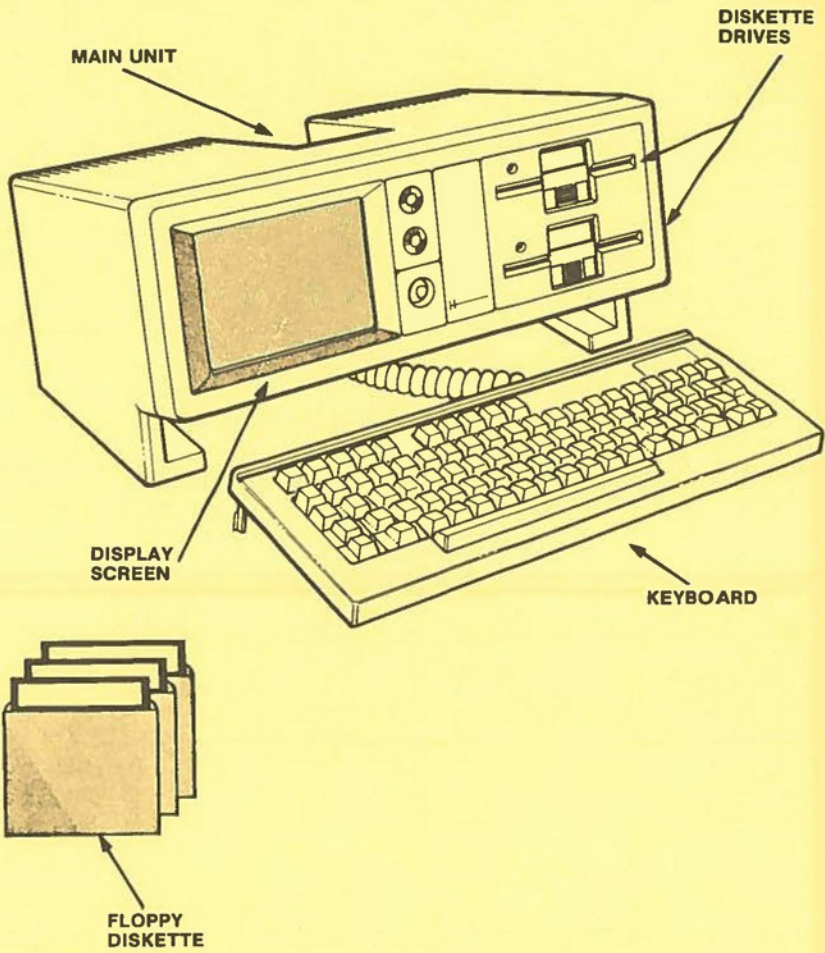


Fig. 2-1 - The Hyperion hardware.

Part II

Section 3

**HOW TO ENTER COMMANDS**



**Fig. 3-1** - The command line, as it is displayed on the screen.

## Section 3

### HOW TO ENTER COMMANDS

#### 3.1 INTRODUCTION

You use the keyboard to enter instructions into the Hyperion. To enter an instruction, you:

- a) Press a "soft" function key **F1** to **F10** on the keyboard; *OR*
- b) Type in a command line and press **Rtn**; *OR*
- c) Combine the two methods by using a soft key to enter a command word, and typing in parameters to that command.

#### System Prompt

When entering a command into the computer, you are responding to a system *prompt*, which tells you that the system is ready and waiting for you to enter instructions. The system prompt is explained in *Section 3.2*.

#### System Aids

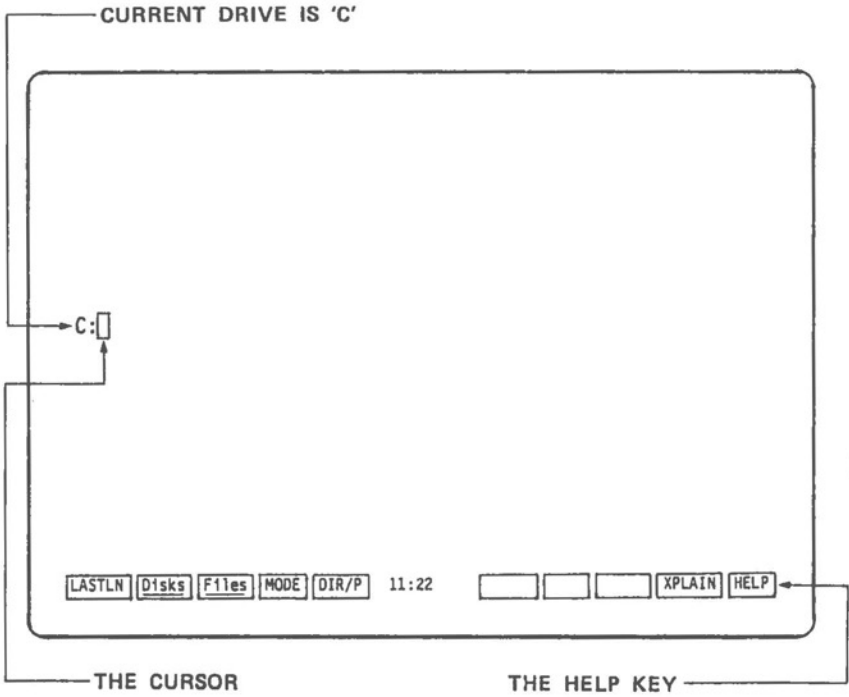
The Hyperion has two ways of helping you, by enabling you to request for **HELP**, and by displaying error messages. These are described in *Section 3.3*.

#### The DOS Command Line

In DOS, the command line consists of command words and parameters. The command line and parameters, and how to enter and edit them, are described in *Sections 3.4* and *3.5*.

#### Soft Key Lines

Pressing a soft key can enter command words displayed on the bottom of the screen in highlighted boxes. This display is called a *soft key line*. Use of the soft key line is described in *Section 3.6*.



**Fig. 3-2** - The DOS system prompt. The letter identifies the diskette drive currently accessed. The colon identifies DOS.

## 3.2 SYSTEM PROMPT

A “prompt” in general is a communication (letters and/or symbols), from the system that it is ready to receive a command or instruction.

For example DOS has three prompts A:, B:, and C:, displayed to the left of the screen. The letter identifies the disk drive currently being accessed and the symbol, a colon (:), indicates the system currently in use is DOS.

## 3.3 SYSTEM AIDS

### The HELP Key

The HELP key is available on every soft key line. When you press HELP, the screen clears to display information describing the action of all of the soft key functions available on that soft key line. (Soft key lines are introduced in Part I, and described in Section 3.6.) If the soft key line changes, the contents of the HELP screens change to match.

When you are in DOS, the HELP keys on each soft key line are enhanced by an EXPLAIN key. The command allows you to ask for further information about specific commands or Hyperion features.

### Ctrl + HELP

Pressing the **Ctrl** plus **HELP** keys simultaneously displays all the soft key lines for the system you are currently in. This display is called the *soft key map* for the system.

### Error Messages

If the system cannot respond to a command, it will display an error message on the screen. This message is an aid to help you proceed, detailing where possible the problem area. Some error messages, such as “Bad command or file name”, are simply the result of typing errors.

Error messages vary according to the command entered, and the system (DOS, IN:SCRIBE, EDLIN, etc.) being used. The error messages you can expect to get are described in the appropriate sections of this user guide.

### 3.4 THE COMMAND LINE IN DOS

In DOS you enter instructions into the system by using the keyboard to prepare command lines. Each command line is entered after a system prompt, which indicates that the Hyperion is ready for instructions.

The command line consists of a *command word*, which directs the nature of the computer's efforts; and *parameters*, which define the scope of the command's impact.

```
COMMAND [parameter][parameter]
```

Note that parameters enclosed in square brackets are optional, and that a command line cannot exceed 128 characters.

#### The Command Word

The command word is the first word in the command line. It identifies the command. To enter a command word, either press the appropriate soft key **F1** to **F10** or type the command word.

#### Drivespec

The drivespec is short for "drive specification". It is the letter identifying the drive that the system is currently interested in. There are three drives, A, B and C. Consequently, there are three drivespecs, A:, B: and C:. A drivespec is used as the system prompt to remind you which drive is currently active.

The command line you enter will usually apply only to the drivespec indicated by the system prompt. For certain commands, however, you can enter a drivespec before a parameter. This tells the system to search a given drive (A, B or C) for that parameter.

#### Parameters

You may follow certain command words with other words which may qualify how the system is to interpret the command. For example, following the command word EXPLAIN with another command word instructs the system to display information about one particular command, and not about all the commands. These qualifying words are known as "parameters".

## Filespecs

Most parameters are used to identify diskette files. This is done by entering the filespec (file specification) as a parameter. Filespecs are composed of a filename (1-8) characters and an optional filename extension (0-3 characters). The filename and extension must be separated by a period, and may not contain spaces.

## Wildcarding

When entering filespecs (filename + extension) as parameters to certain commands, you may not remember the exact filespec, or you may want to refer to several similar filespecs at one time. In that case, substituting a "wildcard" for a character, or sequence of characters, instructs the system to search for all the files which have the remaining characters the same as those entered but which may have different characters in place of the wildcard character. DOS allows two wildcard characters, the question mark and the asterisk.

A **?** in a filename or extension is a single character wildcard: DOS will find any file that matches all other characters in the filespec, and that has *any character* in the character position where the **?** is typed.

An **\*** in a filename or extension is a multiple character wildcard: DOS will find any file that matches all other characters in the filespec, and that has *between zero and eight other characters* in the position where the **\*** is typed. Characters after **\***, but before the end of the filename or filename extension are ignored.

**EXAMPLES:** **\*.TXT** identifies all files that have the extension **".TXT"**.

**AF\*.T??** identifies all files that begin with the letters **"AF"**, and that have extensions beginning with **"T"**.



## Reserved Filenames and Reserved Filename Extensions

Normally, DOS attaches no importance or special significance to filenames and their extensions. However, there are exceptions. DOS has reserved certain filenames for its own use. The reserved filenames are **CON**, **AUX**, **COM1**, **LPT1**, **PRN**, and **NUL**. If you attempt to assign one of these names to a new file, DOS will complain, or react in an unexpected way. You may use these devices instead of using files, in some cases.

Similarly, DOS makes assumptions about certain filename extensions. **Filename.COM** is assumed to be a command. **Filename.EXE** is assumed by DOS to be an executable program. **Filename.BAT** is assumed to be a DOS batch file. Batch files are described in Part III of this manual. These filename extensions should not be used except as expected by DOS.

### 3.5 EDITING THE COMMAND LINE IN DOS

A DOS command is not accepted for processing until you have pressed the **Rtn** key. You can therefore change the characters on the command line until you are satisfied with them.

#### The Cursor

The flashing rectangle you see on the screen is called a cursor. It identifies where the next character you enter (by pressing a key) is going to appear on the screen.

#### Editing Keys

Moving the cursor back and forth along the command line makes it possible for you to insert or change the characters in the command line. Certain keys on the Hyperion keyboard, listed in Table 3-A, enable you to edit the command line.

**Table 3-A**  
**KEYS USED TO EDIT THE COMMAND LINE IN DOS**

<b>KEY(S)</b>	<b>EDITING FUNCTIONS</b>
<b>Rub Out</b>	Rubs out and backspaces over the character directly to the left of the cursor.
←	Moves the cursor to the left one position.
→	Moves the cursor to the right one position.
<b>Home</b>	Brings the cursor to the beginning of the command line.
<b>End</b>	Moves the cursor to the end of the command line.
<b>Ins</b>	Inserts a space at the cursor, shifting following characters right one position.
<b>Del</b>	Deletes character at cursor, shifting following characters left one position.
<b>CTRL</b> + ←	Moves the cursor to previous start of word.
<b>CTRL</b> + →	Moves the cursor to next start of word.
<b>Esc</b>	Cancels the command line. Places backslash at end of line (to indicate cancelled command) and redisplay a new system prompt in preparation for the entry of a new command line.
<b>Rtn</b>	Submits the entire command line in its presently displayed form. No command is processed in DOS until the <b>Rtn</b> key is pressed.

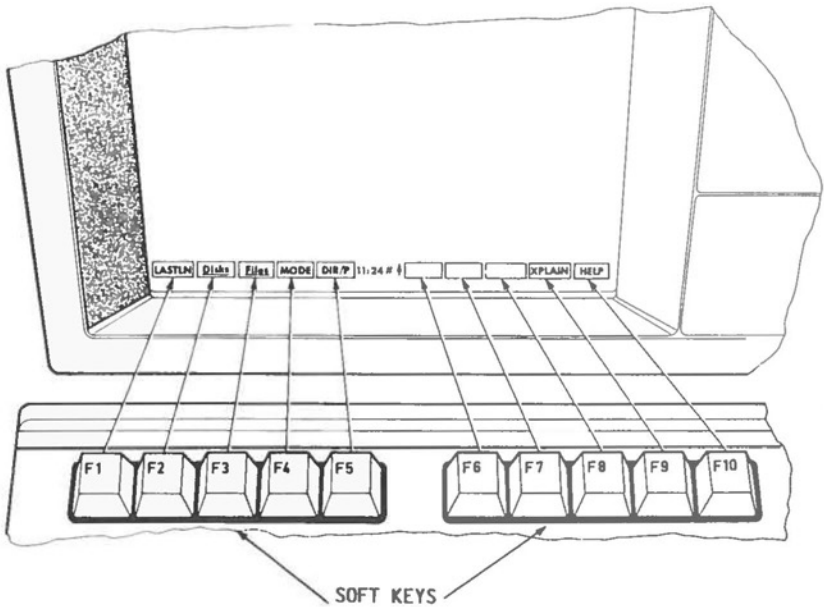


Fig. 3-3 - A DOS soft key line on the screen, and the corresponding soft keys. Note that the alphabetic keyboard is in "caps lock" (▲), and the numeric keypad is in numeric (#) mode.

## Recalling the Last Command Line

Pressing the **LASTLN** soft key (**F1**) brings back the previously entered command line. It automatically brings back any sequence of characters that you have entered. You can then accept these characters as part of the current entry, and edit them as necessary. **LASTLN** can be a very useful aid to command entry.

## 3.6 THE SOFT KEY LINE

During typical use of the Hyperion, a soft key label line appears at the bottom of the screen (see Fig. 3-3). Each highlighted label indicates a function that the system will enter or execute when you press the corresponding "soft" function key **F1** to **F10**. These functions change as different levels of DOS, or other systems, are accessed. Hence the term "soft" keys. In DOS, pressing one of the "soft" keys types part (or all) of a DOS command line.

Soft key labels displayed in lower case letters are references to other soft key lines. Pressing the corresponding soft key changes the soft key line, so that other function labels are made available.

Soft key labels displayed in upper case letters are actual functions.

Keyedit described in *Section 4.4*, will allow you to change soft key labels and allot a function to any key, excluding **F10**, which is reserved for **HELP**. There are forty soft keys and the Hyperion is delivered with three blank keys on the DOS soft key line reserved for user specification.

## System Time and Keyboard Indicators

As you can see in Fig. 3-3, the ten soft keys are separated into two groups of five. Within this space is displayed the system time, and possibly two indicators: These indicators are displayed when the **Caps Lock key** has been used to lock the alphabetic keyboard into upper case (**▲**), and when the **Num Lock key** has been used to lock the number keypad into number mode (**#**).



Part II

Section 4

**THE DISK OPERATING SYSTEM**



## Section 4

# THE DISK OPERATING SYSTEM - DOS

## 4.1 INTRODUCTION

The Disk Operating System (DOS) controls your access to all other systems supported by the Hyperion. It also provides a set of diskette and file management commands.

EDLIN is a single line text editing system which allows you to create special files which are then stored on the diskettes. DOS tells the system what to do with these files.

## 4.2 ENTERING DOS COMMANDS

The soft key lines within DOS are an aid to the entry of command lines. Pressing the soft keys enters command words onto the screen. In some cases, the system then waits for you to enter parameters to the command word, and to complete the command line by pressing the **Rtn** key. In other cases, where no parameters are required, the soft key immediately invokes the command.

The three DOS soft key lines are shown in Fig. 4-1. Their commands can be classified under three categories:

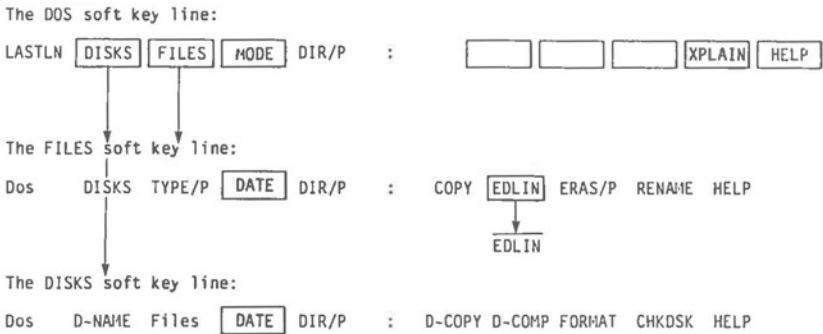
- overall system control,
- file management commands, and
- diskette management commands.

The system control commands are described in *Section 4.4*. File management commands are described in *Section 4.5*, and diskette management commands are described in *Section 4.6*. A summary of DOS commands is given in *Section 4.7*.



### 4.3 COMMAND DESCRIPTIONS

The commands described on the following pages are all presented in a standard way: command entry, command description, command format, command parameters, warnings, user interaction, error messages, reference, and examples. Parameters shown in square brackets are optional. Parameters preceded by a slash (i.e., /) may be inserted in any order after the command word.



**Fig. 4-1** - The system configuration command word locations on the soft key lines. Note that **TIME** is also a system configuration command; it is not available on the soft keys.

## 4.4 OVERALL SYSTEM CONTROL

When you first start up the Hyperion, or after you return to DOS from EDLIN, the soft key line called DOS is displayed on the screen.

Pressing the appropriate soft key **F1** to **F10** will instruct the system to do any of 10 system tasks, as listed below. All references are to Part II of this guide.

### SELECTIONS

- F1)** Press **F1** (LASTLN) to recall and display the last command line entered. This allows you to rapidly re-enter and edit previously entered commands.
- F2)** Press **F2** (Disks) to access the DISKS soft key line. This will enable you to manipulate the diskettes. Go to Section 4.6 to continue.
- F3)** Press **F3** (Files) to access the FILES soft key line. This will enable you to manipulate the files on a diskette. Go to Section 4.5 to continue.
- F4)** Press **F4** (MODE) to change certain system configuration settings. Go to Page II-41 to continue.
- F5)** Press **F5** (DIR/P) to display the contents of a diskette. DIR is a file management command, described in Section 4.5.

...continued

DATE

TIME

MODE

EXPLAIN

KEYEDIT

SYS

**SELECTIONS (cont)**

- F6)** Press **F6** (BLANK) This key is delivered blank. Go to **Keyedit** Page II-61 to continue.
- F7)** Press **F7** (BLANK) This key is delivered blank. Go to **Keyedit** Page II-61 to continue.
- F8)** Press **F8** (BLANK) This key is delivered blank. Go to **Keyedit** Page II-61 to continue.
- F9)** Press **F9** (XPLAIN) to display explanations about how to use the system. Go to Page II-59 to continue.
- F10)** Press **F10** (HELP) to display a narrative describing how to use this DOS soft key line.

There are two other system control commands, **DATE** and **TIME**. **TIME** is not available on any soft key line; **DATE** is available from either the **DISKS** or **FILES** soft key line.

**DATE - Display or Modify System Date**

DATE

**ENTERING THE COMMAND****STEP***From the soft key line:*

- 1,2) Press the soft key **F4** from the DISKS or FILES soft key line.

*From the keyboard:*

- 1) Enter the word "DATE".
- 2) Press **Rtn.**

OR

Enter the parameters; edit the command line if necessary; then press **Rtn.**

(STEPS are continued under USER INTERACTION)

**COMMAND DESCRIPTION**

The Hyperion contains a clock that is maintained at all times by a built-in self-recharging battery. When the Hyperion is shipped from the factory, the clock is set to the correct date and time. Of course, as the Hyperion crosses into various time zones, the time and/or date may become incorrect. The **DATE** and **TIME** commands allow the user to display the current values being used by the Hyperion, and to reset them.

**COMMAND FORMAT****DATE [mm-dd-yy][/P]**

## OPTIONAL PARAMETERS

Not entering a parameter makes the system simply display the date.

**mm-dd-yy** New date. Must be entered using hyphens or dashes as mm-dd-yy or mm/dd/yy. **Mm** is the **month** of the year (**1 to 12**); **dd** is the **day** of the month (**1 to 31**); **yy** is the **year** of this century (**80 to 99**) or next century (**00 to 79**) or can be a 4-digit number (**1980-2079**).

**/P** Tells DOS to display the date and to ask for a new date.

## WARNINGS

It is very important to keep accurate time and date values. DOS uses them to maintain the last change date and time information in each diskette's directory. As well, certain programs may use these values in other ways.

## USER INTERACTION

If a new date is entered on the command line, the system resets the date and redisplay the system prompt in readiness for the next command.

Pressing the **Rtn** key without entering a parameter, makes the system display the current date. Entering the **/P** option and then pressing **Rtn** makes the system display the current date and prompt for a new value:

**Current date is day-of-week mm-dd-yy**  
**Enter new date:**

**STEP**

3) Press **Rtn.**

*OR*

Enter a new date, and press **Rtn.**

DATE

The system prompt reappears, in preparation for the entry of a new command line.

Day-of-week is displayed as an extra memory aid, for date verification by the user. When a new date is being entered, the day of the week must not be typed.

**ERROR MESSAGES**

Possible error messages are:

- **Invalid date**

**SEE ALSO**

The **TIME** command is used to reset the internal clock time of day. This command is not available on any soft key line since it would probably be used only very infrequently.

**DATE**

**TIME - Display or Modify System Time****ENTERING THE COMMAND**

There is no soft key for this command.

**STEP**

- 1) Enter the word **TIME** on the keyboard.
- 2) Press **Rtn.**

*OR*

Enter the parameters; edit the command line if necessary; then press **Rtn.**

(STEPS are continued under USER INTERACTION)

**COMMAND DESCRIPTION**

The Hyperion contains a clock that is maintained at all times by a built-in self-recharging battery. When the Hyperion is shipped from the factory, the clock is set to the correct date and time. Of course, as the Hyperion crosses into various time zones, the time and/or date may become incorrect. The **DATE** and **TIME** commands allow the user to display the current values being used by the Hyperion, and to reset them.

**COMMAND FORMAT**

**TIME [hh:mm:ss][/P]**



## OPTIONAL PARAMETERS

- Not entering a parameter causes the system to display the time only.

**hh:mm:ss** New time. Must be entered in the form hh:mm:ss. **Hh** is the **hour (0-23)**; **mm** is the **minutes (0-59)**; **ss** is the **seconds (0-59)**. Note that the colons must appear exactly as shown.

It is not necessary to always enter the full time definition. If any portion is entered, the rest is assumed to be zeros. For example, if only hours are entered, the minutes and seconds are set to 0.

**/P** Displays time and prompts for a new time.

## WARNINGS

It is very important to keep accurate time and date values. DOS uses them to maintain the last change date and time information in each diskette's directory. As well, certain programs may use these values in other ways.

## USER INTERACTION

If a new time is entered on the command line, the system resets the time and redisplay the system prompt in readiness for the next command.

Pressing the **Rtn** key without entering a parameter, makes the system display the current time only. Entering the parameter **/P** and then pressing **Rtn** makes the system prompt for a new value:

**Current time is hh:mm:ss**  
**Enter new time:**

**STEP**

3) Press **Rtn**.

*OR*

Enter a new time; edit the command line if necessary; and then press **Rtn**.

The system prompt reappears, in preparation for the entry of a new command line.

**SPECIAL NOTE**

To synchronize the Hyperion clock with an external time, enter a time a few seconds into the future, then press **Rtn** as soon as the time is reached. The Hyperion clock is reset the moment you press the **Rtn** key.

**ERROR MESSAGES**

Possible error messages are:

- **Invalid time**

**SEE ALSO**

The **DATE** command is used to reset the internal clock day, month, and year.

**TIME**

## MODE - Modify Certain System Settings

### COMMAND DESCRIPTION

MODE is used to temporarily or permanently modify certain system settings of DOS itself. It can be used interactively, in which case you select the setting options from mini-menus displayed on the screen. The MODE command can also be used directly, to get the same result, by entering parameters after the command word. The current system settings can be displayed by entering the command **MODE SHOW**.

The description of each mode setting is brief, as the requirement for any changes to these settings will make the meaning of the setting clear.

The MODE command can:

- a) Display all current system settings.
- b) Set the display screen options.
- c) Direct printer output to the parallel port at the back of the Hyperion (connector 6), and set printer options.
- d) Direct printer output to the serial communications port (connector 5) and set serial port communications options.
- e) Change the size of internal drive C memory.
- f) Save all current settings onto diskette memory, for use at restart time.

### SPECIAL NOTE

The MODE command is not of interest unless you are:

- \* hooking up a printer or an external communications device for the first time; *or*
- \* running a non-Bytec program that makes assumptions about MODE settings.

## ENTERING THE COMMAND

### STEP

- 1a) Press the soft key **F4** from the DOS soft key line, or enter the word **MODE** and press **Rtn**.

This displays a menu on the screen and enables you to select **MODE** options interactively.

IF YOU WISH TO USE THE INTERACTIVE SCREEN DISPLAYS TO ENTER YOUR **MODE** SETTINGS GO TO THE USER INTERACTION SECTION, PAGE II-49.

OR

- 1b) Enter the word **MODE** followed by the special parameters described in the **COMMAND FORMATS AND PARAMETERS** section that precedes the user interaction section. Edit the command line if necessary, then press the **Rtn** key.

IF YOU WISH TO USE THE DOS COMMAND FORMAT TO ENTER YOUR **MODE** SETTINGS GO TO THE **COMMAND FORMATS AND PARAMETERS** SECTION, PAGE 43.

The parameters perform the same function for both the User Interactive mode using the screen format and DOS command format to alter mode settings.

### WARNINGS

The **MODE** settings are described in this user guide as an indication of how the Hyperion can interface with various external devices. *This command should be used with extreme care, however, and only when absolutely needed.*

No **MODE** settings are permanent until the **MODE SAVE** command is used to store them on a diskette, usually the Hyperion User Diskette. The changed settings are then automatically loaded into the Hyperion when a system restart is performed with that diskette.

## COMMAND FORMATS AND PARAMETERS

The MODE command can be used directly: it has several formats, depending on the system modifications you wish to make.

- 1) To display current system settings, enter:

### MODE SHOW

```

Screen
Column Width      : 80
Attribute interpretation : IBM
IBM Screen Board Imitation: Either
Attribute translation : ANSI
Command line environment : Hyperion-KEY=ON
Screen Wait State  : WAIT= YES

LPT1: (Printer)
Character width horizontal spacing: Normat/80
Lines per inch vertical spacing  : 6
Output translation                : Strip
Redirection through external port : Parallel [11]

COM1: (Serial Communications [:])
Baud Rate      : 9600
Parity        : None
Data Bits     : 8
Stop Bits     : 1
Retry on Timeout : Yes

C: (Memory Disk)
Logical Disk Size: 90
C:

```

16:16

MODE

Fig. 4-2 - Mode show current settings.

2) To set display screen options, enter:

```
MODE n[,t],[b],[TRANS = s]  
MODE x  
MODE y
```

- n** *Column width*: Enter **40** or **80** characters per line.
- t** *Attribute Interpretation*: Used together with **TRANS** parameter. Enter **I** for IBM, or **H** for Hyperion.
- b** *IBM Screen Board Imitation*: Enter **M** for monochrome, **C** for color-graphics, or **E** for either.
- s** *Attribute Translation*: The **TRANS** parameter, **s**, can be:

**OFF** for no character translation;

**IBM** to set the screen filter to emulate an IBM personal computer;

**ANSI** to set the screen filter to understand ANSI x3.64-1979 attribute escape sequences. For normal (0), bold (1), underscore (4), subscript (11), superscript (12), character attributes. Only those fonts supported by the set attribute interpretation will be displayed.

**a filename**, a file which you create to contain your own character translation.

- x** *Command line enviroment*: Enter **KEY = ON** to present soft keys and intraline editing, or **KEY = OFF** to present no soft keys and template line editing similar to EDLIN.
- y** *Screen Wait State*: Enter **WAIT = YES** for screen to blank after three minutes of no use, or **WAIT = NO** for screen to remain on after three minutes of no use.

For example, enter:

```
MODE 80[,I,E,TRANS = IBM  
or  MODE 80,,,TRANS = ANSI  
or  MODE KEY = OFF
```

## 3) To set printer options, enter:

```
MODE LPT1:[n][,][,TRANS=s]]
```

- n** *Character width horizontal spacing*: Sets print size using the loaded "Output translation" print filter. Enter **80** (normal sized print), or **132** (compressed print).
- m** *Lines per inch vertical spacing*: Sets vertical spacing using the loaded "Output translation" print filter. Enter **6** (lines per inch), or **8** (lines per inch).
- s** *Output Translation*: Sets the print filter to define the TRANS parameter, enter:

**OFF** for no character translation and no definition of horizontal and vertical spacing.

**STRIP** to absorb ANSI attribute escape sequences, (font definition subset of ANSI X3.64-1979 definition for normal (0), Bold (1), Underscore (4), Subscript (11), Superscript (12), character attributes); all control characters except for form feed, carriage return and line feed; and all non-ASCII characters. This filter provides no definition for horizontal and vertical spacing.

**a filename**, an external print filter to provide translation of escape sequences for horizontal and vertical spacing parameters and also to translate character attribute standard escape sequences in the print output stream into specific sequences particular to the attached printer. The EPSON external print filter is delivered on the Master User Diskette.



**To set printer options, (cont)**

For example, enter:

```
MODE LPT1:132,6,TRANS = OFF  
or  MODE LPT1:,,TRANS = EPSON
```

4) **To direct printer output to the serial port, enter:**

```
MODE LPT1: = COM1
```

5) **To set serial communications options, enter:**

```
MODE COM1:[[[[[Baud],Parity],Databits],Stop Bits],Retry]
```

**Baud Rate**      Rate of character transfer = 110, 150, 300, 600, 1200, 2400, 4800, 9600, bits per second (you may enter only the first two digits).

**Parity**            Setting must match that of external device = N (none), O (odd), E (even).

**Databits**         These too must match the settings of the external device = 7 or 8.

**Stop Bits**        = 1 or 2 .

**Retry on Timeout** If this parameter is "P" then timeouts will be retried indefinitely until successful. If this parameter is not specified timeouts will not be retried.

For example, enter:

```
MODE COM1:600,N,7,1  
or  MODE COM1:,,,P
```

- 6) To change size of internal drive C memory, enter:

**MODE C:=n**

- n** Logical Disk Size. Enter **0** or **40** to **160** (K), in increments of 10. The size of the internal drive is not changed unless this parameter is saved to disk and the system restarted.

- 7) To save all current settings, enter:

**MODE SAVE=d:**

- d:** Drivespec. Can be **A:** or **B:**, it identifies the diskette where the current settings are to be stored.

**MODE**

### USER INTERACTION (INTERACTIVE MODE)

If you press the **MODE** soft key, or enter **MODE** and press **Rtn** without entering any parameters, the soft key line displays a mini-menu (the main **MODE** menu) of options, as shown in Fig. 4-2. The soft key line displayed at the bottom of the screen also changes to display a sequence of **MODE** commands. By pressing the appropriate soft keys and special keys you can select the **MODE** options you wish.

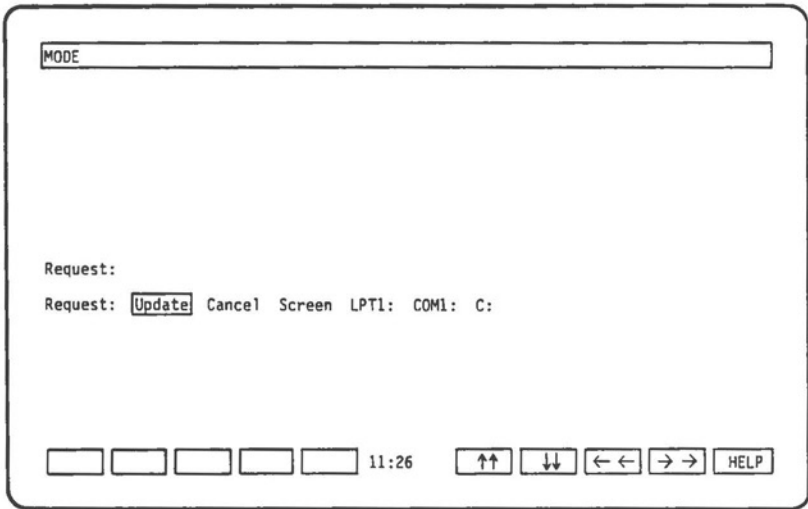


Fig. 4-3 - The main MODE mini-menu.

## Selecting the Type of Setting

### STEP

- 2) Press the space bar or arrow soft keys or keypad arrow keys to move the highlighting to the desired MODE option (see the list of selections on the following page).
- 3) Press **Rtn** to display the possible settings for that option.

Six options are available from this menu. They are:

### SELECTIONS

---

- Update** Displays an exit menu as shown in Fig. 4-8.
- Cancel** Displays a cancel menu as shown in Fig. 4-9.
- Screen** Displays screen option selection menu as shown in Fig. 4-4. The parameters on this menu correspond to the parameters in section 2 of Command Formats and Parameters.
- LPT1:** Displays parallel printer options menu as shown in Fig. 4-5. The parameters on this menu correspond to the parameters in sections 3 and 4 of Command Formats and Parameters.
- COM1:** Displays serial connector options menu as shown in Fig. 4-6. The parameters on this menu correspond to the parameters in section 5 of Command Formats and Parameters.
- C:** Displays Internal drive C: memory size menu as shown in Fig. 4-7. The parameters on this menu correspond to the parameters in section 6 of Command Formats and Parameters.
-

## Choosing the System Settings

### STEP

- 4) Use the special keys or soft keys to select options and return you to the main MODE mini-menu.
- 5) Return to Step 2 to select another setting.

Once an option is selected, the system automatically encloses it in parentheses.

Note that certain selections enable you to enter filenames. These identify files you can set up to control type font interpretations.

The soft key line identifies the special keys you use to select the options from the various menus. These are:

KEYS	EFFECT
<b>Tab</b> <b>spacebar,</b> <b>→ or F9</b>	Moves right to the next item.
<b>Rubout</b> <b>← or F8</b>	Moves left to the previous item.
<b>↑ or F6</b>	Moves up to the next line.
<b>↓ or F7</b>	Moves down to the next line.
<b>Rtn</b>	Makes a selection and displays the appropriate menu.

MODE

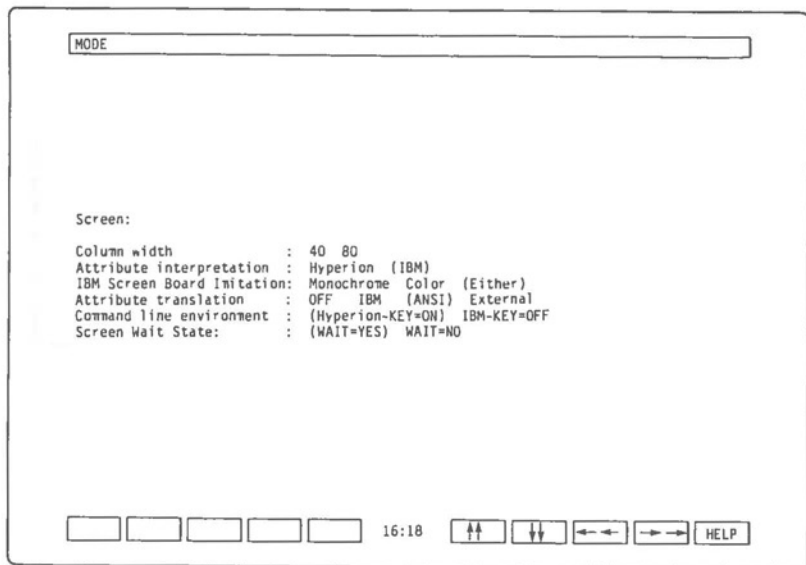


Fig. 4-4 - Screen option selections.

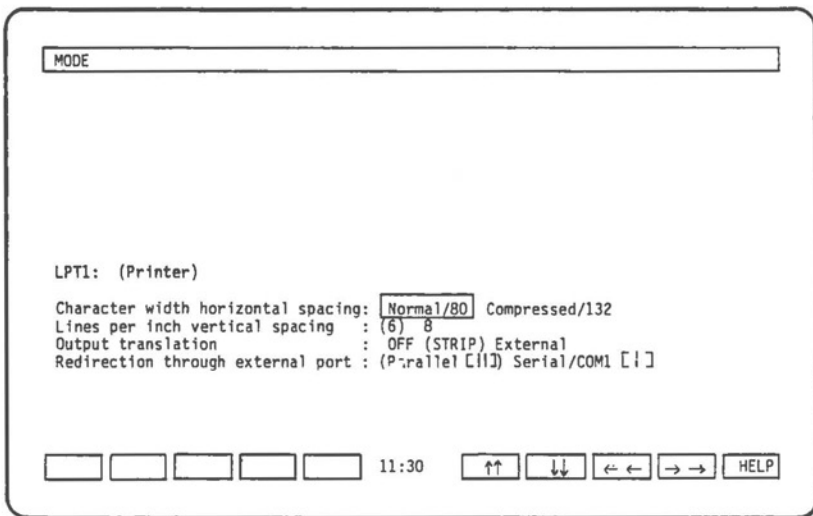


Fig. 4-5 - Parallel printer option selections.

MODE

## SCREEN: Define screen use

The defined settings for the Hyperion should normally not be changed. They are:

- Column Width: 80
- Attribute Interpretation: IBM
- IBM Screen Board Imitation: Either
- Attribute Translation: ANSI
- Command Line Environment: Hyperion-Key = ON
- Screen wait state: WAIT = YES

Screen wait state should *not* be set permanently to NO. If it is set to NO, then the screen will remain permanently on and the screen life may suffer.

## LPT1: Define printer use

The delivered settings for the printer are:

- Lines per Inch: 6
- Character Width: Normal/80
- Redirection: Parallel
- Output Translation: Strip

These settings should be set to correspond with the abilities of the printer connected to the Hyperion. Once they are correctly set, they should be **SAVED**.

The “character width” and “Lines per Inch” parameters only affect printing on certain printers that respond to pre-defined commands to change vertical spacing and perform compressed print (to fit 132 columns on 8 1/2” wide paper). These are ineffective if the translation is OFF or Strip, and can only be used if the appropriate print filter for the attached printer is set in the “Output translation” parameter.

The “redirection” parameter allows you to specify that your printer is connected to the serial connector number 6, on the back of the Hyperion.

The “output translation” parameter refers to an external print filter that is loaded by MODE to define the required “Line per Inch” and “Character Width” escape sequences for the attached printer. Also, the filter checks the print stream for standard escape sequences for character attributes and translates these to special sequences particular to the attached printer. The EPSON print filter is delivered on the Master User Diskette.



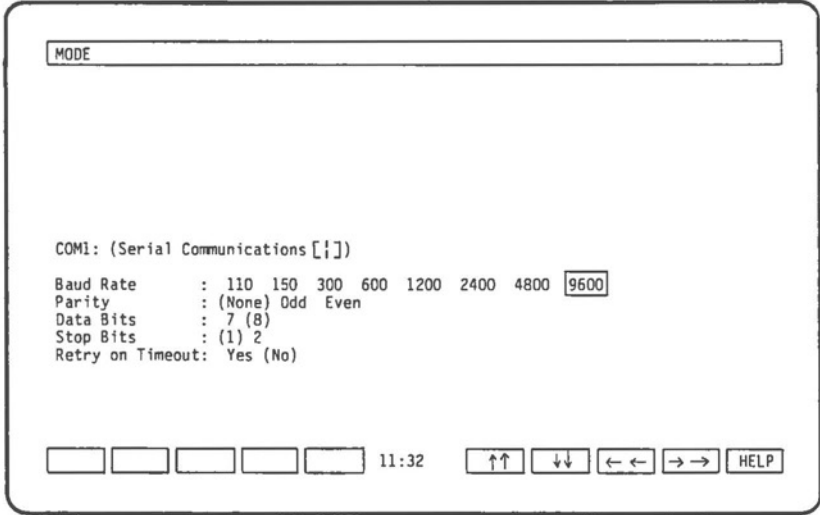


Fig. 4-6 - Serial communications port option selection.

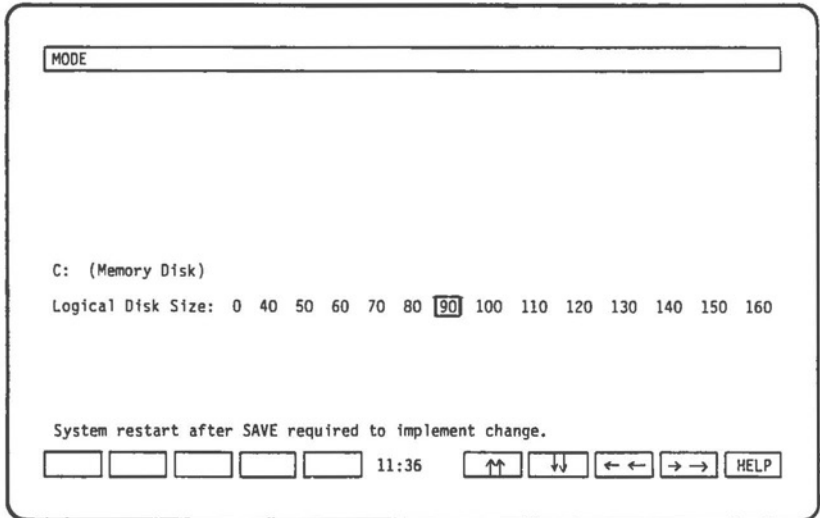


Fig. 4-7 - Internal memory (drive C) size option selection.

MODE

## COM1: (Serial Communications)

The delivered Serial Communications Settings are:

- Baud Rate: 9600
- Parity: None
- Data Bits: 7
- Stop Bits: 1
- Retry: No

The serial output standard supported by the Hyperion is highly flexible, to allow use of many different printers and other serial devices.

These settings must be set to match the settings of the external serial device.

The “baud rate” is the data transfer speed, in bits per second. The “Parity” is a data verification scheme. The “Data Bits” refers to the number of bits that are transferred per character. The “Stop Bits” are part of the communications synchronization.

The “Retry or Timeout” question is asking whether the Hyperion should retry if it gets no response from the connected device within a certain number of seconds.

## C: Set size of internal Drive C

When the Hyperion is delivered, drive C is set to use 90 K of the 256 Kbytes of internal memory. You can reset this, to remove drive C completely, to decrease its size, or to increase its size.

Any change to the drive C does not take effect until you **SAVE** the new setting, and restart the Hyperion.

The normal Hyperion operating environment is changed when drive C is removed.

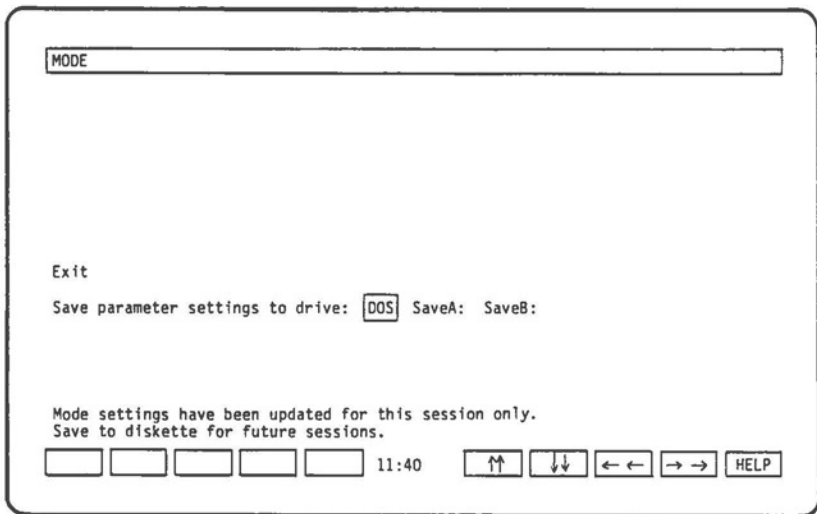


Fig. 4-8 - Exiting option selections.

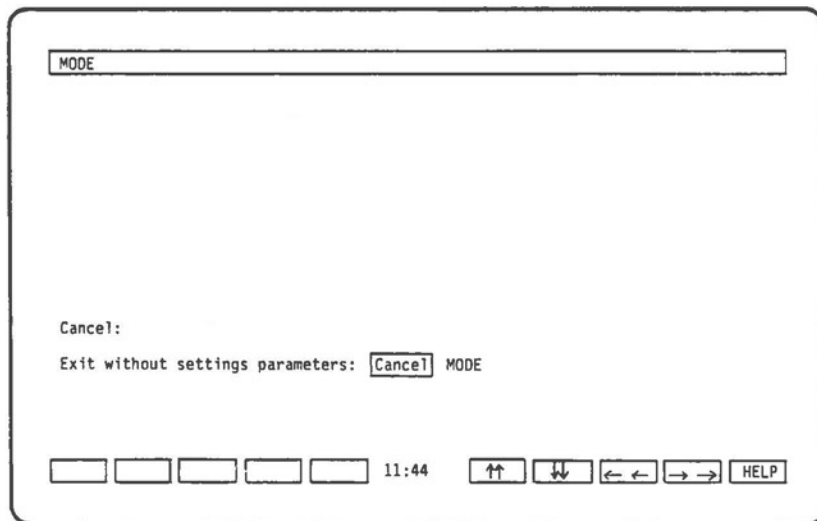


Fig. 4-9 - Cancel option selections.

MODE

**To Exit from MODE****STEPS**

- 6) Select either the **Cancel** or **Exit** options from the main MODE mini-menu. These display the corresponding selection menus as shown in Fig. 4-8 and 4-9.
- 7) Make the selections explained below.

SELECTION	EFFECT
<b>SaveA</b>	Saves the current settings onto the diskette in drive A. Inserting this diskette for the next system restart will reset the Hyperion to these new values.
<b>SaveB</b>	Saves the current settings onto the diskette in drive B.
<b>MODE</b>	Returns to the main MODE menu.
<b>Dos</b>	Exits from the MODE selection procedure back into DOS. The system prompt is displayed in preparation for the entry of another DOS command. If you have not saved the settings, they will remain in effect for the current session, but will be erased once you turn off the Hyperion or perform a system restart.
<b>Cancel</b>	Exits from the MODE selection procedure back into DOS. The settings, if they have been changed, are returned to previously set values. Any changes you have made are cancelled for the current session. Any changes you have saved will take effect when you use the appropriate diskette for a system restart.

**MODE**

**EXPLAIN - Explain Hyperion Commands or Features****ENTERING THE COMMAND****STEP**

- 1) Press the soft key **F9 (XPLAIN)** or enter the word **EXPLAIN**.
- 2) Enter the feature or command to be explained, using the keypad arrow keys or soft key arrow keys.
- 3) Press **Rtn**.

**COMMAND DESCRIPTION**

EXPLAIN displays information on all DOS commands and some features of the Hyperion. This information provides, in effect, a quick reference guide inside the computer. If a drive is specified in the command line all the files with a filename extension .EXP on the specified drive are presented for selection. You can write an explain file to be included on the explain selection list by editing a text file and putting it on diskette with a filename extension .EXP.

**EXPLAIN****COMMAND FORMAT****EXPLAIN [d:][command or feature name]**

## PARAMETER

The command or feature name you enter prompts the system to display a description of that command or Hyperion feature.

Entering no parameter displays a description of the EXPLAIN command, followed by a list of the available explanations.

## USER INTERACTION

Many of the available explanations are longer than the 24 lines of the Hyperion screen. To continue the explanation, strike any key on the keyboard. When there is no more information to be displayed, the system prompt reappears.

**KEYEDIT - Softkey Editing Utility****ENTERING THE COMMAND**

There is no soft key for this command.

**STEP**

- 1) Enter the word **KEYEDIT**.
- 2) Press **Rtn.**

**COMMAND DESCRIPTION**

Keyedit is used to change the soft key labels on a bootable diskette. Keyedit changes the program file **COMMAND.COM** on the current diskette. This file is read onto diskette at system reset time and only the diskettes with the changed **COMMAND.COM** will display the changed selection of soft keys. By using Keyedit, soft key lines may be custom labelled for user preference. The Hyperion is delivered with three blank keys on the DOS soft key line which you may use for your own specification. Entering Keyedit displays a user screen as shown in Fig. 4.10.

**COMMAND FORMAT****KEYEDIT****WARNINGS**

**KEYEDIT** settings will not be activated unless the system is rebooted after the Keyedit program successfully exits. Before resetting the system, wait for the DOS system prompt (C:).



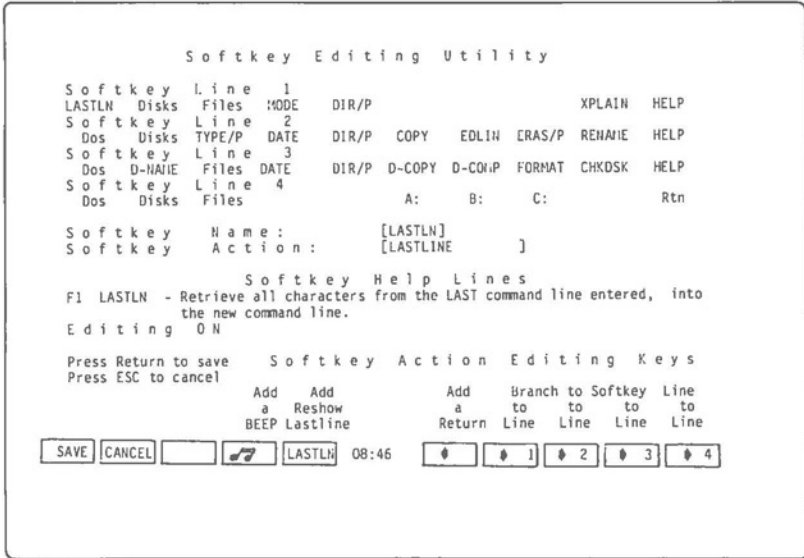


Fig. 4-10 - Keyedit selection screen.

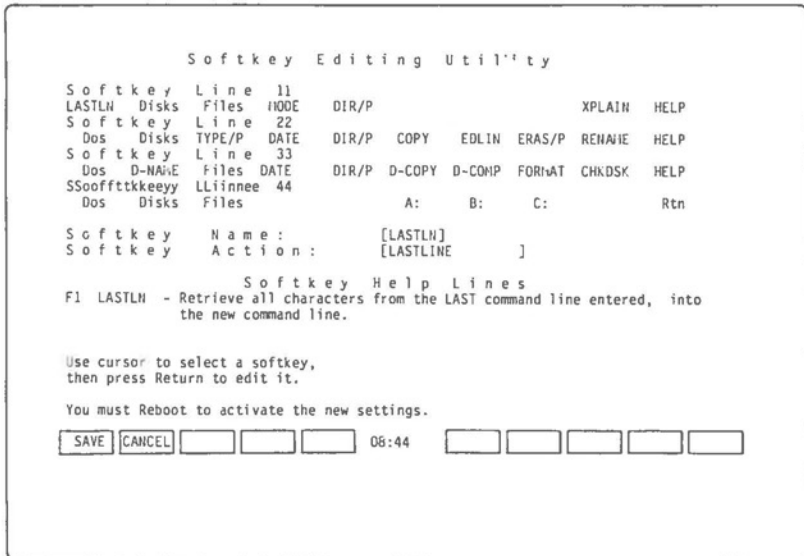


Fig. 4-11 - Keyedit editing screen.

## USER INTERACTION

When the Keyedit display screen appears:

### STEP

- 1) Move the cursor by using the keypad arrow keys to select a soft key, then press **Rtn** to edit it. The screen alters to Edit mode (Fig. 4-11).
- 2) Enter the new name for the soft key label.
- 3) Using the up and down arrows on the keypad move the cursor to to the softkey action line. Edit the string of characters the soft key should invoke. For example the DIR/P key should include "DIR/P" or the M-PLAN key should include "MP".
- 4) Add a specialized function to the command if required using the Softkey Action Editing keys, for example add "Branch to line 4" or "Add a Return".
- 5) Press the **Rtn** key to finish editing a soft key and its fields then select another key to edit.
- 6) To save all the new settings press **F1** (SAVE). To cancel the new settings press the **ESC** key. This returns you to the Edit mode. To cancel the editing session press **F2** (CANCEL). Any new settings are lost.
- 7) You must reboot the system to activate the new settings after pressing Save. To reboot the system hold down the **Ctrl + Alt** keys and press **Del**.

The new soft key label is displayed on your soft key line. Pressing it will invoke the command or action assigned.

---

**SOFTKEY SELECTIONS EFFECT**

---

<b>SAVE</b>	Saves the edited keys and returns the system to DOS. The system must be rebooted to activate the new settings.
<b>CANCEL</b>	Cancels the editing session any new settings are lost.
<b>Add a BEEP</b>	When editing the softkey action line signals to the user that the key is blank.
<b>Add Reshow Lastline</b>	When editing the softkey action line requests the contents of the last line to be placed at the cursor.
<b>Add a Return</b>	When editing the softkey action line adds a key with the Rtn function.
<b>Branch</b>	When editing the softkey action line requests a change in the soft key line to show a new line.

---

## **SYS - Transfer MS-DOS System Files**

### **ENTERING THE COMMAND**

There is no soft key for this command.

#### **STEP**

1) Enter **SYS d:** then press **Rtn.**

### **COMMAND DESCRIPTION**

The SYS command transfers MS-DOS system files from the diskette in the default drive to the target drive specified by d:. The target diskette must contain hidden IO.SYS and MSDOS.SYS system files and they must take up the same amount of space on the disk as the new system requires. The SYS command also transfers a boot sector with the current MODE settings set. When the target diskette is used for a system reset, these MODE parameters will automatically be set.

### **COMMAND FORMAT**

**SYS d:**

### **USER INTERACTION**

The transferred files are copied onto the target diskette in the following order:

IO.SYS  
MSDOS.SYS

They are hidden files and will not appear when the DIR/P command is executed. When the files have been copied the system responds with the message:

**System and boot sector transferred**

## ERROR MESSAGES

If SYS detects an error, an error message is displayed.

- **No room for system on destination disk**

There is not enough room on the destination disk for the IO.SYS and MSDOS.SYS files.

- **Incompatible system sizes**

The system files IO.SYS and MSDOS.SYS do not take up as much space on the destination disk as the new disk will need.

## 4.5 FILE MANAGEMENT COMMANDS

The DOS File Management Commands are used to:

- a) display files (**TYPE** command),
- b) list files (**DIR** command),
- c) copy files (**COPY** command),
- d) erase files (**ERASE** command),
- e) rename files (**RENAME** command).

When used in conjunction with EDLIN or IN:SCRIBE and DOS, the file management commands provide complete file creation and manipulation capability.

### Command Format

The commands described on the following pages are all presented in a standard way: command word followed by command parameters. Parameters shown in square brackets are optional. Parameters preceded by a slash (e.g., /P) may be inserted in any order.

### Filespecs are Often Used as Parameters (Wildcarding)

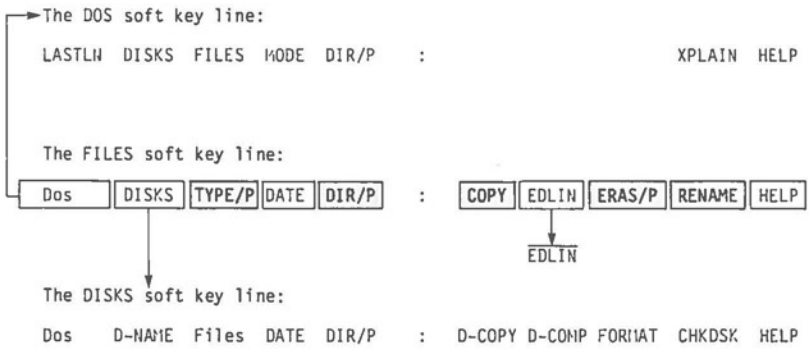
Remember that substituting a question mark (?) acts as a wildcard for a single character in a filespec. If the filespec contains a question mark (?) when using a filespec as a parameter to a command, DOS will find all files that match all the characters in the filespec and that has *any character* in the position where the question mark (?) was typed.

Also, an asterisk (\*) in a filespec acts as a multiple character wildcard: DOS will find any file that matches all other characters in the filespec, and that has *between zero and eight other characters* in the position where the \* is typed.

For examples of using the question mark (?) and asterisk (\*) as wildcards in a filespec, see page 77 in this section.

### Accessing the FILES Soft Key Line

Pressing **F3** from any of the other two DOS soft key lines displays the FILES soft key line as shown in Fig. 4-12.



**Fig. 4-12** - The DOS file management commands on the FILES soft key line.

## Using the FILES Soft Key Line

Pressing the appropriate soft key, **F1** to **F10**, instructs the system to do any of 10 tasks, as listed below and described on the following pages. All references are to Part II of this guide.

### SELECTIONS

- F1) Press **F1** (Dos) to redisplay the DOS soft key line. Overall system control commands are described in Section 4.4.
- F2) Press **F2** (Disks) to display the DISKS soft key line. Diskette management commands are described in Section 4.6.
- F3) Press **F3** (TYPE/P) to display the contents of a file. Go to Page II-71. to continue.
- F4) Press **F4** (DATE) to display the system date. This is a system control command, described in Section 4.4.
- F5) Press **F5** (DIR/P) to list the names of files on a diskette. Go to Page II-75 to continue.
- F6) Press **F6** (COPY) to copy a file. Go to Page II-79 to continue.
- F7) Press **F7** (EDLIN) to access the text editor (EDLIN). Go to Section 5 in this Guide to continue.
- F8) Press **F8** (ERASE/P) to erase a file. Go to Page II-83 to continue.
- F9) Press **F9** (RENAME) to rename a file. Go to Page II-87 to continue.
- F10) Press **F10** (HELP) to display a narrative describing how to use this FILES soft key line.

Remember that you can also type in these commands directly from the keyboard.

TYPE

DIR

COPY

ERASE

RENAME





**TYPE - Display/Print the Contents of a File**

TYPE

**ENTERING THE COMMAND****STEP**

- 1) Press the soft key **F3** (TYPE/P) from the FILES soft key line or enter the word **TYPE**.
- 2) Press **Ctrl + Print** if you wish to print out what will be displayed on the screen. Note that this copies everything displayed on the screen to the printer until **Ctrl + Print** is pressed again.
- 3) Enter a parameter, edit the command line if necessary, then press **Rtn**.

The system displays (and prints) the file, as specified by the parameters entered, then redisplay the system prompt in preparation for the entry of a new command.

Note that using the soft key enters **TYPE/P** onto the screen, automatically adding the parameter **/P**.

**COMMAND DESCRIPTION**

This command tells DOS to display the contents of a file on the Hyperion screen. It can also be used to print the file, if **Ctrl + Print** keys are pressed. The action of the Print key is described in Section 2.8 of this guide.

Only files that contain text (ASCII coded files) can be properly displayed using this command. The contents of files that contain programs and program generated data (binary files) can not be properly displayed.

**COMMAND FORMAT****TYPE [/P][d:]Filespec**

## PARAMETERS

- /P** Pause. Instructs the system to pause after the screen has been completely filled with information. Pressing any key after the pause continues the TYPEing (and printing) process.
- d:** Drivespec. The letter d stands for the drive where the file is to be found. The file can be found on diskette drive **A**, **B** or **C**. Note that there is no space between this parameter and the filespec.
- filespec** Filename plus filename extension. Identifies the file that is going to be displayed/printed.

## WARNINGS

Some files are not legible when displayed using the TYPE command. They contain characters that cannot be displayed on the screen.

Unless **/P** is entered, large files are displayed so quickly that it is impossible to read them. Be prepared to use the **Ctrl + NumLock** keys to tell the Hyperion to pause, if you have not used the **/P** option on the command line.

If **Ctrl + Print** is pressed and the **/P** parameter used extraneous output will appear on the printed text.

## USER INTERACTION

When the **/P** option is entered the system pauses after each screenful of information and prompts you with the line, "Strike a key when ready". This prompt line also appears on printer output, affecting the desired output format. To print without messages, use the **TYPE** command without the **/P** option.

- a) The **Ctrl + NumLock** keys may be pressed at any time to suspend print/display operation until any other key is pressed. This allows you to stop/start the display. Note that the system does not prompt you to press a key when you perform a **Ctrl + NumLock** pause.
- b) If the **Ctrl + Print** keys were used to simultaneously print the document while **TYPE**ing it, remember to press **Ctrl + Print** again to turn off the printer.

## ERROR MESSAGES

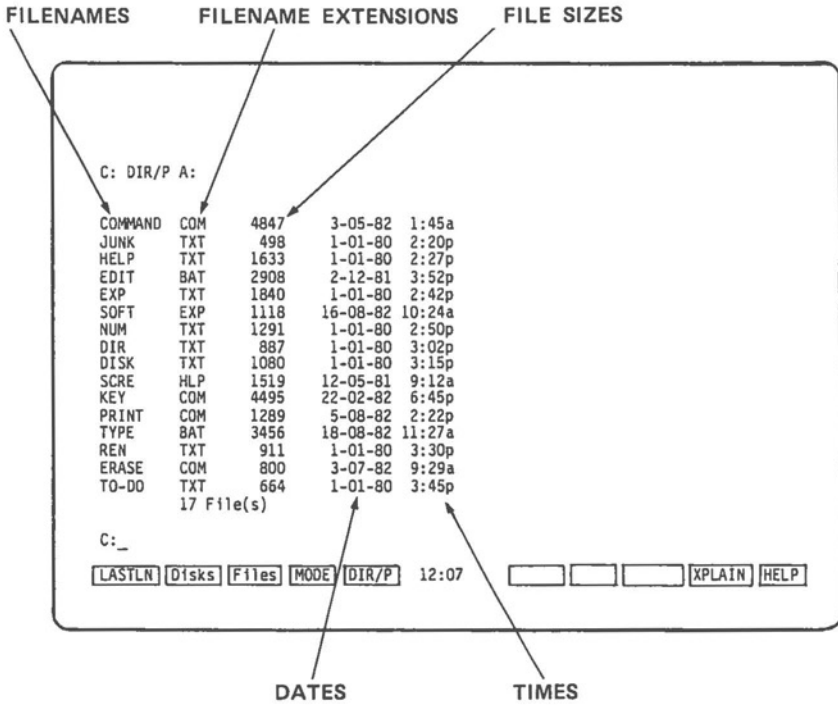
Possible error messages are:

- **Invalid drive specification**
- **Invalid parameter**
- **Printer Problem: Retry, or Disable for 30 Seconds [RD]?**

Enter **R** to retry. If this does not correct the problem, enter **D**, to disable the printer. Turn your printer off and on again. Re-enter your print command.

## SEE ALSO

The **Print** key is described in Section 2.8. The **COPY** command provides a more convenient way of printing files (**COPY filespec PRN**).



**Fig. 4-13** - A typical directory listing. Note the filenames, filename extensions, file sizes, dates and times.

**DIR - List the Names of Files on a Diskette****ENTERING THE COMMAND****STEP**

- 1) Press the soft key **F5** (DIR/P) or enter the word **DIR**.
- 2) Press **Rtn**.

*OR*

Enter the parameters; edit the command line if necessary; and then press **Rtn**.

**DIR**

The system lists the files, as specified by the parameter entered, then redisplay the system prompt in preparation for the entry of a new command.

Note that using the soft key **F5** enters **DIR/P** onto the screen, automatically adding the parameter **/P**.

**COMMAND DESCRIPTION**

This command is used to list the filespecs for files on a diskette. See Fig. 4-13 at left for a sample listing. Note that the date and time listed in the directory entry is the date and time the file was created or last changed.

**COMMAND FORMAT**

**DIR** [**/P**][**d:**][**Filespec**][**/W**]

## OPTIONAL PARAMETERS

- Not entering a parameter (i.e., pressing **Rtn** without entering a parameter) instructs the system to list all files on the diskette in the current drive.

**/P** Pause. Instructs the system to pause after the screen has been completely filled. Pressing any key after the pause, continues the directory display.

**d:** Drivespec. The letter **d** stands for the drive where the files are to be found. The drivespec can be **A:**, **B:** or **C:**. Note that there is no space between this parameter and the filespec, if a filespec is also entered.

If no drivespec is entered, the system looks at the current drive identified by the system prompt.

**filespec** Filespec. Substituting an asterisk (\*) for any sequence of letters in a filename or filename extension will display all files whose filespecs match the previous characters.

Substituting a question mark (?) for a *single* character in the filespec will display all files whose filespecs match the other characters.

**/W** Wide. Limits extent of display. Only filenames and extensions are displayed; no other information on each file. This allows the system to list five files per line, so that all files on a diskette can be displayed in any one screenful.

## EXAMPLES

### Example 1) - *Listing files with the same extensions:*

The command **DIR A:\*.TXT** lists all files on the current drive that have the extension TXT:

```
LETTER.TXT
CHAPTER1.TXT
...
```

### Example 2) - *Listing files with similar filenames:*

The command **DIR B:MY\*.DTA** lists all files on drive B that begin with MY and have the extension DTA.

```
MYGL.DTA
MYTAX.DTA
MYPLAN.DTA
```

### Example 3) - *Listing files with similar filenames:*

The command **DIR A:MYFILE?.\*** lists all files on drive A that begin with MYFILE, that have exactly one subsequent character in their filenames, and that have any or even no extensions.

```
MYFILE1.TXT
MYFILE1.DTA
MYFILEZ.DOC
```

### Example 4) - *Using the [/W] option:*

The command **DIR A: /W** lists all the files on the diskette in drive A, five to a line, without their size or last change date information.



**DIR**

## **COPY - Copy Files**

### **ENTERING THE COMMAND**

#### **STEP**

- 1) Press the soft key **F6** or enter the word **COPY** from the **FILES** soft key line.
- 2) Enter the parameters, edit the command line if necessary, then press the **Rtn** key.

The system copies the files, as specified by the parameters chosen, and redisplay the system prompt in preparation for the entry of a new command.

### **COMMAND DESCRIPTION**

**COPY** is used to copy diskette files into other files, onto other diskettes, or onto external system devices. It is also used to make complete backups of all files on a given diskette. Because the same command performs so many different functions, and is used so frequently, it is important to understand all of its capabilities.

### **COMMAND FORMAT**

```
COPY [d:]Filespec1 [d:][Filespec2]
```

### **PARAMETERS**

- d: Drivespec. Location of the diskette from which the file is going to be copied: can be **A:** **B:** or **C:**. If this is left blank, the system assumes the file is from the current drive shown in the system prompt.

**filespec1[ + filespec + filespec + ...]**

Source file. This is the file that is being copied. If additional files are specified preceded by plus signs as shown, then all these source files are put together and copied as one file. If any wildcards (asterisks or question marks) are included in the filespecs, then the system copies all files that match the wildcarded filespec. See example 4.

**d:[filespec2]**

Destination drivespec and filespec.

Drivespec identifies the location of the diskette where the file is going to go. If the drivespec is left blank, the system assumes the current drive shown in the prompt.

Filespec2 is the name the system will give to the new file. If an existing filespec is specified, its contents will be erased and replaced with what is being copied. If filespec2 is left blank a new file with the original filename is created.

If wildcards are included in filespec2, the system will substitute the corresponding characters from filespec1. See examples 3, 4, 5 and 6.

**WARNINGS**

Because of the many options available within the COPY command, it is important to use extreme caution when entering the command line. If wildcarding is going to be used, the **DIR** command (Page II-75) should be used first to find out exactly what files will match the wildcard pattern.

The contents of the target files in any copy operation are replaced by the contents of the source files. Even if a drive is specified as the target, any files on that drive that have the same names as any of the source files, will be replaced.

When using wildcard patterns to identify source files for concatenation, be sure the target file is not one of the files that will match the source pattern. This will cause an error message, but will be too late to save the contents of the target file.

## USER INTERACTION

Most user interaction with the copy command takes place at command entry time, and has therefore already been described. After COPY has finished performing the requested file copies, the following message is displayed:

### N files Copied

and the system prompt reappears.

## ERROR MESSAGES

Possible error messages are:

- **Invalid drive specification**
- **Invalid parameter**

## SEE ALSO

Use **DIR** to verify wildcard pattern selections before applying them to the COPY command.

When copying all of the files on a diskette to another diskette, it may be useful to use **FORMAT** to clear the diskette first. **FORMAT/S** will also move DOS onto a target diskette. **DISKCOPY** can be used to create an exact diskette copy, in place of using the COPY command followed by the parameter  
\*.\*.

## EXAMPLES

**Example 1) - Copying a group of files onto another diskette:**

The command **COPY A:\*.TXT B:** copies all files on drive A that have the extension **TXT** onto drive B.

**Example 2) - Copying all files on a diskette:**

The command **COPY A:.\* B:** copies all files on the diskette in drive A onto the diskette in drive B.

**Example 3) - Copying a file into a file with a different name:**

The command **COPY A:ANYFILE.EXT B:\*.BAK** copies the file **ANYFILE.EXT** from the diskette in drive A into a file called **ANYFILE.BAK** on drive B. Note that when **COPY** copies one file into another in this way, the two files can be on the same drive if desired.

**Example 4) - Copying several files into one:**

The command **COPY A:MYNAME.TXT + \*.BAK A:BACKUP.BIG** copies **MYNAME.TXT** into **BACKUP.BIG** first. Then, all files that have the extension **.BAK** are also copied into **BACKUP.BIG**, in alphabetical order.

**Example 5) - Performing several file copies at once:**

The command **COPY A:\*.TXT A:\*.BAK** copies each file with the extension **.TXT** into a file with the same filename, but the extension **.BAK**.

**Example 6) - Joining several files together and copying onto other files in one step:**

The command **COPY A:\*.INX + A:\*.TXT A:\*.BAK** will join each file with the extension **.INX**, to a file with the same name but the extension **.TXT**, and copy both into a file with the same name but the extension **.BAK**.

**ERASE - Remove a File from Disk**  
**DEL - Remove a File from Disk**

## ENTERING THE COMMAND

### STEP

- 1) Press the soft key **F8** (ERAS/P) or type the command word **ERASE/P**, or type the command word **DEL**.
- 2) Enter the parameters, edit the command line if necessary, then press the **Rtn** key.

(STEPS continued under USER INTERACTION)

Note that using the soft key **F8** enters **ERASE/P** onto the screen, automatically adding the parameter **/P**.

## COMMAND DESCRIPTION

**ERASE** and **DEL** perform the same command function. This command completely removes a file or files from disk. In fact, it removes all of DOS' references to the file in both the directory and the storage allocation table on the diskette. It is *impossible* to recover a file after it has been erased.

## COMMAND FORMAT

**ERASE** [/P][d:]Filespec  
 or **DEL** [/P][d:]Filespec

## PARAMETERS

- /P**      Pause. System pauses before erasing each file, displays the directory line for that file, and prompts you for permission to erase.

**d:** Drivespec. Location of the diskette from which the file is going to be erased. Can be **A:**, **B:** or **C:**. If no drivespec is entered, the current drive is assumed. Note that there is no space between the drivespec and the filespec.

**Filespec** Filename plus filename extension. Identifies the file(s) to be erased. Wildcards may be used within the supplied filespec. All files that match will be erased from the specified diskette.

## WARNINGS

An erased file can not be recovered. Use extreme caution if using wildcards in the filespec supplied on the command line. In this case, using the **/P** parameter allows you to review each selected filename before it is erased.

Certain DOS system files cannot be erased, even if the filespec pattern matches their own.

## USER INTERACTION

If the parameter **/P** is supplied, the following **ERASE** prompt is displayed before erasing each file:

**Erase [Y/N]?**

### STEP

3) Enter **N** for no, or **Y** for yes.

If **Y** is typed, the file is erased. Typing **N** (or anything else) cancels the **ERASE** request for that file. After all files have been processed, the system prompt is redisplayed in preparation for another command line:

## ERROR MESSAGES

Possible error messages are:

- **Invalid drive specification**
- **Invalid parameter**
- **File not found**
- **Missing filename**

## SEE ALSO

**FORMAT/C** can be used to remove all files from a diskette. It removes even non-erasable files, and should be used with extreme caution.

ERASE



**ERASE**

**RENAME - Rename a File****ENTERING THE COMMAND****STEP**

- 1) Press the soft key **F6** (RENAME) or enter the word **RENAME**.
- 2) Enter two parameters, edit the command line if necessary, and press the **Rtn** key.

The system renames the file or files, as specified by the parameters chosen, and redisplay the system prompt in preparation for the entry of a new command.

**COMMAND DESCRIPTION**

This file management command is used to give existing files a new filename and/or extension. It can be used in the short form **REN**, or in the long form **RENAME**.

**COMMAND FORMAT****REN[AME] [d:]Filespec1 filespec2****PARAMETERS**

- d:** Drivespec. Location of the file. Can be **A:**, **B:** or **C:**. If the drivespec is left blank the current diskette drive, as shown by the system prompt, is assumed. There is no need to repeat the drivespec for filespec2.

**filespec1** Filename plus filename extension of the file whose filespec is going to be changed. You may include wildcards (asterisks and question marks) in this filespec in certain cases. See example 2.

**filespec2** Filename plus filename extension. New filespec that is going to be assigned to the file. You may include wildcards in this filespec (asterisks and question marks). They will match corresponding characters in filespec1. See examples 1 and 2.

## ERROR MESSAGES

Possible error messages are:

- **Invalid drive specification**
- **Invalid parameter**

## SEE ALSO

The COPY command (Page II-79) can also be used to create a new copy of any file, with a new name. The original version would still exist, of course.

## EXAMPLES

### **Example 1) - Wildcarding the new name:**

Entering the command line **REN B:LETTER.TXT \*.OLD** gives the file LETTER.TXT on drive B the new name LETTER.OLD. Note that the wildcard in filespec2 (\*.OLD) was used to repeat the filename.

### **Example 2) - Renaming a sequence of files:**

Entering the command line **RENAME A:L\*.TXT E\*.BTY** turns all files on drive A beginning with the letter L and having the filename extension TXT into files beginning with the letter E and having the filename extension BTY.

## 4.6 DISKETTE MANAGEMENT COMMANDS

The DOS Diskette Management Commands are used to:

- a) display or rename a diskette (**DISKNAME**),
- b) check the status of a diskette (**CHKDSK**),
- c) prepare a new diskette for use (**FORMAT**),
- d) duplicate a diskette (**DISKCOPY**),
- e) compare two diskettes (**DISKCOMP**).

The diskette management commands are provided so that you can intelligently use and backup your own diskettes. Diskette organization and the rationale for frequent backups, are discussed in Part III of this User Guide.

### Command Descriptions

The commands described on the following pages are all presented in a standard way: command word followed by command parameters. Parameters shown in square brackets are optional. Parameters preceded by a slash (e.g., /P) may be inserted in any order. Drivespecs are often used as parameters.

### Accessing the DISKS Soft Key Line

Pressing **F2** from any of the other two DOS soft key lines displays the DISKS soft key line as shown in Fig. 4-14.

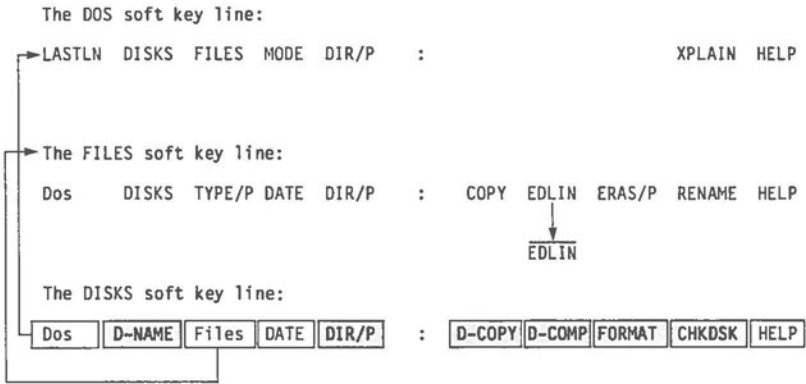


Fig. 4-14 - The diskette management commands.

## Using the DISKS Soft Key Line

Pressing the appropriate soft key, **F1** to **F10**, will then instruct the system to do any of 10 tasks, as listed below and described on the following pages. All references are to Part II of this guide.

### SELECTIONS

- F1) Press **F1** (Dos) to redisplay the DOS soft key line. Overall system control is described in Section 4.4.
- F2) Press **F2** (D-NAME) to name a diskette. Go to Page II-93 to continue.
- F3) Press **F3** (Files) to access the FILES soft key line. This will enable you to manipulate the files on a diskette. Go to Section 4.5 to continue.
- F4) Press **F4** (DATE) to display the system date. This is a system configuration command, described in Section 4.4.
- F5) Press **F5** (DIR/P) to list the names of files on a diskette. DIR is a file management command and is described in Section 4.5.
- F6) Press **F6** (D-COPY) to copy the contents of one diskette onto another. Go to Page II-97 to continue.
- F7) Press **F7** (D-COMP) to compare the contents of one diskette to another. Go to Page II-103 to continue.
- F8) Press **F8** (FORMAT) to prepare a new diskette for use. Go to Page II-107 to continue.
- F9) Press **F9** (CHKDSK) to check the status of a diskette. Go to Page II-111 to continue.
- F10) Press **F10** (HELP) to display a narrative describing how to use this DISKS soft key line.

Remember that you can also type in these commands directly from the keyboard, using the full command name.

DISKNAME

DIR

DISKCOPY

DISKCOMP

FORMAT

CHKDSK



**DISKNAME - Display a Diskette Name, or Rename a Diskette**

DISKNAME

**ENTERING THE COMMAND****STEP**

- 1) Press the soft key **F2** (D-NAME) from the DISKS soft key line, or enter the word **DISKNAME**.
- 2) Press **Rtn**.

*OR*

Enter the parameter; edit the command line if necessary; and then press **Rtn**.

After displaying or re-setting a diskette name, the system redisplayes the system prompt in preparation for the entry of a new command.

**COMMAND DESCRIPTION**

This command allows you to display a disk name for reference, or to assign a name to your diskette.

While Hyperion does not enforce use of the **DISKNAME** command, regular use of the command is a highly recommended practice. The **DIR** command displays the disk name of a diskette if a name has been previously assigned.

**COMMAND FORMAT****DISKNAME [d:] [newname]**



## PARAMETERS

- When the DISKNAME command is entered without any parameters, it displays the previously set names of the diskettes in *both* drive A and B of the Hyperion.
- d:** Drivespec. Can be **A:** or **B:**. Identifies the location of the diskette to be named.
- newname** Newname is a name of up to 30 characters that is to be assigned to the diskette in the specified drive.

## ERROR MESSAGES

Possible error messages are:

- **Unable to set diskette name**  
Disk error in writing name, check to see if diskette is write-protected.
- **Non-Hyperion diskette**  
Diskette not formatted by a Hyperion, format diskette before using DISKNAME command.
- **Diskette name unreadable**
- **No diskette mounted**
- **No diskette name assigned**

**DIR - List the Names of Files on a Diskette****ENTERING THE COMMAND****STEP**

- 1) Enter the word **DIR** or press the soft key **F5** from the FILES soft key line.
- 2) Press **Rtn.**

*OR*

Enter the parameters; edit the command line if necessary; and then press **Rtn.**

**DIR**

The system lists the files, as specified by the parameter entered, then redisplay the system prompt in preparation for the entry of a new command.

Note that using the soft key enters **DIR/P** onto the screen, automatically adding the parameter **/P**.

**COMMAND DESCRIPTION**

Refer to Section 4.5, File Management Commands, for a complete description of this command, its format and parameters.

**DIR**

**DISKCOPY - Duplicate a Diskette****ENTERING THE COMMAND****STEP**

- 1) Press the soft key **F6** (D-COPY) or enter the word **DISKCOPY**.
- 2) Press **Rtn**.

*OR*

Enter the parameters; edit the command line if necessary; and then press **Rtn**.

(STEPS continue under USER INTERACTION)

Note that using the soft key **F6** to enter **DISKCOPY** automatically enters a **Rtn** after the command. The system then assumes that the diskette in drive A is to be copied onto the diskette in drive B.

**COMMAND DESCRIPTION**

This command is used to make backup copies of diskettes. It works with a "source drive" and a "target drive". All information on the diskette mounted in the source drive is exactly duplicated onto the diskette mounted in the target drive.

**COMMAND FORMAT**

**DISKCOPY [sourced:targetd:]**

## PARAMETERS

- If no parameters are entered, DISKCOPY assumes the source drivespec is A: and the target drivespec is B:.

**sourced:** Source drivespec. Can be **A:** or **B:**. Identifies the diskette to be copied from. If a source drivespec is specified, then the target drivespec **MUST** also be provided.

**targetd:** Target drivespec. Identifies the diskette to be copied onto. The sourcedrive and targetdrive can be the same if desired. This capability has been provided so that backups can be made even if a hardware problem has temporarily put one drive out of commission.

DISKCOPY

## WARNINGS

DISKCOPY destroys any files that were present on the target diskette prior to diskcopying.

## USER INTERACTION

DISKCOPY always displays the following message on the screen; where X and Y are the two drivespecs entered on the command line, or A and B respectively if no drivespecs were entered.

**Insert source diskette in drive x:**  
**Insert target diskette in drive y:**  
**Strike a key when ready**

**STEP**

- 3) Make sure that the target diskette does not contain any needed files, and that it is write-enabled (no write-protect sticker).

... continued

At this time, the user must make absolutely sure that the diskette in the target drive does not contain any needed files. They will be destroyed, as soon as any key is struck. *To cancel the DISKCOPY command* at this point, enter **Ctrl + Brk**. DOS will report an error, and then prompt for a new command.

**STEP**

- 4) Insert the source diskette into drive X.
- 5) Insert the target diskette into drive Y.
- 6) Press any key on the keyboard, to start the copying.

*OR*

Press **Ctrl + Brk** to cancel the copying request.

DISKCOPY

DISKCOPY automatically detects whether one or two sides are being used on the source diskette, and proceeds accordingly. The command informs the user by displaying the following message:

**Copying N sides**

In the case of a single drive DISKCOPY, where source and target diskettes are to occupy the same drive, the user is prompted to swap between source and target diskettes during the DISKCOPY. These swap instructions must be followed very carefully, to avoid copying *from* target *to* source diskette by mistake.

When the first diskette copy is completed, DISKCOPY informs the user, and asks whether more diskette copies are to be made:

**Copy Complete  
Copy Another (Y/N)?**

**STEP**

7) Enter **Y** for yes, and return to Step 3.

*OR*

Enter **N** for no.

**DISKCOPY**

If "Y" is typed, the complete sequence is repeated using the same source and target drives. If N (or anything else) is typed, DISKCOPY terminates, and DOS prompts for another command.

If the format of the target diskette is different from the source diskette the following message is displayed:

**Source and destination diskettes  
are not formatted identically  
Continue Copying (Y/N)?**

If your response to this message is "Y", the system displays the following message:

**Formatting while copying**

## ERROR MESSAGES

Possible error messages are:

- **Invalid drive specification**
- **Invalid parameter**
- **Attempted write-protect violation:**
- **Not ready error reading drive x**  
    **Correct, then strike any key**
- **Not ready error writing drive x**  
    **Correct, then strike any key**
- **Target diskette may be unsuitable**
- **Target diskette write protected**  
    **Correct, then strike any key**
- **Unrecoverable format error on target diskette**
- **Target diskette unusable**
- **Unrecoverable read error on source**  
    **Track NN, side N**
- **Unrecoverable verify error on target**  
    **Track NN, side N**
- **Unrecoverable write error on target**  
    **Track NN, side N**

DISKCOPY

## SEE ALSO

The **COPY** command can also be used to make backup diskettes - on a file-by-file basis. Using **COPY** offers an advantage, in fact: files are copied into contiguous areas on the diskette, whereas **DISKCOPY** duplicates diskettes exactly.

During day to day use, DOS shrinks and expands files as needed. Often, a file is expanded by allocating storage space that *is not* directly beside the space previously allocated to the file. This means that a diskette file can be spread over many different areas of the diskette. Using **COPY** restructures each file into one physical area. Using **DISKCOPY** does not.



**DISKCOPY**

**DISKCOMP - Compare Two Diskettes****ENTERING THE COMMAND****STEP**

- 1) Press the soft key **F7** (D-COMP) or enter the word **DISKCOMP**.
- 2) Press **Rtn.**

*OR*

Enter the parameters; edit the command line if necessary; and then press **Rtn.**

(STEPS continued under USER INTERACTION)

Note that using the soft key **F7** to enter **DISKCOMP** automatically enters a **Rtn** after the command. The system then assumes that the two diskettes to be compared are to be found in drives A and B.

**COMMAND DESCRIPTION**

This command does a direct comparison of two diskettes, on a use-of-location basis, **NOT** on a file by file basis.

Note that a diskette copy that is made using the file oriented **COPY** command would probably **NOT** compare with its parent diskette. This is because of internal changes to file allocations on the diskette that may occur when the file **COPY** command is used.

**COMMAND FORMAT**

**DISKCOMP [d1: d2:]**

**DISKCOMP**

## PARAMETERS

**d1: d2:** Drivespecs. Identifies the disk drives containing the diskettes to be compared. Note that DISKCOMP assumes drives A and B are to be used, if no drivespecs are entered on the command line. The same drive specification may be given for both diskettes: DISKCOMP then operates by asking the user to swap between diskettes at certain intervals.

## WARNINGS

Two diskettes will normally be reported as being identical only if they are DISKCOPYs of each other, or if they were both generated in exactly the same way. Two diskettes containing identical files will not necessarily be reported as comparable, because of different internal allocations of storage space to files.

## USER INTERACTION

When the DISKCOMP command line is entered, the system prompts you to:

**Insert first diskette in drive x :**  
**Insert second diskette in drive y :**  
**Strike a key when ready . . .**

**STEP**

- 3) Insert the first diskette into drive x.
- 4) Insert the second diskette into drive y.
- 5) Press any key on the keyboard to start comparing.

*OR*

Press **Ctrl** + **Brk** to cancel the compare request.

*To cancel the DISKCOMP command* at this point, enter **Ctrl** + **Brk**. DOS will display an error message, and then prompt for another command.

DISKCOMP automatically detects whether one or two sides should be compared. It informs the user by displaying the following message:

**Comparing N sides**

If the two diskettes are not identical, this is followed by messages of the following form, where track numbers vary between 0 and 39, and the side number is 0 or 1.

**Compare error(s) on  
Track NN side N, sector(s):NN**

If the two diskettes are identical, however, DISKCOMP reports successful comparison:

**Diskettes compare OK**

After each diskette comparison is completed, DISKCOMP asks:

**Compare more diskettes (Y/N)?**

**STEP**

6) Enter **Y** for yes, and return to Step 3.

*OR*

Enter **N** for no.

If "Y" is typed, the complete sequence is repeated for another pair of diskettes. If "N" (or anything else) is typed, DISKCOMP terminates and DOS prompts for a new command.

**ERROR MESSAGES**

Possible error messages are:

- **Invalid drive specification**
- **Invalid parameter**
- **Compare error(s) on Track NN, side N,  
sector(s):NN**
- **Incompatible diskette or drive types**
- **Unrecoverable read error on drive x  
Track NN, side N**
- **Not ready error reading drive x  
Correct, then strike any key**

**FORMAT - Prepare a Diskette for Use****ENTERING THE COMMAND****STEP**

- 1) Press the soft key **F8** (FORMAT) or enter the word **FORMAT**.
- 2) Enter the parameters, edit the command line, if necessary, and then press **Rtn**.

(STEPS continued under USER INTERACTION)

**COMMAND DESCRIPTION**

When a diskette leaves the manufacturer's plant, it typically contains a useless random magnetic pattern. Every computer system provides a diskette formatting capability that replaces this random pattern with an organized and recognizable pattern, and prepares special diskette areas as later required.

With DOS on the Hyperion, the **FORMAT** command performs three functions. First, it writes a recognizable magnetic pattern onto the diskette, including addressing information. Then, it creates an empty "directory" and "space allocation table" on the diskette, and saves the current **MODE** settings in the boot sector for use at system reset time.

The third step is performed only if the **/S** option is selected on the command line: a copy of DOS itself is placed onto the diskette.

**COMMAND FORMAT****FORMAT [/C][/S][/1] d:**

## PARAMETERS

- /C Clears the diskette of all files but keeps the original format. This is quicker than reformatting the diskette. This parameter can only be used for a diskette that has been previously formatted.
- /S If the /S option is selected on the command line, DOS copies certain files onto the specified diskette from the diskette in the current drive: they are IO.SYS, MSDOS.SYS, and COMMAND.COM, in that order. This option should be entered, in most cases, so that the new diskette can be used for a system restart.
- /1 If the /1 option is selected, the target diskette will be formatted for single-sided use even if it is a double-sided diskette. *This feature should seldom be used*, but could be useful if there were many defective areas on the second side of a diskette.
- d: Drivespec. Can be **A:** or **B:**. Identifies the drive in which the diskette is to be formatted.

## WARNINGS

FORMAT destroys any files that were present on the target diskette before formatting.

## USER INTERACTION

Entering the FORMAT command line always displays the following message on the screen (where d: is the drive specified on the command line):

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

## STEP

- 3) Make sure that the new diskette does not contain any needed files, and that it is write-enabled (the write-protect tab is off).

At this time, the user must make absolutely sure that the diskette in the specified Hyperion drive does not contain any needed files: they will be destroyed, as soon as any key is struck. **To cancel the *FORMAT* command** at this point, enter **Ctrl + Brk**. DOS will report an error, and then prompt for a new command.

**STEP**

- 4) Insert the new diskette into the appropriate disk drive.
- 5) Press any key on the keyboard.

*OR*

Press **Ctrl + Brk** to cancel the formatting.

If the **/S** option was selected, hidden DOS files must be copied onto the target diskette. As these hidden files are not present on drive C:, the system asks you where to find them:

**Find hidden DOS files for /S on what drive [AB]?**

**STEP**

- 6) Enter **A:** or **B:** and press **Rtn**.

If the hidden files are not found on the diskette in that drive, the system will then request:

**Insert DOS disk in drive x:  
and strike any key when ready**

**STEP**

- 7) Insert a diskette containing DOS (any diskette that was formatted using the **/S** option) into the suggested drive X.
- 8) Press any key on the keyboard.



After a few seconds, the following message appears on the screen:

### **System Transferred**

When a diskette format is completed, a status report is displayed in the following form:

```

NNNNNN bytes total disk space
NNNNNN bytes used by system
NNNNNN bytes in bad sectors
NNNNNN bytes available on disk
  
```

More diskettes can then be formatted. The system prompts you with the message:

**Format Another (Y/N)?**

### **STEP**

<p>9) Enter <b>Y</b> for yes, and return to Step 3.</p> <p style="text-align: center;"><i>OR</i></p> <p>Enter <b>N</b>.</p>
---

If “Y” is then typed, the complete sequence is repeated. If “N” (or anything else) is typed, FORMAT terminates, and DOS prompts for another command.

### **ERROR MESSAGES**

Possible error messages are:

- **Invalid drive specification**
- **Invalid parameter**
- **Attempted write-protect violation:**
- **Disk unsuitable for system disk**
- **Format failure**
- **Track 0 bad disk unusable**
- **Unable to write BOOT**

**CHKDSK - Produce a Diskette and Memory Status Report****ENTERING THE COMMAND****STEP**

- 1) Press the soft key **F9** (CHKDSK) or enter the word **CHKDSK**.
- 2) Press **Rtn**.

*OR*

Enter a drivespec; edit the command line if necessary; and then press **Rtn**.

After the diskette status report is displayed on the screen, the system redisplay the prompt in preparation for the entry of a new command.

**COMMAND DESCRIPTION**

CHKDSK examines both the directory and the storage allocation table on a diskette, and produces a status report. It also reports the amount of internal (RAM) memory that is available within the Hyperion main unit, exclusive of the part used by drive C:.

**COMMAND FORMAT**

**CHKDSK [d:]**

## PARAMETERS

- Not entering a parameter (i.e., not entering the letter of a disk drive followed by a colon) will produce a diskette and memory status report for the current drive.
- d: Otherwise, entering the parameter **A:**, **B:** or **C:** will produce a status report on the diskette in the specified drive. Note that a **CHKDSK** of drive **C** will work, even though no real diskette exists in that virtual drive.

## WARNINGS

If a parameter is entered, **CHKDSK** temporarily makes that drive become the current drive. If an error causes **CHKDSK** to terminate prematurely, therefore, the current drive may not be correctly reset. You should check the system prompt upon termination of this command to ensure that the current drive is as expected.

Unlike **FORMAT**, **DISKCOPY**, and **DISKCOMP**, the **CHKDSK** command does not wait for the user to insert a diskette. The diskette should be inserted in the specified drive before the **Rtn** key is pressed to initiate the **CHKDSK** command.

## USER INTERACTION

The status report that is displayed by the **CHKDSK** command is of the following form, although not all lines are always shown:

```

NNNNNN bytes disk space freed
NNNNNN bytes total disk space
NNNNNN bytes in N hidden files
NNNNNN bytes in N user files
NNNNNN bytes in bad sectors
NNNNNN bytes available on disk

NNNNNNN bytes total memory
NNNNNNN bytes free
  
```

The first line appears in certain cases when the CHKDSK command succeeds in freeing up diskette space by an internal reorganization.

The next five lines describe the state of the diskette in the specified drive. One byte is equivalent to one typed character of storage. If a large percentage of the bytes are in bad sectors, it is wise to consider replacing and discarding the diskette.

The last two lines refer to the internal (RAM) memory within the Hyperion main unit. The number of bytes free will always be less than the amount of total memory, as a part of DOS itself is stored in this internal memory.

The total amount of internal memory reported by CHKDSK does not include the part of memory used for drive C.

## ERROR MESSAGES

- **Invalid drive specification**
- **Invalid parameter**
- **Allocation error for file:** filespec
- **Directory error - file:** filespec
- **Diskette not initialised**
- **File size error for file:** filespec
- **Files cross-linked:** filespec **and** filespec



**CHKDSK**

## 4.7 ALPHABETICAL LIST OF DOS COMMANDS

The disk operating system commands available in the Hyperion DOS are:

<b>DOS COMMAND</b>		<b>PAGE</b>
<b>CHKDSK</b>	Checks and displays the status of a diskette.	II-111
<b>COPY</b>	Copies the contents of a file into another file.	II-79
<b>DATE</b>	Displays and changes system date.	II-33
<b>DEL</b>	Erases files from a diskette.	II-83
<b>DIR</b>	Lists all the files on a diskette.	II-75
<b>DISKCOMP</b>	Compares two diskettes.	II-103
<b>DISKCOPY</b>	Duplicates a diskette.	II-97
<b>DISKNAME</b>	Displays or changes the name of a diskette.	II-93
<b>ERASE</b>	Erases a file from a diskette.	II-83
<b>EXPLAIN</b>	Enables you to display information about the system.	II-59
<b>FORMAT</b>	Prepares a new diskette for use.	II-107
<b>KEYEDIT</b>	Softkey editing utility.	II-61
<b>MODE</b>	Sets system configuration.	II-41
<b>RENAME</b>	Renames a file on a diskette.	II-87
<b>SYS</b>	Transfers MS-DOS system files.	II-65
<b>TIME</b>	Displays and changes system time.	II-37
<b>TYPE</b>	Displays and prints out the contents of a file.	II-71



Part II

Section 5

**THE EDLIN TEXT EDITOR**





## Section 5

### THE EDLIN TEXT EDITOR

#### 5.1 INTRODUCTION

EDLIN is a single-line text editing system which may be used to create files or update existing files. EDLIN may also be used to delete, edit, insert and display single or multiple lines of text.

Text in files created or edited by EDLIN is separated into numbered lines. Each line can be up to 255 characters in length. Line numbers are generated sequentially during the editing process but are not present when saved lines of text are subsequently displayed. When lines are inserted or deleted, line numbers are automatically increased or decreased. Consequently lines are always numbered consecutively in a file of text.

#### 5.2 ACCESS

To access EDLIN, enter:

```
EDLIN <Filespec>
```

*If you are creating a new file*, the filespec is the name of the new file you are creating. EDLIN searches on the file- spec. If no file is found it creates a new file and displays the message:

```
New File  
*_  
*
```

The system prompt for EDLIN is an asterisk (\*).

To begin entering text, EDLIN must be in Insert mode. Enter an I which brings you from the Command mode to Insert mode. The Insert mode is described in Section 5.4.

*If you are accessing an existing file.* The filespec is the name of the existing file you want to display or edit. EDLIN searches and finds the file and loads it into memory. If the whole file can be loaded into memory EDLIN displays the message:

**End of input file**

\*

The EDLIN system prompt, an asterisk (\*), shows you the file is ready to edit using EDLIN editing commands.

If the file is too large to fit into memory EDLIN loads lines until 3/4 of memory is full. The asterisk(\*) prompt is displayed but not the "End of input file" message. The part of the file now in memory is ready to edit.

To edit the remainder of the file, some of the edited lines must be saved to diskette and the unedited lines loaded from diskette into memory. This procedure is described in the Append and Write commands in Section 5.4.

## IMPORTANT

When creating a new file, be sure to specify on the command line, on which drive the file should be saved. The command to end the editing session does not allow parameters. Therefore, if the drive is not designated during EDLIN access, the file is saved on the default drive.

EDLIN commands belong to two types: **intraline** and **interline**. Intraline commands perform editing functions within a single line. The commands used to perform intraline editing are shown in Table 5-A. Note however, that these are the same commands that are used at the DOS command level. The only difference between them is that the EDLIN commands operate on the line currently being edited, rather than the MS-DOS command line. Interline editing commands are shown in Table 5-B, and perform editing functions on whole lines at a time..

### 5.3 INTRALINE COMMANDS

Intraline commands include the special editing functions and the control character functions: only the special editing functions are discussed here.

Table 5-A summarizes the commands, codes, and functions. Descriptions of the special editing functions follow the table.

**Table 5-A**  
**SPECIAL EDITING COMMANDS**

COMMAND	CODE	FUNCTION
Copy one character	<b>F1</b> or <b>→</b>	Copy one character from the template to the new line.
Copy up to character	<b>F2</b>	Copy all characters from the template to the new line up to the character specified.
Copy Template	<b>F3</b>	Copy all remaining characters in the template to the new line.
Skip one character	<b>Del</b>	Do not copy (skip over) a character in the template.
Skip up to character	<b>F4</b>	Do not copy (skip over) the characters in the template up to the character specified.
Quit Input	<b>Esc</b>	Void the current input; leaves the template unchanged.
Insert mode	<b>Ins</b>	Allows you to insert characters within a line; pressing <b>Ins</b> again exits insert mode.
New Template	<b>F5</b>	Make the new line the new template.

## **F1 - Copy One Character**

### **FUNCTION**

Pressing the **F1** soft key copies one character from the template (upper line), to the edit line (lower line). When the **F1** key is pressed, one character is copied to the edit line and insert mode is automatically turned off. Use the **F1** key to advance the cursor one column across the line.

### **EXAMPLE**

Assume the screen shows:

```
1:*This is a sample file.  
1:*_
```

At the beginning of the intraline edit, the cursor is positioned at the beginning of the edit line (indicated by the underline). Pressing the **F1** key copies the first character (T) from the template to the edit line displayed:

```
1:*This is a sample file.  
1:*T_
```

Each time the **F1** key is pressed, one more character appears:

```
1:*This is a sample file.  
1:*Th_
```

```
1:*This is a sample file.  
1:*Thi_
```

```
1:*This is a sample file.  
1:*This_
```

**F2 - Copy Up to Character X****FUNCTION**

Pressing the **F2** soft key copies all characters up to a given character from the template to the edit line. The given character is the next character typed and is not copied or shown on the screen. Pressing the **F2** key causes the cursor to move to the single character that is this command's only parameter. If the template does not contain the specified character, nothing is copied. Pressing **F2** also automatically turns off insert mode.

**EXAMPLE**

Assume the screen shows:

```
1:*This is a sample file.  
1:*_
```

At the beginning of the intraline edit, the cursor is positioned at the beginning of the edit line (indicated by the underline). Pressing the **F2** key copies all characters from the template up to the character pressed immediately after the **F2** key. Pressing **F2** first then p will show on the screen as:

```
1:*This is a sample file.  
1:*This is a sam_
```

## **F3 - Copy Remaining Characters**

### **FUNCTION**

Pressing the **F3** soft key copies all remaining characters from the template to the edit line. Regardless of the cursor position at the time the **F3** key is pressed, the rest of the line appears, and the cursor is positioned after the last character on the line.

### **EXAMPLE**

Assume the screen shows:

**1:\*This is a sample file.**

**1:\*\_**

At the beginning of the intraline edit, the cursor is positioned at the beginning of the edit line (indicated by the underline). Pressing the **F3** key copies all characters from the template (shown in the upper line displayed) to the line with the cursor (the lower line displayed):

**1:\*This is a sample file.**

**1:\*This is a sample file.\_**

Also, insert mode is automatically turned off if it was on.

**Del - Skip One Character****FUNCTION**

Pressing the **Del** key skips over one character in the template. Each time you press the **Del** key, one character is deleted (not copied) from the template. The action of the **Del** key is similar to the **F1** soft key, except that **Del** skips a character in the template rather than copies it to the edit line.

**EXAMPLE**

Assume the screen shows:

```
1:*This is a sample file.
1:*_
```

At the beginning of the intraline edit, the cursor is positioned at the beginning of the edit line (indicated by the underline). Pressing the **Del** key skips over the first character ("T").

```
1:*This is a sample file.
1:*_
```

The cursor position does not move, only the template is affected. To see how much of the line has been skipped over, press the **F3** soft key, which copies the remaining characters from the template.

```
1:*This is a sample file.
1:*_
1:*his is a sample file...
```



**F4 - Skip Up to Character X****FUNCTION**

Pressing the **F4** soft key skips over all characters up to a given character in the template. The given character is the next character typed, and is not copied and not shown on the screen. If the template does not contain the specified character, nothing is skipped over. The action of the **F4** key is similar to the **F2** key, except that **F4** skips over characters in the template rather than copies them to the edit line.

**EXAMPLE**

Assume the screen shows:

```
1:*This is a sample file.  
1:*_
```

At the beginning of the intraline edit, the cursor is positioned at the beginning of the edit line (indicated by the underline). Pressing the **F4** key skips over (deletes) all the characters in the template up to the character pressed after the **F4** key. Press **F4** then the letter p:

```
1:*This is a sample file.  
1:*_
```

The cursor position does not move. To see how much of the line has been skipped over, press the **F3** key to copy the template. This moves the cursor beyond the last character of the line:

```
1:*This is a sample file.  
1:*ple file._
```

All the letters up to the letter p have been deleted.

**Esc - Stop Input and Clear Edit Line****FUNCTION**

Pressing the **Esc** key clears the edit line, but it leaves the template unchanged. **Esc** also prints a back slash ( \ ), carriage return, and line feed, and turns insert mode off if it was on. The cursor is positioned at the beginning of the line. Pressing the **F3** key copies the template to the edit line just as the line was before **Esc** was pressed.

**EXAMPLE**

Assume the screen shows:

```
1:*This is a sample file.  
1:*_
```

At the beginning of the intraline edit, the cursor is positioned at the beginning of the edit line (indicated by the underline). Assume you want to replace the line by typing Sample File:

```
1:*This is a sample file.  
1:*Sample File_
```

Now, to re-edit the line, press **Esc**:

```
1:*This is a sample file.  
1:*Sample File _
```

**Rtn** can now be pressed to keep the original line or to perform any other intraline editing functions. If **F3** is pressed, the original template is copied to the edit line:

```
1:*This is a sample file.  
1:*This is a sample file._
```

## **Ins - Insert Mode**

### **FUNCTION**

The **Ins** key is a toggle switch which moves from replace mode (the default) to insert mode and back to replace mode when the **Ins** key is pressed a second time.

On entry into insert mode the current position in the template is not changed. The cursor does move as each character is inserted. However, when you have finished inserting characters, the cursor is positioned at the same character as it was before the insertion began. Thus, characters are inserted *before* the character the cursor points to.

Pressing the **Ins** key again causes exit from insert mode and entry into replace mode. All characters entered now overstrike and replace characters in the template. When you start to edit a line, this mode is in effect. Each character typed replaces a character in the template. If the **Rtn** key is pressed, the remainder of the template is truncated.

### **EXAMPLE**

Assume the screen shows:

```
1:*This is a sample file.  
1:*_
```

At the beginning of the intraline edit, the cursor is positioned at the beginning of the edit line (indicated by the underline). Assume you press the **F2** and "p" keys:

```
1:*This is a sample file.  
1:*This is a sam_
```

**Insert Mode (cont)**

Now press the **Ins** key and type the three characters “s”, “o”, and “n”:

```
1:*This is a sample file.
```

```
1:*This is a samson_
```

If you now press the **F3** key, the rest of the template is copied to the edit line:

```
1:*This is a samson_
```

```
1:*This is a samsonple file._
```

If you were to press the **Rtn** key, instead, the remainder of the template would be truncated, and the edit line ended at the end of the insert:

```
1:*This is a samson
```

Assume you then press the **Ins** key and “ite” (thus entering replace mode), and then **F3**:

```
1:*This is a sample file.
```

```
1:*This is a samsonite file._
```

If you type in characters that extend beyond the length of the template, the remaining characters in the template are automatically appended when you type **F3**.

## **F5 - New Template**

### **FUNCTION**

Pressing the **F5** key copies the current contents of the edit line to the template. The contents of the old template are then destroyed. Pressing **F5** outputs an “at” sign (@), a carriage return, and a line feed. The edit line is also emptied and insert mode is turned off.

### **NOTE**

**F5** performs the same functions as the **Esc** key, except that the template is changed and an “at” sign (@) is printed instead of a backslash (\).

### **EXAMPLE**

Assume the screen shows:

```
1:*This is a sample file.  
1:*_
```

**F5 Key (cont)**

At the beginning of the intraline edit, the cursor is positioned at the beginning of the line (indicated by the underline). Assume that you enter **F2** then the letter p:

1:\*This is a sample file.

1:\*This is a sam\_

Now enter **Ins** and the character string sonite:

1:\*This is a sample file

1:\*This is a samsonite\_

Now press the **F3** soft key:

1:\*This is a sample file

1:\*This is a samsonite file.\_

At this point, assume that you want this line as the new template, so you press the **F5** key:

1:\*This is a sample file

1:\*This is a samsonite file.@

Additional editing can now be done using the above new template.



## 5.4 INTERLINE COMMANDS

Interline commands perform editing functions on whole lines at a time. The interline commands are summarized in the following table and are described in detail with examples following the description of command parameters.

**Table 5-B**  
**INTERLINE COMMANDS**

COMMAND	PURPOSE
<line>	Edit Line
A	Append Lines
D	Delete Lines
E	End Editing
I	Insert Text
L	List Text
Q	Quit Editing
R	Replace Text
S	Search Text
W	Write Lines



## Interline Command Parameters

Each interline command accepts some optional parameters. The following list of parameters indicates their form. The effect of a parameter depends on the command with which it is used.

**Table 5-C**  
**INTERLINE COMMAND PARAMETERS**

<b>PARAMETER</b>	<b>DEFINITION</b>
<b>&lt;line&gt;</b>	<p>&lt;line&gt; indicates a line number to be entered by the user. Line numbers must be separated from other line numbers, other parameters, and the command. Use a comma or space to separate.</p> <p>&lt;line&gt; may be specified one of four ways:</p> <p><b>Number</b> Any integer less than 65534. If a number larger than the largest existing line number is specified, then &lt;line&gt; indicates the line after the last line number.</p> <p><b>Period (.)</b> A period indicates the "current" line number. The "current" line is the last line edited, and not necessarily the last line displayed. The current line is marked on your screen by an asterisk (*) between the line number and the first character.</p>

...continued

**Table 5-C (cont)**  
**INTERLINE COMMAND PARAMETERS**

PARAMETER	DEFINITION
<b>Octothorpe (#)</b>	The octothorpe indicates the line following the last line number. Specifying # for <line> has the same effect as specifying a number larger than the last line number.
<b>Rtn</b>	A carriage return entered without any parameter directs EDLIN to use a default value appropriate to the command.
<b>?</b>	The question mark parameter directs EDLIN to ask the user if the correct string has been found. The question mark is used only with the Replace and Search commands. Before continuing, EDLIN waits for either a "Y" or Rtn for a yes response, or for any other key for a no response.
<b>&lt;string&gt;</b>	<string> represents text to be found, to be replaced, or to replace other text. The <string> parameter is used only with the Search and Replace commands. Each <string> must be terminated by a <Ctrl + Z> or a Rtn (see the Replace command for details). No spaces are input between a string and its command letter, unless you want spaces as part of a string.

<line> - Edit Line

## COMMAND FORMAT

[line]

## FUNCTION

When a line number is entered, EDLIN displays the line number and text, then, on the line below, reprints the line number. The line is then ready for editing. You may use any of the available intraline commands to edit the line. The existing text of the line serves as the template until the **Rtn** key is pressed.

If no line number is entered (that is, only the **Rtn** key is pressed), the line after the current line, marked with an asterisk (\*), is edited. If no changes of the current line are needed and the cursor position is at the beginning or end of the line, press the **Rtn** key to accept the line as is.

## WARNING

If the **Rtn** key is pressed while the cursor is in the middle of the line, the remainder of the line is truncated.

## &lt;line&gt; Command (cont)

**EXAMPLE**

Assume the following file exists and is ready to edit:

```
1: This is a sample file
2: used to demonstrate
3: the editing of line
4:*four.
```

To edit line 4, enter:

```
4
```

The contents of the line are displayed along with a cursor below the line:

```
4:*four.
4:*_
```

Now enter **Ins** and enter the word number:

```
4:*four.
4:*number_
```

Now press the **F3** soft key and press **Rtn**:

```
4:*four
4:*number four_
```

**APPEND - Append Lines From the Input File****COMMAND FORMAT****[<n>]A****FUNCTION**

This command is used for large files that will not fit into memory all at one time. If the command is typed without parameters, lines are appended to memory until available memory is 3/4 full. To edit the remainder of the file that will not fit into memory, edited lines in memory must first be written to diskette. (See Write Command for this procedure.) The rest of the unedited lines in the file may then be loaded into memory using the Append Command. The message "End of input file", is displayed when the last line of the file has been read into memory using the Append Command.

**EXAMPLE**

After editing the first 300 lines of a file that was too large for EDLIN to load, use the WRITE command to write the edited lines onto diskette and free up memory so that the APPEND (A) command can be used. Enter:

**200 W**

This writes the first 200 lines of your file back to diskette.

To access the unedited portion of file that you have not yet edited, enter:

**100 A**

This loads 100 lines of the unedited portion of your file into memory. If the "End of input file" message did not appear on your screen there are more lines remaining in the file on diskette to be edited and the WRITE-APPEND process will have to be repeated when you have finished editing the lines you have just loaded.

**DELETE - Delete Lines****COMMAND FORMAT****[<line1>][,<line2>] D****FUNCTION**

This command deletes the specified lines and all lines in between. If <line1> is omitted, it defaults to the current line (the line with the asterisk next to the line number). If <line2> is omitted, then just <line1> is deleted. When lines have been deleted, the line immediately after the deleted section becomes the current line and has the same line number as <line1> had before the deletion occurred.

**EXAMPLE**

Assume the following file exists and is ready to edit:

```
1: This is a sample file.  
2: Use: to demonstrate dynamic line numbers  
3: See what happens when you  
4: Delete and Insert  
.  
.  
.  
25: (The D and I commands)  
26: (Use <Ctrl+C> to exit insert mode)  
27:*Line numbers
```

To delete multiple lines, enter <line1>,<line2> D:

```
5,24 D
```

**DELETE command (cont)**

The result is:

- 1: This is a sample file.**
- 2: Use: to demonstrate dynamic line numbers**
- 3: See what happens when you**
- 4: Delete and Insert**
- 5:\*(The D and I commands)**
- 6: (Use <Ctrl + C> to exit insert mode)**
- 7: Line numbers**

To delete a single line, enter:

**6 D**

The result is:

- 1: This is a sample file.**
- 2: Use: to demonstrate dynamic line numbers**
- 3: See what happens when you**
- 4: Delete and Insert**
- 5: (The D and I commands)**
- 6:\*Line numbers**

Next, delete a range of lines from the following file:

- 1: This is a sample file.**
- 2: Use: to demonstrate dynamic line numbers**
- 3:\*See what happens when you**
- 4: Delete and Insert**
- 5: (The D and I commands)**
- 6: (Use <Ctrl + C> to exit insert mode)**
- 7: Line numbers**

To delete beginning with the current line, enter:

**,6 D**

The result is:

- 1: This is a sample file.**
- 2: Use: to demonstrate dynamic line numbers**
- 3:\*Line numbers**

**END - End the Editing Session (Save Edited Text)****COMMAND FORMAT****E****FUNCTION**

This command ends the editing session and saves the edited file on disk. It also renames the original input file to "filename.BAK", and then exits to the DOS command level. If the file was created during the editing session, no ".BAK" file is created.

The E command takes no parameters. Therefore, you cannot tell EDLIN on which drive to save the file. The drive must be selected when the editing session is invoked. If the drive is not designated when EDLIN is invoked, the file is saved on the disk in the default drive. (It will still be possible to COPY the file to a different drive. However, this is done automatically if the drive is designated during access.)

You must be sure that the disk contains enough free space for the entire file to be written. If the write is aborted, the edited file is lost; although part of the file may be written out.

**EXAMPLE**

The only possible command is:

**E<Rtn>**

After execution of the E command, control is returned to COMMAND.COM and the DOS prompt is displayed.



**INSERT - Insert Text Before Specified Line****COMMAND FORMAT****[<line>] I****FUNCTION**

This command inserts line(s) of text immediately before the specified line. If you are creating a new file, the Insert command must be given before text can be inserted. In this case, the insert begins with line number 1.

EDLIN remains in insert mode until a <Ctrl+Z> or <F6> or <Ctrl+C> is entered. Successive line numbers appear automatically each time <Rtn> is pressed. When the insert is finished and insert mode has been exited, the line which immediately follows the newly inserted lines becomes the current line. All line numbers following the inserted section are incremented by the number of lines inserted.

If <line> is not specified, the default is the current line number (the lines are inserted immediately before the current line). If <line> is an integer larger than the last line number, or if # is specified as <line>, the inserted lines are appended to the end of the file. In this case, the last line inserted becomes the current line. (This is the same as when a file is being created.)

**EXAMPLE**

Assume that the following file exists and is ready to edit:

- 1: This is a sample file.
- 2: Use: to demonstrate dynamic line numbers
- 3: See what happens when you
- 4: Delete and Insert
- 5: (The D and I commands)
- 6: (Use the <Ctrl+C> to exit insert mode)
- 7:\*Line numbers

**INSERT command (cont)**

To insert text before a specific line (not the current line), enter <line> I::

**4 I**

The result is:

**4:\*\_**

Now, enter the new text for lines 4 and 5:

**4:\*fool around with  
5:\*those very useful commands that**

Then to end the insertion, press F6:

**6:\*<F6>**

Now enter l to list the file:

**1: This is a sample file.  
2: Use: to demonstrate dynamic line numbers  
3: See what happens when you  
4: fool around with  
5: those very useful commands that  
6:\*Delete and Insert  
7: (The D and I commands)  
8: (Use the <Ctrl + C> to exit insert mode)  
9: Line numbers**

To insert lines immediately before the current line, enter:

**I**

The result is:

**6:\*\_**

## INSERT command (cont)

Now, insert the following text, terminated with <F6>:

**6:\*perform the two major editing functions,  
7:\*<F6>**

Then, list the file:

**1: This is a sample file.  
2: Use: to demonstrate dynamic line numbers  
3: See what happens when you  
4: fool around with  
5: those very useful commands that  
6: perform the two major editing functions,  
7:\*Delete and Insert  
8: (The D and I commands)  
9: (Use the <Ctrl + C> to exit insert mode)  
10: Line numbers**

To append new lines to the end of the file, enter:

**11 I**

This produces the following:

**11:\* \_**

Now, enter the following new lines:

**11:\*The insert command can place new lines  
12:\*anywhere in the file; there's no space prob-  
lems  
13:\*because the line numbers are dynamic;  
14:\*They'll slide all the way to 65533.**

**INSERT Command (cont)**

End insertion by typing <Ctrl+C>. The new lines will appear at the end of all previous lines in t

End insertion by typing <Ctrl+C>. The new lines will appear at the end of all previous lines in the file. Now list the result:

- 1: This is a sample file.**
- 2: Use: to demonstrate dynamic line numbers**
- 3: See what happens when you**
- 4: fool around with**
- 5: those very useful commands that**
- 6: perform the two major editing functions,**
- 7:\*Delete and Insert**
- 8: (The D and I commands)**
- 9: (Use the <Ctrl+C> to exit insert mode)**
- 10: Line numbers**
- 11: The insert command can place new lines**
- 12: anywhere in the file; there's no space problems**
- 13: because the line numbers are dynamic;**
- 14: They'll slide all the way to 65533.**

## **LIST - List a Range of Lines**

### **COMMAND FORMAT**

**[<line1>[,<line2>] L**

### **FUNCTION**

This command lists the specified range of lines, including the two lines named. If <line1> is omitted, it defaults to the current line. If <line2> is omitted, 23 lines are listed, starting at <line1>; or, if <line1> is the current line, the eleven lines before the current line and the eleven lines after the current line are displayed. If the current line is one of the lines listed, it contains an asterisk between the line number and the first character.

### **EXAMPLE**

Assume the following file exists and is ready to edit:

```
1: This is a sample file.
2: Use: to demonstrate dynamic line numbers
3: See what happens when you
4: Delete and Insert
5: (The D and I commands)
.
.
.
13:*The current line contains an asterisk.
.
.
.
26: (Use the <Ctrl+C> to exit insert mode)
27: Line numbers
.
.
.
35: (Alternately, use <Ctrl+C> to exit insert
mode)
```

**LIST Command (cont)**

To list a range of lines without reference to the current line, enter <line1>,<line2> L:

**2,5 L**

The result is:

- 2: Use: to demonstrate dynamic line numbers**
- 3: See what happens when you**
- 4: Delete and Insert**
- 5: (The D and I commands)**

To list a range of lines beginning with the current line, enter ,<line2> L:

**,26 L**

The result is:

- 13:\*The current line contains an asterisk.**
- .**
- .**
- .**
- 35: (Alternately, use <Ctrl+C> to exit insert mode)**

### LIST Command (cont)

To list a range of 23 lines around a specified line, enter <line>, L:

**11, L**

The result is:

- 11: The specified line is listed first in the range.**
- 12: The current line remains unchanged by the L command**
- 13:\*The current line contains an asterisk.**
- .**
- .**
- .**
- 33: <F6> also exits from interline insert.**

To list a range of 23 lines centered around the current line, enter only L:

**L**

The result is:

- 2: Use: to demonstrate dynamic line numbers**
- 3: See what happens when you**
- 4: Delete and Insert**
- 5: (The D and I commands)**
- .**
- .**
- .**
- 11: The specified line is listed first in the range.**
- 12: The current line remains unchanged by the L command.**
- 13:\*The current line contains an asterisk.**
- .**
- .**
- .**
- 24: <Ctrl+C> exits interline insert command mode.**

**QUIT - Quit the Editing Session (Do Not Save Edited Text)****COMMAND FORMAT****Q****FUNCTION**

This command quits the editing session without saving any editing changes, and exits to the DOS operating system. No ".BAK" file is created. The Quit command takes no parameters. It is simply a fast means of exiting an editing session. As soon as the Quit command is given, EDLIN displays the message:

**Abort edit (Y/N)?\_**

Press "Y" to quit the editing session; press "N" (or any other key except <Ctrl+C>) if you decide to continue the editing session.

**EXAMPLE**

Assume the following file exists and is ready to edit:

- 1: This is a sample file.**
- 2: Use: to demonstrate dynamic line numbers**
- 3: Compare the before and after**
- 4: See what happens when you**
- 5: Delete and Insert**
- 6: Line numbers**



## QUIT Command (cont)

Now, to delete line 3, enter:

**3 D**

To list the file, enter "L":

- 1: This is a sample file.**
- 2: Use: to demonstrate dynamic line numbers**
- 3: See what happens when you**
- 4: Delete and Insert**
- 5: Line numbers**

Now, to ignore the changes and quit the editing session, enter:

**Q**

The system prompts:

**Abort edit (Y/N)?\_**

Enter "Y" to exit to the operating system command level:

**Abort edit (Y/N)?Y**  
**C: \_**

## WARNING

When EDLIN is accessed, any previous copy of a file with a .BAK, extension is erased to make room to save the new copy. If Y is the reply to the "Abort Edit Y/N" message, your previous backup copy will no longer exist.

**REPLACE - Replace Text****COMMAND FORMAT**

```
[<line1>],[<line2>][?]  
R<string1>[<F6><string2>][<F6>]
```

**FUNCTION**

This command replaces all occurrences of <string1> in the specified range with <string2>. As each occurrence of <string1> is found, it is replaced by <string2>. Each line in which a replacement occurs is displayed. If a line contains two or more replacements of <string1> with <string2>, then the line is displayed once for each occurrence. When all occurrences of <string1> in the specified range are replaced by <string2>, the R command terminates and the asterisk prompt reappears.

If <string2> is omitted, then <string1> is deleted from all lines in the range. If <string1> is simply to be deleted, then <string1> may be terminated with either a combination <F6><Rtn>, or simply a <Rtn>. If <string2> is used as a replacement for <string1>, it may be terminated either with a <F6><Rtn> combination or with a <Rtn>.

If <line1> is omitted in the range argument (as in ,<line2>) then <line1> defaults to the line after the current line. If <line2> is omitted (as in <line1> or <line1>,), <line2> defaults to # (as in <line1>,#). Remember that # indicates the line after the last line of the file.

## REPLACE Command (cont)

If the question mark (?) parameter is given, the Replace command stops at each line with a string that matches <string1>, displays the line with <string2> in place, and prompts "O.K.?". If the user presses "Y" or the <Rtn> key, then <string2> replaces <string1>, and the next occurrence of <string1> is found. Again, the "O.K.?" prompt is displayed. This process continues until the end of the range or until the end of the file. After the last occurrence of <string1> is found, EDLIN returns the asterisk prompt.

If you press any key besides "Y" or <Rtn> after the "O.K.?" prompt, the <string1> is left as it was in the line, and the replace goes to the next occurrence of <string1>. If <string1> occurs more than once in a line, each occurrence of <string1> is replaced individually, and the "O.K.?" prompt is displayed after each replacement. In this way, only the desired <string1> is replaced, and you prevent replacement of embedded strings.

## EXAMPLE

Assume the following file exists and is ready to edit:

- 1: **This is a sample file.**
- 2: **Use: to demonstrate dynamic line numbers**
- 3: **See what happens when you**
- 4: **fool around with**
- 5: **those very useful commands that**
- 6: **perform the two major editing functions,**
- 7: **Delete and Insert**
- 8: **(The D and I commands)**
- 9: **(Use <Ctrl + C> to exit insert mode)**
- 10: **Line numbers**
- 11: **The insert command can place new lines**
- 12: **anywhere in the file; there's no space problems**
- 13: **because the line numbers are dynamic;**
- 14: **They'll slide all the way to 65533**

**REPLACE Command (cont)**

To replace all occurrences of <string1> with <string2> in a specific range, enter:

**2,12 Rand<F6>or<Rtn>**

The result is:

**5: those very useful commors that**  
**7: Delete or Insert**  
**8: (The D or I commors)**  
**8: (The D or I commors)**  
**11: The insert commor can place new lines**

Note that in the above replacement, some unwanted substitutions have occurred. To avoid these, and confirm each replacement, the same original file can be used:

**.  
5: those very useful commands that  
.  
7: Delete and Insert  
8: (The D and I commands)  
.  
11: The insert command can place new lines  
.  
.**

only with a slightly different command. This time, to replace only *certain* occurrences of <string1> with <string2>, enter:

**2? Rand <F6>or<Rtn>**

## REPLACE Command (cont)

The result is:

```
5: those very useful commors that
O.K.? N
7: Delete or Insert
O.K.? Y
8: (The D or I commors)
O.K.? N
11: The insert commor can place new lines
O.K.? N
*_
```

Now, use the List command (L) to see the result of all these changes:

```
.
.
5: those very useful commands that
.
7: Delete or Insert
8: (The D or I commands)
.
11: The insert command can place new lines
.
.
```

**SEARCH - Find Text****COMMAND FORMAT**

```
[<line1>][,<line2>][?]S<string>
```

**FUNCTION**

This command searches the specified range of lines for the specified string. The <string> must be terminated with a <Rtn>. The first line that matches <string> is displayed and becomes the current line. The Search command terminates when a match is found. If no line contains a match for <string>, the message "Not found" is displayed.

If the optional parameter, question mark (?), is included in the command, EDLIN displays the first line with a matching string; it then prompts the user with the message "O.K.?". If the user presses either the "Y" or <Rtn> key, the line becomes the current line and the search terminates. If the user presses any other key, the search continues until another match is found, or until all lines have been searched (the "Not found" message is displayed).

If <line1> is omitted (as in ,<line2> S<string>), <line1> defaults to the line after the current line. If <line2> is omitted (as in <line1> S<string> or <line1>,S<string>), <line2> defaults to # (as in <line1>,# S<string>). If <string> is omitted, no search is made and the command terminates immediately.

## SEARCH Command (cont)

### EXAMPLE

Assume the following file exists and is ready to edit:

```
1: This is a sample file.  
2: Use: to demonstrate dynamic line numbers  
3: See what happens when you  
4: fool around with  
5: those very useful commands that  
6: perform the two major editing functions,  
7: Delete and Insert  
8: (The D and I commands)  
9: (Use <Ctrl + C> to exit insert mode)  
10: Line numbers  
11: The insert command can place new lines  
12: anywhere in the file; there's no space prob-  
    lems  
13: because the line numbers are dynamic  
14:*They'll slide all the way to 65533
```

To search for the first occurrence of a string, enter:

```
2,12 Sand<Rtn>
```

The result is:

```
5: those very useful commands that
```

To find the "and" in line 7, modify the search command by entering:

```
<Del><F3>,12 Sand<Rtn>
```

The search then continues from the line after the current line (line 5), since no first line is given. The result is:

```
7: Delete and Insert
```

**SEARCH Command (cont)**

To search through several occurrences of a string until the correct string is found, enter:

**1, ? Sand**

The result is:

**5: those very useful commands that**

**O.K.?N\_**

**7: Delete and Insert**

**O.K.?Y\_**

**\*\_**



**WRITE - Write to Output File**

**COMMAND FORMAT**

[<n>]W

**FUNCTION**

The Write command is used when editing files that are larger than available memory. By executing the Write Command, lines are written from the edited file in memory to diskette. Space is created in memory for lines to be appended. If W is entered with no <n> parameter, then lines are written until memory is 1/4 full.

If the <n> parameter is given, then <n> lines are written out. Note that lines are written out beginning with the start of the file; subsequent lines in the editing buffer are renumbered beginning with one. A later Append command will append lines to any remaining lines in the editing buffer.

## 5.5 ERROR MESSAGES

EDLIN error messages occur either when you try to access EDLIN or during the actual editing session.

### Errors When Accessing EDLIN

#### ERROR MESSAGE

**Cannot edit .BAK file--rename file**

**CAUSE:** The user attempted to edit a file with the filename extension “.BAK.” “.BAK” files cannot be edited because the extension is reserved for backup copies.

**CURE:** If the user needs the “.BAK” file for editing purposes, the user must either **RENAME** the file with a different extension or **COPY** the “.BAK” file but with a different filename extension.

## Errors When Accessing EDLIN (cont)

### ERROR MESSAGE

#### **No room in directory for file**

**CAUSE:** When the user attempted to create a new file, either the file directory was full or the user specified an illegal disk drive or an illegal filename.

**CURE:** Check the EDLIN access command line for illegal filename and illegal filename and illegal disk drive entries. If the command is no longer on the screen and if the user has not yet entered a new command, the EDLIN invocation command can be recovered by pressing the LASTLN key.

If the access command line contains no illegal entries, run the CHKDSK program for the specified disk drive. If the status report shows the disk directory full, remove the disk and insert and format a new disk. If the CHKDSK status report shows the disk directory is not full, check the EDLIN invocation command for an illegal filename or illegal disk drive designation.

## Errors While Editing

### ERROR MESSAGE

#### Entry Error

**CAUSE:** The last command entered contained a syntax error.

**CURE:** Re-enter the command with the correct syntax.

### ERROR MESSAGE

#### Line too long

**CAUSE:** During Replace command mode, the string given as the replacement causes the line to expand beyond the limit of 253 characters, EDLIN aborts the Replace Command.

**CURE:** Divide the long line into two lines, then retry the Replace command.

## Errors While Editing (cont)

### ERROR MESSAGE

#### **Disk Full--file write not completed**

**CAUSE:** The user gave the End command, but the disk did not contain enough free space for the whole file. EDLIN aborts the E command and returns the user to the operating system. Some of the file may have been written to the disk.

**CURE:** Only a portion (at most) of the file will have been saved. You should probably delete whatever file was saved and restart the editing session. None of the file not written out will be available after this error. Always be sure that the disk has sufficient free space for the file to be written, before you begin your editing session.

## 5.6 ALPHABETICAL LIST OF EDLIN FUNCTION KEYS AND COMMANDS

The EDLIN commands available on the Hyperion are:

COMMAND/KEY		PAGE
<b>A(PPEND)</b>	Append lines from the input file to the editing buffer.	II-136
<b>Del</b>	Skip a character in the template.	II-123
<b>D(ELETE)</b>	Delete lines from the editing buffer.	II-137
<b>E(ND)</b>	End the editing session and save the changes to the file.	II-139
<b>Esc</b>	Clear the input line, but leave the template unchanged.	II-125
<b>F1 or →</b>	Copy one character from the template to the input line.	II-120
<b>F2</b>	Copy all characters up to "x" from the template to the input line.	II-121
<b>F3</b>	Copy all remaining characters from the template to the input line.	II-122
<b>F4</b>	Skip up to character "x" in the template.	II-124
<b>F5</b>	Replace the contents of the template with the contents of the input line.	II-128
<b>Ins</b>	Insert characters in the input line without affecting the template.	II-126
<b>I(NSERT)</b>	Insert new text lines into the editing buffer.	II-140
<b>&lt;line&gt;</b>	Displays the line indicated.	II-134
<b>L(IST)</b>	List text lines from the editing buffer.	II-144
<b>Q(UIT)</b>	End the editing session and discard the changes to the file.	II-147
<b>R(EPLACE)</b>	Replace one text string with another.	II-149
<b>S(EARCH)</b>	Find a text string.	II-153
<b>W(RITE)</b>	Write text lines from the editing buffer to the output file.	II-156



## Part III

### Section 1

#### INTRODUCTION TO PART III

This part, Part III, Advanced Use of the Hyperion, is a description of some advanced techniques of Hyperion usage which may be useful.

Part III is organized according to the application:

- *Section 2* describes diskette management. It is important to keep accurate records of which diskettes contain which information. This section covers the formatting of new diskettes, labelling diskettes, and backing up diskettes for protection against accidental destruction.
- *Section 3* describes the batching of DOS commands. "Batching" is putting a series of commands in one file, which when activated, performs each command.
- *Section 4* is an examples section with expanded descriptions of some Hyperion commands and functions. Examples of splitting files using EDLIN, Keyedit, and concatenating files using /A and /B switches are described.

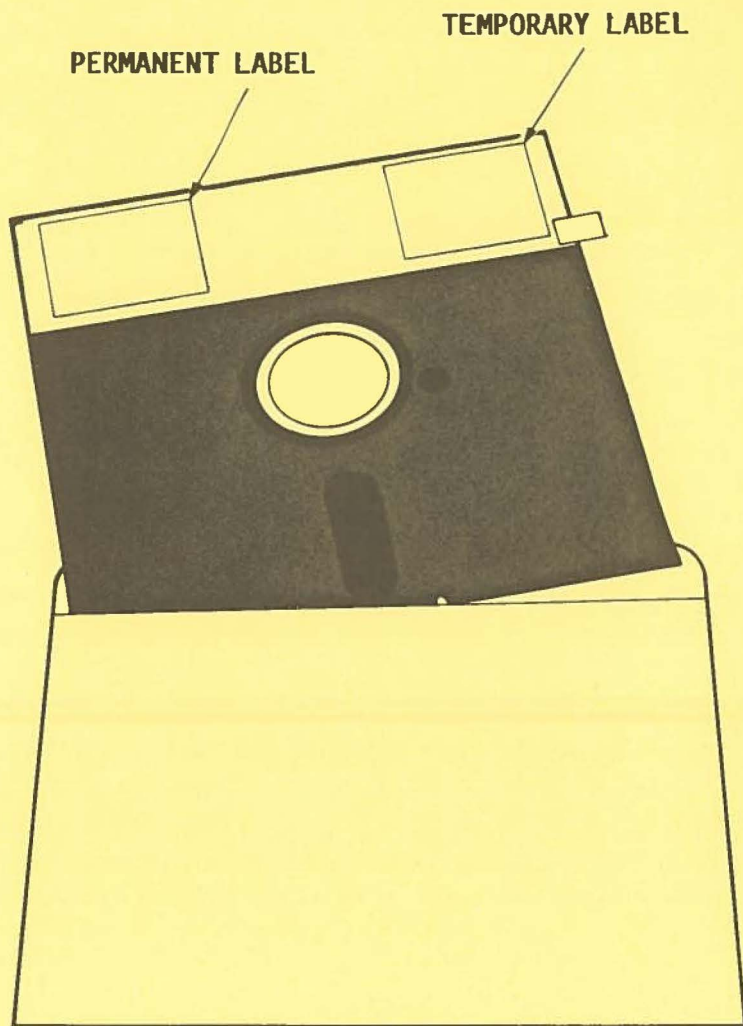




Part III

Section 2

**DISKETTE MANAGEMENT**



**Fig. 2-1** - The floppy diskette

## Section 2

### DISKETTE MANAGEMENT

#### 2.1 MASTER DISKETTES

When you receive new “software” programs for the Hyperion, they are normally shipped on *master diskettes*. The master diskettes are typically write-protected. They are very important, and should be treated with care.

Your first task when receiving a master diskette should be to make a backup copy of that diskette. How to back up diskettes is described in Section 2.4.

You should store your master diskette in a safe location, and use the copy to load the software into your system.

The master can be used to create new copies at any time.

## 2.2 PREPARING A NEW DISKETTE FOR USE

When a new diskette is shipped by a manufacturer, it typically contains a random set of magnetic particles. Such diskettes must first be **formatted** for use by the Hyperion. The process of formatting takes less than thirty seconds per diskette, during which time DOS tidies up the magnetic information on the diskette, writes addressing information, sets up the directory, and (optionally) puts a DOS onto the diskette.

The use of the **FORMAT** command to prepare a new diskette for use is described in detail in Section II of this User Guide. The steps are only summarized here.

To prepare a new diskette for use, assuming the Hyperion is turned off:

### STEP

- 1) Insert a Master User Diskette into drive A.
- 2) Power on the Hyperion.
- 3) Wait for the system prompt C:\_ and soft key line to appear on the screen.
- 4) Press the soft key **F2** (Disks) to access the soft key line called DISKS.
- 5) Press the soft key **F8** (FORMAT).
- 6) Type in the parameter **B:** and press the **Rtn** key.
- 7) Insert the new diskette into drive B, if your Hyperion has two disk drives, and press any key. If your Hyperion has a single drive remove the Master User Diskette from drive A: replace with the new diskette, and press any key. This starts the formatting process, which will take about thirty seconds.
- 8) After the completion message is displayed, enter **N** to stop formatting diskettes.

## 2.3 DISKETTE LABELLING

A permanent label exists in the upper left corner of every diskette, and temporary labels can be applied at any time. These labels may be colour-coded and marked **with a felt-tip pen** with a name or other information to help the user with external diskette organization.

It is strongly recommended that you establish a firm standard for the labelling of diskettes. Useful information includes the creation date for the diskette, an indication of its normal use (e.g., IN:SCRIBE Text Files: Office), whether the diskette is current (latest copy) or a backup, whether DOS exists on the diskette, and in which drive the diskette is usually expected to reside. Ideally, each diskette label should also show the date the last backup copy was made.

This diskette was created on December 12th, 1982. It does not contain DOS, and normally resides in drive B. It was copied onto another diskette on January 8th, 1983, and became the (unused) backup copy on that date. On February 16th, it became the current version again. This implies that a companion diskette was created and made current on January 8th, and became the backup copy on February 16th.

## 2.4 BACKING UP YOUR DISKETTES

If you observe the diskette care precautions described in the Setup Guide, there is no reason to expect loss of diskette data. As a final ultimate precaution, though, it is strongly recommended that you further protect your important program and data files by making copies of them. Diskette copies are normally called **backups**, and the process of making these copies is called **backing up**. Some diskettes are copy protected and the normal backup procedure, although appearing successful, does not produce a useable copy of a copy protected diskette.

To back up a diskette:

### STEP

- 1) Make sure that the DOS software is loaded into the system.
- 2) Access the soft key line called DISKS.
- 3) Press the soft key **F6** (D-COPY).
- 4) Insert the diskette you want *copied* into drive A. It may be a good idea to protect the source diskette by applying an adhesive tab over the write-protect notch before starting the backup process.
- 5) Insert the diskette you want to *copy onto* into drive B, if your Hyperion has two disk drives. Make sure that this diskette does not contain any important information, since all previous information on the diskette will be deleted automatically during the copying. Remember if your Hyperion has a single disk drive to replace drive B: with drive A: whenever the system prompts with a message.
- 6) Press any key to start the copying process, which will take about thirty seconds.
- 7) When the system indicates that it has finished copying, enter **N** to stop copying diskettes.
- 8) Apply a temporary label to the new backup diskette, and mark it appropriately with a soft felt-tip pen.

## Ways of Organizing Your Backup Diskettes

Backup and diskette organization methodologies are a personal decision of every computer user. Typically, users make backup copies of important diskettes on a regular and frequent basis, to avoid potential data losses.

### \* **Proposal #1: Backup <---> Current**

The simplest backup methodology involves copying back and forth between two diskettes. One of the two was current and becomes the backup, and the other becomes the new current. While it is true that both are identical after the backup is made, it is wise to make the old backup become the new current. This ensures that each diskette is given a rest between backups, while the new current becomes the more heavily used version. The overall life of the pair is thus extended.

### \* **Proposal #2: Son <--> Father <--> Grandfather**

Another commonly used scheme is referred to as the Grandfather-Father-Son methodology. This involves a rotation of three diskettes at each backup date. The current is copied onto the oldest (grandfather), and becomes the backup (father). The grandfather becomes the latest copy (son), and the old father becomes the new grandfather. This system is inherently safer than the two diskette method, in that there is always one diskette sitting on the shelf, even while a backup is being made. It does, however, require more clerical diskette labelling effort.

### \* **Proposal #3: Snapshots**

This technique can be used in conjunction with either of the above methodologies, or can in fact replace them. It consists of making a duplicate of a working diskette for filing. The duplicate becomes a "snapshot" of the working diskette's contents. The original working diskette continues to be used in normal operation, but should be manually marked as having been duplicated on this date.



### **Overall Recommendation**

Hyperion users should consider using the first proposal, for simplicity's sake, while taking occasional snapshots, for safety's sake.

All of your diskettes should have backups. This includes diskettes that contain only programs, as well as those that contain data files.

The frequency of diskette backup is a factor of the level of change to the information in a diskette, your own perception of the reliability of your diskettes, and the perceived value of the information on a diskette.

Part III

Section 3

**BATCHING DOS COMMANDS**



## Section 3

### BATCHING DOS COMMANDS

#### 3.1 GENERAL INTRODUCTION

After using the Hyperion DOS for a while, you may find yourself using the same sequences of DOS commands over and over. In such cases it may be useful for you to put all these DOS commands into a file and simply call up the file each time you want the sequence of DOS commands executed. Putting DOS commands into a file is called *batching* DOS commands.

#### The Batch File

The file into which these commands are put, is called a *batch file*.

You may assign any filename you wish to this batch file, as long as the name does not already exist on the diskette with the file extension COM or EXE. The file extension must always be **BAT**. This is how the system recognizes that this is a batch file.

Entering the filename of the batch file, and pressing **Rtn** causes the system to execute all of the commands stored in the batch file automatically. The batch file filename can therefore be considered as a "command", a command which you have created.

#### Inserting Remarks and Pauses

It is possible to insert remarks into a batch file, to provide useful feedback to the user. It is also possible to cause the batch process to pause at any point and wait for the user to hit any key before proceeding.

## Inserting Parameters

Parts of the command lines contained in a batch file may be left incomplete. You would structure batch files in this way, if you would want them to behave differently depending on the value substituted for the incomplete parts of the file.

When calling up such an uncompleted batch file, then, you would follow the filename with several words (parameters). During execution, the system would then automatically substitute these parameters for the incompleting portions of the file. In this way you can modify the execution of the batch file.

## The AUTOEXEC Batch File

Whenever a system restart is performed on the Hyperion (**Ctrl + Alt + Del**), the commands found in a file called **AUTOEXEC.BAT** are automatically entered into the system. On the Hyperion User Diskette it is the **AUTOEXEC** batch file that enters the commands to copy certain files to drive C, to make drive C the current drive, and to display the date and disknames.

Since **AUTOEXEC.BAT** is a batch file, you can create your own **AUTOEXEC**, which would then be automatically executed at every system restart.

Unless you are quite comfortable with the concepts of current drives, the soft key line, and drive C itself, you should retain the **AUTOEXEC.BAT** file that we have supplied. If the commands it contains are not executed at restart time, the normal Hyperion operating environment will be changed.

### 3.2 CREATING A BATCH FILE

Batch files are created in the same way as any other text file, using either the **COPY** command, or the Hyperion editor, **IN:SCRIBE**.

To create the batch file using the **COPY** command:

#### STEPS

- 1) Enter the following command line:

**COPY CON d:filename.BAT**

where **filename** is any legal filename, and **d:** is a drivespec. Be sure that **filename.BAT** does not previously exist, as the **COPY** command destroys previous contents of a file when used in this way, unless you want to replace the old contents.

- 2) Type the DOS command lines that are to form this batch, exactly as you would type them normally for immediate execution. Hit the **Rtn** key between each command, as always. Editing on a line is identical to the line editing available in **EDLIN** in **INSERT** mode. Once **Rtn** is pressed the line cannot be changed using this process.
- 3) When all of the commands needed for the batch have been entered, press **Ctrl + Z** or **F6** on a new line to terminate the **COPY** command, and therefore to end the batch. The **COPY** can be aborted at any time by pressing **Ctrl + Brk**.

The commands typed into the batch file "**filename.BAT**" can now automatically be executed at any time, by typing **filename** when DOS is prompting for a command.

### 3.3 EXECUTING A BATCH

Once a ".BAT" file has been created, all of the commands it contains can be executed simply by typing the filename of the ".BAT" file on a command line. Only the filename, and not the ".BAT" extension, should be typed.

To execute a batch of DOS commands:

#### STEPS

4) Enter the command line:

**batchfilename parameters**

5) Press the **Rtn** key.

Up to 9 parameters may be entered after the **batchfilename**. A parameter is a value that is going to be substituted for unknowns previously entered into the batch file.

### 3.4 PASSING PARAMETERS

As mentioned earlier, it is often useful to create batch files that contain "holes" to be filled at the time they are executed. For example, a useful batch file for diskette and file management purposes might be one that displays the contents of a file on the screen, and then deletes it only if the user so decides. The batch file would look like this:

```
TYPE %1  
REM Enter CTRL-BREAK to SAVE this file,  
PAUSE or hit any other key to ERASE it.  
ERASE %1
```

The batch file does not contain the name of the file to be typed and then optionally erased. Instead, it contains a reference to the first (%1) parameter on the command line that called up the batch. This batch file would be called up by typing:

```
batchfilename file.to.be.typed
```

The name of the file to be typed would then replace each occurrence of %1 in the batch file.

This simple example only refers to one command line parameter, but in fact any batch file can refer to up to ten words on the command line. They are always referred to as %0, %1,...,%9. %0 is the actual batchfilename, exactly as it was typed on the command line. %1 through %9 are up to nine command line parameters.

Occasionally, it may be necessary to have a real percent sign appear in a batch file. DOS assumes that percent signs are parameter references, unless they are typed twice:

```
REM This is a percent sign (%%).
```

During execution of a batch containing the above line, the remark would be displayed on the screen as

```
REM This is a percent sign (%).
```



### 3.5 INSERTING A REMARK INTO A BATCH

#### DESCRIPTION

The REM command causes no action whatever to be performed by DOS, but displays its own command line on the screen. It is used within batch command files, to provide feedback to the user.

#### COMMAND FORMAT

```
REM [between 0 and 123 characters of comments]
```

#### PARAMETERS

Between 0 and 123 characters may follow the REM command word, although less than 75 is typical. This sequence of characters will be displayed on the screen whenever the system is executing the batch file and has reached the REM command line.

The REM command may be used with no other comments whatsoever, simply to provide spacing within a batch file, to improve its readability.

#### USER INTERACTION

The REM command displays its own contents, but waits for no user input whatsoever.

#### SEE ALSO

The PAUSE command is similar to the REM command in that it displays its own contents to the user. It also adds a prompt and makes the system wait for user input before continuing to execute the batch file.

### 3.6 INSERTING A PAUSE INTO A BATCH

#### DESCRIPTION

This command is used within batch files to cause a user-controlled delay in processing of the DOS commands in the batch. It also displays any message on the screen prior to causing the delay. This allows batch files to be written that request diskette changes, for example.

#### COMMAND FORMAT

**PAUSE [between 0 and 121 characters of comments]**

#### PARAMETERS

You may enter up to 121 characters after the PAUSE command word, although less than 73 is typical. The system will display this sequence of characters when it reaches the PAUSE command line. Such a sequence may be an instruction to the user, such as a request to insert a certain diskette into a diskette drive.

The PAUSE command may be used with or without comments. If they are not supplied, only the prompt message occurs.

## USER INTERACTION

The PAUSE command displays the contents of its own command line on the screen, and then prompts:

**Strike any key when ready...**

At this point, execution of subsequent commands in the batch is suspended until the user hits any keyboard key.

If any key other than **Ctrl + Brk** is entered, the subsequent commands in the batch are executed.

If **Ctrl + Brk** is entered, however, no further processing of the commands in the batch occurs. This allows the user to choose to terminate a batch prematurely if desired.

## SEE ALSO

The REM command is used to cause remarks to be displayed on the screen during processing of a batch. It can be used in conjunction with the PAUSE command whenever a one line comment is insufficient.

### 3.7 CREATING A PRINT COMMAND BATCH FILE

#### DESCRIPTION

This command is a quick and easy way to request a printout of any file.

#### COMMAND FORMAT

```
COPY CON A:PRINT.BAT <Rtn>
```

```
COPY %1 PRN <Rtn>
```

```
Ctrl+Z <Rtn>
```

#### PARAMETERS

The second line omits the parameters normally found in the Print Command. The “%1”, indicates that these parameters will be filled in at the time the PRINT.BAT is executed.

#### USER INTERACTION

The first command of this sequence initiates the creation on drive A: of a batch file to be called “PRINT.BAT”, (your system diskette should be in drive A:).

The second line is the usual Print Command with the drivespec and filespec left unspecified. The “%1” indicates that these parameters will be filled in at the time that the PRINT.BAT is executed.

The third line is the end-of-batch-file indicator.

### Creating a PRINT Command Batch File (cont)

Now, any time you want to printout a file , all you need to enter is:

**PRINT <drivespec> <filespec> <Rtn>**

Drivespec is the drive on which the file you wish to printout is stored: and filespec is the name of the file you wish to print. (Note the extension .BAT is not entered when executing this command).

#### STEPS

- 1) Enter **COPY CON A:PRINT.BAT** and press **Rtn.**
- 2) Enter **COPY %/PRN** and press **Rtn.**
- 3) Enter **Ctrl + Z** and press **Rtn.**

The Print Command Batch File may now be used at any time by entering the following command:

#### STEP

- 4) Enter **Print <drivespec> <filespec>** and press **Rtn.** Drivespec is the drive on which the file you want to printout is stored. Filespec is the name of the file you want to printout.

### Creating a PRINT Command Batch File (cont)

To preset the drivespec within the batch command, enter the following sequence of commands:

#### STEP

- 1) Enter **COPY CON A:PRINT.BAT** and press **Rtn.**
- 2) Enter **COPY B:%1 PRN** and press **Rtn.**
- 3) Enter **Ctrl + Z** and press **Rtn.**

To request a printout of a file in drive B:

#### STEP

- 1) Enter **PRINT <Filespec>** and press **Rtn.**

The printout request is now limited to drive B: only. To printout from drive A: or drive B:, create two commands, PRINTA.BAT and PRINTB.BAT. Specify the drivespec for each in the second line. Then when a printout is needed, you may use batch file PRINTA or PRINTB, depending on which drive the file is stored.



**Part III**

**Section 4**

**EXAMPLES**





## Section 2

### EXAMPLES

#### 4.1 SPLITTING FILES USING EDLIN

Files to be edited may exceed the memory capability of drive C:, and therefore cannot be edited using IN:SCRIBE. In order to use IN:SCRIBE the files must be split into smaller portions. EDLIN can be used to split the files.

Assume you have a file you want to edit, a Master User Diskette is in drive A:, and the Hyperion powered on.

#### STEP

- 1) Insert the diskette containing the file you want to edit in drive B:, if your Hyperion has two drives. If your Hyperion has a single drive, remove the Master User Diskette from drive A: and replace it with the diskette containing the file you want to edit.
- 2) Enter **EDLIN <drivespec><Filespec> Rtn.** The drivespec refers to the drive containing the the file you want to edit. The filespec is the name of the file you want to edit. For example

**EDLIN B:NEW.TRY**

- 3) Enter **#** to set the current line to the end of the file.
- 4) Then enter:

**L**

This displays the last 11 lines in your file. The system prompt an asterisk (\*), appears at the end of the file.

... continued

## Splitting files using EDLIN (cont)

### STEP

- 5) Assume your file is 700 lines long. List the lines 325-375 to find a logical break in the text, enter:

**325,375 L**

Assume a logical break occurs on line 349. The file can be split into two sections. The first section lines 1-349. The second section lines 350-700.

- 6) To create your first section, enter:

**350,700 D**

This reduces your file to lines 1 - 349, by deleting (D) lines 350 - 700.

- 7) To save this this file to diskette, enter:

**E**

This automatically saves your smaller file under the filespec you input, creates a backup of your original input file by changing the extension to .BAK, and returns you to DOS.

- 8) Use the DIR/P command to list the files on your diskette. Your directory should show:

**<Filespec.ext> 17,500 bytes**  
**<Filespec.bak> 35,000 bytes**

(This is an estimate of the number of bytes you may have; the number of bytes per line depends on the number of characters per line and is, therefore, impossible to gauge exactly. You would also not likely get a perfect 50/50 split, but it would be close.)

...continued

### Splitting files using EDLIN (cont)

You should rename your .BAK file to a different name, to ensure that you have a backup of the complete unsplit file, in case errors occur during the splitting process using EDLIN.

#### STEP

9) To rename your .BAK file enter:

```
RENAME <d:><Filename.bak>  
<d:><newname.ext>
```

You need to repeat the entire EDLIN function to create the second small file, which consists of lines 350 - 700 and contains the end of your large file. This time you would delete lines 1 - 349, following steps 6 and 7.

If a file is very large it may be split into more than two sections. The procedures are the same you simply need to adjust the line deletions accordingly.



## 4.2 KEYEDIT

Keyedit is a soft key editing utility. The soft keys can be custom labelled for user preference, and a function assigned to each label. The Hyperion is delivered with three blank soft keys on the DOS soft key line. You can label these keys with the names of other Hyperion systems. For example if you purchased IN:SCRIBE, one of the blank soft keys can be labelled EDIT and its function assigned to access IN:SCRIBE. All the other software packages such as MULTIPLAN or IN:TOUCH can be put on the DOS soft key lines and the soft key assigned an appropriate function. Your individual requirements when using the Hyperion will suggest soft key labels that can meet your needs. Let's assume you purchased MULTIPLAN and you want to label a soft key on the DOS soft key line for easy access.

### STEP

- 1) Insert a Master User Diskette in drive A: and power on the Hyperion.
- 2) When the system prompt C: appears type in the command KEYEDIT:

#### KEYEDIT

The Keyedit selection screen will appear, refer to Fig. 4.9 in Section 2.

- 3) Move the cursor to select soft key **F7** and press **Rtn.**) You will use this soft key for MULTIPLAN.
- 4) When you press **Rtn** the screen alters to Edit Mode with a new set of system messages. Notice the screen now displays the message "Editing On", and the Softkey Action Editing Keys are displayed and correspond to the **F** soft keys. The cursor has moved to the first column within the square brackets after Softkey Name. To label soft key **F7** type M-PLAN:

**Softkey Name : [M-PLAN]**

The soft key **F7** is now labelled M-PLAN.

...continued

**Keyedit (cont)****STEP**

- 5) Move the cursor down to select the Softkey Action Line. The soft key's action represents the command or action that will be invoked when the soft key is pressed. To access MULTIPLAN, the command required is MP, enter;

**MP**

This represents the filename of the MULTIPLAN executable module.

- 6) Additional action can be appended to this command by using the Softkey Action Editing keys. For example, if the drive selection, softkey line 4 is required after the "MP" command is issued, press **F8** to add this special branching command to the soft key action.
- 7) Press **F1** (Save) to save the new settings.
- 8) To activate the new settings the system must be Rebooted. After pressing Save the system returns to DOS and the prompt appears. To Reboot the system hold down the **Ctrl + Alt** keys and press **Del**.

The new label is displayed on the DOS soft key line. Pressing soft key **F7** labelled M-PLAN now invokes the command MP and changes the softkey line to the drive selection line (line 4).

### 4.3 CONCATENATING FILES USING /A AND /B SWITCHES

The COPY command can be used for concatenating files while copying. An ASCII file is a file of characters ended by <Ctrl + Z> (1Ahex), which is interpreted as an end of file . A binary file contains any characters and may contain an embedded <Ctrl + Z>. The /A and /B switches are only useful when concatenating files. They are used to override or set an end of file interpretation (<Ctrl + Z>) to binary or ASCII files.

A /A or /B switch after COPY on the command line defines the default file type (/A for ASCII, /B for binary), of all the source files. If no switch is specified then /A is assumed. In the list of source files, /A or /B is used after the filespec to override the default file type.

#### EXAMPLE 1

To concatenate binary files enter:

```
COPY/B A.BIN + B.BIN NEW.BIN
```

This results in concatenating file A.BIN and B.BIN to produce the file NEW.BIN.

#### EXAMPLE 2

To concatenate ASCII files enter:

```
COPY/A A.ASC + B.ASC NEW.ASC
```

This results in concatenating file A.ASC and file B.ASC to produce the file NEW.ASC. (Note in actual practice it is not necessary to use the /A switch when concatenating ASCII files. If no switch is specified the system assumes /A).

#### EXAMPLE 3

To concatenate binary and ASCII files enter:

```
COPY A.BIN/B + A.ASC/A NEW.ASN
```

This results in concatenating file A.BIN and file NEW.ASC to produce the file NEW.ASC.





## Appendix A

### DISKETTES AND DRIVES DESCRIBED

---

#### A.1 FLOPPY DISKETTES

Diskettes consist of a permanent square protective jacket and an internal round magnetic recording surface. They are normally also provided in an anti-static envelope.

What you see when you remove a diskette from its anti-static envelope is the square protective jacket, which has the following visible features:

- \* Permanent Label in the upper left-hand corner. A temporary label is normally later affixed to the right of the permanent label.
- \* Large central hole in the protective jacket, with a small ring of the internal magnetic surface exposed. The motor in the diskette drive grips the internal magnetic diskette through this opening to rotate it at 300 revolutions per minute.
- \* Small round hole to the right of the main central hole. This index hole is used by the internal electronics of the diskette drive to sense each complete revolution, for synchronization purposes.
- \* An oblong hole pointing towards the bottom of the protective jacket. This head slot allows the magnetic read-write heads in the diskette drive unimpeded access to the magnetic diskette surface. In the Hyperion, there are two heads per drive: both sides of each diskette are used.
- \* A small notch on the upper right-hand side of the protective jacket. This is the write-protect notch. Covering this notch by a sticker prevents information from being written onto the diskette.

Information is stored on diskettes in a highly organized way to minimize later access time. The magnetic diskette's circular surface is divided into 40 concentric circular tracks, and eight pie shaped segments called sectors. Any one of the track/sector pairs can be located and either read or written by the Hyperion in under one-third of a second. Subsequent sectors in a track can be immediately accessed as they rotate past the read/write heads.

There are two motors in each drive: one spins the internal magnetic diskettes at 300 revolutions per minute, and the other moves the read/write heads back and forth within the head slots.

The main "spin" motor is disengaged automatically whenever the disk drive door latch is raised (opened). As well, it automatically turns itself off if no diskette accesses have been performed for more than about two seconds. This minimizes wear both on the critical read/write heads, and on the diskettes themselves.

The head "stepper" motor is also only turned on when a head move is required. This produces an audible click which is the only sound typically heard from the Hyperion.

There are two read/write heads per drive: the Hyperion uses both sides of a diskette whenever possible, to double the storage capacity. For protection, the heads are automatically locked apart whenever a drive is empty. This prevents them from striking each other while the Hyperion is being transported.

When inserting or removing diskettes, use extreme care so that none of the internal sensors, or the heads, are displaced. Also, always open and close the door latches slowly.

Slamming the latches shut, or forcing diskettes into the drives, can cause a lateral misalignment of the read/write heads, or can shift the "base position" of the sensors that determine where each sector and track is located.

If you ever suspect a problem with one of your drives, it is possible that faulty diskettes are to blame. If the problem persists over several batches of diskettes, though, you should get the drives serviced promptly: because of the high precision of the drives, diskette data written by a misaligned drive is often not readable by a correctly aligned one!

Floppy diskette drives such as those used in the Hyperion are an industry standard that has progressed over the past decade. The technology is highly stable and the drives normally provide years of trouble-free performance.

## Appendix B

### TECHNICAL SPECIFICATIONS FOR THE HYPERION (including all "standard options")

ATTRIBUTE	SPECIFICATION
-----------	---------------

#### DISKETTE DRIVES:

- \* Two 5-1/4" double density dual sided diskette drives with 655,360 bytes of storage capacity;
- \* Capable of reading and writing IBM PC 5-1/4" single and dual sided diskettes;

#### DISPLAY SYSTEM

- \* 7" non-glare CRT with amber phosphor for viewing comfort;
- \* Separate brightness and contrast controls;
- \* Alphanumeric screen format: 25 lines of 80 characters (5 separate display pages);
- \* Character set: 256 different characters including Greek alphabet, foreign language special characters, special mathematical and line drawing symbols;
- \* Typeface: 6 x 7 dot matrix character in an 8 x 10 dot box with 2-dot descenders;
- \* Character attributes: underline, blink, intensify, reverse video, double size, subscript, superscript (software selectable on a per character basis);
- \* Bidirectional scrolling;
- \* Soft key labels on 25th display line for 10 function keys;
- \* Graphics display format: 640 dots wide x 250 (or 200) dots high fully addressable array, or 320 dots wide x 250 (or 200) dots high fully addressable array with 4 level grey scale;
- \* 200 dot high graphics provided for compatibility with IBM PC;
- \* Refresh rate: 60 Hz (alphanumeric and 250 dot high graphics) or 70 Hz (200-dot high graphics);
- \* CRT display automatically turns off when not in use to prolong life.

...continued

**Technical Specifications (cont)**

ATTRIBUTE	SPECIFICATION
-----------	---------------

**ELECTRICAL:**

- \* 120/240 volts AC + 12%-25%, 45 to 65 Hz operation, selectable via internal strap;
- \* Power consumption 90 watts maximum;
- \* Disk drives automatically power down when not in use to conserve energy and prolong life;
- \* Front-mounted illuminated power switch;
- \* Meets applicable CSA, UL and FCC standards.

**KEYBOARD:**

- \* Low profile ergonomic design (meets European DIN standard);
- \* Compatible with IBM PC keyboard layout (84 keys including 10 function keys and numeric keypad);
- \* Tactile feel with optional audio key click;
- \* Long life capacitance keyswitches with N-key roll over;
- \* Detached - may be used up to 4 feet (1.2 metres) from main unit;
- \* Stows in main unit when not in use or for travelling.

**MECHANICAL**

- \* Size - 18.3 inches (46.4 cm) wide, 11.3 inches (28.8 cm) deep, 8.8 inches (22.3 cm) high;
- \* Weight 21 lbs (9.6 kg);
- \* Portable - built-in carrying handle;
- \* Attractive soft vinyl travelling case with accessory pockets.

**MEMORY:**

- \* 256K user RAM with parity;
- \* 20K display RAM;
- \* 8K ROM containing automatic power-up diagnostics, machine initialization and general I/O routines.

...continued

**Technical Specifications (cont)**

ATTRIBUTE	SPECIFICATION
-----------	---------------

**MICROPROCESSOR:**

- \* Intel 8088 16-bit processor (4.77 MHz clock rate);
- \* Optional 8087 floating point processor.

**MODEM:**

- \* Built-in 300 baud modem with auto-answer capability, Bell 103J compatible;
- \* Auto-dial using either touch tone (DTMF) or dial pulse;
- \* Direct connection to modular telephone jack in series with telephone set;
- \* Optional acoustic cups for use when modular telephone jack not available.

**PARALLEL PRINTER PORT:**

- \* Compatible with IBM PC printer or Epson/Centronics printers.

**SERIAL I/O PORT:**

- \* Meets RS-232C and RS-423 standards;
- \* Asynchronous 110 to 19.2 Kbaud with programmable baud rate, parity, stop bits and data bits;
- \* Synchronous: Bisync and bit-oriented protocols, 100 Kbaud maximum.

**SOFTWARE:**

- \* Microsoft MS-DOS (same as IBM PC);
- \* Microsoft Advanced Disk BASIC interpreter with graphics support (same as IBM PC);
- \* Microsoft MULTIPLAN 3rd generation electronic spreadsheet;
- \* IN:SCRIBE (TM) executive text editor;
- \* IN:TOUCH (TM) electronic mail terminal and telephone management system;
- \* Optional Microsoft programming languages: BASIC compiler, COBOL, FORTRAN and PASCAL.

...continued

**Technical Specifications (cont)**

---

ATTRIBUTE	SPECIFICATION
-----------	---------------

---

**OTHER FEATURES:**

- \* Time and date clock with battery back-up, keeping time even when AC power is removed;
  - \* Programmable sound system;
  - \* Composite video output jack for connecting external video monitor;
  - \* I/O expansion connection for attachment of future options (e.g., Winchester disk drive).
-

## Appendix C

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## KEYBOARD IN DOS

KEY	FUNCTION	
Esc	Cancels the command line, and redisplayes system prompt.	
Brk	Used in conjunction with other keys to modify their use.	
Ctrl	Used in conjunction with other keys to modify their use.	
Alt	Used in conjunction with other keys to modify their use.	
Tab	Sets tabs.	
Caps Lock	Locks the keyboard into upper or lower case mode.	
Shift	Modifies other key functions, or enters upper case mode.	
Num Lock	Locks the number pad into number mode or function mode.	
Rub out	Backspaces over and deletes previous character entered.	
Rtn	Submits the command line to be processed in DOS.	
Print	Used with other keys to printout.	
Home	Moves the cursor to the beginning of the command line.	
Pg Up	Moves a file page up to display the next page.	
Pg Dn	Moves a file page down to display the previous page.	
End	Moves the cursor to the end of the command line.	
Ins	Inserts a space at the cursor, shifting one space right.	
Del	Deletes character at cursor, shifting one space left.	
<	Moves the cursor to the left one position.	
>	Moves the cursor to the right one position.	
^	Moves the cursor up to the previous line.	
v	Moves the cursor down to the following line.	
SPECIAL KEY COMBINATIONS		
KEYS	FUNCTION	
Ctrl + < -	Moves the cursor to previous start of word.	
Ctrl + - >	Moves the cursor to the start of the next word.	
Ctrl + Del	Deletes the current line.	
Ctrl + Ins < Rtn >	Inserts a new line after the cursor.	
Ctrl + Brk	Interrupts operations, returns system to prior level.	
Ctrl + Alt + Del	Reboots or restarts system.	
Shift + Print	Printout contents of screen.	
Ctrl + Print	Printout what is generated or entered on screen.	
SOFT KEY LINES		
DOS SOFT KEY LINE		FILES SOFT KEY LINE
F1	Lastin	Display the last command line entered.
F2	Disks	Display the Disks soft key line.
F3	Files	Display the Files soft key line.
F4	MODE	Access MODE to change DOS system settings.
F5	DIR/P	Display contents of a diskette or file.
F6	Blank	User defined and labelled (see Keyedit).
F7	Blank	User defined and labelled (see Keyedit).
F8	Blank	User defined and labelled (see Keyedit).
F9	XPLAIN	Display explanation of DOS commands.
F10	HELP	Display HELP screen for DOS soft key line.
F1	DOS	Display the DOS soft key line.
F2	Disks	Display the DISKS soft key line.
F3	TYPE/P	Display the contents of a file.
F4	DATE	Display the system date.
F5	DIR/P	List the names of a file on a diskette.
F6	COPY	Copy a file.
F7	EDLIN	Access the line editor, EDLIN.
F8	ERASE/P	Erase a file.
F9	RENAME	Rename a file.
F10	HELP	Display HELP screen for FILES soft key line.
DISKS SOFT KEY LINE		
F1	DOS	Display the DOS soft key line.
F2	D-NAME	Name a diskette.
F3	Files	Display the FILES soft key line.
F4	DATE	Display the system date.
F5	DIR/P	List the files on a diskette.
F6	D-COPY	Copy contents of a diskette to another.
F7	D-COMP	Compare contents of one diskette to another.
F8	FORMAT	Format a diskette.
F9	CHKDSK	Check the status of a diskette.
F10	HELP	Display HELP screen for DISKS soft key line.



## DOS COMMANDS

SYSTEM COMMAND		
COMMAND	COMMAND FORMAT	COMMAND FUNCTION
CHKDSK	CHKDSK [d:]	Checks and displays the status of a diskette.
COPY	COPY[d:]filespec 1[d:]filespec2]	Copies the contents of one file to another.
DATE	DATE[mm-dd-yy][/P]	Displays or changes the system date.
DIR	DIR[/P][d:]filespec[/W]	List(s) the files on a diskette.
DISKCOMP	D-COMP [d1:d2:]	Compares two diskettes.
DISKCOPY	D-COPY [sourced:targetd:]	Duplicates a diskette.
DISKNAME	D-NAME [d:]newname]	Displays or changes the name of a diskette.
ERASE	ERASE/P [d:]filespec	Erases a file from a diskette.
EXPLAIN	XPLAIN[command or feature name]	Displays information about a feature.
FORMAT	FORMAT[/C][/S][/1]d:	Prepares a new diskette for use.
KEYEDIT	KEYEDIT	Softkey editing utility.
MODE	MODE	Sets system configuration.
RENAME	REN[d:]filespec1 filespec2	Renames a file on diskette.
SYS	SYS[d:]	Transfers MS-DOS system files to designated drive.
TIME	TIME[hh:mm:ss][/P]	Displays or changes system time.
TYPE	TYPE/P[d:]filespec	Displays the contents of a file.

## EDLIN COMMANDS

INTRALINE COMMANDS	
KEY	FUNCTION
F1	Copy one character from the template to the edit line.
F2	Copy all characters from the template to the edit line up to "x".
F3	Copy all characters in template to edit line.
Del	Do not copy (skip over) a character in the template.
F4	Do not copy (skip over) the characters in the template up to "x".
Esc	Void the current input; leaves the template unchanged.
Ins	Insert mode; inserts characters within a line.
F5	Make the edit line the new template.

INTERLINE COMMANDS	
KEY	FUNCTION
<line>	Displays the line indicated.
A	Append lines from the input file to the editing buffer.
D	Delete lines from the editing buffer.
E	End editing session and save changes to the file.
I	Insert new text lines into the editing buffer.
L	List text lines from the editing buffer.
Q	Quit editing and discard changes to the file.
R	Replace one text string with another.
S	Search text for a text string.
W	Write lines from the editing buffer to the output file.

PARAMETERS	FUNCTION
Number	Used with <line>, specifies line number(s).
Period(.)	Used with <line>, indicates current line being edited.
Octothorpe(#)	Used with <line>, indicates line following last line.
Rtn	Used with <line>, executes command and parameters.
?	Used with Search and Replace, prompt for correct string.
<string>	Used with Search and Replace, represents text string.

