How To Start the Program

This information explains how to start the program on your computer. All programs have information provided on-screen for using the program after it is started. Some programs come with a manual; please review any manual for more details on program use.

Only the most straightforward steps to start the program are given here. If you are an experienced computer user you may wish to use other methods such as batch files, hard disk directories, system disks, etc.

General information

You should first make a working copy of the original program diskette. Then save the original diskette in a safe place as a backup in case your working copy becomes damaged.

Please follow the instructions in your computer manual for how to copy a diskette. Proceed carefully. (For the IBM you may need to format a blank diskette first then use the COPY command to copy all the files from the original diskette to the formatted diskette.)

NOTE: It is a violation of Federal law to make copies for use by anyone other than you the purchaser.

If you are using the program on a hard disk system, be sure to copy all files on the program diskette to the directory where the program is to be located. Also, be sure that the computer default drive is the one containing the program before you start to use the program. Your computer manual explains working with directories.

Filename

In the instructions for starting the program, reference is made to the program filename. This is the filename given on the other side of this sheet. Where filename is used in the instructions, substitute the actual filename for your program. For example, if the the filename is FINANCER.EXE, then use FINANCER.EXE where the instructions show filename.

Free Catalog If you did not receive a Zephyr catalog with this product, please write to request one.



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IBM PC/XT/jr/AT and Compatibles

If the filename ends with .EXE

This type file is an executable file and is run directly from DOS. You should have the computer on and have the DOS prompt A> on the screen. (See below for how to get to A>)

Place the program disk in drive A: and close the door. Type and enter: FILENAME The program will load and start. Follow the instructions on the screen.

If the filename ends with .BAS

This type file is a BASIC program file and is run from BASIC. You should have the computer on and have the DOS prompt A> on the screen. (See below for how to get to A>)

Place the DOS diskette that has BASIC on it in drive A: and close the door. Type and enter: BASIC Then BASIC will load and you will see the BASIC prompt Ok on the screen.

Remove the DOS diskette and insert the program diskette in drive A:. Now type and enter: LOAD"FILENAME", R The program will load and start. Follow the instructions on the screen.

Note that some programs may require you to use BASICA instead of BASIC. Also, if you are using GWBASIC you may need to follow a different procedure(check manual for your BASIC).

Getting to A>

If the computer is off, place the DOS system diskette in drive A: and turn on the computer. Answer any request for date and time. Then you will have A> on the screen.

If the computer is on, exit any program already running and return to DOS. If the DOS prompt is B> or C> then type and enter: A: to get to A>.

Commodore 64/128 Computers

Start with the computer, monitor and drive off.
Turn on, in order, monitor, drive and computer.
When READY appears on the screen, then insert the program disk into the drive and close door.

Type and enter: LOAD"FILENAME",8

When screen reads READY, then type and enter: RUN The program will start. Follow instructions on screen.

Note that under some conditions you may see unexpected graphic symbols on the screen. If this occurs, press simultaneously the Commodore key and the Shift key. This will change the graphic symbols to normal characters. (The Commodore key is the one with the Commodore logo on it.)

Apple II + ,IIe,IIc,IIgs and Compatibles

If the computer is off: Place the program disk in drive 1 and turn on the computer. The program will load and start. Follow the instructions on the screen.

If the computer is on: Finish use of any previously running program. Then press these three keys simultaneously: Open Apple, Ctrl and Reset. The program will load and start. Follow the instructions on screen.

Note that some early Apple computers will not automatically load and run a program. If this is true for your computer then use this method. With the DOS prompt on the screen and the program diskette in drive 1, type and enter: LOAD FILENAME When loading is complete type and enter: RUN Follow the instructions on screen.

Also note that some programs may not run on Apple II + computers if they are not properly equiped to run ProDos programs. If this occurs please contact us for a possible DOS 3.3 version exchange.

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IBM Filename: SUN.EXE Apple Filename: SUN C64/128 Filename: SUN Computer Requirements:

IBM PC family: 256k, 1 drive, CGA or EGA graphics Apple II family: 64k, 1 drive C64/128: 64k, 1 drive \$29.95

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