



KeyPlayer

Pinpoint™

KeyPlayer

**Macro Key Accessory
for Pinpoint Desktop Accessory Owners**



**Pinpoint Publishing
Emeryville, California**

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First Edition

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Preface

Welcome!

KeyPlayer is an optional Macro Key accessory for Pinpoint Desktop Accessory owners. Like all Pinpoint products, KeyPlayer is designed to help you get more from your Apple computer. KeyPlayer not only helps you get more from your Apple, it helps you get it faster. Our package includes this user guide, and a disk containing the KeyPlayer software.

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We can serve you most efficiently if you have the following information readily available when you call:

Registration # of KeyPlayer (*required for technical support*)

Version # of Pinpoint Desktop Accessories

Version # of AppleWorks

Version #'s of RAM card software

Computer model type

Plus all other information that you think is important

**Technical Support
Telephone Number**

(415) 654-0286 9 am to 5 pm West Coast time
Thanks!

Chapter 1

Introducing KeyPlayer

Hello and thank you! You've got KeyPlayer. If you're a Pinpoint veteran who's adding KeyPlayer to your Pinpoint Desktop Accessory lineup, its good to see you want even more performance from your Apple. If you're a Pinpoint rookie, then you've just been voted rookie of the year for getting KeyPlayer on your side from the start.

This chapter will:

- Tell you a little about KeyPlayer
- Tell you what you need to use KeyPlayer
- Give you an Overview of KeyPlayer's operation

What makes a key player?

There are too many software also-rans. Look around your computer area; how many of those programs do you really use? Most of them sit around warming the bench until one of your mainstays is sacked by a malicious magnet, or blitzed by a reckless cup of coffee. It's a rare program that exhibits the traits necessary to be called a key player.

Ability

A program may be written with good intentions, but if it has no innate abilities, all the coaching in the world won't make it a key player. Pinpoint KeyPlayer comes to you with a quite a few moves of its own, like being able to move you to the Main menu of your application from anywhere within the application in the wink of an eye. During tryouts you'll see that Pinpoint KeyPlayer comes to you ready to think, beep, highlight, list, wait, prompt, repeat, and fetch without any coaching from you.

Coachability

Raw ability is nice, but a key player must be coachable. When you approach a program, you like to feel that your at the helm, and that you're both working together to achieve a common goal. Well, being a macro key program, Pinpoint's KeyPlayer does exactly what you want it to. In fact, it copies your every move as you make it. You can create up to 70 macros in a macro file, with a maximum limit of 3000 characters per file.

Consistency

Pinpoint KeyPlayer is a clutch performer. It doesn't choke. The macros you create with key player can be used again and again. Just say the word, and KeyPlayer will give you an instant replay of a macro that you wrote sessions ago. And if for some reason you have to use a macro-key for a non-macro reason, you can disable and enable the macro-keys at will.

Team Player

Some programs are talented, powerful, and consistent, but they're not very good team players. Pinpoint KeyPlayer pops-up within AppleWorks along with its other Pinpoint Accessory teammates, and pops-out when you want it to. KeyPlayer's sportsmanship allows it to be used without booting its Pinpoint teammates and AppleWorks out of the game.

Most Inspirational

Once you've taught KeyPlayer to dance around your keyboard with breathtaking economy of motion, you'll find inspired uses for your Pinpoint Team. And one of the differences between a program that's a bench warmer and a program that's a key player lies in the ability or inability to inspire. It's no wonder we call this program KeyPlayer.

What you need

Hardware Requirements

- Apple IIc , Enhanced Apple IIe, Apple IIgs, or 100% compatible

Software Requirements

- KeyPlayer
- Pinpoint Desktop Accessories
- AppleWorks (version 1.3 or later recommended)

Here's What you Want

KeyPlayer is a standout performer with the hardware listed above, but can be a real superstar with the hardware and software listed below.

Recommended Hardware

- 256K to 1MB RAM Drive
- Hard disk or UniDisk 3.5

Recommended Software

- Pinpoint RAM Enhancement Kit
- Pinpoint RunRun Desktop Manager

Game Plan

This is a thumbnail sketch of the steps you should take to set up and use KeyPlayer. Complete directions for each of these steps are included in the noted subsequent chapters.

Groundwork

The first thing you should do is think about where you want to store the KeyPlayer accessory file KEYPLAYER.PP. You're the coach of Team Pinpoint, and it's up to you to assess the attributes of your computer system and use your Pinpoint team in the most efficient manner. The simplest thing to do is store KeyPlayer in the same place that you store the rest of the Pinpoint Accessories.

If you specified a standard location of the accessories when you installed Pinpoint, then the KeyPlayer installation program can automatically copy the KeyPlayer accessory file KEYPLAYER.PP to that location during KeyPlayer installation. If you've got any kind of high capacity drive, it is always recommended that you store Pinpoint products there.

Chapter 2 *Make Copies*

The next thing to do is make a working copy of the original KeyPlayer disk. If you decide to store KeyPlayer on your high capacity disk then you should copy the file KEYPLAYER.PP from the original KeyPlayer disk to the appropriate subdirectory. Now would be a good time to fetch a *copy* of the /PP.INSTALL Pinpoint Desktop Accessory Installation disk, and a *copy* of your AppleWorks Startup disk. You'll need them for the installation of KeyPlayer. We call the Pinpoint /PP.INSTALL disk the "Pinpoint Desktop Accessory Installation disk" because you'll be using it every time you add another accessory to the original Pinpoint accessories.

Install KeyPlayer onto Pinpoint

KeyPlayer is a new member of the Pinpoint team. To introduce KeyPlayer to its other Pinpoint teammates, you must run the installation program found on your *copy* of the original KeyPlayer disk.

Install Pinpoint onto Appleworks

Once you've let the other desktop accessories know about KeyPlayer, you must let AppleWorks know about KeyPlayer by reinstalling the Pinpoint with KeyPlayer onto AppleWorks.

Note:

The following step is optional and only applies to you if you've got extended memory and Pinpoint's RAM Enhancement Kit.

Performance Setup: RAM Enhancement Kit

Use the RAM Enhancement Kit to toggle a "YES" next to "KeyPlayer" on the RAM Enhancement Kit's Accessory Autocopy Selection Screen.

Chapter 3 *Use KeyPlayer*

By now you will have finished the easy installation process. Now you get to use KeyPlayer for increased power, and efficiency, and decreased keystrokes.

Chapter 2

Getting KeyPlayer Ready

This Chapter helps you complete some of the steps discussed under "Game Plan" in Chapter 1. This chapter will teach you how to:

- Make a working copy of KeyPlayer
- Install KeyPlayer onto the Pinpoint Desktop Accessories
- Install the Pinpoint Desktop Accessories you create in step B onto AppleWorks
- Use the RAM Enhancement Kit to include KeyPlayer as one of the Pinpoint Desktop Accessories copied to the RAM drive when you boot AppleWorks

Step A: Making a Working Copy of KeyPlayer

The KeyPlayer disk we provided you will not work because it is write-protected. You can see that the disk is write-protected because it has no notches on its sides. We provided you with a write-protected disk to protect your investment.

Before you do anything with KeyPlayer, please use Central Point Software's Copy II Plus, the System Utilities, ProDOS Filer, or any ProDOS copy routine to copy the original KeyPlayer disk. Put the original disk in a safe place and use the copy as your work disk. If you have a high capacity disk, create a subdirectory and copy all the files from the original KeyPlayer disk to the high capacity disk subdirectory.

Do not cover the notches on your work disk with write-protect tabs. If somebody uses your work disk as a bee-bee gun target, or as a cookie cutter, you can always replace it by making another copy of the original disk.

Step B: Installing KeyPlayer on Pinpoint

What you need:

- The *copy* of the original KeyPlayer disk you created in Step A
- A *copy* of the Pinpoint Accessory Installation disk named /PP.INSTALL

Note:

If you specified a standard location for the Pinpoint Desktop Accessories when you installed Pinpoint, you should make sure that this location is online, that is, available to your computer when you turn on or warm-boot your computer to run the KeyPlayer installation program.

This way you will have the option of having the KEYPLAYER.PP KeyPlayer accessory file automatically copied to the standard location of the accessories. You can, however, always use a ProDOS copy routine to copy the KeyPlayer accessory file over to the location of the accessories yourself.

Booting the KeyPlayer Installation Program

"Booting" a program means to get it started and ready for use.

To boot the KeyPlayer Installation program:

1. Place your *copy* of the KeyPlayer disk in drive one of your computer
2. Turn on your computer

Or, if your computer is already turned on:

1. Place your *copy* of the KeyPlayer disk in drive one of your computer
2. Press CONTROL-OPEN-APPLE-RESET (this is called a "warm-boot")

You will see a brief ProDOS copyright screen, followed by the KeyPlayer copyright screen. About ten seconds later you will see the KeyPlayer Installation screen. If you don't want to hang around waiting for ten seconds for the KeyPlayer Installation screen to appear, you can press RETURN as soon as the KeyPlayer copyright screen appears and the KeyPlayer Installation screen will appear immediately.

Figure 2.1
KeyPlayer Installation
Screen

Path: /PP.KEYPLAYER/ KEY PLAYER INSTALLATION

This program installs KeyPlayer on the Pinpoint Desktop Accessories. Once that has been completed, you must Re-install the Pinpoint Desktop Accessories on your program. This is done by following the installation procedures for Pinpoint in the Pinpoint User Guide.

AppleWorks, or the program you are using, has no way of knowing about Key Player unless you re-install Pinpoint on the program.

If you are using the Pinpoint RAM Enhancement kit, you will want to reselect the desktop accessories that should be copied to the RAM drive. Optionally you may wish to copy additional Macro Files to the RAM drive at startup.

In order to continue, the file "PINPOINTPROFILE" must be modified. Please place the Pinpoint Desktop Installation disk "/PP.INSTALL" in a disk drive and press Return. Optionally you may type the path that contains this file below and press Return.

Installation Path-> _

This screen explains that KeyPlayer Installation program will enhance the PINPOINTPROFILE file found on the /PP.INSTALL Pinpoint Desktop Accessory Installation disk. But first you have to make the PINPOINTPROFILE file available to the KeyPlayer Installation program, so:

- Place the *copy* of the /PP.INSTALL Pinpoint Desktop Accessory Installation disk in a disk drive

Or, if you've stored the PINPOINTPROFILE file on a high capacity disk:

- Enter at the bottom of the screen the path that contains the PINPOINTPROFILE file. Refer to Appendix B for a refresher on ProDOS Pathnames

Now that you've made the PINPOINTPROFILE file available to the KeyPlayer Installation program, all you have to do to complete the installation process is:

- Press RETURN

If everything goes as planned, you will see the following message contained in a box superimposed over the KeyPlayer Installation screen:

UPDATING THE FILE "PINPOINTPROFILE".

About five seconds later, the contents of the KeyPlayer Installation screen will disappear and be replaced by the following pleasant remark:

Pinpoint KeyPlayer Successfully installed.

And that's all there is to Step B. But don't go too far with that /PP.INSTALL Pinpoint Desktop Accessory Installation disk; you'll need it for step C!

Step C: Installing Pinpoint onto AppleWorks

What you need:

- The /PP.INSTALL Pinpoint Desktop Accessory Installation disk containing the PINPOINTPROFILE file you modified in Step B
- A copy of your AppleWorks Startup disk*
- Your Pinpoint User Guide

Note:

***If you'll be using the RAM Enhancement Kit, you should see figure 1.2 of the RAM Enhancement Kit to see if you have to expand AppleWorks before installing Pinpoint.**

To complete Step C:

1. Place the /PP.INSTALL Pinpoint Desktop Accessory Installation disk containing the PINPOINTPROFILE file you modified in Step B in drive one of your computer
2. Turn on your computer

Or, if your computer is already turned on:

1. Place the /PP.INSTALL Pinpoint Desktop Accessory Installation disk containing the PINPOINTPROFILE file you modified in Step B in drive one of your computer
2. Press CONTROL-OPEN-APPLE-RESET (this is called a "warm-boot")

Now:

- Refer to "Chapter 4: Installation" in the Pinpoint User Guide and follow the directions for installing Pinpoint

Step D: Performance Setup: The RAM Enhancement Kit (optional)

What you need:

- A copy of the RAM Enhancement Kit disk
- Your RAM card software if required (Please see figure 1.1 of the RAM Enhancement Kit User Guide)

- The /PP.INSTALL Pinpoint Desktop Accessory Installation disk you created in Step B
- The AppleWorks Startup disk you created in Step C

To complete Step D:

1. Place the RAM Enhancement Kit disk in drive one of your computer
2. Turn on your computer

Or, if your computer is already turned on:

1. Place the RAM Enhancement Kit disk in drive one of your computer
2. Press CONTROL-OPEN-APPLE-RESET (this is called a "warm-boot")

Now:

1. Place the /PP.INSTALL Pinpoint Desktop Accessory Installation disk you created in Step B in a drive other than number one and use the "Desktop Accessory Autocopy Selection option" on the RAM Enhancement Kit's Main menu to toggle a "YES" next to "KeyPlayer" on the Accessory Autocopy Selection screen
2. Use the "Create a Startup Disk" option on the RAM Enhancement Kit's Main menu to finish the process

That's That!

Your Done! Now you can turn to Chapter 3 and learn how to use KeyPlayer. To use KeyPlayer, you'll need to boot AppleWorks with the AppleWorks Startup disk you created in this chapter.

Chapter 3

Using KeyPlayer

Now that all that installation business is over with, you can use KeyPlayer.

This Chapter will:

- Show you how to invoke KeyPlayer, describe how to use the KeyPlayer menu and step you through a simple macro

As is true when using any interactive program, it's a good practice to save your work periodically.

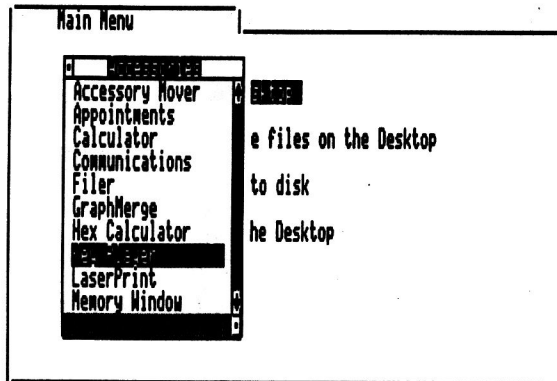
Invoking KeyPlayer

KeyPlayer is a Pinpoint accessory. So if you've used the Pinpoint Desktop Accessories before, you already know how to invoke KeyPlayer.

Figure 3.1
Pinpoint Desktop
Accessory Menu

Path: /pinpoint/data

MAIN MENU



Type number, or use arrows, then press Return

G-? for Help

To invoke KeyPlayer:

1. Boot AppleWorks with the AppleWorks Startup disk you created in Chapter 2. Make sure that the Desktop accessory location is online, that is, available to the computer
2. Press SOLID-APPLE-P to pop-up the Pinpoint Desktop Accessory menu, figure 3.1

Notice that the Pinpoint Desktop Accessory menu includes KeyPlayer as one of the options. Now all you have to do is select KeyPlayer.

To select KeyPlayer:

1. Type a "K" for KeyPlayer, or use a DOWN ARROW key to move the highlighting cursor to "KeyPlayer"
2. Press RETURN

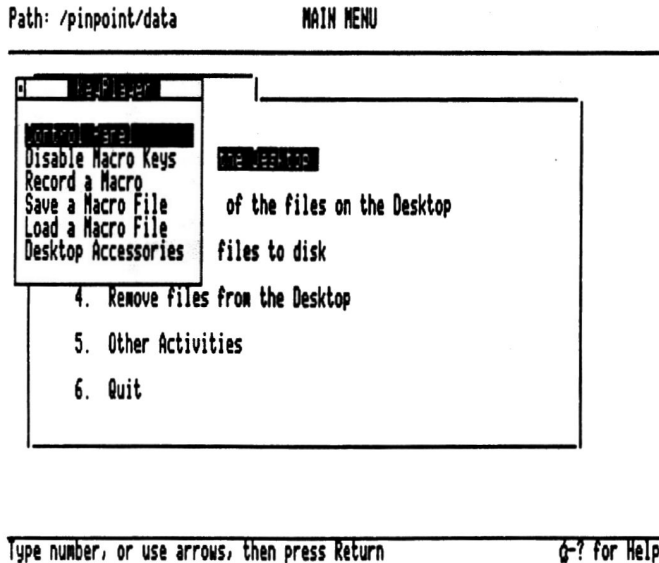
You will see a brief message on the screen asking you to please wait. You will then see a brief Pinpoint KeyPlayer copyright box. When this box disappears, you know that KeyPlayer has been invoked. Now all you have to do is pop-up the KeyPlayer menu.

To pop-up the KeyPlayer menu:

- Press SOLID-APPLE-P

The KeyPlayer Main menu will appear.

Figure 3.2
KeyPlayer Main Menu



Its easy to choose one of the options on the KeyPlayer menu:

1. Type the first letter of the option, or use an ARROW key to move the highlighting cursor to the desired option
2. Press RETURN

Now let's take a look at the options on the KeyPlayer Main menu.

Control Panel

The Control Panel is one of KeyPlayer's strongest points. It contains several ready-made macros and macro building blocks that can be used by themselves or connected with the powerful logical operators also found on the Control Panel.

To access the Control Panel when the KeyPlayer Main menu is displayed:

- Choose the "Control Panel" option from the KeyPlayer Main menu, figure 3.2

To access the Control Panel when the KeyPlayer Main menu is not displayed:

- Press SOLID-APPLE-C

The Control Panel will appear.

Figure 3.3
Control Panel

Path: /pinpoint/data

MAIN MENU

LOGIC	DATE/TIME	OTHER
AppleWorks Word Processor ...	DATE November 1, 1986	BEGIN
AppleWorks Data Base...	01 November 1986	END
AppleWorks Spreadsheet	TIME 11:55 PM	REPEAT x,n
BASIC...	23:00	PROMPT
Point-to-Point...	DAY 08	GETKEY
AppleWriter...	Wednesday	GETSTRING
WordPerfect	MONTH 11	LIST...
Key=n...	Nov	KEY
ELSE	November	BEEP n
GOTO AppleWorks Main Menu	YEAR 86	WAIT n
Point-to-Point Main Menu	1986	HIGHLIGHT...
		STOP

Use Cursor Arrows to position to a command, then press RETURN.

The Control Panel is divided into three option areas. From left to right you have the LOGIC options, the DATE/TIME options, and the OTHER options. These options can be used interactively. Below these large option boxes you will find brief explanatory messages and prompts. If one of the options from the Control Panel requires you to

enter a value, you will be prompted to enter the value at the bottom of the screen. You can access the Control Panel in the middle of a recording session by using the SOLID-APPLE-C key to pop-up the Control Panel. You must be recording a macro to invoke the Control Panel with SOLID-APPLE-C.

It's easy to choose one of the options on the Control Panel:

1. Press SOLID-APPLE-C to pop-up the Control Panel if it is not visible
2. Type the letter that begins the option, or use an ARROW key to move the highlighting cursor to the desired option
3. Press RETURN

The option will be incorporated into the macro and you will be moved back out to the screen from which you invoked the Control Panel.

LOGIC Options

The left side of the Control Panel contains the logic options. There are three logic options. They are IF, ELSE, and GOTO. The GOTO option will probably be used most often. It is very handy to be able to move directly to the main menu of an application. The IF option does not let the macro continue unless a condition has been satisfied. The conditions to be satisfied range from your location in an application, to the entering of a specific keystroke. The ELSE option lets you append another course of action for the macro in the cases where an IF condition has not been satisfied. A common syntax looks like this:

IF x GOTO y ELSE z

This means IF condition x is satisfied, then GOTO location y. But if condition x is not satisfied, then do z.

DATE/TIME options

The date time options give you several formatting choices for the various dates and times that occur in your AppleWorks files. You could write a macro that would insert the date in one of six different formats. Use one format when writing a business letter, another format when writing a letter to someone in Europe, and don't forget military time for our friends in the armed forces.

OTHER Options

These are miscellaneous options that are last but certainly not least. They can all be used interactively with the other option on the Control Panel. Here's a little about each option:

BEGIN

BEGIN moves you to the beginning of an AppleWorks word processing document line.

END

END moves you to the end of an AppleWorks word processing document line.

REPEAT,x,n	REPEAT,x,n repeats a certain keystroke, x, a specified amount of times, n. You can repeat regular keys, AppleWorks commands, or macro keys. One use for the REPEAT,x,n option is to repeat a macro that executes a demonstration ten times. Just be sure not to repeat the macro you're in!
PROMPT	PROMPT displays a specified string as a prompt in the AppleWorks message line during the execution of a macro. Use PROMPT to ask the user a question. Combine this option with GETSTRING and you've constructed your own tutorial.
GETKEY	GETKEY will pause the macro until a key is entered. As soon as a key is pressed, the macro will continue. Read about the KEY option for suggested uses of GETKEY.
GETSTRING	GETSTRING will pause a macro until a text string is entered followed by a RETURN. This option is different from the GETKEY option in that it allows you to type as many keys as you like. When you press RETURN it will continue the macro. Just remember when using GETSTRING that <i>no other</i> key, not even ESCAPE, will continue the macro. You must press RETURN at the end of your entry to satisfy GETSTRING.
LIST	LIST allows you to construct a list that will be displayed by the macro. See macro "L" later in this chapter for an example of the LIST option.
KEY	Key returns the value obtained from the last GETKEY option. This value may be passed to your application with the REPEAT option, <REPEAT,1,<KEY>>, or may be used with the IF Key=n option along with the ELSE and GOTO options, <IFKEY,<RETURN>><GOTOAPW>.
BEEP n	BEEP n creates a beep for a specified amount of time, n, from 1-255 time units. This is a great feature for creating tutorials that "talk" to the user.
WAIT n	WAIT n delays a macro for a certain amount of time, n, from 1-255 time units. This is a great option for creating self-running demonstrations.
HIGHLIGHT	HIGHLIGHT allows you to specify an area of the screen to be highlighted at run time. This feature is excellent for demonstrations <i>and</i> tutorials. After selecting HIGHLIGHT, position the cursor to the upper left-hand corner of the text you intend to highlight and press RETURN. Then use the ARROW keys to actually highlight the area, and press RETURN.
STOP	STOP ends a macro. This option is useful when used with the IF option. Use the IF option to test whether you're in the proper program to run the current macro. If you're in the proper program, the macro can continue. But if you're in the wrong program, the STOP option will terminate the macro.
Disable Macro Keys	You may want to use a macro key for a non-macro function. KeyPlayer allows you to do this with the "Disable Macro Keys" option on the Main menu.

Disable Macro Keys

You may want to use a macro key for a non-macro function. KeyPlayer allows you to do this with the "Disable Macro Keys" option on the Main menu.

To disable the macro keys:

- Choose the "Disable Macro Keys" option from the Main menu, figure 3.2

The macro keys will be disabled and the "Disable Macro Keys" option will become the "Enable Macro Keys" option so you can re-enable the macro keys.

Record a Macro

This feature is the bread and butter of KeyPlayer. It turns the macro recorder on and off, and lets you record your keystrokes for playback later. This method is much more convenient than having to create macros from memory.

To record a macro:

- Choose the "Record a Macro" option from the Main menu, figure 3.2

The "Record a Macro" option will become the "Conclude a Macro" option, and a small box will appear on the screen asking you to enter a macro key.

Naming Your Macro Key

You can assign 68 keys with macro duties. These keys include A-Z (except for "C" and "P") 0-9, and special symbols like @, #, \$, %, and ^. You *cannot* assign macro duties to control characters and don't bother with the SHIFT key; KeyPlayer treats upper and lower case characters just the same.

- When the screen prompts you to "Enter a Macro Key:", press a key to name your macro

A small highlighted box will appear at the bottom-right hand corner of the screen telling you that the macro is being recorded. Now proceed with the keystrokes you want entered in the the macro.

When you are finished entering keystrokes:

1. Press SOLID-APPLE-P to pop-up the KeyPlayer Main menu
2. Choose the "Conclude a Macro" option from the Main menu to turn off the macro recorder

Remember that you will press SOLID-APPLE in combination with this key when you want to play the macro later.

NOTE:

Once you've recorded a macro you can save it by simply exiting KeyPlayer and returning to the Desktop Accessories. This will add your macro to the file KEYPLAYER.PP so the macros you used last will become your default macros. Saving macros in a file will be discussed next.

Save a Macro to a File

This feature gives you the essential power of saving your macros to a word processing document. While recording a macro, KeyPlayer is not intuitive and it can't tell if you're pressing the key you want or erasing a key hit in error. It just records everything you do. Saving your macros in a file allows you to edit them so that there are no unnecessary characters. You could also add more steps to the macro or change it's function a little without redoing it entirely. To save your macro or macros:

- Highlight the "Save a Macro File" option on the KeyPlayer Main menu and press RETURN.

Figure 3.4
Save a Macro File Screen

```
File: SAMPLE.MACROS          REVIEW/ADD/CHANGE          Escape: Main Menu
=====|=====|=====|=====|=====|=====|=====|=====|=====|=====|
MACRO(A)
(
)
MAC
(
/PINPOINT/
)
MACRO(L)
(
  <LIST,6>
  <9,Marketing>
  <7,Finance>
  <13,Manufacturing>
  <5,Sales>
)
-----
Type entry or use ⌘ commands          Line 1 Column 1          ⌘-? for Help
```

In figure 3.4 you can see that a space is provided for the name of your macro file. This can be any name you think correctly identifies your macros. This is a feature built with the future in mind because it allows you to create multiple macro files to be used with any number of different programs. Below the name field is the pathname of the disk this file will save to (for more on ProDOS pathnames see Appendix B).

If you would like to save your macros to another device simply press OPEN-APPLE-N for a new path. KeyPlayer will check your drives and display a new pathname to a different device. If the path is appropriate, press RETURN to save your macro. This file can be added to the desktop, like any other word processing document, for review and editing.

NOTE:

While in KeyPlayer, any time you save to a word processing file, all the macros created during that session will be saved to the indicated file. The program does not save macros individually but cumulatively.

Load a Macro File

Once you have saved macros to a file, you can load that file when you wish to use those macros. To load a macro file:

- Highlight the "Load a Macro File" option on the KeyPlayer Main menu, figure 3.2, and press RETURN

Figure 3.5
The Load a Macro File Screen

```
File: SAMPLE.MACROS      REVIEW/ADD/CHANGE      Escape: Main Menu
=====|=====|=====|=====|=====|=====|=====|=====|=====|=====|
MACR
{
  SAMPLE.MACROS
  Test File
}
MACR
{
}

MACRO(L)
{
  <LIST,6>
  <9,Marketing>
  <7,Finance>
  <13,Manufacturing>
  <5,Sales>
}

-----
Type entry or use ⌘ commands      Line 1 Column 1      ⌘-? for Help
```

This will produce a list of all the word processing documents on the active device. Once again the current path is listed in the upper right hand corner of the box and you can change the pathname to a different device by pressing OPEN-APPLE-N. Use the ARROW keys to select the macro file you want and press RETURN. If you press RETURN on a directory, you will be moved down a directory. Just like the "Save a Macro File" feature, this is a function created with an eye to the future. Depending on what program you are in, you can load the appropriate macro file for that program. After loading a file and exiting to the Desktop Accessories, those macros will become the new defaults.

NOTE:

If you record a macro and then load a macro file, your recorded macro or macros will be erased by the newly loaded macro file. This means that if you want to get rid of your default macros, you can simply load a blank word processing file as a macro file.

What if the Macro Has Mistake in It?

With all of this recording, saving, loading, and editing, don't be surprised if one of your macros goes astray. To help prevent this, KeyPlayer has built in diagnostics to catch errors in your macros. If you try to load a macro file and KeyPlayer spots a problem you will see an error screen like figure 3.7

Macro Format, Syntax and Spelling

The format, syntax, and spelling of the macros is fairly simple. See Appendix B for more information macro keystrokes and structure.

1. All of the keys are uppercase and listed in brackets:

```
<RETURN>
<TAB>
<LEFT>
<ESCAPE>
<SPACE>
```

2. All of the commands are uppercase and listed in brackets:

```
<GETSTRING>
<DATE1>
<A-C>      (that's a SOLID-APPLE-C)
<M>        (that's macro 'M')
<~H>       (that's CONTROL-H)
```

3. All of the text is written as it appears:

```
From:
To:
Date:
Sincerely,
```

4. The entire macro is surrounded by "{" , "}" braces:

```
MACRO(B)
{
  <RETURN>
  <RETURN>
}
```

5. Any comments to yourself about the macro are placed before or after the braces.

```
MACRO(B)
{
  <RETURN>
  <RETURN>
})This macro inserts two RETURNS.
```

Wrap-Up

Now that you have the background to start making your own macros there are a few key points to remember.

– There are essentially two ways to save macros:

1. Exit to the Desktop Accessories and they will become the default macros (they save to KEYPLAYER.PP)
2. Save them to a word processing file using the "Save a Macro File" menu option.

- If you exit AppleWorks without using one of the methods above to save any macros you've recorded, you will lose them.
- If you have your accessories in RAM and you turn your machine off without saving KEYPLAYER.PP, you will lose your default macros.
- If you load a macro file and exit to the Desktop Accessories, you will erase your default macros and any macros you just recorded.
- If you want to get rid of your default macros, you can load a blank word processing file as a macro file.
- You should use the OPEN-APPLE commands for AppleWorks, and the SOLID-APPLE commands for your macros.

Let's Try Making a Simple Macro

The following is a step by step description of how to construct a macro that will help you write memos quickly. Don't worry if you make a mistake, just correct it the same way you would any word processing document and keep going.

1. Create a new word processing document
2. Invoke KeyPlayer from the Desktop Accessories menu
3. Bring up the KeyPlayer menu (SOLID-APPLE-P, remember?)
4. Select "Record a Macro" (and press RETURN)
5. Enter the letter "M" (for memo) when it asks for a macro key
6. Type "To:" and press TAB twice
7. Press SOLID-APPLE-C to bring up the Control Panel
8. Use the RIGHT-ARROW key to move to the "OTHER" column, use the DOWN-ARROW key to highlight "GETSTRING" and press RETURN
9. Press RETURN twice, type "From:", press TAB and type your name
10. Press RETURN Twice, Type "Re:", press TAB twice and press SOLID-APPLE-C to bring up the Control Panel
11. You should already be in the "OTHER" column, use the DOWN-ARROW key to highlight "GETSTRING" and press RETURN
12. Press RETURN twice, type "Date:", press TAB and press SOLID-APPLE-C to bring up the Control Panel

Almost Done!

13. Use the LEFT-ARROW key to move to the "DATE/TIME" column, use the DOWN-ARROW key to highlight the first date form and press RETURN
14. Press SOLID-APPLE-P to bring up the KeyPlayer menu, select "Conclude a Macro" and press RETURN

Try Out the Macro!

Move to a new line in your word processing document and press SOLID-APPLE-M. When the macro prompts you with "To:" just type "Staff" and press RETURN. When it prompts you for the subject, "Re:", just type "macros" and press RETURN. Now you've got a handy new macro for the office or maybe you've always wanted to write memos to the family.

Save Your Macro

While you were typing, you may have had to backspace or delete some of your work. Maybe when you played your macro you found that somehow you spelled your own name wrong. Saving your macro to a file will let you correct things like that.

1. Press SOLID-APPLE-P to bring up the KeyPlayer menu
2. Select "Save a Macro File" and press RETURN
3. Type MACROS for the name of your file and press RETURN
4. Add the file MACROS to the desktop and take a look at the file. It should look something like the macro below

```
MACRO(M)
(
  To:<TAB><TAB><GETSTRING><RETURN><RETURN>From:<TAB>
  Mike<RETURN><RETURN><RE-DELETE>w<DELETE>c:<TAB><TAB>
  <GETSTRING><RETURN><RETURN>Date:<TAB><DATE1>
)
```

These are our mistakes, not yours, although you may have made some mistakes of your own. We had a little trouble typing the subject here and as you can see, every keystroke was recorded. The extra characters have been highlighted and you can delete them using the AppleWorks editing commands. Once you have deleted the superfluous words and characters your macro should look more like the one below. We've temporarily reformatted macro "M" so that it's easier to read. This formatting will disappear once the macro is saved. You do not have to copy this formatting when editing a macro; KeyPlayer looks for the braces, not the indentation.

```

MACRO(M)
(
  To:<TAB><TAB><GETSTRING><RETURN>
<RETURN>
  From:<TAB>Mike<RETURN>
<RETURN>
  Re:<TAB><TAB><GETSTRING><RETURN>
<RETURN>
  Date:<TAB><DATE1><RETURN>
<RETURN>
)

```

You may notice that we've added some commands to the end of this macro. After running the macro we decided that it needed two more returns at the end. This way you are in a position to start writing your memo immediately after invoking the heading. Adding to a macro in a word processing file is simple. The following will describe how to add the last two RETURNS.

1. Position the cursor immediately after <DATE1>
2. Type "<RETURN><RETURN>" and be sure to use the "<" and ">" characters but do not type the quotation marks
3. Save the file as you would any other word processing document
4. Press SOLID-APPLE-P to bring up the KeyPlayer menu and select "Load a Macro File"
5. Select the file MACROS and press RETURN
6. Return to the word processing document you created at the beginning of this section and invoke the "memo" macro by pressing SOLID-APPLE-M. This time through it should give you two returns after printing the date

You're ready to record, load and save your own macros, but read on to the next chapter for examples of some macros that you might find particularly useful.

Chapter 4

Tryouts: Sample Macros

Just because this program is a KeyPlayer doesn't mean it doesn't have to go through tryouts. As a KeyPlayer's coach, you'll want to see just what KeyPlayer can do before putting it to work.

This chapter will:

- Put KeyPlayer through its paces and give you some macro ideas
- Tell you where to get a disk full of readymade macros

A Macro to Move Text to the Clipboard

This is a function that usually takes at least 5 keystrokes before you even highlight the text you want. This macro saves you some time on a very common task. If you were to record live, you would take the following steps:

1. Create or bring up a word processing document
2. Choose KeyPlayer from the Desktop Accessory menu and bring up the KeyPlayer menu
3. Select "Record a Macro" and give the macro the letter "D" (for delete)
4. Press OPEN-APPLE-M, press the RIGHT ARROW key (to "To Clipboard") and press RETURN
5. Press SOLID-APPLE-C to bring up the Control Panel, select GETSTRING and press RETURN
6. Press RETURN again and press SOLID-APPLE-P to bring up the KeyPlayer menu and conclude the macro

If you saved this to a file it would resemble the macro below.

```
MACRO(D)
{
  <A-M><RIGHT><RETURN><GETSTRING><RETURN>
}
```


1. Select KeyPlayer from the Desktop Accessories menu and bring up the KeyPlayer menu
2. Select "Record a Macro", press RETURN and enter the letter L (for list)
3. Press SOLID-APPLE-C to bring up the Control Panel and select LIST from the "OTHER" column
4. When the list entry screen appears, enter the list of possible departments that appears in figure 4.1
5. Press RETURN twice after the last entry and press SOLID-APPLE-P to conclude the macro

Since we have already created a macro that could use a list like this, lets just add MACRO(L) to MACRO(M) (see page 3.12 for how to construct the "memo" macro). Follow these steps to embed MACRO(L).

1. Bring up the KeyPlayer menu, select "Save a Macro File" and type the file name MACROS again
2. Bring up the file MACROS that you just saved and take a look at MACRO(M)

Note:

Remember, when using AppleWorks you may have to remove the old copy of the file MACROS from the desktop to add the latest copy in its stead.

```
MACRO(M)
{
  To:<TAB><TAB><L><GETSTRING><RETURN>
<RETURN>
  From:<TAB>Mike<RETURN>
<RETURN>
  Re:<TAB><TAB><GETSTRING><RETURN>
<RETURN>
  Date:<TAB><DATE1><RETURN>
<RETURN>
}
```

3. Insert an uppercase "L" right before the GETSTRING command as shown above
4. Now save the file and then bring up the KeyPlayer menu again. Select "Load a Macro File" and enter the file name MACROS
5. Bring up or create a word processing document and play the "memo" macro by pressing SOLID-APPLE-M

Now when you play your macro you'll have a list of departments to choose from instead of having to type them out. You could create a list for the subject or even a list for the sender if there were other people using your macro. Each macro can contain up to sixteen macros within it.

Embed a Macro Within a Macro While Recording

You may find that while recording one macro you want to include a macro you already created. This becomes a little tricky because the embedded macros won't play when you invoke them during a recording. You have to do a little guesswork as you can see in the example below.

1. Create a word processing document or bring up the one you've been using.
2. Type "The" and press SOLID-APPLE-L (Nothing will happen but you are invoking the "list" macro described above)
3. Now type "will be responsible for locker-room clean-up this week."
4. Press SOLID-APPLE-P to bring up the KeyPlayer menu and conclude the macro

A Macro that Creates a Word Processing Document

All of the macros we've been trying were created inside word processing documents which is very useful but KeyPlayer is also handy for maneuvering around within AppleWorks itself. The following macro lets you create a new word processing file almost as quickly as typing a new file name.

1. Start from the Main menu of AppleWorks
2. Press SOLID-APPLE-C to invoke the Control Panel, position the command bar to "GOTO AppleWorks Main Menu" and press RETURN
3. Position the command bar to "1. Add files to the Desktop" and press RETURN
4. Press the DOWN ARROW key twice to "Word Processor" and press RETURN
5. Press RETURN on "1. From scratch" and press SOLID-APPLE-C to invoke the Control Panel
6. Position the command bar to GETSTRING and press RETURN
7. Press RETURN at the prompt, "Type a name for this new file:" and conclude the macro. The machine will beep at you here because you have not entered a new name. You can simply ESCAPE from this screen once you have concluded your macro

Readymade Macros

You can order a disk of readymade macros, written by Steve High, full of AppleWorks timesavers. See Appendix E for more details.

Appendix A

Error Messages

**File
"PINPOINTPROFILE"
not found!**

KeyPlayer cannot find the PINPOINTPROFILE file. Check your disks and disk drives to see if the volume containing PINPOINTPROFILE is available to your computer.

**Disk Write Error - Disk Not
Updated!**

The KeyPlayer installation process did not work. Your disk may be write-protected, or PINPOINTPROFILE may be locked. Remove the write-protect tabs, or copy all the files to a notched disk if your current disk isn't notched. If PINPOINTPROFILE is locked, unlock it with a ProDOS utility.

Physical Disk I/O Error!

Your disk or disk drive is not functioning properly. Check your drives, especially the doors.

Not a ProDOS Disk!

The disk has not been formatted with ProDOS.

Disk is Write-Protected!

Use a notched disk, or remove the write-protect tabs from the current disk.

Disk is Full!

Use another disk. This one doesn't have enough space left to accommodate your file.

Volume Directory is Full!

The Root directory on this volume already contains the maximum 51 files or subdirectories. Save the file to a subdirectory of this disk; remove a subdirectory or file from the Root directory of this disk and save the file to the Root directory; or use another volume that can accommodate another file or subdirectory in its Root directory.

**No Room to Install
KeyPlayer**

You've already installed the maximum sixteen accessories. Use Pinpoint Toolkit to remove an accessory, then retry installation.

**KeyPlayer Has Not Been
Installed!**

You have exited the KeyPlayer Installation program without installing KeyPlayer onto PINPOINTPROFILE.

Invalid Pathname Syntax

You have not entered the pathname properly. Put a slash at the beginning and end of a VOLUME name and at the end of a DIRECTORY name. Do not start a DIRECTORY or FILE name with a slash. Do not end a FILE name with a slash. See the error message below and Appendix C for a refresher on ProDOS pathnames.

Invalid Pathname Hierarchy

You have not entered the parts of this ProDOS pathname correctly. Start with the VOLUME NAME, then the DIRECTORY NAME, followed by the FILE name. See the error message above and Appendix C for a refresher on ProDOS pathnames.

**Pathname Exists as a
Non-Directory**

This pathname represents a file, not a directory. There are no files or subdirectories subordinate to this pathname.

Error Reading Accessory!	A problem has occurred while trying to read the accessory KEYPLAYER.PP into memory. Check your disk drives and files. Start with a fresh <i>copy</i> of KEYPLAYER.PP if all else fails.
Error Writing Accessory!	Keyplayer must write things to the file KEYPLAYER.PP. If the disk containing KEYPLAYER.PP is write-protected, or if KEYPLAYER.PP is locked, this necessary writing cannot occur. Remove the write-protect tabs, or use a ProDOS utility to unlock KEYPLAYER.PP.
Wrong Pinpoint Version #!	You must use Pinpoint version 1.1 or greater. Contact us about an upgrade.
Application Unsupported!	Only AppleWorks is supported in this initial release of KeyPlayer. Press any key to abort.
The File <i>FILENAME</i> Already Exists	This is just a check to keep you from wiping out important files. This AppleWorks word processing file already exists. You can press RETURN to overwrite the file or press ESCAPE to cancel the overwrite.
Syntax Error	KeyPlayer has encountered a syntactical error in the macro. This error message is accompanied by a down arrow which points to the error in the macro. Press ESCAPE to cancel loading the current and remaining macros. Press RETURN to invalidate the current macro and load the remaining macros.

Appendix B: Playbook: Important Keystrokes

<~ >	Represents the character "<".
<~>	Represents the character ">".
<~B>	CONTROL-B
<A-B>	OPEN-APPLE-B.
	SOLID-APPLE-B or macro B.
<BEEP, n>	Beep n time units.
<BEGIN>	Moves you to the beginning of an AppleWorks word processing line.
<DATE1>	The current date in the following format: November 1, 1986.
<DATE2>	Today's date in the following format: 01 November 1986.
<DAY1>	The current day in the following format: 08.
<DAY2>	The current day in the following format: Wednesday.
<DELETE>	Deletes the character immediately behind the cursor.
<DOWN>	Move the cursor or command bar down one line.
<ELSE>	The second phase of the logic option which has an IF at the beginning.
<END>	Moves you to the end of an AppleWorks word processing line.
<ESCAPE>	Moves you to the previous menu.
<GETKEY>	Pauses the macro until a key is entered.
<GETSTRING>	Pauses a macro until a text string is entered followed by a RETURN.
<GOTOAPW>	Go to the AppleWorks Main menu.
<GOTOPTP>	Go to the Point-to-Point Main menu.
<HIGHLIGHT,w,x,y,z>	Highlight the area indicated by coordinates (w,x) being the upper left and (y,z) the lower right.
<IFADB>	If AppleWorks data base.

<IFASP>	If AppleWorks spreadsheet.
<IFAWP>	If AppleWorks word processor.
<IFAWR>	If AppleWriter.
<IFBAS>	If BASIC.
<IFPTP>	If Point-to-Point.
<IFWP>	If WordPerfect.
<IFKEY,n>	If the value of the key equals n.
<KEY>	Returns the value of the specified key at run time.
<LEFT>	Moves the cursor one character to the left.
<LIST, n>	Display the entered list of n members.
<MONTH1>	The current month in the following format: 11.
<MONTH2>	The current month in the following format: Nov.
<MONTH3>	The current month in the following format: November.
<PROMPT,n,x>	Prompts the user with the text string, x where n is the number of characters in the string. The prompt appears in the AppleWorks message line.
<REPEAT x,n>	Repeat string x n number of times.
<RETURN>	Inserts a CARRIAGE RETURN.
<RIGHT>	Moves the cursor or the command bar one character to the right.
<SPACE>	Inserts a space.
<STOP>	Ends a macro.
<TAB>	Moves the cursor or the character one tab space to the right.
<TIME1>	The current time in the following format: 11:55 PM.
<TIME2>	The current time in military format: 23:00.
<UP>	Moves the cursor or the command bar one line up.
<WAIT,n>	Wait n number of time units.
<YEAR1>	The current year in the following format: 86.
<YEAR2>	The current year in the following format: 1986.

Appendix C

Going All-Pro: Converting Old Macros

If you already have a macro program, you may want to transfer the macros you've created with your old macro program over to KeyPlayer. This transition won't be difficult at all. Just a minor trade of some key characters and you'll improve your roster. Here's how to convert your old macros.

Converting AutoWorks and MacroWorks Macros

The following procedure will parenthesize the old macro with the correct KeyPlayer beginning and ending braces.

1. Copy, save, and load the macro below:

AutoWorks

```
Macro (V)
{
  <RIGHT><RIGHT><DELETE><DELETE>
  MACRO(<GETKEY><KEY>)<RETURN>
  {<RETURN>
}
```

MacroWorks

```
Macro (V)
{
  <RIGHT><RIGHT><RIGHT><RIGHT><RIGHT>
  <DELETE><DELETE><DELETE><DELETE><DELETE>
  MACRO(<GETKEY><KEY>)<RETURN>
  {<RETURN>
}
```

2. Load to the AppleWorks desktop the macro you wish to convert and position the cursor over the first character. Press SOLID-APPLE-V to play macro V. Be sure to insert the new key name of your macro
3. When macro V has finished its work, move the cursor to the end of the old macro and add a RIGHT-BRACE, "}". If you are converting MacroWorks macros, be sure to delete the "@" characters and the word "END" from each macro

After performing the preceding steps on the old macro, use the following chart to make any other necessary changes:

Macro Key Equivalents

AutoWorks	MacroWorks	KeyPlayer
<UPPER>	N/A	N/A
<LOWER>	"	"
<RESET>	"	"
<RESUME>	"	"
<SUB>	"	"
<NOSUB>	"	"
<IFDB>	"	<IFADB>
<IFSS>	"	<IFASP>
<IFWP>	"	<IFAWP>
<REPLACE>	"	<OA-E>
<INSERT>	"	<OA-E>
<REPEAT>n,x	"	<REPEAT,x,n>
<MAIN>	"	<GOTOAPW>
<KEY>	"	<GETKEY><KEY>
<KEYTO>	"	<GETSTRING>
<ESC>	<ESC>	<ESCAPE>
<SPC>	<SPC>	<SPACE>
<RETURN>	<RTN>	<RETURN>
<DELETE>		<DELETE>
<A-O>	<SA-O>	<O>
<~-O>	<OA-O>	<A-O>

Solid-Apple-Keys
Open-Apple-Keys

As you can see, there are some commands in AutoWorks for which KeyPlayer has no equivalent. A quick glance at the previous appendix will give you some ideas on how to work around this with KeyPlayer's many additional commands.

Appendix D

ProDOS Pathname Primer

Overview

This refresher on ProDOS Pathnames is divided into four general sections:

1. What's a ProDOS Pathname?
2. What's in a ProDOS Pathname?
3. ProDOS Pathname Spelling
4. ProDOS Pathname Syntax

What's a ProDOS Pathname will very briefly tell you why you have to bother with ProDOS Pathnames. *What's in a ProDOS Pathname* will tell you what components come together to make a ProDOS Pathname. *ProDOS Pathname Spelling* will show you the rules for creating the individual components of a ProDOS Pathname, and *ProDOS Pathname Syntax* will teach you how to link the individual components of a ProDOS Pathname into a complete ProDOS Pathname.

What's a ProDOS Pathname?

It may be better to start with the question: What's ProDOS? ProDOS is a collection of programs that, among other things, controls Apple disk drive functions such as loading, saving, copying, and erasing your work files. A ProDOS Pathname is ProDOS's map to the specific work file you want ProDOS to load, save, copy, or erase. Just as you tell a plumber in which house to work, in which room of the house to work, and finally on which fixture in the room to work; you have to tell ProDOS in which storage device to work, in which section of the storage device to work, and on which file in the specified location to work.

What's in a ProDOS Pathname?

When you access your work you must:

1. Tell your computer where you want it to access your work
2. Tell your computer the name of the work you want it to access

You might say, then, that there are two general types of names you must know how to give your computer when you access your computer work. There are:

1. PLACE names that tell your computer where your work is
2. There are THING names that tell your computer what the work is

Place Names

There are two kinds of PLACE names. There are:

1. VOLUME names
2. DIRECTORY names

A VOLUME name is the most general kind of name. It identifies the floppy, hard, high capacity, or RAM disk on which your work resides. Another word for a VOLUME name is the ROOT DIRECTORY name. Supplying ProDOS a VOLUME name is analogous to telling the plumber in the example above in which house to work.

A DIRECTORY name is a more specific name than a VOLUME name. A DIRECTORY name identifies the section of the floppy, hard, high capacity, or RAM disk in which your work resides. Supplying ProDOS a DIRECTORY name is analogous to telling the plumber in the example above in which room of the house to work. If you have not divided your storage device into sections, then the ProDOS pathname for any file on that storage device will not include a directory name. There can, however, be up to 51 subdirectories or files in the ROOT DIRECTORY, and therefore, 51 DIRECTORY names through which you can route your computer to a work file.

Thing Names

There is only one kind of THING name. It is called a FILE name.

A FILE name identifies your computer work. It is the most specific of the kinds of names that make up a ProDOS pathname. A FILE name represents the light at the end of the tunnel, the pot of gold at the end of the rainbow. At the end of its journey down the path you specify by supplying PLACE names, ProDOS should find a FILE name and the computer work associated with it. Supplying ProDOS with a FILE name is analogous to telling the plumber in the example above on which fixture to work.

ProDOS Pathname Spelling

Now that you know that ProDOS Pathnames are made up of PLACE names and THING names, you should learn the rules for creating PLACE and THING names. There's not that much to it; the rules for creating PLACE and THING names are the same. After you learn these simple rules, the last section will teach you how to link these different names you create together to create an entire ProDOS Pathname. For now, let's learn the rules naming your work and the places where you store your work:

1. The name can be up to fifteen characters long. There can be no blank spaces. It is common practice to substitute blank spaces with periods

LE.PETIT.PRINCE

2. The name must begin with a letter from the alphabet

ON.CLOUD.9

3. Characters two through fifteen of the filename may contain any combination of letters, numbers, and periods.

TWO.4.6.8.

ProDOS Pathname Syntax

If you knew where a treasure was hidden, and you had to tell someone how to get to it, you wouldn't tell them:

1. Dig
2. Take ten steps north from the big tree in the center of the Village
3. Go to Spain
4. Find an iron box about six feet under
5. Go to the village of Corona Del Mar

You would start with the most general instructions and finish with the most specific, like this:

1. Go to Spain
2. Go to the village of Corona Del Mar
3. Take ten steps north from the big tree in the center of the village
4. Dig
5. Find an iron box about six feet under

Well, that's how you order your ProDOS Pathname components: start with the most general, and end with the most specific. You:

1. Start with PLACE names, listing the VOLUME name first, which is the most general PLACE name
2. Then list DIRECTORY name(s), the more specific of the PLACE names
3. Finish with the THING name, known as the FILE name, which is the most specific of all the names

Connecting the Parts

How do you actually connect these names together so ProDOS will recognize the names as a complete ProDOS Pathname?

If you were to write out the treasure example into a complete English sentence, you would connect the components with commas, like this:

Go to Spain, go to the village of Corona Del Mar, take ten steps north from the big tree in the center of the village, dig, and find an iron box about six feet under

But in ProDOS language, you connect the components with slashes, like this:

/VOLUME.NAME/DIRECTORY.NAME/FILE.NAME

Notice that you start the whole deal with a slash as well as connect the separate components with slashes. You do this so ProDOS will recognize what follows the initial slash as instructions to your work file. Adapting our treasure hunt example for ProDOS, we might get the following result:

/SPAIN/CORONA.DEL.MAR/TEN.STEPS.NORTH/BLACK.IRON.BOX

In the example above, /SPAIN/ is the VOLUME name, /CORONA.DEL.MAR/ and /TEN.STEPS.NORTH/ are DIRECTORY names, and /BLACK.IRON.BOX is the FILE name.

When your computer asks for the PREFIX or PATH, not the PATHNAME

Sometimes your computer or a computer program will only ask you for the PATH to your work file, and not for the complete PATHNAME. When a computer or computer program asks you for the PATH, it is saying "I know what you want, I just don't know where to look for it." All you do to supply your computer with the PATH to a certain work file is subtract the FILE name like this:

/VOLUME.NAME/DIRECTORY.NAME/

So our treasure hunt example would look like this:

/SPAIN/CORONA.DEL.MAR/TEN.STEPS.NORTH/

A ProDOS PATH is the same as a ProDOS PREFIX

When your Computer only asks for the FILE name

When your computer or computer program asks for the FILE name, it is saying, "I know where to look, but I need to know what to look for." All you do to supply the FILE name is subtract the PATH or PREFIX, which is the same thing as subtracting the VOLUME name and the DIRECTORY name(s). This is what it looks like:

/FILE.NAME

And this is how the treasure hunt example looks:

/BLACK.IRON.BOX

Appendix E

Other Pinpoint Products

Other Pinpoint Products

Pinpoint™ Desktop Accessories \$89.00

Desktop Accessories for AppleWorks, BASIC, Point-to-Point, InfoMerge, WordPerfect, AppleWriter, and other ProDOS applications.

- A line of desktop accessories that "pop-up" within AppleWorks, Point-to-Point, InfoMerge, and other ProDOS applications.
- **Appointment Calendar:** Print schedules to take with you. MonthView, DayView and Summary displays.
- **Calculator:** Four math functions: +, -, *, /. 16 digit display with scientific notation.
- **Communications:** Instant modem communications from AppleWorks desktop with simplified auto logon macros; no complicated control codes required. Downloads (records) files in Appleworks' AWP file format.
- **Telephone Dialer:** Finds phone numbers anywhere on any screen. No phone directory or databases to re-enter.
- **GraphMerge:** Paste up to 16 single or double hi-res graphic images, mix & match, anywhere in AppleWorks documents.
- **Notepad:** Powerful baby word processor produces AppleWorks files. Use Notepad files inside AppleWorks documents, or with GraphMerge.
- **QuickLabel:** Envelope addresser/labeler, with cut-and-print utility. Position address block on an electronic envelope, then print on a real envelope, label or paper.
- **Typewriter:** Ideal for short letters, forms, file folder labels, and name badges. Compose, edit, then print, just like an IBM Memory Writer™ typewriter.

Point-to-Point™ \$129.00

The #1 communications software program for the Apple II!

- AppleWorks style integrated communications with all the right tools for most any job.
- Exclusive Extended Xmodem Protocol (EXP) with CRC-16 transmits/receives multiple files in batches with original file names,

extensions, and file attributes intact. Ready to run, without misspelled file names or tiresome file conversions.

- 14 powerful macros commands automate logon sequences; system operating commands automatically upload and download electronic mail or program files. Pattern recognition feature even makes decisions based on what it sees coming across the screen.
- Built-in text editor, or send AWP or text files directly.
- Simultaneous formatted printing while online. "PrintScreen" prints anything and everything displayed on your screen.
- Impressive file handling utilities manage files, subdirectories and paths without typing, even while online!
- Install Pinpoint Desktop Accessories for ever greater versatility, or use RunRun and Toolkit to add valuable desktop accessories anytime.
- Smart utilities strip line feeds from downloaded files, and convert TXT to AWP files; plus 8 indispensable file type conversions save double work!
- Support for dozens of modems, including the newest 2400-baud units, gets your new system working right the first time. Interface cards include old standbys, plus the emerging Apple II interface technologies of tomorrow.
- Written by Gary B. Little, an expert Apple II and Macintosh programmer, and author of countless articles for A+, Call APPLE, Nibble and five recent Apple books.

ProFILER™ CALL

A single disk database manager and report generator. With this one program you can easily design, organize, file, search, sort, calculate, merge, and print using floppy or hard disk.

- Get up to 1,500 records per floppy or 65,000 on a hard disk; 250 fields per record!
- Multiple files per disk, multiple index files, full screen editor.
- Pinpoint and AppleWorks compatible.
- Optional data conversion program for PFS users (DOS 3.3 and ProDOS versions).

Pinpoint Apple IIe Upgrade Kit \$29.00

Permits Pinpoint and many New Apple IIe software programs to run on plain Apple IIe with 128K

- Solves many of the compatibility problems older software programs have with the Enhanced Apple IIe

- Includes Mouse Text Video ROM, exact copy of Apple's Character Generator ROM #342-0265 approved by Apple.
- Includes GTE or Rockwell 65C02 microprocessor.
- Does NOT include Apple's proprietary CD and EF ROMs required for most mouse-based software. This Kit does not Enhance the Apple IIe. This Kit is only to be used on Apple IIe's.
- This upgrade is performed at user's own risk.
- Handy chip puller included

Pinpoint RAM Enhancement Kit \$29.00

- Configures partitioned RAM disks.
- Automatically uploads non copy protected ProDOS applications and files to partitioned RAM disks.
- Menu driven setup. Catalog with toggles displays programs/files to be uploaded.
- Includes a ProDOS RAM switcher for AppleWorks with Pinpoint and other ProDOS applications uploaded into RAM, such as Business Works accounting software, Point-to-Point communications software, or InfoMerge mail merge and print formatting program.
- Requires Pinpoint Desktop Accessories.

Pinpoint Modem Enhancement Kit \$ 29.00

- Advanced modem software enhancement for Pinpoint's Communications window.
- Logon macros with default communications setups.
- Keyboard and video character remapping, simple file encryption program.
- Selective character filtering.
- Required for Novation, Microcom and other non-standard external/internal modems or interface cards.

InfoMerge™ \$79.00

On-screen, direct-print, mail-merge and print formatting program that works with AppleWorks. Automatically select names from AppleWorks database, or manually scan files forward/backward, add multiple keyboard inputs (great for invoices or forms), perform dynamic field calculations, preview on screen

before printing, or just print everything. One copy each or one hundred or mix & match. Presto!

Optionally, print to disk files for use by other programs, such as telecommunications software like Point-to-Point or Pinpoint Communications Window. Pop-up any Pinpoint Desktop Accessory for added functionality.

Micro Cookbook \$49.95

- Big 8th Edition. Over 100,000 copies sold.
- Ask the computer what's for dinner. Enter ingredient, nationality, course or whatever, and Micro Cookbook offers up a menu with delicious possibilities.
- Choose from Micro Cookbook's 150 tested recipes (supplied on the program disk) or add your own.
- Selects recipes from any individual recipe disk or path, or automatically searches up to 8 others: over 4,000 recipes online for instant recall.
- Automatically adjusts recipes for different serving sizes.
- Automatic shopping list preparation.
- Valuable on-line reference: nutrition facts, food selection and storage, and ingredient substitution suggestions.
- Lightning fast operation with unparalleled ease of use.
- Fourth-generation, bit-mapped database design finds plurals, truncations, multi-variant relations (7 simultaneous index keys), over-looks request errors, and generally works hard so you don't have to.
- Versions available for Apple II+ (64K DOS 3.3), Apple IIc/IIe (128K DOS 3.3), Apple IIc/Enhanced Apple IIe with 128K (ProDOS), Commodore 64/128,TM and IBM PC,TM XTTM and jr.TM, and Atari 520 ST.

Optional Recipe Disks \$19.95

- How smart cooks eat better and waste less.
- Optional recipe disks, over 3,000 exciting recipes, add variety to your menu.

- Crowd-pleasing favorites include:

Appetizers	Holiday Meals
Dessert soups & Salads	Food Processor Cooking
Meatless Meals	Wok Cooking
Kids Cookery	California Beef
Breads & Spreads	Daily Bread & Beyond
Daily Bread & Beyond, Food Processor	
Microwave Cooking	
Special Diets (includes food allergies)	
<i>Bon Appetit's</i> Favorite Party Menus	

...and more on the way!

Pinpoint Toolkit™ \$69.00

Programmers resource and toolbox for writing Desktop Accessories all your own. Includes several handy desktop accessories for just about anyone, not just for programmers:

- Accessory mover for adding new accessories anytime.
- Pop-up version of ProDOS Filer.
- Screen printing facilities, text or graphics depending on printer type.
- Enhanced printing for Desktop Appointment Calendars.
- Decimal, Hexadecimal, or Binary Calculator with print tape.

Outstanding tools for any serious ProDOS programmer include:

- Comprehensive Pinpoint Internal Architecture Documentation.
- Video Resource Editor for accessory development and prototyping.
- Pinpoint's newest interactive desktop environment, RunRun, for expanded limited multi-tasking capabilities.
- Commented source code to several Pinpoint Desktop Accessories provided as programming examples.
- Programmer utilities require 256K or greater Enhanced Apple IIe or Apple IIc, ProDOS Assembly language experience, or use of MICOL BASIC, or KYAN PASCAL.

Pinpoint Instant Business Letters \$49.00

Business letter templates as AppleWorks word processor documents.

- Ready to use and professionally designed to meet your everyday business needs.
- Perfect for mail merging with Pinpoint's InfoMerge.

Pinpoint KeyPlayer™ \$49.00

"Pop-up" macro key program that replaces complex, repetitive AppleWorks command sequences with single keystrokes.

- KeyPlayer installs as a Pinpoint Desktop Accessory and is the ONLY macro program that works with AppleWorks and Pinpoint Desktop Accessories at the same time.
- KeyPlayer remembers everything you type - up to 3,000 keystrokes, and records them behind one of 70 macro keys. You play them back on command.
- All macros are stored in AppleWorks files for quick review and easy editing.
- Automates spreadsheet templates and simplifies complex AppleWorks spreadsheet commands. Quite simply the most efficient way to harvest AppleWorks' innate power.

PlayMaker \$19.95 By Steve High

Steve High has represented AppleWorks' author Bob Lissner and Applied Engineering through his public relations agency. This disk contains macros that reflect his years of experience making his work easier using AppleWorks.

- Ready to run macro files -- just load and run.
- Edit with AppleWorks' word processor.
- Use with AppleWorks and other programs supported by KeyPlayer with a few simple edits.
- Perfect tutorial for advanced AppleWorks features.
- Any macro can speed up your work, but these macros can also be combined by embedding macros within other macros. Graduate to Head Coach with Steve High's tips by your side..

Pinpoint Graphic Edge™ \$129.00

State of the art presentation graphics system for Apple II computers that produces top quality color slides, laser print-outs, colorful charts and graphs, and convincing word charts.

Graphic Edge starts as a charting and graphing program that works from AppleWorks spreadsheet files to generate line, pie, area, scatter, and several kinds of bar charts. You can then add Print Shop and other popular graphics to enhance your presentations.

New 'device independent' graphics language produces color slides with up to two million pixel resolution and one million colors, Apple LaserWriter or H-P LaserJet presentation graphics, plus support for a variety of color printers and plotters.

Pinpoint Publishing also supplies support for color slides and laser print-outs at a reasonable cost and with express mail delivery.

Pinpoint Spelling Checker™ \$69.00

This additional Pinpoint desktop accessory enables you to spell check AppleWorks word processing documents, spreadsheets and database files without ever leaving AppleWorks.

- Spell checks words, paragraphs or entire documents of any size in memory.
- Suggests alternative words.
- Corrects and reformats automatically.
- Requires Pinpoint Desktop Software.

Pinpoint Document Checker \$69.00 *(with Spelling Checker only \$99.00)*

The fast, efficient stand alone spelling checker for larger AppleWorks documents. Up to 150 words per second!

- Uses the same dictionaries as the Pinpoint Spelling Checker Accessory.
- Selectable auxiliary dictionaries for customized professional needs.
- Lists word occurrences. Remembers and automatically uses any correction.

Contact Pinpoint for complete product information and scheduled release dates.

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