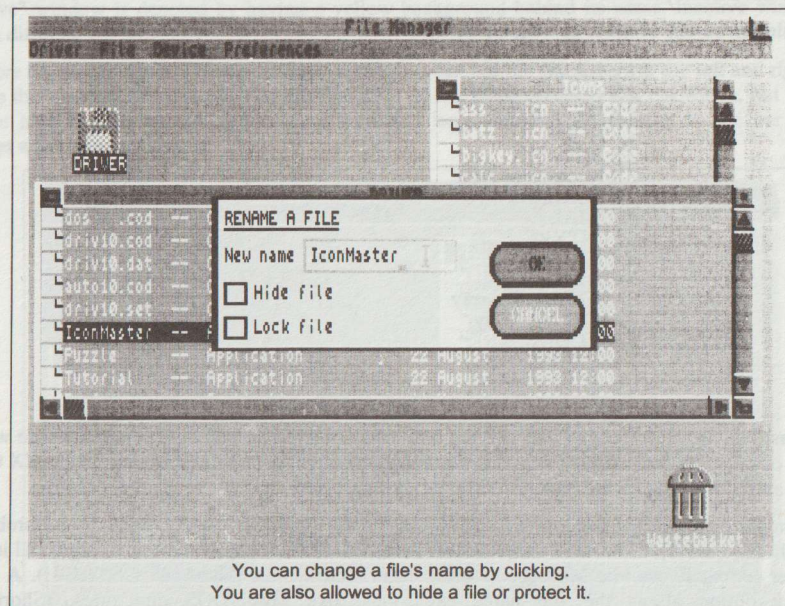If you are renaming a file using small icons, there are two additions to the dialogue box. There will be two switches describing the file's attributes; hidden and locked. You can turn these on and off simply by clicking the switches, and confirm the choice with OK.

You can change a file's name by clicking.
You are also allowed to hide a file or protect it.

THE WASTEBASKET - ERASING FILES

Somewhere on the file manager desktop you'll find a trash-can with the legend "Wastebasket" sitting underneath. This is the final resting place for all of those unwanted, unused and unloved files, in much the same way that overstressed executives crumple bits of paper into balls and launch them into a bin sitting in the corner of their office. If they then discover that what they just discarded was actually the report their boss wanted today, our fictitious executive can rush over and rescue it from destruction.

Now, erasing files in File Manager uses the same idea: The files are dragged to the wastebasket, and remain there until you either decide to empty it (erase the files permanently) or open it (the files are returned to their source). Both these options are available in the "File" menu, and you can also open the wastebasket with a double-click.

Dragging a file when it is not the only one selected has the effect of binning all the highlighted files. (You can put as many files as you want in the wastebasket). You can tell that the bin contains something because it swells up.

Erasing folders is done in the same way, although (as in DOS) you will not be allowed to bin those that are either open or contain files. If you try, a suitable message will appear. In the same way, you cannot erase locked files.

Occasionally, when you eject or copy a disc or close File Manager a dialogue box will appear asking you for confirmation. If the bin contains files, there will be an "Empty Wastebasket" switch which will do just that unless you turn it off.

There is a short cut for binning the selected files: CNTRL-DELETE

MOVING FILES

It is possible to move files between folders on the same disc by clicking and dragging in much the same way as files are dumped in the wastebasket. They can be dragged either to another window, or to the folder's icon (the icon must be in the top window). Of course, folders can also be moved in this way; there is a safeguard against moving one inside itself, but care must be taken to ensure that you don't put a folder inside another inside itself!

Like all move operations, all the selected files are moved to the new destination.

COPYING FILES

In the same way that files are moved between folders on the same disc, you can drag the files to a window in a different disc to copy them. The files will be copied over any files of the same name in the other window, so as a safeguard a dialogue box prompts you to confirm the operation.

If you want to copy the files to a disc which isn't open, you can drag them to the icon for the relevant drive. It isn't possible to copy folders.

COPYING DISCS

Dragging the icon of one disc to that of another (which must be closed) lets you copy the disc. Since the contents of the target disc will be lost, a dialogue box prompts you to confirm. This is equivalent to MasterDOS's BACKUP command.

EJECTING (CLOSING) DISCS

Since you can only fit one disc at a time into a disc drive, you have to eject one floppy before you can open another. You can do this by dragging the open disc to the wastebasket, or by closing the window corresponding to the disc. In either case, you will be prompted to confirm and (as I mentioned earlier) empty the wastebasket.

Once a disc has been closed, all its windows are also closed and removed from the screen.

ERASING RAMDISCS

You can erase a ramdisc from memory (losing everything in it) by dragging its icon to the watebasket, or by selecting it and choosing the "Erase Ramdisc" option from the "Device" menu. (The ramdisc must be closed.) You will be prompted to confirm the action.

CREATING FOLDERS

You can create a folder in the current window from the options in the "File" menu. Simply enter its name. When you open the folder for the first time (this also applies to any sub directories you created before you got *Driver*), it will fill the whole screen; you will have to give it a size and a position. As with renaming files, you can enter a full pathname for the folder.

CREATING BOOTSTRAPS

You've probably got quite a few SAM applications already; most of them will run from a BASIC program with a bit of machine code. Well, you could open the files from *Driver*, but this would be a bit fiddly, the icons wouldn't represent the program, and *Driver* would stay in memory - this might cause problems since most SAM applications don't manage their memory properly.

To solve these problems, File Manager offers a new file type: the Application Bootstrap. (It's called a bootstrap because it's tied to the application.) This is a small file that contains an icon and the name of a BASIC program to open when you double-click the bootstrap.

To create a bootstrap you need two things: The icon and the program. The former can be created using the Icon Master application, or taken from the selection supplied on your disc. I can't help with the latter, I'm afraid.

The "Create bootstrap" option opens up a dialogue box with three text boxes and three buttons. At the top you can enter the bootstrap's name, below that the name of the icon file and, at the bottom, the name of the BASIC program. Full pathnames are accepted, but any drives you refer to must be open. (eg. you can have the icon on a different disc, but it must be in an open drive.)

There is also a switch which lets you add a setting to the bootstrap. If the switch is put on, opening the bootstrap will also close *Driver* (just like closing the *Driver* Desktop). This lets you use the File Manager as a launcher for applications which won't run with *Driver* in memory.

The first two buttons (OK and CANCEL) are self-explanatory. The last, "VIEW ICON" lets you have a look at the icon you have named. I would suggest that you put all the files belonging to the application in a seperate folder, and specify that in the pathname for the program.

FORMATTING DISCS.

The last menu option (in the "Device" menu) lets you format both floppies and RAMdiscs. Firstly, specify the drive (unavailable drives are faded and cannot be selected) and click "CONTINUE". The next box lets you choose the disc's name, its size (in tracks) and the size of its directory (again, in tracks). I would advise you to refer to the MasterDOS manual for an explanation of disc formatting.

The OK and CANCEL buttons do what you would expect; the "BACK" button lets you return to the previous box to change your mind.

ERROR MESSAGES

In File Manager, two types of error can occur. The first type is not serious, and normally takes the form of a message in a dialogue box with a CONTINUE button.

The second type are given to *Driver* by the DOS. These are much more urgent: "Disc write protected", "Sector error" and so on. In situations like this, a dialogue box is opened with the relevant message, and three buttons:-

[RE-TRY] lets you try the disc operation again, after write-enabling the disc, for example.

[IGNORE] OR [CONTINUE] will forget about the disc operation and continue with the File Manager program.

[RESET] will forget about the disc operation, open the wastebasket, close all discs and restart File Manager. It doesn't affect other *Driver* applications.

You can also reset File Manager during normal operation by pressing CNTRL and ESC together.


An urgent DOS error.
Here you could write-enable the disc and click to RE-TRY the operation.
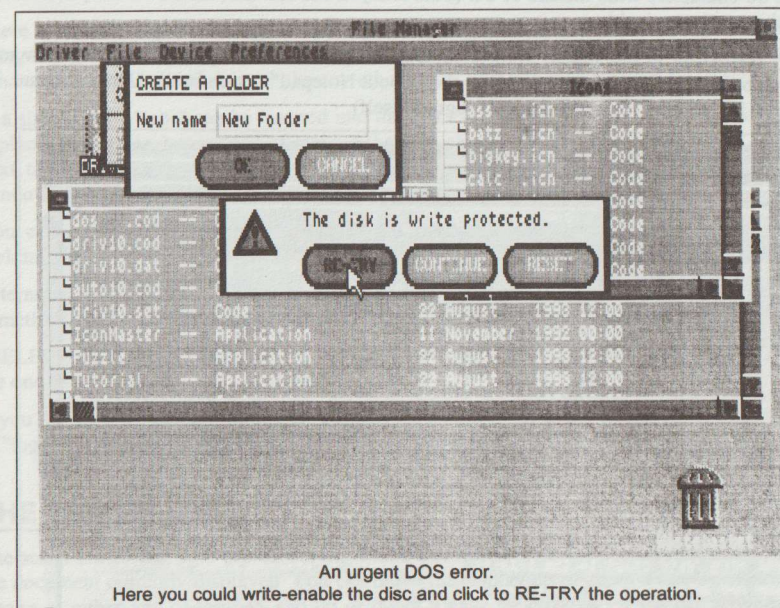
6: NOTEPAD

Notepad is a word-processing *Driver* application that you will find on your disc. To open it from File Manager, double click on the icon.

If you have never used a word-processor before, you should be aware that it allows you to create text documents like a type-writer, except that the text appears on the screen. You can also edit and change bits of the text without needing to reach for the Tipp-Ex! The document can be saved to disc for later use, and you can produce a hard copy of it on a printer.

Notepad differs slightly from most other SAM word processors in a number of ways. Firstly, the screen is 80-characters wide instead of 64. (This lets you use the full width of most printers using 10 cpi, characters-per-inch).

The only restriction to the size of your document is available memory. (You can see how much memory is being used by the program from the "About Notepad" option in the "*Driver*" menu. The size quoted includes 32768 bytes for the program itself).
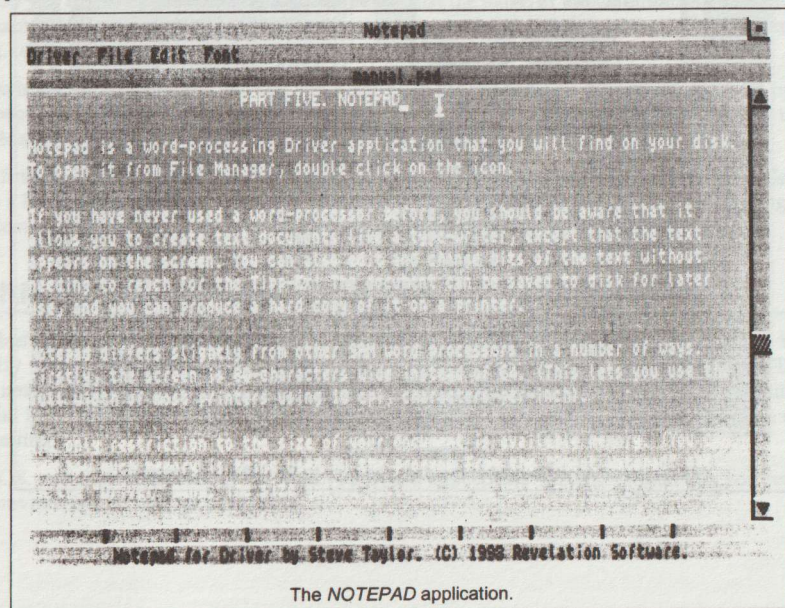
The *NOTEPAD* application.

SCREEN SET UP

At the top of the screen you'll see the application's name, the close gadget, and the menu list.

Below that is a window for the file you're currently editing with its name. (This will be "untitled" if you haven't given it a name). The text is displayed in the middle with a flashing cursor, and there is a scroll bar to the right.

At the very bottom of the screen you'll see the "tab bar", more of which later, and a credit for the software producers.

ENTERING TEXT

Text and other characters can be entered at the cursor using the keyboard. As you enter text, space is made for it automatically so there is no need to worry about pushing things out of the way.

Indeed, as you type, the lines of text are wrapped around the window automatically to avoid words being split up. The program does this by adding a "soft return" to the end of every line, and these sort returns are continuously updated as the text is changed.

There is another way of ending lines, the "hard return". This is a code that you place into the file using the [RETURN] key, and it forces the next character to start on the next line. Hard returns can be added, moved and deleted like any other characters, although they are invisible.

In a similar way, "tabs" can be inserted into the text using the [TAB] key. A tab is also a code that is placed in the file, but instead of moving the next character a line down, it moves it along to the next tab position. The positions are marked in the tab bar mentioned earlier, below the text window.

You can move the cursor around using the cursor keys at the bottom right of the keyboard. Holding down [SHIFT] with left or right will skip over a word in that direction.

Alternatively, you can position the cursor by moving the pointer and clicking. When you type something the pointer disappears, but it will return as soon as you need it.

[DELETE] removes the character to the left, pressing [SHIFT] and [DELETE] together removes the one to the right.

If you are using keyboard control for the pointer, you must press [SYMBOL] and [EDIT] together to "toggle" between this and using the keyboard for the cursor/entering text.

THE SCROLL-BAR

The scroll-bar to the right represents the whole document, with the square indicating the part of the document currently displayed. You can move the display up or down a line by clicking on the arrows at either end of the bar, and up or down a page by clicking on the bar above/below the square.

Alternatively, click the square itself and drag it to a new position. This lets you move around the document quickly and easily.

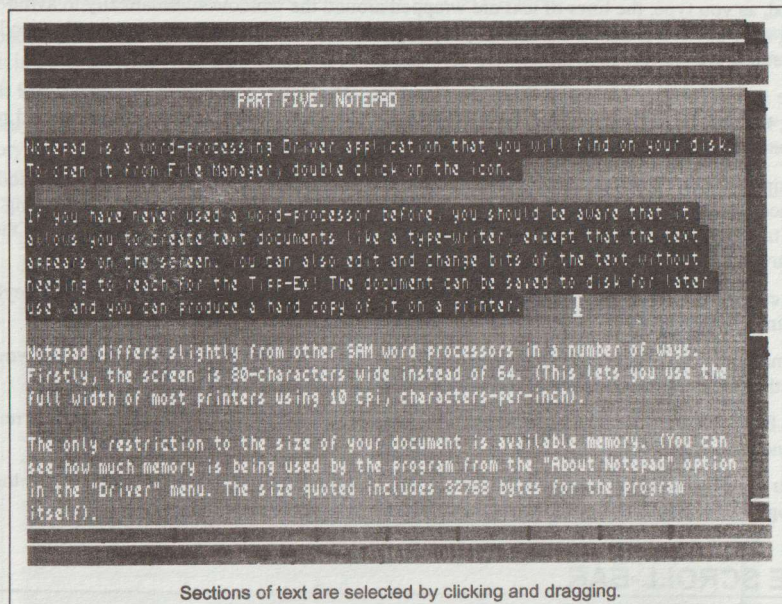You can also move up/ down a page with CNTRL-UP and CNTRL-DOWN.

SELECTING TEXT

To select a section of text, simply point to the the start, click, then hold down the mouse button and drag the pointer to the end. Releasing the button completes the selection.

You can replace the selected text with anything else that you type, or erase it by pressing [DELETE].

You can also cut out the text and place it on the clipboard using the "Cut" option in the "Edit" menu. "Copy" does the same thing, but leaves the text intact. The short-cut keys for both these options are CNTRL-X and CNTRL-C respectively. See Part Two of this manual for information about the clipboard.

There is a quick way of selecting the whole file using the "Select All" option. CNTRL-A does the same thing.

To deselect the text, simply position the cursor by clicking or using a cursor key.

```
                    PART FIVE. NOTEPAD

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To open it from File Manager, double click on the icon.

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allows you to create text documents like a type-writer, except that the text
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needing to reach for the Tipp-Ex! The document can be saved to disk for later
use, and you can produce a hard copy of it on a printer.

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full width of most printers using 10 cpi, characters-per-inch).

The only restriction to the size of your document is available memory. (You can
see how much memory is being used by the program from the "About Notepad" option
in the "Driver" menu. The size quoted includes 32768 bytes for the program
itself).
```

Sections of text are selected by clicking and dragging.

PASTING

Once there is some text on the clipboard, you can paste it in at the cursor using the "Paste" option in the "Edit" menu, or by pressing CNTRL-V. If you would like to leave a copy of it on the clipboard for further use, you can choose "Multiple Paste" instead (CNTRL-M).

You can only paste text into Notepad, and anything else on the clipboard is ignored.

FILE OPERATIONS

To start a new file choose "New" (CNTRL-N) from the "File" menu. If you have made changes to the existing file without saving it, you will be asked if you wish to save the changes.

You can open a new file with the "Open" option (CNTRL-O). A dialogue box appears with a text box into which you can type the file name.
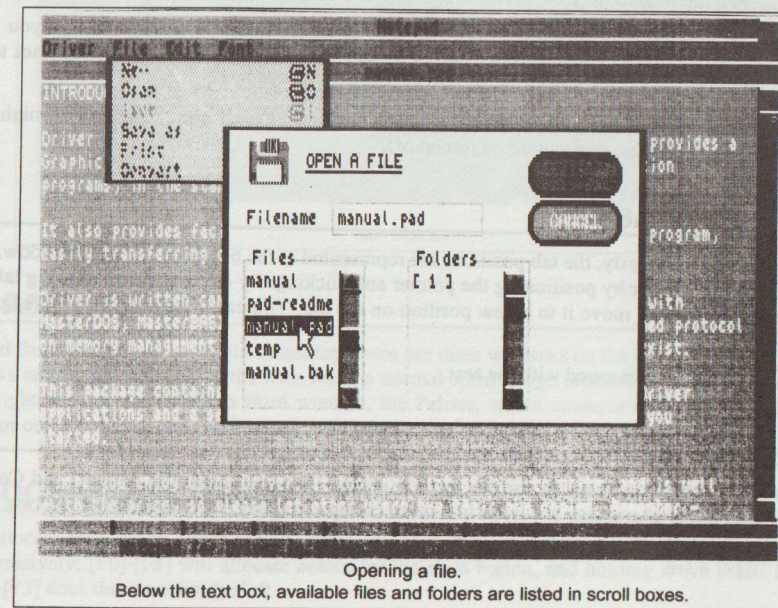
Below that, there are two "scroll boxes" with, on the left, a list of files and, on the right, a list of folders (and discs). You can move the lists up and down a line using the scroll arrows, or up/down five lines by clicking above or below the square indicator.

To select a file, click it once. The file name appears in the text box and is also highlighted in the list. Clicking it again will open it; alternatively, you could click the OK button. You can open a folder (or a disc) in a similar way, by clicking its name twice.

It is possible to force Notepad to "mask out" certain files by entering a file name with "wildcards" into the text box. Use a question mark "?" to represent any single character, and an asterix "*" to represent a series of characters. If you are unfamiliar with wildcards, I suggest you consult your MasterDOS manual.

As I mentioned, there are OK and CANCEL buttons which do just what you'd expect.

Saving files involves a similar process. The option "Save as" lets you save the file under a different name, in a different folder or on a different disc. It opens up a dialogue box, and all the above instructions apply. Protected files are displayed faded, you are not allowed to use those names. If you only wish to save the same file, in the same folder, to the same disc you can use the "Save" option (CNTRL-S).

```
Driver  File  Edit  Font                        Notepad
        New:
INTRODU Open
        Save                    OPEN A FILE
Driver  Save as
Graphic Print
program Convert

It also provides faci    Filename  manual.pad

easily transferring      Files          Folders
                         manual         [ ]
Driver is written c      pad-readme
MasterDOS, MasterBAS     manual.pad
on memory management     temp
                         manual.bak
This package contai
applications and a
```

Opening a file.
Below the text box, available files and folders are listed in scroll boxes.

USING THE 64-COLUMN FILE FORMAT

As mentioned previously, most other SAM word processors use a different file format to Notepad's; if you try to open such a file, you will be asked if you want to convert it. In addition to conversion from 64-column format, any unrecognised control codes will be stripped out.

The same query is made for every file Notepad doesn't recognise. It might be that the file IS compatible (most PC files should be, for example), in which case you should choose CANCEL.

You can also do the same thing in reverse, by choosing "Convert" from the "File" menu. This (after asking you to confirm) will convert the file to 64-column format and then lets you save it under a different name. The converted file will load into the other SAM word processors provided it is not too big.

PRINTING THE DOCUMENT

You can make a hard copy of the document by choosing "Print" from the "File" menu (CNTRL-P). This opens a dialogue box with a number of features:-

PRINT and CANCEL let you proceed or forget about printing.

You can choose "Draft" or "Final" quality, bearing in mind that "Final" takes longer.

All the pages can be printed, or a range of pages can be specified.

"Page length" lets you change the number of lines printed on each page.

If you are using continous (fan-fold) paper, you might want to print a number of blank lines at the end of every page to skip over the perforation. This can be entered as the "Top/ bottom margin."

There is also the option of printing a header at the top of each page (the text message you enter will be centred), and a footer (using the page number) at the bottom. Each adds three lines to the page length.

Finally, there is an option to add line feed codes to the end of each line. Your printer might add them itself, in which case this should be turned off.

CHANGING TABS

As I mentioned previously, the tab positions are represented at the bottom of the text window. You can add a tab to the bar by positioning the pointer and clicking. By clicking on an existing tab you can drag it around and move it to a new position on the bar. You can delete the tab by dragging it off the bar.

A file's tab positions are saved with the text.

CHANGING FONT

There are two typefaces you can use for the document - Times Roman (the default) and Courier. Courier uses larger characters, but leads to a more cramped display. You cannot mix the two.

7: ICON MASTER

The next application, Icon Master, lets you create the icons that are used by File Manager to create bootstraps.

Icon Master.
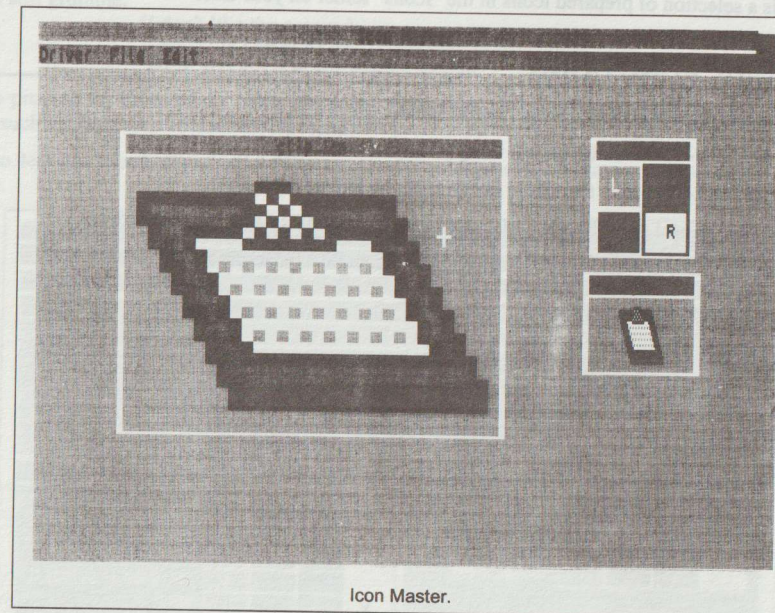
SCREEN SET UP

Apart from the normal application desktop, there are three windows on the screen. The middle one shows an expanded image of the icon while a normal sized image is shown in another window to the right. To the top right is a third window, the Palette, which contains four pots of paint. The colour corresponding to the left mouse button is marked "L" and for the right button "R".

CHOOSING COLOURS

To allocate a colour to either button, simply point to the pot and click with the relevant button. Alternatively, [F0]-[F3] will allocate colour for the right button, and holding down [SHIFT] with [F0]-[F3] does the same for the left.

EDITING THE ICON

To set the colour of a pixel, move the pointer to the position in the expanded window and click with left or right. The relevant colour will be used.

FILE OPERATIONS

You can start a new file with "New" (CNTRL-N) in the "File" menu. The other options allow you to open a file (CNTRL-O), save the icon (CNTRL-S) or save it under a different name. For details on using the open and save dialogue boxes, see Chapter 6 on Notepad.

There is a selection of prepared icons in the "Icons" folder on your disc.

SPECIAL FUNCTIONS

The edit menu contains four options to manipulate the image:-

Undo (CNTRL-U) - Undoes the last thing you did.

Clear (CNTRL-W) - Fills the whole image with the left button colour.

Mirror Horizontal (CNTRL-H) - Mirrors the icon about an axis down its centre.

Mirror Vertical (CNTRL-V) - Mirrors the icon about an axis across its centre.

8: PREFERENCES

Now, even though I have attempted to make *Driver* as friendly and enjoyable as possible, most users still grumble.

> "I don't like the colour."
> "I want my cursor to flash faster."
> "Have you got it in strawberry flavour?"

So to provide for those of you who are fickle, there is another application program that lets you alter such settings. (Apart from the flavour).

It also lets you create files, which you can use to automatically customise *Driver* as soon as it loads.

Preferences.
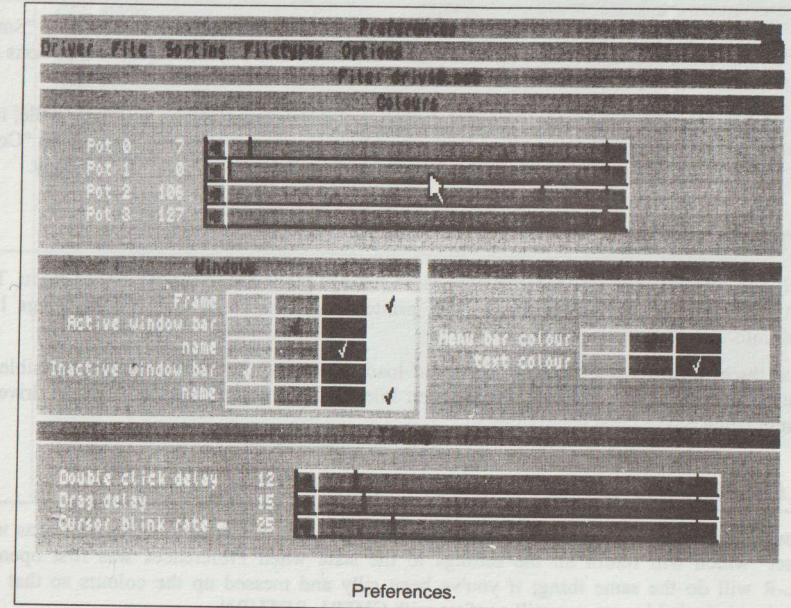
SCREEN SET UP

First, there is the application desktop window, with the name of the current file below the menu list. Then there are four windows:-

Colours.

Four horizontal bars, similar to scroll bars, indicate the colour in each palette pot. You can change the colour by clicking in the relevant position on the bar, or by using the arrows at either end (although the former gives greater accuracy).

Windows.

You can choose which of the four colours is used for window frames, and the pen and paper for window names.

Menus.

You can change the pen and paper colours for the menu list.

Timing.

You can select the delays required for a double-click, for dragging and between flashes of the cursor. Times, measured in 50ths of a second, are changed in the same way as the palette above.

FILE MANAGER OPTIONS

Several file manager settings can also be envoked from here: "Sorting", "File Types", "Small Icons", "Align Filenames" and "Show Hidden Files". Please refer to File Manager's instructions for more information on these settings.

There is one setting which cannot be changed directly in File Manager. When you copy a file, it is automatically copied over any file of the same name. You can de-activate this feature with "Copy OVER" in the "Options" menu. You will then be prompted by the DOS every time you copy.

DRIVER OPTIONS.

In addition to customising File Manager, four more settings are found in the "Options" menu. The first, "Automatic Capitals" will force all text printed by **Driver** (although not in things like Notepad) into upper case.

The final three control what happens when you load **Driver** for the first time. It is possible to return straight back to Basic, automatically open File Manager and/or open the disc in drive 1. Any combination of the three is possible.
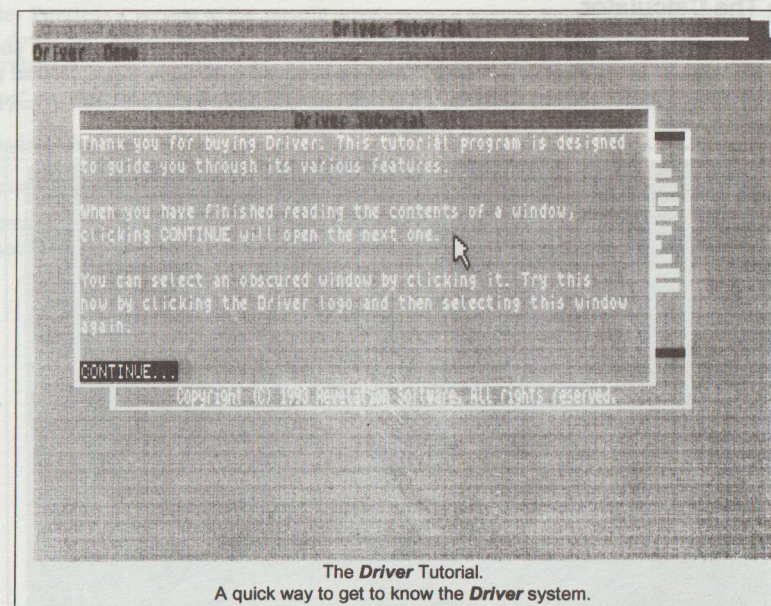
FILE OPERATIONS.

The usual Open, Save and Save as options are covered (refer to the Notepad instructions) as well as "Reset" which will return all the settings to the state when Preferences was first opened. CNTRL-R will do the same thing; if you've been silly and messed up the colours so that the dialogue box is invisible, you can still confirm with CNTRL-RETURN.

There are sample files on your disc in the "Settings" folder. In addition there is a "Driv??.set" file (the question marks refer to a version number) which is loaded with **Driver** to initialise the settings, and you can customise this to your own liking. It is worth noting that, although not directly changed by Preferences, the default positions and sizes of the windows for drives 1 to 7 are also stored in settings files.

9: *DRIVER* TUTORIAL

To help you get to grips with the **Driver** WIMP environment, you'll find another application program on your disc; the **Driver** Tutorial.

All the instructions are provided in the program, which will lead you through windows, menus and dialogue boxes. Simply click CONTINUE in each window to progress.

The **Driver** Tutorial.
A quick way to get to know the **Driver** system.

10: CALCULATOR

This is a "desk accessory", a small application program that you can use as a tool whilst working on other documents. For example, if you are creating a file using Notepad, and you require the result of some arithmetic operation, you can switch to Calculator and then back again.

On top of the application desktop there is another window with a move gadget, inside which you'll find the calculator's "buttons" and a display for the results.

Using The Calculator

You can use this as you would a normal calculator, but instead of pressing keys you can point to the relevant "button" in the window and click. There are buttons for the digits 0-9, a decimal point, the four operations (add, subtract, multiply and divide - the slash symbol "/" is used), an "equals" to produce the result and a final button for clearing the display.
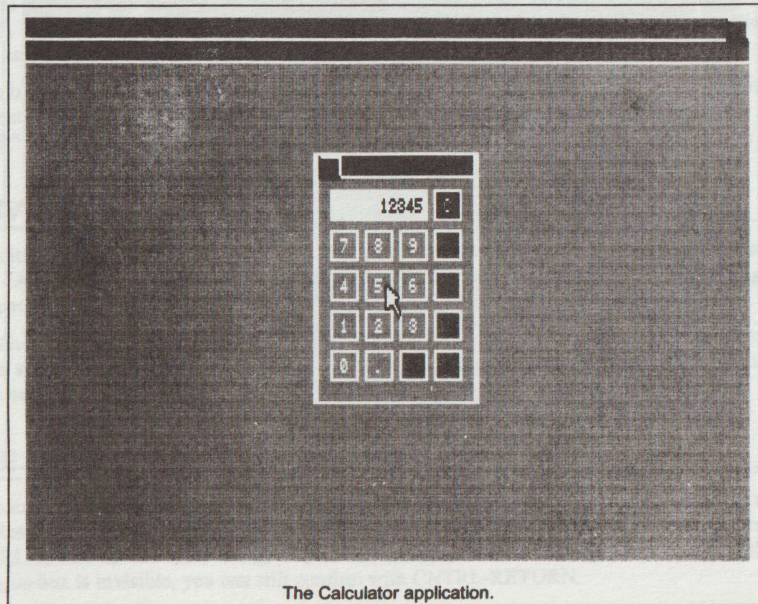
The Calculator application.

Alternatively, pressing the keys 0-9 or the function keys F0-F9 produces the same effect as clicking a digit. You can also use the [+], [-], [*], [/] and [=] keys if you want.

[RETURN] mimicks equals, and [DELETE] will do the same job as the clear button.

11: SLIDEY PUZZLE

Finally, to provide some light relief from the stains of word-processing documents or designing icons, you'll be delighted to find a puzzle game on the disc.

THE GAME

Slidey Puzzle is a version of the age-old puzzle using a picture divided into tiles which can be slid up, down, left and right. The picture is shuffled around by the computer and your aim is to re-arrange it.

The puzzle itself fits into a moveable window on top of the application desktop.

Moving A Tile

To push a tile into the space, simply click the tile. It will be moved automatically.

Alternatively, you can use the keys [Q], [A], [O] and [P] to push a tile up, down, left or right respectively. You might prefer this if you are controlling the pointer using the keyboard.
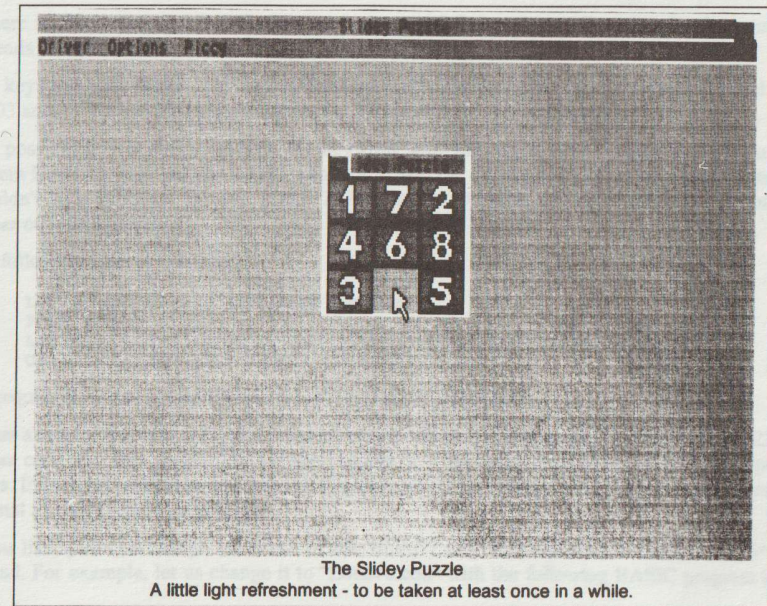
The Slidey Puzzle
A little light refreshment - to be taken at least once in a while.

Options

You can start again using "New" in the "Options" menu (or CNTRL-N). Underneath this, there is an option "Show Randomisation" (CNTRL-R) which is normally on and lets you see the computer shuffling the tiles.

There are four levels of difficulty "Easy", "Medium", "Difficult and "Triltex!". The last is a rather poor attempt at humour by the author, who also wrote that particular award-winning puzzle game. The difficulty levels can also be changed using [CNTRL] with [1] to [4].

Piccy

The "Piccy" menu gives the choice from four mouth-watering examples of artistic genius. Or something like that. The four pictures are "Numbers", "Letters", "Smiiey" and "Star" and can also be selected using CNTRL-5 to 8 (others may be provided in future versions if we get sent some interesting ones by our users).

12: TECHNICAL INFORMATION

Driver consists of four files:-

"Driv??.cod"   The main code, 32k long.

"Driv??.dat"   Graphics and other data, 16k.

"Driv??.set"   Initialisation settings. (See Preferences)

"Auto??.cod"   The auto-loader.

The question marks refer to a version number (for example, "Driv10.cod" is version 1.0; "Driv11.cod" would be version 1.1).

When the disc is booted, the auto-loader loads itself temporarily into a buffer and looks for memory. It requires two consecutive 16k pages for the main code and another one for the data, all in internal memory.

It also sets up the new keyword "*DRIVER*", using about 128 bytes in the System Heap. If there is not enough memory available for either that, or for the *Driver* code and data, it will respond with a "No memory" error.

If there is, the code is loaded, the keyword set up and *Driver* is run. Exactly what happens then depends on certain preference settings (see Preferences).

The keyword uses token 208, and is disabled when *Driver* is closed. Two system variables at 23703 and 23704 hold the page numbers for *Driver* and the data respectively.

It is possible to run *Driver* without the keyword, and you might want to do this if you use the System Heap for some other purpose, although if you use correct memory management protocol it shouldn't be a problem. Simply POKE 23703 and 23704 with the page numbers and load the *Driver* code and graphics in.

The following lines should help:-

```
LET p1=20,p2=22: REM Page numbers.
POKE 23703,p1,p2
LET a=p1*16384+16384: REM Start address of Driver code.
CALL a+3: REM First call to initialise.
```

Subsequently, to run *Driver* use "CALL a" instead of "*DRIVER*".

Driver allocates memory using the protocol mentioned earlier, and entries in ALLOCT use 224 for *Driver* code and data pages, 225 for applications, 237 for application data and 236 for clipboard pages. Entries are also made in MasterDOS's external RAM table; external RAM is used instead of internal memory wherever possible.

If you like, you can change the name of the "Auto??.cod" file, and have a BASIC "Auto*" file instead. For example, let us change it to "Load10.cod" with the following BASIC program called

"Autoload".

```
10 LOAD "font.chr" CODE UDG" ": REM Load BASIC character set.
20 LPRINT CLEAR 16384: REM Initialise print buffer [MasterBasic only]
30 DEF KEYCODE 199,CHR$ 208: REM Define F7 as "DRIVER(RETURN)".
40 FORMAT "D3",4,160: REM Set up RAM disc.
50 LOAD "Load10.cod" CODE: REM Load and run Driver.
60 NEW: REM Get rid of program as soon as Driver returns to Basic.
```

You could always put the *Driver* files, together with the DOS and other system files into another folder (say, "System") and use

```
5 DIR ="\System"
```

at the start of the Basic auto loader.

Driver is compatible with MasterBASIC's interrupt-printer, and (for example) Notepad outputs through channel "B", so that you can print something out while working on another document, provided you have MasterBASIC.

You will have been aware of the "memory management protocol" I keep mentioning. More information on this is available in various technical documentation for the SAM and MasterDOS. However, if you wish to run a BASIC/ machine code application the following guidelines should ensure compatibility with *Driver*:-

Reserve memory up to the last 16k page with OPEN TO n. Then use CLEAR xxx to set RAMTOP between the BASIC program and the code. Make sure that other memory, such as the screen, is also reserved. (For example, by using OPEN SCREEN).

Some programs use memory at 16384 (the System Heap) without reserving it. This will cause *Driver* to crash if you load it with the keyword (see above). The MasterBASIC function RESERVED might help in such cases.

FILE MANAGER

There are two new file types:-

    22 *Driver* application

    23 Application bootstrap

Any file of either type will appear in a MasterDOS directory as "WHAT?", but you can still perform normal file operations on them. The icon for each is stored 256 bytes into the file, and is 192 bytes long (16x24 "fat" pixels).

The first byte in a bootstrap is the "Close *Driver*" flag; the Basic file-name follows and ends with FFh. Thus, the total length of a bootstrap file is 448 bytes (plus a nine-byte header) and it all fits nicely in one sector.

The positions and sizes of folders' windows are stored in their directory entries:-

Byte	
	232 x-coordinate
	233 y-coordinate
	234 x-size
	235 y-size

These correspond to bytes 27-30 in the file's UFIA.

NOTEPAD

Notepad uses a file format foreign to most other SAM word processors: instead of padding out lines with spaces to give 64 characters per line, it uses "hard" carriage returns (ASCII 13). This format can lead to slightly slower file editing, but is more efficient and I believe it makes editing the file easier. It should also let future *Driver* word processors use Notepad files.

In addition, you can open most text files created on other computers, particularly PCs. (Such word processors tend to use hard returns). If you try to open one of these files, and are asked if you want to convert it, respond with "CANCEL". Otherwise you'll convert the file into gibberish! However, any unrecognised character codes will be left in, and represented as little squares.

Tabs are entered into the file using code CHR$ 9: the Epson tab code, compared to the SAM's usual value of CHR$ 6. The settings for the tab positions also use Epson codes (CHR$ 27, CHR$ 68, tab1, tab2, tab3... CHR$ 0) and are saved at the start of the file, and at the start of any text on the clipboard. However, to increase processing speed, the code sequence is prefixed by CHR$ 1, with CHR$ 2 between the codes and finally ends with CHR$ 3.

For example, with three tabs at columns 16, 38 and 55 the Epson codes are:-

    27, 68, 16, 38, 55, 0

This is stored as:-

    1, 27, 2, 44, 2, 16, 2, 38, 2, 55, 2, 0, 3.

Although this system might seem a little redundant (Notepad could do without it) it is designed for the use of other applications.

Driver allocates memory in 16k pages, but the Notepad document is stored in blocks which are balanced at a level of 15.75k, leaving a 256 byte buffer. This means that, normally, editing the file does not involve inter-page manipulation, and helps to improve speed. The total amount of memory reserved by the application (including 32k for the program) is shown in the "About Notepad" dialogue box.

PREFERENCES

A preferences file is copied into the main *Driver* code, at an offset which can be found 26 bytes in. For example, to load a settings file, use the following:-

```
100 LET base=16384+16384*PEEK 23703: REM Driver code address
110 LET a=base+DPEEK(base+26): REM Settings address
120 LOAD "filename" CODE a
```

This address is at the end of the *Driver* code, to ensure compatibility with any future versions.

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Driver was devised and written by Steve Taylor.   Software direction by FRED Publishing.

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- ***Driver*** version number
- Type of computer and any kind of extra hardware including driver software etc. because it might interfere with ***Driver***.
- A detailed description of the problem, please include a printout or preferably a file on a disc to illustrate the problem.
- A stamped envelope with your own address so we can give you an answer, ask for more detailed information if needed, or return any discs you send.

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