

Viewdata System

# CommuniTel



# Tutorial Guide

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# **COMMUNITEL VIEWDATA SYSTEM**

## **TUTORIAL GUIDE**

**Oleh Liber**

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# PREFACE

The advent of the micro has greatly increased interest in Viewdata systems, such as PRESTEL. In the early days of PRESTEL, the system was used to provide information to anyone with a simple numeric keyboard, and message facilities were fairly basic. When micros became available at low cost, it became possible to develop the message/mailbox facility considerably, due to a full keyboard being available as well as the micros' processing power.

The CommuniTel package is a significant development in Viewdata communications, since it not only enables any BBC micro owner to communicate with PRESTEL and other Viewdata systems, but also enables the BBC micro to behave as a "micro-PRESTEL" Viewdata system; in other words, the system can be phoned up, and searched in exactly the same way as PRESTEL. Messages can be left by callers using the CommuniTel system, thus creating a highly efficient electronic mail facility.

This, along with an excellent Editor program, Carousel facility, and telesoftware formatting facility, represents a major step in the use of the home micro as a communications device.

We hope you enjoy both learning to use the Viewdata system and using it when you have learnt!

Oleh Liber

## WARNING

### Changing Disks When Using the Editor Program

When using the Editor program (see Chapter 3) you must **not** remove a disk from your drive without following the procedure below. If you do, you could damage any frames saved on that disk.

1. Move the red bar until it is on **CHANGE THE CURRENT DIR**. Do **not** press **RETURN**. Instead, hold down the **SHIFT** key, and press **RETURN**.
2. You should see the message SWAP DISKS appear near the bottom of the screen. Do as it says, and replace your disk with the new disk.
3. Now press **RETURN** and the process will be complete.

**THIS PROCEDURE MUST BE FOLLOWED TO PREVENT CORRUPTION OF YOUR DATABASE DISK.**

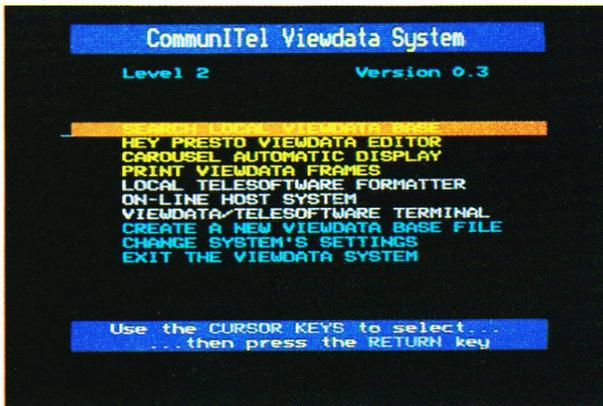
# CHAPTER 1 GETTING STARTED

You will have received two disks with this pack, a system disk and a sample database disk which can be used with **either** a single **40** track disk, **or** a double **40** track disk drive.

Before you can start using Viewdata, IT IS OF THE UTMOST IMPORTANCE THAT YOU FIRST SET UP THE SYSTEM DISK PROVIDED TO SUIT YOUR DISK DRIVE UNIT, AND PREPARE ANOTHER DISK TO STORE YOUR OWN DATABASE. If you fail to do so correctly, you could be faced with some awkward problems later.

## RECONFIGURING THE SYSTEM DISK TO SUIT YOUR SYSTEM

1. Put the disk provided into your disk drive unit.
2. Hold down the **SHIFT** button, and press the **BREAK** key once. You should hear the disk drive leap into action, and after a second or two, you will see this screen.



This is simply a “menu” of all the programs on the disk. The red bar can be moved up and down using the cursor keys   .

3. Move the red bar until it is on **CHANGE SYSTEM'S SETTINGS** and press **RETURN**.

You should now have this screen displayed.

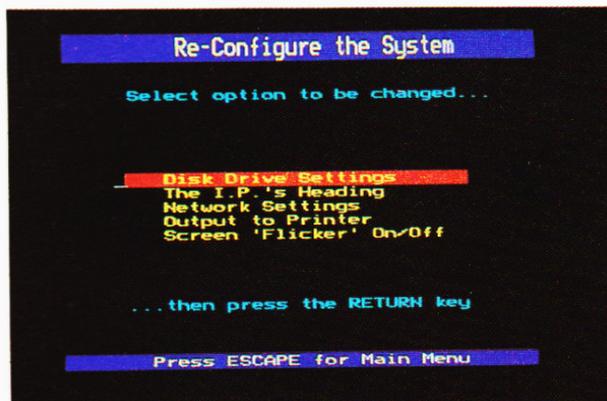


4. Make sure that the red bar is on **DISK DRIVE SETTINGS** and press **RETURN**.

You should now have this screen displayed.



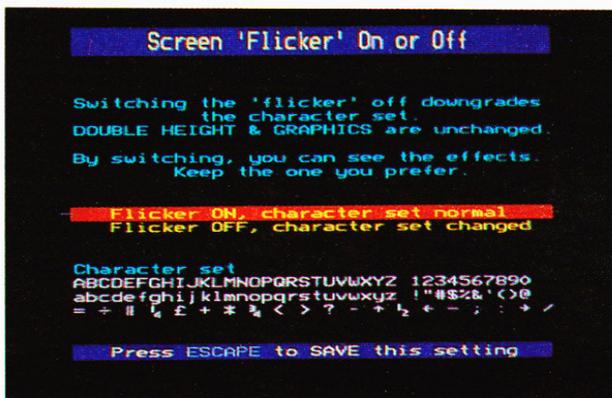
5. Make sure that the red bar is on **NO. OF DRIVE UNITS** and use the   keys to put the smaller red bar on the correct number (**1** for a single drive, **2** for a double drive).
6. Now move the big red bar down one place by pressing  once, until it is on **NO. OF SIDES/DRIVE**  
Use the   keys to select the correct option for your system (**1** for a single sided drive unit, **2** for a double sided drive unit).
7. Move the red bar down again until it is on **CAPACITY/SIDE (K)**  
Using the same keys as before,   select the correct option for your system.
8. When you are sure that you have described your disk drive system accurately, press the **ESCAPE** button. You will be returned to this menu.



## SCREEN FLICKER ON/OFF

This time, move the red bar down using the  key until it is on **SCREEN FLICKER ON/OFF**, and press **RETURN**.

You will then be presented with this screen.



There are two options for the screen display. One is very clear, but flickers 25 times every second. The other does not flicker, but the characters are a little “ragged” in appearance.

Choose the option you want by pressing the   cursor keys. Do this a few times to make sure that you know which you like best. When you have decided, press **ESCAPE**.

You will be returned to the last menu.

The other three options on this menu,

**The I.P.'s Heading**

**Network Settings**

**Output to Printer**

are not important at this stage, and are described fully in the reference manual. (Chapter 8 of this tutorial guide is devoted to using a printer.)

You should have now performed all the changes necessary to reconfigure the system disk. To save these changes, simply press **ESCAPE**. If you have made any changes, you will be presented with this screen.



Having removed the sticker (if there is one) and put the disk back, press **RETURN**, and you will hear the disk drive making the changes.

This screen should now have appeared.



Having replaced the sticker, press **RETURN**.

You will be back with the main menu. Now continue with the next section.

## PREPARING A DATABASE DISK

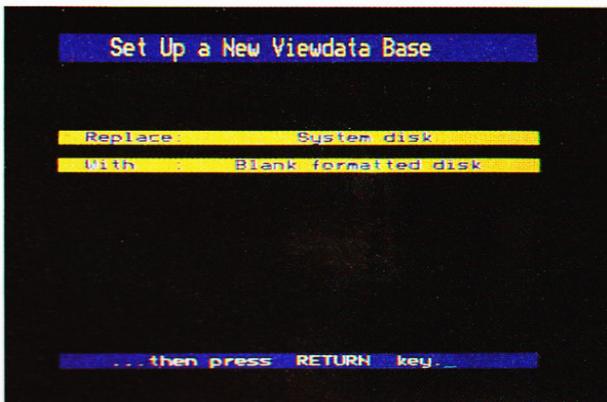
This section should only be used **after** you have **saved** the disk drive settings for your system.

Before you can save any of the frames that you will be creating using Viewdata, you need to prepare a disk to save them on. This will allow you to save up to 95 frames on one side of the disk (195 if you are using an 80 track disk).

The procedure varies according to the type of disk drive unit that you have. A separate page has been prepared for each type. Choose the one which corresponds to your system, and follow the instructions.

### SINGLE DRIVE, SINGLE SIDED

1. Move the red bar until it is on the **CREATE A NEW VIEWDATA BASE FILE** and press **RETURN**.
2. This screen will have appeared

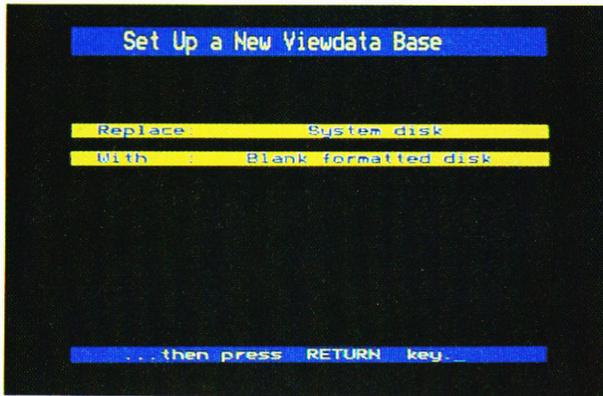


Do as it says — take out the system disk and replace it with a **blank formatted** disk, and press **RETURN**.

Now continue with page 10.

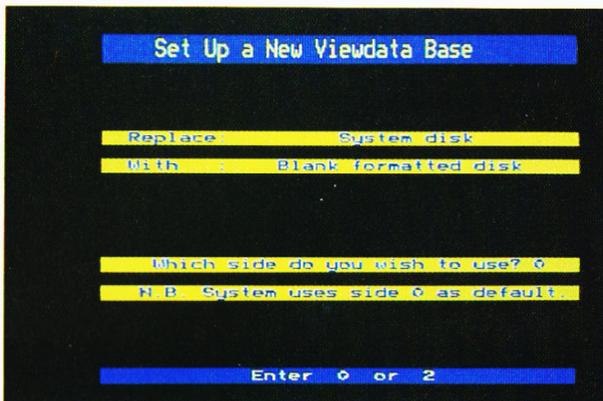
## SINGLE DRIVE, DOUBLE SIDED

1. Move the red bar until it is on the **CREATE A NEW VIEWDATA BASE FILE** and press **RETURN**.
2. This screen will have appeared.



Do as it says — take out the disk and replace it with a **blank formatted** disk, and press **RETURN**.

3. The screen changes to this

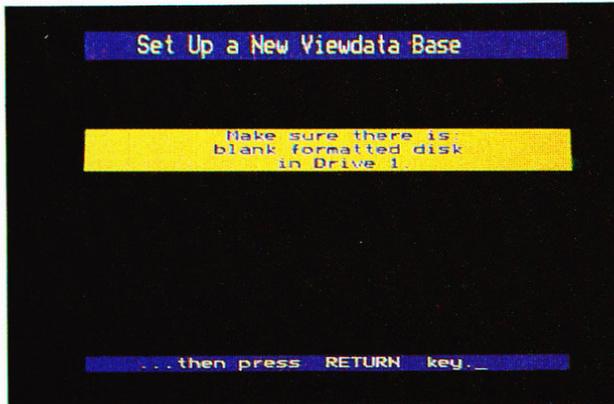


At this point just press **RETURN**. More detailed information about this screen is in the reference manual.

Now continue with page 10.

## DOUBLE DRIVE, SINGLE SIDED

1. Move the red bar until it is on **CREATE A NEW VIEWDATA BASE FILE** and press **RETURN**.
2. This screen will have appeared.

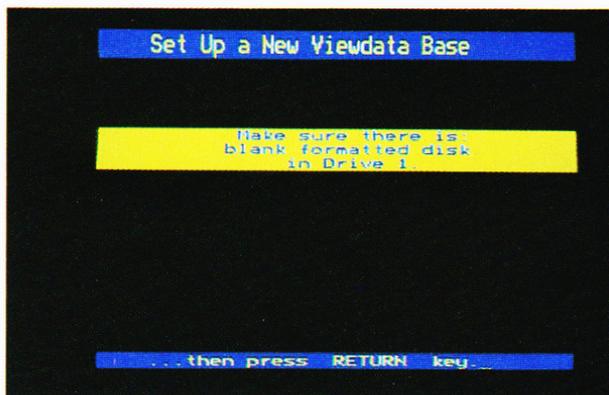


Do as it says — put a blank, formatted disk into drive 1, and press **RETURN**.

Now continue with page 10.

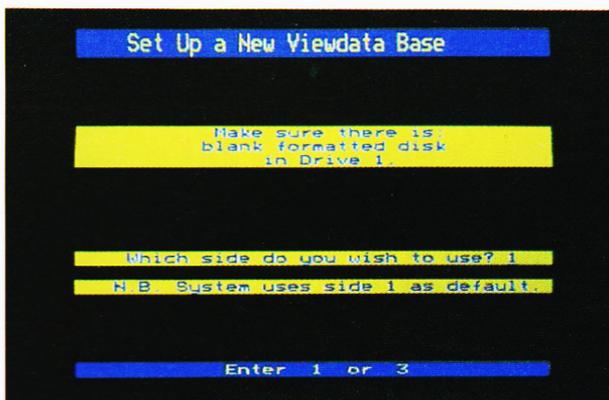
## DOUBLE DRIVE, DOUBLE SIDED

1. Move the red bar until it is on **CREATE A NEW VIEWDATA BASE FILE** and press **RETURN**.
2. This screen will have appeared



Do as it says — put a blank-formatted disk into drive 1 and press **RETURN**.

3. Your screen will change to this

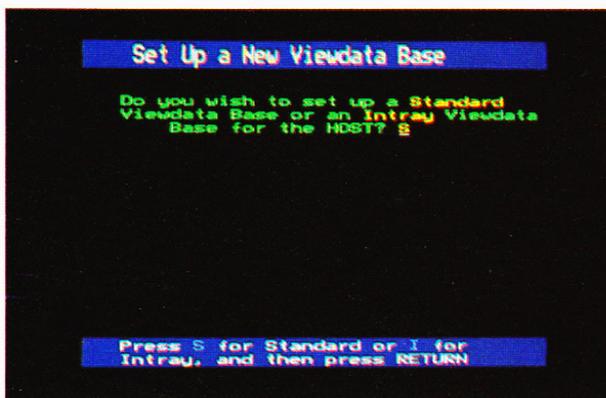


At this point just press **RETURN**.

(This option is more fully explained in the reference manual).

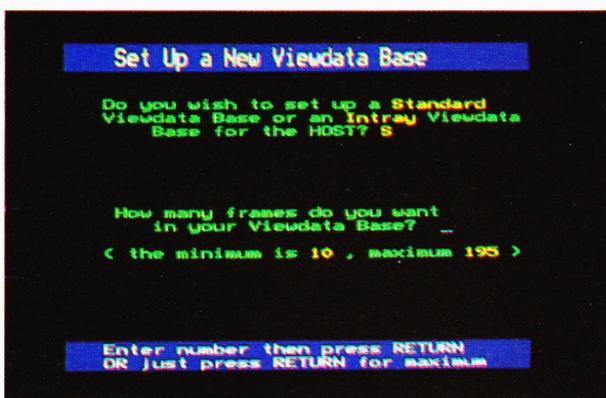
Now continue with page 10.

You should now have this screen displayed.



For now, just press **RETURN**. (This screen is explained more fully in Chapter 11 )

You will now have this screen displayed, offering you the chance to choose the number of frames you want to store on your disc.

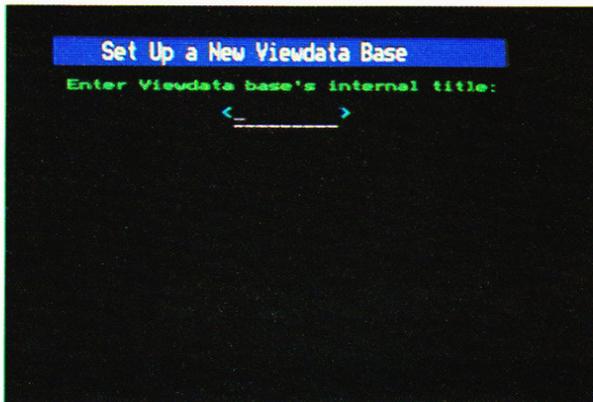


(The maximum number varies according to the type of disk you are using.)

For now, simply type in the maximum number (95 or 195) and press **RETURN**.

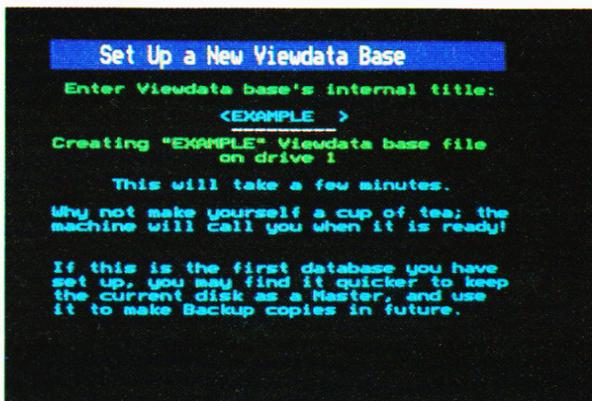
## GIVING YOUR DATABASE AN INTERNAL NAME

You will now be asked for the title of your database, with this screen



Decide on a title of not more than 9 characters (including spaces and punctuation), type it in, and press **RETURN**.

The screen will now look like this



and the disk drive will begin to click and whirr. The process will take about 6 minutes.

When it has finished, a little tune will announce its completion, and after a few seconds, you will be returned to the main menu.

The disk you have prepared will be used to store any frames you create. **No other files can be stored on this disk.**

(The internal name of your database is NOT the name of the file on the disk. If someone were to look at the CATALOGUE of the disk (using \*CAT) there would be one file name, VWDB. The **internal** name you have just given will only appear when using the catalogue in the Viewdata Editor).

## **BACKING UP THE DATA BASE DISK**

As you will have noticed, it takes 6 minutes to create a database disk. To save time in creating other database disks, it is worth backing up your database disk **now** (see your disk drive manual) since this is much faster, and keep the original in a safe place for future copying.

This is much quicker than having to create new database disks using the procedure previously described.

## **SINGLE DRIVE USERS**

At this point, replace the database disk with the system disk.

You are now ready to use the Viewdata system. If you want to look at the database provided, read Chapter 2.

If you want to start making your own frames, Chapter 3 describes how to begin.

# CHAPTER 2 SEARCHING A DATABASE

First of all, make sure that you have the main menu on your screen. Remember, if you are starting afresh, that all you have to do is .....

1. Put the system disk into your disk drive unit.
2. Hold down the **SHIFT** key, press **BREAK** once, and then release the **SHIFT** key.

The main menu will then appear on your screen after a couple of seconds.

This chapter is about searching an existing database, so you need to choose the **SEARCH LOCAL VIEWDATA BASE** option, by moving the red bar with the **↑** **↓** keys, and then pressing **RETURN**.

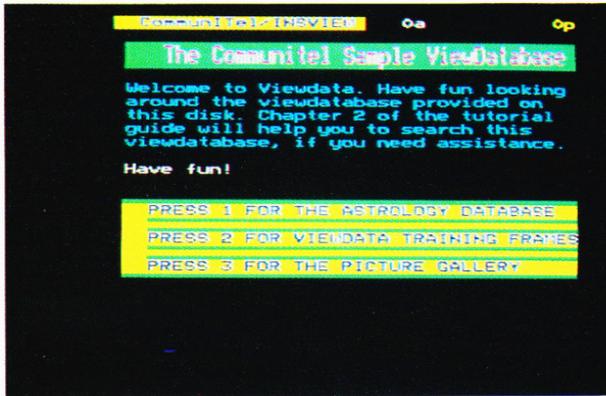
You should now have one of the following frames on your screen.



If you have a single disk drive, replace the system disk with the database disk, and press **RETURN**.

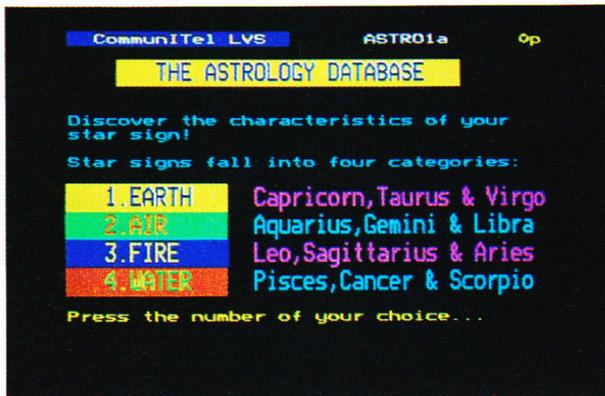
Double drive users should have the sample database disk in drive 1.

After a couple of seconds, you will have this frame on your screen.



There are 85 frames in this database. We will begin by looking at the Astrology frames, so press **1** to choose this option.

Immediately after you have pressed **1**, you will hear your disk drive go into action, and you will get the first frame to do with Astrology on your screen. It will look like this



Find your sign, and press the number alongside it; eg if your sign is Capricorn, it will be one of the Earth signs, so press **1**.

You will now get the next page, with 3 star signs on it.

Again, press the number next to your sign.

You will now get a page which describes the characteristics of a person born under your sign.

It was not possible to fit a full description of your characteristics on one screen, so a continuation frame has been used. All you need to do is to press # (press **SHIFT** and  $\frac{\#}{3}$  together) and you will move into this extra frame. (Pressing **RETURN** has the same effect).

You will have noticed that the number on this continuation frame is the same as that on the previous one, with one difference. This one ends with the letter b, whereas the one before ended with an "a".

Before you continue, you need to understand the difference between **pages** and **frames**.

## PAGES AND FRAMES

A frame is one screenful of information. It could have titles like 0011a or 0011b or JACKIEa or JOHNd or FREDz etc.

A page is a collection of frames that have the same title, except for the last letter ..... so .....

ASTRO111a } together make one page.  
ASTRO111b }

Some pages have only one frame, eg ASTRO11a.

Some pages have only two frames, eg ASTRO111a and ASTRO111b.

Some pages have several frames, eg JOHNa, JOHNb, JOHNc and JOHNd.

The first frame of any page always ends in an a.

Frames that end in any other letter are **continuations** and are **only** used if all the information won't fit onto the "a" frame.

So, the page ASTRO11 only has an "a" frame, since everything fitted onto one frame.

The page ASTRO111 has two frames: ASTRO111a and ASTRO111b since there was too much information for just an "a" frame.

**To go from an "a" frame to a "b" frame**, just press # ( **SHIFT**  ) and to go from a "b" frame to a "c" frame, press # again. If a "b" or "c" frame does not exist, you will get this message at the bottom of your screen.

### Page/frame does not exist.

Each frame has instructions which tell you what number to press to go to other frames.

However there are other ways in which you can move around the database.

#### 1. Going Back to the Previous Frame

If you want to look at the frame from which you have just moved, press \*#.

( **SHIFT**  together, then **SHIFT**  together).

You can move backwards this way up to 10 times.

#### 2. Jumping to a Page

If you know the title of the page you want to see, you type \* title#.

For example, if you wanted to jump to page ASTRO1, type \* ASTRO1#.

( **SHIFT**  ASTRO1 **SHIFT**  ).

(Do **not** type in the FRAME id. since you can only jump to an "a" frame.)

Explore the database as much as you can. Make sure that you see each of the following frames ASTRO1a, ASTRO11a, ASTRO12a, ASTRO13a, ASTRO14a, ASTRO111a, ASTRO111b, ASTRO112a, ASTRO112b, ASTRO113a, ASTRO113b, ASTRO121a, ASTRO121b, ASTRO122a, ASTRO122b, ASTRO123a, ASTRO123b, ASTRO131a, ASTRO131b, ASTRO132a, ASTRO132b, ASTRO133a, ASTRO133b, ASTRO141a, ASTRO141b, ASTRO142a, ASTRO142b, ASTRO143a, ASTRO143b.

Can you work out which page is connected to which?

Use the cards provided at the back to recreate the database's structure, using the "tree" diagram on the next page. Some page names have been put in to help you.

### Additional features

You have been told to use the symbols \* and # when searching a database because this conforms with the way you would normally search a PRESTEL database. However, since to get these symbols on the screen using a BBC computer involves holding down the **SHIFT** key, which can be awkward at times, the following keys can be used instead:

<b>RETURN</b>	or		instead of #
			instead of *
			instead of *#
			instead of * 0# (ie will always take you to frame 0a)

# CHAPTER 3 THE EDITOR – MAKING YOUR OWN FRAMES

The Editor is a program that allows you to make your own frames and pages, and then create your own database, like the one you searched in Chapter 2.

You can create frames using words and graphics, in seven different colours, and with different coloured backgrounds.

## STARTING UP

Follow the procedure described in Chapter 1 to get the **Main Menu** on the screen. (Hold down **SHIFT**, press **BREAK** once, and then release **SHIFT**). Use the red cursor bar and the   keys to choose **HEY PRESTO VIEWDATA EDITOR** and press **RETURN**.

Wait a while. First of all you will see one of these frames displayed.



(If you are a single drive user, do as it says — replace the system disk with the database disk you prepared in Chapter 1, and press **RETURN**.)

(Double drive users should have a new database disk in drive 1.)

After a few seconds, the Editor Menu will appear on the screen. It looks like this.



It looks a bit complicated at first, but don't worry. In this chapter we will concern ourselves mainly with the top six options. Ignore everything else.

(More detailed information on this Editor Menu can be found in the reference manual.)

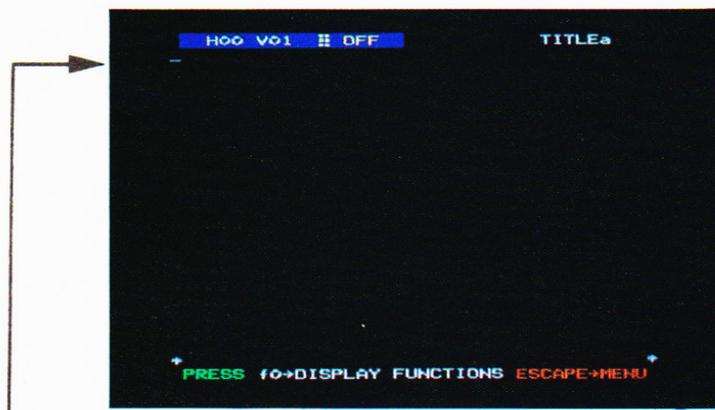
The red bar moves in the same way as on the main menu. Just use the   keys.

To start creating your own page, choose the **SET UP A NEW PAGE** option. Make sure the red bar is on it and press **RETURN**. If you look at the very top of the screen, you will see the word **ENTER** flashing on and off, and under the heading **TITLE/NO.** you will see a flashing line or cursor.

At this point you need to type in the **title** of your frame. You can use any word or number you like for this title, as long as it fits into the space provided in the brackets, and is a **single** word or number. When you have done this, press **RETURN**.

The flashing line then moves under the heading **FRAME id**. Here you could type any letter from a to z. For now type the letter “a” and press **RETURN**, since this is your first page. (The b, c etc frames are used to continue your page if you haven’t got enough space on frame a to fit in all your information. This is explained in more detail in Chapter 2).

You should now have a blank page, with your title at the top, like this.



*flashing line or cursor.*

The flashing line can be moved across or up and down the page using the     keys. Try using these keys and see what happens.

1. What happens when you move the cursor off the top fo the page?
2. What happens to H00 and V01 when you move the cursor?

H00 tells you how far along a line you are on; eg H12 means you are on the 12th position on a line.

V01 tells you which line you are on; eg V07 means you are on the 7th line.

There are 22 lines and 40 spaces on each line.

(V stands for Vertical and H stands for Horizontal.)

## TYPING ON THE SCREEN

You can now type in both capitals and small letters on the screen. Check whether the **caps lock** light is on. If it is, all your typing will be in capitals. If you want it off, press the **caps lock** key.

Type a sentence on the screen. It can be anything — try

**I like computers**

### Correcting Mistakes

If you make a typing error, or a spelling mistake, it is easily corrected. For example, if we wanted to change “I like computers” to “I like computer games”, we need to do the following:

- (i) get rid of the “s” in computers
- (ii) put on the extra word “games”

This is what you should do.

- (i) Move the cursor until it is one space ahead of the word “computers” — like this

**I like computers\_\_**

- (ii) Press the **DELETE** key once (don’t hold it down!). The “s” should disappear and the cursor should move left one space so you have

**I like computer\_\_**

- (iii) Now you can carry on. Press the space bar to give you a space and type “games”.

Do some more typing on the screen. Type as fast as you can, and then correct your mistakes afterwards to give you some practice. This process is called **Editing**.

When you reach the end of a line, pressing **RETURN** will move the cursor to the beginning of a new line.

However, if you type right past the end of a line, the cursor will move to the next line, but to the position immediately below the first character on the previous line. Using the  has the same effect.

### Example

Move the cursor to the middle of a line. Type in a word, and then press **either** the  key or the space bar enough times to move the cursor off the end of the line.

The cursor will reappear immediately below the first letter of your word on the next line.

This can be useful if you want to type on the right hand side of the screen, and have space on the left for a diagram, for example.

### Saving Your Frame

If you are running out of time, you can save your page until next time. To do this, do the following.

- (i) Press the **ESCAPE** button. This will take you to the Editor Menu.
- (ii) Move the red bar until it is on **SAVE THE CURRENT PAGE** and press **RETURN**. Your page will then be saved on your disk.

If you have some time left, you can still do some more typing. Just move the red bar until it is on **RETURN TO CURRENT EDIT** and press **RETURN**. You will be back with your frame, and you can carry on. When you are **really** out of time, you can save your frame again, and it will be saved in place of your last frame.

However, if you save your page a second time, then after you have pressed **RETURN** to save the current page, a message will appear on the screen, saying "Press COPY to overwrite". Simply press the **COPY** key, and your page will be saved in place of the last version.

### Loading Your Page

The next time you want to work on your page, switch on again as previously described in Chapter 1 and get back to the Editor Menu.

Move the red cursor bar to **LOAD AN EXISTING PAGE** and press **RETURN**. Just as before, the cursor will flash under TITLE/NO. Put in the name of your page as before and press **RETURN**, and in a couple of seconds your page will be on the screen, and you can carry on.

**If you can't remember your page's name** move the red bar all the way down to the bottom where it says **DISPLAY CATALOGUE** and press **RETURN**. First of all you will get a screen which gives you the choice of printing the catalogue of page titles on a printer. Unless you really want this to happen, simply press any key **except P**, and you will get a display of all the page titles that have been saved so far. Yours will be one of them. Write it down, and press **ESCAPE**. Then go through the procedure to load your page.

## BETTER EDITING

You might have found that correcting mistakes can be rather slow. Fortunately, it can be done much more quickly. You can do the following things which will help you to edit quickly.

- |    |                    |   |
|----|--------------------|---|
| 1. | Insert a character | Put in a missing letter                               |
| 2. | Delete a character | Get rid of a letter                                   |
| 3. | Insert a line      | Put in a missing line                                 |
| 4. | Delete a line      | Get rid of a whole line                               |
| 5. | Erase a line       | Erase to the end of a line                            |
| 6. | Home cursor        | Put the cursor back to the beginning quickly          |
| 7. | Set tab            | Set the tab or beginning of a paragraph automatically |

To do these things, you will need to use the red function buttons at the top of the keyboard.

**f0** **f1** **f2** **f3** **f4** **f5** **f6** **f7** **f8** **f9**

**f0** is the **help** key. Press it now. You should get the following “window” at the bottom of the screen.

```
f0  f1  f2  f3  f4  f5  f6  f7  f8  f9
ON/ INS DEL INS DEL ERS HME SET SCH OWN
OFF CHR CHR LIN LIN LIN CSR TAB /VW DF
```

These buttons perform the functions described briefly in 1 to 7 above. At present you will not be using **f8** and **f9** so do **not** press them. If you do, look at page

### **f1** Insert a Character

If you have missed out a letter in a word, or a space between two words, for example, if you spelt “computer” like this “compter”, move the cursor to the letter **after** the missing line, like this

compter

Now press **f1** and you should get

comp\_ter

Now type in the missing letter. The cursor will move on.

computer

### **f2** Delete a Character

You can use the **DELETE** button as before, or use the **f2** key. Move the cursor under the unwanted letter and press **f2**. The letter will disappear. Can you see the difference between **f2** and **DELETE**? If you use **DELETE** you put the cursor to the right of the letter you want to remove. What else is different? Try to find out.

### Moving Words Along a Line

Sometimes you want to move words along a line, for example, if you want to put a title in the middle of a line. This is very easy to do. Move your cursor to the beginning of the page (ie H00, V00).

Type the word **computers**

Move the cursor until it is under the C like this

computers

Press **f1** once. The word will move to the right one space. Do this several times. Now press the **f2** button. The word will move to the left. Do this several times, but don't push the word off the end of the line, or you will have more editing to do!

### **f3** Insert a Line

If you want to put in an extra line of typing, or just have a bigger gap between two lines of typing, you can use the **f3** button.

Just move the cursor **to the line you want to move down**, and press

**f3**

All lines below it and including it will go down a line on the screen.

If you had already typed on the bottom line, it will get pushed off the screen. However, it is not lost, even though you can't see it. You can get it back by pressing **f4** immediately.

(See the reference manual for more explanation.)

### **f4** Delete a Line

**f4** does the opposite of **f3**. It gets rid of the line the cursor is on completely (even a blank line). Just move the cursor until it is anywhere under the line you want to delete and press **f4**. This line will be lost forever, and the other lines below it will move up a line. Any line that had been pushed off the bottom of the screen using **f3** will be got back this way.

### **f5** Erase to End of Line

**f5** will rub out everything on a line to the right of the cursor.

Just move your cursor to the beginning of the words you want to lose and press **f5**.

If you had this line:

**I like Viewdata more than games**

and you wanted to lose “more than games” move the cursor under the m and press **f 5**.

**I like Viewdata more than games**

You will be left with

**I like Viewdata \_**

You can use **f 5** to remove a complete line by putting the cursor at the beginning of a line and pressing **f 5**.

The difference between using **f 5** in this way, and using **f 4** is that **f 4** deletes a line and moves the lines below (if any) up to close the gap whereas **f 5** deletes the line and leaves a blank line. Experiment with these keys to make sure you understand the difference.

### **f 6** Home Cursor

Pressing **f 6** will return the cursor to the first position on the top line. Press **f 6** to see this happen.

### **f 7** Set Tab

Sometimes you might want the cursor to jump to a certain position on each line. For example, if you are starting a new paragraph, you might want the cursor to jump to the fifth position on that line, every time you start a new paragraph.

Another example is if you wanted to make a table like the one below, you might want to make the cursor jump to the numbers column.

### Telephone Numbers

<b>J Smith</b>	<b>789 0427</b>
<b>F Bloggs</b>	<b>241 3741</b>
<b>W Jones</b>	<b>382 7215</b>
<b>D Evans</b>	<b>318 2916</b>

*jump to here every line*

You can do this by using the space bar, but **f7** is quicker.

All you have to do is to move the cursor on the top line until it is in the position you want to jump to, and press **f7**.

You will notice that the “help” window at the bottom has disappeared and has been replaced by an arrow or arrows that show where the “tab stop” is. **f0** will bring back the help window. From now on, if you want to jump to that position just press **TAB**, and the cursor will jump.

To get rid of a tab stop, just repeat the same process. Move the cursor to where the tab stop is, and press **f7**. The tab stop will disappear, and you will be left with the first original tab stops, at the beginning and end of each line.

You can practice using **f7** by creating a page which has a table like in the example.

You can have several tab stops on each line for more fancy tables, etc.

## **f8** Search

If you press **f8**, you will be taken out of the Editor, and will be in the SEARCH mode, as described in Chapter 2. To get back to editing your page, press **f0**.

## **f9** Own Functions

If you press **f9** by mistake, press any letter button to get back to editing your page. This key will be explained later in the book, in Chapter 7.

With a bit of practice, you should now be able to type and correct a frame of text fairly quickly, and to adjust its layout.

The next section will describe how to type in colour.

## **TYPING IN COLOUR**

So far you will only have typed in white on a black background. You can type in six different colours — RED GREEN YELLOW BLUE MAGENTA CYAN and WHITE.

To type in a colour other than white, you have to put a colour code at the beginning of each line which specifies the colour. This is how you do it:

Hold down a **SHIFT** key, and while holding it press **f0** once.

You will get the help window at the bottom of the screen, but it will be different from before.

f0	f1	f2	f3	f4	f5	f6	f7	f8	f9
SHIFT	RED	GRN	YLW	BLU	MGN	CYN	WHT	FLA	STE
FNS								SH	DY

text codes

If you want to type in RED, move the cursor to the beginning of a line, and hold down **SHIFT** and press **f1**. Nothing will appear on the screen, but the cursor will move along a space. An invisible code has been put in the first space on the line, and from now on, all typing on the line will be red.

You must take care not to overwrite this code, because if you do, the code will disappear and all typing will go back to white.

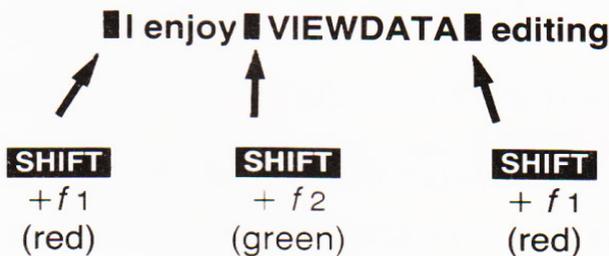
You can put in a different colour code anywhere on a line, but remember that it occupies a space.

**Example** I want to type this line:

**I enjoy VIEWDATA editing**

All the words should be red except VIEWDATA which I want to be green.

Do the following:



You can change VIEWDATA to Blue by moving the cursor back to the colour code just to the left of VIEWDATA and press **SHIFT** + **f 4**, thus overwriting the green code.

To help you to avoid accidentally overtyping the colour codes, you should notice that whenever your cursor is on a space occupied by a code, a message will appear on the top line of the frame.

For example, if you move your cursor on to a blue text colour code, the top line will look like this

```
H00      V01          OFF          TEXT          TITLE  a
```

The word “TEXT” means you are on a text colour code, and the colour of the word will be the colour of the code.

If you move away from that code, the message will disappear.

### Colour Wrap

If you press **RETURN** at the end of a line, then the next line will need a colour code to be put in if you don't want to type in white.

If, on the other hand, you use the  key or the space bar to move past the end of a line, then the colour code of the previous line will be carried over, so no colour code will need to be inserted on the new line (unless you want to change colour).

### Using the flash **f 8** and steady **f 9** keys

You can also have flashing words. Using the last example, we will make the words “VIEWDATA” flash as well as be in green.

**I like VIEWDATA editing**



We need to insert the flash code **f 8** before VIEWDATA, and the steady code **f 9** after it.

1. Move the cursor until it is under the V.
2. Press **f 1** to give you a space. (Remember insert character?)

3. Hold down **SHIFT** and press **f 8**. You will find that “VIEWDATA editing” is now flashing. We need to steady “editing”.
4. Move the cursor under the “e” in “editing”.
5. Press **f 1** to give you a space.
6. Hold down **SHIFT** and press **f 9**. You will find that only “VIEW-DATA” is flashing now, but that you have 2 spaces on either side of “VIEWDATA”. This is because you have 2 codes on each side.

**■ I like ■■ VIEWDATA ■■ editing**

red                  green    flash                  red    steady

You should now be able to create a beautiful frame of information, which is well laid out, with different coloured words, and with some words flashing.

The next thing to learn is how to make VIEWDATA pictures, known as **graphics**.

## CREATING GRAPHICS

You have probably been wondering what  OFF at the top of the page was all about. This section will explain what it means, and how to use it.

Each space occupied by a letter can be filled with a graphics shape or character, which is made out of six little squares like this . Not all the squares have to be used. With only five squares you can make these shapes.



With four squares you can make these



and so on.

To make these shapes, first of all hold down the **CTRL** key and press **f0**. You will get a different help window at the bottom of the screen that looks like this.

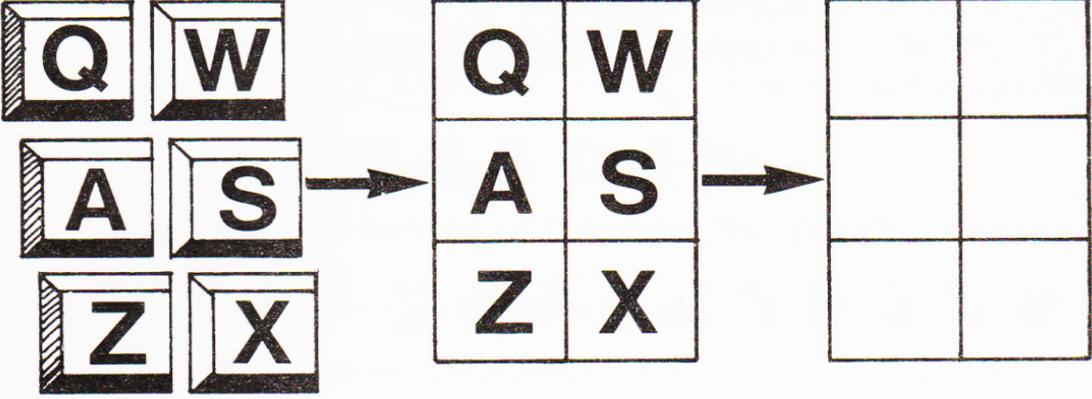
f0	f1	f2	f3	f4	f5	f6	f7	f8	f9
CTRL	RED	GRN	YLW	BLU	MGA	CYN	WHT	SET	PUT
FNS								GR	GR

Hold down **CTRL** and press **f8** (SET GRAPHICS).

Look at the top of the screen. You will see that  OFF has changed to  ON and is flashing.



You can now switch each little square on and off by using these letters on the keyboard.



If you press Q once, the shape will become 

If you press it again, the shape will become  and so on. Play around with these keys until you understand how they work, and have got the shape you want. Try to make a 

## Putting the Graphics on the Screen

Before you can put any graphics on the screen, you have to put in a colour code. Without this code you will get silly shapes appearing. The colour codes are exactly the same as the text colour codes **except** you have to use the **CTRL** key and **NOT** the **SHIFT** key.

Also you even have to specify the colour **white** which you don't when using letters.

So, if you want to put your shape on the screen in red, first hold down **CTRL** and press **f 1**;

then EITHER press the **COPY** key OR

hold down **CTRL** and press **f 9**.

You should now have a red  on the screen.

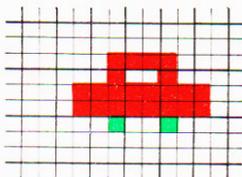
If you want to now do some typing, you must first press **ESCAPE** to switch the graphics off.

Otherwise you could change the graphics shape and put that on the screen.

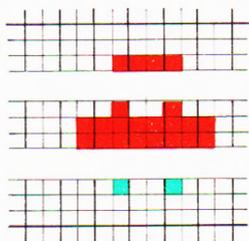
## Drawing a Simple Picture

At the back of the book you will find a graphics layout sheet, which can be photocopied to help you to plan a picture.

**Example** To draw a red car with green wheels



The car uses 3 lines on the screen, as follows



To get the first line you need the following



red space make these shapes and put on screen

To get the second line do this



red make these shapes and put on screen

and the third line .....



green space make these shapes and put on screen

You can see that making pictures is slow and needs careful planning. Use the graphics layout sheet to plan your picture, and use the H00 and V01 to put your picture where you want it.

Remember to put in the colour codes.

Try not to plan picture which needs two colours side by side — remember, you need a space for the code! There is a picture at the back that you can copy — but try to make your own first.

## SPECIAL EFFECTS

There are various special effects that you can also use when creating a page — for example, you can have **double height** letters and graphics, and you can have different background colours. This section will describe all of them.

First of all hold the **SHIFT** and **CTRL** buttons together.

Press **f0** once and then release the other 2 buttons together.

The help window will be different yet again!

f 0	f 1	f 2	f 3	f 4	f 5	f 6	f 7	f 8	f 9
SHFT	DBL	NML	SEP	CON	HLD	RLS	CNC	BLK	NEW
CTRL	HT	HT	GR	GR	GR	GR	DSP	BG	BG

### **f 1** Double Height

If you want to type in double height letters, or have double height graphics, put this code at the beginning of the line. To do this, hold down **SHIFT** and **CTRL** and press **f 1**. Everything typed on this line only will be double height letters.

**Danger** If you have already got writing on the line below, the double height typing above will wipe it out, since it occupies 2 lines.

### **f 2** Normal Height

If you want to change back to normal height halfway along a line, insert the normal height code using **SHIFT** **CTRL** and **f 2**. The normal height characters will appear level with the **top half** of the double height characters.

### **f 3** Separate Graphics

When you put a graphics shape on the screen, you don't normally see the lines which separate the little squares in each shape from each other. By inserting this code ( **SHIFT** **CTRL** **f 3** ), you will be able to see each square clearly.

eg  becomes 

**f 4** **Contiguous Graphics**

This code reverses the last one. So, if you want to change back from separate graphics on the same line, insert **SHIFT CTRL** and **f 4**.

**f 5** **Hold Graphics**

So far, you have been told that all codes put on the screen occupy a blank space, so you could never have two colours touching on one line. This code changes all that — but not perfectly.

If you put the **HOLD** graphics code at the beginning of a line, then all codes anywhere on that line afterwards, will take on the colour and shape of the last graphics character.

**Example**

Put this on the screen



Now insert the hold graphics code in front (you can give yourself a space using just **f 1** — remember?)



The green code has been covered over by an exact copy of the previous character!

This can help you to make better graphics, but requires careful planning!

### **f 6** Release Graphics

This does the opposite to Hold graphics. If halfway along a line you no longer want your codes covered over, then put in a **SHIFT CTRL f 6** and things will return to normal.

### **f 7** Conceal Display

This allows you to type invisibly!

Sometimes you want to have invisible writing on a page, for example, if you write a page which is a quiz, and you want to have the answers hidden. Invisible writing can then be made visible by the person looking at your page by pressing the letter **R** in the SEARCH mode).

All you need to do is to insert this code just before the words or characters you wish to conceal, and after any colour codes, and all your writing on the rest of the line will be invisible to the person who looks at your page — but not to you while you are typing! (as long as the colour codes **precede** the conceal code).

It is probably best to leave the insertion of the conceal code until the very end, when the rest of the frame has been completed. It is also a good idea not to use the conceal code with double height lines, since you could end up with only half of a double height line being revealed if you are not careful.

Experiment with this code until you fully understand how it is used.

### **f 9** New Background

So far, all the work you have done has been on a black background. However you can have a background of any of the 7 colours available. First however, you have to put in the colour code for the background.

**Example** You want to type in RED on a CYAN background.

First press **CTRL f 6** — this sets the colour  
— nothing happens

Then press **SHIFT CTRL f 9** — this changes the background  
— all the line becomes cyan

Now press **SHIFT f 1** — this sets the foreground (typing)  
colour to red

Now type. You should have red letters appearing.

NB for graphics colours, remember to use **CTRL** and not **SHIFT**.

### **f 8** Black Background

Sometimes you only want a background colour for part of a line, and the rest black. Simply press **SHIFT CTRL f 8** at the right position, and the rest of the line returns to a black background.

**Example** You want to have a double height title “COMPUTERS” typed in red letters on a green background like this.

## COMPUTERS

1. Press **SHIFT CTRL f 1** — double height
2. Press **CTRL f 2** — green code
3. Press **SHIFT CTRL f 9** — new background  
— complete line
4. Press **SHIFT f 1** — red letters
5. Type COMPUTERS
6. Press **SHIFT CTRL f 8** — change back to black  
background
7. Move the cursor to the beginning of the line.
8. Press **f 1** several times to move the word to the centre of the screen.

You should now be able to do everything you need to create a frame of VIEWDATA. Have fun making some of your own pages.

## THREE LAST THINGS ABOUT THE EDITOR MENU

### Alter Current Page Title

This option allows you to change the title of your page. This is useful if you are creating several frames which have, for example, the same heading, or the same diagram, on each frame.

What you can do is as follows.

1. Create a “skeleton” frame with the common heading or diagram on it.
2. Save this frame.
3. Return to current edit.
4. Put in the rest of the first frame.
5. Alter the title of the page.
6. Save the page.
7. Load the “skeleton” frame.
8. Repeat the process for your next frame.

### Delete a Page from File

This option is self explanatory. If there is a frame that you have saved, that you now want to get rid of, choose this option by using the red bar, and pressing **RETURN**.

You will now need to enter the page's TITLE and its FRAMEid.

As soon as you have done this you will be asked to press the **DELETE** key. Press **RETURN**, and the page will be deleted from your disk, with a message appearing on the screen telling you that this has happened.

The **ESCAPE** key.

You will have used this key already in several different situations. It will

- (a) take you from your page back to the Editor Menu
- (b) switch off your graphics
- (c) take you from the catalogue to the Editor Menu

It will also cancel any option you may have chosen by mistake.

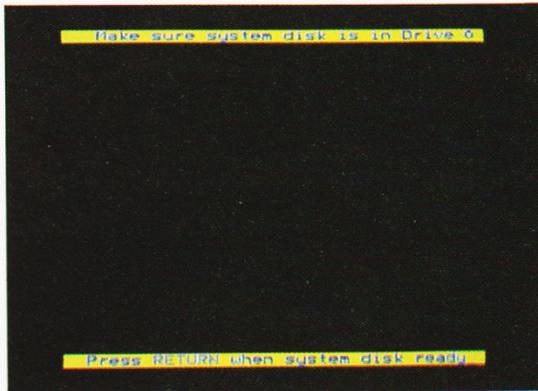
For example, if you chose **SET UP A NEW PAGE** by mistake, and the word ENTER is flashing, then pressing **ESCAPE** will cancel this, and allow you to make the correct choice.

## LEAVING THE EDITOR MENU

If you wish to leave the Editor Menu, press **ESCAPE**. Nothing will happen except a message will appear near the bottom of the screen saying

PRESS RETURN TO CONFIRM ESCAPE → END

Press **RETURN**, and you will see this screen if you have a single disk drive, or a similar one if you are using a double disk drive.



Do exactly as it says, press **RETURN**, and you will be back with the Main Menu.

**IMPORTANT** Make sure you have read the warning about changing disks on the first page of this book.

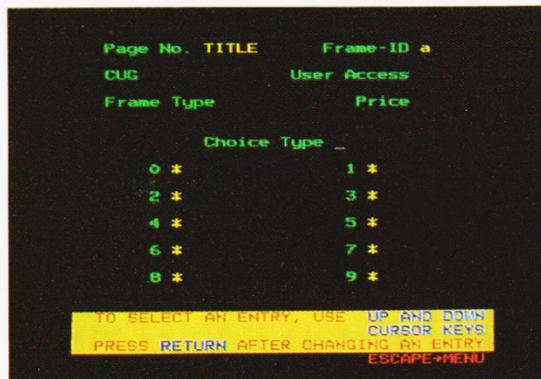
# CHAPTER 4 BUILDING A VIEWDATA BASE

So far, you will only have been creating single frames. This chapter describes how you can link your frames together, so that you can move from one frame to another by simply pressing a number button. This is called “**routeing**”.

## Routeing

Imagine that each of your frames is on a piece of paper. On the **back** of this sheet you could put instructions as to which frame/s could be looked at next. To get to see the “back” of a frame on the screen, do the following:

1. Put the frame you want to route on your screen (use the **LOAD AN EXISTING FRAME** option in the Editor Menu if it's not already there).
2. When your frame has appeared on the screen, go back to the Editor Menu by pressing **ESCAPE**.
3. Now choose the **SET UP PAGE'S ROUTEING** option and press **RETURN**.
4. You will get a screen that looks like this



Notice that the name of your frame is at the top of your screen. This is the “back” of your frame, and you will type in the titles of the pages that you want to be able to go to from this frame.

Type **F** and press **RETURN**. The cursor will move next to the 0.

If you want to go to a particular frame by pressing 0, type its name here, and press **RETURN**.

The cursor will now jump next to the 1. Again, if you want to be able to move from the original frame to another by pressing 1, type its name here and press **RETURN**. The cursor will move on.

**Note:** Do **NOT** type in the Frame I.D. here (the letter at the end of each title). Routing is always to an “a” frame, since b, c, d etc frames are continuations only.

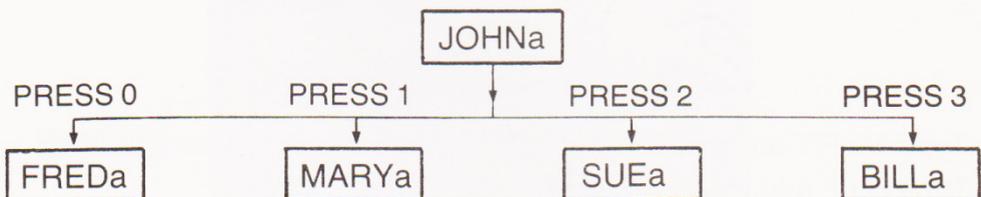
You can enter page titles next to any of the numbers from 0 to 9. Any number that is not required can be left as it is (with a \*). You can use the cursor keys   to move from one number to another, but remember to press **RETURN** after you have entered **each** page title.

When you have completed your routeing, press **ESCAPE** to get back to the Editor Menu.

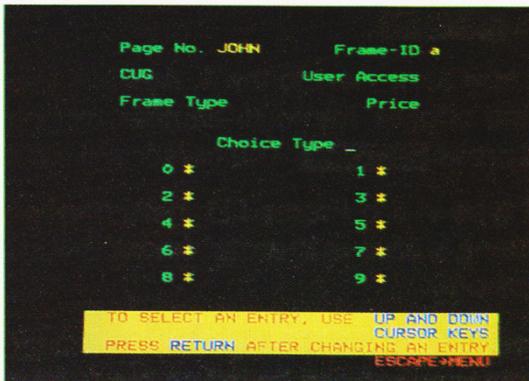
You must now save your page, so that its routeing can be saved with it. Since you have probably already saved this page, remember to press the **COPY** key (when instructed) to overwrite the old version.

## Example

Imagine we have a frame called JOHNa, which we want to route so that we can go from JOHNa to 4 other frames, FREDa, MARYa, SUEa and BILLa. This diagram might help.

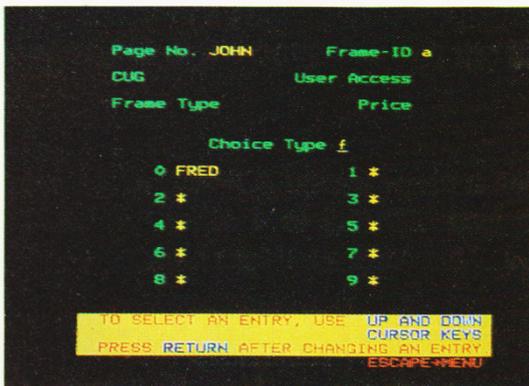


1. Make sure JOHNa is on the screen.
2. Go back to Editor Menu, pressing **ESCAPE**.
3. Choose **SET UP PAGE'S ROUTEING**.
4. We would get this frame



Type **F**, and press **RETURN**. The cursor will jump next to the number 0.

5. Type in FRED (no "a") and press **RETURN**.
6. We now would have this routeing page:



Type MARY and press **RETURN**    Type SUE and press **RETURN**  
Type BILL and press **RETURN**

7. We would now have this routing page:

```

Page No. JOHN      Frame-ID a
CUG                User Access
Frame Type        Price

                Choice Type f
  0 FRED          1 MARY
  2 SUE           3 BILL
  4 *             5 *
  6 *             7 *
  8 *             9 *

TO SELECT AN ENTRY, USE UP AND DOWN
CURSOR KEYS
PRESS RETURN AFTER CHANGING AN ENTRY
ESCAPE=MENU

```

Since this is all the routing we want to do, we can now stop, so we would press **ESCAPE** to get back to the Editor Menu.

8. Now we would save JOHNa. Its routing will be saved with it (on the back).

### An Important Tip

It is important that anyone looking at JOHNa should know that it is possible to go to another frame by pressing 0, 1, 2 or 3. The screen should give advice to people about where they will go if they choose a number. Therefore you should leave space on JOHNa to put in this information.

eg

```

H00 V22 # OFF      JOHNa

Name:      John Roberts,
Address:   49, Acacia Avenue,
           Bloxton.
Date of Birth : 1-6-60

Press 0 for information on Fred
     1 for information on Mary
     2 for information on Sue
     3 for information on Bill

PRESS f0→DISPLAY FUNCTIONS  ESCAPE→MENU

```

You should put this extra information on JOHNa **before** you save it with its routing.

At this point it might be worth looking at the database you searched in Chapter 2 on Astrology, and see how its frames were routed.

Go back to the Editor Menu, follow the swap disk routine on page vii and put in the database disk provided and load the frame called ASTRO1a, which is the first frame of this database.

Press **ESCAPE** to get back to the Editor, and choose the **SET UP PAGE'S ROUTEING** option.

You should now see the routing of that frame (DON'T CHANGE IT). It should look like this.

```

Page No. ASTRO1      Frame-ID a
CUG                 User Access
Frame Type          Price
Choice Type _
0 0                1 ASRT011
2 ASTRO12          3 ASTRO13
4 ASTRO14          5 *
6 *                7 *
8 *                9 *
  
```

TO SELECT AN ENTRY, USE UP AND DOWN CURSOR KEYS  
PRESS RETURN AFTER CHANGING AN ENTRY  
ESCAPE=MENU

Each of these four frames is also routed!

Try loading one of these frames (eg ASTRO11a), and look at its routing. It is worth looking at the tree diagram you completed at the end of Chapter 2.

### Another Important Tip

Did you notice that each frame whose routing you looked at always included an option to get back to the last menu? It is worth **always** using 0 as the key which will take you back to the previous menu.

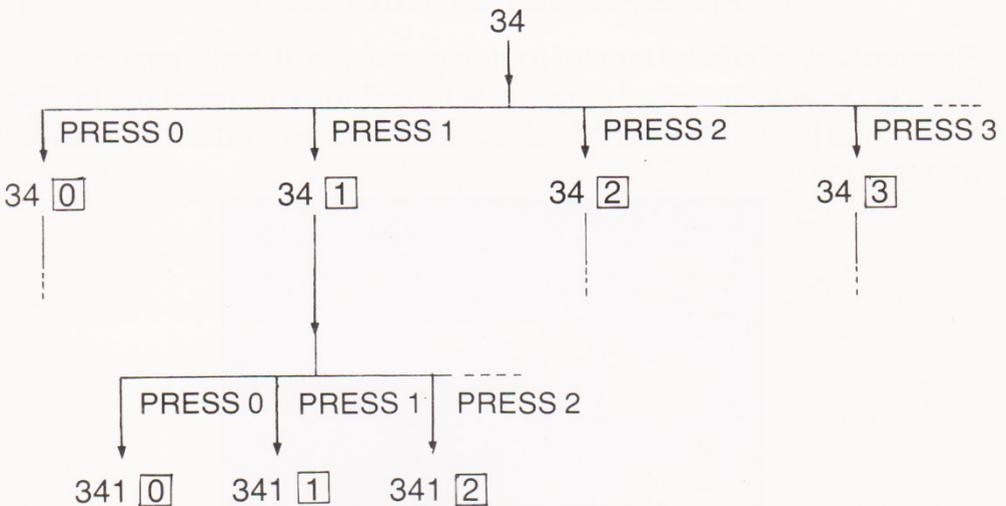
It is good practice to do this when routing your frames, so that people who look at your database can always find their way back to the first frame of your database quickly.

The type of routing that has been explained is called Free routing. (That is why we typed F next to "Choice Type"). There is another, quicker way of routing your pages, called **STRICT** routing. This is usually only used if you page titles are **numbers** and not letters.

The next section will explain how strict routing works, but you could miss this section out for now, and come back to it later, after you have had some practice with free routing.

### Strict Routing

Most databases, especially those provided by PRESTEL have numbers at the titles of their pages. The routing of these databases can be organised like this.



Can you see how each level of routing has an extra digit on the end of the last page's title?

This type of routing is called STRICT.

If you are on page 34 and press 0, you will end upon page 340, and so on.

To set up strict routing, the procedure is very similar to that for free routing.

When you have got the routing page in front of you, with the cursor next to choice type, press S (for **Strict**) and press **RETURN**.

The routing will then appear automatically, and you will get

All you need to do now is to press **ESCAPE** to get back to the Editor Menu, and save your page (34a) with its routing.

This means that your page has been routed to 10 other pages, some of which might not exist! It doesn't matter. All that will happen is that if the person looking at this database presses a number which is routed to a non-existent page, then a message will appear saying

### PAGE/FRAME DOES NOT EXIST

**Remember**, whatever type of routing you use, it is still important to state on your frame what pages it is routed to. This need not be the titles of the pages. It could be a description of the information on those pages.

Page No.	34	Frame-ID	a
CUG		User Access	
Frame Type		Price	
Choice Type _			
0	340	1	341
2	342	3	343
4	344	5	345
6	346	7	347
8	348	9	349

TO SELECT AN ENTRY, USE UP AND DOWN CURSOR KEYS  
PRESS RETURN AFTER CHANGING AN ENTRY  
ESCAPE=MENU

### No Routing

When you have the routing page in front of you, and the cursor is next to "Choice Type", you could type N for no routing. This page will then **not** be routed to any other.

This option is hardly ever used, since it is good practice to route **every** page in a database to at least one other — even if it is only back to the original page of the database! However, it is useful if you want to cancel any routing that has already been done. Typing N and pressing **RETURN** wipes out all previous routing.

You should now be at the stage where you can create pages, and link them together to make a database.

The most important part of making a database is planning it out. The next chapter gives some suggestions as to how to do so.

# CHAPTER 5 PLANNING A DATABASE

Perhaps the best way of learning how to plan a database is to see how one that you know was planned.

This section will describe how the Astrology database that you searched in Chapter 2 was planned.

## What Information?

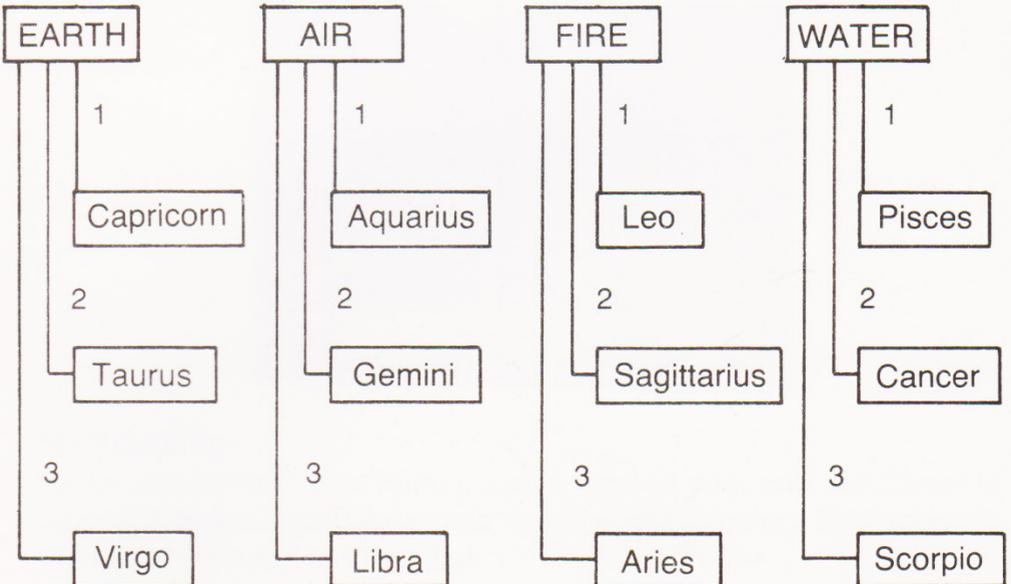
12 pages describing each of the star signs were needed.

These had to be made available on a previous page or pages so that people could select the one they were interested in.

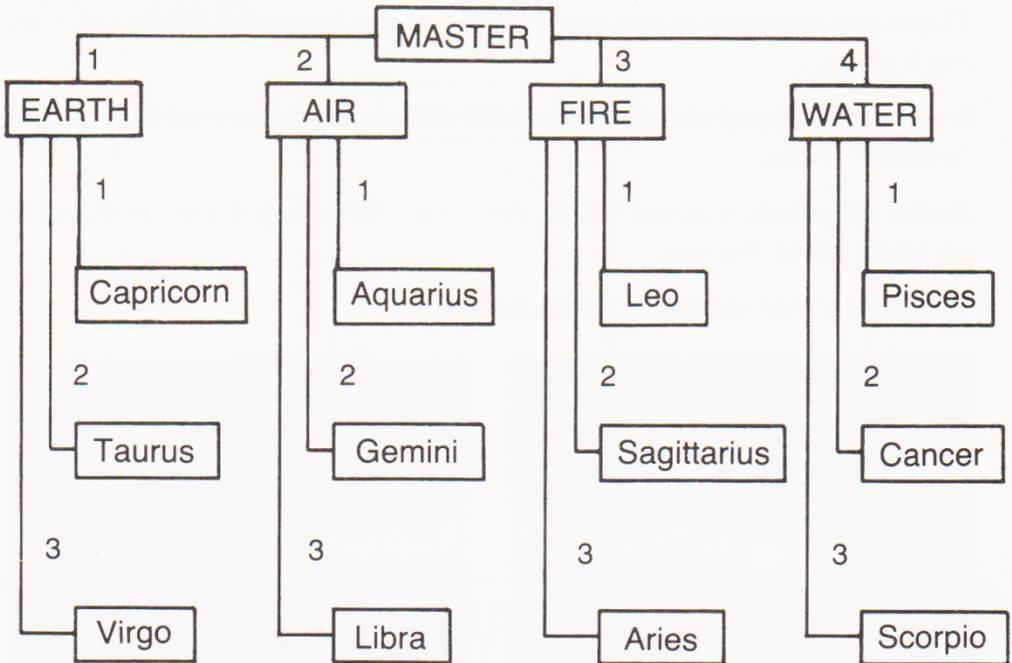
12 is too many to route from a single page (see the last chapter).

Since the star signs fall into 4 groups, it was decided to route them from 4 separate pages, one each for EARTH signs, AIR signs, FIRE signs and WATER signs.

This stage had been reached.

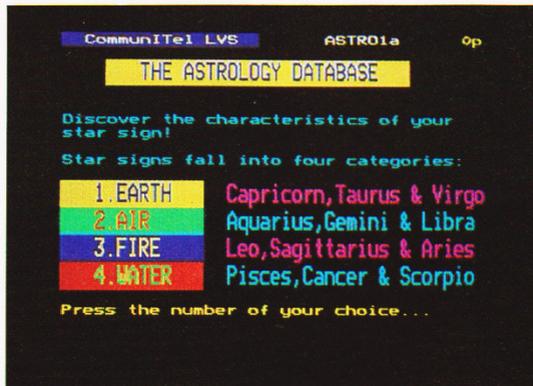


The four pages (Earth, Air, Fire and Water) now needed to be routed from a “master” page. The diagram now looks like this.



It was important to decide exactly what information would appear on the “master” page, and on the Earth, Air, Fire, Water pages.

The “master” page is routed to the Earth, Air, Fire, Water pages, so this needed to be made clear on the page. Also, some information about the database should be on this page. This is the final format of the page.



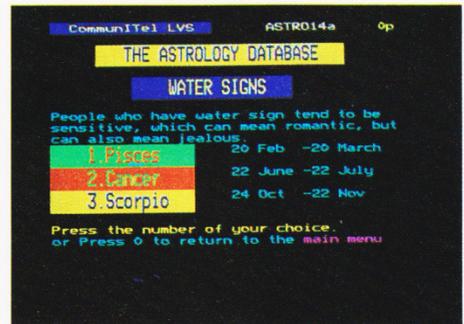
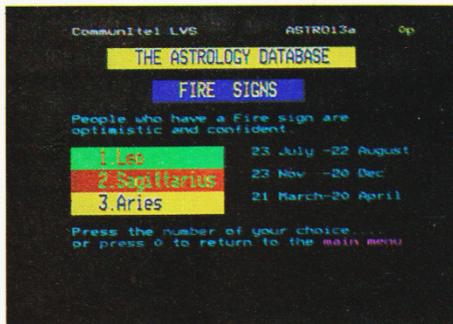
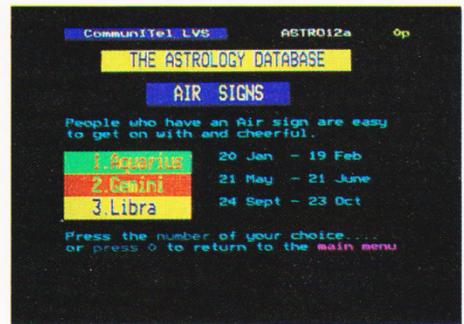
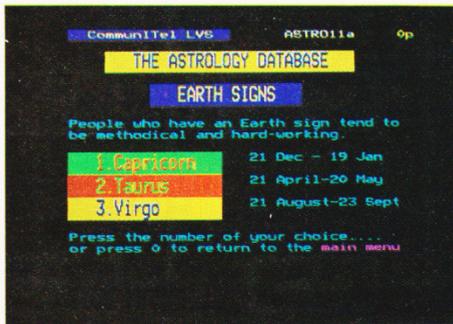
It was then necessary to plan the content of the Earth, Air, Fire Water pages.

These are routed to 3 star signs each, so this had to be made clear on each page.

It was also a good idea to allow each of these to be routed back to the "master" menu.

Some information about Earth, Air, Fire, Water signs also needed to go on to these frames.

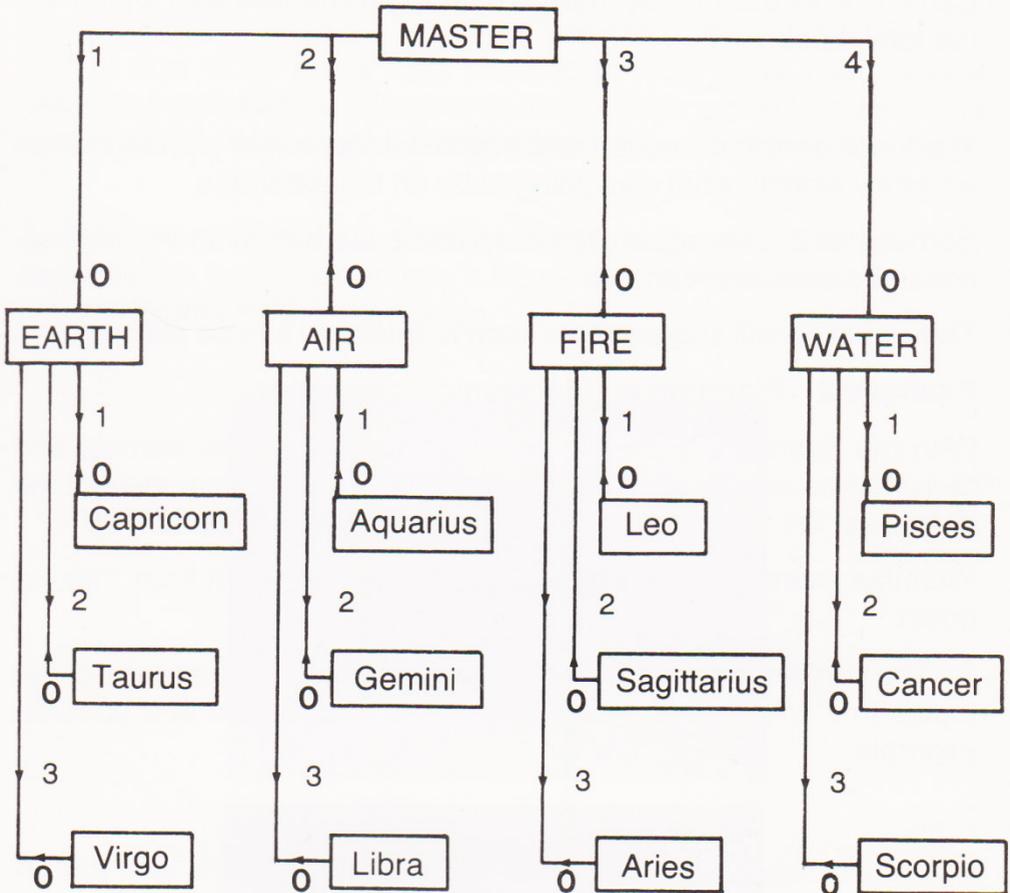
This is the final format of these pages.



Finally, the pages for each star sign had to be created.

These contain only information about the signs. Each of them was routed to go back to the last menu (e.g. Taurus was routed back to Earth).

You will notice that in this case, **STRICT** routing has been used, with option 0 amended to allow for returning to the previous menu. This is the final diagram.



Of course, the Astrology database is only a part of the whole database that was provided. So the “master” page **itself** is routed from a previous page!

Whenever the **SEARCH** program is used, the first page that it always looks for is 0a.

It is important therefore, that any small database you create is routed back to this page.

In other words, 0a is always the start page.

Can you work out the way that the Astrology database was routed into the total database?

The last example demonstrated how a database was planned, when we knew exactly what was going to be on the database.

Sometimes it is necessary to plan a database before all the information to be included is known.

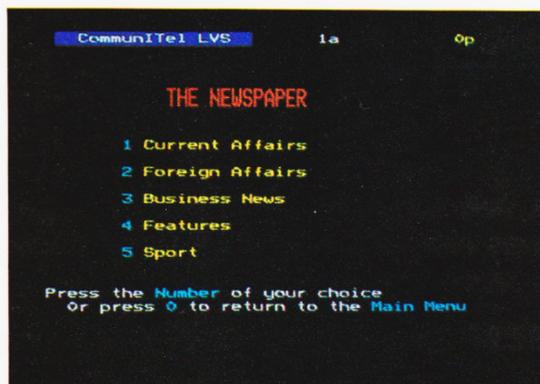
This example will suggest how such a database can be planned.

## Example 2 Planning an Electronic Newspaper

With the Astrology database, we began with the final frames, and then worked out which “menu” frames were needed to construct the database. We could say that we planned it from “the bottom up”.

With this example, we will do the opposite, and plan it from “the top down”.

1. The very first frame of this database needs to have a menu of the topics that will be included in the newspaper. Below is a possible example.



At this stage, it is a good idea to have a menu of no more than around 5 or 6 options, so that further ones can be added at a later stage, when they have been thought of!

This can be called page 1.

2. It is now worth using strict routing to route page 1 to the next pages to be created. In other words, the page for current affairs will be numbered 11, the page on foreign news will be numbered 12, and so on.

3. Now we need to think about each of these pages. Can sport, for example, be broken down into a menu of different sports? This is a possible frame for the sport page.



Again, only 5 or 6 options should be used at this stage, to allow for future development.

4. Once pages have been created for each of the initial options, they should each be routed. Using the sport page (15) as an example, this would be strict routed to

Football	(151)	
Athletics	(152)	
Tennis	(153)	etc.

5. Each of these pages can now be created. It may be that some of these could be menu pages, eg Athletics could be further broken down into track events and field events, and then these could be broken down even further.

Football could be broken down into match reports, and league tables — or maybe into different divisions.

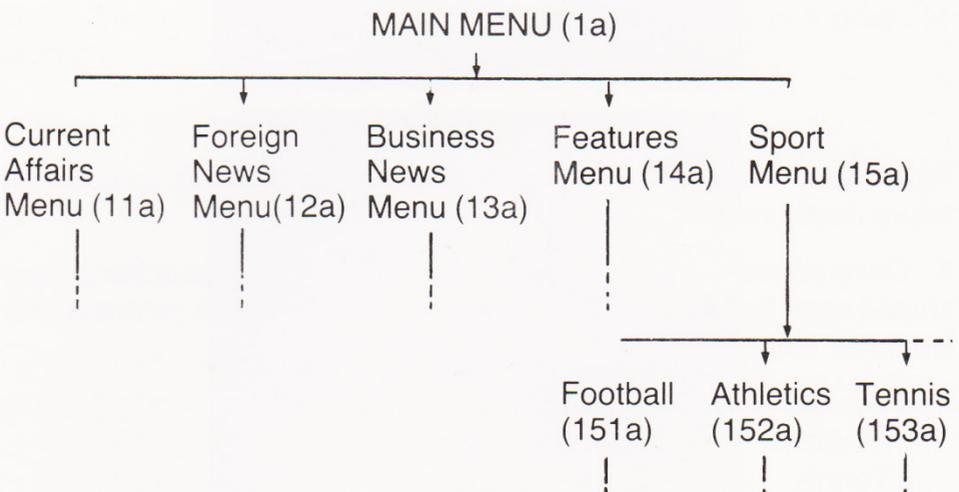
6. At each level, each page should be routed before moving on to the next level.

### Using Continuation Frames

Remember, the menu pages can contain information **as well as** the menu.

However, it is important that if any of these pages uses more than one frame, then the menu should be on the “a” frame. As was explained in Chapter 4, all routing always takes you to an “a” frame. To allow people to choose options from menus quickly, it makes sense to have the menus on those “a” frames, and extra information on the b, c, d etc frames. It is also a good idea not to use too many continuation frames, since it is easier to use a database when the menus are never too far away.

The newspaper database probably would look something like this



## Changing the Routeing

1. It is important that people using the database can move easily back to previous menus.

Consequently, it is a good idea to change the routeing of each page so that pressing 0 will always take you back to the previous menu.

2. At present, if someone looking at a football report wanted to then look at some current affairs news, they would have to

1. go back to the football menu (151)
- then 2. go back to the sport menu (15)
- then 3. go back to the newspaper menu (1)
- then 4. choose the current affairs option (press 1)
- and so on.

It could be an idea to allow movement from the football report to other topics in the database without going all the way back to the original menu. It is important to think about what options should be allowed from **every** page, and to change the routeing to make this possible.

Remember that whenever you change the routeing of a page, you need to put advice on the page which tells people what options are available.

## Summary

The “newspaper” example has demonstrated how a database can be planned from the top down, and how allowances can be made for future extension or alteration of the database. Whenever planning such a database, the following points are worth bearing in mind.

1. Try to put the information you wish to provide into **very broad** categories. These should form your top menu.
2. Leave space in the top menu for new “broad” categories.
3. Do your best, however, to allow for categories that might be used in the future, even if no information exists for them yet. This will save time in setting up routeing in the future.
4. Use strict routeing to route your “top” menu to the next level.

5. Think about how your broad categories can be broken down into sub-categories, and create the next level of menus.
6. Always try to put yourself in the position of the person using your database. Ask yourself these questions

(a) how easy is it to find the information you want from your database?

(b) in what category or categories does this information belong? eg, would you find information about British Leyland appearing under current affairs, or business? Perhaps it should be possible to get to that information by both routes!

Try to amend your strict routing so that information can be found by **any** appropriate route.

7. Always make sure that it is easy to get back to previous menus from any page. It is a good idea to change your routing so that pressing 0 always returns you to a previous menu.

8. Give clear instructions on every frame about how to move on or back from that frame.

9. Remember that all routing always goes to an “a” frame, but that you can route **from** any frame.

These suggestions should help you to plan your database. However, there can be no substitute for practice. Start with quite a small database first, and you will find that you will quickly learn how to plan larger databases.

## Two Last Points

1. When using the SEARCH program described in Chapter 2, the first page that is looked for by this program is 0a. This is known as the ROOT PAGE.

Consequently make sure that 0a is always the title of the first page of any database you create.

2. When planning a database, it is always worth keeping track of its routing on paper, by drawing the kind of tree diagrams that have appeared in various places in this book.

Remember that you are limited to a maximum of 95 frames per database if you are using a 40 track disk (195 if you have an 80 track disk).

# CHAPTER 6 THE CAROUSEL DISPLAY

There are times when you want to have a set of frames which are automatically displayed in a particular sequence, and switch from one frame to another after a few seconds.

For example, a shopping centre might have a series of advertisements that could be displayed for a few seconds each before moving on to the next advertisement.

Another example might be a display showing train departure times.

The Viewdata system allows you to make a “carousel” using frames you have created.

## **How To Make A Carousel Display**

The carousel works by having every page routed to the next by the number 9.

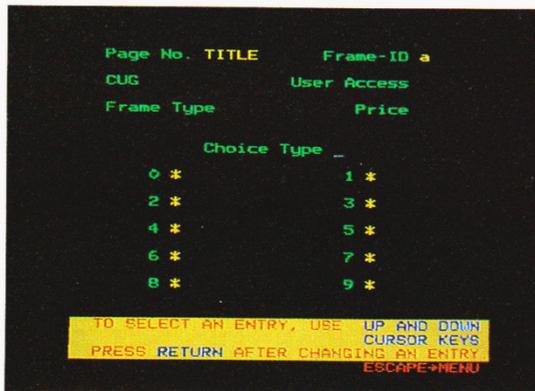
In other words, after a given time on one frame, the computer will automatically press 9, and the next frame will be loaded, and then this process will be repeated..

Thus, to create a carousel, you must

- (1) use the Editor to make your first frame,
  - (2) route the page so that pressing 9 will take you to the next frame,
  - (3) set the time that the frame will be displayed for,
  - (4) save your first frame with its routing,
  - (5) create the next frame,
- and so on.

This will now be explained in more detail.

1. From the main menu, choose the **HEY PRESTO EDITOR** option.
2. From the Editor Menu, choose the **SET UP A NEW PAGE** option, give your page a TITLE, and set the FRAMEid to a.
3. Now create the first frame of your carousel.
4. When you have completed it, press **ESCAPE** to return to the Editor Menu.
5. Now choose the **SET UP PAGE'S ROUTEING** option.
6. You should now have this frame displayed.



As usual the cursor is flashing next to the words **Choice Type\_**

Press the  button several times until the cursor is flashing next to the number 9.

(If you press  too many times, and go past the 9, press  until the cursor returns to where you want it.)

7. Now type in the TITLE of the next frame in your carousel (but not the FRAMEid, since all routeing is always to an "a" frame). Then press **RETURN**.

8. The cursor will move to near the top of the screen, next to the letters CUG. Don't worry about what these letters stand for. Just remember that this is where you type the length of time that you want this frame displayed for. This is set in hundredths of a second. In other words, if you want the screen displayed for 8 seconds, you should type 800, and press **RETURN**.
9. You have now completed the routeing, so press **ESCAPE** to return to the Editor Menu, and now save your frame and its routeing, using the **SAVE THE CURRENT PAGE** option.
10. Now you need to repeat the whole process again for your second frame.
11. Continue to repeat this process until you have completed all the frames that you wish to have in your carousel.

To complete the carousel, you should route the **last** frame to your **first** frame, and then save this final frame and its routeing.

At this point, it is worth testing your carousel, to make sure that you have done everything correctly. The following section explains how to view your carousel.

### **Over-riding the timing**

You can override the timing of the carousel at any time by pressing the SPACE bar. This causes the next frame to be loaded immediately.

### **Stopping the carousel**

You can stop the carousel at any point. Simply press **ESCAPE**. If you are a single drive user, you will be instructed on the screen to replace your database disk with the system disk, and press **RETURN**. Double drive users just press **RETURN**, and you will have the main menu back on the screen.

## Amending the carousel

It is very simple to add extra frames, or remove frames from your carousel.

First of all, make sure that you have the Editor Menu on the screen, and then follow one of the next two sections.

### Adding an extra frame

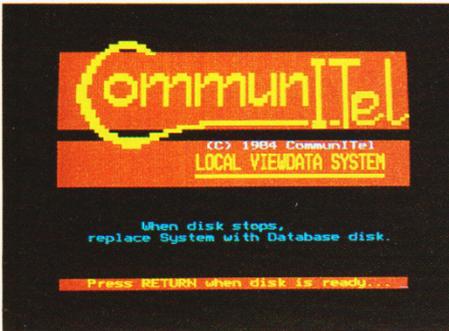
1. Decide where you wish to insert your extra frame.
2. Load the frame that will come immediately before it in the carousel, using the **LOAD AN EXISTING FRAME** option.
3. Press **ESCAPE** to return to the Editor Menu.
4. Choose the **SET UP PAGE'S ROUTEING** option.
5. Change the routeing of this frame so that you have the TITLE of your NEW frame next to 9.
6. Press **ESCAPE** to return to the Editor Menu.
7. Save this frame using the **SAVE THE CURRENT PAGE** option. (Remember, you will need to press the **COPY** key, since you already have the old version of this page saved on your disk.)
8. Now either LOAD or create your new frame.
9. Press **ESCAPE** to return to the Editor Menu.
10. Choose the **SET UP PAGE'S ROUTEING** option.
11. Now route this frame so that the TITLE of the next frame is next to 9, and set its timing.
12. Finally, press **ESCAPE** to return to the Editor Menu, and save this frame.

You will have added your frame to the carousel.

### Running a Carousel

Make sure that you have the main menu on your screen, and choose the **CAROUSEL AUTOMATIC DISPLAY** option.

You will see this screen displayed



Single Drive Users

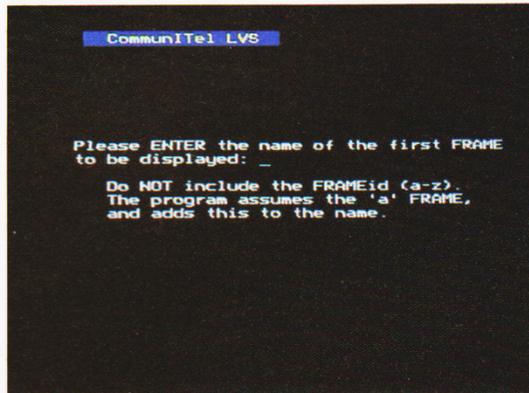


Double Drive Users

Double drive users should make sure that their database disk is already in drive 1.

Single drive users should replace the system disk with their database disk at this point, and press **RETURN**.

The next screen displayed is this



Do as it says ..... enter the TITLE of the first frame (not the FRAMEid — they should **all** be "a" frames) and press **RETURN**.

The carousel will now load the first frame, and should now display all your frames automatically, in your order of routing.

## Removing a frame from the carousel

1. Load the frame which comes immediately **before** the frame you want to remove.
2. Press **ESCAPE** to return to the Editor Menu.
3. Now choose the **SET UP PAGE'S ROUTEING** option.
4. Change the routeing of this page so that you have the **TITLE** of the page that comes immediately **after** the frame you wish to remove.
5. Press **ESCAPE** to return to the Editor Menu, and save this frame. (Again, you will need to use the **COPY** key to overwrite the old version).

You will have removed the frame from your carousel. However, this frame will still be on your disk, though not in the carousel. If you wish to destroy it, you could use the **DELETE A PAGE FROM FILE** option.

# CHAPTER 7    ADVANCED FEATURES

This chapter will look at some of the advanced features offered by this software, which can be used when you have mastered the earlier chapters. It includes the following:

- (i)    how to use the BBC \* commands within these programmes,
- (ii)   how to define the red function keys to do things of your choice, like produce words and graphics at a single key stroke,
- (iii)  how to make the function keys speed up the process of loading, saving and routing,
- (iv)   how to save time in entering colour codes,
- (v)    how to make your graphics animated,
- (vi)   how to change sides on your disk (if you are using a double sided disk),
- (vii)  how to copy from one disk to another.

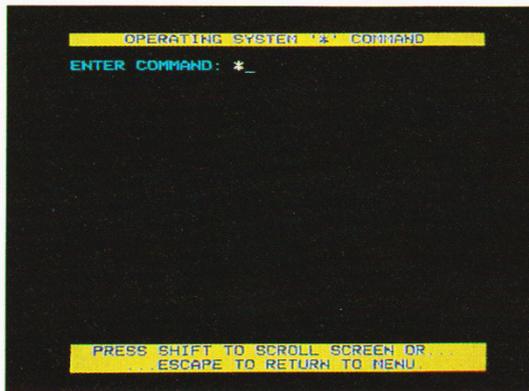
## **The System \* Command**

This is a very powerful command, which allows you to use the operating system commands of your BBC computer, and includes allowing you to define the red function keys to do various different tasks of your choice.

It requires careful use, and much thought about when and where its use can be helpful.

To use this command make sure that you have got the Editor Menu on your screen. Use the red bar to choose the option called **SYSTEM \* COMMAND** and press **RETURN**.

You will be presented with this screen.



You can now use all the \* commands which are described in your disk drive manual, and your BBC User Guide. For example, if you are using the Acorn Disk Filing System, then if you type CAT after the star and press **RETURN**, you will be given a list of all the files on your disk.

You should consult your manuals to find out what \* commands are available and what they do, and then decide if they will be useful to you.

When you have finished using the \* commands, simply press **ESCAPE**, and you will be returned to the Editor Menu.

### Using the System \* Command to define the function keys

You can use the system \* command to define the function keys, as follows:

1. As before, choose the **SYSTEM \* COMMAND** from the Editor Menu.
2. You will be presented with the same screen as before, with the cursor flashing next the the \*.
3. To define the function key **f0**, you should now type KEY0 (do NOT press **RETURN** yet).

4. If you wanted the key **f0**, to print the word **COMPUTERS**, when it is pressed, you should now continue by putting in quote marks “ (press **SHIFT** and **"** together), type the word **COMPUTERS**, and finish off with quote marks.

You should now have this on your screen:

**\*KEY0“COMPUTERS”**

Now press **RETURN**. The key **f0** is now defined.

Press **ESCAPE** to get back to the Editor Menu.

To find out how you can use this key, choose the **SET UP A NEW PAGE** option, give your page a **TITLE** and **FRAMEid**, and press **RETURN**.

You may remember that in Chapter Three, pressing **f0** gave you this “help” window at the bottom of the screen.

```
f0  f1  f2  f3  f4  f5  f6  f7  f8  f9
OFF INS DEL INS DEL ERA HME SET SCH OWN
/ON CHR CHR LIN LIN LIN CSR TAB /VW DEF
```

The key **f9** allows you to use the function keys to perform your **own** functions.

You have defined **f0** to print the word **COMPUTERS**.

So, to make this happen press **f9** and then **f0**, and the word **COMPUTERS** will be typed on the screen. In short, what you have done is this:

**f9** — I want my own definition for **f0** to be performed.



This can be very useful if you have a word which you want to use several times when editing. Instead of having to retype it every time it comes up, you can simply use **f9** followed by the function key which has been defined to print that word.

All the function keys can be defined to print different words in this way, by using the system \* command.

You can also include all the editing codes within this command.

Here are a few examples.

**Example 1:** To define key **f1** to print “I like computers” in green

Choose the **SYSTEM \* COMMAND** option, and type

```
*KEY1 “SHIFT f1 I like computers” RETURN
      TOGETHER
```

What you actually see is this.

```
*KEY 1 “ I like computers”
```

**Example 2:** To define key **f2** to print “My name is Jack” in blue, with Jack flashing, and make the cursor then go to the beginning of a new line.

Type:

(Blue Code)                      (Flash Code)      (Steady Code)

```
*KEY2 “SHIFT f4 My name is SHIFT f8 Jack SHIFT f9 SHIFT  M”
RETURN
```

You are probably wondering what the **||M** is for. It is simply equivalent to instructing the computer to press the **RETURN** key. Had you actually pressed the **RETURN** key, you would have finished the \* command. Using **||M** gets around the problem.

What you see on the screen is:

**\*KEY 2 “ My name is Jack II M”**

NB Mysterious characters may appear when you use colour codes. They do not mean anything. It is simply that when you are not using the Editor, these symbols are what you would get appearing on the screen. It is only in the Viewdata Editor that these keys are invisible colour codes.

**Example 3:** To define key **f 4** to print this address on the screen in Cyan.

NDTC,  
Freston Rd.,  
W10 6TH

We need to do the following.

1. Put in a cyan code.
2. Type NDTC.
3. Move the cursor down once and back 6 places.
4. Put in a cyan code.
5. Type Freston Road.
6. Move the cursor down once and back 13 places.
7. Put in a cyan code.
8. Type W10 6TH.

To do this, we would type the following:

**\*KEY 4 “** **SHIFT** **f 6** **NDTC**       **SHIFT** **f6**

**Freston Rd.,**                

**SHIFT** **f 6** **W10 6TH”** **RETURN**

You would see on the screen

```
*KEY 4“ .NDTC,           .Fres
ton Rd.,                 .W10 6TH”
```

Have you noticed that we have got a dot where we put the cyan colour code, and that part of the definition is flashing? Don't worry about this.

Try these 3 examples. Remember, to use the keys that you have defined, just press **f9**, followed by the key with your own definition.

### The System \* Command — Macro Commands

So far we have defined some of the function keys so that pressing them will cause typing to appear on the screen.

We can also define these keys to enable you to move around the Viewdata system swiftly.

**Example 4** To define key **f5** to **ESCAPE** from the page we have been editing, and choose the **SET UP A PAGE'S ROUTEING** option.

What we would normally do is as follows:

1. Press **ESCAPE** to get back to the Editor Menu.
2. Move the red bar down 3 places to the **SET UP PAGE'S ROUTEING** option by pressing **↓** 3 times.
3. Press **RETURN**.

One problem is that pressing **ESCAPE** when you are defining a key causes the definition to be abandoned. Luckily, typing **||C** has the same effect!

So, what we should type is as follows:

```
*KEY5 “ SHIFT      SHIFT  M” RETURN
```

ESCAPE	Move bar	RETURN
to Editor	down 3	
Menu	places	

What you will see on the screen is this.

**\*KEY5 " ||←                    || M"**

This can be of great use when creating frames and routing them immediately after completion.

You could extend this "macro" command so that it also "strict routed" the page (by typing S), pressed **ESCAPE** to get back to the **Editor Menu**, moved the red bar to the **SAVE CURRENT PAGE** option, pressed **RETURN** to save, moved the red bar up to the **SET UP A NEW PAGE** option, and pressed **RETURN**.

If you defined **f 6** to do this sequence of instructions, then when you have completed your page, pressing **f 9** and then **f 6** will route your page, save it, and be waiting for you to enter the TITLE of your next page!

**DANGER** The assumption was made that before this key was pressed, the red bar was on the **SET UP A NEW PAGE** option. If it had not been there, then **f 6** would have a very strange effect, since part of **f 6** tells the menu to move the cursor down three places.

For example, if the red bar had been on the **LOAD AN EXISTING PAGE** option, moving down 3 places would have put the bar on the **CHANGE CURRENT FILER** option instead of the **SET UP PAGE'S ROUTEING** option!

It is very important that great care is exercised when using such macro commands.

NB Remember that            **||C** means ESCAPE.  
  **||M** means RETURN.

### Colour Wrap

So far you have been told that every new line requires its own set of colour codes. However, the process of putting these codes at the beginning of each line can be speeded up considerably, as in the following example.

## Example

To change the background of the whole screen to yellow, and then type in blue.

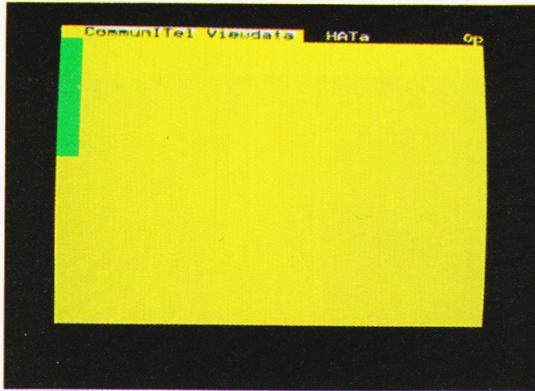
1. Make sure that the cursor is at the beginning of your page (pressing **f6** (Home Cursor) will ensure this).
2. Put in a yellow code and a new background code. ( **CTRL f3** followed by **SHIFT CTRL f9** ).
3. Put in a blue text code ( **SHIFT f4** ).
4. Move to the end of this line (pressing **TAB** is the quickest way of doing this).
5. Press  once to take you past the end of this line.
6. The yellow code, new background code, and blue text code will automatically be inserted, and the cursor will appear in the 4th position on the second line.
7. Pressing **TAB** and  will repeat the process for the next line, so if you keep repeating these two key strokes, you will end up with a screen that is completely yellow, and when you type, the letters will be in blue.

In other words, moving past the end of any line causes the colour codes of the previous line to be copied onto the new line. The cursor will end up **either** underneath the first character of the previous line, **or** if there are no characters on the previous line, immediately after the last code.

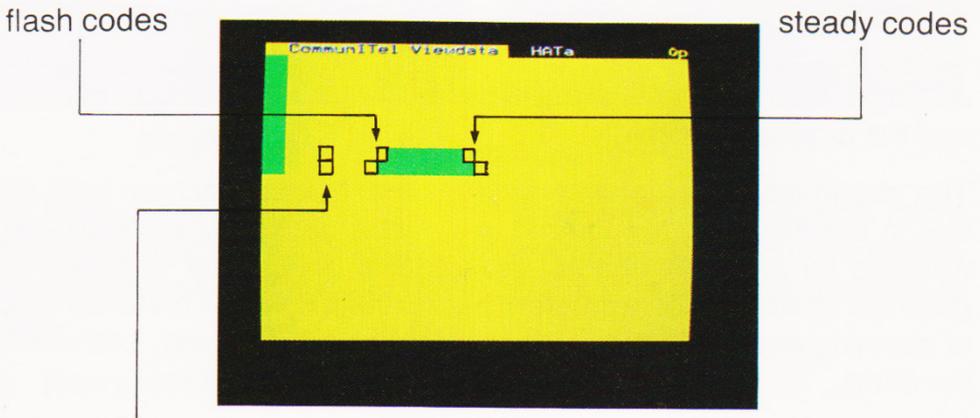
## Animated Graphics

So far, all the pictures that you have created have been static. However, clever use of the flash and steady codes can give your pictures the appearance of motion. An example of this is provided below. (See page HATa on the database disk provided).

Next, the green background has been completely covered with yellow characters as far as possible so that it looks like this.



Next, 2 flash codes and 2 steady codes have been put in



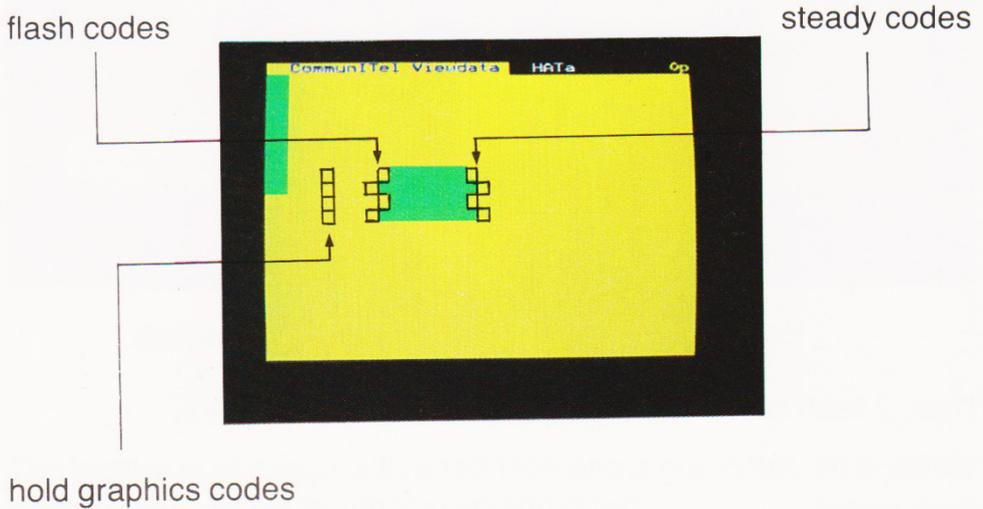
hold graphic codes

This gives the appearance of a green hat flashing on and off.

To make sure that your flash codes are covered with graphics, you should put in the hold graphics code near the beginning of each line.

A green hat was then drawn on the **yellow** background, just below the hat above.

This second hat was also made to flash. This is the picture with codes so far.



All that needs to be done is to put the man's face underneath the hat, and the picture is complete.

The trick in making animated graphics is to have the screen split, so that in the example, the top hat is in fact a background colour surrounded by graphics characters, and the bottom hat is drawn in graphics characters on a different background colour. This takes a lot of planning and thought, but the results are very pleasing, and worth the effort.

## CHANGING THE SIDE OF YOUR DATABASE DISK

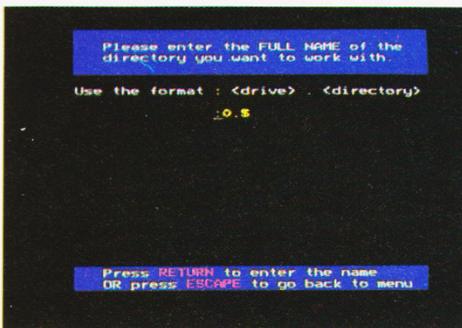
This section only concerns those who are using a double sided disk drive.

At present, once you have set up the system disk to suit your system, the computer assumes that your database will be on **either** side 0 of your disk (if you have a single drive) or side 1 (if you have a double drive).

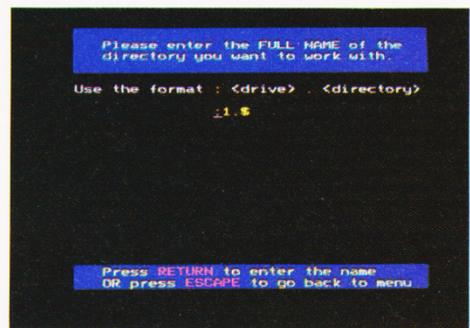
It is possible to have your database on any side of your disk.

In order to use a different side, all you need to do is as follows:

1. Load the **main menu**.
2. Choose the program you wish to use.
3. Instead of pressing **RETURN**, hold down the **SHIFT** key and press **RETURN**.
4. You will be presented with one of the following screens.



*single drive*



*double drive*

To change to the side that you wish to have your database on, move the cursor under the 0 (single drive users) or 1 (double drive users), and overwrite it with number of the side of your disk that you want to use.

5. Now press **RETURN**, and continue as before.

NB Remember that any side that you wish to use as a database must be prepared as described in Chapter 1.

## Changing the side of your database disk from the Editor Menu

It is also possible to change the side of your disk from the Editor Menu. All you have to do is as follows:—

1. Choose the **CHANGE THE CURRENT \* DIR** option, and press **RETURN**.
2. The cursor will move to the bottom of the screen where this is displayed ...

```
Current * DIR Title  
  < :1.$ >
```

(the number over the cursor represents the side of the disk that holds your database. It will be 0 for single drive users, and 1 for double drive users).

Overtyping this number with the number of the side of disk you want to change to and press **RETURN**.

From now on, all frames will be stored on this new side of your disk.

## COPYING FRAMES FROM ONE DISK TO ANOTHER

Before beginning this section, make sure that you have read the warning on page 1 about changing disks when in the Editor.

There will be times when you will want to copy frames on to another disk. To do so, follow these instructions carefully.

### Single Drive Users

1. Set up the Viewdata system, using the database disk you want to copy **from**, and get the Editor Menu on your screen.
2. Load a frame you wish to copy.
3. Press **ESCAPE** to return to the Editor Menu.
4. Now choose the **CHANGE THE CURRENT \* DIR** option, but DO NOT PRESS **RETURN**. Instead, hold down the **SHIFT** key, and press **RETURN**, and then release the **SHIFT** key.
5. A message will flash on the screen, saying SWAP DISKS.

Replace your database disk with the one you wish to copy **to**. (It should have been prepared as described in Chapter 1).

6. Now press **RETURN**.
7. Move the red bar up to choose the **SAVE THE CURRENT PAGE** option and press **RETURN**. You will hear the disk saving the page.
8. Now choose the **CHANGE THE CURRENT \* DIR** option, and again, hold down **SHIFT**, press **RETURN**, and release the **SHIFT** key.
9. You will again see the SWAP DISKS message. Change your disks back, and press **RETURN**.
10. You can now load your next frame for copying and repeat the whole process (steps 2 to 9).

## Double Drive Users

1. Put the system disk in drive 0 and your database disk that you want to copy **from** into drive 1.
2. Load the Viewdata system as described in Chapter 3, and choose the **HEY PRESTO VIEWDATA EDITOR** option.
3. When you have the Editor Menu on your screen, you can replace the system disk with the database disk that you want to copy **to**. First, however, check that the current \*DIR TITLE at the bottom of the screen says `< :1 . $ >`
4. Now load a frame you want to copy.
5. Press **ESCAPE** to get back to the Editor Menu.
6. Now choose the **CHANGE THE CURRENT \* DIR** option, and press **RETURN**.
7. The cursor will flash under the 1 near the bottom of the screen,

```
Current * DIR Title
< :1 . $ >
```

8. Over type this number with the number 0, and press **RETURN**. (You could type 2 if you want to copy to the reverse side of the disk.)
9. Now save the page you are copying.
10. When you have heard the disk drive save your page, you should choose the **CHANGE THE CURRENT \* DIR** option again, and press **RETURN**.
11. Again, the cursor will flash near the bottom of the screen, under the number 0

Current \* DIR Title  
< :1 . \$ >

Overtyping this number with the number 1, and press **RETURN**.

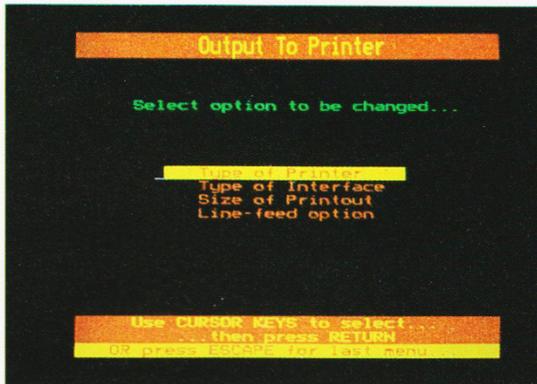
12. You can now load your next frame for copying, and repeat the process (steps 2 to 11).

# CHAPTER 8 PRINTING VIEWDATA FRAMES

The Viewdata system allows you to print frames and routing pages on a number of different printers. Before you can do so, however, you must reconfigure the system disk to suit your particular printer. This is explained in following section.

## Reconfiguring the system disk to suit your printer

1. Make sure that you have the main menu on your screen, choose the option called **CHANGE SYSTEM'S SETTINGS**, and press **RETURN**.
2. You will get another menu on your screen. This time choose the option called **OUTPUT TO PRINTER** and press **RETURN**.
3. The next menu you will see looks like this



4. First of all, choose the option called **TYPE OF PRINTER** and press **RETURN**.

5. You will be presented with a list of printers. If yours is amongst them, choose it and press **RETURN**. If yours is not there, then choose the **ASCII only** option, and press **RETURN**. [If you have to choose this option, then you will find that all graphics characters will be printed out as "stars" (\*).]

[If you are using an Integrex Colour jet printer the next menu allows you to choose between **Normal** and **Reverse** colours. If you choose Normal colours, then your printer will print exact copies of your screen, ie with white letters on a black background. If you choose Reverse colours, black and white will be reversed.]

Make your choice and press **RETURN**.

6. You will now be back with the menu described in step 4. This time, choose the option called **Type of interface**, and press **RETURN**.
7. Printers can be connected to your BBC computer either through a socket at the back (labelled RS423) or through a connector underneath the computer, labelled PRINTER.

If yours is connected through the RS423 socket at the back, you must choose the option called **Serial Interface**. If the printer is connected to the underneath of your computer, choose the option called **Parallel Interface**. (Ignore the other choices. They are explained in the reference manual.) Press **RETURN**.

8. You should again be back with the menu described in step 4. (If you chose the serial interface option you will be asked to make a further choice concerning Baud rates and protocols. You will have to consult your printer manual to make the correct choices.)

This time choose the option **Size of printout** and press **RETURN**.

9. There are two choices for the size of your printout, normal and double. For the present choose normal, and after you have printed a frame or two, you could reconfigure the disk to print double sized frames and decide which you prefer. (Some printers will only allow one size.)

10. On pressing **RETURN** you will be back with the previous menu. You should now choose the **Line Feeds** option, and press **RETURN**.

11. This option is included because different printers require particular instructions about whether to start a new line when printing.

If you choose the option **Line Feeds Sent** your printer will **either** produce a perfect frame **or** produce a frame which is elongated.

If you choose the option **NO Line Feeds Sent** your printer will **either** produce a perfect frame **or** produce a frame which has been squashed into one line!

The only way of finding out which is right for your printer, is to choose one of the options, try to print a frame, and if your printout is not satisfactory, reconfigure your disk again, but choosing the other option. You could alternatively read your printer manual, and find out if it requires line feeds!

For the present, choose the option **NO Line Feeds**. Press **RETURN**, and you will be back with the previous menu.

12. You will now have completed the necessary adjustments, so simply press **ESCAPE** which will take you to the "Reconfigure the system" menu, press **ESCAPE** again, and you will get a message on the screen advising you to remove the "write protect" sticker. (See Chapter 1.) Do exactly as it says and press **RETURN**. You will hear your disk drive briefly make the changes to your disk, and another message will appear advising you to replace the sticker. Press **RETURN**, and you will be returned to the **main menu**.

(If you have had to make no changes at all, you will simply be returned to the **main menu**.)

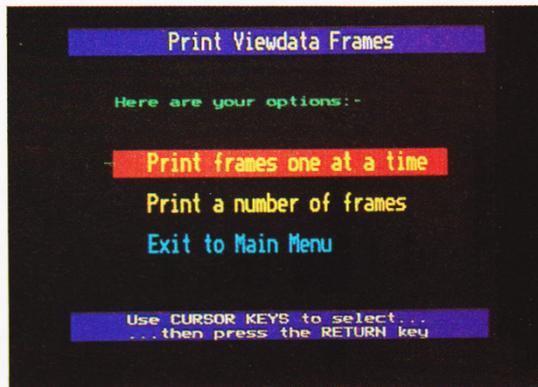
## Using the Printer

Now that you have set up your disk to suit your printer, you are ready to print some frames. First make sure that

- (i) you have some frames to print!
  - (ii) your printer is connected and switched on.
1. From the main menu, choose the option called **PRINT VIEWDATA FRAMES** and press **RETURN**. You will be reminded to make sure that your printer is switched on and ready.
  2. If you have a single disk drive, you will get this message on the screen.

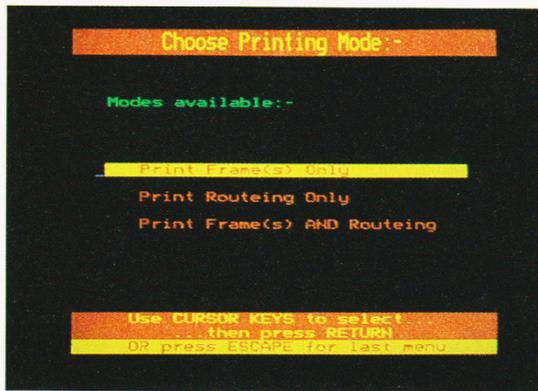
### Replace System Disk with Database Disk

3. Do as it says, and after a couple of seconds you will see the following menu.



(Double drive users will get this menu after step 1.)

4. Whether you choose the first or second option, on pressing **RETURN** you will be presented with this menu.



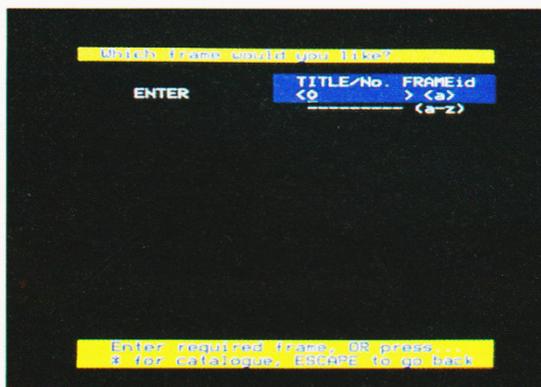
Decide which option you require, select it with the cursor bar and press **RETURN**.

If you have chosen the **PRINT FRAMES ONE AT A TIME** option continue with the next section.

If you have chosen the **PRINT A NUMBER OF FRAMES** option continue with page

### Printing frames one at a time, without routeing

5. You will now have this frame on your screen.



If you want to look at the catalogue of frames on your database, just type \* ( **SHIFT** and **\*** together) and follow the instructions on the screen. Otherwise, enter the TITLE and FRAME id of the frame you wish to print, pressing **RETURN** after each.

6. The frame to be printed will appear on the screen. All you need to do is to press **RETURN**, and your frame will be printed. If for any reason you decide **not** to print it, just press **ESCAPE**, and you will be allowed to enter another frame TITLE etc.

If for any reason you wish to stop printing halfway through a frame, **ESCAPE** will stop the printer (after a couple of seconds).

7. When the printing is complete, you will be returned to step 5, and you could enter the name of the next frame to print. Otherwise, pressing **ESCAPE** will take you bck to the last menu, and pressing **ESCAPE** will continue to take you backwards through the menus.

### Printing frames one at a time — routing only

Repeat steps 5 to 7 of the last section. The only difference is that at step 7, the **routing** page will appear on your screen.

### Printing frames one at a time — frames and routing

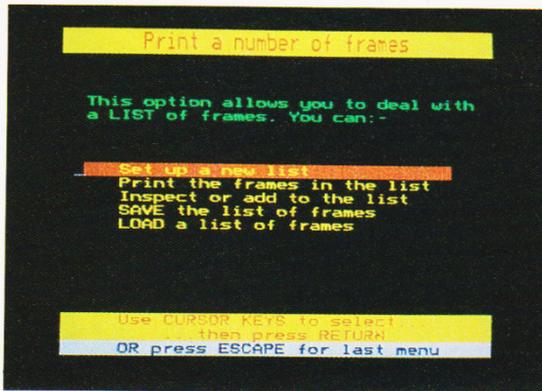
Again, repeat steps 5 to 7.

The only difference is that at step 6, you will first see your frame on the screen. Pressing **R** will display the routing page for that frame, whereas pressing **RETURN** will print first the frame, and then the routing. Pressing **ESCAPE** will abort the printing, and return you to the screen which asks you to enter the TITLE and FRAMEid.

### Printing a number of frames

The process is identical for all three of the options **print frame only**, **print routing only** and **print frames and routing**

Having chosen one of these three options, press **RETURN**, and you will presented with this menu.



From this menu, choose the first option, **Set up a new list** and press **RETURN**.

You will be presented with a screen that will allow you to make a list of all the frames to be printed. Simply type in the TITLE and FRAMEid, and the frame will be entered into the list. You can then repeat the process until you have a list of all the frames you wish to print. Up to 20 frames can be entered this way.

When you have finished your list, press **ESCAPE**, and you will be returned to the previous menu.

It is a good idea to save your list of frames, so that if a disaster occurs during printing (eg if your printer breaks down), you will have your list saved, and will not have to retype the whole list.

To save your list, choose the **Save the List of Frames** option, and press **RETURN**.

You will now need to choose a TITLE and FRAMEid for your list. You will see that a name is already in the brackets, <FRAMELIST>. You can use this as the title of your list, or overwrite it with a title of your own choice. Once you have entered your title and FRAMEid, and pressed **RETURN** after each, you will hear your disk drive save the list and you will be returned to the previous menu.

You can now print all your frames and/or routeing. Simply choose the option **Print the frame in the list** and press **RETURN**. Your printer will begin to print the frames.

The frame being printed will **NOT** be displayed on the screen. Instead, you will see the LIST on your screen, with the title of the frame being printed flashing.

When all the frames have been printed, a message stating this fact will appear on the screen. Just press **RETURN** to get back to the last menu.

If you have now finished printing, just press **ESCAPE** to go back to the “frames for routeing” menu, then press **ESCAPE** again, which will return you to the main printer menu. You could now “EXIT TO MAIN MENU” by choosing the correct option, and if you choose to do so, you will be given the usual instructions about replacing disks.

If you have saved your list of frames, you can always print this list at a later time, since it would be saved on your disk.

All you would need to do is as follows:

1. From the main menu choose the **Print Viewdata Frame** option.
2. From the printer menu choose the **Print a Number of Frames.** option.
3. Now decide whether you want to print just frames, routeing, or both, and select the correct option.
4. From the next menu choose the **Load a List of frames** option. You will be asked to enter the TITLE and FRAMEid of your **LIST**. Do so, and the list will be loaded from your disk, and you will then be able to either input your list or print it, as described before.

## PART 2

# COMMUNICATIONS FACILITIES

This section only concerns those who have bought the Viewdata package which includes the CommuniTel modem.

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# INTRODUCTION — CONNECTING UP THE MODEM

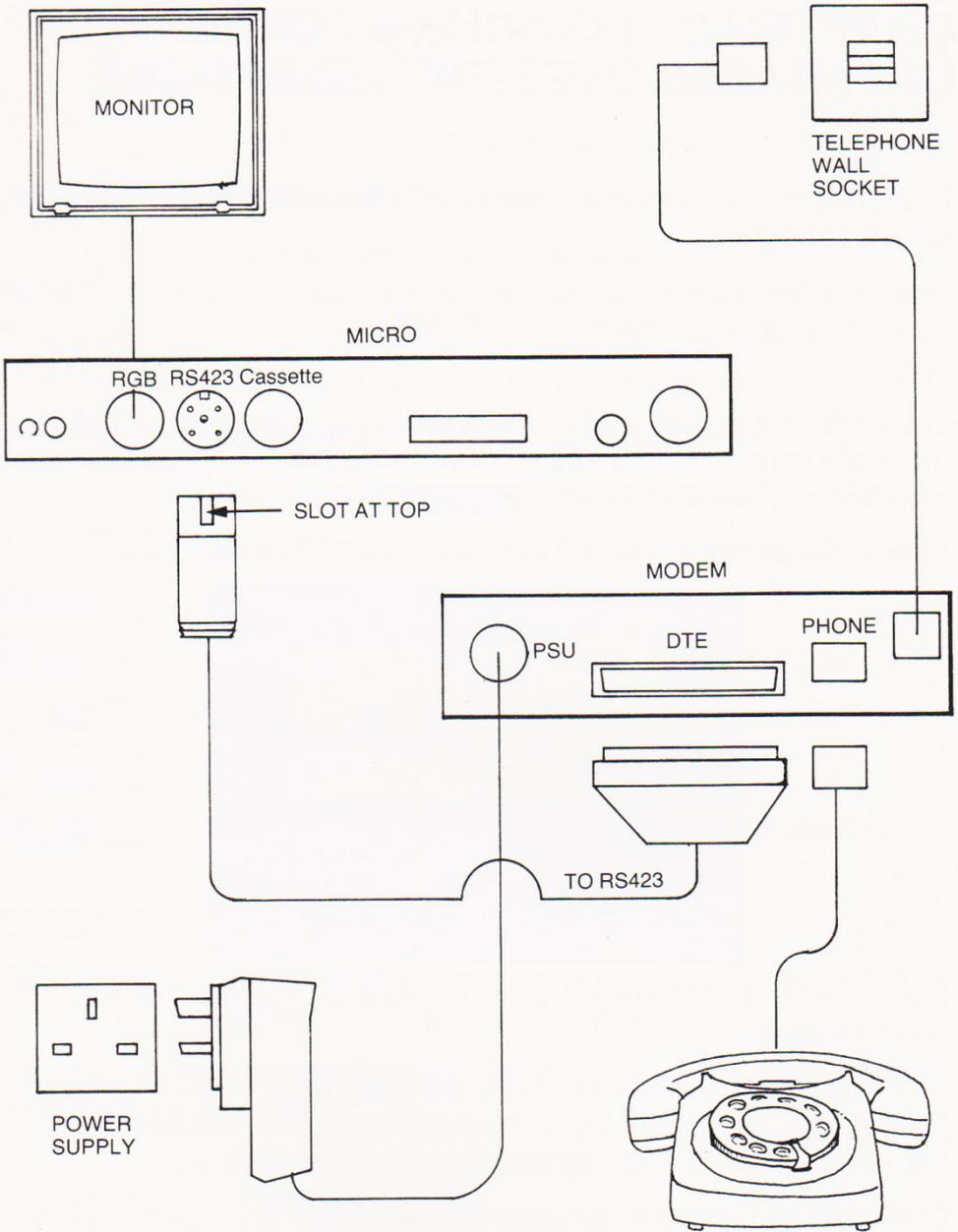
Perhaps the most exciting part of the Communitel Viewdata System is its communications facilities. These allow you to:

- (i) Telephone other Viewdata Systems (like PRESTEL), look at their databases, send messages and frames to them, save frames from these databases onto your own disks, and download software, text or data files, which are available on their databases.
  
- (ii) Set up your BBC micro as a host, so that other people can ring you up, and look at your data base, or send you frames and messages.
  
- (iii) Create your own telesoftware, so that people who ring you up can download telesoftware that you have made available.

Before you begin, it is important that you connect your modem to your micro and your telephone line.

To do this, you *must* have a “new style” telephone socket, which has a square hole to push your white modem lead into. If you haven’t got one, get one installed!

The following diagram explains how to connect up your modem.



NB It is not necessary to have your telephone connected

# CHAPTER 9 LOOKING AT OTHER DATABASES OVER THE TELEPHONE

First of all, make sure that your modem is connected and switched on, as in the diagram.

Next, get the main menu on your screen, as described in Chapter One, and choose the **VIEWDATA/TELESOFTWARE TERMINAL** option.

You will be presented with a screen which reminds you to check your modem's connections. If all the connections are satisfactory, and the modem is switched on, press **RETURN**.

After a few seconds, you will be presented with this screen



Single drive users should now replace the system disk with a database disk.

At the bottom of this screen, there are four "help" lines. The two red lines simply refer to the function keys that you have used when editing. However, with this program, they do different things.

Of the two middle lines, the lower one refers to just pressing the function keys, and the upper one refers to pressing **SHIFT** with the function keys. Below is a brief description of what they do, but they will be more fully explained later in this chapter.

- f 0** — Displays the **help** window
- f 1** — Allows you to use Acorn \* commands
- f 2** — Used to program the function **keys**
- f 3** — Used to **call** other databases
- f 4** — Used to **leave** other databases
- f 5** — Used to **download** telesoftware
- f 6** — Allows you to **load** a frame from your disk
- f 7** — Allows you to **edit** a frame
- f 8** — Used to **save** a frame from a database
- f 9** — Used to **print** a frame

**SHIFT f 0** — Used to **exit** back to the main menu

**SHIFT f 1** — Configuration commands (see reference manual)

**SHIFT f 2** — Puts in a **pause** in a sequence of commands

**SHIFT f 3** — Used to **send** a frame to a database

**SHIFT f 4** — Used to **hold** the last frame viewed on a database before leaving

**SHIFT f 5** — Used to **save** incomplete telesoftware

**SHIFT f 6** — Used to send frames very quickly to other viewdata systems using an identical modem

Every time you press any key, the help window will disappear. To get it back, simply press **f 0**.

## Telephoning a database

To make a call to a database, you must do the following:

1. Press **f 3**. You will be asked to press **RETURN** to confirm. Press **RETURN** unless you have changed your mind.

2. You will be asked to Enter and Return. At this point type in the telephone number you wish to contact, with no spaces (e.g. 8883426). If you are calling a system which is using the same modem as you, you should type BBC followed by a space, followed by the telephone number, and press **RETURN**.
3. After 3 or 4 seconds, you will see the word "DIALLING" on your screen, and the telephone numbers will appear on the screen as they are dialled.

After the number has been dialled, the word "WAITING" will appear on the screen, and shortly afterwards, you will see a "logging-on" frame.

(If you experience any problems repeat the process from step one.)

From now on, you can follow the instructions on the screen and begin to search the database, in the same way as explained in Chapter 2. Here is a reminder about special keys you can use to search the database.

	can be used instead of *
 or <b>RETURN</b>	can be used instead of #
	can be used instead of *#
	can be used instead of *0# (This will take you to the root page)
<b>COPY</b>	can be used instead of *00# (This will cause the same frame to be re-sent if it had been corrupted during the first send)
<b>DELETE</b>	can be used instead of ** (This will cancel any mistake)

### Leaving the database — **f4**

When you have finished looking at the database, and wish to log off, simply press **f4**. You will be asked to confirm this by following message:

**Leave**

**Return to Confirm**

Unless you have changed your mind, you should press **RETURN**.

The last frame you looked at will be replaced by a special “logging-off” frame (called 90a).

### Holding the last frame on the screen when leaving — **SHIFT f4**

If, for any reason, you want the final frame that you looked at left on the screen, instead of being replaced by the logging off frame, when you should press **SHIFT f4**. You will be asked to confirm this as described previously, by pressing **RETURN**. The only difference is that you will not see the logging-off frame.

### Going back to the main menu — **SHIFT f0**

You may have noticed that the word on the bottom line of your screen has changed from “on-line” to “off-line”.

To return to the main menu, at this point simply press **SHIFT f0**, then **RETURN**, and you will be back with the main menu. You can only do this **after** you have logged off.

### Saving a frame — **f8**

If, when looking at a database, you find a frame that you would like to save on your own disk, you should simply press **f8** while the frame is on your screen. You will see the word **SAVE** appear on the bottom left of your screen. Press **RETURN** (if you haven't changed your mind).

You will next see this message on the screen

**Title a**

**Enter or Return**

**Save**

The title on the left will be the frame's title in the database. However, you can overtype this with a title of your own choice. Do **not** enter the frame id, since this will be entered automatically, and will always be an 'a'.

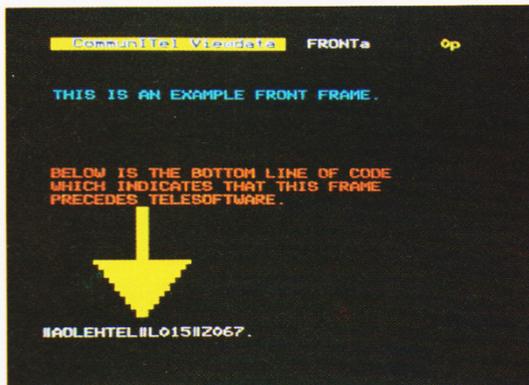
When you have entered the title press **RETURN**, and the frame id will be added. Press **RETURN** again, and you will hear the frame being saved on your disk. As soon as this has been done, you can carry on searching the database. Note that the frame's routing will **not** be saved.

If you want the title to remain as it is in the database, then pressing **RETURN** will save the frame immediately).

### Downloading Telesoftware — **f5**

Some databases will have programs, or data and text files which you can download, and save on your disk to use later (these are called Telesoftware). Search through a database to see if there are any such items of Telesoftware that you want to save. Most databases will give you advice about how to download telesoftware, but here are a few tips about how you do it:

1. Make sure you have a disk in your drive which is **either a non-database disk or** a database disk which has enough space left over for the telesoftware to be saved in.
2. Make sure that you have got a frame on your screen which has a bottom line which seems to have weird characters, as in this example. This is known as the front frame:—



3. If you have such a frame on your screen and you are sure that you want to download this piece of telesoftware, press **f5**, and then **RETURN** to confirm this.

You will see a screen-full of characters appear, which look like nonsense. This is the telesoftware in code which enables it to be transferred via the telephone system.

Its accuracy will be checked, since if there is any noise or crackles on the telephone line, the code could be corrupted.

If it has been corrupted, the frame will be re-sent 3 times (this can be changed — see the reference manual).

Otherwise, the next frame will be sent and checked, and so on, until the whole of the telesoftware has been sent (this could be up to 25 frames of telesoftware characters or more — you should be told how many frames each piece of telesoftware will occupy when you read the front frame). When the download has been completed, you will see this message near the bottom of your screen:

### Save

### Return to Confirm

Press **RETURN**, and you will be offered the chance to rename the telesoftware you have downloaded. If you just press **RETURN**, it will be saved under its original filename. Otherwise, just overtype this filename with one of your own choice, and then press **RETURN**, and the file will be saved on your disc.

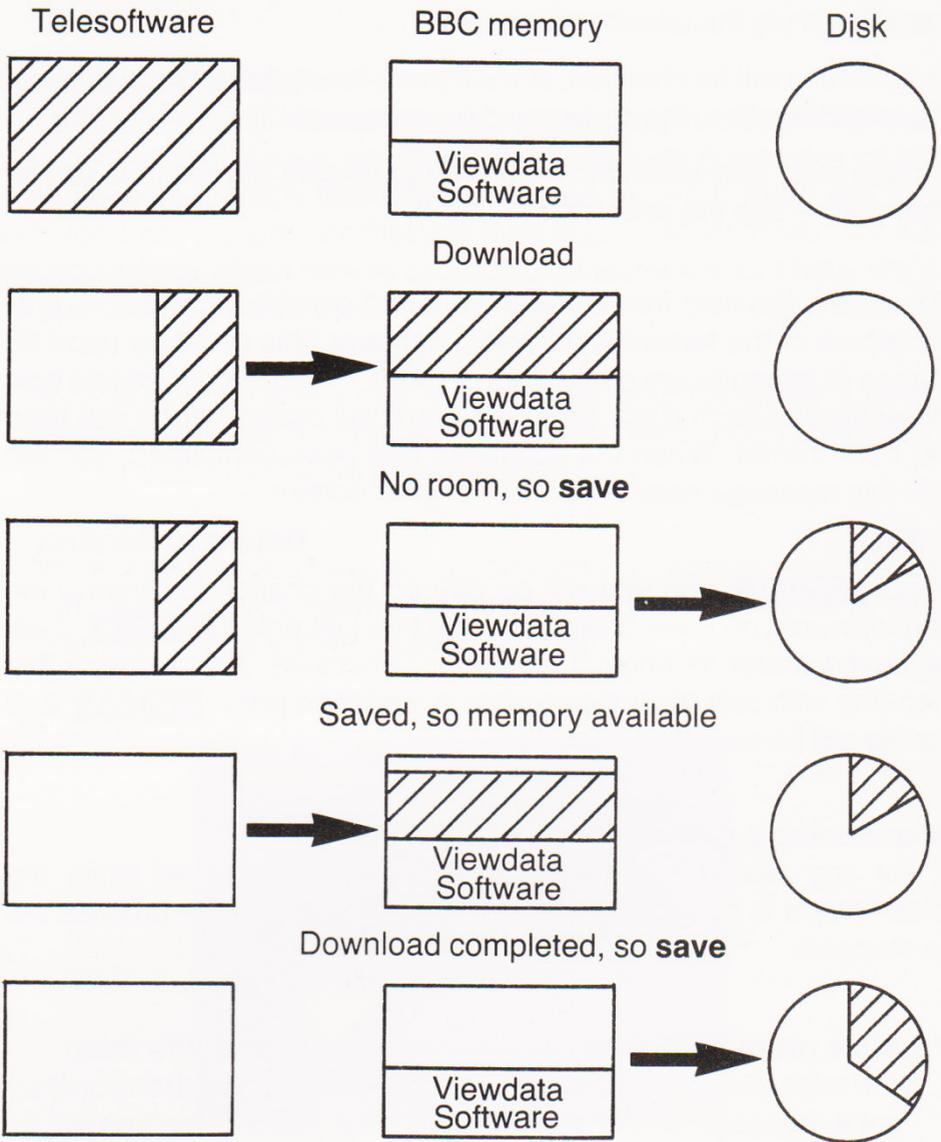
### Abandoning a download

If, for any reason, you wish to abandon a download while the telesoftware is being sent, just press **ESCAPE**, and the process will be stopped.

### Possible problems when saving, and how to deal with them

1. If the telesoftware you are downloading is very large, then you may get a message on the screen saying “No room”. Don’t panic! All you need to do is to save the part of the telesoftware that has been downloaded so far (as explained above), and the rest of the telesoftware will continue to be downloaded, which you will have to save again, but **under the same filename**.

This diagram might help to explain what has happened.



For a very large item of telesoftware, you may have to do this several times.

Sometimes, when you try to save, something may go wrong. For example, if the disk you are saving to is rather full, then there might not be enough space left to save the telesoftware.

If there is any problem with saving what you should do is as follows:

1. Press **ESCAPE** to abandon the save.
2. Sort out the problem (e.g. put in a new disk with enough space).
3. Press **SHIFT f 5**, which will restart the saving process from the beginning.

### **Saving on different sides of your disk**

Frames and telesoftware will always be saved on side 0 (single drive users) or side 1 (double side users). If you want to save on any other side (if you have one!), you should prefix the filename with the number of the side of disk you want to save to, as in this example:

If the filename is to be FNAME, and you wish to save on side 2, then you should enter the filename as :2.FNAME.

### **Printing a frame — f 9**

To print a frame while on line, your printer **must** be connected to the printer port **underneath** the computer, and **not** to the RS423 socket at the back (since the RS423 is connected to the modem).

When you have the frame you wish to print on your screen, just press **f 9** and the frame will be printed (make sure the printer is switched on).

The printout will be quite basic, with graphics characters appearing as asterisks. If you want a good printout, it would be better to save the frame, and print it out later when offline, as described in Chapter 8.

## Using the Operating System \* commands — f 1

If you wish to use the O.S. \* commands while on line to a database, to delete files on your disk, or to look at the catalogue of files on your disk, for example, all you need to do is to press **f 1**, and enter the command you wish to use. Consult your manuals to find out the O.S. commands that you may find useful. When you have finished, you can continue to search the database.

This chapter has concerned itself with receiving information from a database, and has described the keys which are useful in this process.

The next chapter will describe how you can send information to databases, using a variety of techniques.

# CHAPTER 10 SENDING FRAMES TO A DATABASE

Remember that if you want the help window displayed at any point, press **f0**. It will disappear as soon as you press any other key, but will always appear on pressing **f0**.

There are two ways of sending frames to another database. You can create them on-line, using an on-line editor provided in this program, or you can create them off-line, as described in Chapter 3, save them, and then go on-line and send them.

If you are on-line to a Viewdata System which uses a modem other than the CommuITel modem, then to send a pre-prepared frame will take about 2 minutes. Consequently it would probably be best to create your frame on-line if it is fairly simple.

On the other hand, if you are on-line to another CommuITel Viewdata system, then frames can be sent 16 times faster, i.e. in about 7½ seconds. In this case, it may be easier to prepare a frame off-line, save it, and then send it.

## On-line Editing

Go on line to the database as described in Chapter 9, following the instructions on the screen concerning exchanging disks carefully.

As soon as you have logged on to the database, you should type \*910#, which will take you to a blank frame, ready to receive the frame you wish to create. First you will have to enter the title and frame id for this frame, pressing **RETURN** after each. You can now begin to create the frame.

## Simple On-line Editing

You will find that you can now type a message on the screen, and that all the letter and number keys, as well as the cursor keys and the **DELETE** key behave exactly as they would off-line, except that the speed of the keyboard is somewhat slower. This is because the characters you type are also being sent to the database, as well as your screen.

When you have completed your message, you should hold down the **SHIFT** key, and while holding it down, press **RETURN**, followed by the letter J. Then release the **SHIFT** key, to signify that the frame is complete. You will see your screen clear, and the host database will send your frame back to you in the form that it received it. You will see this appear on your screen. At the bottom of the screen you will see this message

PRESS

0 -RE-EDIT      1 - SEND      1 - CANCEL

If the frame is as you want it to be, press 1, and the frame will be sent in this form.

If some mistakes have appeared due to noise on the telephone line, press 0, and you will be able to correct the mistakes.

If there are a great number of mistakes or extra characters due to excessive noise, then it might be wise to press 2 to cancel, and then perhaps log off (as explained in Chapter 9), and start again, to try and get a better telephone connection.

Whatever option you choose, when the process is complete, you will be offered another frame to edit. If you decide not to create another frame, **SHIFT RETURN** followed by **SHIFT J** will take you back to the last page you were on and you can continue searching the database.

## Better On-line Editing

If you want to create a frame on-line which is more sophisticated than simple typing, then an on-line editor has been provided which is very similar to the one that you have used in Chapter 3.

Make sure you are logged on and have typed \*910# to get a blank frame. As before, enter the title and frame id, and you can begin creating your frame.

At this point, press **f7** followed by **RETURN**. This will give you most of the editing facilities that you have learnt in Chapter 3. However, there are some major differences.

## The help window

On pressing **f7**, a help window will have appeared at the bottom of the screen. It looks like this

```

On-Line Editor      EXAMPLEa

I/S DbH NmH SpG CtG HIG RIG Cnc Bbq NBq
Hlp RdG CnG YIG B1G MgG CyG WtG StG PtG
I/E RdT CnT YIT BIT MgT CyT WtT Fls Sdy
Hlp InC DIC InL DIL ErL Hme StT DKy
f0 f1 f2 f3 f4 f5 f6 f7 f8 f9
INTERLOCK/END or ESCAPE/J to END
Edit # + ESCAPE to finish
  
```

This help window will disappear as soon as you press any key, but will be displayed again on pressing **f0**.

There are 4 rows in the help window. Working from the top down these correspond to

SHIFT CTRL functions	f0	f1	f2	f3	f4	f5	f6	f7	f8	f9
CTRL functions	f0	f1	f2	f3	f4	f5	f6	f7	f8	f9
SHIFT functions	f0	f1	f2	f3	f4	f5	f6	f7	f8	f9
functions	f0	f1	f2	f3	f4	f5	f6	f7	f8	f9

These are exactly the same as the function keys used in the Editor chapter.

Using the **f1**, **f2**, **f3**, and **f4** keys has the same effect on your screen, as in the Hey Presto Editor. You can use them to insert and delete characters and lines, and to shuffle text along a line, and lines up and down a frame.

However, although this happens on your screen, it does **not** happen on the screen receiving the frame. Fortunately, this problem can be resolved by re-sending any line which has been altered. All you need to do is to move the cursor to the beginning of any altered line, and then hold down the **COPY** key until the cursor has reached the end of the line. This way, the line will be re-sent in its new form.

The only other difference is that **f8** will not put you into the search mode. Otherwise, the on-line editor is identical to the Hey Presto Editor.

### Using Graphics

The only difference in using graphics when creating a frame is the way the pixel block  is displayed.

Instead of being at the top of the screen, it is at the bottom. When you are not using graphics, this block is red, but when you are using graphics, i.e. after you have pressed **CTRL f8**, it will be green. Each pixel is still switched on and off by the keys Q, W, A, S, Z, X as before.

To switch off the graphics so that you can type in text, do **not** press **ESCAPE**. Instead, press **CTRL f8** again, and you will be back in the text mode.

## Stopping Editing

When you have finished creating your frame, you can stop and send the frame as described in the last section. Just hold down **SHIFT**, press **RETURN** and then J, and release the **SHIFT** key. This is to press **SHIFT f 0**. (In computer jargon it is known as “Interlock End”, hence the message I/E in the help window). The frame will be sent back to you from the host database as it has received it, and you will be offered the choice

**PRESS    0 — RE-EDIT    1 — SEND    2 — CANCEL**

Choose the option you require.

When the process is complete, you will be offered another frame to edit. If you decide not to continue, **SHIFT RETURN** followed by **SHIFT J** will return you to the last page you were on and you can continue searching the host database.

## Sending pre-prepared frames (fast or slow)

If you are going to send frames to another CommuniTel Viewdata system, then it is possible to send them very quickly. In this case it is probably better to create your frames off-line, using the Hey Presto Editor, and then go on-line and send them.

Once you have created the frames you want to send, log-on as described previously, making sure that your database disk is on side 0 (single drive users) or side 1 (double side users).

As before, once you are into the database, type \*910# to get a message frame. Enter the title and frame id as requested (these need not be the same as the title and frame id of your frame on your disk). Now do the following:

- 1) Press **f 6** to load your frame, and press **RETURN** to confirm this.
- 2) Now type in the title of the frame you wish to load, and its frame id, and press **RETURN** twice, to confirm this.
- 3) Now press **SHIFT f 3** (slow send) or **SHIFT f 6** (fast send), and press **RETURN** to confirm.

You will see the cursor move down the screen as the frame is sent, and then your screen will go blank, and your frame will be sent back to you to check that it has arrived in good shape.

- 4) If the frame is satisfactory, press 1, and the frame will be sent. If it needs a little amendment press 0 to re-edit. If it is terribly scrambled, press 2 to cancel the send, and repeat the whole process.
- 5) When the process is complete, you will be offered the chance to enter the title and frame id of the next frame you wish to send. If you have any more frames to send, repeat the process. If you have finished, press **SHIFT RETURN** followed by **SHIFT J**, and you will be returned to the last frame you were looking at, and you can continue searching the database.

### **How to deal with noise on the line**

Occasionally you may see the cursor move of its own accord when on-line editing, or you may see random characters appearing on the screen. This is caused by noise on your telephone line, and it means that what you see on your screen is not the same as what is appearing on the Host screen. This could lead to your page layout becoming distorted. To deal with this you should press **SHIFT RETURN** followed by **SHIFT J** as soon as you see that noise is affecting your screen. This will cause the Host to send your frame back to you in the form it has received it. You can now press 0 to re-edit and carry on. (If you have persistent problems with noise, you should log off and then log on again to try and get a better line.)

### **Using the off-line editor while using the Viewdata terminal program**

To save you the trouble of loading the Hey Presto Editor to create frames while using the Viewdata terminal, a very similar editor has been provided to do off-line editing while using the Viewdata terminal.

All you need to do is to:

- 1) Go off line by pressing **f 4** followed by **RETURN**

2) Press **f7** followed by **RETURN**

You can now create a frame using this editor. This editor is a cross between the Hey Presto Editor and the on-line editor. All the function keys are the same as in the Hey Presto Editor, but the help window is the same as in the on-line editor.

When you have created your frame, press **ESCAPE** to leave the Editor, and you will be prompted to save the frame. Simply press **RETURN** to confirm that you wish to do so, enter the title you want to save it under, and press **RETURN** twice. You could now go on-line, and send this frame as previously described.

You can use this off-line editor to amend frames which have been downloaded.

### Defining the function keys

The function keys can be programmed while using the telesoftware to do much the same things as described in Chapter 7. You can program them to print text on the screen while in the editor, and you can program them to execute various commands.

The process of programming them, however, is quite different, as follows:

- 1) Load the Viewdata terminal program.
- 2) Press **f7** to choose the editor, and press **RETURN** to confirm this.
- 3) You may have to clear the screen, but this can be easily done by using **f7** (delete a line).
- 4) Now insert a conceal code, **SHIFT CTRL f7**, followed by the number of the function key you wish to program.
- 5) Now type in the text that you wish to be printed by pressing the function key.
- 6) When you have finished, insert **any** colour code to complete the definition.

- 7) Now leave the editor by pressing **ESCAPE**.
- 8) At this point, save the frame, as described before.
- 9) To program the function keys, all you now need to do is to press **f 2**
- 10) To use the function keys while in the editor, just press **f 9** followed by the function key of your choice, and the text will appear on the screen.

You can prepare several frames with every function key defined on each frame differently, store them on your database disk, and then load the frame which has the definitions that you require at any time. Press **f 2** and your keys will be programmed. These keys can now be used on-line or off-line.

### Using colour and special effect codes when programming function keys

You cannot insert colour codes when programming function keys by the normal method. Instead you have to use special codes. The codes are as follows:

function	normal code	special code
RED TEXT	<b>SHIFT f 1</b>	FA
GREEN TEXT	<b>SHIFT f 2</b>	FB
YELLOW TEXT	<b>SHIFT f 3</b>	FC
BLUE TEXT	<b>SHIFT f 4</b>	FD
MAGENTA TEXT	<b>SHIFT f 5</b>	FE
CYAN TEXT	<b>SHIFT f 6</b>	FF
WHITE TEXT	<b>SHIFT f 7</b>	FG
FLASH	<b>SHIFT f 8</b>	FH
STEADY	<b>SHIFT f 9</b>	FI
RED GRAPHICS	<b>CTRL f 1</b>	FQ
GREEN GRAPHICS	<b>CTRL f 2</b>	FR

YELLOW GRAPHICS	<b>CTRL f 3</b>	FS
BLUE GRAPHICS	<b>CTRL f 4</b>	FT
MAGENTA GRAPHICS.	<b>CTRL f 5</b>	FU
CYAN GRAPHICS	<b>CTRL f 6</b>	FV
WHITE GRAPHICS	<b>CTRL f 7</b>	FW
GRAPHICS ON/OFF	<b>CTRL f 8</b>	FX
PUT GRAPHICS	<b>CTRL f 9</b>	FY
DOUBLE HEIGHT	<b>SHIFT CTRL f 1</b>	Fa
SINGLE HEIGHT	<b>SHIFT CTRL f 2</b>	Fb
SEPARATED GRAPHICS	<b>SHIFT CTRL f 3</b>	Fc
CONTIGUOUS GRAPHICS	<b>SHIFT CTRL f 4</b>	Fd
HOLD GRAPHICS	<b>SHIFT CTRL f 5</b>	Fe
RELEASE GRAPHICS	<b>SHIFT CTRL f 6</b>	Ff
CONCEAL	<b>SHIFT CTRL f 7</b>	Fg
BLACK BACKGROUND	<b>SHIFT CTRL f 8</b>	Fh
NEW BACKGROUND	<b>SHIFT CTRL f 9</b>	Fi

### Example

To program key **f 1** to produce the sentence “I like Viewdata editing” in red, with “Viewdata” flashing:

1. Load the Viewdata Terminal, if you have not already done so.
2. Press **f 7** to get the editor, and press **RETURN** to confirm.
3. Clear the screen by using **f 4** repeatedly.
4. Insert the conceal code ( **SHIFT CTRL f 7** ).
5. Type 1 to choose key **f 1** for programming.
6. Now press **SHIFT**  , then F, then A, to choose red text.
7. Type “I like”
8. Press **SHIFT**  , then F, then H, to choose the flash code.

9. Type "Viewdata".
10. Press **SHIFT** , then F, then I, to choose the steady code.
11. Type "editing".
12. Finish by inserting **any colour code (e.g. SHIFT f 1)**.
13. Press **ESCAPE** to leave the Editor.
14. Save the frame by pressing **f 8** (not strictly necessary, but good practice). You will be asked to enter the title and frame id.
15. Now press **f 2** which will program the key you have defined.
16. Test the key by moving the cursor to a blank line, and press **f 9** followed by **f 1**.

**f 1** will remain programmed as long as you are using the Viewdata terminal. You can use it with off-line editor and the on-line editor, so you could now go on-line, and use this key when creating a frame.

You can program several keys at the same time using one frame, but use a new line for each key, and remember to begin each line with a conceal code.

If you save the frame which has the key definitions on it, and then load it later to program the keys, then the frame will appear blank, due to the conceal code. Therefore it is useful to put some normal text on the frame which reminds you which keys have been programmed, and what they have been programmed to do.

### **Programming the function keys to execute "macro" commands**

You may remember the powerful macro commands from Chapter 7. You can program the function keys to execute such commands in a similar way, but obviously, your choice of macro command will be rather different. Again special codes have to be used to perform the various Viewdata Terminal functions, outlined below.

<b>function</b>	<b>Normal code</b>	<b>Special code</b>
Operating System * commands	<b>f 1</b>	!F1
Program function keys	<b>f 2</b>	!F2
Call	<b>f 3</b>	!F3
Leave	<b>f 4</b>	!F4
Download	<b>f 5</b>	!F5
Load a frame	<b>f 6</b>	!F6
Editor	<b>f 7</b>	!F7
Save a frame	<b>f 8</b>	!F8
Print a frame	<b>f 9</b>	!F9
Configuration commands	<b>SHIFT f 1</b>	!FA
Pause	<b>SHIFT f 2</b>	!FB
Send a frame (slow)	<b>SHIFT f 3</b>	!FC
Hold a frame	<b>SHIFT f 4</b>	!FD
Save a frame	<b>SHIFT f 5</b>	!FE
Send a frame (fast)	<b>SHIFT f 6</b>	!FF

## Example: to define key **f2** to make a call and log on to a host database

(We will use the fictitious telephone number BBC 987-6543)

Normally we would press **f3**, press **RETURN**, then wait. This is what you do:

1. Load the Viewdata Terminal program, choose the editor, and clear the screen, as described in the last example.
2. Insert the conceal code (**SHIFT CTRL f7**).
3. Type 2 to choose the key for programming.
4. Type **!F3** to press the call key.
5. Type **!M** to press **RETURN**.
6. Type BBC 9876543.
7. Type **!M** to press **RETURN**.
8. Finish the command with any colour code, e.g. **SHIFT f1**.
9. Now leave the editor by pressing **ESCAPE**.
10. Now save the frame.
11. Now press **f2** which will program the function key.
12. To use the programmed key to execute a macro command, press **CTRL f0**, and you will see your micro go on line automatically.

**The pause key — SHIFT f 2**

Some macro commands require pauses to be inserted. For example, if you wanted to write a command which telephoned a database, put you on-line and enter your name and phone number on the HALLOa frame, you would need to put in a pause after the telephone number to allow time for dialling. This is done by inserting **SHIFT f 2** in the appropriate place. This command can be inserted as many times as you want.

# CHAPTER 11 SETTING UP THE HOST

So far, Part Two of this book has concerned itself with getting information from, and sending information to other Viewdata Systems.

This chapter will explain how you can make your own database available to other people over the telephone.

Remember, while your host is set up, you cannot use your micro without bringing down the host. Consequently, if you decide to set up the host on your micro so that other people can look at your database, it is important that they know what times it is available at.

## Setting up an Intrad

As well as providing your database for other people to look at, you also need to have an Intrad file on your disk where messages and frames sent by users can be stored. This Intrad file should be

- (a) on the same side of your disk as the database file, if you have a **single sided single disk drive**,
- (b) on the opposite side of your database disk if you have a **double sided single disk drive**,
- (c) on a separate disk which will replace the system disk, if you have a **single sided double disk drive**,
- (d) on the opposite side of your database disk if you have a **double sided, double disk drive**.

The process for setting up an Intrad File is very similar to setting up a database file, as described in Chapter 1.

## Single sided, single disk drive

Since your disk surface will be shared between your database and the Intray file, it is necessary to prepare a disk with both of these files on it. Consequently this reduces the maximum number of frames in your database from the previously stated maximum of 95 (40 track disks) or 195 (80 track disks).

Also, part of the disk surface is used to store information about the caller (name, phone number etc).

The **total** frames allowed (database and intray) is therefore 70 for 40 track disks and 170 for 80 track disks.

This is how to set up your disk:

- 1) From the main menu, choose the **CREATE A NEW VIEWDATA BASE FILE** option, and press **RETURN**.
- 2) Replace the system disk with a blank formatted disk, and press **RETURN**.
- 3) You will be asked to state whether you wish to set up a Standard Viewdata Base, or an Inray Viewdata Base. First of all, choose setting up a Standard Viewdata Base by typing S, and press **RETURN**.
- 4) Next you will be asked to enter the number of frames you wish to have in your database. Type it in and press **RETURN**, remembering to leave enough frames for your Inray.
- 6) Now you should type in the internal title of your database, and press **RETURN**. The database file will now be created (it will take several minutes).
- 7) Now repeat steps 1 to 6, **except** that at step 3, choose setting up an Inray Viewdata Base by typing I, and pressing **RETURN**. At step 4, remember that the total number of frames in the database file **and** the Inray file must not exceed the maximum stated earlier, so choose the number for the Inray carefully.

You will have created a disk which can be used with your host. If you have created a database on another disk which you want to make available on your host, you will have to copy the relevant frames into your new database file. (This is explained in Chapter 7).

**Double sided, single disk drive**

**Single sided, double disk drive**

**Double sided, double disk drive**

People using any of the disk drives above simply need to create an Intray file on a blank, formatted side of a disk. Double sided single or double disk drive users should create this file on the opposite side of their database disk.

Single sided double disk drive users should use a new formatted disk.

All you need to do is follow the process described in Chapter 1 to create a new Viewdata base file, with the following differences:

- (a) At step 3 **double sided** disk users need to specify which side of their disk is to have the file (side 2 if you have a single drive, side 3 if you have a double drive).
- (b) When asked to choose a standard Viewdata Base or an Intray Viewdata Base, type I for Intray, and press **RETURN** to not exceed the maximum number of frames allowed for this file.

Apart from these two differences, the process is identical to that explained in Chapter 1.

**Preparing the database**

It is of the utmost importance that your database contains 4 special frames: HALLOa, Message, and BYEa, and of course, 0a, which is the root page of any database.

HALLOa, Message and BYEa have been provided on the sample database disk, and can be copied into the database that you are making available.

**HALL0a** is the first frame that anyone telephoning your host will see, and it prompts callers to enter their name, telephone number, and Viewdata telephone number. You can edit this frame if you wish, but do **not** change the top left hand quarter where people need to enter their information.

**Message** (title is Messag, frame id is e) is the next frame displayed to a caller. It can be edited completely if you wish, and is intended as a frame where you can display updated messages to callers. Neither of these frames requires any routing.

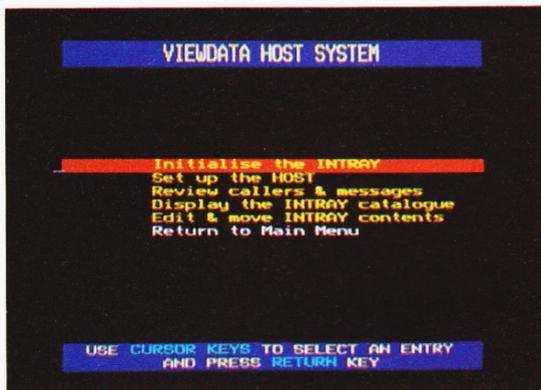
**0a** is the root page of any database, and is automatically searched for after Message has been displayed, and **RETURN** pressed. **0a** **must** be routed to the rest of your database.

**BYEa** is the logging-off frame, displayed when a caller types \*90#. This frame can be completely edited, and requires **no** routing.

## Setting up the host

Before you begin, you will need the system disk, and the disk(s) containing your database and the Intray file.

- 1) From the main menu, choose the **ON-LINE HOST SYSTEM** option, and press **RETURN**.
- 2) You will be presented with this menu

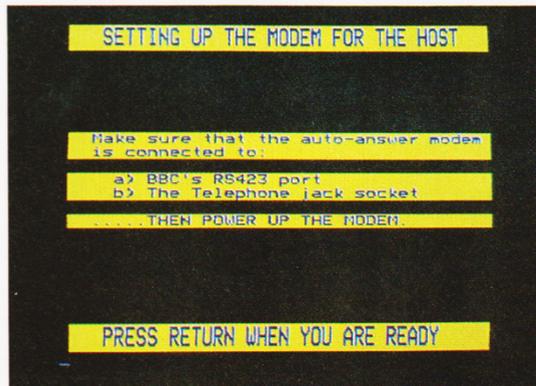


- 3) First of all choose the **Initialise the INTRAY** option and press **RETURN**. You will be prompted to swap disks (if necessary).
- 4) Having made sure that your disks are in the correct place, press **RETURN**.
- 5) You will now hear the disk being initialized (don't worry about what this means — this is explained in the reference manual).

You will see this message on the screen:

### INITIALIZING HOST LOGGING FILES.

- 6) Another message on the screen will tell you when the process is complete. Press **ESCAPE**, and you will be returned to the Host menu.
- 7) Now choose the **Set up the HOST** option, and press **RETURN**.
- 8) You will be asked to check that you have the right disks in the right place. Do so, and press **RETURN**.
- 9) The next screen will indicate if any of the 4 essential frames are missing. If they are, then you must stop at this point, and go back to the Editor and create them.
- 10) If they are all present, then you will be presented with this screen.



Make sure your modem is connected as shown in the diagram in Chapter 9, and switched on. Then press **RETURN**.

- 11) Next you should enter the time, e.g. 1.05 p.m. — 130500. The Host is now set up, and is available to anyone who has your telephone number to look at.

As people phone in, you will see activity on your screen as they send messages, or search your database. You will have a statement on your screen stating the number of callers, and the number of frames sent since the host was last set up.

### Reviewing callers

If you want to look at the information about callers which has been stored on your disk, do the following:

- 1) Press **ESCAPE** to bring down the Host. You will be asked if you want to recall the Host menu. Type Y and you will be back with the Host menu.
- 2) Now choose the **Review callers & messages** option and press **RETURN**.
- 3) Wait a few moments for this information to be loaded. You will next be asked if you want hard copy (i.e. a printout). If you do, make sure your printer is connected and switched on, and type Y. Otherwise type N.
- 4) You will now be presented with the beginning of the list of callers and information concerning their phone number(s), number of frames sent, and times of logging on and off. To look down the list, press **SHIFT**.
- 5) If any of the callers have sent any frames, you will be asked if you want to have the frame displayed. Typing N for no will allow you to keep scrolling through the list of callers. Typing Y will display the frame. At the top of the displayed frame you will see the frame title and the frame id, and the name of the person from whom it was received.

If you want to print the frame, press **COPY**

If you want to destroy the frame, press **DELETE**

If you want to continue looking at the rest of the frames sent by this caller, or if there are no more return to the list of callers, press **RETURN**

When you have reached the end of the list, you can press **RETURN** to look at the list again, or **ESCAPE** to go back to the Host menu.

### Looking at the Intray Catalogue

If you want simply to look at the titles of the frames sent, choose the **Display the INTRAY catalogue** option, and press **RETURN**. To get back to the Host menu press **ESCAPE**

### Editing the Intray contents

If you want to edit any of the frames sent to you, or to transfer them to other disks, choose the **Edit & move INTRAY contents** option and press **RETURN**, and Hey Presto! you will be with the Editor Menu, but with the Intray File as your catalogue instead of your database (if you look at the bottom of the screen, you will see that the current \* dir is I.VWDB instead of the usual VWDB). You can now edit your frames, or route them, or copy them to other disks or other databases, as described in Chapter 7.

On leaving the Editor, (by pressing **ESCAPE** followed by **RETURN**) you will be returned to the main menu, and **not** the Host menu.

You should now be able to set up your Host, and manage its contents.

The next section will describe how to make telesoftware available in your database.

# CHAPTER 12 TELESOFTWARE FORMATTING

In Chapter 9 you discovered how to download telesoftware from a host database. This chapter explains how you can make telesoftware available to people searching your database. Remember telesoftware can be programs, text files, or data files.

If you use a word processing program on your BBC micro to produce a document, and then save it, then this file can be turned into telesoftware, and then downloaded by a caller, and printed out (if the caller has the same word-processing program).

In other words, **any** file can be turned into telesoftware. This is how you do it.

## The 'Front' frame

First of all you need to create a front frame, which describes the telesoftware item available. This should be an 'a' frame, and the telesoftware will occupy the 'b' frame, and several more continuation frames with the same title.

You should leave the bottom line of this frame blank since this will be occupied by some special code (see Chapter 9).

When you have completed the front frame and saved it, exit to the main menu.

Now choose the **LOCAL TELESOFTWARE FORMATTER** option and press **RETURN**. Now continue with the section which refers to your type of disk drive.

## Single sided, single drive users

You will now be asked to replace the System Disk with a disk which has (a) your database file containing the front frame and (b) the file that you want to telesoftware format (known as the “source” file)

The best way of organizing your database disk for your Host, if it is to contain telesoftware, is as follows:

- 1) Create a database file on a blank formatted disk, leaving enough space for the Intray file, as described earlier.
- 2) Now create or copy the frames that you want in your Host database into this database file.
- 3) Remember to create the “front” frame for your telesoftware, and make sure that this frame is routed into your database. Make sure that you have left enough frames unused in your database file for your telesoftware.
- 4) Now copy the file that you want to telesoftware format into the remaining unoccupied space on your disk. Use \* COPY 00 <filename>, and follow the instructions on the screen. Your manuals will contain advice on copying).
- 5) This disk can now be used to replace the system disk for telesoftware formatting, as described earlier.
- 6) Having replaced the system disk with this disk, press **RETURN**.
- 7) Type in the name of the file to be formatted, and press **RETURN**. You will hear your disk drive check whether this file is on your disk.
- 8) Now type in the title of the front frame, and press **RETURN**. Again, a check will be made to see if this frame is in your database file.
- 9) You will now see the telesoftware frames being created on your screen, finishing off with front frame, which will have one line of code put on its bottom line.
- 10) You will see the message “**Filename**” done. Press **RETURN**.

- 11) You will be told how many frames have been used, and will be asked if you want to format another file. If you have finished type N.
- 12) You will now need to replace your system disk, and press **RETURN**, and you will be back with the main menu.
- 13) Your database file is now ready to be made available on the host. It would now be a good idea to copy it onto another disk. All you need to do is to leave Viewdata, then put your disk with the database file on it in your drive, and type \* COPY 00 VWDB and press **RETURN**. You will be instructed to replace the disk with the one you are copying to at some point. Just follow the instructions.
- 14) Now you can take this new disk, and create the Intray file on it, as described earlier in this chapter.

You can use your old disk to create telesoftware in the future, and as a back-up of your database.

### **Double-sided, single drive users**

You will now be asked to replace the System disk with a disk containing (a) your database file on side 0 and (b) the file that you want to telesoftware format on side 2. This is what you should do to prepare this disk:

- 1) Create a database file on side 0 of a blank-formatted disk.
- 2) Now create or copy the frames you want to have in your database.
- 3) Remember to create the “front” frame for your telesoftware, route it into your database to make sure you have enough frames left over for your telesoftware.
- 4) Now copy the file you want to telesoftware format onto side 2 of this disk. (Consult your disk drive manual to find out how to do this.)

- 5) You have now prepared this disk which should replace the system disk when using the Telesoftware formatting program.
- 6) Now continue with steps 6 to 14 of the single sided, single drive section.

### **Single sided, double drive and double sided, double drive users**

You will now be asked to replace the system disk with a disk containing the file you want to telesoftware format. Make sure your database disk is in the other drive.

- 1) Do as instructed, and press **RETURN**.
- 2) Type in the name of the file to be telesoftware formatted and press **RETURN**. You will hear your disk drive check whether this file is on your disk.
- 3) Now type in the title of your front frame, and press **RETURN**. Again, a check will be made by your disk drive.
- 4) You will now see the file being turned into telesoftware, ending up with the front frame, which will have some code inserted on its bottom line.
- 5) You will see the message "**Filename**" done. Press **RETURN**.
- 6) You will be told how many frames have been created, and you will be asked if you want to telesoftware another file. If you don't, press N.
- 7) Your database now has the telesoftware frames on it, and can be used with the host. Remember to back up your database disk.

# APPENDIX A Using the training frames

26 training frames have been provided on the database disk. You can look at these using the Search program, but if you want to use them to practise editing you should:—

- (1) choose the **HEY PRESTO VIEWDATA EDITOR** option ;
- (2) load the TRAINa;
- (3) follow the instructions to complete the frame;
- (4) press **f8** when you have finished to go into the Search mode;
- (5) press **RETURN** to load TRAINb;
- (6) press **f0** to return to the Edit mode;
- (7) now complete the frame;
- (8) repeat from step 4 to load the next frame.

Do **not** save the frames you have completed, so that other people using your micro can also use the training frames.

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# APPENDIX B The Astrology Frames











