

# Sardine

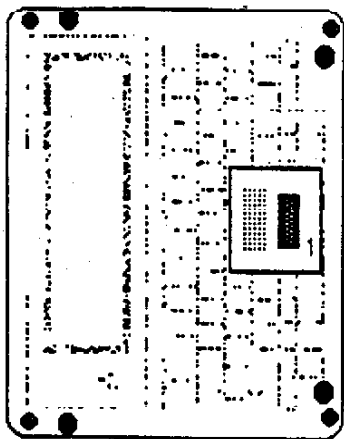
## Club 100: A Model 100 User Group

Supporting Tandy/Radio Shack Model 100, 102, 200, WP-2 and NEC8201 Laptop Computer Owners Since 1983.  
P.O. Box 23438, Pleasant Hill, CA 94523-0438  
510/932-8856 voice, 937-5039 fax, 939-1246 bbs

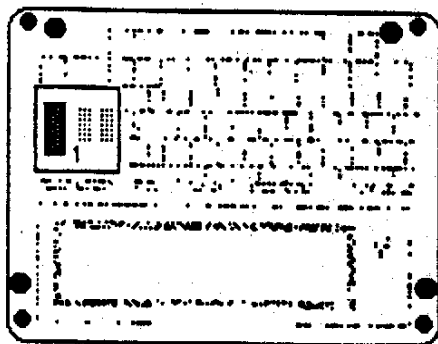
This manual is a duplicate of the original manual supplied with this program by Traveling Software; the originators. Only slight changes were made to fit Club 100's economics and distribution needs.

In March of 1990, Traveling Software granted Club 100 exclusive rights to manufacture and sell their Model 100, 102, 200 and NEC8201 laptop programs. For this right, Club 100 promised to support these programs and pay a royalty for each unit sold. Thus, this program is not in the public domain. All copyrights established by Traveling Software remain in effect. We urge you: Please honor the copyrights. Do not give copies of this program to others. Thank you.

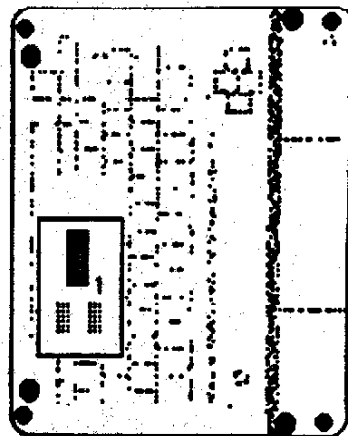
## How to insert the option ROM into its socket.



model 100  
bottom view



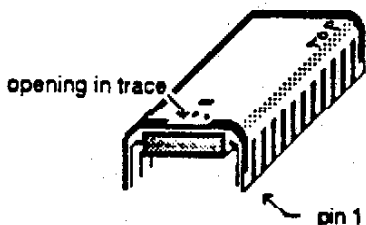
model 102  
bottom view



model 200  
bottom view

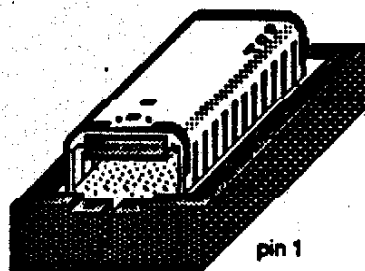
- 1** Turn off the power to your computer. (It is not necessary to shut down memory power.) Turn the computer upside down on a soft surface, oriented as shown, depending on whether you have a model 100, 102 or 200. Use a dime or a screwdriver to snap off the protective plastic cover from the options compartment. Locate the option ROM socket and pin 1 on that socket. Pin 1 will be at the corner illustrated. Also, you will find a numeral "1" printed on the circuit board by the corner.

- 2** Locate pin 1 on the eprom carrier.

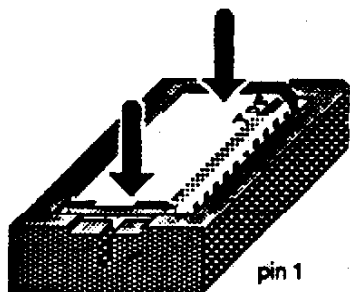


- 3** Line up eprom carrier pin 1 with socket pin 1, and set the carrier gently on top of the opening in the socket.

power off?!



- 4** Press straight down firmly and evenly with two thumbs, until the carrier is seated as deep as it can go inside the socket.



- 5** Replace the cover on the options compartment, and proceed to test your new option ROM.

To remove the carrier, pry up gently at the two ends.

Club 100 ROMs are constructed as a one-piece unit. **DO NOT SEPARATE COMPONENTS.** Lay ribbon (included) into ROM socket, first, for easy removal. Yes, it's a tight fit. Call if you have ANY questions.

## Multiplan on the Model 200

Users of the Multiplan program built into the Model 200 may see this error message when trying to start the program:

### MP work area in use

This message means that there is a conflict in the computer's RAM. Here are two possible causes:

- You have used the Sardine ROM to turn TS-DOS *on*—that is, install it in high memory.
- You may have other machine-language programs in your computer that are conflicting with Multiplan.

To correct the situation, follow these steps:

1. If you are using TS-DOS, check the file-selection screen of T-Word. If you see the message **TS-DOS is ON**, activate TS-DOS and turn it *off*. Exit to the main system menu.
2. In the main system menu move the cursor over **BASIC** and press **< ENTER >**.
3. At the **Ok** prompt type—  
**CLEAR 256, MAXRAM**  
and press **< ENTER >**.
4. Press **< F8 >** to return to the main system menu. Your computer should now be ready to run Multiplan.

## Quitting Sardine: A Caution

Sardine offers two methods of returning to the file you are checking for misspellings:

- In many circumstances you will be returned to your file automatically—as when you have disposed of all the words Sardine has flagged as possible misspellings.
- You can press **< F8 >**—**TEXT**—to leave Sardine whenever you want.

It is important that you do *not* quit Sardine by pressing **< RESET >**. If you do, the memory of your computer may become hopelessly garbled. A **Memory full** message will appear, and you will not be able to use your programs or files. Your only recourse is to cold start your computer—and lose everything from memory.

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The Traveling Professor	LAPDOS
The Ultimate ROM	The Ultimate ROM II
Sardine	LAP-LINK

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## **Section 1**

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# **A Guide to This Book**

## Where to Look in Section 1

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For an overview of the other sections of this book	page 1-3
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For an explanation of conventions used in this book	page 1-8

## WHERE TO START

IF you are like most people, the question on your mind right now is *How do I get the program started?* The answer is, it depends on the version you purchased.

### If You Have the ROM Version . . .



The ROM version includes a chip labeled *Sardine* and a 3 1/2-inch disk labeled *American Dictionary*. Instructions for starting the two programs included with the ROM version—Sardine and T-Word—are in Section 2, *Getting the ROM Version Started*.

In Section 2 you will learn how to—

- install the ROM chip in your computer
- make Sardine and T-Word available for use
- start both Sardine and T-Word

To learn how to use T-Word, consult the T-Word manual.

### If You Have the RAM Version . . .



The RAM version of Sardine includes two 3 1/2-inch disks: one labeled *Sardine*, the other *American Dictionary*. The instructions for starting the RAM version are in Section 3, *Getting the RAM Version Started*.

In Section 3 you will learn how to—

- load Sardine into your computer
- install Sardine so that it does not conflict with other machine-language programs

- activate Sardine, making it ready to use

## If You Intend to Use Sardine with the Ultimate ROM II. . .



If you intend to use Sardine with Traveling Software's Ultimate

ROM II, you must have, in addition to that ROM chip, two 3 1/2-inch disks, one labeled *Sardine*, the other *American Dictionary*.

Sardine operates with any version of the Ultimate ROM II, but it is most efficient with version 2.0 or higher. Regardless of the version you have, turn to Section 4 for instructions. In Section 4 you will learn how to—

- use the Ultimate ROM II to turn Sardine *on* and make it available for use
- use Sardine in three of the Ultimate ROM II's programs: T-Word, IDEA!, and TEXT
- install Sardine so that it does not conflict with other programs on the Ultimate ROM II

In Section 4 anyone with an earlier version of the Ultimate ROM II will find instructions for using that version with Sardine—or exchanging that version for a more recent one.

## WHERE TO LOOK ONCE SARDINE IS RUNNING

Once you have followed the getting-started instructions in Section 2, 3, or 4, you are ready to learn to use Sardine. If you have the ROM version, refer to the T-Word manual for instructions on the use of that program.

Section 5, *Using Sardine*, applies to all versions of the program. Beginning with a brief overview of Sardine, it then explains how to check the spelling of all words in a document file. Organized around the Sardine function key options, this discussion addresses the different ways in which you can use Sardine—whether as a quick check for typos you can correct without help from the Sardine dictionary or as a help in finding *and correcting* misspellings. Master the instructions on these pages, and you will know how to use Sardine. This section concludes with information of a more detailed nature. Turn to these pages for information about how the Sardine dictionary treats hyphens, apostrophes, and other matters; look here, too, for advice on the auxiliary dictionary you can create to supplement the Sardine dictionary.

Section 6, *Word Processing Enhancements*, applies only to the ROM version of Sardine. It describes three enhancements to the word processing capabilities of the Tandy and NEC computers: overwrite mode, search and replace, and a byte/word count.

*Appendix A:* The error messages you may encounter while using Sardine are listed here alphabetically along with suggestions for the steps you should take to recover from them.

*Appendix B:* Look here if you need help in preparing your 3 1/2-inch disk drive for use with Sardine. If you



have trouble starting or using Sardine, the problem may be that your disk drive is not ready for use.

**Appendix C:** Owners of the ROM version of Sardine should consult this appendix before removing the Sardine ROM chip from their computers.

## TERMS USED IN THIS BOOK

Explained below are some technical terms you will find in this book.

**Address:** The location of a file in memory. Document files and BASIC programs are designed to operate independently of their addresses, but machine-language programs can run only from specified addresses. Though the addresses of most machine-language programs are fixed, that for Sardine can be changed.

**BASIC:** Beginner's All-purpose Symbolic Instruction Code. Written in recognizable English words, BASIC programs are sent to an interpreter for translation into the code recognized by the control section of the computer. On your computer BASIC programs are usually identified by .BA extensions.

**Baud:** A unit used to measure the rate at which information is transferred. A baud is one bit per second. The transfer of information at 19200 baud, for example, is twice as fast as that at 9600 baud.

**Bit:** The basic unit of memory. It consists of a single binary digit—either 0 or 1.

**Byte:** On your computer a unit of memory consisting of 8 bits. In a document file, each byte represents a character. Example: the word *Sardine* requires seven bytes of memory. When this manual specifies that a certain operation requires so many bytes free, look at the number in the lower right corner of your computer's main system menu to determine if you meet the requirement. There are 1,024 bytes in one kilobyte (1K).

**Cold Start:** The process by which all the contents of RAM—even the date and time—are cleared. After a cold start the main system menu of your computer will show only the **BASIC**, **TEXT**, and **TELCOM** files (all located in ROM). Cold starts may happen spontaneously, while you are performing some operation on your computer. Or as a last resort you may have to cold start the computer yourself if it locks up and you are unable to use the keys even after pressing the < RESET > button.

To cold start a Tandy computer, make sure the computer is *on* and then hold down < CTRL > < SHIFT > < BREAK > while you press < RESET > or turn the computer *off* and *on* again. To cold start the NEC PC-8201, make sure the computer is *on* and then hold down < SHIFT > < CTRL > while you press < RESET > or turn the computer *off* and *on* again.

**Control Code:** A type of command that instructs the computer or printer how to handle text. Often entered by the < CTRL > key, control codes might instruct the computer to move the cursor to the end of the file or the printer to center a line.

**DIP Switches:** The four small switches on the bottom of the portable disk drive which determine the rate of transmission between the disk drive and the computer. (*DIP* is an acronym for Dual In-line Package.)

**Document File:** A body of text—like a report, letter, or memo—typed and stored as a unit, with a unique name. On your computer document files typically are identified by .DO extensions. (A few programs, like TS-RANDOM, may assign different extensions.)

**High Memory:** The part of RAM used by machine-language and some BASIC programs while they are operating. Files located only in high memory do

not appear on the computer's main system menu—but they eat up memory just the same.

**K:** The abbreviation for kilobyte, a unit of measure that equals 1,024 bytes. If a file is 4K in size, it contains 4,096 characters, spaces, numbers, and symbols.

**Machine Language:** A language for writing programs in a pattern of ones and zeros that can be interpreted directly by the control section of the computer. On your computer machine-language programs are usually identified by .CO extensions.

**RAM:** Random Access Memory, the part of the computer's internal hardware that makes it possible to store and retrieve information. In this book, *RAM* is used as shorthand for the part of memory in which document and program files are stored.

**ROM:** Read Only Memory. The contents of a ROM chip are set during manufacture and are permanent unless erased by ultraviolet irradiation.

## CONVENTIONS USED IN THIS BOOK

### How Keys Are Designated

Angle brackets—**<** and **>**—are used in this book to indicate the keys on your keyboard.


When, for example, you read this sentence

Press **< GRPH >< F >** to check the spellings in the file. . .

hold down the key on your keyboard labeled *GRPH* and press the key labeled *F*.

### The ENTER Key

On the Tandy computers the **< ENTER >** key is so labeled. But on the NEC PC-8201, it is marked with a bent arrow instead.

■ NEC users: Remember to press this key  wherever in this book you are instructed to press **< ENTER >**.

### How Input and Output Are Designated

To designate what you will see on your screen or what you are to enter on your keyboard, a distinct typestyle is used.

This typestyle delineates the input and output from the rest of the text like this:

This message now appears:

**[A]ll, [C]onfirm, [Q]uit?**

This is your choice. . .



## Section 2

### Getting the ROM Version Started

## Where to Look in Section 2

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## INTRODUCTION TO THE ROM VERSION

**T**HE ROM version of Sardine offers users of laptop computers two indispensable writing tools: a word processor and a spelling checker.

The word processor—T-Word—and the spelling checker—Sardine—both operate from the ROM chip and are available whenever the chip is installed in your computer.

Sardine and T-Word are accessible through a single file on the main system menu of your computer. Select that file, and you are in T-Word. Through T-Word you can then create a document file or edit one that exists. It is while working on a document file in T-Word that you can use Sardine—either to check a single word or an entire file.

Your version of Sardine has two dictionaries: a smaller dictionary is included on the ROM chip with the programs; a larger dictionary is on the disk you received with the chip. Whenever you check for misspellings, you will choose between these dictionaries. If your disk drive is not handy at the moment—or you want a very quick check—select the dictionary on the chip. For more help in correcting misspellings—and fewer words flagged by Sardine as unknowns—select the dictionary on the disk.

Regardless of which dictionary you choose, Sardine will check an auxiliary dictionary you will create yourself, to supplement the prepared dictionaries. Store in your auxiliary dictionary those proper names and other words unknown to the dictionaries, and Sardine no longer will consider those words unknown.

Also available through the ROM version of Sardine are three word processing enhancements: overwrite mode, search *and* replace, and a byte/word count. Like Sardine

itself each of these enhancements is accessible by pressing two keys once you have selected a file for editing.

In the next few pages, you will learn how to install and initialize the ROM chip. Once that is done, you are ready to begin using both Sardine and T-Word. Turn to Section 5 of this manual for instructions on using Sardine. Turn to Section 6 for instructions on using the word processing enhancements.

## SOFTWARE ON THE ROM VERSION

With the ROM version of Sardine you receive software in two forms: on a ROM chip, labeled *Sardine*, and on a 3 1/2-inch disk, labeled *American Dictionary*.



The ROM chip contains the operating programs for both Sardine and T-Word. It also includes one of the two dictionaries available to you—a 7,000-word dictionary of the most frequently used business words compiled by lexicographers at Wang Laboratories. Also on the chip is the software for three word processing enhancements: overwrite mode, search and replace, and a byte/word count. This chip must be installed and initialized before you can use any of these features.



The disk contains over 33,000 words—the Random House *American Dictionary* supplemented by the list of commonly used words compiled by Wang Laboratories. Each time you use Sardine you have the choice of using this dictionary or the smaller dictionary on the ROM chip. Whenever you select the disk dictionary, be sure that this disk is in your disk drive.

■ **Protect your dictionary disk!** Make sure that the small write-protect window in one corner of the disk is *open*. If it is closed, slide the tab to open it. With the window open you cannot accidentally destroy the dictionary by copying files to this disk.

### For a Backup Copy of the Dictionary Disk

The *American Dictionary* disk is not copy-protected, but it is specially formatted to speed operations. The result is that you probably will not be able to make a backup copy of this disk.

~~You can obtain a backup copy of the dictionary disk by filling out the registration card included in the Sardine package and returning it to Traveling Software with a check or money order for \$4.95, to cover the cost of the disk and the shipping and handling charges.~~

Club 100, not Traveling Software, is the source, now, for dictionary disk backups. Send \$4.95 to:  
Club 100, P.O. Box 23438  
Pleasant Hill, CA 94523-0438

## INSTALLING THE ROM CHIP

Your first task in getting Sardine and T-Word running is to install the ROM chip in your computer. Then you must initialize the programs.

If you are used to installing and initializing the ROM chip for the Ultimate ROM II or TS-RANDOM, you already know how to perform these operations. The processes for the chips are identical.

■ Handle your ROM chip with care. Do not touch the contact pins, and leave the label in place; by removing it, you may destroy the programs.

Follow these steps to install the Sardine ROM chip:

1. Make sure you have exited any application now on your computer and returned to the main system menu. If you are using an Ultimate ROM II or a TS-RANDOM chip, remove the chip and its programs *before* installing the Sardine chip.
2. Is there anything in your computer you don't want to lose? Back it up! Something may go wrong, causing your computer to cold start and destroy all of your files. Also, Sardine will most likely clear from high memory other programs you have in that portion of your RAM. **Back up all irreplaceable document files and programs before proceeding.**
3. Check the main system menu of your computer; it should have at least one empty file slot and 500 bytes free. Delete files if necessary.
4. Turn the computer *off*.
5. Turn the computer bottom side up, so that the type on the labels on the bottom is right side up.

6. Locate the ROM module expansion compartment and gently remove the cover.

**Tandy 100:** The ROM module expansion compartment is located at the bottom center of the Tandy 100.

**Tandy 102:** The ROM module expansion compartment is located near the lower right corner of the Tandy 102.

**Tandy 200:** The ROM module expansion compartment is the one at the lower right corner of the Tandy 200.

**NEC PC-8201:** The ROM expansion compartment is located at the bottom of the NEC PC-8201. (Remove the three screws.)

7. Locate the receptacle into which you will place the Sardine chip:

**Tandy 100:** The receptacle is the lower of the two in the compartment.

**Tandy 102:** The receptacle is the one on the far right side of the compartment.

**Tandy 200:** The receptacle is the one on the left side of the compartment.

**NEC PC-8201:** The receptacle, labeled *ROM 1*, is the second one from the left side of the compartment.

8. **Tandy 100, 102, 200:** Evenly and steadily press the Sardine chip into the receptacle. If it does not go in easily, turn the chip end for end and try again. There is only one way that the chip will fit into the receptacle properly. The top of the chip should wind up flush with the top of the receptacle.

■ Though interchangeable with each other, the

Tandy 100 and 102 versions of Sardine and T-Word are *not* interchangeable with that for the Tandy 200. Installing a Tandy 100 or 102 version in a Tandy 200, or vice versa, will cold start the computer and destroy all data in RAM.

**NEC PC-8201:** Hold the Sardine chip so that the notch on the chip is toward the small *ROM 1* label on the computer, near the receptacle. Align the pins with the receptacle and gently but firmly press the chip into place. Be careful not to bend the pins: they may break! Make sure all the pins are inserted.

9. Replace the cover, turn the machine over, and turn the computer *on*. If the main system menu reappears on your computer, the Sardine chip is properly seated, and you are ready to initialize it.

■ **If the screen is blank, immediately turn the computer off, return to the ROM module expansion compartment, remove the chip, and repeat the entire installation process.** If your system has locked up so that the keys are inoperative, press the *RESET* button on the back of your computer. If that fails, you will have to cold start your computer. (See page 1-6 if you need help in cold starting your computer.)

## INITIALIZING THE PROGRAMS

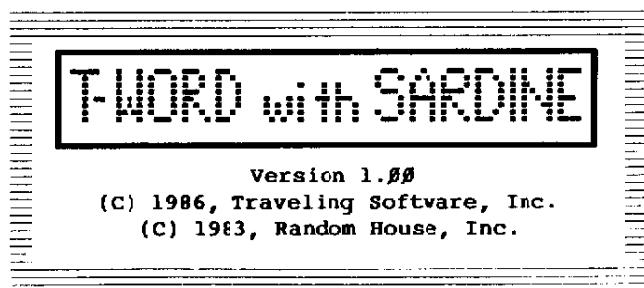
Once your ROM chip is properly installed, you must initialize it before you can begin using its programs.

1. Turn your computer on and remain in the main system menu.
2. With the cursor over **BASIC**, press < ENTER >.
3. Type the command appropriate to your computer; then press < ENTER >:

<i>On the Tandy 100/102:</i>	CALL 63013, 1
<i>On the Tandy 200:</i>	CALL 61167, 2
<i>On the NEC PC-8201:</i>	POKE 63911, 1: EXEC 62394

■ If you have an NEC PC-8201 with more than one memory bank or if you have outfitted your computer with some kind of memory expansion device, you must perform this step for each of the banks in which you want to make these programs available.

4. As soon as you have performed the previous step, you should see the title screen:



Press < ENTER >. You are now ready to begin using both Sardine and T-Word. Turn to page 2-10 for more instructions.

■ If the title screen does not appear and screen remains blank, immediately turn the computer off, return to the ROM module expansion compartment, remove the chip, and repeat the entire installation process. If your system has locked up so that the keys are inoperative, press the *RESET* button on the back of your computer. If that fails, you will have to cold start your computer. (See page 1-6 if you need help in cold starting your computer.)

## Removing the ROM Chip

When the time comes to replace your Sardine chip with another chip, refer to Appendix C for instructions.



## STARTING THE PROGRAMS

After the title screen, you see the file-selection screen of T-Word:

```

T-WORD with SARDINE: TS-DOS is Off

LETTR1  LETTR2  CONFIG  WORDS

New Kill Disk Edit 319 Bytes  DOS Menu
  
```

Listed here (without their .DO extensions) are any document files you had in your computer when you initialized the ROM chip. Also listed are the **CONFIG** and **WORDS** files, created automatically when you initialized the chip. (You will use the **CONFIG** file when you use T-Word to print files, the **WORDS** file when you use Sardine.)

■ To begin using Sardine, select a file in this file-selection screen: Press **<SPACE>** or the **<♦>** and **<♦>** arrow keys to move the cursor over the name of the file you want.

Press **<F4>**—**Edit**—to select the file marked by the cursor. You are now ready to check your spelling, either word by word or the entire file at once. See Section 5.

■ If your computer contains no document files, create one: Press **<F1>**—**New**. In response to the question **File to edit?**, type a file name of up to six characters and press **<ENTER>**. Once you have typed a few words, you are ready to use Sardine. See Section 5.

To leave this menu and return to the main system menu, press **<F8>** on Tandy computers, **<SHIFT><F5>** on the NEC.

## ABOUT YOUR VERSION OF T-WORD

On the ROM chip with Sardine, T-Word operates almost exactly as it does when packaged as part of Traveling Software's Ultimate ROM II.

When referring to the T-Word manual, however, remember that it includes some information that does not apply to your version of T-Word. Ignore any information in that manual which applies *only* to the Ultimate ROM II.

### Restarting T-Word

■ To restart T-Word anytime after the initialization session, place the bar cursor in the main system menu over **TWORD** and press **<ENTER>**.

Press **<ENTER>** once the title screen has appeared, and you are back in the T-Word file-selection screen. (You will find that page 2-5 of the T-Word manual instructs users of the Ultimate ROM II to enter T-Word through the Ultimate ROM II.)

To enter the T-Word print menu, place the bar cursor in the file-selection screen over the name of one of the document files listed there; press **<ENTER>**.

### Leaving T-Word

■ To leave the T-Word file-selection screen and return to the main system menu, press **<F8>** on Tandy computers, **<SHIFT><F5>** on the NEC. This function key is indicated by the **Menu** prompt. (On the Ultimate ROM II chip, the prompt is **UR-2**.)

■ To leave T-Word from elsewhere in the program, press the same keys—either **<F8>** (Tandy) or **<SHIFT><F5>**

(NEC)—one or more times, depending on where in the program you happen to be at the moment.

To exit the print menu, for example, respond to the Menu prompt: press < f8 > or < SHIFT > < f5 >.

## Word Processing Enhancements

See Section 6 of this manual for the word processing enhancements available to you through the Sardine ROM chip. Ignore Section 6 of the T-Word manual, which describes the word processing enhancements available through the Ultimate ROM II chip. The enhancements available through the two chips are not identical.

## The CONFIG.DO File

Each time you initialize the ROM chip for T-Word with Sardine, a file named CONFIG.DO is created in your computer. As explained in Section 8 of the T-Word manual, this file allows you to customize T-Word to your printer and your own word processing requirements.

The CONFIG.DO file created by your ROM chip is for use only with T-Word. The CONFIG.DO created by the Ultimate ROM II is for use with T-Word and other programs on that chip. Otherwise, however, the files are identical. Modify your CONFIG.DO file as the T-Word manual instructs.

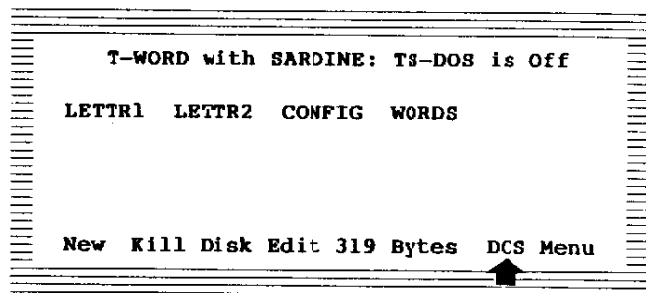
## REMINDERS ON THE USE OF SARDINE

When using the ROM version of Sardine, keep these matters in mind:

- ✓ You can use Sardine only after you have installed and initialized the ROM chip.
- ✓ Your gateway to Sardine is T-Word: select **TWORD+** in the main system menu.
- ✓ Leave at least 1,000 bytes free in your computer to operate Sardine.
- ✓ Sardine is available for use only with document files—generally those files with .DO extensions.
- ✓ You can check spellings only after you have selected a file for editing: In the T-Word file-selection screen move the cursor over the name of a file. Then press < f4 > (Edit) to access the file directly or < ENTER > to move to the print menu, where you can access the file by pressing < f1 > (TEXT).
- ✓ You have two dictionaries at your disposal. You must choose between them each time you use Sardine.
- ✓ The dictionary on the ROM chip is always available while you are using T-Word. The dictionary on the American Dictionary disk is available only when the disk is in your 3 1/2-inch disk drive and the drive is ready for use. If you need help in preparing the drive, see Appendix B.

## THE TS-DOS CONNECTION

Owners of Traveling Software's disk-operating system, TS-DOS, can use that program through the ROM version of T-Word—without having to leave T-Word. This is done in the T-Word file-selection screen:



Notice the **DOS** prompt. By activating this function, you can call up the RAM file menu—and through it the disk file menu—of TS-DOS.

Let's say that you have just printed a file from the T-Word print menu and you now want to save that file to disk. Press < f7 > (Tandy) or < SHIFT > < f2 > (NEC)—indicated by **Fl** on the screen. You are now in the file-selection screen, shown above.

Replace the American Dictionary disk in your disk drive with the disk on which you want to store your file. This disk must contain the TS-DOS operating program **DOSXXX.CO**.

Press < f7 > on Tandy computers or < SHIFT > < f2 > on the NEC. If this question appears—

**Change HIMEM? (Y/N)**

press < Y >. The RAM menu of TS-DOS now appears. Save your file as usual.

To return to T-Word press < f8 > on Tandy computers or < SHIFT > < f5 > on NEC computers.

## The Resident Portion of TS-DOS

The top line of the T-Word file selection screen always tells you whether the resident portion of TS-DOS is installed—**TS-DOS is On**—or not installed—**TS-DOS is Off**.



## Section 3

---

# Getting the RAM Version Started

## Where to Look in Section 3

For an overview of the RAM version	page 3-1
For a description of the software on the two 3 1/2-inch disks	page 3-2
To get a backup copy of the dictionary disk	page 3-3
To load Sardine into your computer	page 3-4
For the memory requirements to install Sardine	page 3-5
To install Sardine with other machine-language programs	page 3-6
To activate Sardine and make it ready to use	page 3-10
For the memory needed to activate Sardine and to run it	page 3-10
To avoid conflicts with other machine-language programs	page 3-11
For a summary of things to keep in mind while using Sardine	page 3-12

## INTRODUCTION TO THE RAM VERSION

**I**N its RAM version, Sardine is available whenever you need it to check document files for misspellings or to guide you to the correct spelling of a troublesome word. No matter whether you are working in the TEXT program built into your computer or in a word processor, Sardine stands by, ready to be activated by just two keystrokes. When you are through with Sardine, your other program continues where you left off.

Sardine operates from the RAM of your computer and relies on a dictionary contained on one of the 3 1/2-inch disks you received with the product. Install the operating program in your computer, place the dictionary disk into your disk drive, and ready the disk drive. Then begin working on a document file and summon Sardine—either to check a single word or an entire file.

### Sardine and Other Programs

Sardine is a machine-language program. Like any other machine-language program based in RAM, it must operate from the high memory section of your computer. As you may have learned through bitter experience, there often can be a conflict if you try to operate more than one machine-language program at a time.

Sardine avoids any such conflict because it is *relocatable*. Unlike most other machine-language programs, which can operate only from a fixed part of high memory, Sardine can be located anywhere within high memory that you specify. This flexibility avoids the possibility that Sardine might clash with your other machine-language programs (those with .CO extensions), whether they be a word processor, a spreadsheet, a data base, or whatever.

## SOFTWARE ON THE RAM VERSION

With the RAM version of Sardine you get two 3 1/2-inch disks, one labeled *Sardine*; the other, *American Dictionary*.



The disk labeled *Sardine* contains four files. One of them is the Sardine operating program. Another is **SR-OFF.BA**, to be used to install the operating program in high memory and make it available for use. The other two files—**RELOC.CO** and **RELOC.BA**—are designed for users who intend to have Sardine in their computers with other machine-language programs. Loaded into your computer with the operating program, these files let you place the Sardine operating program at a point in high memory that will accord with whatever other machine-language programs you may be using.

■ The name of the Sardine operating program—called **SARXXX.CO** in this manual—differs from disk to disk according to the make of computer:

*Tandy 100/102:* **SAR100.CO**

*Tandy 200:* **SAR200.CO**

*NEC PC-8201:* **SARNEC.CO**

■ As with any software disk, you should make a copy of the *Sardine* disk. Use this copy whenever you have to re-install Sardine in your computer; store the original disk in a safe place. To copy the disk, use **TS-RANDOM**, **TS-DOS**, or another disk-operating program.



The disk labeled *American Dictionary* contains the contents of the Random House *American Dictionary*. The 30,000 words of this dictionary have been supplemented by a list of the most frequently used business words compiled by lexicographers at Wang Laboratories. In all, the disk contains over 33,000 words. Once the

program is started, place this disk into your disk drive each time you use Sardine to check your spellings.

■ Protect your dictionary disk! Make sure that the small write-protect window in one corner of the disk is *open*. If it is closed, slide the tab to open it. With the window open you cannot accidentally destroy the dictionary by copying files to this disk.

### For a Backup Copy of the Dictionary Disk

The *American Dictionary* disk is not copy-protected, but it is specially formatted to speed operations. The result is that you probably will not be able to make a backup copy of this disk.

You can obtain a backup copy of the dictionary disk by filling out the registration card included in the Sardine package and returning it to Traveling Software with a check or money order for \$4.95, to cover the cost of the disk and the shipping and handling charges.

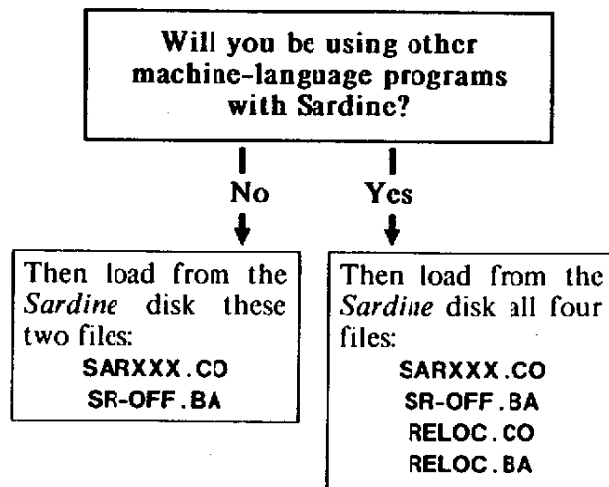
## LOADING SARDINE INTO RAM

The first step in starting Sardine is to use your disk-operating system to load from disk into RAM the files you need. To determine which files you need, first decide just how you will use Sardine: **Will you be using other machine-language programs (files with .CO extensions) with Sardine?** If your answer is Yes, you will want to place Sardine in high memory so that it does not conflict with those programs.

Answer Yes if you plan to use Sardine with—

- a machine-language word processor based in RAM
- a disk-operating program—or some other machine-language program—based in RAM

*Note:* Machine-language programs based in ROM seldom will conflict with Sardine. You need not worry, for example, about a conflict between Sardine and T-Word or between Sardine and the ROM version of TS-DOS.



*Reminder:* **SARXXX.CO** is named **SAR100.CO** on disks prepared for the Tandy 100 and 102; **SAR200.CO**, on disks for the Tandy 200; and **SARNEC.CO**, on disks for the NEC PC-8201.

- If you answered No to this question, load **SARXXX.CO** and **SR-OFF.BA** (note the memory requirements below), and you are ready to activate Sardine. Note the memory requirements below; then see page 3-10.
- If you answered Yes, load all four files from the disk, and turn to the next page for instructions on installing Sardine with other machine-language programs. Note the memory requirements below.

### Memory Requirements

Before loading files into your computer, check the **Bytes free** message in the main system menu of your computer to ensure that you have enough free memory to proceed.

- If you are going to load only **SARXXX.CO** and **SR-OFF.BA**, clear at least 11,500 bytes—6,000 bytes for the programs themselves and an additional 5,500 bytes to activate Sardine.
- If you are going to load all four files, clear at least 10,000 bytes—9,500 bytes for the files themselves and an additional 500 bytes to make room to relocate Sardine.

## INSTALLING SARDINE WITH OTHER MACHINE-LANGUAGE PROGRAMS

Installing Sardine to accord with any other machine-language programs means specifying an address for Sardine which does not conflict with the addresses of those programs.

Some users know their computers and programs well enough to specify the appropriate address for Sardine themselves. Others will have to depend on Sardine to supply that information.

If you are unsure about the right address for Sardine, load and install in high memory the machine-language program or programs you intend to have in your computer with Sardine. You then can direct that Sardine be installed appropriately—that is, just below those other programs.

1. Copy into RAM the entire contents of the *Sardine* disk: **SARXXX.CO**, **SR-OFF.BA**, **RELOC.CO**, and **RELOC.BA**. (Clear at least 10,000 bytes in your computer beforehand.)
2. If you want Sardine to determine for you the appropriate address, make sure that whatever machine-language programs you intend to use with Sardine are loaded into your computer and installed in high memory.
3. In the main system menu place the cursor over **RELOC.BA** and press **<ENTER>**.
4. You will see an **initializing** message and then either of two messages.

■ If you have one or more machine-language programs installed in high memory, you will see this message:

**Do you want to install Sardine directly below existing machine-language program(s) (Y/N)?**

■ Press **<Y> <ENTER>** to let Sardine install the operating program for you, and continue with step 5. Or press **<N> <ENTER>** if you want to designate the address yourself; then skip to step 7.

■ If Sardine found no machine-language program in high memory, you will see this message:

**No machine-language program(s) found.  
Sardine is 5000 bytes long.  
Enter <S>tart or <E>nd address?**

■ By responding to this message, you can designate your own start or end address. Skip to step 7.

*Note:* If you had intended to let Sardine assign the address for you but got the message asking for a start or end address instead, you have failed to install a program in high memory. Press **<CTRL><C>**, exit BASIC, and install the program or programs. (Consult the manual for that program if you need help.)

5. Having specified in the previous step that you want to install Sardine below the machine-language programs now in your computer, you will see a message like this:

**Sardine will use 45016 to 50007.  
Is this ok (Y/N)?**

The actual numbers you see in the first line tell you where Sardine proposes to place the program. (The first number is the start address, the second the end address.)



■ Press <Y> <ENTER> to accept this address. If for some reason you do not want this address, press <N> <ENTER>, move to step 7, and specify your own address—or press <CTRL><C> to quit the program.

6. As soon as you accept the address supplied by Sardine, this message appears:

**Relocation takes about one minute.**

When that minute is up, you will be returned to the main system menu. There you will see that both RELOC.BA and RELOC.CO have been deleted, leaving a SARXXX.CO file with a new address. You are now ready to activate Sardine: Turn to page 3-10.

7. To specify an address for Sardine, respond to this message:

**Sardine is 5000 bytes long.  
Enter <S>tart or <E>nd address?**

■ Press <E> <ENTER> if you want to specify the end address or <S> <ENTER> if you want to specify the start address.

*Note:* The size of the program you received will be slightly more or less than 5,000 bytes, depending on the model of your computer.

8. ■ At the next prompt—

**Start address?  
or  
End address?**

type the appropriate address and press <ENTER>.

9. This message now appears:

**Sardine will use 50000 to 54991.  
Is this ok (Y/N)?**

The first line describes the address you have assigned by entering either the start or the end address. (The first number is the start address; the second, the end

address.) The second line asks for your confirmation.

■ Press <Y> <ENTER> to accept the address as it is. (To change the address press <N> <ENTER> and resume at step 7.)

10. This message now appears:

**Relocation takes about one minute.**

When that minute is up, you will be returned to the main system menu. There you will see that both RELOC.BA and RELOC.CO have been deleted, leaving a SARXXX.CO file with a new address in high memory. You are now ready to activate Sardine: Turn to the next page.

## ACTIVATING SARDINE

Before you can use Sardine, you must activate it, or turn it *on*.

And before you can activate Sardine, you must have—

- **SARXXX.CO** installed in RAM, with an address that accords with any other machine-language programs you may be using
- **SR-OFF.BA** in RAM
- at least 5,500 bytes free (check the main system menu of your computer)

■ To turn Sardine *on*, place the bar cursor in the main system menu over **SR-OFF.BA**. The menu will disappear briefly; when it reappears, you will see **SR-OFF.BA** replaced by this file: **SR-ON.BA**. Once you see **SR-ON.BA** in your main system menu, you know you can use Sardine.

To turn Sardine *off*, reverse the process: Place the bar cursor in the main system menu over **SR-ON.BA** and press <ENTER>. When the menu reappears, the file again will read **SR-OFF.BA**.

## Memory Requirements

Turning Sardine *on* or *off* is a memory-consuming process. The reason is that for the brief period that **SR-OFF.BA** or **SR-ON.BA** is running, there must be *two* copies of the operating program: one in the .CO file itself and the other in high memory.

At any other time there is only one copy of the program: When Sardine is *on*, the operating program resides in high memory. (The portion that remains in the .CO file is a mere 7-byte remnant containing only the entry address for

the program.) When Sardine is *off*, the operating program resides solely in the .CO file.

■ While Sardine is *on*, you need only 1,000 free bytes to use the program.

## Avoiding Conflicts with Other Programs

Conflicts between machine-language programs are no laughing matter. The result almost always is a cold start—and the loss of all the files on the computer!

While turned *off*, Sardine will never conflict with another program. It is only when it is turned *on* that problems can arise.

If you have installed Sardine so as not to conflict with a machine-language word processor or disk-operating program, you should have no problem in leaving Sardine *on* while using those programs.

There are times, however, when you should turn Sardine *off*, as when you—

- execute a new machine-language program (one you have not allowed for in the installation process)
- issue a **CLEAR** statement in BASIC which affects any part of high memory reserved for Sardine

Even certain BASIC programs—those that reuse the area reserved for high memory—can conflict with Sardine and other machine-language programs.

Whenever you are uncertain about the effects of an action you are about to take on your computer, you are advised to turn Sardine *off*—or at least back up your files *before* acting.

## REMINDERS ON THE USE OF SARDINE

When using the RAM version of Sardine, keep these matters in mind:

- ✓ You can use Sardine only after you have loaded **SARXXX.CO** and **SR-OFF.BA** into your computer—and relocated **SARXXX.CO** to accord with your other machine-language programs, if necessary.
- ✓ Sardine is available to check spellings only when it is turned *on*: Place the bar cursor over **SR-OFF.BA**; the file then becomes **SR-ON.BA**, indicating that Sardine is *on* and ready to use.
- ✓ Leave at least 1,000 bytes free in your computer to operate Sardine.
- ✓ Sardine is available for use only with document files—generally those files with **.DO** extensions.
- ✓ You can check spellings only after you have selected a file for editing in either the **TEXT** program built into your computer or a word processing program.
- ✓ Sardine will check your spellings against the dictionary on the *American Dictionary* disk. (Users with the ROM version of Sardine also have access to a smaller dictionary, on the ROM chip.) The dictionary is available only when the *American Dictionary* disk is in your 3<sup>1</sup>/<sub>2</sub>-inch disk drive and the drive is ready for use. If you need help in preparing the drive, see Appendix B.
- ✓ Exercise caution when Sardine is turned *on* and avoid conflicts with other machine-language programs. (Review the previous page, if necessary.)



## Section 4

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### Starting Sardine with the Ultimate ROM II

## Where to Look in Section 4

For an overview of how the Ultimate ROM II works with Sardine	page 4-1
If you have a version of the Ultimate ROM II earlier than 2.0	page 4-3
To determine which version of the Ultimate ROM II you have	page 4-3
For a description of the Sardine software	page 4-4
To get a backup copy of the dictionary disk	page 4-5
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For the memory requirements to use Sardine	page 4-7
To run Sardine in T-Word	page 4-8
To run Sardine in IDEA!	page 4-9
To run Sardine in the TEXT program of the Ultimate ROM II	page 4-9
To turn Sardine <i>off</i>	page 4-10
For considerations on the use of Sardine with ROM-View 80 or TS-DOS	page 4-11
To install Sardine for ROM-View 80 or TS-DOS	page 4-13
For a summary of things to keep in mind while using Sardine	page 4-16

## INTRODUCTION

**T**HE Ultimate ROM II—version 2.0 or higher—gives easy access to Sardine, at a minimal expenditure of memory. Sardine is available to check spellings in three of the programs on the Ultimate ROM II chip: T-Word, IDEA!, and TEXT.

While working on a file in T-Word or TEXT, press only two keys to check the spellings of all the words in the file; press the same keys in IDEA! to check an entire idea. Press two other keys to get help in spelling troublesome words as you are typing.

The Ultimate ROM II turns Sardine *on*—that is, it loads the Sardine operating program from disk (or RAM) into the high memory section of your computer. While checking spellings, Sardine relies on the dictionary contained in the *American Dictionary* disk you received with the product. Turn Sardine *on*, place the dictionary disk into your disk drive, and ready the disk drive. Then begin work in T-Word, IDEA!, or TEXT, and summon Sardine to check your spellings.

Even when the Ultimate ROM II chip is not in your computer, you can have the use of Sardine. Your *Sardine* disk contains exactly the same files as those described in Section 3 for the RAM version. Follow the instructions in that section, and you will be able to check your spellings while working in the TEXT program built into your computer or in a word processor other than T-Word.

### Sardine and Other Programs on the Ultimate ROM II

T-Word and IDEA! operate from the Ultimate ROM II ROM chip, TEXT from the system ROM built into the computer. Sardine operates from the high memory

section of the computer, as do two other programs accessible through the Ultimate ROM II: ROM-View 80 and TS-DOS.

If you plan to use ROM-View 80 with Sardine or to alternate frequently between TS-DOS and Sardine, you will want to relocate Sardine to an address in high memory which will not conflict with either of these programs. See page 4-11 for instructions on avoiding such conflicts.

## SARDINE AND EARLIER VERSIONS OF THE ULTIMATE ROM II

If you have an earlier version of the Ultimate ROM II—that is, a version with a number lower than 2.0—you can use Sardine to check your spellings while you are working in the Ultimate ROM II programs. The process is not so efficient as with version 2.0—or as conservative of memory—but it has the same effect: making Sardine available to check spellings.

■ If you would like to exchange an earlier version of the Ultimate ROM II for a later version that facilitates the use of Sardine, send us your old Ultimate ROM II chip and we will gladly exchange it for a more recent version at no cost to you. If you have not mailed it to us already, be sure to include the registration card you received with the chip.

Using Sardine with an earlier version of the Ultimate ROM II involves loading the necessary files from the *Sardine* disk, installing the operating program to accord with other machine-language programs, if any, and activating the program. In short, you must follow the procedures outlined in Section 3 for starting the RAM version. Before doing so, however, turn to page 4-11 for some considerations on installing Sardine in high memory so that it does not conflict with either ROM-View 80 or TS-DOS.

### Determining Which Version You Have

Unsure which version of the Ultimate ROM II you have? The very first screen that appears each time you start the Ultimate ROM II has the answer. In this screen—the Ultimate ROM II menu—the top line identifies both the program and the version thus

**The Ultimate ROM II (v 2.00)**

## SOFTWARE

The Sardine software for use with the Ultimate ROM II is contained on two 3 1/2-inch disks, one labeled *Sardine*; the other, *American Dictionary*.



The disk labeled *Sardine* contains four files. The one file you surely will need is the operating program, **SARXXX.CO**. Two other files, **RELOC.CO** and **RELOC.BA**, are included for those users who want to use Sardine with

either ROM-View 80 or TS-DOS. Loaded into your computer with the operating program, these files let you place the Sardine operating program at a point in high memory that will let you alternate between Sardine and TS-DOS or use Sardine concurrently with ROM-View 80. (The fourth file, **SR-OFF.BA**, is not required with the Ultimate ROM II. Its function—turning Sardine *on* and *off*—is performed by the Ultimate ROM II chip.)

■ The name of the Sardine operating program—called **SARXXX.CO** in this manual—differs from disk to disk according to the make of computer:

*Tandy 100/102:* **SAR100.CO**

*Tandy 200:* **SAR200.CO**

*NEC PC-8201:* **SARNEC.CO**

■ As with any software disk, you should make a copy of the *Sardine* disk. Use this copy whenever you have to re-install Sardine in your computer; store the original disk in a safe place. To copy the disk, use TS-RANDOM, TS-DOS, or another disk-operating program.



The disk labeled *American Dictionary* contains the contents of the Random House *American Dictionary*. The 30,000 words of this dictionary have been supplemented by a list of the most frequently used business words

compiled by lexicographers at Wang Laboratories. In

all, the disk contains over 33,000 words. Once the program is started, place this disk into your disk drive each time you use Sardine to check your spellings.

■ Protect your dictionary disk! Make sure that the small write-protect window in one corner of the disk is *open*. If it is closed, slide the tab to open it. With the window open you cannot accidentally destroy the dictionary by copying files to this disk.

### For a Backup Copy of the Dictionary Disk

The *American Dictionary* disk is not copy-protected, but it is specially formatted to speed operations. The result is that you probably will not be able to make a backup copy of this disk.

You can obtain a backup copy of the dictionary disk by filling out the registration card included in the Sardine package and returning it to Traveling Software with a check or money order for \$4.95, to cover the cost of the disk and the shipping and handling charges.

## TURNING SARDINE ON

■ Before using Sardine with version 2.0 of the Ultimate ROM II, you must install and initialize the ROM chip. Refer to the *Installation Guide and Quick Reference* you received with the Ultimate ROM II. Or refer to Section 2 of this manual; the procedures for installing and initializing the ROM version of Sardine are identical to those for the Ultimate ROM II chip.

As soon as you initialize the Ultimate ROM II chip, this menu appears on your screen:

```

The Ultimate ROM II (v. 2.00)
(c) 1986, Traveling Software, Inc.

T-Word  IDEAI  BASIC  TEXT  TELCOM
T-base  TB-RPT  TB-DOS  View8# SARDIN ←
                off    off    off

Menu
  
```

This is the Ultimate ROM II menu, listing the programs available through the ROM chip.

Notice the file named **SARDIN**. By accessing this file you turn Sardine *on*—that is, install it in high memory and thus make it available to check your spellings.

■ The Ultimate ROM II cannot turn Sardine *on* unless it has access to the Sardine operating program. The operating program, **SARXXX.CO**, must be on the disk in the disk drive or, at a greater cost in memory, in RAM. To use Sardine, then, copy **SARXXX.CO** from the *Sardine* disk to a working disk, place *that* disk in the drive, and ready the drive (see Appendix B if you need help). Otherwise, load **SARXXX.CO** into RAM. See *Memory Requirements to Use Sardine*, below, for the amount of free memory you should have in your computer.

*Note:* If you want to use Sardine in combination with either ROM-View 80 or TS-DOS, you may want to see page 4-11 *before* proceeding.

■ To turn Sardine *on* once the operating program is in the disk drive or in RAM, press <SPACE> or the <♦> and <♦> arrow keys to move the cursor over **SARDIN**. Press <ENTER>.

The screen now tells you that Sardine is *on* (in high memory) and ready to use:

```

SARDIN
On
  
```

■ Once Sardine is turned *on* place the *American Dictionary* disk in the drive, and you are ready to use Sardine.

For information about turning Sardine *off* turn to page 4-10.

## Memory Requirements to Use Sardine

If you intend to install Sardine in high memory directly from disk, leave about 6,000 bytes of free memory in your computer: 5,000 to accommodate the operating program in high memory and another 1,000 to run the program.

If you intend to install Sardine in high memory from RAM, be sure that you have 6,000 bytes free *after* you have loaded the operating program into RAM.

If you are installing Sardine to work with either ROM-View 80 or TS-DOS, you must allow for the additional memory that this requires. See page 4-12 for details.

## RUNNING SARDINE

Once you have turned Sardine *on*, you have a choice about how to use it—whether through T-Word, IDEA!, or the TEXT program built into the Ultimate ROM II. All of these programs are available through the Ultimate ROM II menu.

### In T-Word

To use Sardine in T-Word, place the bar cursor in the Ultimate ROM II menu over **T-Word** and press **< ENTER >**.

In the T-Word file-selection menu now on your screen you see all of the document files now in your computer (minus their .DO extensions).

■ To check the spellings of words in any of the files in the T-Word file-selection screen—either word by word or all words in the file—move the bar cursor over the name of that file. Then either—

- press **< f4 >**—indicated by **Edit** on the screen
- or press **< ENTER >** to move to the T-Word print menu and then press **< f1 >**—indicated by **TEXT** on the screen

Once you have selected a file, you are ready to follow the instructions in Section 5 for using Sardine.

■ To create a new file for use with Sardine press **< f1 >**—indicated by **New** on the screen. In response to the question **File to edit?**, type a name of up to six characters and press **< ENTER >**. Type a few words, and you are ready to use Sardine. See Section 5.

### In IDEA!

To check spellings while using IDEA! place the bar cursor in the Ultimate ROM II menu over **IDEA!** and press **< ENTER >**.

In the IDEA! file-selection screen place the cursor over the name of an existing IDEA! file and press **< ENTER >**. If there are no IDEA! files or you want to create a new file, press **< f1 >**—**New**. In response to the question **File to edit?**, type a name of up to six characters and press **< ENTER >**.

Sardine is available in IDEA! only while you are working in Notes: At an existing heading, press **< f3 >** (**Edit**) and then **< f1 >** (**Notes**), and you are ready to use Sardine. When you are creating a heading, press **< f2 >** (**Add**), type a heading, press **< f1 >** (**Notes**), and you are ready to use Sardine.

*Note:* Sardine considers each idea in an IDEA! file as a separate file and thus checks only one idea at a time. To check the spellings of *all* ideas in a file at once, exit IDEA! and check that file using either T-Word or TEXT.

### In TEXT

To check spellings while using TEXT place the bar cursor in the Ultimate ROM II menu over **TEXT** and press **< ENTER >**.

In the TEXT file-selection screen place the cursor over one of the names, press **< f4 >** (**Edit**) or **< ENTER >**, and you are ready to follow the instructions in Section 5 for using Sardine.

If there are no document files, press **< f1 >**—**New**. In response to the question **File to edit?**, type a name of up to six characters and press **< ENTER >**. Once you have entered a few words, you are ready to use Sardine. See Section 5.



## TURNING SARDINE OFF

■ Sardine automatically is turned *off* each time you exit the Ultimate ROM II. It is turned *off* also when you perform any of these operations in the TELCOM and BASIC programs accessible through the Ultimate ROM II:

- enter TELCOM
- run a BASIC program
- press <f1>—~~New~~—in BASIC to enter commands

The Ultimate ROM II turns Sardine *off* in these cases to ensure that Sardine will not remain in high memory and cause a possible conflict with other machine-language programs. If you want to make Sardine available without having the Ultimate ROM II chip in your computer, follow the instructions for the RAM version, Section 3.

As you will learn on the next page, there may be times while using the Ultimate ROM II that you must turn Sardine *off* before using other programs available through the Ultimate ROM II.

■ To turn Sardine *off* reverse the process by which you turned it on: Place the bar cursor over **SARDIN** and press <ENTER>. The screen now tells you that Sardine is *off*:

**SARDIN**  
Off

*Note:* You do not have to have the *Sardine* disk in the disk drive to turn Sardine *off*.

## USING SARDINE WITH ROM-VIEW 80 OR TS-DOS

As it comes to you on the *Sardine* disk, the Sardine operating program lets you check spellings while working in T-Word, IDEA, or the TEXT program of the Ultimate ROM II. It does not, however, let you use either ROM-View 80 or TS-DOS while Sardine is turned *on*.

■ If you load Sardine directly from the factory disk—without changes—your computer merely will beep if you try to use either ROM-View 80 or TS-DOS while Sardine is turned *on*. You will hear a beep, too, if you try to turn Sardine *on* while TS-DOS or ROM-View 80 is activated. In short, you must turn Sardine *off* before using TS-DOS or ROM-View 80, and you must turn TS-DOS or ROM-View 80 *off* before using Sardine.

■ Use the Sardine operating program as it exists on the *Sardine* disk if these restrictions are not a problem. Otherwise, consider installing the Sardine operating program in a different location in high memory.

By installing Sardine to accord with either ROM-View 80 or TS-DOS you can—

- use Sardine *concurrently* with ROM-View 80
- or alternate between Sardine and TS-DOS (either the complete program or the small resident portion) without having to reload each program from disk

*Note:* Since TS-DOS and ROM-View 80 cannot be used concurrently, there is no way of using both of them with Sardine.

The reason for this incompatibility lies in the fact that all three programs—Sardine, ROM-View 80, and TS-DOS—vie for space in high memory. Unlike the other programs, however, Sardine is relocatable, meaning that it can be

installed anywhere within high memory to avoid such conflict.

## Memory Requirements

By installing Sardine so that it is available with either ROM-View 80 or TS-DOS you will lose some of the free memory available for your files. The size of the loss depends on several factors, but a rough estimate is that you will lose almost 4,000 bytes for ROM-View 80, almost 3,000 bytes for the resident portion of TS-DOS, and 5,500–6,000 bytes for the complete TS-DOS program. Remember that these figures are in addition to the 6,000-byte requirement mentioned on page 4-7. Is this loss of available memory worth it?

In the case of ROM-View 80 you may well decide that the loss of memory is justified by the convenience of having both programs operating at once. If you want to increase the number of characters you see on each line of your screen *and* check your spellings, follow the installation instructions on the next page.

In the case of TS-DOS you may decide to save memory by installing Sardine to accord with only the small resident portion, which allows you to copy TEXT files to and from disk.

Another alternative is to place the operating programs for both Sardine and TS-DOS on a single working disk. Then each time you switch from one program to the other, the Ultimate ROM II can load the appropriate program from that disk. But if you will be using other disks—and would like to reduce the amount of time you spend swapping disks—you may find that the convenience of having both programs available at any time justifies the loss of available memory. If so, follow the installation procedure on the next page.

## INSTALLING SARDINE FOR ROM-VIEW 80 OR TS-DOS

Before installing Sardine to accord with ROM-View 80 or with the full TS-DOS program or its small resident portion, follow the instructions below.

**For ROM-View 80.** Select the end address for Sardine which applies to your computer:

	<u>End Address for Sardine</u>
Tandy 100 or 102	58999
NEC PC-8201	58673

You will enter this value in step 4, below.

**For the Complete TS-DOS Program.** If you want to alternate between Sardine and the complete TS-DOS program, consult the label on the back side of your master TS-DOS disk. Locate the statement that looks like this:

**For DOSXXX.CO—CLEAR 256, \$\$\$\$\$**

The number you see in place of \$\$\$\$\$ is the start address of the TS-DOS operating program (DOSXXX.CO). Subtract 1 from this number for the end address of Sardine. You will enter this value in step 4, below.

**For the Resident Portion of TS-DOS.** Install the resident portion of TS-DOS: In the Ultimate ROM II menu place the bar cursor over **TS-DOS** and press <ENTER>. In the RAM file menu now on your screen press <F5>. The prompt now reads **DOS-ON**, indicating that the resident portion is now installed. You are now ready to load the necessary files from the Sardine disk.

Follow these instructions to install Sardine for either TS-DOS or ROM-View 80:

1. Copy into RAM these files from the *Sardine* disk:

**SARXXX.CO**, **RELOC.CO**, and **RELOC.BA**. (Clear at least 9,500 bytes in your computer beforehand.)

*Reminder:* The file referred to as **SARXXX.CO** is assigned one of these names on your disk, depending on the make of your computer:

*Tandy 100/102:* **SAR100.CO**

*Tandy 200:* **SAR200.CO**

*NEC PC-8201:* **SARNEC.CO**

2. In the main system menu place the cursor over **RELOC.BA** and press **<ENTER>**.
3. You will see an **initializing** message and then either of two messages.
  - If you have installed the resident portion of TS-DOS, you will see this message:

**Do you want to install Sardine directly  
below existing machine-language  
program(s) (Y/N)?**
  - Press **<Y>** **<ENTER>** to let Sardine install the operating program for you, *and skip to step 5*,
  - If you intend to install Sardine with either ROM-View 80 or the complete TS-DOS program, you will see this message:

**No machine-language program(s) found.  
Sardine is 5000 bytes long.  
Enter <S>tart or <E>nd address?**
  - Press **<E>** and **<ENTER>** *and continue with the next step*.
4. At the prompt—

**End Address?**

type the end address for either TS-DOS or ROM-View 80 and press **<ENTER>**.

5. You now see this message:

**Sardine will use 45016 to 50007.  
Is this ok (Y/N)?**

The actual numbers you see in the first line tell you where Sardine proposes to place the program. (The first number is the start address, the second the end address.)

■ Press **<Y>** **<ENTER>** to accept this address.

6. As soon as you accept the address supplied by Sardine, this message appears:

**Relocation takes about one minute.**

When that minute is up, you will be returned to the main system menu. There you will see that both **RELOC.BA** and **RELOC.CO** have been deleted, leaving a **SARXXX.CO** file with an address compatible with whichever program you have designated.

7. Copy **SARXXX.CO** to a disk other than the master Sardine disk and use that disk whenever you want to turn Sardine on.

Clear 256,57099

## REMINDERS ON THE USE OF SARDINE

When using Sardine with the Ultimate ROM II, keep these matters in mind:

- ✓ You can use Sardine with the Ultimate ROM II only after you have installed and initialized the Ultimate ROM II chip. By following the instructions in Section 3, you can also use Sardine *without* the Ultimate ROM II.
- ✓ Sardine can be used to check your spellings while you are working in any of these programs on the Ultimate ROM II: T-Word, IDEA!, or TEXT.
- ✓ Sardine is available to check spellings only when it is turned *on*: In the Ultimate ROM II menu place the bar cursor over **SARDIN/Off** and press <ENTER>. You then see **SARDIN/On**, indicating that Sardine is ready to use.
- ✓ Unless you install it for either ROM-View 80 or TS-DOS, you cannot use those programs while Sardine is turned *on*. Nor can you use Sardine while either of the other programs is turned *on*. Your recourse: install Sardine to work concurrently with ROM-View 80 or to alternate freely with TS-DOS.
- ✓ Leave at least 1,000 bytes free in your computer to operate Sardine.
- ✓ Sardine will check your spellings against the dictionary on the *American Dictionary* disk. (Users with the ROM version of Sardine also have access to a smaller dictionary, on the ROM chip.) The dictionary is available only when the *American Dictionary* disk is in your 3 1/2-inch disk drive and the drive is ready for use. If you need help in preparing the drive, see Appendix B.



## Section 5

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## Using Sardine

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## WELCOME TO SARDINE

**W**HETHER you consider yourself a good, average, or poor speller, Sardine was designed with you in mind.

If you are a good speller, Sardine will find for you those typos even good spellers commit while writing. Prepare a document, pass it by Sardine, then instruct Sardine to correct the typos one at a time.

If you are a poor speller, Sardine will lead you to the correct spellings of those words you never remember how to spell. Use Sardine as you encounter each uncertain spelling, or wait until you have completed the document and then use Sardine. Much as you would in looking up a word in a dictionary, you will have to give Sardine a clue to the spelling you are after. Sardine will then give you one or more possibilities; pick the one you want, and instruct Sardine to correct the misspelling in your document. Even if you have only a vague idea of how a word is spelled, Sardine will help you.

If you consider yourself an average speller, you will want to use Sardine both to check for typos and to refer you to correct spellings.

Available at the press of two keys, Sardine lets you check the spelling of words or entire document files while you are writing—without going to the trouble of saving your file or leaving your word processor.

With Sardine you can also—

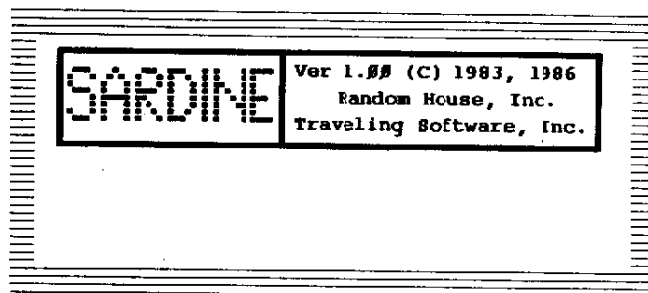
- supplement the dictionary with your own words
- review misspelled words in the context of your document files
- check for doublets—those unwanted repetitions of words other spelling checkers pass over

## CHECKING ENTIRE FILES:



Press <GRPH><F> to begin checking the spelling of all the words in the file you are working on.

Your file will be replaced by this screen:



■ If you have the ROM version, the screen now shows this question: **Use [R]OM or [D]isk?** Press <D> to select the larger dictionary on disk. Press <R>—or any other key—to select the smaller dictionary on ROM chip.

■ With other versions this question does not appear, since only the dictionary on disk is available. The checking process is already under way.

## The Checking Process

As Sardine begins checking a file, a **Sorting** message appears. Now, in a very brief time, Sardine notes the locations of words in the file and arranges those notations in alphabetical order, according to the spellings of the words.

*Note:* This process does not sort the file itself; there is no danger, as with some programs, that the file might become hopelessly jumbled if the sorting process were interrupted.

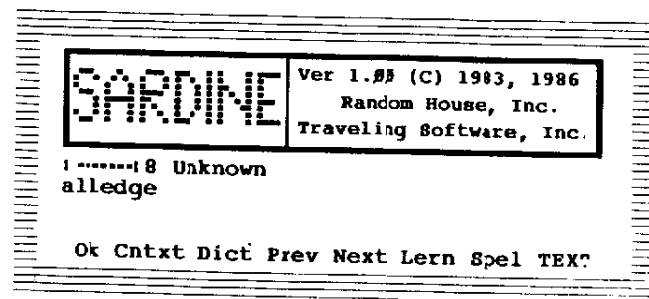
The words are now checked against a dictionary. The progress of this check is shown on the screen: **Checking A's**, **Checking B's**, and so on. Checking against the ROM dictionary takes only a few seconds, even with long files. Checking against the disk dictionary takes more time.

As soon as Sardine has completed this check, it makes another—this time against an auxiliary dictionary, which you may choose to create and use with Sardine. These are words you use frequently but cannot find in the Sardine dictionary. See *Adding Words to the Dictionary*, page 5-9.

Once the list of possible misspellings is completed, the computer will beep, and you will see a message informing you of the number of words that were checked: **555 WORDS PROCESSED**. The number shown on your screen equals the number of words in the file.

**Halting the Checking Process.** Press <ESC> or <CTRL><C> to halt the checking process at any point and return to your file.

■ Once the file is processed, press <ENTER>. If you are returned to your file, you know that Sardine has found no misspellings. Otherwise, you will see a screen resembling this one:



Sardine now shows this information:

- the number of words not found in the dictionary

- the first in an alphabetical list of the unknown words
- the function key options available for dealing with the unknown words
- a small locator to remind you where you are as you move through the list of unknown words

*Note:* Sardine imposes no limit on the number of unknown words it can process. But the counter of unknown words *does* have a limit: 255 unknowns. Should you ever have the misfortune of seeing **255 Unknown**, you will know that Sardine has encountered *at least* 255 unknowns.

The function key options are listed along the very bottom of the screen. How you use them is up to you: You may simply want a quick review of each of the unknown words. Or you may want to proceed through the list and dispose of each word as you go.

### Reviewing Unknown Words

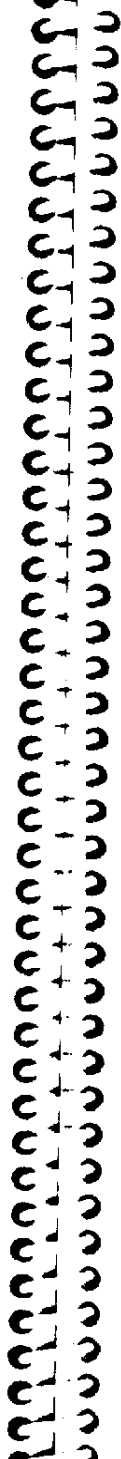


■ Press < f5 >—indicated by **Next** on the screen—or the < ♦ > arrow key, and you will proceed alphabetically through the list of unknown words.

If your file contains many proper names—or other words you do not want to add to your auxiliary dictionary—you may find this a quick way of disposing of the unknown words. At any time you can correct a spelling or perform any of the other functions Sardine makes available.

Once you reach the end of the list, press < f5 >, and you will see the first word again.

■ To backtrack in the list one word at a time, press < f4 >—indicated by **Prev** on the screen—or the < ♦ > arrow key.



*The Pixel Locator.* Just to the left of the **Unknown** message is a pixel locator: |-----|. Each pixel (small square) represents one of the unknown words. A gap in the string of pixels represents the current word. A quick look at this indicator will tell you where you are in the list, as in these examples:

- |-----| at the beginning of the list
- |---- -| in the middle
- |-----| at the end

*Note:* The pixel locator can show up to 99 unknown words. With lists longer than 99, the vertical line at the end of the locator will disappear, indicating the presence of more unknowns than represented.

### Accepting Words As They Are



As you proceed through the list of unknown words, you can eliminate from further consideration any words that you want neither to correct nor to add to the auxiliary dictionary.

■ Press < f1 >—**Ok** on the screen—and you will accept the current word and move on to the next.

Each time you press < f1 > to accept a word, the number of unknown words decreases by one. (This does not happen if you press < f5 > to move to the next word.)

### Viewing Words in Context



There will be times when you will want to see how an unknown word is being used in your file before you correct it. If the unknown word is **rexake**, for example, you would want to see whether the word should be **remake**, **retake**, or some other possibility.

■ To view a word in the context of your file, press < f2 >. You will then see two lines from the file, with the unknown word in about the center of the first line. These lines will disappear as you continue using Sardine.

## Correcting Words with Help from the Dictionary



There are two ways to correct words with Sardine:

- Use the dictionary to help find the correct spelling.
- Correct obvious misspellings on your own.

For the latter option, see *Correcting Words on Your Own*, page 5-8.

■ For help from the dictionary, press < f3 >—**Dict** on the screen. The screen then shows this message:

**String: word**

with **word** replaced by the current unknown word. The cursor blinks beside the unknown word, waiting for you to alter the word enough to lead Sardine to one or more possible spellings.

Sardine will look for words that begin with the letters you enter as the string. Enter **alle**, and Sardine will locate all words in the dictionary beginning with the letters **alle**. Sometimes you may find the correct spelling merely by pressing < BKSP > to remove **s** from the plural of a noun or **ed** from the past tense of a verb. Other times you may have to delete more of the word or change a letter or two. The fewer characters you leave, the more possible spellings Sardine will find.

■ When you have altered the word, press < ENTER >. (Pressing < ESC > instead of < ENTER > would abort the **Dict** option.)

If Sardine still cannot find a possible spelling, this message will appear:

**Not Found**

Alter the word again, and press < ENTER >. Or press < ESC > to terminate the process.

If Sardine finds possible spellings, they will now appear on the screen: first those from the dictionary (in alphabetical order), then those from your auxiliary dictionary (not in alphabetical order).

■ There may be more choices than can fit on the screen at once. Press < f1 >—**More**—to see more choices, if any. Depending on the number of choices, you may have to press < f1 > several times to see all possible spellings. Pressing < f2 >—**Top**—will return you to the beginning of the list.

If none of the choices is correct, press < f3 >—**Find**—to begin the search process again.

■ When you see the spelling you want, press < SPACE > or the < ♦ > and < ♦ > arrow keys to move the bar cursor over the correct word. Press < f4 >—**Insrt**—or < ENTER > to correct the spelling in your file. This message now appears:

**[A]ll, [C]onfirm, [Q]uit?**

This is your choice:

- Press < A > to correct automatically all occurrences in the file.
- Press < C > to correct only those occurrences you approve of.
- Press < Q > to quit without making any changes.

If you select **[A]ll**, Sardine will correct all misspellings of that word and then take up the next unknown word.

■ If you select **[C]onfirm**, Sardine will display each



occurrence of the word in the context of your file, along with this prompt: **IY, N, QI**.

- Press **<Y>** to change the current spelling to the one you have selected.
- Press **<N>** to leave the current spelling as it is.
- Press **<Q>** to quit without making further changes and return to the current unknown word.

By pressing **<Y>** at each occurrence, you will have disposed of the current unknown word, and the next unknown word will appear for your consideration. But if you press **<N>** at even one occurrence—or **<Q>**—you will be returned to the current word. To move on to the next unknown word, then, press **<F5>** or the **<♦>** arrow key. (You can return to this word later if you wish.)

■ Whenever you see the **Exit** prompt, you can leave the **Dict** option and return to the current unknown word: Press **<F8>** on a Tandy computer, **<SHIFT><F5>** on the NEC.

## Correcting Words on Your Own



There will be times when Sardine finds misspelled words you need not consult the dictionary to correct.

■ To correct obvious misspellings use **Spel**: Press **<F7>** on a Tandy computer, **<SHIFT><F2>** on a NEC.

You will then see this prompt:

**word-**

with **word** replaced by the current unknown word. (By pressing **<ESC>** or **<ENTER>** now you will quit **Spel**.)

■ Type the word as it should be spelled and press **<ENTER>**. Type letters, punctuation, spaces, or control codes. To specify control codes like the T-Word print commands,

hold down **<CTRL>** then in sequence type **<P>** and the letter assigned to that code.

Sardine will not register capital letters but will follow your lead in this matter, substituting a capital for a capital, a lowercase for a lowercase. For more information, see *Capital and Lowercase Letters*, page 5-20.

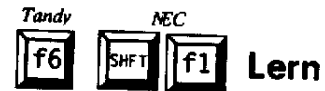
This prompt now gives you a choice:

**[A]ll, [C]onfirm, [Q]uit?**

■ Press **<A>** to correct all occurrences of the misspelled word. Press **<C>** to require your approval at each occurrence. Press **<Q>** to quit **Spel** without making changes.

If you select **[C]onfirm**, Sardine will display each occurrence: Press **<Y>** to correct the occurrence displayed on the screen or **<N>** to leave it as it is. (Press **<Q>** to return to the unknown word without making further changes.)

## Adding Words to the Dictionary



You may find that Sardine does not recognize words you use all the time. This is generally true, for example, with the names of people and places. To supplement the dictionary—whether ROM or disk—you can add words to an auxiliary dictionary of your own. When this auxiliary dictionary is in your computer, Sardine will check it after checking one of the main dictionaries.

■ To use this option, you must have in your computer a **TEXT** file named **WORDS.DO**. With the ROM version of Sardine, this file is created automatically when the chip is initialized. With other versions, a file named **WORDS.DO** must be created through T-Word or some other word processor—or through the **TEXT** program built into your computer. (See page 5-22 for help.)

Each time you use the **Lern** option, Sardine will add a word to the **WORDS.DO** file.

■ When Sardine displays an unknown word you want to add to your auxiliary dictionary, press < f6 > on a Tandy computer or < SHIFT > < f1 > on a NEC. The next unknown word then will come up for consideration.

## Eliminating Doublets

What are doublets? They are those unwanted repetitions of words that occur while we are typing. We pause for thought and resume, repeating the last word we have typed. The most troublesome—because they are the hardest to spot—occur at the end of one line and the beginning of the next, as in this sentence.

There are, of course, some circumstances in which English allows such repetition: *Where he was was not where he wanted to be.* Sardine lets you review each doublet in the context of your file, to make sure that it is not one of these intended repetitions. You will find that the great majority, particularly in written English, are plain mistakes.

Doublets automatically are called to your attention each time you check a file. If you have repeated *the*, for example, the unknown word will appear on your screen as **the the**.

Press < f2 >—**Cntxt**—to view the doublet as it appears in your file.

■ To correct a doublet, press < f3 >—now indicated on the screen as **Fix**. As with other corrections, you must now answer this question:

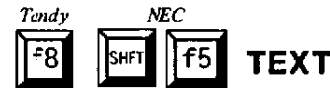
**IAll, IClonfirm, IQuit?**

Press < A > to have Sardine automatically correct all

occurrences for you. Press < c > to require your approval at each occurrence. Press < q > to quit this option without making changes.

If you select **IClonfirm**, Sardine will display each occurrence: Press < y > to correct the occurrence displayed on the screen or < n > to leave it as it is. (Press < q > to return to the doublet without making further changes.)

## Returning to Your File



There are two ways to return to your **TEXT** file:

- Press < f8 > on the Tandy computers or < SHIFT > < f5 > on a NEC. This function key is represented on the screen as **TEXT**.
- Dispose of all the unknown words by accepting them as they are, by correcting them, or by adding them to the auxiliary dictionary. Once you have disposed of the last word, you will automatically be returned to your file.

No matter which way you leave Sardine, you will be returned to your file at or near the point where you pressed < GRAPH > < F > to begin checking your spellings.

## CHECKING SINGLE WORDS:



While writing a document, you can check the spelling of single words as well as entire files. When checking a single word, you have another choice:

- You can check the entire word.
- Or you can check just the first few letters of the word.

■ To check an entire word, place the cursor over the last letter—or the space immediately following it—and begin the checking process.

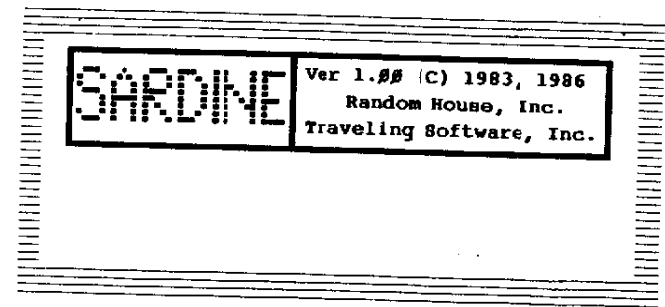
Sometimes you will not want to check an entire word. Suppose, for example, that you have just typed **alledge**, but you are not sure whether the **d** belongs there. If you check the entire word, Sardine will tell you that it cannot find the word in the dictionary. If, however, you place the cursor over the **e** in **alle**—and eliminate the questionable **d**—Sardine will find several possible spellings, among them the correct one: **allege**.

■ To check a partial word, place the cursor over the last letter you want checked—and begin the checking process.

*Note:* You cannot check words longer than 19 letters. The computer will merely beep if you try. This is no loss, however, since the Sardine dictionaries do not include any words of that length.

■ Press <GRPH><W> to begin checking the spelling of the word—or partial word—selected by the cursor.

As it does when you check an entire file, Sardine will replace your file with this screen:



If you have the ROM version of Sardine, you now see this question: **Use [R]OM or [D]isk?** Press <D> to select the dictionary on disk. Press any other key to select the dictionary on the ROM chip. Sardine then begins checking the word.

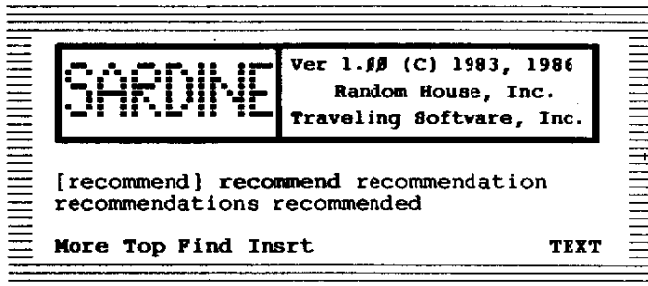
With other versions, there is no choice of dictionaries, and this question does not appear. The checking process is already under way.

In the checking process Sardine tries to match your letters with words in the dictionary. There are three possible results:

- There may be an exact match, proving that you were right to begin with.
- There may not be an exact match, but Sardine has come up with a list of possibilities for you to choose among.
- There may be no match at all. You will have to try another spelling.

### Exact Matches: You Were Right

When you correctly guess the spelling of a word, your Sardine screen will look like this:

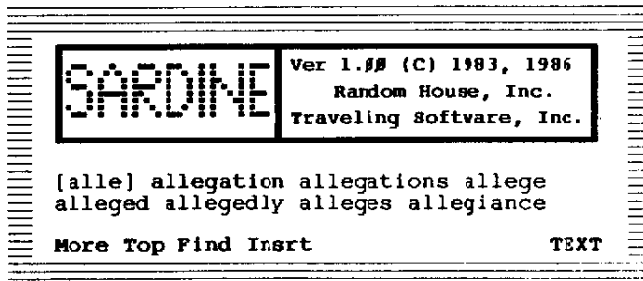


In this example, the writer has checked the spelling of *recommend*. This word appears first in the list; in square brackets: **[recommend]**. Immediately after that, in reverse video, you see the same word.

- Whenever there is an exact match, the word being checked will be followed immediately by that word.
- Return to your file knowing you were right in the first place: Press <f8> on a Tandy computer or <SHIFT> <f5> on a NEC—indicated by **TEXT** on the screen.

## No Exact Match: You Have a Choice

This is how the screen will look when Sardine comes up with a list of possibilities for the word—or partial word—you are checking:



Here the writer, uncertain of how to spell *allege*, has

checked just the first four letters. They are shown thus: **[alle]**. Notice that the word immediately following **alle** does not match. What follows are words beginning with the letters **alle**.

At the end of the first line you see the correct spelling: **allege**.

- When you find the correct spelling, press <SPACE> or the <♦> and <♦> arrow keys to move the bar cursor over that word. Then press <f4>—**Insrt**—or <ENTER>. You will be returned to your file, where you will find that the word has been corrected.

If you do not see the word listed, press <f1>—**More**. If there are more possibilities, Sardine will display them. You can continue pressing <f1> until you run out of possibilities. To return to the beginning of the list at any time, press <f2>—**Top**.

- If none of the possibilities is the one you want, you must try another spelling. Press <f3>—**Find**. This prompt then appears:

**String: word**

For **word** you will see the letters you asked Sardine to check for you. Your task is to alter the word enough that Sardine can offer you another list of possible spellings. This may be simply a matter of pressing <BKSP> to remove one or more letters. Or you may have to change a letter or two. When you have modified the word, press <ENTER>. Sardine will then display more words. When you find the word you want, highlight it with the cursor and press <f4> or <ENTER> to insert it into your file.

- To leave Sardine and return to your file without correcting the word, press <f8> on the Tandy computers or <SHIFT> <f5> on the NEC—indicated by **TEXT** on the screen.

## No Match: Try Again

There will be times when Sardine cannot find even a single match. This means that there is no word in the dictionary that begins with the letters you are checking.

When Sardine draws a blank, the screen will look like this:

```

SARDINE Ver 1.00 (C) 1983, 1986
Random House, Inc.
Traveling software, Inc.
String: alledge
[alledge]
Not Found
More Top Find Insr TEXT

```

Notice that **alledge** is the word that was checked. **Not Found** tells you that there are no possible spellings to choose from.

The cursor now rests at the end of this message:

**String: alledge**

To continue your search for the correct spelling, you must alter the misspelled word and give Sardine a better clue.

In the example the best solution would be to press <BKSP> to delete **dge** from **alledge**. In other cases, you may have to alter a letter or two. When you have altered the spelling, press <ENTER>. Keep in mind that the fewer letters you ask Sardine to check, the more possibilities you will see. Searching for just **a**, for example, would give you all the words in the dictionary beginning with **a**.

When Sardine comes up with possibilities—

- Press <f1>—**More**—to see more words, if any.
- Press <f2>—**Top**—to return to the top of the list.

- Press <f4>—**Insr**—or <ENTER> to insert into your file the word selected by the cursor.

## HINTS ON USING THE DICTIONARY

When checking for misspellings, Sardine follows this rule: It considers only the 26 letters of the alphabet and the apostrophe. Any other characters, including numbers and punctuation, are treated as spaces. As explained below, this rule has its limitations.

It should be remembered, too, that Sardine is a spelling checker, not a proofreader: it cannot tell you whether you have typed *it's* where *its* is required or whether you typed *solid* when you meant *solid*. Even with this limitation, Sardine will rid your documents of more mistakes than you are likely to find in many readings. Most people, studies have found, tend to miss over half the misspelled words in a long document.

### Hyphens

Sardine treats hyphens as spaces. This means that the parts of a hyphenated word are checked against the dictionary separately, as distinct words. Apply this rule, and you will understand how Sardine handles the hyphens you include in a file.

Hyphens usually are used either to join words or to split words at the ends of lines. For information about the use of hyphens to join words, see *Compound Words*, below.

**Splitting Words.** When using hyphens to split words at the ends of lines, remember that as far as Sardine is concerned you are breaking the words in two. Split *conversation* as *conversa-* and *tion*, for example, and Sardine will flag both *conversa* and *tion* as unknown words.

■ If you intend to hyphenate words at the ends of lines,

then, you might do well to use Sardine first—before adding the hyphens—and relieve yourself of the time-consuming process of checking the fragments that end-of-line hyphenation produces.

### Compound Words

Style books give a great many rules for determining whether two words standing together and acting as one should in fact be spelled as a solid compound word, a hyphenated compound word, or two words. Is the word spelled *taxpayer*, *tax-payer*, or *tax payer*?

In most cases, the questions are readily answered by the dictionary, though even dictionaries disagree on some words. And there will be times when you must consider other factors. *Goldfish*, referring to a species, is almost always spelled as one word. But consider this sentence: *Her collection included bronze horses, silver cats, and a bright gold fish.* Here *gold fish* refers to something other than a species of fish; this fish actually is made of gold.

Sardine will alert you if you have spelled something as one word which should be hyphenated or spelled as two words. It cannot go further, however, and tell you which it should be: a hyphenated word or two words. (Remember that Sardine treats each hyphen as a space.)

■ When in doubt about how to type compound words, first type the words together—*taxpayer*, *bookstore*, *goldfish*. Then let Sardine tell you whether that compound exists. If it comes up as an unknown word, split it. Just how you are to split it—whether by a hyphen or by a space—you must decide yourself. Open a dictionary or, for more problematic cases, a style book.

If you split a compound word, typing it as separate or hyphenated words, Sardine will merely check on the

spelling of each word, without considering whether they should be joined. You could, for example, run *tax payer* or *tax-payer* by Sardine again and again without realizing that the preferred spelling is *taxpayer*.

### Apostrophes: Possessives and Contractions

Sardine treats possessives and contractions differently. It ignores possessive endings but checks contractions.

Type a word in its possessive form—like *workers'* or *workmen's*—and Sardine will check the word only as far as the apostrophe: *workers* and *workmen*.

Type a contraction—like *can't* or *won't*—and Sardine will check the entire word: *can't* and *won't*.

This is the rule Sardine applies when it encounters an apostrophe: Any apostrophe followed by an *s* is removed (with the *s*) before the word is checked; any apostrophe followed by a letter other than *s* is included in the check along with the remaining letter or letters.

This rule distinguishes between possessives and contractions in all but a few instances; even when it does not (as in the contraction *it's*), Sardine will almost always find the shortened form correct (*it* in the case of *it's*).

### Capital and Lowercase Letters

How Sardine treats capital and lowercase letters depends on what it's doing:

**Rule #1:** When *checking* words, Sardine ignores case, treating capital and lowercase letters identically.

**Rule #2:** When *correcting* words, Sardine follows your lead, substituting a capital letter for each capital letter you typed and a lowercase letter for each lowercase letter.

As a result of the first rule, Sardine will not flag a proper noun even if you spell it without an initial capital. Nor will it flag a common noun—like *car*—which you may have typed mistakenly with a capital letter.

As a result of the second rule, Sardine will replace misspelled words with the capitalization as you typed it originally: all lowercase, all capitals, just the initial letter capitalized, or some other combination. Sardine follows this rule whether you are correcting obvious misspelling on your own (*Spel*) or relying on the dictionary for help (*Diet*); in neither situation can you specify case while making corrections. Here are some examples:

<u>Word to Be Replaced</u>	<u>Replacement Word</u>	<u>Manner of Replacement</u>
hte	the	the
Hte	the	The
HTE	the	THE
VanDam	vandamme	VanDamme
HITEST	hiperformance	HIPERFORMANCE
Sx	sardine	Sardine

**A Shortcut for Often-Used Words.** Notice the last example above. By observing the rules of capitalization, you can save typing time by shortening to just a couple letters any word that recurs many times within a file. When you check your completed file, you then instruct Sardine to correct that shorthand letter combination to the word you chose not to type again and again.

### Single Letters

When checking a file for misspellings, Sardine considers as correct any letter standing by itself, regardless of case.

## MAKING AND USING THE AUXILIARY DICTIONARY

The auxiliary dictionary is your means of supplementing the Sardine dictionaries. Neither the disk nor the ROM dictionary can be altered. But through the auxiliary dictionary—**WORDS.DO**—you can add words that Sardine will check along with the dictionaries.

You likely will discover that Sardine does not recognize certain words you use regularly. Create your own dictionary of such words, and you will no longer have to eliminate them from the list of unknown words each time you check a file.

The auxiliary dictionary is helpful for word checks, too. Assume that you are writing a letter to a regular customer, Helen Radcliffe, but you are unsure of the spelling: is it *Radcliffe* or *Radcliff*? Having anticipated this problem, you already have entered the correct spelling in **WORDS.DO**. Now to refresh your memory, type either *Radcliffe* or *Radcliff*. Leave the cursor over the last letter and press <GRPH><W> to begin the check. Select either dictionary (the ROM check will be a little faster), and you will soon see the correct spelling on your screen.

### Creating and Compiling the Auxiliary Dictionary

**Creating WORDS.DO.** The ROM version of Sardine automatically creates a file named **WORDS.DO**. With other versions, however, this file must be created *before* words can be added to the auxiliary dictionary. Like any other TEXT file, **WORDS.DO** can be created through a word processing program—or through the TEXT program built into your computer, as explained below.

1. In the main system menu of your computer, place the cursor over **TEXT** and press <ENTER>.
2. As the file to edit, type **WORDS** and press <ENTER>.
3. Leave the file: press <FB> on a Tandy computer, <SHIFT><F5> on a NEC.

**Compiling WORDS.DO.** Each time you check a file and use the **Lern** option, a word is added to **WORDS.DO**.

Sometimes, though, you may wish to add words without using **Lern**. To do this, go into **WORDS.DO** through a word processor or through **TEXT** and type the words.

When adding words directly to **WORDS.DO**, observe these rules:

- Type only the letters of the alphabet and apostrophes: no other punctuation, no numbers, no control characters.
- Type the words in capitals or lowercase: It does not matter which.
- Separate one word from the next by a space or start each word on a new line.
- Type the words in any order; Sardine does not require that the words be alphabetized.

**Note:** When entering new words into **WORDS.DO**, Sardine automatically places each of them on a line by itself. When entering new words yourself, however, you can save one byte per word by pressing <SPACE> instead of <ENTER> after each word.

### Using the Auxiliary Dictionary

The words you have entered in **WORDS.DO** will always be available to Sardine as long as that file is in your computer.



as **WORDS.DO**. If you assign it another name or delete it from your computer, Sardine cannot include its words in the checking process.

For different projects or operations you may prefer separate auxiliary dictionaries. Keep these auxiliary dictionaries as separate files, with names of their own—**WORDS1.DO**, **WORDS2.DO**, for example. To switch from one auxiliary dictionary to another, rename the current **WORDS.DO**; then rename as **WORDS.DO** the auxiliary dictionary you want to use.

Remember that Sardine accepts the words you enter in **WORDS.DO** without questioning their spellings. This means that you must take care to spell them *exactly* as you want them. Users who rely mainly on the ROM dictionary to compile their **WORDS.DO** file may well find misspellings in that file by checking it now and then against the disk dictionary. (The file should be renamed something other than **WORDS.DO** before such a check, since Sardine automatically approves all spellings in the file named **WORDS.DO**.)

Use discretion when compiling your auxiliary dictionary: the more words it contains, the more RAM it occupies, and the longer it takes Sardine to check your spellings. Every now and then it may be a good idea to look through the words you have accumulated and delete whatever you no longer want.

## SARDINE AND AUTOMATIC POWER DOWN

Unless you have canceled or altered the automatic power down feature of your computer, its power automatically will be shut *off* when it has stood idle for 10 minutes. The purpose of this feature is to extend the life of the batteries.

■ Sardine cancels the automatic power down feature, keeping the computer *on* from the time you press either **<GRPH><F>** or **<GRPH><W>**, to begin checking your spellings, until you return to your file. It does so to ensure that the memory of the computer is not corrupted, as might happen if the power is turned *off* while the program is running.

■ If you are using batteries to power your computer, extend their life by leaving Sardine whenever you do not intend to use your computer for a while.

It is also a good idea not to turn the computer *off* while Sardine is running.



## Section 6

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# Word Processing Enhancements

## Where to Look in Section 6

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To use search and replace	page 6-3
To compute bytes and words anywhere within a file	page 6-6

## WORD PROCESSING ENHANCEMENTS

THE ROM version of Sardine with T-Word enhances the word processing capabilities of your computer in these ways:

- You can switch to overwrite mode and type over existing text.
- You can locate *and change* a character, word, or phrase in a document.
- You can determine at any point within a document how many characters (bytes) or words you have typed to that point.

■ All of the word processing enhancements are available for use as soon as you have installed and initialized the Sardine chip. Simply select **TWORD** in the main system menu; then select a document file and press the appropriate keys.

### Note to Users of the Ultimate ROM II

With only one exception, the word processing enhancements described in this section are identical to those available to you through the Ultimate ROM II chip. This exception occurs with search and replace; see page 6-4.

Note, too, that you have an enhancement not described in this section. Through the Ultimate ROM II chip you can use ROM-View 80 to edit and view your documents with lines up to 60 characters long (80 characters with scrolling.) See Section 6 of the T-Word manual for a description of this feature.

## OVERWRITE MODE:

One of the limitations of your computer is its lack of an overwrite mode. You are limited to the insert mode, which means that you cannot type over existing text. In insert, whatever you type moves existing text and spaces to the right to make room for the new text.

With Sardine you can switch from insert to overwrite and back to insert. In overwrite, each character you type replaces whatever is already in that place on the screen, whether a letter, number, or space.

The overwrite mode is available for use with any document once you select **TWORD** in the main system menu.

■ You begin each session in the insert mode. To switch to overwrite mode, press **<CTRL> <O>**.

When you switch to overwrite, this message appears as a reminder at the bottom of the screen:

### Overwrite mode

The message disappears as soon as you begin typing.

■ To switch back to insert, press **<CTRL> <O>**.

When you switch to insert, this message appears at the bottom of the screen:

### insert mode

The message disappears as soon as you begin typing.

## SEARCH AND REPLACE:

Sardine improves on the Find function of your computer by allowing you to search for certain characters, a word, or a phrase and replace them with other characters, words, or phrases.

Search and replace saves time in the revision of documents, freeing you of the chore of retyping changes again and again.

Search and replace is available for use with any document once you select **TWORD** in the main system menu.

■ Press **<CTRL> <L>** to begin searching a document at the point marked by the cursor.

Sardine gives you flexibility in how you use search and replace:

- You can replace *all* the following occurrences of the search text automatically.
- You can review all the following occurrences of the search text but reserve the right at each occurrence to direct whether to make the replacement.

## How to Use Search and Replace

1. Press **<CTRL> <L>**. The screen clears, and this prompt appears at the top of the screen:

### String:

2. Type the string of characters or words—up to 32 characters in all—you want to find and replace. To enter control codes, type **<CTRL> <P>** and the letter for that code. Press **<ENTER>**.

3. In response to this prompt:

**Sub as:**

type the string of replacement characters, words, or control codes—up to 32 characters in all. Press <ENTER>.

4. You now must direct the manner of the search and replace, as suggested by this prompt:

**[A]ll, [C]onfirm, [Q]uit?**

These are your choices:

- Press <A> to direct that all occurrences of the search text from the point where you entered search and replace to the end of the document will be replaced automatically.
- Press <C> to direct that the remainder of the document will be searched, but nothing will be replaced without your approval.
- Press <Q> to abort search and replace without any changes.

**Note:** If you are using the Ultimate ROM II, you have yet another choice: **Number**. Type any number 1-99 to direct that for that number of occurrences from the point where you entered search and replace, the search text will be replaced automatically.

5. If you press <C> for confirmation at each occurrence, you will see this message at the bottom of the screen at each occurrence:

**[Y, N, Q]**

You now have three choices. Press—

- <Y> to confirm the replacement
- <N> to continue the search without making the replacement
- <Q> to quit search and replace

There will be times while using search and replace that you will see this message:

**No match**

This message tells you either that the search text was not found at all or that there are no more occurrences of it in the document.

*Ultimate ROM II Note:* Since search and replace always moves toward the end of the file from the point where the cursor is located when you press <CTRL> <L>, remember to begin at the beginning of the file if you want the entire file searched. At any point within a file press <CTRL> <W> to move the cursor back to the beginning of the file in one step.

## COUNTING WORDS AND BYTES:



Pressing <CTRL> <J> at any point in a document will display a message like this:

**306 bytes, 49 words (11 returns)**

From this message you can determine how many bytes (characters) and words you have entered to the point in the document marked by the cursor.

For a count of the entire document, press <CTRL> <Z> to move to the end of the document and then press <CTRL> <J>.

Also included in the count is the number of returns—or how many times you have pressed <ENTER>. Depending on how you are formatting a document, this count may give you the number of lines or paragraphs entered to that point.

## APPENDIX A: ERROR MESSAGES

Should you incur any of the error messages listed below, press any key to remove the message and take whatever corrective action is required.

### Disk Error

There are several possible causes, all of them having to do with your disk drive. The *American Dictionary* disk may not be in the drive. The drive may not be turned *on* or it may not be properly connected to the computer. Check the DIP switches to ensure that they are properly set (see Appendix B).

### Illegal Address

While using **RELOC.BA**, you have specified an address for **SARXXX.CO** which would overlap **MAXRAM**. Whether you are specifying a start or end address for **SARXXX.CO**, enter an address with a lower value.

### Invalid SARXXX.CO

The **RELOC.BA** program has found that **SARXXX.CO** is not in a usable form. First check to see that Sardine is turned *off*, and try again. If the message reappears, it is likely that **SARXXX.CO** has been corrupted. Delete it from your computer and copy it back into RAM from disk.

**Not enough free memory** You do not have enough free memory in your computer to turn Sardine *on* or *off*. Exit the program you are working in and check the **Bytes free** message in the main system menu of your computer. You should have at least 5,500 bytes free. Delete files if necessary.

*Note:* If you free 5,500 bytes and this message reappears, free more memory. The 5,500-byte requirement is an approximation; the actual requirement may vary by a few hundred bytes depending on the version of Sardine.

**OM Error** Your computer ran out of free memory while trying to turn Sardine *on*. The problem lies with the address in high memory you have assigned to **SARXXX.CO**. Because of this address, you must have more than the usual 5,500 bytes free to turn Sardine *on*. There are two remedies: Either delete files to accommodate the increased memory requirement or reduce the memory requirement by relocating Sardine to a higher address.

*Note:* This error takes you out of Sardine and into BASIC. Exit BASIC—press < f8 > on a Tandy computer or < SHIFT >< f5 > on an NEC—and then resolve the problem.

**Out of memory** Sardine has undertaken an operation for which there is not enough free memory in your computer. Generally, 1,000 bytes of free memory is sufficient, but there may be times when more free memory is required, as when you check a very large file or Sardine encounters many unknown words. Free more memory and try again.

**RELOC.CO not found** The **RELOC.BA** program could not locate the **RELOC.CO** file in your computer. Load **RELOC.CO** from disk and try again.

**SARXXX.CO not found** You have tried to run the **RELOC.BA** program to relocate Sardine or you have tried to turn Sardine *on* or *off*, but the Sardine operating program, **SARXXX.CO**, was not in RAM. Load it from disk and try again.

## APPENDIX B: PREPARING THE DISK DRIVE

Before using the Random House American Dictionary on the 3 1/2-inch disk included with Sardine, you must prepare your disk drive. And the disk labeled *American Dictionary* must be inserted into the drive.

Furthermore, if you have either a Tandy or Purple Computing disk drive, you must set the four DIP switches to one of two settings: either 19200 or 9600 baud (bits per second). Brother disk drives lack DIP switches and are ready to use with the Sardine dictionary as they are.

**Choosing a Baud Rate.** The preferred rate—because it is faster—is 19200 baud. But if you are using your disk drive with a program (like an early version of Traveling Software's LAPDOS) which requires 9600 baud, you may want to stick with 9600 baud for Sardine, too, even at the sacrifice of some speed.

1. If you have a Tandy or Purple Computing disk drive, turn it upside down and locate the small rectangular DIP switch cover. Using a paper clip or the top of a pen, remove the cover and set the four DIP switches for either 19200 or 9600 baud as illustrated below:

	1	2	3	4	
ON					19200 baud
OFF	-	-	-	-	

	1	2	3	4	
ON	-				9600 baud
OFF		-	-	-	

Replace the cover and turn the drive right side up.



2. Connect the disk drive to the computer using the connector cable: The larger end of the cable plugs into the **RS-232C** port in the rear of the computer. The smaller end plugs into the **RS-232C** port in the rear of the disk drive. If either end doesn't go in easily, turn it over and try again. *Make the connections secure. Loose connections will cause problems!*
3. Give power to the disk drive using either four AA batteries or an AC adapter.
4. Turn the **ON/OFF** switch on the front of the disk drive on.
5. Push the **EJECT** button on the front of the drive, insert the *American Dictionary* disk with the label side up, and push down on the in/out bar until it snaps into place. Your drive is now ready for Sardine.

■ Whenever you change the DIP switches on your portable disk drive, you must turn the drive *off*—either before or after you make the changes. Without this, the drive will not recognize the new settings.

## APPENDIX C: REMOVING THE SARDINE CHIP

Once you have installed and initialized your Sardine ROM chip, you are not committed to having its programs in your computer forever. Because the file that accesses both Sardine and T-Word—**TWORD+**—takes up less than 100 bytes of memory, you will probably not want to remove it except to replace the chip with another.

*Note:* If you have installed the resident portion of TS-DOS since installing the Sardine chip, you should remove the resident portion *before* removing the chip. Check the top line of the T-Word file-selection screen. If you see the message **TS-DOS is On**, start TS-DOS and turn the resident portion *off*. (See your TS-DOS manual if you need help.)

Follow these instructions to remove the Sardine chip:

1. In the main system menu place the cursor over **BASIC**, and press **< ENTER >**.
2. Type  
**KILL "TWORD+"**  
and press **< ENTER >**.
3. Then return to the main system menu: Press **< F8 >** on the Tandy computers, **< SHIFT >< F5 >** on the NEC.
4. Turn the computer *off*, remove the cover from the ROM expansion compartment, and *gently* pry the chip free.

## Replacing the Chip

Each time you replace the Sardine chip in your computer, you must follow the installation and initializing steps outlined in Section 2.

Failure to re-initialize and re-install the chip each time you replace it in your computer may cause your computer to cold start and lose all the contents of its memory.

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