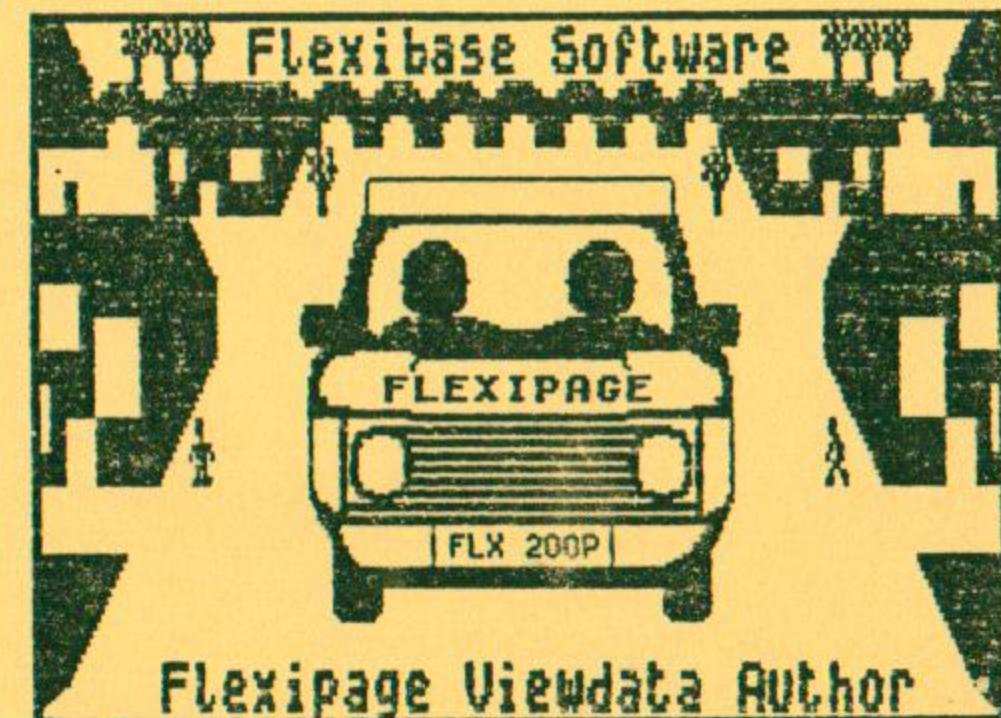


This is
Flexipage



The Sam & Spectrum 48/128K
Viewdata / graphics
Authoring System for all users.
With Three Modes: Automatic
Free Format and Interactive.

FLEXIBASE SOFTWARE

Flexipage

Spectrum 48K / 128K, Sam Coupe 256K / 512K

VIEWDATA/GRAPHICS EXERCISE/DISPLAY SYSTEM

(c) 1990 David Wornham

Spectrum Machine Code: R.D.Johns & S.Turton

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INTRODUCTION

1. This flexible authoring system will produce automatic sequences for advertisements or displays, interactive exercises with up to three choices per page for adventures or learning games and free format for random access to databases or replacement "paper feed" exercises. Double height text and detailed graphics are used for high visibility, with full SCREEN\$ picture use from disk, 128K memory or tape.

2. Designed for easy use by newcomers to computing and experts alike, it will contain up to 187 (190 for +3 version and 200+ for the Sam Coupe version) "half" screen (5 lines), 93 "full" (10 lines) or any combination, within 48K memory, with additional User Defined Graphic sets, SCREEN\$ pages and blocks of pages (data) loading from tape, disk or 128K memory. Facilities include colour, sound, naming and scoring. Flexipage will use the full capabilities of 128K memory and disk/Microdrive when available, but will run comparably with 48K computers.

3. The demonstration exercises alone can provide hours of constructive entertainment for children and adults. The imagination and experience of the user will enable Flexipage to provide a wide variety of exercises and displays for many purposes.

4. This guide is a detailed introduction, but the system can be quickly mastered with the help of on screen prompts.

5. Flexipage will run in 48K or 128K modes but Memory Save and Load, and the Spectrum +3 disk drive will only operate in 128K mode. 48K mode single key commands are shown in brackets () where applicable.

FLEXIPAGE CONVENTIONS

6. Prompts where the user needs to press a key are shown on screen with a green background, and in this guide within square brackets. The choice of keys to be pressed are those shown in CAPITALS, for example [Amend/Replace/Copy] Press A, R or C.

7. Computer activity where NO user action is needed is shown on screen with a yellow background, with the activity word flashing and in this guide within pointed brackets. e.g. <fpadv30 data disk load> shows that "fpadv30" in data form is loading from disk.

8. As this booklet is in black and white to keep costs down, you may wish to use [green] and <yellow> highlighters throughout to make these points clearer.

AT ANY STAGE PRESS _ (SYMBOL SHIFT ZERO)
TO OBTAIN THE MENU

USING FLEXIPAGE

9. Make sure your computer, television (or monitor) and cassette recorder (or disk drive) are properly connected and switched on.

10. Flexipage uses various systems: Read

48K Computer with Cassette.....	11
128K/+2 Computer with cassette.....	12
+3 Computer with disk.....	13
48K Computer, Discovery/+D disk/Mdrive.	14
128K/+2, Discovery/+D disk/Mdrive.....	15
Sam Coupe tape or disk.....	15a

11. 48K COMPUTER, CASSETTE:

Place the Flexipage cassette in the recorder and make sure it is fully wound back. Press the computer key J, which will show LOAD on the screen, then hold down the SYMBOL SHIFT key and press key P TWICE to show "". Press the PLAY key on the recorder, then the ENTER key on the computer. Now read 16 below.

12. 128K / +2 COMPUTER, CASSETTE:

Place the Flexipage Cassette in the recorder and make sure it is fully wound back. Type LOAD (in capitals or small letters) on the computer keyboard, (+2: with LOADER on screen highlighted in light blue, press ENTER) press the PLAY key on the recorder, then press the ENTER key on the computer. Now read 16 below.

13. +3 COMPUTER, DISK:

Place the Flexipage disk, correct side up, in the drive. Make sure the word LOADER on screen is highlighted in light blue then press the ENTER key on the computer. Now read 16 below.

14. 48K, DISCOVERY/+D DISK/MICRODRIVE

Place the disk (or cartridge) in the drive. Press the computer key R, which will show RUN on the screen, then the ENTER key on the computer. Now read 16 below.

15. 128K/(+2) DISCOVERY/+D DISK/MICRODRIVE

Place the disk (or cartridge) in the drive. Move light blue highlight down from LOADER to 128K BASIC using down cursor key, then press ENTER. Type RUN (in small or capital letters) on the computer keyboard then press the ENTER key on the computer.

15a. SAM COUPE, with TAPE or DISK.

Place the tape in the player or disk in the drive. Press key F7 for tape or key F9 for disk.

SUB-MENU and DEMONSTRATIONS

16. The first, or sub-program, will LOAD and show choices, called a MENU, on the screen, showing programs available (on that side of the tape or +D / +3 disk). Make sure the cassette (or +3 disk) has the right side up for your choice of program. STOP THE TAPE if using cassette.

read part

- | | |
|-------------------------------------|-----|
| 1. Crime Quiz Quiz. interactive... | 20 |
| 2. Flexipage Advert. automatic.... | 21 |
| A. Any other Flexipage exercise... | 22 |
| B. read only loader for saving.... | 278 |
| F. Flexipage author (disk only)... | 25 |
| G. Graphics designer..... | 198 |
| L. Load SCREEN\$ for 128K memory... | 19 |
| R. Read Only system..... | 277 |
| S. Save this sub-menu program..... | 26 |
| T. Transfer: (tape/disk1/2/memory) | 17 |
| H. Help: Flexipage Conventions.... | 24 |
- {Press the number or letter of your choice}
Cassette & Opus versions have less choices.
-

TRANSFER STATE

17. Apart from when pressing H, make sure the right cassette or disk is inserted in the drive. BEFORE LOADING or SAVING, press T repeatedly to change the Transfer State between tape, disk1, disk2 (disk includes Microdrive except for +3 versions) or mem. (128K memory) for the LOAD / SAVE medium required. NOTE: Although 128K memory SAVE and LOAD are very fast, everything is LOST on switch off.

18. NOTE: You can only load from memory in 128K mode IF you have previously saved the Sub-Menu AND a Flexipage program to Memory.

cassette if necessary, then press ENTER to save the picture.

19. To LOAD SCREEN\$ pictures and SAVE to 128K memory for instant use later, press L. (The provided SCREEN\$ pictures on demos. will automatically load to 128K memory so do NOT need this command). [start SCREEN\$ no. ENTER] appears. Type ONE MORE than max. pages set (188 for those using 187 pages) then press ENTER. [stop SCREEN\$ no. ENTER] Type the highest number of SCREEN\$ pictures then ENTER. The pictures will appear then be saved to 128K memory. The maximum SCREEN\$ capacity is 9 for 128K/+2 and 8 for +3 computers PROVIDED that no other matter is saved to memory.

"Crime Quiz" DISKS include 7 SCREEN\$ pictures numbered 191 to 197. "Flexipage Advert" DISKS have varying numbers of SCREEN\$, from 5, depending on the system.

20. CRIME QUIZ is a demonstration of Interactive Mode. If using a disk version, with a 48K computer leave the disk in the drive as the SCREEN\$ pictures are loaded from disk. [your name? ENTER] appears. Type your name, then press ENTER.

A selection of crime prevention exercises for all ages will then start with up to three choices of number to be pressed, followed by ENTER. Each exercise will end with a score, before re-starting. Crime Quiz will provide automatic print-outs at various stages and at the end of each exercise if a printer is connected and switched on via the main menu. (See 165)

21. FLEXIPAGE ADVERT. demonstrates the Automatic Mode, displaying a sequence of over 30 stages which will continue until the computer is switched off or SYMBOL SHIFT zero is HELD DOWN until the main menu appears. (Read 109)

22. ANY OTHER FLEXIPAGE EXERCISE. Press A to load a Flexipage exercise you have made. [Calalogue?] appears in disk and memory modes. Press C to catalogue (list the programs), or any other key to omit. Type your program name then press ENTER.

23. [Flexipage/User UDG] Press F if your program used no graphics or starts with the provided Flexipage graphics. Press U if using other User Defined Graphics. (Read 198)

24. HELP PAGES. From the sub menu (read 16) or Graphics Designer Menu (read 198) press H when a summary of Flexipage instructions will appear on screen with [Forward/Back (press F or B)]. Press F for the next item and B for the previous.

25. FLEXIPAGE AUTHOR. On disk versions press F from the Main Menu. (Read 29)

On tape versions, start with Flexipage Advert. then, after the program has started, press AND HOLD SYMBOL SHIFT ZERO until the Main Menu appears. (Read 29)

SAVE SUB-MENU PROGRAM

26. To avoid having to load "sub-menu" manually, you can save the auto-run program and loading screen.

27. Re-set the computer. Type MERGE (*"M";1; for Microdrive, Discovery or +D disk) "run" ("disk" for +3 or "autoload" for +D). Line 20 and 9999 commands need amending if changing from the system supplied, e.g. from tape to disk. GOTO 9999 to save. Then type LOAD (*"M";1; for Mdrive/Disk, except +3) "fpssc" SCREEN\$: PAUSE 0: SAVE (*"M";1; for Mdrive/Disk, except +3) "fpssc" SCREEN\$ ENTER. When the screen picture has loaded, change disk / cassette if necessary, then press ENTER to save the picture.

28. Press S at the sub-menu when the sub-menu with machine code and Flexipage user defined graphics will be saved as "submenu" then Verified (checked - except for +3 disk).

MAIN MENU

29. After pressing F from Disk sub-menu or SYMBOL SHIFT ZERO at any stage of a Flexipage exercise, the main menu will appear as:

Read		Read
114	[Interactive] [Print pages]	143
104	[Free Format] [Save program]	133
109	[Automatic] [Data/udg save]	151
117	[Correct pages] [Load data/udg]	156
30	[New pages] [K:catalogue]	168
165	[Z:printer off] [Erase dsk/mem]	169
130	[Transfer:tape] [Mode to 48K]	162
171	[Return: menu] [Wipe pages]	131
	{press letter}	

Press the letter which appears in CAPITALS.
DO NOT use CAPS SHIFT or CAPS LOCK

(The Read Only version has less options)

MAKING A FLEXIPAGE EXERCISE

30. Press N for NEW PAGES.

31. A buzz will sound, the border will go red then [Wipe pages] will appear in green. This is to remind you that anything you may have already entered will be lost. If you want to keep any work you have just done, press any other key for the main menu (read 29) then SAVE the program WITH data or DATA only. (Read 133 or 151)

32. [no. of pages/187] appears in green, showing that you have a maximum of 187 HALF SCREEN pages to use and asking you to choose how many you need. Type 10 this time then ENTER. If you don't know how many you will need it is always best to type 187 as you can NOT change later. You don't have to use them all. SCREEN\$ pages are additional to the maximum. (Read 230 and 260)

33. {PAGE:1} appears with a blank yellow box of five lines, which is HALF the final display height, showing that page 1 is blank at present. [new page 1/X] appears in green, waiting for you to type your page. X will be the maximum number you have chosen. Don't worry about the white part of the box at this stage. (Read 175 later)

34. Type your page one, which can just be "Test 1" for now, but with a MAXIMUM OF FIVE LINES (anything longer will be cut off). Check your page is correct.

If not correct, move the flashing cursor back by the CURSOR LEFT key (CAPS SHIFT 5 on 48K computers) to the right of the part you want to change, then press the DELETE key (CAPS SHIFT 0) for each letter you want rubbing out, and type in the correct letters. When the page is right press ENTER.

35. {PAGE:2} appears. Continue as at 33 with "Test 2". This method will keep giving you the next page until you have finished your display. Remember that Automatic Display will start and stop at any place you choose, but will display them in number order, that is from 1 to 200, from 5 to 9, etc. Read Only runs in any chosen order.

36. This NEW PAGES method is fine if you are a good typist, as the typing speed is good, and if you don't want to make pictures, but there is another method. Let's now try this. Press _ (SYMBOL SHIFT zero) ENTER now (or at any stage) to get the main menu as at 29 above.

37. Press C for CORRECT PAGES. [no. to correct/X] will appear in green. Press the number of the page you want to make or correct (alter). Press 1 then ENTER. (If X ever appears as Ø, this means you have not made any blank pages, or have used RUN and deleted them, so press _ (SYMB SHIFT zero) for the main menu and read 30 above.

38. [PAGE:1] appears with a yellow box five lines deep. If you have already typed this page it will show your entry at half the final display height. Don't worry about the white part of the box at this stage. (Read 175 later)

39. [Amend/Replace/Copy] appears in green, giving a choice of A for Amend, R for Replace or C for Copy. (Read 126 for Copy)

40. Pressing R for REPLACE would give the method as at 33 above, so don't do this now.

41. Press A for AMEND, when a blue flashing square, called a CURSOR, will appear at the top left hand of the displayed page.

[move cursor, amend ENTER] appears in green. The cursor can be moved anywhere in the yellow box by using the cursor (arrowed) keys (CAPS SHIFT and keys 5, 6, 7 or 8). SPACE, ENTER and DELETE (CAPS SHIFT zero) will also work.

42. Try moving the cursor around using all the cursor keys, SPACE ENTER and DELETE. You will find it slightly slower than Replace as the computer has to "remember" everything you type, even if it is a space!

43. Now try typing in letters and words to make up your first page. Try "This is my first page." You MUST have something in the first space at the top left hand corner of the box.

44. Press the ENTER key a few times until the cursor drops off the bottom of the box.

45. [Confirm] appears in green. This asks you to check if your typed page is right. If it is right, press C to CONFIRM the page, then read 47 below.

46. If the page is not right, press any other key and the cursor will come back when you can make changes by over - typing. Now read 42 above.

47. The main Menu will appear as at 29 above.

48. Let's now try your new page in DOUBLE HEIGHT DISPLAY. Press F for Free Format. The screen will go black except for a flashing ? in the lower left hand corner which means you can choose any page number to show. As you have only made page 1, type 1 then press ENTER. Your new page will appear in double height. Have you made any mistakes? Press ENTER if you want to blank the screen in FREE FORMAT.

49. Press _ (SYMBOL SHIFT zero) ENTER for the main menu. Press C for Correct pages, then press 1 ENTER to correct your first page or 2 ENTER to make your second page.

50. [Amend/Replace/Copy] appears. Press A for amend.

51. Type "This is my second page" for page 2. Do you remember how to finish the page? if not, look again at 44 above.

52. Let's now test your two pages as an AUTOMATIC DISPLAY. Go back to the main menu, then press A for AUTOMATIC MODE.

53. [auto. start no/10] appears to ask you to give the number for your display to START from. Press 1 then ENTER.

54. [auto. stop no/10] asks you to give the number for your display to STOP, then start again. Press 2 ENTER. When running, the AUTOMATIC MODE will continue until your chosen STOP number or until it meets a blank page (OR a page with the first space blank) when it will start again.

55. Your display will now show page 1 then page 2, then start again until stopped. Do both pages show? If not have you remembered that you MUST have something in the top left corner? Press and HOLD "_" (SYMBOL SHIFT 0) until the main menu appears again, Press C to CORRECT, enter the page number, A for Amend, then make your change.

56. So far, so good. But "This is my first page" and "This is my second page" are not very exciting are they? They are both shown very quickly, are black on yellow, they do not tell us much, there is no sound and no picture. Shall we make it better?

57. Stop the display. Do you remember how? If not, read 55 above.

58. Press C for CORRECT PAGES, 1 for page one, and A for AMEND.

59. "This is my first page" will again appear, with the cursor over the T. Type, OVER the present page, EXACTLY:

This page should start with a815 two tone horn, be dark blue 9 on cyan (light blue) and show eight secs. after the last page.

Use CAPS SHIFT for the CAPITAL T. The 9 MUST BE in the white part of the box, under the 5, but the cursor will change the white to yellow when it gets there.

60. Finish the page, return to the main menu, press C for CORRECT page, choose page 2, A for AMEND, then type EXACTLY:

This is the second page which963 should start with a telephone-+7 warble, be "added" below page 1, flash yellow on magenta (purple) and show after nine seconds.

61. Return to the main menu, press A for AUTOMATIC mode, START number 1 and STOP number 2. You should now hear the warning sounds and see flashing borders before the pages appear. Are they the same as they say?

62. This is all done by using CONTROL CODES, which are the numbers and symbols you typed in the white parts of the yellow box. The numbers do not show on the screen, do they? You will now be finding this rather dazzling, so stop the display, (see 55 if you have forgotten how) press C for CORRECT, 1 ENTER for page one and A for AMEND.

63. The numbers are there again aren't they? The CONTROL CODES must be in the RIGHT PLACES to work. The number 8 on page 1 makes the eight second PAUSE before this page is shown (except for the first display of the first page) The 1 makes the blue letter, or INK colour, and the 5 makes the cyan (light blue) background, or PAPER colour. The 9 makes the two tone horn sound before the page is shown.

64. Now look at page 2, using C for CORRECT. The 9 makes the nine second PAUSE before this page is displayed, the 6 makes the yellow letter, or INK, colour and the 3 makes the magenta (purple) background, or PAPER colour. The - (minus) makes the page FLASH; the + (plus) ADDS the page to the bottom of the screen, and the 7 makes the telephone warble sound before the page is shown.

65. The PAUSE (Auto. mode) can be any number from 0 to 9 for the number of seconds BEFORE the page is displayed. This means it controls the display time of the PAGE BEFORE. Once a PAUSE is set IT WILL BE THE SAME for following pages until changed.

66. The INK and PAPER colours can be anything from 0 to 7, but be careful of "colour clash" as some do not go well with others!

0	1	2	3	4	5	6	7
black	blue	red	magenta	green	cyan	yellow	white
			(purple)		(light)		
					(blue)		

67. The sound can be one of three:

7	8	9
telephone	three	two
warble	tone	tone

68. The CONTROL CODES MUST be in the right places to work. Except for CORRECT and PRINT modes, they will not be displayed. Anything else can be typed in the control code places and will be displayed normally. Be careful not to put CONTROL CODES in those places by accident.

For a summary of the codes and their places see 190.

69. If your pages do not do what we expected, check carefully that you have the right numbers in the RIGHT PLACES.

PICTURES

70. Let's now make the display more interesting. As you will see in "Crime Quiz" and "Flexipage Advert.", the system will also make pictures. You don't have to be an artist. Remember using building bricks when you were younger? We shall now make some pictures using Flexipage Graphics, which are used just like building bricks.

71. Return to the MAIN MENU, press C for CORRECT, and 3 for the blank page 3, then A for AMEND. (R for Replace uses slightly differing graphics).

72. If you now press the GRAPH key (CAPS SHIFT 9) an "artists palette" or list of graphics appears. Don't hold the GRAPH key for too long or you will lose the palette again! (These Flexipage Graphics can be easily changed using the Flexipage Graphics Designer - see 198)

73. You see that some number and letter keys will now give graphics instead of their usual character. Press some and see the effect. Can you make up a picture? If you press the GRAPH key again the palette will disappear and the keys will again give their usual characters.

74. If you press the CAPS LOCK key whilst in GRAPHICS MODE, the graphics will not work, although the palette will remain. Press the CAPS LOCK to make graphics again.

75. Shall we now make the policeman picture from "Crime Quiz"?

76. In GRAPHICS mode, type EXACTLY (but press SPACE where _ is shown here):

```
j????a3b????k ENTER key
_6666s<q9999_ ENTER key
_!??????????_ ENTER key
a:1e?????r25b ENTER key
::_c;d_c;d_55 ENTER key
```

If you are in REPLACE mode instead of AMEND mode the palette will not appear and some graphics will vary from the above.

Is the top half of the picture appearing? If not, check you have pressed the graphics key, when the palette will appear, and have NOT pressed the CAPS LOCK key.

77. Now for page 4. Do you remember how to get the menu, then CORRECT mode for page 4? Type EXACTLY (but press SPACE for _):

```
s>___4<8___=q ENTER key
_1s_s<<<q_q2_____+
___1s8___4q2 ENTER key
___;33337 ENTER key
?????j?k?????????g ENTER key
```

Don't forget the + (plus) which is needed in the RIGHT PLACE to "add" page 4 to the bottom of page 3.

78. Will your picture look like a policeman? The CORRECT MODE only shows it half at a time and half the display height. Now let's try the full height display.

79. From the main menu. Press F for FREE FORMAT. The screen will go black with a flashing ? in the lower left hand corner. Press key 3 then ENTER. The top half of the full size Policeman should now be shown. Press key 4 ENTER. Has the lower half of the Policeman appeared? If it is at the top of the screen, you have not used the + (plus) in the RIGHT PLACE on page 4.

80. You will have a black on yellow display. Can you change the colours? Do both halves of the display have to be the same colours? Can you add some sound? Can you make one half flash? Can you add some trees, houses, people and cars in the background? Do you want to write a title on the page?

81. To keep this program to use again read 133 or 151.

ADVENTURE GAMES in INTERACTIVE MODE

82 Shall we now make a short adventure game for younger players? Return to the main menu, choose NEW mode, 10 pages and type EXACTLY:

83. Page 1:

```
Welcome to an 8 page
mini adventure, using Flexipage.
Who are you?
```

84. Page 2:

```
You have to walk home alone 9
on a dark, rainy night. You
choose: a short dark footpath 3
a long, well lit, busy road 4
hitch-hiking a lift in a car 5
```


Numbers MUST be at the EXACT places shown.

85. Page 3:

You step in some mud, slip 3 3
over, get dirty, lost and
frightened. When you get home
Mum is upset and says that you
should not have gone that way.

Make sure the ' mark (SYMB SHIFT 7) is
in the right place.

86. Page 4:

You get home a little wet 9 4
but safe. Your Mum says you
went the best way, but to try
to go with someone you know
another time.

87. Page 5:

A car stops. 5
You do not know the driver.
You get in. 7
You say "No thanks"
and walk away. 6

88. Page 6:

When you get home Mum is 9
cross that you tried to hitch
a lift, but pleased you did not
get in the car. She says walk
with a friend next time.

89. Page 7:

The car is being driven very 72
fast. You are being thrown 8
about, feel sick and frightened
The car skids and crashes.....
Everything goes black. 8

90. Page 8:

You wake up in hospital. Mum
is there, holding your hand '9
crying. She says you have
broken your leg, and to
NEVER hitch a ride again.

91. You will have two spare pages, so
press _ ENTER for the main menu.

92. Can you guess how the adventure will
work? Shall we test it? Press I for
INTERACTIVE mode. The first page appears
with [your name ENTER] in green. Type your
name then press ENTER.

93. The second page will now appear with
[press number ENTER], as INTERACTIVE MODE
ALWAYS starts with page one, then ALWAYS
follows with page two.

94. Try pressing any number NOT given as a
choice and see how INTERACTIVE mode stops
this. Now press the number of your choice
then ENTER.

95. At the end of the adventure your name
will be shown with a score. The score is
made from the numbers in the same place as
those for PAUSES in AUTOMATIC MODE. For top
marks (100%) to be possible, EVERY page on
the BEST ROUTE MUST have 9, whether or not
a choice is made.

96. The ' mark on the page tells the game
to stop at that point and give your name
and the score. If a printer was connected
and switched on, that page would also be
printed, with name and score. (Read 185)

SAVING YOUR WORK

97. If you switch off the computer, any exercise you have made will be LOST, but you can SAVE the program with entered pages first on cassette tape, disk or Microdrive cartridge to use another day. (Read 133/151)

98. The above adventure has two spare pages, 9 and 10. Can you think of a way to use them? How about making pictures to go with the game?

99. This was a very simple adventure, using a maximum of ten pages. Don't forget that up to 187 pages can be used at a time, so a very big exercise can be made if you wish. When making your own exercises, you must make notes of what you have done, showing the choices of each page, or you will get lost! To use the Flexipage Planner and Flexipage Flowcharts provided read 100.

PLANNER AND FLOWCHART USE

100. Provided with Flexipage are blank Planner and Flowchart sheets and examples of their use with the "8 Page Adventure" as above. MAKE SURE YOU PHOTOCOPY the blank sheets BEFORE writing on them, and keep the original sheets in a safe place.

101. The Planner sheet is used to enter pages in detail, for planning layout. The white areas for control codes and page choices are shown by solid lines. Page half, quarter and eighth divisions are shown to help centralize layouts. You will also see an on screen "ruler" to help layout.

102. REMEMBER the neater the design, the more it will appeal to the user. Arrows can be drawn between pages on the Planner for short exercises as shown in the example, but large exercises will need the Flowchart.

103. The Flowchart is used for very brief entries showing the content of the page and choices, as in the provided example. Many Flowchart copies can be joined together to cover a full 187 page exercise.

FREE FORMAT

104. An example of Free Format, if ordered, is "Polex 1" which, although designed as a basic police training aide, and preferably needs a police officer to run, has been used with success in schools with children from the age of eleven, and was televised in action with the author by Harlech Television for a schools' programme "Dial 999", shown in 1988. For hints on designing a Free Format exercise see 268.

105. Any sequence of pages can be selected, enabling a logical exercise to develop from oral decisions by the students. A printed flow chart, which can be provided by the program, is required for the operator to select the options. (See 143)

106. Free Format can be used to replace any "paper feed" type of exercise, or in place of a blackboard or overhead projector when pre-planned messages, keywords or diagrams can be displayed at the press of a key during any talk.

107. Press F for FREE FORMAT MODE.

Pages can be displayed in any sequence. A flashing ? on the lower left of the screen waits for you to type your chosen page number then press ENTER.

108. In FREE FORMAT, ENTER will blank the screen, and

WARNING SOUNDS with flashing border can be given by:

777 ENTER : telephone warble with purple and black border.

888 ENTER : three tones with green, yellow and red border.

999 ENTER : two tone horn with blue and cyan border.

: (SYMBOL SHIFT Z) will COPY (reproduce via a printer) the current screen display on systems supporting the COPY command.

\$ (SYMBOL SHIFT 4) will SAVE the current screen display as SCREEN\$, naming it with "\$" followed by the last page number.

AUTOMATIC MODE

109. This mode will run a continuous sequence until stopped. Press A for AUTOMATIC MODE. For Flexipage Author, continue at 110 below.

109a. With the Read Only version [auto:Order/Select] appears.

109b. Press letter O for a sequence in NUMBER ORDER. Continue at 110 below.

109c. Press S to SELECT any display order. [auto: no. of pages/x] appears, x showing the maximum standard pages set. SCREEN\$ pages will have numbers over x. (Read 235) Type in the number wanted for display before the sequence repeats.

109d. [page y/x] appears. Type in the page number to appear first, then second, etc. Continue at 112 below.

110. [auto. start no/x] x indicates the maximum number of pages previously set. 0 indicates that no data is available. Press the page number from which you wish the sequence to start (usually 1) then ENTER. SCREEN\$ pages will have numbers over x(260)

111. [auto. stop no/x] Press the page number at which you wish the sequence to revert to the start then ENTER.

112. ANY BLANK PAGES OR BLANK TOP LEFT CHARACTER SPACE OF A PAGE WITHIN THESE LIMITS WILL REVERT THE SEQUENCE TO THE START.

113. The sequence will run until _ (SYMB SHIFT ZERO) is HELD DOWN (or SPACE for the AUTO/INTERACTIVE change if used. (See 186)

INTERACTIVE MODE

114. For Interactive Mode, press I from the Main Menu. The exercise will ALWAYS start at page one.

115. [your name? ENTER] Type your name then press ENTER. Page 2 will ALWAYS follow. Your name will appear with any score at the end of the exercise on screen and on print-out if specified. (185 & 165)

116. <please wait> then [type number ENTER] appears with each page and ONLY specified choice numbers will be accepted. (Read 197)

CORRECT PAGES

117. If you wish to alter pages, or continue to make new ones, after reverting to the Main Menu press C from the Main Menu.

[no. to correct/x] appears. (x gives the maximum pages set). Correct mode will NOT work with SCREEN\$ pages whose numbers will exceed x. (Read 260)

118. Type the number of the page you wish to correct (alter), then ENTER. (page (number)) will precede the selected page displayed on a light blue background at HALF DISPLAY HEIGHT, with the control code areas shown in white. (See 175)

119. [Amend/Replace/Copy] Press A (read 121), R (120) or C (126)

120. REPLACE: Following C for Correct Pages, press R to Replace the whole page, which will then be followed in sequence by the next in number, and is the quickest way to enter new pages, using typing speed. A screen "ruler" assists centralising page layout, if needed. Although REPLACE will accept Graphic keys, it does not show the "palette" and key use varies slightly. AMEND is recommended for graphics use as it gives greater flexibility of cursor movement. Continue at 129 below.

121. AMEND: Following C for Correct Pages, press A to Amend an existing page, partially or completely, whether blank or otherwise.

122. [move cursor, amend, ENTER] appears.

Move the flashing blue cursor using the arrow and DELETE keys (or CAPS SHIFT and 5,6,7,8 or 0 (zero) for delete). Type in the required page or amendments. The typing speed is slightly slower as each character is stored in memory.

123. Press ENTER for each new line. When the cursor reaches the end of the page [Confirm] requires key C to be pressed to CONFIRM the page is correct. Press any other key to continue amendment.

124. GRAPHICS (CAPS SHIFT 9) gives a screen "palette" showing the graphic blocks now available for each key. Pictures or diagrams can be made up using a "building block" principle. Keys A to S are provided with a standard set of Flexipage Graphics, but users can vary these using the Flexipage Graphics Designer program. (See 198) Keys T and U, although usually User Definable with 48K computers, are not used here to enable the program to run in either 48K or 128K modes. In Amend mode the keys for the fixed Spectrum graphics vary slightly from standard use.

125. N.B. Take care NOT to hold CAPS SHIFT and SPACE when a SPACE is required as this combination of keys is the BREAK command which stops the program. If you do - DON'T WORRY! Just type CONTINUE (key C) then ENTER, when the program will continue from where it stopped, or type GOTO (key G) U for the main menu. DO NOT USE "RUN" OR ALL ENTERED PAGES WILL BE LOST.

126. COPY PAGE: Following C for Correct Pages, press C to Copy one page to another page number. (NOT SCREEN\$ pages - read 260) [Copy from] Type the number of the page you wish to copy, then ENTER. That page (B) will now appear below the first (A).

127. [Copy (page B no.) -> (page A no.)]
Press C to confirm you wish to COPY page B to page A number. PLEASE REMEMBER that the original page A will be lost, so if you need it elsewhere, first copy it to another location. This COPY facility is particularly useful to transfer pictures, then amend them if necessary.

INVERSE and INDIVIDUAL COLOUR CHARACTERS

128. One advantage of using GRAPHICS in REPLACE mode is that the INVERSE key (CAPS SHIFT 4) will INVERSE the characters on keys (yellow on black instead of black on yellow, etc.) In contrast to the usual Flexipage system for colours to be fixed for the whole page, INDIVIDUAL character and background colours can also be obtained using EXTENDED MODE, SHIFTED and UNSHIFTED respectively, keys 1 to 7, but BEWARE! Each time such use is made, a character is "LOST" from the end of the page. Try and see!

129. If you wish to stop or do not wish to replace any existing page, press _ (SYMBOL SHIFT ZERO) to return to the main menu. (Read 31) Further pages can then be entered in any sequence using the AMEND mode. (121)

TRANSFER STATE

130. All Flexipage Menus include [Transfer ***] where *** can be tape, disk1, disk2 (for double drives) or mem. (for 128K memory). Before Saving or Loading make sure the Transfer State is set to the medium required. Press T to change the Transfer State between tape, disk and memory. Disk will work with Microdrive, except for +3 versions.

WIPE PAGES

131. If you wish to save the Flexipage Author with no entered pages, from the Main Menu press W to Wipe Pages.

132. A buzz will sound, the border will flash red and [Wipe pages] appears as a reminder that any entered pages will be lost. Press W again to Wipe the pages. Continue at 133 below.

Press any other key to return to the Main Menu. (See 29)

SAVING PROGRAM

133. The program, including data (entered pages), unless "wiped" (read 131) can be SAVED (stored on cassette, Microdrive cartridge, or disk for use again) at any stage and THIS IS RECOMMENDED at regular intervals when compiling exercises as a safeguard against mains "spikes" or failure, when all work NOT saved will be lost.

Further entries can be made in CORRECT mode. (read 117) YOUR WORK MUST BE SAVED TO CASSETTE, MICRODRIVE CARTRIDGE OR DISK, AS ENTERED PAGES, INCLUDING THOSE SAVED TO MEMORY, ARE LOST ON SWITCH OFF.

The data (entered pages) can be saved separately from the Flexipage program. (151)

134. The program will be saved to the current TRANSFER state (Tape / Disk / Memory) (read 130). The current print mode will be retained (read 165), unless Menu Save is used. (read 139)

127. (Copy page B no.) -> (page A no.)

135. From the Main Menu, press S to SAVE (store) the Flexipage program. N.B. To avoid changing disk / cassette when loading your programs the MENU SUB-PROGRAM "run" ("disk" for +3 computers) MUST be present or saved on disk/cartridge, or saved FIRST on cassette. (Read 26) Insert the required cassette, cartridge or disk.

136. [name? prog. (tape/disk/mem.) save] Type in your chosen name, which must NOT include spaces, then ENTER. The MAXIMUM NAME LENGTH OF 8 CHARACTERS is indicated by the green bridge above your typing. Any excess characters will be lost.

137. When saving "backup" copies of wiped (blank) systems, (which are NOT present on supplied cassettes) use the names "flexpage" (no "i") for the Flexipage Author, and "readonly" (no space) for the Read Only system, to enable them to LOAD correctly from the Sub-Menu. The Sub-Menu program contains many choices disabled by REM, which should be edited out for use. (See computer handbook for program editing)

138. The Spectrum +3 will load program names of upper or lower case (capitals or small letters) irrespective of the case of the saved name. Other Spectrum models will only accept the name EXACTLY as saved. The supplied Flexipage programs use lower case always.

139. [Menu/Interact/Free/Auto] appears, giving a choice of place at which the saved program will start when loaded, by-passing the menu if required. Press the key of your choice: FOR WIPED Flexipage, USE ONLY M.

"M" for Menu start (read 29) Cont. at 142
"I" for Interactive start (read 114)" " 142
"F" for Free Format start (read 104)" " 142
"A" for Automatic start (see 109), for Flexipage Author continue at 140 below.

139a. With Read Only, [auto: Order/Select] appears. Press letter O for a sequence in NUMBER ORDER. Continue at 140 below.

139b. Press S to SELECT any display order. (Read 109b)

140. [auto start no./x] (x:maximum pages set) appears.

Press the number from which you wish your automatic display to start after loading, then ENTER.

141. [auto stop no./x]

Press the number at which you wish the automatic display to revert to the start, the ENTER.

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ONLY FOR PURCHASER'S USE. NOT TO BE GIVEN,
LENT OR SOLD WITHOUT CONSENT. (Read 277)

142. The program will be Saved to the medium (Tape / Disk / 128K Memory) selected by the Transfer State. (Read 130)

PRINT-OUT OR RAPID VIEW

143. From the Main Menu, press " for Print-out or Rapid View.

144. RAPID VIEW. With printer switched off (read 165) or ZX/Alphacom 32 printer not connected, this mode will give a RAPID half size viewing of selected pages.

145. PRINT-OUT and view. With printer connected (DO NOT connect or disconnect printer with computer switched on as damage may occur to computer and printer), switched on at printer AND menu. (read 165) Print-out from Flexipage Author will usually be at half screen height, but the program can be amended for double height print. (Read 150)

146. [print start no./X] appears.

X is the maximum number of pages set. SCREEN\$ pages whose numbers will exceed x can NOT be used here.

Type the first page number at which you want the printing or view to start, then ENTER.

147. [print stop no./x] appears.

Type the number at which you want the printing to stop, or the first number again for single page print or view, then ENTER.

148. The Sinclair and Alphacom 32 printers will print any graphics. Other printers may show graphics from Flexipage Author as "?" (read 150 to amend) and require a computer command to "switch on" the printer. (165)

149. DOUBLE HEIGHT TEXT/GRAPHICS PRINTING IN FREE FORMAT. If using Read Only, or your printer system supports the COPY command, with printer mode on (READ 165) and in FREE FORMAT mode, press ":" (SYMBOL SHIFT Z) when the required screen, single or added page, including SCREEN\$ pages is displayed and printed. (Read 280 for +D/Disciple)

DOUBLE HEIGHT TEXT/GRAPHICS PRINTING IN INTERACTIVE OR PRINT MODE

150. Read Only and Graphics Designer have a printer option for full SCREEN\$ (picture) dump. When Z is pressed for printer:ON from the Read Only menu (Read 29) or P for Print from Graphics Author (Read 256):

[Kemp e/Iface 1/Opus/Zx/+3/+D] appears. Press K for Kempston E interface, I for Interface 1, O for Opus Discovery, 3 for +3 and D for +D/Disciple.

If Flexipage Author and your printer produces ?s and your system supports a COPY command (Sinclair an Alphacom 32 printers and the +3 computer do) this can be used to print double height characters, including graphics, in Interactive Mode and automatic printing (see 185-197), although it will be slower, by amending the program. Press BREAK at the menu, press downwards arrow, (SYMBOL SHIFT 6) ENTER. Type LIST 671. Edit the following lines to read:

```
671 IF m=SGN PI AND pp=NOT PI THEN  
LPRINT : LET pp=SGN PI
```

```
672 IF s<>-SGN PI THEN GOTO VAL "680"
```

```
line 675 change X$ to GOSUB VAL "1080"
```

```
line 678 change P to SGN PI
```

```
720 IF m=SGN PI THEN GOSUB xx: COPY
```

```
LET h= NOT PI
```


(The CAPITALS are computer commands: use single key entries for 48K mode)

As COPY will print the whole screen, any PRINT control codes on the TOP half of "added" pages need removing.

Do not forget to SAVE your amended version if you wish to use it again.

SAVING DATA or USER DEFINED GRAPHICS

151. You can save data (entered pages) or UDGs separately from the program if you wish. From the Main Menu, press D to Save Data or User Defined Graphics.

The data or UDGs will be SAVED to the current Transfer state (read 130) enabling them to be loaded later. If saving to tape, UDGs MUST be saved immediately after the Menu Sub-Program, machine code and Flexipage UDGs. Data must be saved on tape AFTER the Flexipage main program, whether "wiped" or with data. Alternatively, a new cassette could be used. The position of UDGs and Data on disks or Microdrive cartridges does not matter.

152. [Data/Udg save] Press D to save data, U to save UDGs.

153. [name? data (or udg) save] Type the name you wish to give your data (or udgs), up to eight characters (no spaces) as indicated by the green bridge above your typing, then press ENTER.

154. IT IS RECOMMENDED that the last digits of the DATA SAVE NAME give the maximum pages set for your program IRRESPECTIVE of how many pages were used, for your use when loading, e.g. program save name "examples": Data save name "examp187" for 187 pages of data.

155. A UDG SAVE NAME MUST have the first 6 characters IDENTICAL to that of the PROGRAM SAVE NAME, AND the LAST TWO letters CAPITAL "UD", e.g. Program save name: "examples", UDG save name: "examp1UD".

LOADING DATA OR USER DEFINED GRAPHICS

156. From the Main Menu, Press L to Load Data or User Defined Graphics.

The Flexipage program will remain and be "filled" with a set of pages or User Defined Graphics.

157. [Data/Udg load] Press D for Data or U for UDG load.

158. [Wipe pages] (data load only) appears with a buzz and red border flash as a reminder that current pages held will be WIPED or erased. Press W to WIPE. Press any other key for the main menu (read 29) when you can SAVE your work.

159. [Catalogue?] (disk or memory load) Press C for a CATALOGUE (list of programs) or any other key to omit.

160. [no. of pages/187] (load data only) Type the number of pages set for the data saved, whether or not they were all used, (the last digits of your save name) then press ENTER.

[name? data (or udg) load] Type the 8 character name given to your DATA or UDGs (INCLUDING the last digits or "UD") then ENTER. The data or UDGs will then load. (See 182a for differing UDG load by page)

DATA BLOCK LOAD DURING EXERCISE

161. Although Flexipage will normally operate with up to 187 standard pages (with SCREEN\$ pages in addition - read 260), you may wish to load other blocks of 187 pages from tape, disk or 128K memory during the running of an exercise to give an UNLIMITED RANGE.

Line 200 of the Flexipage Author and Read Only systems contain <LET AB=AA+VAL "X"> where X may be set to zero. Any other number will enable that number of extra BLOCKS of XXX (where XXX is the original number of pages set, which will usually be 187 if using Block Load) For example if AB=AA+VAL "2" then an exercise can load in up to 2 extra blocks of XXX pages of data.

If AB is changed (to Y) in line 200 AFTER the number of NEW PAGES has been set (read 30), a direct command "LET AB=Y ENTER" is needed. Re-start by GOTO U to avoid deleting entered pages.

INTERACTIVE MODE can use this facility with 188, 189 etc. as answer choices at appropriate places, when their typing will load those blocks of 187 pages of data from the current Transfer mode (Tape, disk or 128K memory). The expected names for the blocks of data will be "188fp187", "189fp187" etc. so your data MUST be saved with those names to use this facility.

AUTOMATIC MODE can use this facility ONCE by simply specifying the STOP number to be 188. However, after loading "188fp187" data the sequence will, after page 187, again load block 188, which is pointless as it already loaded, so a blank page must be left before 188, when the sequence will start again at the START number of the SECOND block. There is no automatic way back to the original block.

FREE FORMAT MODE can use this facility by simply typing in 188 etc.

REVERTING BACK to the original block of pages data can be done in INTERACTIVE and FREE FORMAT modes IF the original block of pages data is saved with a number over 187, and equal or less than AB at line 200. The original data block can be saved WITH the program (read 133) to run on start up without having to Load Data from the menu, but to operate the additional block load facility, it must ALSO be loaded as "189fp187" etc. Any SCREEN\$ pages used will have numbers from 188 etc., so block load numbers have to exceed the maximum Screen\$.

MODE TO 48K

162. Sinclair and Alphacom 32 printers will print graphics, but only work in 48K mode so, if you have a 128K computer, first press M for Mode to 48K from the main menu.

163. [Mode to 48K] will appear with a buzz and flashing red border to remind you that there IS NO WAY BACK to 128K mode AND that neither Memory Save / Load nor the +3 disk drive will work in 48K mode. Opus and +D disk drives WILL work in 48K mode. Press M again to change to 48K mode, or any other key for the Main Menu.

164. [press G (GOTO) U ENTER] tells you to press key G, U, ENTER to re-start the program in 48K mode.

PRINTER ON / OFF

165. To tell Flexipage that you want a printer to work, from the Main Menu press Z when: [Z: printer OFF] will change to [Z: printer ON]. Each time you go back to the main menu this will change back to [OFF]. The printer itself also needs to be switched on. Saving a Flexipage program WITH data will leave the printer mode as set, unless Menu is chosen. (Read 133)

166. If your printer needs a computer command (Sinclair and Alphacom 32 printers and printers with a Spectrum +3 do not) such as OPEN 3;"T", enter this before loading Flexipage Author or press BREAK, downwards cursor (SYMBOL SHIFT 6) ENTER, type in the command then press ENTER. Type GOTO U to return to the menu.

167. Read Only has a printer option. (150)

CATALOGUE

168. To catalogue (list the programs on) a disk or Microdrive cartridge (or Memory for 128K computers) from the main menu, first check that the Transfer state is set to Disk or Memory, (read 130) then press K. This will NOT work for cassette tape systems.

ERASE PROGRAM / DATA / UDG

169. From the Main Menu (see 29) press E to Erase (disk / Microdrive or 128K memory only) programs on the current TRANSFER STATE (disk or 128K memory). [Catalogue?] appears. Press C to catalogue, or any other key to omit.

170. [name? erase] appears, with "erase" flashing red as a warning that erased matters are lost. Type the 8 character name of the program, data or UDGs you wish to erase. This method will NOT erase +3 computer automatic back-up copies whose names are followed by .BAK.

RETURN TO SUB-MENU

171. From the Main Menu, press R to Return to the Sub-Menu, using the current Transfer state of Tape, Disk/Microdrive or 128K Memory, (see 130) from where other programs can be selected. Make sure the correct cassette or disk side is used. (Read 16)

172. [Wipe pages] will appear with a buzz and flashing red border as a reminder that any work done with Flexipage will be lost unless already Saved. Press W to Wipe and return to the Sub-Menu, or any other key for the Main Menu.

HINTS FOR WRITING EXERCICES

173. TWO GOLDEN RULES: NEVER START A PAGE WITH A SPACE, as it will NOT BE DISPLAYED! Use : > or other symbol if necessary.

174. Exercises designed for FREE FORMAT or AUTOMAITC modes do NOT need to contain following page numbers. Exercises for INTERACTIVE use MUST have a choice of between one and three alternative answers with the page numbers to which the exercise will go for each answer. (Read 188) The EXCEPTION is page 1, which will ALWAYS be followed by page 2 in INTERACTIVE mode.

ENHANCEMENTS

175. Simple exercises can be written without using any of the following enhancements, but they will add to the effect, without difficulty, once you have become accustomed to writing with the basics of the system. The enhancements can NOT be used with SCREEN\$ pages.

176. CONTROL CODES (read 177 to 187) enable various changes to be made to colour, sound, etc. The codes are typed on the LAST THREE POSITIONS on the FIRST TWO LINES of each page, if required. (These positions are called 29, 30, 31, 60, 61 and 62 respectively. Read 190 for a summary) The codes only appear on screen in CORRECT MODE (read 117) and only printed in PRINT MODE (read 143), NOT in auto. printing (read 184 to 187) If the specified position is not required for a control code, anything EXCEPT the specified codes can be typed there.

177. WARNINGS (Position 62) 7/8/9. For automatic sound and colour warnings BEFORE the display of any page, use 7 for telephone warble, 8 for three tone or 9 for two tone.

178. COLOUR (Position 30 for character, 31 for page) 0 to 7.

With no colours specified, the display will be black INK (characters) on yellow PAPER (background). To change these colours, enter a number from 0 to 7 in position 30 for the INK (character) colour and position 31 for the PAPER (page) colour.

(Read 66)

If you enter in error the same colour for both INK and PAPER, the program will automatically change the INK colour to white, or black for white pages, as otherwise they would not be seen! Beware of some combinations causing the infamous Spectrum "colour clash" - try some and see!

179. SCORE. (Position 29) 1 to 9. This is used in INTERACTIVE MODE only. Each page can be allocated a score by including the number. A blank or 0 will give nil. A score of less than 5 will have 9 subtracted from it, e.g. 4 becomes -5. On the finish of an Interactive Exercise (see 185 and 187) any score obtained other than 0 will be displayed as a percentage with the player's name on screen and both on automatic print-out if selected.

180. The total score possible is based on a maximum of 9 points for each page (except SCREEN\$ pages) encountered, WHETHER OR NOT A CHOICE IS INVOLVED, so, when writing exercises, you MUST ensure that EVERY page encountered on the BEST route is given a score of 9 in order to make 100% possible.

181. PAUSE (Position 29) 0 to 9 (in seconds) is used in AUTOMATIC MODE only. (See 109). The pause occurs BEFORE the marked page is displayed, SO AFFECTS THE DISPLAY TIME OF THE PREVIOUS PAGE, Once set, the pause is HELD FOR ALL FOLLOWING PAGES until changed. A blank at position 29 will NOT change the pause. A 0 will set it back to nil. SCREEN\$ pages cannot set or amend a pause, so rely on the last but one standard Flexi-page.

192. FLASHING PAGE (Position 60) "-" (SYMBOL SHIFT J) causes the page to flash when displayed in any of the three display modes. (This cannot be used on the same page as UDG load - read 182a).

182a. GRAPHICS LOAD (Position 60) 0 to 9.

Flexipage is supplied with User defined Graphics '0flexpUD', and the Graphics Designer with "1flexpUD". Further sets of UDGs can be designed (read 200) or "grabbed" from SCREEN\$ pictures. (Read 256)

If these UDG sets are saved with names "XflexpUD" where X is 0 to 9, they can be automatically loaded by individual pages with 0 to 9 at position 60. For example, "5" at position 60 will load UDG set named "5flexpUD". That UDG set will be used by all following pages until changed.

Although only 10 sets of UDGs can be used on one disk (or 128K memory), each disk or tape can have a differing set of ten making the choice limitless.

183. PAGE ADDITION (Position 61) "+" (SYMBOL SHIFT K) is recognised in all 3 display modes. The page so marked will appear on the lower half of the screen, being "added" to any existing page at the top, giving 10 line pages. This allows also a constant top screen half, including SCREEN\$ pages, with a changing lower half if required, by marking successive pages.

184. PRINT (position 61) ")" (SYMBOL SHIFT 9). All PRINT codes (read 184 to 187) are recognised in INTERACTIVE MODE ONLY, when an automatic print-out is given at any stage of an exercise, full detailed screen for Read Only, but ONE PAGE (5 lines) half height for Flexipage Author. (Read 150 for double height with the Author) This is useful for printing any points to be remembered, or to which wrong answers were given, as done in the "Crime Quiz" demonstration "Car & House Security".

185. END and PRINT. (position 61) "" (SYMBOL SHIFT 7) At the marked page, which will be the end of that part of the exercise, the player's name will be shown on screen with a telephone warble sound and show any score over 0 with its percentage. If the printer is ON (read 165) the displayed page, player's name and any score and percentage will print-out. This is ideal as a souvenir "certificate". The exercise will then revert to page one.

186. COMBINED PAGE ADDITION and PRINT, for INTERACTIVE MODE (Position 61) "*" (SYMBOL SHIFT B) is a combination of 183 and 184 above, or AUTO / INTERACTIVE change for AUTOMATIC MODE: once a page marked with "*" at position 61 is reached, [hold down SPACE] appears on screen, which will change mode from AUTOMATIC to INTERACTIVE, starting at page 1, followed by page 2. Any AUTOMATIC introduction to an INTERACTIVE exercise must NOT therefore use page 1 or 2

187. COMBINED PAGE ADDITION, END and PRINT. (Position 61) "(" (SYMBOL SHIFT 8) is a combination of 183 and 185 above.

188. ANSWER NUMBER CHOICES, if required, MUST BE positioned on the LAST THREE SPACES on the LAST THREE LINES of each page, and are used for INTERACTIVE exercises. Although they can be used and followed in FREE FORMAT mode, only INTERACTIVE MODE will restrict the following page selection to the choice of numbers given.

(For SCREEN\$ page numbers read 260)


189. Anything can be typed into these spaces, but if required for answer numbers, ONLY digits 0 (zero, NOT letter oh) to 9 and SPACES are allowed. Any other character in these places will render the program "blind" to that number! e.g. "12", "012", " 12", will be read as twelve, whilst ".12", "-12", "a12", "012" (letter "oh" 12) will be DISREGARDED as an answer choice.

SUMMARY OF CONTROL CODES

190.

Position:

31: Page (PAPER) colour (0 to 7) >
 30: Character (INK) colour (0 to 7) >
 29: Pause (auto) (1 to 9) >
 OR Score (interactive) (1 to 9) >

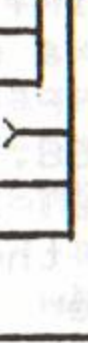


These are the first two lines
 of a specimen Flexi-page:

Your telephone is ringing and 915
 you are alone. Will you: -)7

Position:

60: Flashing page (-) >
 OR UDG set load (0 to 9) >
 61: Print (), Print & finish ('), Add (+) >
 Add & Print or AUTO/INT (*), >
 Add print & finish (()) >
 62: Warnings:
 (7:warble, 8:3-tone, 9:2-tone) >



These are the third to fifth lines of the
 specimen Flexi-page:

answer by giving your number 20
 say: "Who do you want?" 123
 hide under the bed..... 195

This page, designed for INTERACTIVE MODE
 will sound a telephone warble before
 display, flash on display with blue
 characters on a cyan (light blue) back-
 ground and register a score of 9 in
 INTERACTIVE MODE (or a pause of 9 seconds
 if used in AUTOMATIC MODE). The choices for
 the next page are 20, 123 and 195.

191. As a reminder, areas for control
 codes and answer numbers (shown with
 numbers or symbols above) are marked WHITE
 on a yellow page when in CORRECT mode.
 These areas can contain ANY character, as
 ones other than those specified will
 be ignored as control codes and displayed
 as usual. The control codes will only work
 in the SPECIFIED PLACES, and will not
 display on screen, apart from in CORRECT
 and PRINT modes, nor in automatic
 print-outs. (Read 184 to 187)

PROBLEMS?

192. If the program stops with an "error"
 message, which is unlikely unless BREAK has
 been pressed (read 125), don't worry - just
 press ENTER, cursor down, type CONTINUE
 (key C) ENTER, or GOTO (key G) U ENTER for
 the menu. DO NOT USE "RUN" as all entered
 pages will be lost.

193. "Memory full" error message: This is
 possible if you have added to the program,
 as maximum memory is used with 187 pages,
 and with Microdrive use is more critical.
 When AMEND and INTERACTIVE modes have both
 been used, saving or loading the program
 WITH data may produce the "memory full"
 message. A safeguard after AMEND, is first,
 BEFORE using INTERACTIVE mode, to SAVE DATA
 only, WIPE pages, re-LOAD the DATA, then
 SAVE the program WITH data.

194. If the problem persists on loading,
 AND THE DATA IS SAFELY SAVED, press BREAK,
 cursor down, ENTER, RUN, ENTER then LOAD
 DATA.

195. If the data will NOT save, rather than lose all your work, BREAK, cursor down, ENTER, LIST (any number over 20), and DELETE about 6 program lines by typing the number of the line displayed then ENTER to make more room in memory. SAVE the data by typing SAVE (key S) (your data name in EIGHT CHARACTERS with the last digits being the number of pages SET)" DATA A\$() ENTER. Wait for the data to save, then NEW (key A), LOAD the Flexipage sub-menu and author again (read 9) then LOAD the data you have just saved. (Read 156)

196. An error message will be produced if you have WIPED the program (read 131), or typed RUN or CLEAR with the program stopped, then try to display, Correct or Print a page, which will have been wiped. Re-load the program with data, or data only if saved as such. Always use GOTO U to re-start the program to avoid this problem.

197. If you have a REJECTED ANSWER in INTERACTIVE MODE, shown by a buzz, red border flash and flashing "press these numbers only ↑↑↑", first try the number again in case you have mis-typed. If the problem persists, press _ (SYMBOL SHIFT ZERO) for the Main Menu. Use CORRECT MODE to check that the answer number is correctly positioned on the LAST THREE POSITIONS ON ONE OF THE LAST THREE LINES, (the white areas) (Read 188).

(For SCREEN\$ page numbers read 260)

FLEXIPAGE GRAPHICS DESIGNER

198. When G is pressed from the Sub-program menu (read 16):

```

read
200 [Design graphics] [Graphics save ] 210
214 [Load graphics ] [Erase prog/data] 216
218 [K:catalogue ] [Save program ] 219
16 [Return:sub-menu] [Transfer: *** ] 130
221a[Alphabet: thick] [*: stop (basic)]
199 [Help pages ] [Picture screen$] 222
[ press letter ]
appears as the Graphics Designer Menu.
Press D, G, L, E, K, S, R, T, H or P

```

HELP PAGES

199. Press H for the HELP PAGES. A summary of the Graphics Designer's use will be shown with [Forward/Back]. Press F to go forward to the next help item, or B to go back to the last help item.

DESIGN GRAPHICS

200. Press D to Design Graphics. An enlarged 8 X 8 character grid, upon which to design your User Defined Graphics (UDGs), appears with a palette showing the current graphics available. Letters A to S, on a cyan (light blue) background, can be varied. (T and U are not used to ensure 128K computer compatibility.) Those on a magenta (purple) background are fixed.

201. [arrow keys/ 1:mark/ SPACE/ DELETE/ ENTER/ ss Amend/ ss Combine/ ss S:menu] appears showing the choices available. ss stands for SYMBOL SHIFT, to be pressed WITH the first letter of the choice.

202. Move the cursor (flashing blue square) about the grid using the cursor (arrowed) keys (CAPS SHIFT 5,6,7 and 8), SPACE and DELETE. Press 1 (one) to place a mark (shown as) on the grid, which will become one of the 64 pixels (dots) making up your new User Defined Graphic (UDG).

203. Press ENTER for each new line. When the bottom of the grid is reached [Confirm] appears. If your design is correct, press C to Confirm it, then continue at 204 below.

Press any other key to amend the design, continuing at 201 above.

204. [select letter (A to S) for udg] appears. Press the letter chosen for your design. Remember that the previous design for that letter will be LOST, unless previously saved in a UDG set. (Read 210)

205. <new (chosen letter) udg calculating> appears with the decimal numbers of your designed lines. (These numbers will be of use to some programmers, but are not needed for Flexipage use.) [press ENTER] then appears. Press ENTER for the palette to include your design. (Read 210 to SAVE UDGs)

AMEND GRAPHICS

206. Press SYMBOL SHIFT and A to AMEND existing graphics.

[graphic to amend? (A to S)] appears. Press the letter of the graphic you wish to change. This graphic will develop, enlarged on the yellow grid. Continue at 200 above.

COMBINE GRAPHICS

207. Press SYMBOL SHIFT and C to Combine Graphics. A long grid appears for use as an experimental "Flexi-page" for combinations of graphics and / or characters to be used together to check their effect.

[any/ CAPS/ GRAPH/ SPACE/ DEL./ ENTER/ ss Flxpage SIZE/ ss Design/ ss S:menu] indicates the choice of keys. Although starting in GRAPHICS mode, the graphics can be switched off and on via the GRAPHICS key (CAPS SHIFT 9). CAPITALS can be used with the CAPS SHIFT or CAPS LOCK (CAPS SHIFT 2) keys. The DELETE key (CAPS SHIFT 0) will delete and ENTER will go to the next line.

Press SYMBOL SHIFT F to double the page height to Flexipage display size, then press ENTER as shown on screen to return to 207 above.

Note that designed pages CANNOT BE SAVED from the Graphics Designer.

208. Press SYMBOL SHIFT and D to return to the Design Mode. (Read 200)

209. Press SYMBOL SHIFT and S to Stop and return to the Graphics Designer Menu. (198)

SAVE USER DEFINED GRAPHICS

210. First check the Transfer mode is set for the medium you wish to use. (Read 130) From the Graphics Designer Menu press G for Graphics (UDG) save.

211. [name udg (disk/tape/memory) save] appears. Type the name you wish to give your graphics, up to 8 characters (the length of the green bridge above your typed name) (Read 212) then press ENTER. DO NOT include spaces within this name.

212. In order to automatically LOAD your saved graphics from the Flexipage Sub-Menu the first 6 characters of the save name MUST BE THE SAME as those used for the saved Flexipage program with which these graphics will be used, then followed by CAPITAL "UD", e.g. if the program name is "examples" the graphics name must be "examplUD"

213. The +3 computer ONLY will accept either lower case, capitals or a combination in program names. When saving graphics to auto-load FROM CASSETTE they MUST be saved IMMEDIATELY AFTER "submenu" and its machine code and UDG code. (Read 26) The position of graphics on disk or Microdrive cartridge does not matter.

LOAD GRAPHICS

214. First ensure the correct Transfer mode is set. (Read 130)

From the Flexipage Graphics Designer Menu, press L to Load Graphics (UDGs) previously saved, including the Flexipage Graphic sets "0flexpUD" and "1flexpUD".

[Catalogue?] appears to list programs / data / UDGs available on disk or memory. Press C to catalogue or other key to omit.

215. [name udg (disk/tape/memory) load] appears. Type the name of the graphics selected, then ENTER, for them to load.

ERASE GRAPHICS, DATA OR PROGRAMS

216. First ensure the correct Transfer state is set. (Read 130)

From the Flexipage Graphics Designer Menu press E to Erase graphics, data or programs from disk or 128K memory. (NOT tape)

[Catalogue?] appears to list items available on disk or memory. Press C to catalogue or any other key to omit.

217. [name erase (disk/memory)] appears. Type the name of the item to be Erased, then press ENTER. The item will be erased, with the exception of +3 .BAK files.

CATALOGUE

218. First ensure the correct Transfer state is set. (Read 130).

From the Flexipage Graphics Designer Menu, press K to Catalogue (list) the programs, data or udgs available on disk or 128K memory. (NOT tape) The list will appear with [press ENTER] to return to the Menu.

SAVE FLEXIPAGE GRAPHICS DESIGNER PROGRAM

219. First ensure the correct Transfer state is set. (Read 130)

220. From the Flexipage Graphics Designer Menu, press S to Save the program.

221. [Wipe udgs from saved program.

ENTER to save them first] appears as a reminder that the program will be saved WITHOUT UDGs, so any designed graphics MUST be saved separately before switch-off. (Read 210) Press W for the program to be saved as "flxgraph" and for disk (except +3) verified (checked), or ENTER for Menu.

When Saving the Graphics Designer, whether to 128K memory, disk or tape, make sure you also save the UN- AMENDED graphics "1flexpUD" (immediately next on tape) as after loading, the Designer loads its graphics.

THICK/THIN CHARACTER SETS

221a. By courtesy of "OUTLET" (the disk/tape monthly Spectrum magazine from Chezron Software, 605 Loughborough Road, Birstall, Leicester, LE4 4NJ) Flexipage has a THICK character set, and the Graphics Designer has alternative character sets selected by pressing A for Alphabet at the menu or SYMBOL SHIFT A at the Picture Design stage. Please note that interactive exercises ONLY RECOGNISE THE NEXT PAGE NUMBER IN SCREEN\$ PAGES IN THE NORMAL (THICK) CHARACTERS.

PICTURE SCREEN\$ DESIGNER

222. N.B. Owing to space limitations, the graphics shown ON SCREEN (read 200, 235, 247 and 256) omit "?" for inverse space (solid square) and ":" for left hand half square, but they are STILL AVAILABLE.

Press P from the Graphics Designer Menu. (Read 198)
[sc\$:Load/Save/Design/Print/ss Stop] appears

TO STOP at any stage, Press SYMB SHIFT + S
The last menu will then appear. Press SYMBOL SHIFT and S repeatedly to reach the Graphics Designer Menu. (Read 198)

223. To LOAD a SCREEN\$ picture press L.
[Wipe screen\$] appears as a reminder that any displayed picture will be lost unless previously saved. Press W to Wipe, or any other key to return to 222 above.

224. [Catalogue?] appears for disk and memory transfer states. Press C to Catalogue, or any other key to omit.

[name screen\$ **** load] appears. **** is the current transfer state. (Read 130).
Type in the name of the SCREEN\$ picture you wish to load, then ENTER. Cont. at 222 above

225. To SAVE the current picture displayed on screen, press S, when
[Transfer****/Screen\$ save/ss Stop] appears.

226. TRANSFER STATE CHANGE: Press T if you need to change transfer state. (Read 130)

227. Press S again to Save the displayed picture. [name screen\$ save] appears. Type in your chosen name using up to 8 characters, then press ENTER.

228. The selected SCREEN\$ picture will be saved (and verified on +D and Opus disk).
Continue at 222 above.

229. To USE SCREEN\$ PICTURES in Flexipage exercises, read 260.

DESIGN SCREEN\$ PICTURE

230. Press D to Design a picture. Although not intended to compete in speed or scope with the best artist systems, this gives a basic introduction to picture drawing, with some advantages.

231. [paper colour (0 to 7) / ss Stop] appears. Press the number for the PAPER (background) colour (read 178). For a new picture the whole screen will be coloured. If continuing with a picture, only those parts added will have this colour. Note that the whole character square is coloured, even if using plot. (Read 238)

232. [ink colour (0 to 7) / ss Stop] appears. Press the number for the chosen INK (character) colour. The program will NOT allow the same ink as paper colour.

233. [bright (1/0)] appears. Press 0 for normal, and 1 for BRIGHT ON control.

234. [ss Alphabet/character/ ss @:plot]

235. Press SYMBOL SHIFT and A for Alphabet (or typewriter) mode, when any key pressed (including graphics) will display its character. Continue at 242 below.

236. CHARACTER (or PAINT) mode: press any key (including graphics, when a "palette" appears) to select that as a "paintbrush" to draw wide lines with the chosen character. The User graphics supplied are variable. (Read 200) Continue at 238.

237. PLOT (print dots) or draw fine lines: press SYMBOL SHIFT and @.

238. [Cursor/Joystick/Define keys/Keep] appears for 236 and 237 above. Press C to use the cursor (arrowed) keys (CAPS SHIFT 5,6,7,8) to move the cursor. DIAGONAL MOVES, 45 degrees clockwise, can then be made using the SYMBOL SHIFT and keys 5 to 8

239. JOYSTICK (Sinclair): press J. Diagonal moves can then be made using SYMBOL SHIFT with the joystick positions.

240. DEFINE KEYS (or use a non-Sinclair joystick) to move the cursor: press D. You will be prompted to press keys for each direction: North represents up, South-West diagonally down to the left, etc. (The arrows shown with the choices are subject to your re-definition OF UDGS - Read 200)

241. The KEEP option will only be effective when Cursor/Joystick/Define choice has previously been made. Press K to KEEP the current choice.

242.

[xxx/yyy lower case Ov:0 Br:0 ss Alphabet/Flash:0/Print:1/ss Stop] appears, with the addition of "Ln" for Plot mode (Read 237) and "Grab udg" for Alphabet mode

(read 257)

xxx and yyy give the current cursor x and y co-ordinate position, with Flash, Print, Over, and Bright modes being shown as 1 (on) or 0 (off). Press SYMBOL SHIFT and the first letter to change these modes, HOLDING for a brief moment for a BEEP to confirm the change. In Alphabet mode, CAPITALS, GRAPHICS and Flash are shown in green as changeable. The others can be changed in character or plot mode, then Alphabet mode re-selected.

243. PRINT 1 (on) / 0 (off) change: press SYMBOL SHIFT and P. (or Sinclair joystick button) Print OFF can be used to delete.

244. OVER 1 (on) / 0 (off) change: press SYMBOL SHIFT and O (letter OH). Over 1 superimposes characters over existing ones, and Over 0 replaces those existing.

245. BRIGHT 1 (on) / 0 (off)
change: press SYMBOL SHIFT B.

246. FLASH 1 (on) / 0 (off) change: Press SYMBOL SHIFT F.

247. [CAPITALS] or [lower case] or [graphics available showing keys] appear when selected in Alphabet mode.

248. LINE: Press SYMBOL SHIFT L to draw a line in PLOT mode.

[← -+ →x pixel length/ss Stop?] appears. Type the length in pixels (dots) of the line in the x axis (horizontal), ENTER. (Ø or ENTER will give a vertical line), using -(minus) for a line to the left.

[↑+ -↓ y pixel length/ss Stop?] appears. Type the length in pixels of the line in the y axis (vertical), ENTER. (Ø or ENTER will give a horizontal line), using -(minus) for a line downwards.

249. CIRCLE: Enter BOTH x and y in 248 above as zero or ENTER. [radius of circle?] appears. Type the radius in pixels of your circle, which will be drawn with the centre at the last point.

250. Any entered length which would produce a line outside the screen will result in a red border and BEEP.

CHANGE MODE or COLOURS
SAVE SCREEN\$ or LOAD GRAPHICS

251. To STOP when in ALPHABET, PAINT or PLOT modes, press SYMBOL SHIFT S, when [paper colour (Ø to 7) appears. To change colour or mode continue at 231 above. The current picture will remain.

252. To SAVE SCREEN\$ or LOAD GRAPHICS, from 251 above Press SYMBOL SHIFT S again. [Tr****/Save scr\$/Load udg/ss:Stop]

253. TRANSFER CHANGE, whilst keeping your picture: press T. (Read 130)

254. To SAVE SCREEN\$ PICTURE:press S.(227)

255. To LOAD a set of user defined graphics without losing your picture: press L. [name udg load] appears. Type in the name of the udg set required. Those supplied are "ØflexpUD" with Flexipage and "1FLEXPUD" with the Graphics Designer. The graphics will load and continue at 242 above in GRAPHICS mode. This method allows any number of udg sets to be used within one picture.

256. GRAPHICS GRAB. In Alphabet Mode, move the cursor to cover the part you wish to use as a User Defined Graphic. It is best, but not essential) to be in GRAPHICS mode by pressing GRAPHICS (CAPS SHIFT 9) to show the current UDGs.Press SYMBOL SHIFT G.

[select letter (a to s)] appears. Press the key of the UDG letter you wish to use. <udg "letter" calculating> appears. The selected part will then be your new UDG. Don't forget to SAVE UDGs you wish to keep. (READ 210)

257. To PRINT the SCREEN\$ picture, press P at 222 above. (Read 150)

RETURN TO FLEXIPAGE SUB-MENU

258. First ensure the correct Transfer state is set. (Read 130)

Unless previously saved to 128K memory and in Memory transfer state, ensure the Flexipage disk / cartridge / cassette is inserted for the FLEXIPAGE SUB-MENU to load. (Read 9)

[Wipe graphics and program] appears as a reminder that both graphics designed and the Graphics Designer program will be lost from the computer's standard (48K) memory. Press W to wipe or ENTER for the Menu. (Read 198)

259. The Flexipage Sub-Menu program will load. (Read 16)

USING SCREEN\$ PAGES

260. In addition to the 187 pages using text and user defined graphics, Flexipage can use full colour picture pages saved as SCREEN\$. Read 222 for SCREEN\$ designing.

261. The names of SCREEN\$ pages must be the numbers after the maximum set. e.g. for 187 pages set, SCREEN\$ will be "188" onwards.

Line 200 of the main Flexipage program contains 'LET AA=A+VAL "X", where X is set for supplied programs. Amend X to your required number of SCREEN\$. If varied AFTER setting the number of NEW pages, (read 30) also press BREAK, cursor down, then type:

```
LET AA=X (ENTER) GOTO U
```

(X is your new max. SCREEN\$ number)

262. If using SCREEN\$ in Automatic or Free Format modes they need no special feature. For Automatic mode, SCREEN\$ will be displayed quickly, without any PAUSE, which can be used for semi-animation, unless set by a previous non-SCREEN\$ page.

263. If using a SCREEN\$ page in Interactive mode, there is only one following page number allowed. This MUST be displayed in standard height AND THICK CHARACTERS (read 221a) in the SCREEN\$ picture starting at 19,29 and MUST have THREE digits, irrespective of the number, using ZEROS if needed, e.g. 003, 045, 205. NO OTHER character may be displayed in these positions, NOT EVEN A SPACE, or an error will occur when that page is reached.

264. The SCREEN\$ pages are not held in the 48K memory with the main pages, but are loaded when required from tape, disk or from 128K memory. Supplied Flexipage Tapes do not include SCREEN\$ picture demos, but Disks do. (Read 19)

265. SCREEN\$ loaded from tape should be in the order they are required, which can be impossible for some interactive exercises such as Crime Quiz. As no screen prompt will be given owing to critical memory use, the pages prior to a SCREEN\$ picture themselves should include "START THE TAPE" as a reminder.

266. SCREEN\$ held in 128K memory can be loaded virtually instantly. The number of SCREEN\$ which can be held in 128K memory is 11 for 128K / +2 computers and 8 for the +3, providing NOTHING ELSE is saved to 128K memory. (Read 19)

267. An otherwise empty disk will hold:
Opus: 24 SCREEN\$ (single sided)
+3 : 24 each side (needs turning)
+D : 80 on two sides (no turning)

SUGGESTIONS FOR FREE FORMAT EXERCISE

268. Suggested staffing is two to three. The Computer Operator, Chairman and Notetaker. The Notetaker could be one of the participating group.

269. The COMPUTER OPERATOR needs a print-out (see 143) of all pages available, on a large sheet or board. The pages can be in the form of problems, queries and results, with the wording of the queries and results sufficiently loose to enable them to be used with differing problems, thus obtaining a flexible exercise. Guide lines, showing possible routes, drawn between problems and relevant queries and results will assist, as will colour markings on the printed sheet to categorise problems, solutions, etc.

270. When complete, and checked for accuracy and spelling (an error on screen can lose credibility) covering with clear, matt "Fablon" will let the operator mark those pages used, required next, etc, with chinagraph pencil or water based felt pen, to allow cleaning after each exercise.

271. The operator is responsible for deciding which page to display when - depending on the value of decisions made, to retain interest, flow and credibility of the exercise, whilst allowing the chairman and player to discuss matters arising. It must be appreciated that some tension can inevitably arise, and the object should be to let the player "win" a task before replacing him. The temptation to throw problem after problem at the player must be resisted as if realism is lost, so is the credibility of the exercise. Practice will enable rapport to develop with the chairman.

272. The CHAIRMAN may find a large scale map or plan of the area, theoretical or actual, over which the exercise is run, with models of people, vehicles, etc., to be of value in visualising the situations. He should sit opposite the current "player", with the map inbetween, and both with a clear view of the computer screen.

273. He should introduce the exercise, and could emphasise that the object is to introduce points for discussion and is a learning rather than a testing format. It has been found in practice that, even so, tension can mount, and the Chairman's object should always be to assist discussion and decision without giving his opinion.

274. The NOTETAKER will maintain a note of the participants, problems, decisions and results for later discussion. For large exercises, when one of the group could not be used, he can also take the role of resource controller, using a disposition board if needed, and senior manager for occasional authorisations etc.

275. The PLAYER (or group of 2 to 3 players) takes up the role for a limited period, such as between 5 to 15 minutes. The remainder of the group can be informed they may be called upon at any time, to take over the player's role, whether or not a task has been completed, and irrespective of whether they have had a "turn", and without being able to "turn the clock back". This ensures maximum concentration at all times! The rest of the group should maintain silence, and preferably be to the rear of the player.

276. DISCUSSION OR DE-BRIEFING.

After the exercise the discussion, which is essential to consolidate lessons learned, is led by the Notetaker reminding the group of the events, player by player. Discussion of the considerations and decisions can then take place in a group format.

FLEXIPAGE READ ONLY EXERCISE DISTRIBUTION

277. Now it's YOUR chance! If you produce a good Flexipage exercise, please send a copy for us to consider including in our sales list, when royalties will be paid. If you wish to distribute Flexipage exercises yourself, whether for payment or not, the "Read Only" Flexipage version, which restricts the editing facilities, must be used, AND OUR WRITTEN AGREEMENT MUST FIRST BE OBTAINED TO AVOID INFRINGING THE LAW OF COPYRIGHT.

278. To use Read Only, first write your exercise with Flexipae Author, then SAVE the DATA. From the DISK Sub-Menu, press B for "ronyload" (the read only loader). Tapes have "ronyload" before Crime Quiz. When [press ENTER] appears, DON'T!

Now Insert the new disk / tape and press \$ (SYMBOL SHIFT 4) when [Transfer:disk/1/2/mem./tape/Save] appears. Press T to change the transfer if required, then press S to Save "ronyload".

279. When [press ENTER] again appears, EXCEPT for Opus disks, insert the original disk/tape and press ENTER for Read Only to load. On tape versions Crime Quiz will load. On Opus disk BREAK, cursor down, load Flexipage Advert from the sub-menu or LOAD*1;"fpadvert". In either case, press _ (SYMBOL SHIFT 0) for the menu.

280. Load your data (read 156) then save the program to your new disk/tape using "readonly" as the title. (Read 133) Alternatively, amend "ronyload" to load your chosen title.

DISCIPLE AND +D DISK INTERFACES

281. A +D Flexipage disk will include a +D System File. You may need to replace this with your customised System File. See +D booklet. Although the Disciple and +D use most Microdrive commands, there are some variations which are included in ordered "+D" disks. Other +D facilities, such as saving "Snapshot" Files, saving and printing SCREEN\$ pictures work with Flexipage. See the +D booklet for details.

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Whilst every effort has been taken to ensure accuracy, owing to the variety of purpose to which this program may be put, the onus is on the user to ensure its suitability for the intended purpose. No liability can be accepted for any loss or inconvenience incurred, directly or indirectly, from the use of this program.

Flexipage is subject to a policy of continuous development. Any suggestions for improvement are always welcome. 100590.

~~~~~  
With thanks to Keith Pirie, Rosetta McLeod and John Wase for their constructive suggestions.  
~~~~~

FLEXIBASE SOFTWARE. 20 The Parklands,
Droitwich Spa, Worcestershire. WR9 7DG.
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Welcome to an 8 page mini adventure, using Flexipage.  
Who are you?

You have to walk home alone on a dark, rainy night. You choose: a short dark footpath a long well lit, busy road: hitch-hiking a lift in a car:

You step in some mud, slip over, get dirty, lost and frightened. When you get home Mum is upset and says that you should not have gone that way.

You get home a little wet but safe. Your Mum says you went the best way, but to try to go with someone you know another time.

A car stops. You do not know the driver. You get in. You say "No thanks" and walk away.

When you get home Mum is cross that you tried to hitch a lift, but pleased you did not get in the car. She says "Walk with a friend next time."

The car is being driven very fast. You are being thrown about, feel sick and frightened. The car skids and crashes. Everything goes black.

You wake up in hospital. Mum is there, holding your hand, crying. She says you have broken your leg and to NEVER hitch a ride again.



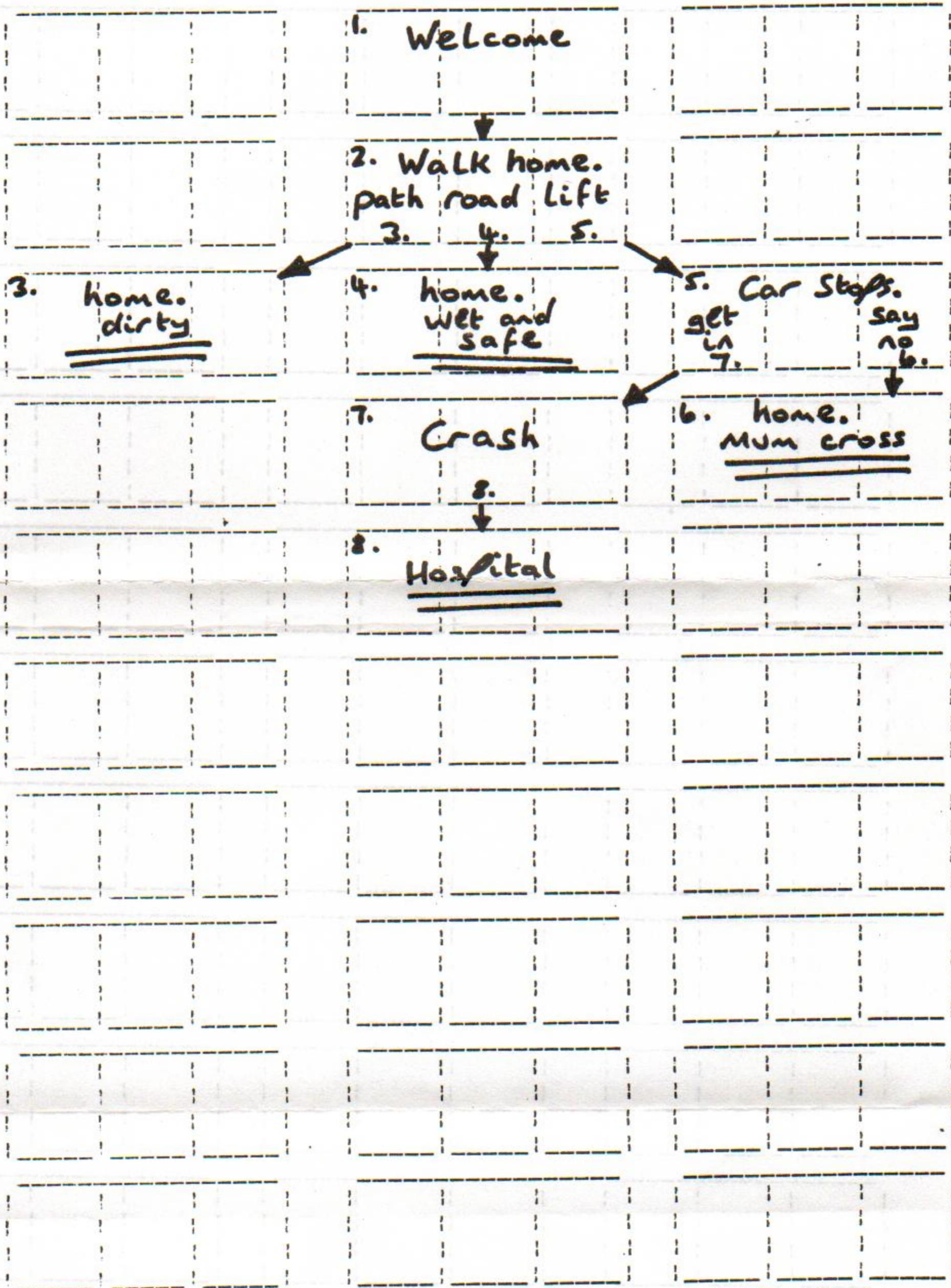
[illegible][illegible]

100



Flexipage Flowchart  
8 Page Mini Adventure  
For photocopying before use.

fpic





# FLEXIPAGE 8

## INTRODUCTION

Flexipage 8 was produced in 1996 for the multiple choice quiz "Highway Test" as an improved, 8 line version of the Flexipage text and graphics author, which used 5 lines per page. Highway Test uses Flexipage 8 in a full, working author version which generally follows the booklet issued in 1990 for Flexipage. The following are the differences, shown in **bold type** using the paragraph numbers of the Flexipage booklet, to which reference is necessary for the full instructions.

1. **Single height text** is used with a bold character set, by courtesy of "Outlet" disk magazine.
2. It will contain up to **100 "pages" of 8 lines each** which can be combined when needed into 16 line pages.
- 15b. **PC versions use a Spectrum 128K "snapshot" of Flexipage 8 with a shareware version of "Z80", the Spectrum Emulator by Gerton Lunter. The full, registered version, of Z80 can be obtained for £20 from B.G. Services, 64 Roebuck Road, Chessington, Surrey, KT9 1JX tel.0181 287 4180. Fax.081 391 0744.**
- 15c. **To LOAD PC versions of Highway Test using Flexipage 8, direct by inserting the supplied floppy disk in drive A and typing A:RUN then pressing the ENTER key. Installation to hard drive C can be made by typing A:INSTLHC. Loading from drive C is then made by typing CD\EMUL, pressing the ENTER key then HIGHWAYT. Alternatively, after CD\EMUL type Z80 ENTER for the Emulator, then press key F3 when [Load Spectrum snapshot. Enter name:] appears. Type HIGHWAYT then press ENTER, or A:HIGHWAYT ENTER to load from floppy disk.**
16. The Sub-Menu is omitted on Spectrum +3 versions to preserve the limited disk space. On other versions, at the Sub-Menu **press the key shown on the menu for Highway Test (which uses Flexipage 8) or for Flexipage 8 on Flexipage disks.**
29. **MAIN MENU. Print pages appears as Print / view. Return is replaced with R: foRmat mdr. to FORMAT Microdrive cartridges (or those emulated on PC versions) or floppy disks.**
- 29a. **On PC versions only: Z80 Emulator functions: F1 to F10 also appear. Pressing the keys F1 to F10 will display their functions.**
32. **[no. of pages/100] appears showing the maximum of 100 available in one block.**
33. **{PAGE:1} appears with a blank cyan (light blue) box of eight lines of full display height. The numbers 8 to 1 and 1 to 8 on green are just there to assist with layout.**
38. **{PAGE:1} appears with a cyan box of eight lines deep.**
39. **[Amend/Replace/Copy/<prev/next>] appears in green. Cursor right (the right arrowed key) will give the next page and cursor left the previous page.**
41. **[cursors/delete/SYM+E:erase line/Q:left/W:right/U:up/D:down/ENTER] appears in green. Press the SYMBOL SHIFT key (ALT key on PC version) with key Q to move the current line (that bearing the cursor) to the left, with key W to move the line to the right, with key D for Down, with key U to move Up and with key E to ERASE that line.**



48. Let's try your new page in **display mode**. Press F for Free Format.....type 1 then press ENTER. Screen\$ picture "101" will appear first on the Highway Test version. Press any key to display page 1. To omit SCREEN\$ "101" loading, return to the menu by pressing \_ (SHIFT -), then stop the program by pressing key ALT with key B, obtaining the Basic listing. Type LIST 310 then press the ENTER key. Line 310 appears at the top of the screen with [scroll?] at the bottom. Press key N for no and press ENTER. Move the flashing cursor to the right of the 310 and type REM then press ENTER. Save your amended version of Flexipage 8.

50. [Amend/Replace/Copy/<prev/next>] appears, as at 39 above.

76. Type EXACTLY (no spaces)

|                    |           |
|--------------------|-----------|
| k????a3b????1      | ENTER key |
| _6666c<d9999_      | ENTER key |
| _;??????????7_     | ENTER key |
| a:1g?????h25b      | ENTER key |
| : :_r ; ssr ; s_55 | ENTER key |
| c>__4<8__=d        | ENTER key |
| _1c_c<<<d_d2       | ENTER key |
| _1c8__4d2          | ENTER key |

77. Type EXACTLY (but press SPACE for \_):

\_\_\_\_;33337\_\_\_\_+\_  
?????k?1?????????f ENTER key

78. Will your picture look like a policeman? (Ignore the rest of this paragraph)

84. Leave two blank lines after the word "choose:" Insert 1. 2. and 3. at the start of lines 6, 7 and 8 respectively. The answer page numbers 3, 4 and 5 will be hidden when the exercise is running.

87. Leave three blank lines between lines 2 and 3.

Insert 1. and 2. at the start of lines 6 and 8 respectively.

89. Leave three blank lines between lines 2 and 3.

Insert 1. at the start of line 8.

92. SCREEN\$ picture "101" appears before page 1 on the Highway Test version. To omit the picture see 48 above.

100. The planner sheet is for the standard, 5 line, Flexipage. You could make a similar one for the 8 line Flexipage 8.

109a to 109d do not apply to Flexipage 8.

113. Then sequence will run until \_ (SYMB SHIFT ZERO) (SHIFT and - for PC versions) is HELD DOWN.....

114. ....the exercise will always start with page 1. Highway Test precedes this with SCREEN\$ picture "101". To omit the picture, see 48 above. (In Highway Test, page one gives an answer choice to allow for one of up to three blocks of 100 pages to be selected.)

115. Selection of page 1 (or page 2 in Highway Test) will give [Your name? ENTER]



119. [Amend/Replace/Copy/<prev/next>] appears in green..... Cursor right (the right arrowed key) will give the next page and cursor left the previous page.

122. [cursors/delete/SYM+E:erase line/Q:left/W:right/U:up/D:down/ENTER] appears in green. Move the flashing blue cursor using the arrow and DELETE (BACKSPACE for PC versions) keys..... Press the SYMBOL SHIFT key (ALT key on PC version) with key Q to move the current line (that bearing the cursor) to the left, with key W to move the line to the right, with key D for Down, with key U to move Up and with key E to ERASE that line.

125. .... Just type CONTINUE (key C) in Spectrum 48K mode or ENTER (Don't worry about the "garbage" on screen here) GOTO U in Spectrum 128K mode or PC versions,.....

129. .... press \_ (SYMBOL SHIFT ZERO) (ALT key and - for PC versions) to return to the main menu.

130. ....where \*\*\*\* can be tape, dsk1 (for disk1), dsk2 (for disk 2) or mem. (for 128K memory). Dsk is replaced by Mdr standing for Microdrive for +D / Disciple and PC versions, but still operates on +D disk drives. PC versions emulate (using the hard drive) up to 8 "Microdrives".

134a. PC versions can, in addition to saving to the emulated "Microdrive cartridge" on the hard drive, save the program *at that stage of operation* as a "snapshot" by pressing key F2. [Save Spectrum snapshot. Enter name:] appears. Type a program name (up to 8 letters / digits) then press ENTER. To save the snapshot to floppy disk in drive A type A: followed by the program name.

148 to 150 do not apply to Flexipage 8.

171 to 172 do not apply to Flexipage 8.

173..... The UDG set supplied with Highway Test has Q as a blank which can be used to start a page.

174.....The exceptions are pages 1 and 2 which will ALWAYS start in INTERACTIVE mode in Highway Test.

179. The scoring system in Highway Test and Flexipage 8 is accurate ONLY by giving a score of 9 on the correct answer pages, and NO score on other pages.

189. Anything typed into these spaces (the last three spaces on the last three lines of each page) *will be hidden* when the program is running. The answer choices MUST be shown as 1, 2, 3 or 4 at the START of each answer choice line, as in Highway Test, but the actual next page numbers must be entered at the end of these lines. If required for answer numbers..... (continue as in booklet)

~~~~~  
David Wornham
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~~~~~250996