

GENERAL

Reference Guide

YOUR WISH IS MY COMMAND



ORLOK

Permanent Memory Systems

PREFACE

The GENIE Reference Manual is divided into 3 main sections.

Chapters 1 & 2 are a general introduction to GENIE.

Chapter 3 is a tutorial, which systematically works through each of the GENIE utilities. The use of each utility is explained by example. This chapter is intended to be used while working at a computer with GENIE fitted.

Chapters 4 & 5 are reference sections. The operation of each GENIE utility is explained fully.

PMS will be pleased to hear any comments, positive or negative, about GENIE. It is our company policy to listen to what our users say, and to continually improve our products in line with these comments.

PMS GENIE

Serial Number:81170347

Quote this number in ALL
communication with PMS.

1 INSTALLING GENIE INTO THE COMPUTER

The GENIE board is housed in a plastic enclosure which has a short piece of 28 way ribbon cable attached. At the end of the ribbon cable is a 28 pin header. This header can be plugged into any SIDEWAYS ROM socket on the BBC B, B+, MASTER 128 or MASTER COMPACT circuit board.

If you have ever fitted a ROM to your computer you can fit GENIE!

WARNING: BEFORE INSTALLING - switch off the computer, and disconnect from the mains supply. Remove the lid of the computer by unscrewing the four cross head screws.

1.1 CHOOSING A SOCKET ON THE BBC 'B'

On the BBC 'B' unscrew the keyboard, and slide it back to reveal the ROM sockets. There are sockets for 5 large 28 pin chips at the right hand side of the BBC circuit board, underneath the keyboard. If all of these sockets are occupied then to use GENIE, either you will have to remove a ROM, or obtain a sideways ROM board (see later section). DO NOT remove the ROM marked IC51 as this is the OS ROM.

It is vitally important that the header on GENIE is plugged into a ROM socket the correct way. There is a small label on the header indicating the corresponding position of the notch on a ROM. This notch mark MUST be to the NORTH (rear) of the BBC circuit board. This is the SAME orientation as the existing ROMs fitted on the BBC.

"GENIE" is designed and distributed by Permanent Memory Systems (Ganarch Limited).

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GENIE Hardware by Brian Wyld

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This manual was prepared using Hi-WORDWISE PLUS on a PMS B2P-6502 Second Processor.

Typeset directly from Wordwise using PMS Multi-Font NTQ.

Thanks go to the following people for their help which came in many and various forms: Derek Mathieson, Brian Wyld, Brenda Cameron, Kenneth Hobbs, Duncan McNeil, Nick Welsh, Jack Grant & Ian L. Fyfe.

1.2 CHOOSING A SOCKET ON THE MASTER 128

On the MASTER the ROM sockets are situated immediately behind the cartridge slots, at the right hand side of the main circuit board.

The northmost (nearest the rear) ROM socket contains the MOS, BASIC, DFS etc... and MUST NOT be removed. GENIE can be plugged into any of the free sockets, but we would recommend that you use the socket second up from the south (cartridge slots) end. This is socket number 8 when using the MASTER's *ROMS command.

It is vitally important that the header on GENIE is plugged into a ROM socket the correct way. There is a small label on the header indicating the corresponding position of the notch on a ROM. This notch mark on the GENIE header should be towards the WEST of the board, with the SAME orientation as any other ROMs present.

If this socket is in use, GENIE can be fitted to either of the other two sockets. However if one of these sockets is used for GENIE, the link to select Sideways RAM or Sideways ROM for that socket, must be altered. If the bottom socket (nearest the cartridge slots) is used the link LK12 MUST be in the EAST position. If the socket nearest the MOS ROM is used then link LK19 MUST be in the EAST position.

Using either of these two sockets will result in the loss of 2 banks of Sideways RAM from your Master.

IMPORTANT NOTICE

Copying software is **THEFT**. It is illegal to make a copy of any part of the "GENIE" software, on EPROM, or as a file on disk or tape.

Making a copy of the "GENIE" software is pointless, as the "GENIE" software will **ONLY** function when running in conjunction with the "GENIE" hardware.

Although "GENIE" appears to be a standard ROM, **DO NOT ATTEMPT TO USE ANY "ROM COPYING" PROGRAMS TO MAKE A ROM IMAGE OF "GENIE"**. Any attempts to do this may result in data stored in "GENIE" being destroyed.

GUARANTEE

The GENIE hardware is guaranteed against defect in manufacture for the period of 12 months from the date of purchase.

The battery in GENIE is designed to retain data for a minimum of five years. If necessary, PMS will undertake to replace the battery at a nominal charge.

There are no user serviceable parts inside the GENIE enclosure, any attempt to open this enclosure will invalidate the guarantee.

1.3 ONCE YOU HAVE SELECTED A SOCKET.

To insert the header, check the orientation, line up BOTH rows of pins with the socket, making sure that there are no pins outside the socket. Then push home the header firmly. Examine the socket carefully to ensure that ALL the pins are located in the socket.

Position the GENIE box inside the computer, or attach it to the lid by some double-sided sticky pads. GENIE can be placed anywhere that is convenient, inside, or outside, the computer.

1.4 TESTING THE INSTALLATION

Switch on the computer and type:

***HELP RETURN**

Somewhere in the list of ROM title strings the GENIE help message will appear:

PMS GENIE vX.XX where X.XX is the version number.

On the MASTER the *ROMS command could be used.

When you find it, breath a sigh of relief, sit back and read chapter 2!

If the GENIE title message is not present SWITCH OFF IMMEDIATELY. Check the orientation of the header. Check for bent pins. On the MASTER check the links LK12 and LK19. If you have no success, contact the PMS Sales Office.

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1.5 SIDEWAYS ROM BOARDS

If you have a Sideways ROM board fitted to your computer, GENIE should still be fitted to a socket on the main BBC circuit board, NOT on the extension board. Most ROM boards still allow the use of the sockets on the BBC board, eg ATPL, WATFORD, SOLIDISK, PEARTREE, RAMAMP and ARIES.

GENIE will work satisfactorily if plugged into a good quality ROM board, but PMS cannot guarantee GENIE's operation on all boards. If the sockets on the BBC board are not available then a socket on the extension board will have to be used.

1.6 MASTER CARTRIDGES

As with Sideways ROM boards, GENIE will operate if plugged into a suitable ROM Cartridge, but PMS do not guarantee GENIE's operation in ROM Cartridges.

2 AN OVERVIEW OF GENIE

GENIE is an electronic address book, desk diary, notepad, phone book, calendar, and calculator, all of which are instantly available, at any time, while using your computer.

2.1 THE GENIE HARDWARE AND SOFTWARE

GENIE IS A SEALED UNIT - THERE ARE NO USER-SERVICABLE PARTS WITHIN THE ENCLOSURE. ANY ATTEMPTS TO OPEN THIS ENCLOSURE WILL IMMEDIATELY INVALIDATE YOUR GUARANTEE.

All the information you keep in GENIE, - names, addresses, notes and diary entries - is stored in 32K of battery-backed RAM on the GENIE board. Because this data is stored in RAM, access to the information in GENIE is extremely quick.

The GENIE software is contained in a 32K EPROM, also on the GENIE board.

As well as the battery-backed RAM and EPROM there is an additional 32K of non-battery backed RAM on the GENIE board. This RAM is for the exclusive use of GENIE.

GENIE is a totally self-contained unit, with respect to both hardware and software. It requires no access to a Filing System, eg disk or tape, and will function even if there is no language present in the computer!

GENIE appears to the computer as a standard 16K ROM.

2.2 CALLING UP GENIE

GENIE is called up when the three keys marked:

CTRL **SHIFT** and **G**

are pressed at the same time. The best method of doing this is to press the **CTRL** and **SHIFT** keys with the thumb and first fingers of the left hand, and THEN press the **G** key.

On pressing these keys, GENIE responds by displaying its MAIN MENU (Fig.1).

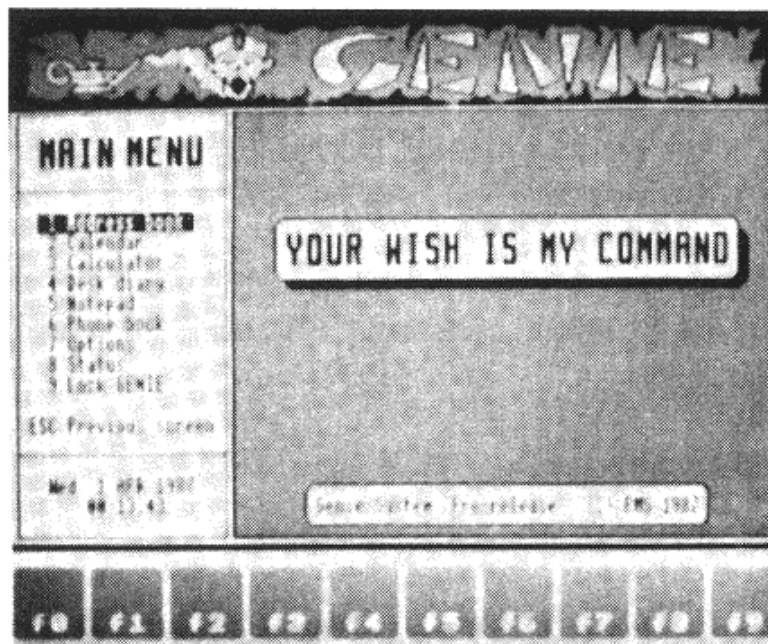


Fig.1 The GENIE MAIN MENU

An alternative way of calling up GENIE is to type :

***GENIE** **RETURN**

whereupon the MAIN MENU screen will appear. All of the GENIE utilities are accessed via this screen.

If the GENIE MAIN MENU screen does not appear, check the installation procedure, then contact the PMS Sales Office.

2.3 THE GENIE SCREEN

The GENIE screen is divided into four main areas - the GENIE LOGO, the MENU AREA, the WORK DESK, and the FUNCTION KEY STRIP.

At the top of the MENU AREA, the title of the utility currently running is displayed. Below this, a list of the options available within the current utility is shown. At the bottom of the MENU AREA, the current date and time is displayed (if there is no real time clock in your computer, this may not be correct).

The largest part of the screen is given over to the GENIE WORK DESK. All the utilities run in this area.

Certain GENIE utilities make use of the computer's red function keys, and the meaning of these keys is displayed at the bottom of the screen.

2.4 USING THE GENIE MENUS

To select one of the utilities from a menu, position the inverted bar over its name using the **↓** and **↑** keys, and then press the **RETURN** key. Alternatively the utility can be selected by pressing the number displayed beside its name.

If an instruction in the Manual says select "Work", this means move the bar over the word "Work", on the menu, and then press **RETURN**.

A FRIENDLY WORD OF WARNING:

DO NOT SELECT THE OPTION "9 Lock GENIE" UNTIL YOU FULLY UNDERSTAND THE USE OF PASSWORDS IN GENIE.

2.5 THE ESCAPE KEY

The **ESCAPE** key has two functions in GENIE:

1: Pressing the **ESCAPE** key while in one of the utilities, always returns you to the previous screen in GENIE and pressing the **ESCAPE** key from the MAIN MENU, will return you to what you were doing before you called GENIE. This is the only correct way to exit from GENIE.

2: Pressing the **ESCAPE** will cause any new information you typed into the current screen to be stored in GENIE's battery-backed memory.

If you get into difficulties when you first start using GENIE, simply press the **ESCAPE** key until you return to the MAIN MENU screen and then start again.

NOTE: GENIE is very fast! so when you are asked to press a key eg **ESCAPE**, don't hold down the key, just press it once and release it. Holding down a key for too long could result in GENIE reading the key twice.

For example holding down the **ESCAPE** key will result in you moving back through the GENIE screens and eventually exiting from GENIE.

3 GUIDED TOUR OF GENIE

This chapter will take you through each of the GENIE utilities, step by step. Remember, any information you enter into GENIE at this time need not be accurate as it can easily be changed or deleted later.

After installing GENIE, as detailed in Chapter 1, switch on the computer and call up GENIE by pressing the three keys:

CTRL SHIFT and G

at the same time.

The MAIN MENU will now appear (Fig.2).

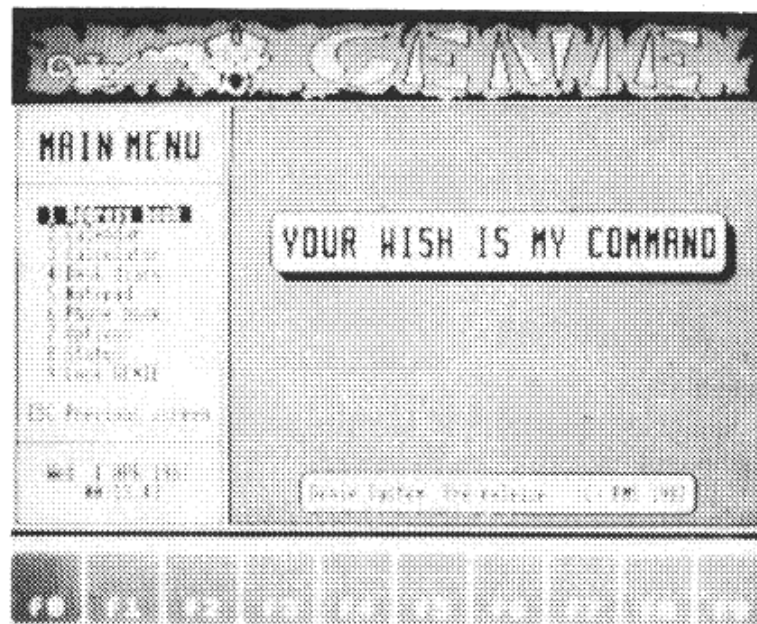


Fig.2 The GENIE MAIN MENU

The first thing we shall do, is enter your name, address and phone number into the ADDRESS BOOK.

3.1 THE ADDRESS BOOK

Select the Address book by positioning the black bar over the words "Address book" on the MAIN MENU, using the **↑** and **↓** keys, and then press **RETURN**. The ADDRESSES menu will appear (Fig.3).

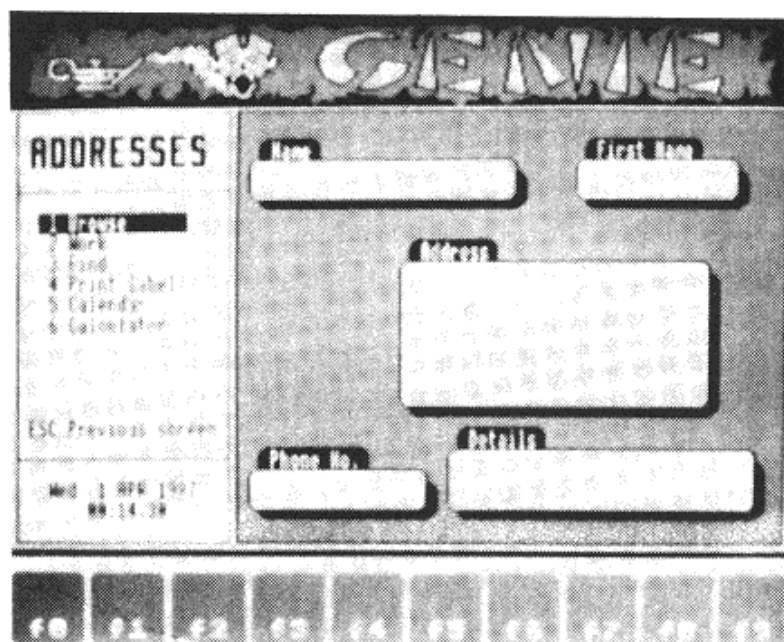


Fig.3 The GENIE ADDRESS BOOK

3.1.1 ENTERING AN ADDRESS

Select "Work" from the menu, by moving the bar over the word "Work" and then press **RETURN**. The FUNCTION KEY STRIP will change, the MENU AREA will clear, and the cursor will be flashing in the Name box.

Type in your surname, and press **RETURN**.

There will be a beep, and the cursor will move to the First Name box.

If you make a typing error, use the **DELETE** key as normal to correct it.

Type in your first name(s), and press **RETURN**.

Now enter your address, hitting **RETURN** at the end of each line. If your address is longer than 6 lines, shorten it! If it is less than 6 lines, move the cursor to the Phone No. box by pressing the **↓** key.

Enter your phone number, and press **RETURN**, if you don't have a phone, make up a number – just for this exercise!

The cursor is now in the Details box – enter some information about yourself here. (wonderful, intellegent, good-looking....)

Press the **ESCAPE** key, this will store the address and return you to the ADDRESSES menu.

Your address details are now stored in GENIE's battery-backed memory, and will remain there even if you switch off the computer.

3.1.2 ENTERING MORE ADDRESSES

Now enter another address. To do this we require to move to a blank page of the Address book.

Select "Browse" by moving the bar and pressing **RETURN**. Notice that the function keys strip has changed. Press **f0** to move onto a blank page.

Press **ESCAPE** to return to the ADDRESSES menu.

Select "Work" by moving the bar and pressing **RETURN**, and enter another address.

When finished entering it, press **ESCAPE** to return to the ADDRESSES menu.

If you wish, repeat this process to enter several more addresses.

Notice that the addresses are stored in alphabetical order. They are indexed by the name in the "Name" box.

REMEMBER: the sequence to add an address is:

- 1: Select "Address book"
- 2: Browse to a blank page
- 3: Return to ADDRESSES menu
- 4: Work on the blank page

3.1.3 BROWSING THROUGH THE ADDRESS BOOK

To look through the Address book, select "Browse", and use the **←** and **→** keys to move through the addresses. Press **ESCAPE** at any time to return to the ADDRESSES menu.

Notice that the addresses are displayed in alphabetical order.

3.1.4 FINDING AN ADDRESS

To quickly find any piece of information in the Address book, select "Find" from the menu by moving the bar. The screen will clear, and the word(s) you wish to find are requested (Fig.4).

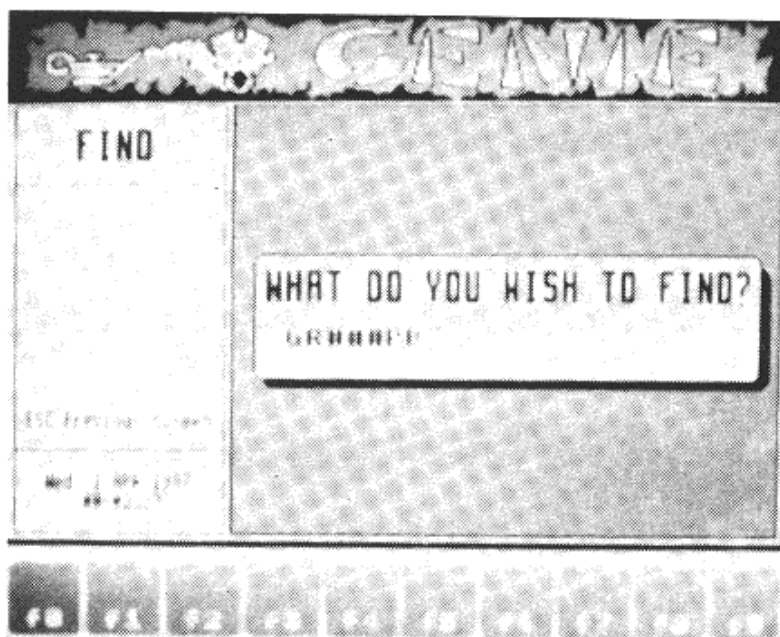


Fig.4 The FIND OPTION

Enter your own surname and press **RETURN**. You can use upper or lower case letters, the Find utility is not case sensitive.

Your address information will be displayed, press **f0** to continue the search, or press **ESCAPE** to return to the ADDRESSES menu.

If no further matches are found, a "NOT FOUND" message is displayed (Fig.5)

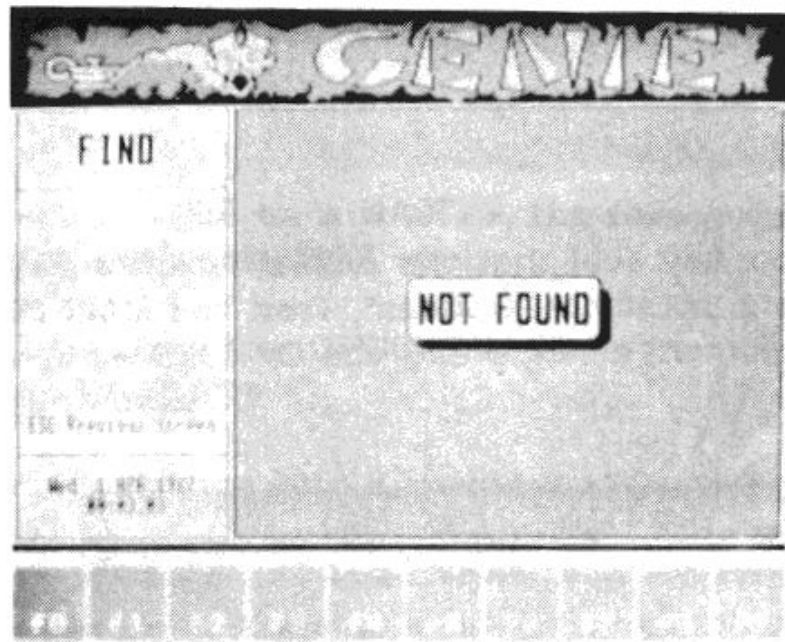


Fig.5 NOT FOUND

If you press the **ESCAPE** key at a particular match, that address remains on the screen, and it can then be worked on or printed.

3.1.5 PRINTING AN ADDRESS LABEL

If you do not have a printer connected, skip over this section.

Select "Browse", and move to the address you wish printed or select "Find" and find the address. Press **ESCAPE** and select "Print Label" from the ADDRESSES menu. Line up the printer and press any key. If you change your mind, about printing an address, just press **ESCAPE**

Repeat this to print out other labels if you wish.

There are two other options on the ADDRESSES menu - "Calendar" and "Calculator", they are dealt with later in their own sections - just be patient!

When finished with the Address book, press **ESCAPE** again to return to the MAIN MENU.

3.2 OPTIONS

By this time you may feel that the display colours may not be to your liking, so select "Options" from the MAIN MENU (Fig.6). The screen will change and the OPTIONS menu will be displayed.

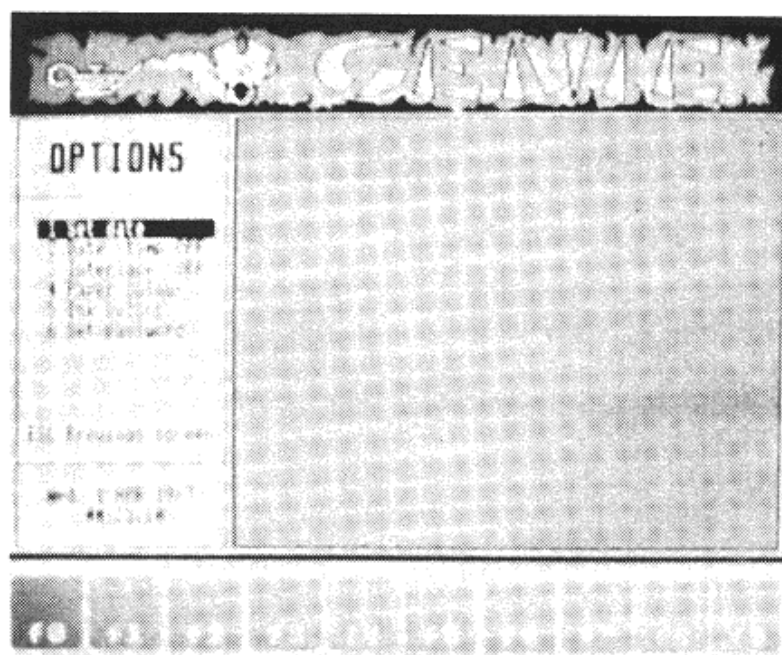


Fig.6 The GENIE OPTIONS

3.2.1 DISPLAY COLOURS

To change the display colours, in the main part of the GENIE screen, move the bar onto either the "Ink colour" or "Paper colour" options. Pressing **RETURN** will cycle through the colours. Select the best colours for your monitor or TV. The colour will remain when you move the bar off the option.

3.2.2 INTERLACE

Another aspect of the display that can be altered is the interlace.

Move the bar to "Interlace" and press **RETURN** to switch interlace on and off. Decide whether interlace on or off gives the clearer display.

3.2.3 SET DATE

If you are using GENIE on a MASTER, the following section on setting the date does **NOT** apply.

Select "Set Date" from the OPTIONS menu by moving the bar and pressing **RETURN**

The display will change, and a calendar will appear on the screen (Fig.7).

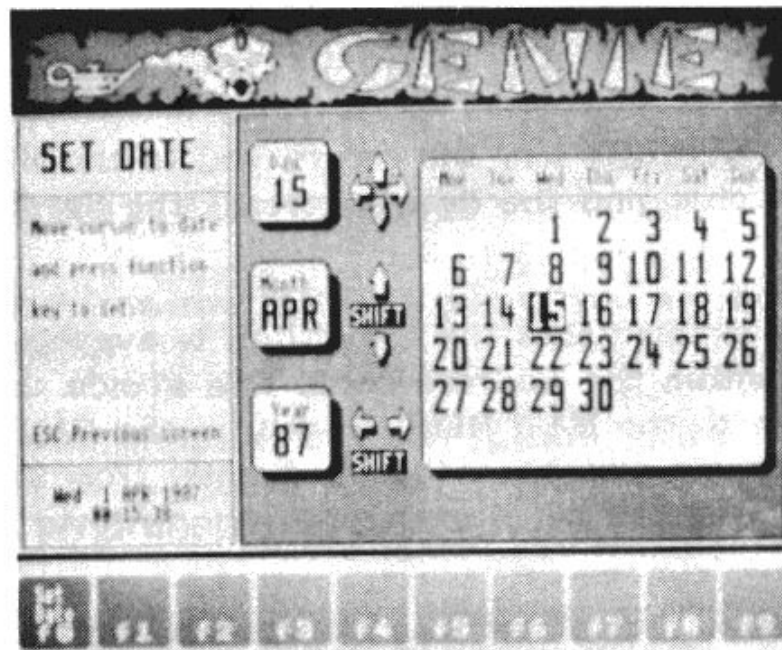


Fig.7 The GENIE CALENDAR

Move the large flashing cursor to today's date, using the cursor keys. The keys **→** & **←** will move through the calendar ONE DAY at a time, **↓** & **↑** move ONE WEEK at a time. Pressing the **SHIFT** key at the same time will move ONE MONTH or ONE YEAR at a time.

Set the date by pressing the function key **f0**. Notice that the date you have set now appears in the lower part of the Menu area.

Leave the other **OPTIONS** on the menu at present and press **ESCAPE** to return to the **MAIN MENU**. These other options are dealt with fully in a later section.

Don't be tempted to select "Set password" - wait till later!

All the options you have just set will be recalled next time you use GENIE.

3.3 CALENDAR

Select "Calendar" from the **MAIN MENU**. The display will clear, and a **CALENDAR**, similar to Fig.7 will appear. Use the cursor keys to move to your date of birth and see on which day you were born. Is the rhyme "Monday's child is....." true???

Pressing the **ESCAPE** key will return you to the **MAIN MENU**, without changing the date as set by the Set Date option.

You may have noticed that the **CALENDAR** is available directly from within the Address book. This avoids the need to return to the **MAIN MENU** to call up the **CALENDAR**. The **CALENDAR** can also be called up directly from the Notepad and Desk diary.

3.4 NOTEPAD

Select the "Notepad" option by moving the bar and pressing **RETURN**. The screen will clear and the NOTEPAD menu will appear (Fig.8).

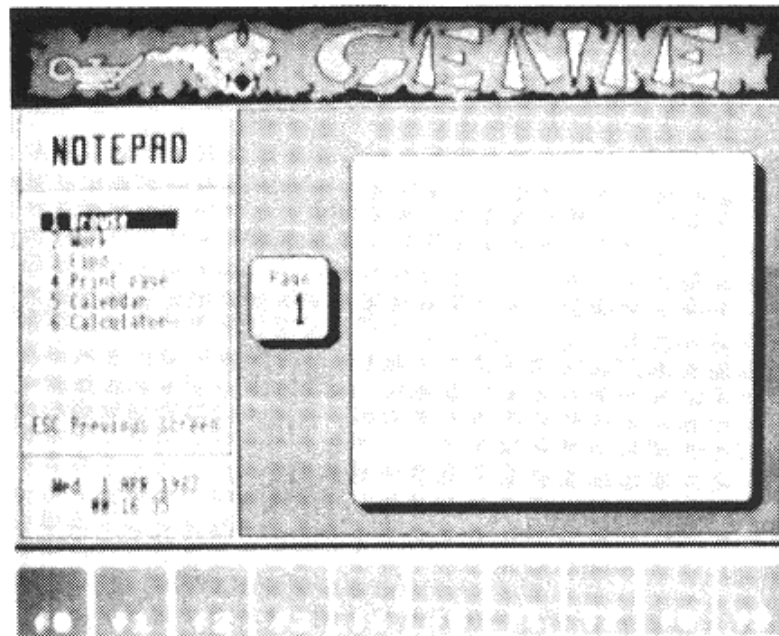


Fig.8 The GENIE NOTEPAD

3.4.1 ENTERING A PAGE OF NOTES

Select "Work" from the NOTEPAD menu, you are now in the NOTEPAD Editor.

The method of entering and editing text in the NOTEPAD is very similar to that used in many wordprocessors, eg WORDWISE, INTERWORD and VIEW.

The text is automatically word-wrapped, and **RETURN** need only be pressed at the end of paragraphs. Try entering some text, eg the opening chapter of your autobiography, or a part of this Manual if you can't think of anything else!

A warning beep will sound when no more text can be entered into a page.

A full explanation of the Editor, and a list of the keys used are found in Section 5.1 - "The GENIE Editor".

When you have completed entering and editing the text, press **ESCAPE** to save the page and return to the NOTEPAD menu.

This page of notes is now stored in the battery-backed memory in GENIE.

3.4.2 ENTERING MORE PAGES OF NOTES

To move to the next page of the NOTEPAD, select "Browse", use the **→** to move to the first empty page or press **f2** to move directly to an empty page. Press **ESCAPE** to return to the NOTEPAD menu.

Text may then be entered into this page, by selecting the "Work" option. When finished entering this page, press **ESCAPE** to save the page and return to the NOTEPAD menu.

If you wish, select "Browse", and look through the Notepad. Stop at any page and edit that page.

REMEMBER: the sequence to add a page of notes to the Notepad is:

- 1: Select "Notepad"
- 2: Browse to a blank page
- 3: Return to NOTEPAD menu
- 4: Work on the blank page

3.4.3 FINDING INFORMATION IN THE NOTEPAD

A quick search facility is available, which will find any word(s) in the Notepad.

Select "Find" and enter any word(s) you think are in the Notepad and press **RETURN**. The search is **NOT** case sensitive. When a match is found the page containing the word(s) is displayed. Press **f0** to continue the search, or **ESCAPE** to return to the NOTEPAD menu.

If you press **ESCAPE** the page which is currently being displayed remains on screen. This page can then be edited or printed.

The "Find" option in the Notepad operates in exactly the same way as "Find" on the Address book.

3.4.4 PRINTING A PAGE OF NOTES

If you do not have a printer connected, skip over this section.

Select "Browse" and move to the page you wish to print, or find a page using the "Find" option, press **ESCAPE**

Select "Print page" from then NOTEPAD menu, and press any key to print it or **ESCAPE** if you change your mind.

When finished with the NOTEPAD, press **ESCAPE** until the MAIN MENU appears.

3.5 LEAVING GENIE

At this point we shall exit from GENIE. Do this by pressing **ESCAPE** from the MAIN MENU. If you want, switch off your computer for a short time. Go and have a cup of coffee, you deserve it!

WARNING: IT IS NOT RECOMMENDED THAT YOU EXIT GENIE BY PRESSING THE BREAK KEY or SWITCH OFF THE COMPUTER WHILE IN GENIE.

3.6 CALLING UP GENIE AGAIN

Re-enter GENIE by **CTRL SHIFT & G** as before.

The display colours are as you left them, as is the date and interlace. You may now select "Address book" or "Notepad" and browse through them, adding new data or editing existing data, if you wish. As you can see, GENIE has remembered the information you entered previously.

3.7 DESK DIARY

We will continue our guided tour of GENIE by looking at the DESK DIARY. By now you should be getting familiar with the concepts behind GENIE.

3.7.1 MAKING A DIARY ENTRY

From the MAIN MENU, select "Desk diary". The screen will clear and the DESK DIARY menu will appear. The DIARY entry displayed will be the one for the current date - this will of course be empty since there are no DIARY entries in GENIE, as yet (Fig.9).

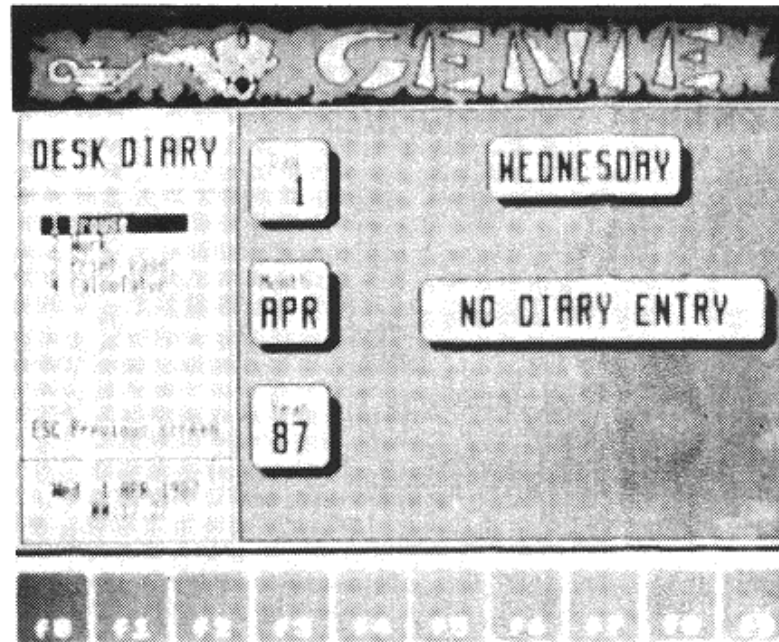


Fig.9 The GENIE DESK DIARY

Select "Work", an empty DIARY page will appear with a flashing cursor in the top corner. Entering text into the DESK DIARY page is exactly the same as for the Notepad. Press **ESCAPE** to save the diary entry and return to the DESK DIARY menu when you are finished.

3.7.2 BROWSING THROUGH THE DESK DIARY

Now select "Browse", use the **←** and **→** keys to look through the DIARY. Press the function key **f0** to display the calendar for the current month. Any days which have a DIARY entry are highlighted (Fig.10).



Fig.10 DATES WITH A DIARY ENTRY

The function key **f0** is used to toggle between the calendar and a DIARY entry. You can move to any day on the calendar and press **f0** to reveal the DIARY entry for that day. Move to your birthday (or some other person's - wife/husband....) and press **ESCAPE**. Select "Work" and add a DIARY entry for this day. Press **ESCAPE** to save the entry and return to the DESK DIARY menu when you have finished.

3.7.3 PRINTING A DESK DIARY PAGE

As with the Notepad and Address book, a page of the DESK DIARY can be printed out. Browse to a DIARY entry, press **ESCAPE** and select "Print page". Try printing a few pages.

When finished with the DESK DIARY, press **ESCAPE** to return to the MAIN MENU.

3.8 CALCULATOR

Let's have a break from all this typing and have a look at GENIE's CALCULATOR.

As with all the other utilities in the MAIN MENU, the CALCULATOR option is entered by moving the bar and pressing **RETURN**. This will clear the screen and the CALCULATOR menu will appear. In addition to a desk top style CALCULATOR, an ASCII table and a Units conversion table is provided.

3.8.1 USING THE CALCULATOR

To use the calculator move the bar over its name and hit **RETURN**, the CALCULATOR will appear (Fig.11).

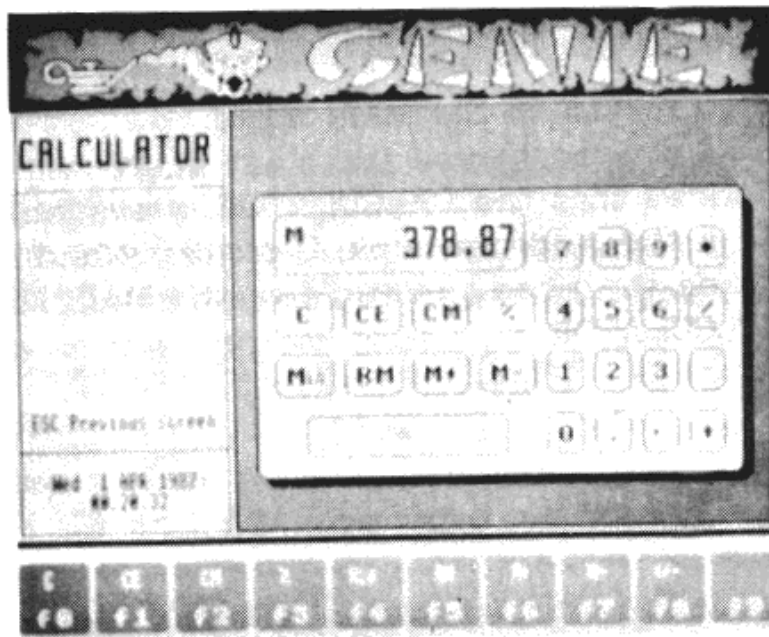


Fig.11 The GENIE CALCULATOR

You can now use the CALCULATOR just as you would an ordinary desktop model. Notice the use of the function keys for C, CE, M+ etc.

You can use the **RETURN** key for =.

A full explanation of the CALCULATOR, and a list of keys used are found in Section 6.2 - "The Calculator".

If you cause an error in the calculator, eg division by zero, the word **ERROR** will appear in the display. This is cleared by pressing the C button or **f0**.

The content of the CALCULATOR's memory is maintained at all times.

When you have finished working out how long it will take you to make your second million, you may leave the CALCULATOR by pressing **ESCAPE** to return to the CALCULATOR menu.

3.8.2 ASCII TABLE AND UNIT CONVERTER

These two options in the CALCULATOR menu display pages of useful information. Call them up and have a look at them. Press **ESCAPE** to return to the CALCULATOR menu.

If an ASCII table means nothing to you, don't worry, just ignore it!

Press **ESCAPE** to return to the MAIN MENU.

You may have noticed that the CALCULATOR is available directly from within the Address book, Desk diary and Notepad. This avoids the need to return to the MAIN MENU to call up the CALCULATOR.

3.9 PHONE BOOK

Select the PHONE BOOK from the MAIN MENU. The screen will clear and the PHONE BOOK will appear (Fig.12).

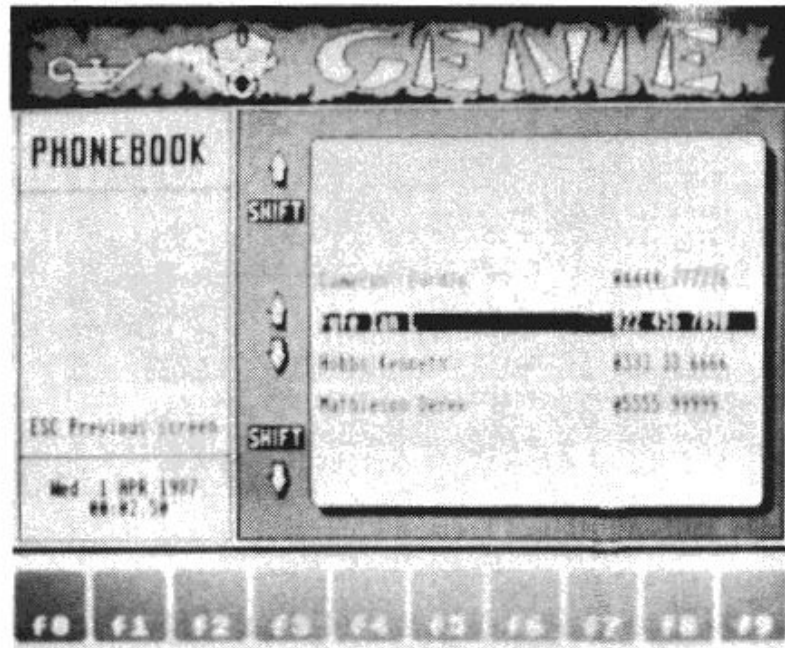


Fig.12 The GENIE PHONE BOOK

The PHONE BOOK will contain, in alphabetical order, the names and phone numbers of the people you entered previously in the Address book.

If there are a large number of phone numbers stored in GENIE the **↑** and **↓** keys will move you through the PHONE BOOK.

Press **ESCAPE** at any time to return to the MAIN MENU.

3.10 STATUS

By now you may be wondering how much space is left in GENIE after entering all the addresses, diary entries and pages of notes. To discover this and other information select "Status" from the MAIN MENU.

The screen will clear and the GENIE STATUS information will appear (Fig.13).

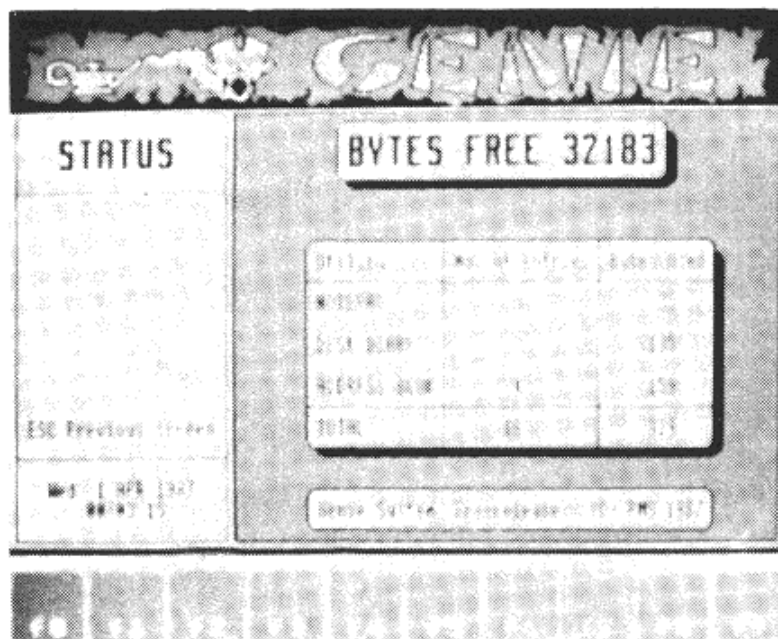


Fig.13 The GENIE STATUS SCREEN

What are these BYTES? I hear you ask! Each character you enter into GENIE uses up one byte of memory, so there is plenty space left - probably more than 30,000 bytes.

Press **ESCAPE** to return to the MAIN MENU.

3.11 PASSWORDS

At some time in the future, you may wish to enter some information into GENIE which you would like to keep secure. By putting a PASSWORD lock on GENIE your data can only be accessed by PASSWORD holders.

WARNING: ONCE THE PASSWORD LOCK IS ACTIVE, ENTRY TO GENIE IS IMPOSSIBLE WITHOUT KNOWING THE PASSWORD. THEREFORE IT IS IMPERATIVE THAT YOU REMEMBER YOUR PASSWORD.

3.11.1 SETTING A PASSWORD

Select "Options" from the MAIN MENU, and then select "Set password" from the OPTION menu (Fig.14).

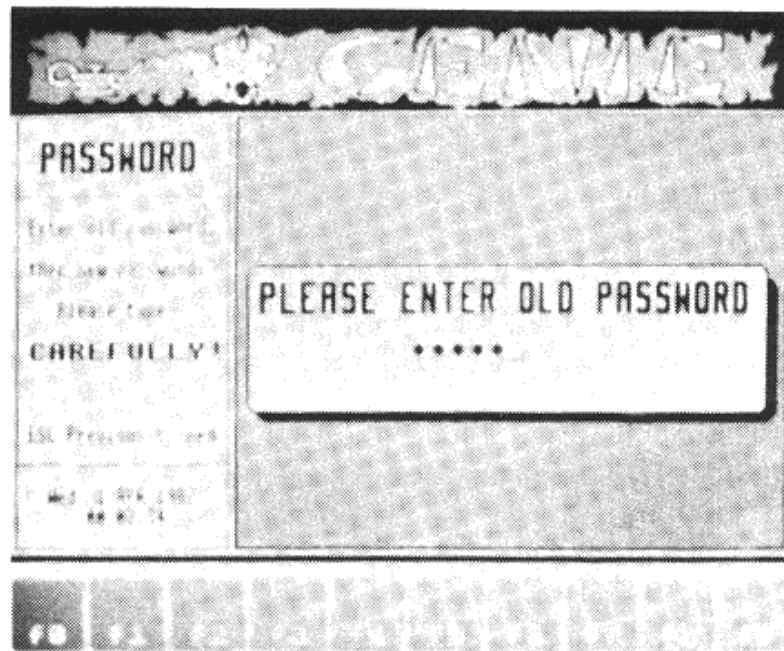


Fig.14 SETTING A PASSWORD

Before you can set a NEW PASSWORD, the OLD PASSWORD must first be entered. When you first receive your GENIE the PASSWORD is factory set to the word - "GENIE".

Note that a PASSWORD can be up to 10 letters long. Upper and lower case letters are not distinguished between when entering a PASSWORD. Only the letters A-Z are permitted in PASSWORDS.

Type in the old PASSWORD - "GENIE" and press **RETURN**. Notice that a star (*) appears each time you enter a letter.

Now **CAREFULLY** enter your new PASSWORD. If you think you have made a mistake, either use the **DELETE** key, or press **ESCAPE** before pressing **RETURN** to leave the PASSWORD unchanged.

When you have successfully set the PASSWORD, press **ESCAPE** to return to the MAIN MENU.

3.11.2 ACTIVATING THE PASSWORD LOCK

Now you can activate the PASSWORD lock on GENIE by selecting "Lock Genie" from the MAIN MENU. The screen will change to show that GENIE is locked (Fig.15).

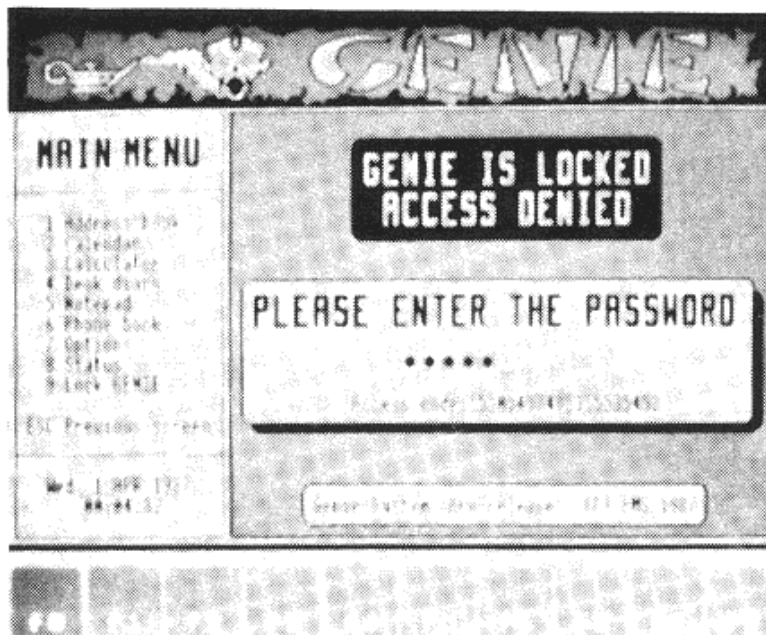


Fig.15 A LOCKED GENIE

Press **ESCAPE** to leave GENIE with the lock set.

3.11.3 UNLOCKING GENIE

Call up GENIE again by **CTRL SHIFT & G**. No access to GENIE is possible until the PASSWORD is entered.

FORGOTTEN PASSWORDS. Should you forget your PASSWORD all is not lost! The Access code displayed in the main box is a highly encoded version of your password. PMS have a program which will decode this Access code and tell use what your password was. See Section 8.2 - "Access Code".

NOTE: If you leave GENIE without activating the PASSWORD lock, future accesses to GENIE will not require a PASSWORD to be entered.

3.12 MAKING A BACKUP OF GENIE

It is always good practice to keep backups of any important information you have stored in a computer system – I am sure you have already found that out the hard way! The data in GENIE is no exception to this rule. A backup copy of the information stored in GENIE's battery-backed memory can be made on disk, network or tape. We shall assume you are using disk, but the procedure is the same for other filing systems.

The process of making a backup will corrupt the contents of the computer's main RAM, so anything you want to keep that is currently in the computer's memory should be saved.

Put a disk which has at least 32K of free space on it into the disk drive. If you are not sure of the amount of space on the disk use a blank, formatted disk.

Type in the command:

***GBACKUP O BACK1 RETURN**

That is the letter 'O' in the middle, which stands for Out of GENIE. The disk drive will start up, and the process of backing up GENIE will be completed in a few seconds. If you catalogue the disk by typing *CAT, then the two files "BACK1A" and "BACK1B" will be present, they contain the information that was stored in GENIE.

Making a backup of GENIE does **NOT** alter in any way the information that is stored in GENIE.

Call up GENIE and make some changes to the information.

To restore the backed-up information into GENIE, put the disk into the drive and type the command:

***GBACKUP I BACK1 RETURN**

The "I" stands for Into GENIE.

If you now call up GENIE the original data has been restored.

You can make as many backups of GENIE as you wish. They can be given any name you wish, simply change the name "BACK1" to another name in the *GBACKUP command.

AND THAT'S IT! FINISHED.

You have looked at all of the utilities in GENIE, some what briefly, what you should do now is experiment with GENIE.

Don't worry if you get muddled, just press **ESCAPE** until you are back to the MAIN MENU.

If things get totally out of control, exit from GENIE, and load in the backup you have made previously, and try again.

4 GENIE STAR COMMANDS

The * commands in GENIE will normally be entered from the keyboard, but the OSCLI command in BASIC can also be used.

The usual rules concerning minimum abbreviations apply. If another ROM has a command with the same minimum abbreviation, use sufficient letters to differentiate between the commands.

Both UPPER and lower case letters can be used for the commands.

File names should obey the rules of the current filing system.

#GENIE

Syntax: #GENIE **RETURN**

Minimum abbreviation: #G.

Purpose: This comand will call up GENIE. The command may be used whenever a * command can be entered. For example the Menu screens of WORDWISE and INTERWORD or the command screen of VIEW.

***GENIE OFF**

Syntax: ***GENIE OFF RETURN**

Minimum abbreviation: ***G. OFF**

Purpose: This command releases the keyboard intercept. If the intercept is off, GENIE will no longer respond to the keys: **CTRL SHIFT G**, but can still be called up by the command ***GENIE**.

After a ***GENIE OFF** command is entered, **BREAK** must be pressed.

Notes: Certain pieces of games software do not allow GENIE to claim the keyboard vector.

If any games fail to run with GENIE present in the computer, enter the command ***GENIE OFF RETURN**, press **BREAK** and reload the game.

The Status of GENIE, On or Off, is stored in battery-backed RAM. The Status will remain unchanged after all resets of the computer, including power off.

#GENIE ON

Syntax: **#GENIE ON RETURN**

Minimum abbreviation: **#G. ON**

Purpose: This command sets up the intercept on the keyboard, which allows GENIE to be called by the keys: **CTRL SHIFT G**.

After a *GENIE ON command is entered, **BREAK** must be pressed.

GENIE can still be called up by the command *GENIE.

Notes: This is the default setting of the GENIE Status.

The Status of GENIE, On or Off, is stored in battery-backed RAM. The Status will remain unchanged after all resets of the computer, including power off.

***HELP GENIE**

Syntax: ***HELP GENIE RETURN**

Minimum abbreviation: ***H. G.**

Purpose: Displays the title string, version number and the current Status of GENIE.

Status: On

If this is displayed then the keyboard intercept is active and GENIE can be called up by pressing the keys: **CTRL SHIFT G** or by typing *GENIE.

Status: Off

If this is displayed, the keyboard intercept is NOT active, and GENIE can only be called up by typing *GENIE.

#GBACKUP

Syntax: **#GBACKUP** <direction> (<file name>) **RETURN**

Minimum abbreviation: **#GB.**

Purpose: This command permits a backup copy of the information stored in GENIE to be created, or a backup copy to be reloaded into GENIE.

<direction>

- 0 - This causes the contents of GENIE to be copied Ot to the current filing system.
- 1 - This causes the backup copy to be reloaded back Into GENIE.

<filename>

The backup is stored as two 16K files. The names of the files are the specified filename, with either an A or B appended. When reloading a backup, the filename should NOT include the A or B.

For security reasons, *GBACKUP will only operate on an unlocked GENIE. The message "GENIE Locked" will be displayed if *GBACKUP is attempted on a locked GENIE. If incorrect syntax is used with *GBACKUP the message "Bad Parameter" is displayed.

WARNING: The current contents of the computer's memory will be corrupted by the *GBACKUP command - save your work before using *GBACKUP.

Examples:

*GBACKUP 0 FRED - this will create two 16K files, "FREDA" and "FREDB", on the current filing system, which will contain the information currently stored in GENIE.

*GBACKUP 1 JIM - this reloads a previously saved backup, "JIM", into GENIE.

5 REFERENCE SECTION

5.1 THE GENIE EDITOR

The GENIE Editor is entered every time the "Work" option is selected in GENIE. Text may be entered while in the Address book, Desk diary and Notepad. In each of these utilities, the following keys will operate:

MOVEMENT KEYS:

↑	move up one line
↓	move down one line
←	move left one character
→	move right one character
SHIFT ↑	jump to top of text
SHIFT ↓	jump to bottom of text

DELETE KEYS

DELETE	delete character to left of cursor
f0	delete character at cursor
CTRL A	delete character at cursor
COPY	delete character at cursor
f1	delete whole line at cursor
f5	delete all text in window

OTHER KEYS

f3	swap case of character at cursor
CTRL S	swap case of character at cursor
f6	restore old text in window
ESCAPE	leave editor and save information

NOTE 1

The GENIE Editor beeps to indicate there is no room for more text in a window.

If the beep sounds when there appears to be blank lines below the bottom of the text, this means you have put carriage returns at the end of the text. To add more text, move to the bottom of the window by pressing

SHIFT **↓** and **DELETE** until the cursor is at the last character of the text.

NOTE 2

If there is insufficient memory left in GENIE's battery-backed RAM to store the information entered in the Editor, when **ESCAPE** is pressed, a warning is issued, informing you that the new information cannot be stored.

5.2 The GENIE SEARCH ROUTINE

The GENIE Search Routine is entered every time a "Find" option is selected. Information can be searched for in the Addrsss book and Notepad.

The routine looks for a string of characters in the utility selected, or reports "NOT FOUND" if the string is not present.

The Search Routine is NOT case sensitive, ie. it does not distinguish between DEREK and Derek.

If the string contains unknown characters, the "#" symbol can be used as a wildcard, eg D#G would match with DOG, DIG and DUG.

When the string is found, the entry containing the string is displayed.

Pressing **f0** continues the search for another match.

Pressing **ESCAPE** exits the "Find" option.

5.3 PRINTING FROM GENIE

The GENIE Print Routine is entered every time a "Print" option is selected. Information can be printed from the Addrsss book, Desk diary and Notepad.

The routine permits a hard copy of information stored in GENIE to be produced.

The currently selected printer options are used (parallel/serial baud rate etc). These are set externally from GENIE.

NOTE GENIE will not output to a NETWORK printer.

6 THE GENIE UTILITIES

6.1 THE ADDRESS BOOK

The layout of the Address book follows a conventional pattern of:

NAME field of 24 characters

FIRST NAME field of 14 characters

ADDRESS field of 6 lines of 30 characters

PHONE NUMBER field of 15 characters

DETAILS field of 2 lines of 30 characters

6.1.1 BROWSE

To move through the Address book use the cursor keys **←** & **→**. The addresses are displayed in alphabetical order, indexed by the Name field.

To add a new address, first select a Blank page in the Address book by pressing **f0**, then enter the "Work" option.

6.1.2 WORK

Selecting "Work" enters the GENIE Editor.

Movement down the fields is achieved by pressing **RETURN** or **↓** at the bottom of the text.

Movement up the fields is achieved by pressing **↑** at the top of the text.

Pressing **f5** (Delete all), deletes the text in the current window, but **f6** (Old text), restores ALL windows in the Address book.

To delete a whole Address book entry, move through each of the windows pressing **f5**.

6.1.3 FIND

Selecting "Find" enters the GENIE Search Routine. The search is on the WHOLE Address book entry.

6.1.4 PRINT LABEL

This enters the GENIE Print Routine, and produces a standard format address label. The First Name and Name fields being in the correct order.

Paper is advanced by a total of 9 lines to the top of the next label to conform with continuous address label stationary.

6.2 THE CALENDAR

This is a 99 year calendar, displayed in the usual monthly format.

The Calendar is available directly from the MAIN MENU and from within most of the other GENIE utilities.

In the Calendar, the following keys will operate:

←	move back one day
→	move forward one day
↑	move back one week
↓	move forward one week
SHIFT ↑	move back one month
SHIFT ↓	move forward one month
SHIFT ←	move back one year
SHIFT →	move forward one year

6.3 THE CALCULATOR

The Calculator option has three further options: the Calculator itself, Unit Converter and ASCII table.

6.3.1 The Calculator

This is a 10 digit calculator with memory which operates as a normal desktop calculator.

In the Calculator, the following keys will be used:

f0	Clear
f1	Clear Entry
f2	Clear Memory
f3	Percentage key
f4	Memory In
f5	Recall Memory
f6	Add into Memory
f7	Subtract from Memory
f8	Change sign
RETURN	Equals

If an error is generated during calculation, Clear the Calculator by pressing **f0**

6.3.2 Units Converter

Displays a set of Metric to Imperial conversion factors.

6.3.3 ASCII Table

Displays the complete table of ASCII codes.

6.4 THE DESK DIARY

The layout of a Desk diary entry is a free format area of 10 lines of 34 characters.

6.4.1 BROWSE

The keys are the same as for the Calendar (Section 6.2).

If there is no diary entry for a day, "NO DIARY ENTRY" is displayed, otherwise the entry for that day is displayed.

Pressing **f0** toggles between diary entries and a monthly calendar where days with a diary entry are shaded.

To add a new diary entry, "Browse" to the day, and then enter the "Work" option.

6.4.2 WORK

Selecting "Work" enters the GENIE Editor.

To delete a Desk diary entry, clear the window by pressing **f5**

6.4.3 PRINT PAGE

This enters the GENIE Print Routine, and produces a printout of the currently displayed Diary page.

6.5 THE NOTEPAD

The layout of a Notepad page is a free format area of 16 lines of 40 characters.

6.5.1 BROWSE

To move through the Notepad pages use the cursor keys **←** & **→**. The pages are displayed in numerical order.

Pressing **f0** moves directly to page 1.

Pressing **f1** moves directly to the last page of the Notepad.

To add a new page of notes, first select a Blank page in the Notepad by pressing **f2**, then enter the "Work" option.

If Date stamping is ON, the current date will be placed at the top of each new Notepad page (see Section 6.7.2).

6.5.2 WORK

Selecting "Work" enters the GENIE Editor.

To delete a Notepad page, clear the window by pressing **f5**

Deleting a page from the Notepad will cause the pages after the one deleted to be moved down, ie their page number will change.

6.5.3 FIND

Selecting "Find" enters the GENIE Search Routine. The search is on the **WHOLE** Notepad page.

6.5.4 PRINT PAGE

This enters the GENIE Print Routine, and outputs the current page to the printer.

6.6 THE PHONEBOOK

This displays the Names and Phone numbers of all entries in the Address book in alphabetical order.

If there are more that 9 entries, scrolling through the Phonebook is achieved by **↑** & **↓**.

To move directly to the top or bottom of the Phonebook, press **SHIFT** **↑** or **SHIFT** **↓** respectively.

6.7 THE OPTIONS

All the setting of the Options are stored in GENIE's battery-backed RAM.

6.7.1 SET DATE

In computers without a real time clock, this option can be used to set the date. The date is displayed at the bottom of the Menu area, and is used in the Desk diary, Calendar and Notepad.

To set the date, move the cursor to the date and press **f0** (see Section 6.2 for keys).

6.7.2 DATE STAMP

This is a toggle, which if set ON causes the date to be placed at the top of each new Notepad page.

6.7.3 INTERLACE

This is a toggle, which switches the video interlace ON or OFF.

6.7.4 PAPER COLOUR

Pressing **RETURN** at this Option cycles through the desk background colour.

6.7.5 INK COLOUR

Pressing **RETURN** at this Option cycles through the desk foreground colour.

6.7.6 SET PASSWORD

See Chapter 7 for full instructions.

6.8 STATUS

This option displays details of the amount of GENIE memory used by each utility.

6.9 LOCK GENIE

Selecting this option activates the password lock on GENIE. Future access to GENIE is only possible by entering the password. See Chapter 7 for full instructions.

7 PASSWORDS

The Password facility on GENIE allows users to prevent unauthorised access to the information stored in GENIE. If you are in a situation where you have sole use of a computer then Passwords need not be used.

IT IS VITALLY IMPORTANT THAT YOU DO NOT FORGET YOUR PASSWORD, OR TELL UNAUTHORISED USERS YOUR PASSWORD. ACCESS TO A LOCKED GENIE IS ONLY POSSIBLE BY ENTERING THE CORRECT PASSWORD.

When you receive your GENIE, the Password had been factory set to the word: **GENIE**.

One of the first things you should do is to change the Password to one of your choice.

7.1 CHANGING A PASSWORD

A Password may contain up to **10 LETTERS or SPACES** ie only A to Z and **SPACE**. Any other characters will not be accepted in a Password.

From the **MAIN MENU** select "Options".

Select the Option "Set Password".

Enter the **OLD Password** ("GENIE" in a new system), and press **RETURN**

NOTE When a Password is entered each letter is displayed as a star (*) - so type carefully.

Enter the **NEW Password**, and press **RETURN**

The new Password is stored in GENIE's battery-backed RAM.

7.2 ACTIVATING THE LOCK

If you leave GENIE, by pressing **ESCAPE**, without selecting the option "Lock GENIE" from the MAIN MENU, then GENIE **will be UNLOCKED** and access can be gained **WITHOUT** the use of a Password.

GENIE may be Locked at any time from the MAIN MENU by selecting the option "Lock GENIE".

BE CERTAIN THAT YOU KNOW THE PASSWORD BEFORE YOU ACTIVATE THE LOCK ON GENIE.

Access to GENIE is now barred. The status of the Lock is stored in GENIE's battery-backed RAM.

A highly encoded form of the Password is displayed in the Access Code.

7.3 GAINING ACCESS TO A LOCKED GENIE

Entering the Password when requested will un-lock GENIE, and grant access to the utilities.

Once unlocked, GENIE will remain unlocked until the option "Lock GENIE" is selected.

In the unfortunate event of you forgetting your Password, PMS can decode your Password using the Access Code. The following procedure should be followed.

Turn to the front inside cover of this Reference Manual, and you should find a label. On the label is a User Serial Number.

Make a note of the ACCESS CODE displayed at the bottom of the main window of the locked GENIE (20 digits), and contact PMS either by phoning 03552 32796, or by letter.

If you cannot quote your User Serial Number it will not be possible to decode your Password.

8 LAST WORDS

Cunningly concealed within these lines
There are two keys for you to find
Revealing GENIE's secret screen
Letting you meet the PMS team

P.S. keys unlock things!

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