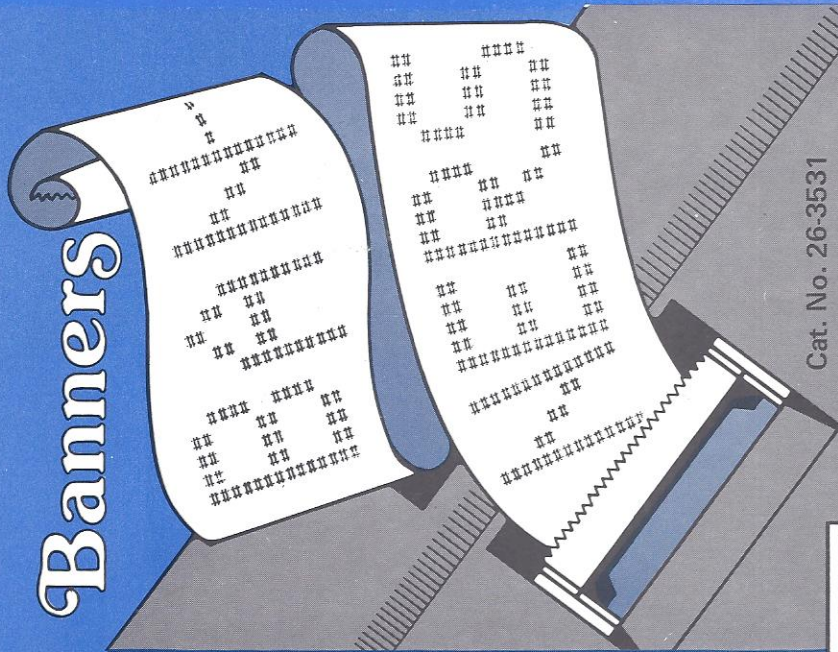


# BANNERS PROGRAM



Banners

Cat. No. 26-3531

## INSTRUCTION MANUAL

**Radio Shack**

**TRS-80**

**POCKET  
COMPUTER  
SOFTWARE**

# Banners

**Radio Shack®**



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## Introduction

The Pocket Computer Banner Programs enable you to print any message in banner-size letters. The package consists of two programs: HBAN and VBAN.

HBAN prints horizontal banners with letters 1.4" high and 1" wide. VBAN prints vertical banners with letters 2.3" high and 1.5" wide. The two programs are almost identical in operation.

Banners may be used to headline, advertise, post special notices on bulletin boards, or for any other purpose you choose.

## General Loading Instructions

**Note:** We strongly recommend making backup copies of the tapes you received with the package. See Appendix A for Backup instructions. Return to this section of the manual when you have completed the backups.

It is advisable to have a good battery charge and plenty of paper—these banners can get pretty long. Make sure the computer is connected to the interface and the interface is properly connected to the recorder.

All three switches on the interface should be turned on (REMOTE, PRINT, and POWER). Turn on the pocket computer. To ensure that the printer is properly connected and ready, press the **ON** key twice. The display will show: >.

Insert the Backup tape into the recorder, turn the REMOTE switch off, and rewind the tape. Now, turn the REMOTE switch on. Press the "Play" key when the tape is rewound. If you are using a Minisette-9, turn the volume of the recorder up as high as it will go.

To load the horizontal banner program, type: **LOAD HBAN** and press **ENTER**, or to load the vertical banner program, type:

`C:\QAD\VB\AN` and press `ENTER` . The prompt sign (>) will reappear when loading is complete.

## General Operating Instructions

The programs are designed to operate and load in either the DEF or RUN mode. To operate either program, type **RUN** and press **ENTER**. The program name and copyright notice will appear briefly on the screen. When the screen shows: LETTER?, proceed with typing your message (one letter at a time). Press **ENTER** after typing each letter. When input is complete, press **ENTER** again to start printing. For example, let's print HI.

**Computer displays:**                      **You type:**

LETTER?                                      **H** **ENTER**

LETTER?                                      **I** **ENTER**

Press **ENTER** again to print the banner. The > prompt will be displayed when printing is complete. Use the paper feed key (next to REMOTE) to advance the paper, then remove the banner from the printer. Type **RUN** and press **ENTER** to operate the program again.

## Message Length

There is no limit on how long your message can be. However, you can only enter 14 characters at a time. The LETTER? prompt will not appear after the 14th character is entered.

After the 14th character is entered, the program automatically begins printing. When printing is complete, re-run the program, then enter the next set of characters (up to 14). Repeat this process until your entire message has been printed. For example, let's print HAPPY BIRTHDAY TRACI. Type **RUN** and press **ENTER**.

**Computer displays:**                      **You type:**

LETTER?                                      **H**

LETTER?                                      **A**

LETTER?                                      **P**

LETTER?                                      **P**

LETTER?                                      **I**

LETTER?                                      Press **SPC** key then  
**ENTER**

LETTER?                    **B** **[ENTER]**

LETTER?                    **I** **[ENTER]**

LETTER?                    **R** **[ENTER]**

LETTER?                    **T** **[ENTER]**

LETTER?                    **H** **[ENTER]**

LETTER?                    **D** **[ENTER]**

LETTER?                    **A** **[ENTER]**

LETTER?                    **Y** **[ENTER]**

The display goes blank and the first 14 characters will be printed. The > prompt will appear when printing is complete. Type **RUN** and press **[ENTER]** to finish the message.

**Computer displays:**

**You type:**

LETTER?                    Press **[SPC]** key then  
**[ENTER]**

LETTER?                    **T** **[ENTER]**

LETTER?                    **R** **[ENTER]**

LETTER?                    **A** **[ENTER]**

LETTER?                    **C** **[ENTER]**

LETTER?                    **I** **[ENTER]**

Press **[ENTER]** again to print.

When printing is complete, use the paper feed key to advance the paper, then remove the banner from the printer.

**Note:** When you use less than 14 characters, you must press **[ENTER]** to start printing.



## Using Special Characters

Each program is designed to print all 26 characters of the alphabet in upper case, the digits 0 through 9, blank spaces, periods, question marks, exclamation marks, dollar signs, and hyphens (-). Entering any other characters will cause an error message to appear (e.g. 2.....). If an error message appears, press the **CL** key, type **RUN** and press **ENTER**, and continue entering the message.

Each program allows you to print characters not included in the normal set of printable characters mentioned above. For example, you can print messages in lower case. Messages can include parentheses, colons, semi-colons, cents signs, etc. However, special number codes must be used to enter these characters.

The following table provides the number codes for lower case and special characters:

### List of Number Codes for Special Characters

	HBAN Codes		VBAN Codes	
	A	B	A	B
<hr/>				
<b>Lower Case Letters:</b>				
a	344320	1941	268288	14638
b	280831	14	302113	7465
c	280718	17	47104	14369
d	280718	127	309512	14633
e	346766	13	301056	14383
f	1187720	32	231748	2114
g	346761	14	301056	6415
h	263295	15	365601	9513
i	28561	0	137220	14468

## HBAN Codes

## VBAN Codes

	A	B	A	B
j	16514	94	270344	6440
k	164479	17	173089	9379
l	32705	0	135302	14468
m	247839	1936	699392	22197
n	263199	15	365568	9513
o	280718	14	301056	6441
p	330271	8	302080	1063
q	330248	31	309248	8462
r	263199	16	111616	1057
s	346761	18	47104	7430
t	286480	18	80960	4418
u	16542	30	304128	6441
v	17176	3078	574464	4426
w	98462	3841	574464	10933
x	66833	2186	345088	17732
y	82584	30	304128	6414
z	346513	25	277504	15428

**Special Characters:**

↑	2084880	2080	153028	4228
↓	2081028	514	135300	4565
←	691720	1032	1017984	130
→	689160	1052	1024128	136

## HBAN Codes

## VBAN Codes

	A	B	A	B
(	463169	0	270466	2184
)	458752	8354	67720	8322
>	332097	8	266305	1092
<	559624	65	34952	8322
smiley	35076	530	557376	14
+	1016840	1032	1020032	132
/	131586	4112	139776	34
*	1019434	5404	1030816	686
.	387	0	0	198
,	1805	0	196608	2182
:	3483	0	101376	3168
;	14189	0	196806	2182
#	343956	2687	359754	10591
Pi	266128	2079	359424	10570
cents sign	2085148	34	169412	4549
@	1532094	7893	718382	30781
"	1572960	0	330	0
—	16513	129	0	31744
□	280735	3985	588800	32305
'	14440	0	69830	0
◇	559624	1044	567424	138
■	2097151	16383	1048575	32767
grey block	1398101	10922	349525	21845
°	534560	0	8840	0

To use lower case or special characters, type **RUIN** and press **ENTER**. As you type the message, use an asterisk ( \* ) wherever a special or lower case character is to appear. When input is complete, press **ENTER** to start printing the banner.

Whenever the program reaches an asterisk, printing will stop and you will be asked to enter two number codes. The number codes identify the lower case letter or special character you want printed. Use the Special Characters Number Codes Table to find the number code for the character you want printed.

Be sure to use the number codes listed under the program you are using. The program will ask for the number codes in two parts (A? and B?).

Number codes are listed in the table under A and B. Type the Part A number for the character and press **ENTER**. The program will then ask for B? Type the Part B number and press **ENTER**. For example, let's enter Hi!. Type **RUIN** and press **ENTER**.

**Computer displays:**

LETTER?

LETTER?

**You type:**

**H** **ENTER**

Press \* key and  
**ENTER**

**Computer displays:**

LETTER?

LETTER?

**You type:**

Press **SHIFT Q** then  
**ENTER** (for  
exclamation mark)

Press **ENTER** to print.

Printing will stop when the program reaches the asterisk. Using the listing for special characters, find the number code for lower case "i." The display will show: A? Enter the Part A number for "i." For example, if you are using the HBAN program, type **28567** and press **ENTER**. If you are using the VBAN program, type **137220** and press **ENTER**.

The display then shows: B? Enter the Part B number for "i." For example, if you are using the HBAN program, type **0** and press **ENTER**. If you are using the VBAN program, type **14468** and press **ENTER**.

The special character "i" is printed and the program finishes the message. If it reaches another asterisk (indicating another special character), it will stop and ask for the number codes for that character. Be sure to enter the number codes exactly as listed.

## Designing Special Characters

Occasionally, you will want to print a character which does not appear on the special character code listing. There are two 5 x 7 grids, one for each program (see Appendix C). Use these grids to design special characters which are not listed.

Each grid is divided into two parts (A and B). If you are using the HBAN program, use the grid entitled Special Character Grid for Horizontal Banner Program. Part A includes the first three columns (vertical). Part B includes the last two columns.

If you are using the VBAN program, use the grid entitled Special Character Grid for Vertical Banner Program. Part A includes the first four rows (horizontal). Part B includes the last three rows.

The first step in designing a special character is to draw or outline the character on the grid (lightly in pencil). Shade the squares of the grid in the pattern of the character you want.

When you are finished, note that each square of the grid contains a number. Add up the numbers in the squares which have been shaded in Part A. Write the total down. This is your Part A number for the special character. Now add up the numbers in the squares which have been shaded in Part B. This is your Part

B number for the special character. These are the number codes you will enter when the program requests A? and B?

Enter the **RUN** command and enter your message as usual. Type asterisks wherever the special character is to appear. When the program stops printing and requests A?, type the Part A number and press **ENTER**.

When B? is requested, type the Part B number and press **ENTER**. The special character will be printed and the program will resume printing the message. For example, we will draw a heart.

Using the HBAN program's special character grid, shade these squares in the Part A section: 262144, 4096, 16, 8, 512, and 32768. When you add up Part A, the total is 299544. Shade these squares in the Part B section: 32, 2048, 1024, and 4. When you add up Part B, the total is 3108. Type **RUN** and press **ENTER**.

**Computer displays:**

**You type:**

LETTER?

Press **□** key then  
**ENTER**

Press **ENTER** to print.

A?

**299544**  
**ENTER**

**The computer will display:**      **You type:**

B?

3 1 0 8 ENTER

The special character is printed.

If you are using the VBAN program, shade these characters in the Part A section of the vertical program's special character grid: 32768, 1024, 64, 4096, 256, 16384, and 524288. When you add up Part A, the total is 578880. Now, shade these squares in the Part B section: 2, 128, and 8. When you add up Part B, the total is 138. Type **RUIN** and press **ENTER**.

**Computer displays:**

**You type:**

LETTER?

Press **→** key then  
ENTER

Press **ENTER** to print.

A?

5 7 8 8 8 0  
ENTER

B?

1 3 8 ENTER

The special character is printed.

## Appendix A—Making a Backup

A Backup is a tape copy of a program and is an extremely effective method of insuring that an accident or equipment fault will not result in the loss of software. Your first action as owner of the Pocket Computer Banner Programs should be to make working copies of the original cassette and then put the original away in a safe place.

Although it may be possible to make direct copies using two cassette recorders or on cassette duplicating equipment, the most reliable method is to use the computer itself to make the Backups. Also, for frequently used programs, you may wish to put them on separate cassettes for easier loading. Here are step-by-step instructions for making a Backup:

1. Connect the cassette interface to the cassette recorder and install the computer in the Cassette Interface.
2. Place the cassettes containing the program(s) to be copied in the recorder and either rewind the tape to the beginning or position the tape to a blank area just prior to the desired program. Place the recorder in the "Play" mode. It is recommended that the volume control setting be between 8 and 10 on your recorder. If your

recorder has a tone control, set it at maximum treble.

3. Turn on the computer, make sure it is either in the DEF mode or RUN mode and type in:  
`C L O A D ? " name " ENTER` ("name" refers to the name of the program to be copied). To make absolutely sure that the program has loaded correctly, use the loading verification procedure as described in the sixth instruction of this appendix.
4. When the program has been loaded into the computer and the cassette has stopped, remove the cassette and replace it with the cassette which is to receive the program copy. Either rewind the tape to the beginning or position it to the point where the copy is to start. You should leave about ten seconds of blank space if the copy is to follow another program on the same cassette. Place the recorder in the "Record" mode.
5. Make sure that the computer is either in the DEF or RUN mode and type in `C S A V E ? " name " ENTER`. The recorder will save your program.
6. Now rewind the cassette to the blank space just prior to the program, put the recorder into the "Play" mode and type in: `C L O A D ? " name " ENTER`.

This is the computer's verifying function. The recorder will start and compare the cassette copy with the program in the computer's memory. If the copy is good, the recorder will stop at the end of the program and the prompt sign (>) will reappear on the display. If an error occurred during the verification, the display will show an error message such as: 5.....

If the error message appears on the display, check the recorder volume setting and try the CLOAD? function once more. If you still get an error, the tape copy is probably damaged. Use the CSAVE function once more and verify the load. It is recommended that you use Radio Shack Supertape or TRS-80 certified cassettes for backing up your Pocket Computer programs.

7. Backup each program using Steps 1 through 6 above.
8. Put the original cassettes away in a safe place and use them only for making working copies.



## Appendix B—Maintenance

Maintenance of your Pocket Computer System is not difficult. Attention to the simplest points listed below should provide the best reliability and satisfaction:

1. Keep your program cassettes in their boxes when not in use. Do not expose cassettes to temperature extremes or magnetic fields. **NEVER** touch the exposed surface of the tape on the front edge of the cassette.
2. Clean and demagnetize the tape heads in the recorder at regular intervals. Follow the recommendations in the cassette recorder's manual.
3. The most reliable loading and saving is achieved by operating the cassette recorder on AC current, rather than batteries.
4. Use only fresh alkaline-type batteries in the recorder and Cassette interface when operating your system away from AC current.
5. Always press the recorder's "Stop" key immediately after loading or saving a program. This will release the pressure on the rubber roller which pulls the tape and prevent the roller from

developing a permanent "flat" at the point of contact with the tape.

6. Always turn the computer off before installing it or removing it from the Cassette interface.
7. After removing the computer from the cassette interface, be sure to reinstall the protective plug to keep dirt out of the connector on the computer. Never touch the exposed parts on the cassette interface.

## Appendix C—Special Character Grids

### 1. Special Character Grid for HBAN Program

Part A

Part B

64	8192	1048576	64	8192
32	4096	524288	32	4096
16	2048	262144	16	2048
8	1024	131072	8	1024
4	512	65536	4	512
2	256	32768	2	256
1	128	16384	1	128

## 2. Special Character Grid for VBAN Program

Part A	1	2	4	8	16
	32	64	128	256	512
	1024	2048	4096	8192	16384
	32768	65536	131072	262144	524288
Part B	1	2	4	8	16
	32	64	128	256	512
	1024	2048	4096	8192	16384



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