

MAILING LIST  
AND CLUB MEMBERSHIP PROGRAM



# SUPER POWER

MANUAL

ROM BASED SOFTWARE FOR YOUR AMSTRAD  
FOR MODELS CPC 464 AND CPC 664

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## Introduction

This program was originally developed on a Nascom 2 microcomputer to handle Micro Power's 12000 strong mailing list of potential home computer buyers. The classification system proved particularly useful in separating "enquiries only" from "buyers", new enquiries from old ones, and in indicating which classes subscribed to the company's magazine. Selective mail shots were one of the most cost effective marketing tools adopted by Micro Power as it developed into one of the industry's leading suppliers of home computer software and equipment. The company also recognised the program's potential for the storage and retrieval of a club's membership list, and therefore included a number of features especially suitable for this application.

### Keys Used

Within this manual we refer to various keys and combinations of keys. CTRL/E means hold down the CTRL key (to right of the space bar) and press E. SHIFT/ESC means hold down either SHIFT key, and press the ESC key (top left of keyboard). ON means press the 0 on the numeric keypad to the right of the main keyboard (the 0 on the main keyboard, above O & P, will not produce the same effect).

The CURSOR keys (in a cluster above the numeric keypad), are referred to by CL, CR, CD and CU (for left, right, down and up, respectively). In all areas of computing remember that l, 1 and I are all different, as are 0, o and O, unless the programmer specifically arranges for some of them to be treated in the same way, e.g. throughout this program commands may be in upper or lower case.

## Help Screens

Each command on the main menu has an associated "help" screen. By default this will appear whenever a command is selected, and will give basic information on the use of that command. Pressing any key (except ESC, which takes you back to the main menu), will take you into the routine itself. Pressing SHIFT/ESC whilst on the main menu will turn this facility off.

## Sample Screens

### MAIN MENU

CTRL/E	0	ENTER new names and addresses
CTRL/G	1	GET a file from tape or disc
CTRL/C	2	COUNT the entries in a file
CTRL/F	3	FIND a string of characters
CTRL/L	4	LIST current file on screen
CTRL/P	5	PRINT the current file
CTRL/M	6	MERGE files
CTRL/S	7	SAVE a file to tape or disc
CTRL/R	8	RESET the system parameters
CTRL/Q	9	QUIT, enter external commands

Fig.1

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Filed as: L C Andrews

Use CURSOR to move pointer, ENTER to file, ESC to edit label.

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a 1st Qtr  
b 2nd Qtr  
c 3rd Qtr  
d 4th Qtr  
e Ord.  
f Junior  
g Senior  
h Life  
i .  
j .  
k 1982  
l 1983  
m 1984  
n 1985  
o .  
p .  
q .  
r .  
s .  
t .

L C Andrews 14 Dale Park Street LEEDS LS16 5QA
---

0532 920604  
Les  
Mem. No. 001

Fig. 2

## Tutorial

We shall now run through entering a few names to the mailing list of a club. If you actually make these entries on your Amstrad it should help you to understand the general procedures involved. The club has an annual subscription, which falls due on the first Quarter-day after the date of joining. You are the club secretary and have a box of cards, in membership number order, in front of you.

Ensure that the ROM board and disc drive (if any) are plugged in properly, then switch on the drive and the computer.

Type |MAIL (to obtain | press SHIFT/|, near the ENTER key) and press ENTER. When the Mailing List program needs a single key command ENTER is not normally required, but it is needed after each input to the computer of potentially more than one character; e.g. in the Find routine you may enter one or more characters, but even if you only enter one you must follow it by ENTER so that the program knows you have finished.

You should now have the Main Menu in front of you. Press SHIFT/ESC to turn the help screens off (this is simply to avoid your having to read two sets of instructions).

Before we start we need to set up the system for our own requirements. Press 8N (remember this is 8 on the numeric keypad) or CTRL/R (hold down CTRL and press R).

The screen will change to the RESET menu. The top few lines now indicate the key you must press to change a particular set of parameters. Since we do not as yet have a file, we will not do anything with the file header, and we will leave the colours at their default values (same as Amstrad's) and the label size at 37 columns by 8 rows. Neither will we change the Tape/Disc selector, as the program will have worked out which we are using, and we do not need to transfer from one to the other at this stage. We will change the Classes and the User-defined string.

Press C for classes. Select class a by pressing "A" (note that here and throughout the package, commands are not case sensitive, i.e. you can type "A" or "a" and either way "a" will appear and that class will be selected). Type 1st Qtr. This will appear in the class list at the left, displacing Jan. For b, c and d type 2nd Qtr., 3rd Qtr. and 4th Qtr. respectively. These will show in which quarter the member's subscription is due (and also prior to which Quarter-day he joined). For e, f, g and h type Ord., Junior, Senior and Life respectively, to show the type of membership.

For the next two classes press ENTER in response to the New String prompt, to leave some space for possible future expansion. Set k, l, m and n to 1982, 1983, 1984 and 1985, to indicate the year in which the member joined. Having finished our class entries, we press ENTER in response to the Select Class prompt, and get back to the Reset Parameters screen.

Press U for User-defined string, and type in "Mem. No. 001" (without the quotes, though they will be shown on the screen display).

Having done the setting up, press ESC to return to the main menu, and ON (orCTRL/E) to start entering names and addresses.

You start the entry process at the top left corner of a label of the selected dimensions. Type the following name and address.

L C Andrews  
14 Dale Park Street  
LEEDS  
LS16 5QA

After the Post Code press ENTER at the beginning of the next blank line. This will take you out of the label into the section used for data connected with the member, but not required to be printed out.



Type in the member's telephone number and first name:

0532 920604

Les

We will now put in his membership number. In order to do this we do not need to type it in, but, with the cursor at the start of a blank line, we press the \ key. This inserts the Membership string, and if, as in our case, it ends with a number, increases this by 1 for next time. Again pressing ENTER at the start of another blank line moves us on to the next section.

Here we can enter the classes relevant to Mr Andrews. Press a, e and m to indicate that he pays in the first quarter, is an ordinary member and first paid in 1984. No more classes are to be set, so press ENTER to continue.

We now turn our attention to the top of the screen, where the program tells us how it expects to file this entry, by use of a pointer. In this case the pointer is under the A, showing that this entry will be filed under A for Andrews. The screen should now appear as in Fig. 2. However I now realise that I have made several mistakes in this entry, so press ESC to edit it.

The cursor will be positioned back at the top left of the label. The first mistake is the omission of a third initial D. To insert this move the cursor over the A, using the normal cursor keys. Press SHIFT/CR twice. A gap will open up and you can type D. Press ENTER three times to get to the start of the Post Code line, which should have W. Yorks on it, with the Post Code below. Press SHIFT/CD. This will open up a blank line onto which you can type W. Yorks. Now move down to Les. I have just remembered that whilst his name is Les he is always known as Charlie. Simply overtype the old entry with the new one. Other editing functions are: DEL deletes the character before the cursor and closes up the text, whilst CLR does the same for the character under the cursor; SHIFT/CL moves to the start of a line and SHIFT/CU deletes the line above, and closes the gap. I also got the year he joined wrong, it should have been 1982.

Press ENTER until the SEL. CLASS prompt appears, and then press M to remove 1984 and K to enter 1982. Now press ENTER twice. One will take you back to the "Filed as:", the second will do the actual filing, and take you to another blank label. Note that you now have 1 entry and 32793 bytes left, giving you room for about another 330 entries. Do not worry if you have a few bytes more or less, you may well have included - or left out - a few spaces.

Now make the following entries:

J J Sowden	P M Shaw	D W Croft
17 Berry Walk	66 Peel Street	1 Hart Rise
LEEDS	LEEDS	LEEDS
LS16 9KL	LS5 2VX	LS8 4JH
0532 284652	0532 902068	0532 197261
Jim	Peter	Don
Mem. No. 002	003	004

Remember to use the \ key for the membership numbers!

Classes: a,g,k b,e,k                      a,f,l

When you have entered the last of these check that there are four entries, then return to the Main Menu by pressing ESC. We will now list the four entries. Select List by pressing 4N (or CTRL/L). The screen will ask you to select those classes you wish to include, and those you wish to exclude. We want to list everybody, so just press ENTER. All the classes a-t will appear in the include line, and nothing in the exclude line. The first entry will appear, and should be that for Andrews. Pressing COPY will reveal the next entry, this time for Croft. Note that we are listing alphabetically by the name under which the entry was filed. If you see a mistake, and wish to edit the entry at this point, you may do so by pressing CD. Carry on through until you reach the end of the file, then return to the Main Menu.

It is about time we saved this file, to avoid the possibility of our valuable data being lost. Press 7N (or CTRL/S). You are offered a default filename, and the opportunity to change it. Press Y to accept, and the file will be saved, including the settings for classes, colours, etc. In order to assure yourself that the whole system is working properly, you should now switch the computer off - ensuring that no data remains in RAM - then switch it back on, return to the Mailing List, and reload the data using 1N (or CTRL/G). Again you will be prompted for a file name, enter "file00". If you now go into the Entry routine you will see that there are four entries and the same number of bytes free as before.

Now you are ready to add some more names and addresses, say four or six, of your own devising. Spread the entries over the different combinations of classes available. When you have finished return to the Main Menu.

We shall now consider some of the club's possible uses for the list. The first and most obvious use is to send reminders to members whose subscription is due. At the start of the first quarter we wish to write to all with subscriptions due then. Select 5N (or CTRL/P): include a, exclude h (no subs from life members). Next select 2, the size we have been using for entries, i.e. standard "two across the web" labels. Note that we could change

to three across, or any other size, if that was what we happened to have handy at print time, with the risk - if it was smaller than 37 x 8 - that part of the entry might be lost. Select "Labels", and 2 copies. We shall keep one to check off subs as they come in - after a month we will make a note of those not yet paid on our list, using another class, and use the label to send a reminder. The labels will now be printed, if you have a printer connected - if not you will be told!

On another occasion you wish to telephone all those life members who joined in 1983, and would like a list of these, including 'phone numbers. Select Print. We cannot just include classes h and l, as this would give all Life members whenever they joined, together with all those who joined in 1983, regardless of what type of member they were. We must therefore include h and exclude k,m and n (or include l and exclude e, f and g). Print all (rather than just labels), and have 1 copy. Selecting all data will print the name and address, the other information you typed in below it, and the letters showing the associated classes.

## Reference Section

### Examples

Note that wherever possible examples relate to the club mailing list used in the tutorial section. Whilst this is obviously only one of many possible applications, it is used here for the sake of consistency.

### Format

The file is stored in RAM so long as there is sufficient space for it. Typically this means that there is room for well over 300 entries. The main advantage of this is speed, and this is particularly evident as each new entry is added. Each addition is put into its correct place in the file when it is entered, so that the file is always in alphabetical order, and never needs sorting. Even when the file is nearly full, another entry only takes about a second to add. When RAM is full, the file must be split into two and saved onto disc (or tape). However this does not mean that this is the limit on the size of a mailing list, since the software will work with several files. Thus you can fill RAM, creating two files, then start again. When you save the file now the program merges your current work into the two files, to give you two new

ones, dividing the total file into two consecutive halves, each sorted alphabetically. All printing, searching and listing operations can be carried out as if these two were one long file. The program uses variable length records both in RAM and on disc. This ensures maximum use of storage space, with the corollary that you can store many more short records than long ones.

## Security

Since the data is only transferred to mass storage when you decide, or when RAM is full, all data entered in a session will be lost in the event of an accident (e.g. someone blows the main fuse, the kids cut through the power lead, or you switch the computer off by mistake). To guard against this you should save your data periodically, say once an hour. If you are saving to disk, say as FILE00, you will find the extension .MAI is appended to your filename. When you save it again using the same name, FILE00.MAI will be renamed as FILE00.BAK. On the third and subsequent occasions, the existing FILE00.BAK will finally be deleted, in order to make room for the second copy as FILE00.BAK, and the latest one as FILE00.MAI.

## ENTERING DATA (ON or CTRL/E)

Data is entered in three sections. First the label data is entered into a box the size of the chosen label. You may not go beyond the boundaries of the box. Pressing ENTER at the beginning of a blank line takes you on to the next section. Here you may enter data which is not to be printed on the label. You may take as much space as you like for this data within the constraints 1) it must be no wider than the label, 2) it must fit on the remainder of the screen. In either of these sections pressing \ enters the "user defined string". Again pressing ENTER at the start of a blank line takes you on to the third section. Pressing any key A - T selects or resets the corresponding class. Note that you must select at least one class; if you do not want any of your current ones, select a blank one as a "dummy". This is not normally a restriction, as at least some sets of classes will be "complete", e.g. different types of membership, different joining years (everybody on the list must be some type of member and must have joined sometime). Any classes set will remain set for the next entry. Pressing ENTER will take you to the "filing" line.

We should mention here that the classification system is a major feature of the Superpower Mailing List. It allows selective use of the list, instead of making you work from the whole list at any one



time. This means that careful choice of your classes will enable you to print lists of entries in any area.

The program indicates by use of a pointer which "word" from the first line of the label it expects to use for its alphabetical filing. The program can generally make a sensible choice, but can be stumped by some combinations, e.g. Joe's Glass Co. (it will try to file under G, since it cannot distinguish between this and Joe Glass & Co., which should be filed under G). To cope with this you have the option to move the pointer a word at a time either way by using CR or CL. When you press ENTER the label is filed in its proper place in the order - this will take about two seconds if there are more than 300 entries! Alternatively, press ESC to edit the label so far. In the editing phase the controls are as follows:

CURSOR controls operate normally  
SHIFT/CD pushes the text down a line, opening up a blank line  
SHIFT/CU pushes the text up a line, deleting the line above  
SHIFT/CR pushes the text right one character, opening a space  
SHIFT/CL moves to the start of the line  
DEL deletes the character to the right, closing the gap  
CLR deletes the character under the cursor, closing the gap

You can move back a "section" with ESC. In general, whenever you have made a sequence of command selections, ESC takes you back to the last choice, or the last section within that choice. In the Entry routine this means from Sel. Class to the start of the "extra data" area, from there to the start of the label and from there back to the Main Menu (via a warning that you will lose the entry if you continue).

When you have nearly filled available RAM you will see a warning and be asked to split the file. All you need to do is to follow the computer's prompts. First it is suggested that you make a copy of the file as it now is, and then perhaps a backup copy. Should anything go wrong thereafter, you will be able to use these copies to recover your work. Next the file is split into two and each half is saved. This time the default filenames are based on your original filename, with its last character incremented e. g. FILE00 gives FILE01 and FILE02. Note that this makes more sense with numbers than letters, though CLUBA does give CLUBB and CLUBC.

## **GETTING A FILE (1N or CTRL/G)**

A directory of files is given. Select the file you require (note that an extension of .MAI is optional). If an error occurs, e.g. if the specified file is not present, pressing any key (except ESC, which returns to the main menu) re-displays the directory and the file prompt. Once the file has loaded, the number of entries in it is displayed: any key returns to the Main Menu.

## **COUNTING ENTRIES (2N or CTRL/C)**

You are prompted for the classes to be included in the count (press the appropriate letter to include it, press again if you change your mind, press ENTER when you have all the classes required), and then for those you wish to exclude. If you press ENTER before selecting any classes to include, all (a - t) are included and none excluded. Exclude overrides include, i.e. if you put a class in both sections it will be excluded. When you have made your selection the program counts and displays those records satisfying your criteria. One use of this routine would be to give a quick guide to evaluating the cost of a mail shot.

## FINDING ENTRIES (3N or CTRL/F)

This routine has two sections. "Find Name" looks just at the names, i.e. that part of the first line under which the entry was filed, and, since these are in order, is very fast, even when multiple files are involved. The routine will find any entry starting with the input supplied i.e. "Smith" will find Smiths and Smithson as well as Smith (note that, since the search is not case dependant it will also find SMITH and smith). "Find String" will look through all the data in each record for the given string. Uses include searching for "Tel. No. 434006", "Mem. No. 251" or "LS7" (the last looking for a particular area of Leeds by using the Post Code). You can flip from Name to String search and back with the \ key.

The first entry matching the search criterion is now displayed, together with a group of alternative commands in the top left corner. These represent the cursor cluster, and the actions are as follows:-

- CD Select edit mode, placing the cursor at the top left-hand corner of the label
- CU Deletes this entry (after checking)
- CR Moves to the next entry
- CL Moves to the previous entry
- COPY Move to the next (or previous) entry which matches the search criterion, i.e. if you are moving forward through the file it finds the next match, if you are

moving backward (after using CL) it finds the previous one. The current direction of movement is indicated by the arrow.

As an example we shall describe amendment of the last entry under R. For Enter Name type S and ENTER. This will show the first S entry. Now press CL to get the last R entry and CD to select edit mode, then edit the label, using the keys described above.

#### LISTING ENTRIES (4N CTRL/L)

You are prompted for the classes to be included in the list (press the appropriate letter to include it, press again if you change your mind, press ENTER when you have all the classes required), and then for those you wish to exclude. If you press ENTER before selecting any classes to include, all (a - t) are included and none excluded. Exclude overrides include, i.e. if you put a class in both sections it will be excluded.

The first entry matching the search criterion is now displayed, with a group of alternatives in the top left corner. These represent the cursor cluster, and the actions are as in the Find Entries routine above.

## PRINT (5N CTRL/P)

This routine allows you to print either just the label data, normally onto actual labels, or all the data in the entry. Either way the format of the printing is controlled by the label size chosen on entering the routine. E.g. selecting 3 from the menu implies that the labels are arranged three across the web, and the "all data" class will then also print in three columns. Options two and three assume two and three across respectively, and eighty columns. Selecting 4 assumes 132 columns, and so is suitable for condensed print on an "80-column" printer: it will send the codes to put Epson type printers into condensed mode. These are the standard label sizes, others may be used by setting them up yourself, using 1. Next choose between printing just the label, or all the data, and how many copies of each entry you require. If all is well the printer should start printing. If not the message "No Printer!" will appear. You should check that the it is ON, ON-LINE and properly connected to your Amstrad. When the fault is rectified, any key except ESC will try again, ESC will return you to the Main Menu, in case you need to investigate further.

## MERGING FILES (6N or CTRL/M)

You will normally need to merge files when you add entries after splitting the file as described under the Entry routine. When you add more entries you will save them into a "working file". You can now go into the Merge routine. Give the name of your working file. The routine can only merge a working file of up to 8K at a time, so if your file is longer than this 8K of it will be read in, and the remainder resaved. You will then be prompted for the name of the first of your main data files, which will then be read in. The first entry in your working file is now entered into the correct position in this file, then the subsequent working file entries are dealt with likewise. When the end of the first main file is reached it is resaved. If there is more data in the work file in RAM the next main file is read in and the process repeated, until the work file is exhausted, or further entries are located after all the current ones. At each point where a file is saved or loaded, there is a pause to enable you to change discs.

We will now describe a possible way of working with large files:-

We start entering names and addresses in a file ADD00.MAI (in the rest of this section we assume the file extension .MAI is used) on disc 1. When we reach 32K

the file is split and we use the default names ADD01 and ADD02. In doing this we make a backup on disc 2. We now proceed with entering data, saving as we go along in file ADDWK1. At some stage we will combine this with our existing main files, ADD01 and ADD02. Suppose ADDWK1 has reached 20K. In order to be quite secure should something go wrong with the merging process - e.g. power failure in the middle of the operation - we will copy ADDWK1, ADD01 and ADD02 to disc 3.

We now select MERGE. We enter ADDWK1 in response to the "work file name" prompt. This file will be loaded and counted. Only 8K of the file can be dealt with at one time, the rest being resaved under the same name. We then give ADD01 as the "source file". In order to keep track of the different files produced by this operation we shall introduce another letter into the filename, so we will give the destination file the name ADDA01, and we will keep the new files on another disc. The procedure is now automatic, except that when a file is to be saved, you will change to disc 4 before pressing a key. The number of entries loaded from ADDWK1, together with the number in ADD01 and ADD02, and the total checked against the number saved in ADDA01 and ADDA02. Once the computer announces that these totals match, this phase of the operation is complete.



Now repeat the process using the same working file, ADDWK1 (which should shrink this time from 12K to 4K), but with ADDA01 as the source and ADDB01 as the destination. Remember that ADDWK1 is on disc 3 and ADDA01 is on disc 4. Put ADDB01 on disc 3. Finally run through the procedure once more, to get ADDC01 and ADDC02 on disc 4. At the beginning of this cycle you will notice that ADDWK1 no longer produces the message "File too long", so that we will have finished the merging when we receive the total check here. We will check that each file is individually loadable, then delete those files which are no longer required, i.e. ADDWK1, ADD01 & 2, ADDA01 & 2 and ADDB01 & 2. We can now copy files ADDC01 & 2 to discs 1 and 2, and resume entering data.

In order to avoid having to run the MERGE facility repeatedly we will now make sure that the work file does not exceed 8K. At some point let us assume that work file ADDWK2 is 7K, whilst main files ADDD01 & 2 are 29K & 28K. We go into MERGE and specify work and source files as above, with ADDE01 as the destination file. The work file is loaded in one go, and then the first source file. These are then merged to give a file of, say, 33K. Since this is bigger than the RAM limit of 32K, when it is saved it will automatically be split into two files, ADDE01 and ADDE02. Then ADDD02 is loaded and the remaining 3K merged into it, giving a 31K file, which is then saved as

ADDE03. Since this is almost at the limit, merging a further work file will almost certainly cause this file to be split next time, giving a total of four files for the whole database.

#### Notes

1) Working alternately on discs 3 & 4 is a nuisance when the database is small, but if you get into the habit early on, you are much less likely to have a catastrophic loss of data when you have thousands of entries.

2) If an error occurs your source files will normally be intact, but if you started with a work file of over 8K, say ADDWK1, this will have been resaved without the first 8K. You would then have to delete ADDWK1.MAI, and rename ADDWK1.BAK to be ADDWK1.MAI. You should then deal with the source of the problem, and restart the operation.

## SAVING THE FILE (7N or CTRL/S)

On entering this routine you are given the chance to accept the default filename FILE00.MAI (if you have loaded a file with a different name, then this will become the default name). If you only have one list, or are going to keep each on a separate disc, this may well be adequate, particularly since backups are made automatically. If you wish to give your file a more easily recognisable name, simply type N followed by the name. If you do not supply a file extension, .MAI will be used. If you expect your list to be over 300 entries, requiring splitting the file at some stage, it is most convenient to have a digit, normally 0, at the end of the filename. When a file FRED.MAI is saved, the system looks for an existing file of that name. If it finds such a file it renames it FRED.BAK. In this case it looks for FRED.BAK, and deletes this first.

## RESETTING SYSTEM VALUES (8N or CTRL/R)

When you enter this screen you may select one of six areas by typing its initial letter.

C - Class Names This allows you to rename any of the classes in the list down the left-hand side. Simply press the letter for the class you wish to change, then type the new string. Note the default values for classes a - l, though these may also be reset.

L - Label size This selects the size of the label displayed on the screen. The standard sizes for two across or three across labels, are represented by 2 and 3, but you can choose your own size, up to 64 x 15, by pressing 1. Note that this does not need to be the same as the size used by the printing routine. If you use size 2 here and size 3 for printing you will have any label which is longer than 22 characters truncated automatically to fit your chosen size.

F - File header The parameters that you set up here will be saved with the file. Should you wish those you have saved with one file to be used with another, but not the data, you may load the file and then use this facility to delete the data but keep the parameters in the header. Alternatively you may delete everything, in order to start from scratch.

P - Pen/paper colours      You may choose any of the standard colours for paper (background) or pen (foreground). You will be prompted with the current values. Your entry will not be accepted if it is outside the range, or if your pen is the same as your paper. In either case, or if you just press ENTER, the colour will be left unchanged.

S - Tape/Disc selector      If you do not have a disc drive this will not have any function. If you do have one, and it was plugged in and switched on when you started, disc input and output will be selected automatically. The only cause for using this option, therefore, is if you wish to work on tape from a disc system, perhaps to transfer files between tape and disc based computers. Pressing S repeatedly cycles around the different combinations.

U - User-defined String      A string entered here is reproduced by pressing the \ key at any time during entry of data. Further, if the last few characters of this string are numeric, the number is updated each time the string is entered.

## QUIT / EXTERNAL COMMANDS (9N or CTRL/Q)

If you simply wish to return to BASIC, press B. Alternatively you may enter any "external" command, to be passed to another ROM, by preceding it, as usual, by a "|". Thus you could enter the Disc-Power ROM by typing |DP - assuming you have that ROM fitted! If you have the disc system you can also use the CP/M ROM commands, and you do not need the rather clumsy indirections required by 464 BASIC (which is a good reason for entering MAIL to do a sequence of such operations). If we wish to recover a file ADDWK1 from its backup copy we would enter QUIT and type the following :- |ERA ADDWK1.TXT |REN ADDWK1.BAK ADDWK1.TXT Note that each file keeps an internal record of its name so that if you rename a file and then load it, the default SAVE name will still be the old version. If you wish to change the internal name then resave the file with the new name rather than the default.

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## Notes



**MICROPOWER**

SUPERPOWER—SERIOUS SOFTWARE FROM THE MICROPOWER ORGANISATION