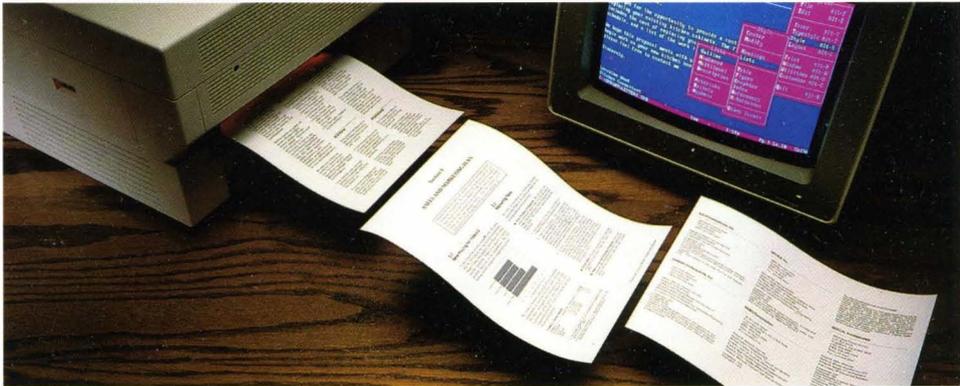




# SPRINT<sup>®</sup>

THE PROFESSIONAL WORD PROCESSOR

## ALTERNATIVE USER INTERFACES



# **SPRINT<sup>®</sup>** The Professional Word Processor

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## Alternative User Interfaces

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Sprint is a registered trademark of Borland International. The names of the various alternative user interfaces (AUIs) refer to the command procedures and methods of operation implemented in the AUI files on the distribution disks contained in this package.

Sprint's AUIs are compatible with the command procedures implemented in the corresponding word processing programs, but not all command procedures are implemented. The names of the corresponding word processing programs of other companies are used here only to explain the nature of the compatibility of the related AUI. These names are trademarks or registered trademarks of their respective holders. Sprint's AUIs were developed by Borland, which is solely responsible for their content.

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A program's *user interface* is its method of operation (that is, the way it responds to your commands). Sprint's customizable interface offers versatile, easy-to-follow menus that both novice and power users can adapt to their needs.

For those of you who've grown accustomed to a particular style of input, however, Sprint also provides several alternative user interfaces (UIs) that make the transition to Sprint easier. Sprint also comes with alternative Sprint UIs—one for advanced users and one to use with the Sprint tutorial—aside from the basic interface. We explain these in the *User's Guide*.

Sprint provides (on the distribution disks) alternative UIs that are compatible with the command procedures of the following computer programs:<sup>1</sup>

- EMACS (same as Perfect Writer 1.0)
- FinalWord II
- Microsoft Word 4.0
- SideKick
- WordPerfect 4.2
- WordStar 4.0

In addition to their own command procedures, the EMACS, FinalWord II, SideKick, and WordStar alternative UIs give you full access to the Sprint command set and menus as well. The MSWord and WordPerfect alternative UIs have special Sprint menus with Sprint commands that the alternative UI itself doesn't normally offer.

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1. The names of the different alternative user interfaces refer to the command procedures and methods of operation implemented in the files on the distribution disks. Sprint's UIs are substantially compatible with the command procedures and methods of operation implemented in the programs, but not all command procedures are implemented. Their names are used here only to identify the nature of the compatibility of the UI. Sprint's alternative UIs were developed by Borland, which is solely responsible for their content.

We go through each alternative UI individually, pointing out commands that work differently in the Sprint alternative UI. We also summarize the commands that the Sprint UI doesn't cover. We discuss each alternative UI in the context it normally uses to enter commands. In describing the WordStar-compatible UI, for example, we go through Control-key sequences. The Microsoft Word-compatible UI describes the Escape-key procedures and the WordPerfect-compatible UI the Function-key procedures.

## Choosing an Alternative UI

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You can switch UIs at any time, even when you already have a Sprint file open. If you like, you can change the default user interface in SP-SETUP (see "Before You Begin" in the *User's Guide*) so that an alternative UI automatically comes up when you type SP at the DOS command line. Here's how to change the UI from within Sprint:

1. Choose *F10/Customize/User Interface/Load*.<sup>2</sup>
2. Sprint displays a list of available UIs. Use the arrow keys to move to the UI you want or type the first letter of the word and press *Enter*.
3. Sprint loads the alternative UI you choose.

You can also use the shortcut *Shift-Alt-U* from within any UI to bring up the list of UIs. Then move the cursor to the UI you want to use and press *Return*.

When Sprint loads the alternative UI, it briefly displays a copyright screen showing the UI loaded and the Sprint version number. You may not be able to tell the difference within the UI itself until you press a function or control key. If you're not sure what UI is loaded, press *Shift-Alt-V*. You'll be shown the screen with the user interface and Sprint version number.

**Note:** If you need to translate an existing file from one format to another, see the conversion appendix in the *User's Guide*.

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2. **Two-floppy system users:** Be sure to read "User Interface Installation on a Two-Floppy System" and "Additional Notes for Two-Floppy Systems" in Chapter 1 of the *Sprint User's Guide* before you try to load an alternative user interface. Due to limited memory space, you must follow a special procedure to correctly load and save the user interfaces, and to save any shortcuts you reset. Sprint won't prompt you for the correct disk to insert.

# Accessing Sprint Menus within Alternative UIs

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Sprint extends the alternative UIs significantly by letting you access Sprint commands from within them. Sprint's EMACS, FinalWord II, SideKick, and WordStar UIs give you full access to Sprint's command set and menus. Sprint's MSWord and WordPerfect UIs have X-Sprint menus, which bring up Sprint commands not typically offered by the UI.

## *The X-Sprint Menus*

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The X-Sprint menus offer a rich assortment of macros and editing commands. The MSWord and WordPerfect UIs have slightly different X-Sprint menus.

## The MSWord UI's X-Sprint Menu

There are three main options:

- Translate
- Style
- Customize

The Translate menu is the same as the Sprint UI's *F10/File/Translate* menu. It gives you Import and Export commands and displays a list of formats you can choose from.

The Style menu is a modified version of Sprint's Style option. It lets you choose among the following commands: Headings, List, Table, Figure, Graphics, References, and X-References.

The Customize menu is also a subset of the Sprint Customize menu, offering User Interface, Colors, Menu Shortcuts, and Options. The Options menu lets you set Preserve Editing Session, Background Save Period, and Menu Display Delay options.

## The WordPerfect UI's X-Sprint Menu

There are also three main options in this UI's X-Sprint menu:

- Font
- Style
- Customize

The Font menu is the same as the Sprint UI's *F10/Typestyle/Font* menu, which lists all the fonts you can use to print your document.

The Style menu is the same as the MSWord UI's Style menu, but with the addition of an Index command. This lets you choose a string for indexing or insert an index entry.

The Customize menu contains these options: User Interface, Colors, Screen, Menu Shortcuts, and Options. The Screen option lets you set these screen-display attributes to On or Off: Paragraph Marks, Tabs, Indents, Spaces, Non-Breaking Spaces, and Wide Spaces. (There are no Codes and Bottom Status Line options.) Finally, the Options menu lets you set the Background Save Period and Menu Display Delay timers.

If you need more information on any of these commands, look up the specific command in "The Sprint Menu Encyclopedia" in the *Reference Guide*.

## Reminder

Remember, when you want to check what user interface you're in, press *Shift-Alt-V*. If you want to use a different interface, press *Shift-Alt-U* to display a list of the available user interfaces, move the cursor down to the one you want, and press *Enter*.

## Sprint's EMACS-Compatible User Interface

Sprint's EMACS (Editor MACroS) user interface lets you enter text and commands using the same procedures as a mainframe EMACS editor. This is also the same set of procedures as the original Perfect Writer (version one), which used the EMACS keyboard set.<sup>3</sup>

EMACS is an extensible editor, which means users can define new elements. Also, public domain variations have been developed. So, some functions, features, and modes that may have been written into your particular version of EMACS may not be available in the EMACS UI.

In general, the EMACS UI provides most of what is called the *Fundamental mode* in commonly available EMACS implementations. Because many EMACS users want to create a customized command set, we supply an example custom set, with its own .SPM file: MINCE.SPM. The MINCE interface shows examples of common EMACS end-user additions, deletions, and customizations based on the initial EMACS set.

One major difference involves text wordwrapping. In Sprint's EMACS UI, text wraps and/or justifies if you place a ruler into the document. If you prefer to use ASCII text files and the standard EMACS *Fill mode*, you must initiate it with one of these commands from the keyboard: *Esc-Q* (Meta-Q or Fill Paragraph) or *Ctrl-X F* (Fill Line Length). Text will automatically

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3. The term Sprint's EMACS UI or EMACS UI, as used in this package, refers to the command procedure and method of operation implemented in the file EMACS.UI contained in this package. Sprint's EMACS UI is substantially compatible with the command procedure and method of operation implemented in the EMACS program, but does not implement all of the command procedures available in EMACS. EMACS is used here only to identify the nature of the compatibility of this UI. Sprint's EMACS UI was developed by Borland, who is solely responsible for its content.

wordwrap until you next exit the editor or set the line length to zero. Sentence and paragraph movements are also adjusted automatically to cross line breaks, with a double blank line or a tab as a paragraph start marker. Thus, you can think either in Sprint mode or in ASCII mode when you write text.

Another relatively important difference is the one-to-one correspondence between files and buffers in the EMACS UI. Because files are usually equivalent to buffers in Sprint, only the file name shows up on the status line. If you create a new buffer by name, Sprint only *pretends* to open an empty file of that name in the *current* directory—that is, Sprint does not read from or write to disk.

Although the *Ctrl-X B* command does exist, it is more convenient to use *Ctrl-X/Ctrl-B*, which displays a list of files, and pick a file from the list. This *pick list* corresponds to the concept of *previous buffer*. If you give an empty string in response to the *Ctrl-X B* prompt, it cycles around the ring of buffers that exists in Sprint.

The following minor differences also exist:

- **Function keys** operate as in the standard Sprint interface. You can get the Sprint menus and functions by pressing *F10*.
- The **arrow keys** and **keypad** work according to the Sprint menus and conventions, not as the corresponding EMACS actions would. For example, *Ctrl-Left arrow* moves back one word by Sprint's definition of a word, not the EMACS definition.
- You can use *Esc* as well as *Ctrl-G* to **abort entry of strings**, file names, and so on. You must use *Ctrl-G* to abort the execution of any infinitely looping macros you write. If you use the Sprint menus, *Esc* steps out one menu level (closes the most recently opened menu), while *Ctrl-G* exits all the menus.
- *Esc-Esc* (Meta-Esc) cancels the *Esc*-prefix instead of evaluating a Lisp S-Expression. (In Sprint, evaluating an expression is the same as running a macro, which is available on Meta-X.) Likewise, *Ctrl-X Esc* cancels the *Ctrl-X* prefix.
- Since it is an abort key, *Esc* does not do **file-name completion**, although it does finish incremental searches.
- The *Ctrl-C* prefix is reserved for your favorite macro(s). No *Ctrl-C* commands are implemented in the EMACS UI.
- **String entry** is not done in a minibuffer. So, most common editing keys work during string entry, but text yanking is not possible.
- **Search** is done incrementally. If you want whole-string search, use the Sprint menus.

- Under MS-DOS, *Ctrl-Z* cannot **suspend** your editing process, so it just shells to an MS-DOS command interpreter.
- The **Lisp S-Expression** commands (many of the Meta-Ctrl-letters) are implemented as if they were in *Text mode* and don't parse Lisp expressions.
- There are no **Major or Minor modes** in the EMACS UI. All commands execute as if they were in Fundamental mode. If you want to write your own modes, we suggest using separate Sprint macro files and moving from one overlay to another. See the *Advanced Users Guide* for more information on writing your own macros and overlays.
- **Directory Edit** is actually a Sprint menu, not a Dired buffer.
- The **mail reading and sending** commands do not exist.
- **Tags** and tag files are not implemented, nor are Abbrevs. Many similar useful functions are available on the Sprint menus, in *F10/Utilities/Glossary* and *F10/Edit/Place Mark*.
- The **Fill-Region** command is not implemented. Use Fill-Paragraph, or use ruler lines from the Sprint menus.
- Sprint **automatically rereads** files that have been changed behind its back. This is useful if you are programming or using some other tools to update your files and the file is changed. However, you need to be aware of this in case you are attempting to keep multiple copies of a file in multiple buffers. If so, be sure to name each file differently, because Sprint will visit *all* the buffers on start up and update them to the latest version from disk.



## Sprint's FinalWord II-Compatible User Interface

Sprint's FinalWord II user interface lets you enter text and commands as if you were using FinalWord II (which uses a different keyboard set from the original FinalWord).<sup>4</sup>

A major difference relates to text wordwrapping. In Sprint's FinalWord II (FWII) user interface, text wraps and/or justifies automatically when the document contains a ruler. You cannot turn wordwrapping off except by removing the ruler. You can choose to use ASCII text files and retain FWII's style of hard newline (hard return) wrapping: Press *Ctrl-X E* to open the Editor Settings menu and set Fill mode to On. Thereafter, text will automatically wordwrap. So you see, you can write in either Sprint or ASCII mode.

You should run your FWII files through a conversion process before working on them. The Sprint FWII UI provides an Open Old FWII File option on the File menu. This conversion automatically changes command names, soft returns, and style parameters to ones recognized by Sprint.

Check any formatter macros, environment definitions, and @Modify commands to make sure they work with Sprint's formatter and

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4. The term Sprint's FinalWord II or FWII UI, as used in this package, refers to the command procedure and method of operation implemented in the file FW2.UI contained in this package. Sprint's FWII UI is substantially compatible with the command procedure and method of operation implemented in the FinalWord II program, but does not implement all of the command procedures available in FinalWord II. FinalWord II is used here only to identify the nature of the compatibility of this UI. Sprint's FWII UI was developed by Borland, which is solely responsible for its content.

STANDARD.FMT. Its underlying macro language differs somewhat from FWII; however, most macros will transfer across without modification.

The following minor differences also exist:

- **Function keys** operate as in the standard FWII interface, with one difference: *F10* does not exit the editor. The Sprint menus and functions display when you press *F10*, as in the regular Sprint UI. Use *F10-Q* to exit.
- You can use *Esc* as well as *Ctrl-Z* to **abort entry** of file names and other strings. You must use *Ctrl-Z* to abort the execution of any infinitely looping macros you write. If you use Sprint menus, *Esc* steps you out one menu level, while *Ctrl-Z* exits all the menus.
- The **Query Replace** function doesn't have the Test option.
- The **Global Replace** function now tells you how many replacements it has done as it progresses.
- The **spelling correction** menu has been expanded to include options available on the standard Sprint menu. The Block option corrects the selected region. Alternate dictionary choices are also included in the spelling menu, as are the standard Sprint memory-correction options to correct the Last Bad Word or Every Bad Word.
- The **Editor Settings** menu now accommodates Sprint's line-filling, as described earlier. Use the Fill mode and Line Length items for ASCII-line or hard-return only. Turning Fill mode On and Off only changes its automatic hard-return wordwrapping; it doesn't affect the normal wordwrapping Sprint ruler lines cause. Changing Line Length also only affects hard return wordwrapping and doesn't change the ruler line. In general, use either ruler lines *or* Fill mode, not both. FWII's Newlines in Paragraphs menu option has been eliminated: Both hard and soft returns can coexist in Sprint; unless you insert @Style(Fill Yes) into your document, the formatter always works in soft return mode.
- FWII's **Fill Paragraph** option on the Miscellaneous menu is superfluous when using Sprint ruler lines. You need use it only when hard-return Fill mode has been turned on.
- The commands to **move by sentence and paragraph** have different effects if hard-return Fill mode is on or if ruler lines are used. When you use ruler lines, each hard return is both a paragraph and a sentence break. When you use hard-return wordwrapping, two hard returns in a row are required to terminate a paragraph.
- The **file list** (*Ctrl-X F L*) now lets you choose which file you want to go to directly from the list. You can thus quickly switch among files. However, it also means that, if you want only to view the list, you must press *Ctrl-Z* (or *Esc*) to explicitly exit from the list.

- When you use Sprint's **View Directory** function to delete files chosen from a menu, it asks for confirmation before proceeding.
- Sprint replaces the **@PageHeading** and **@PageFooting** commands with two new commands, **@FWPageHeading** and **@FWPageFooting**. These can process the left/center/right/line portions. Sprint's normal **page heading and footing** commands process arbitrary blocks of text, using whatever format has already been laid out on screen rather than parameters.
- Any **editor macros** you have defined should be examined. Sprint's editor macro language has additional features, and its constructs and concepts are slightly different. See the section on programming editor macros in the *Advanced User's Guide*.



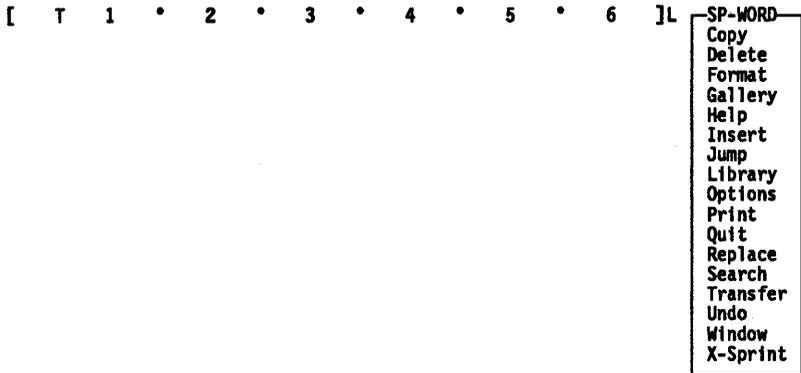
## Sprint's Microsoft Word-Compatible User Interface

This chapter lists the ways in which Sprint's MSWord user interface's differs from Microsoft Word in performing certain functions. Sprint's MSWord UI follows the Microsoft Word menu format.

As in Microsoft Word, you get to the MSWord UI's main menu by pressing *Esc*. Throughout this UI, you press *Return* to proceed with the selected command and *Space* to display your options.<sup>5</sup>

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5. The term *Sprint's MSWord UI* or *MSWord UI*, as used in this package, refers to the command procedure and method of operation implemented in the file MSWORD.SPM contained in this package. Sprint's MSWord UI is substantially compatible with the command procedure and method of operation implemented in the Microsoft Word program, but does not implement all of the command procedures available in Microsoft Word. *Microsoft* is a registered trademark of Microsoft Corporation and is used here only to identify the nature of the compatibility of this UI. Sprint's MSWord UI was developed by Borland, which is solely responsible for its content.



... \NETFILES\DOCUMENT\TEST.CMD

1:01pm

Ln.2 of 2 Co10

Figure 3.1: The MSWord UI's Main Menu

There are three important things to note before you begin using Sprint's MSWord UI. First, it will not make Sprint look like Microsoft Word. Second, if you've been using Sprint, you know that Sprint saves a *swap file* (a log of whatever you've worked on since you turned on your computer until you turn it off—limited by disk memory space, of course). The MSWord UI provides a modified swap file, which saves only the last file you were working on. Third, it offers limited support for a mouse.

Remember that the X-Sprint menu extends the MSWord UI by providing access to several Sprint commands, which are found in the Sprint UI.

The following MSWORD UI command procedures differ from Microsoft Word's implementation.

### Copy

Doesn't prompt for a glossary name for selected text. If you choose to copy to the same name twice, the MSWORD UI asks Do you want to replace the existing Glossary Name?. After copying to the glossary, the MSWord UI unselects the word.

### Delete

Displays only a Delete to: prompt.

### Format Character

Doesn't have Hidden or Small Caps option.

**Format Paragraph**

Lets you choose line spacing with this menu or precise settings with the Precise Settings menu: Left Indent, First Line, Right Indent, Space Before, and Space After.

**Format Tab**

After you clear a tab, the MSWord UI prompts you for the next tab you want to enter. The MSWord UI doesn't display the tab type on the ruler or double quotation marks ( " ) for inch abbreviation. Centered text goes between the left margin and the tab stop; right justification also goes between the left margin and tab stop.

**Format Tab: Centered Tab**

Inserts the tab wherever the cursor is at the time. You can't specify centered tab stops on the ruler. This command is valid only on the line the cursor is on when you choose it. Same as Decimal and Right Tab commands.

**Format Footnote**

Inserts Begin Footnote and End Footnote commands at the cursor position.

**Format Division**

Displays the commands BEGIN COLUMNS1..END COLUMNS1, instead of a line of dots. The Line Numbers option is not supported.

**Format Division: Margins**

Doesn't display running header options of top/bottom positions.

**Format Division: Page-numbers**

Options are Yes/No and Format. There are no At: or Positioning options.

**Format Division: Layout**

When you choose Insert Division Break, you get a menu with Go, Division Break, Number of Columns, and Space between Columns. There are no Footnote options.

**Format Running-Header**

Prompts you on whether you want to print the header on the first page.

**Format Stylesheet**

Supports only Attach Stylesheet (the style sheet that will be attached to the file).

**Format Search**

Doesn't have Font Size and Type options; Hidden option; or Small Caps, Uppercase, and Double Underline options.

**Format Replace**

Function not supported.

**Gallery**

Function not supported.

**Help**

Displays a Function-key template.

**Insert**

Doesn't display a prompt for the glossary item to insert.

**Jump**

Prompts you for a Line Number to jump to, in addition to the usual options.

**Library**

Doesn't have Document-Retrieval, Link, and Table options.

**Library Autosort**

Prompts you only for ascending or descending criteria. Sets case to default.

**Library Hyphenate**

Offers Minimum Word Length and Space Allowable options. You can specify that a word, block, or file be checked for hyphenation candidates. The MSWord UI prompts you with a list of hyphenation candidates, which you can choose from or skip the word.

**Library Index**

The index is generated automatically when you print the document. (If you don't know how to do indexing in Microsoft Word, check the section on indexing in the *Sprint Reference Guide*.)

**Library Number**

Function not supported.

**Library Spell**

The Spell command is interactive, checking words within their context. You can choose Auto-Spell, which verifies spelling as you type. The Lookup function is not supported.

**Library Thesaurus**

Lists thesaurus choices vertically along the right side of the screen.

**Options**

Does not have printer, menu off, graphics/text, screen borders, or line numbers display options. Also doesn't have summary sheet and cursor speed options. The X-Sprint/Customize/Colors menu lets you change all colors on the screen. The Speller option lets you choose the dictionary you want to use.

**Print**

Doesn't have Direct and Queue options. Microsoft Word's Pages command procedure is Starting Page and Ending Page in the Sprint's MSWord UI. Repaginate doesn't let you confirm page breaks, but you can remove the pagination. Also, you can't print an unnamed file; you must save and name it first.

**Print Merge**

Merges through only one menu (Merge).

**Print Options**

Doesn't have Setup, Draft, Hidden Text, Summary Sheet, Range, and Queued options. The Feed option doesn't have Bin1, Bin2, Bin3, and Mixed options.

**Quit**

Sprint remembers only the last file you worked on.

**Transfer Load**

Doesn't tell you that pressing *F1* displays a default list of \*.SPR files.

**Transfer Save**

Doesn't support the Unformatted option. Use the X-Sprint conversion process: X-Sprint/Translate/Export/ASCII File.

**Transfer Delete**

Doesn't tell you that pressing *F1* displays a default list of \*.\* files.

**Transfer Merge**

Doesn't display a list of files that can be merged.

**Window Split**

Splits windows horizontally (no vertical option).

**X-Sprint**

Provides several Sprint menu options: Translate, Style, and Customize (see "The X-Sprint Menu" in the introduction to this booklet).

**Function Keys**

Most of the function-key command procedures work the same, except that Sprint's MSWord UI doesn't always display messages but simply does the job.

## Typestyle and Formatting Keys

Sprint's MSWord UI uses the same command procedures to implement most control codes and character-formatting commands. The paragraph formatting command procedures are basically the same, except that Sprint's MSWord UI places a ruler in the file with the formatting command. This ruler sets the margins for the file.

The following Microsoft Word keys don't work in the MSWord UI:

*Alt-D*      double underline  
*Alt-K*      small capitals

The following keys produce results that are different from Microsoft Word's implementation:

*Shift-Enter* inserts a paragraph mark  
*Alt-P*      justifies to the last margin set, not the default  
*Ctrl-Enter* enters a new page, not a division break. To enter a division break, go to Division/Insert Break.

## Reminder

Remember, when you want to check what user interface you're in, press *Shift-Alt-V*. If you want to use a different interface, press *Shift-Alt-U* to display a list of the available user interfaces, move the cursor down to the one you want, and press *Enter*.

## Sprint's SideKick-Compatible User Interface

Sprint's SideKick user interface lets you enter text and commands as if you were using a SideKick Notepad. In addition, you have full access to Sprint's commands and menus.

**Note:** This UI refers to SideKick, not SideKick Plus. The Notepad editors are similar enough, however, that if you're a SideKick Plus user, you'll have no problems using the SideKick UI.

One major difference between SideKick and the SideKick UI involves wordwrapping. In Sprint's SideKick UI, text always wraps to the left margin, even if the previous line was indented. In SideKick, text wraps to the column at which the preceding line started. You can use the Sprint menu's Autoindent command to make the text wrap to the previous line's indentation.

The function keys are slightly different. Here's a comparison:

Table 4.1: Differences in the Function Keys

<b>Sprint/SideKick UI</b>	<b>SideKick</b>
<i>F1</i> Displays menu offering help on a Subject, Key, or Last Command	Help on item at cursor
<i>F3</i> Prompts you for file to open	Lets you enter name of current file and reload from disk
<i>F4</i> Use <i>F10</i> /Edit/Move-Cut	Cuts from underlying screen
<i>F9</i> Displays line number prompt	Expands the text window
<i>F10</i> Opens the Sprint main menu	Contracts the text window

Some of the the familiar SideKick cursor-movement keys have a different effect in Sprint's SideKick UI. Here's how they work:

Table 4.2: Cursor-Movement Key Differences

<b>Sprint/SideKick UI</b>	<b>SideKick</b>
<i>Ctrl-D</i> Cursor drops to next line when it reaches right margin	Cursor continues past right margin to end of window and stops
<i>Ctrl-S</i> Cursor moves up to previous line	Cursor stops at left margin when it reaches left margin
<i>Ctrl-Q O</i> Goes to end of file and inserts time/date	Goes to end of file, inserts time/date, and drops to next line

When you mark a block in the SideKick user interface, a prompt comes up so that you must act on it immediately. You can only cut or copy/move a marked block. Many procedures having to do with marked blocks don't work the same way in Sprint's SideKick UI. *Ctrl-K S* (sort a marked block), for example, doesn't make sense since Sprint's SideKick UI doesn't leave a marked block on the screen that can be sorted.

Table 4.3: Block Command Differences

<b>Sprint/SideKick UI</b>	<b>SideKick</b>
<i>Ctrl-K B / Ctrl-K K</i> Brings up Move/Copy menu, does not leave highlighted block	Marks and highlights block
<i>Ctrl-K C / Ctrl-K V</i> Both paste whatever's in Clipboard to cursor position	Moves marked block to cursor position
<i>Ctrl-K E</i> Prompts for key to paste with, then pastes block	Pastes a marked block to a key
<i>Ctrl-K H</i> If you haven't pressed <i>Enter</i> after choosing the command, displays the highlighted block	Hides or displays last marked block
<i>Ctrl-K P</i> Prints entire document	Prints marked block or entire document
<i>Ctrl-K S</i> Use <i>F10/Utilities/Arrange-Sort</i>	Sorts a marked block
<i>Ctrl-K T</i> Marks line cursor is on and prompts for Copy or Move/Cut	Marks a single word
<i>Ctrl-K W</i> Use <i>F10/Edit/Write Block</i>	Writes block to disk
<i>Ctrl-K Y</i> Deletes the character at the cursor	Deletes a marked block

Table 4.4: Miscellaneous Commands

<b>Sprint/SideKick UI</b>	<b>SideKick</b>
<i>Ctrl-B</i> Message appears on screen bottom	Reformats with no message
<i>Ctrl-I/Tab</i> Inserts tabs across page	Only two tabs allowed after left margin
<i>Ctrl-P</i> Inserts a control character	Inserts and highlights a control character
<i>Ctrl-K D</i> Saves the current file and closes it	Saves the current file
<i>Ctrl-O R</i> Prompt for new right margin appears; if <i>Enter</i> is pressed to end a paragraph, inserts ruler showing new margin for next paragraph; if <i>Enter</i> is not pressed, automatically reformats to new margin	Doesn't change margins until you reformat
<i>Ctrl-Q A</i> Prompts for Search/Replace strings	Prompts you for Find/Replace strings and for options
<i>Ctrl-Q F</i> Searches forward to find and highlight string of characters	Prompts you for Find options and places cursor after string
<i>Ctrl-Q G</i> Prompts you for Find string (Note: Sprint/SideKick always has Graphics on)	Toggles the Graphics option on and off
<i>Ctrl-Q I</i> Use <i>F10/Customize/ASCII File Handling/Auto-Indent</i>	Toggles autoindent on and off

## Reminder

Remember, when you want to check what user interface you're in, press *Shift-Alt-V*. If you want to use a different interface, press *Shift-Alt-U* to display a list of the available user interfaces, move the cursor down to the one you want, and press *Enter*.

## Sprint's WordPerfect-Compatible User Interface

Sprint's WordPerfect user interface offers most WordPerfect command procedures, except for the differences detailed in this chapter.<sup>6</sup>

Note that the WordPerfect UI can have six open windows at any one time. WordPerfect can only have two open windows.

---

6. The term *Sprint's WordPerfect UI* or *WordPerfect UI* as used in this package refers to the command procedure and method of operation implemented in the file WPERFECT.SPM, contained in this package. Sprint's WordPerfect UI is substantially compatible with the command procedure and method of operation implemented in WordPerfect Corporation's WordPerfect program, but does not implement all of the command procedures available in WordPerfect. *WordPerfect* is a registered trademark of WordPerfect Corporation and is used here only to identify the nature of the compatibility of this UI. Sprint's WordPerfect UI was developed by Borland, which is solely responsible for its content.

[ T

	Cancel	^	Search->	
F1	SUPER/SUBSCRIPT	+	Spell	F2
	Thesaurus	~	<-SEARCH	
	Help	^	Replace	
F3	Screen SWITCH	+	->Indent	F4
	Reveal codes	~	Move	
	List Files	^	->INDENT<-	
F5	Text In/Out	+	Block	F6
	DATE	~	Bold	
	Mark Text	+	Tab Align	
	Exit	^	CENTER	
F7	Footnote	+	Flush Right	F7
	PRINT	~	Underline	
	Columns	+	Print Format	
	Sprint Menu	^	LINE FORMAT	
F9	Merge	+	Page Format	
			Save text	
			Macro def.	
			RETRIEVE TEXT	F10

Legend:

Function Key alone  
 ^ Ctrl + Function Key  
 + SHIFT + FUNCTION KEY  
 ~ Alt + Function Key

...\NETFILES\DOCUMENT\TEST.CMD

1:03pm

Ln.2 of 2 Co10

Figure 5.1: The WordPerfect UI's Function-Key Template

Remember that the X-Sprint menu option lets you use several key Sprint menus and commands.

Here how the WordPerfect UI looks onscreen:

- The **menus** are pull-down menus that appear at the upper righthand corner of the screen and overlap to the left.
- The **status line** is highlighted and shows only the line the cursor is on and the last line number.
- When you open a file, a ruler always displays at the top of the file.

Furthermore, **control codes** start with one letter to turn the code on, say, ^B for bold, and a ^N to turn the code off. These are the control codes available:

- ^F^N to center text
- ^U^N to underline text
- ^B^N to boldface text
- ^I^N to insert tabs
- ^S^N for superscripts
- ^D^N for indexed items
- ^O^N to begin and end asterisks

The WordPerfect UI uses the Sprint **Thesaurus** and **Speller**. Refer to the *Reference Guide* for the commands and options available through these utilities.

## Function Keys

Here are the function keys as implemented in the WordPerfect UI. (If a Function-key combination isn't documented here, it functions exactly like the WordPerfect implementation.)

### **F1 Cancel**

Doesn't provide Cancel from Block Mark, nor can it be used to exit from Line Draw mode (use *Esc*). It doesn't offer a Restore function. Doesn't cancel a search (see *F2*).

### **Alt-F1 Thesaurus**

Doesn't do secondary look-ups. Also, you must use *F1* or *Esc* to exit the Thesaurus.

### **Shift-F1 Sub/Super**

Doesn't support the Advance Up option.

### **Ctrl-F1 Exit to DOS**

If you change a directory using the DOS Shell command, pressing *F5* (List Files) shows the changed directory, not the original or default directory.

### **F2 Search**

You can't cancel a search after you've pressed the Search key by pressing *F1*. Some characters show up differently on the Search status line (for example, ^J for hard return, rather than HRT).

### **Alt-F2 Replace**

The Replace string does not change case to match the Found string. Press *Alt-F2* again to set the search mode to Backward, enter the text to be searched for, then press *F2* to start the search.

### **Shift-F2 Search Backward**

Prompts you for the Search string. You can't use this key combination to look for repeated occurrences. Press *F2* to perform the search again.

### **Ctrl-F2 Speller**

No Skip option for purposely misspelled words. Nor can you tell the Speller to check a dictionary for user-defined words.

### **F3 Help**

Displays a Function-key template; no indexed look-up function.

**Alt-F3 Reveal Codes**

Embedded codes can only be modified in this mode. You must specifically delete both the Begin and End part of code pairs; don't forget to edit these starting and ending codes.

**Shift-F3 Switch**

Displays a pick list of all open files.

**Ctrl-F3 Screen**

Ctrl/Alt Keys and Auto Rewrite options not supported.

**F4 Indent**

Displays rulers at the beginning and end of the indented sections. Even when a hard return is pressed, next line is indented until you move the cursor past the ending ruler.

**Ctrl-F4 Move**

No Column option.

**F5 List Files**

Uses any path entered as the new default or specified in the DOS Shell command. Look and Word Search options aren't supported. Creation date and size of file aren't listed. Also, you can't create a directory using this menu.

**F5 =**

You can't use this to create a directory.

**Alt-F5 Mark Text**

The sixth item is Strikeout Text, instead of Other Options. Outline, Paragraph Number, Redline, and Short Form aren't supported.

**Shift-F5 Date**

No Insert Function option. Default date format is Day/Month/Year.

**Ctrl-F5 Text In/Out**

When a document is saved in ASCII format, the document loses all formatting.

**Ctrl-F6 Tab Align**

Jumps to the next right-hand tab when the current tab space is filled.

**F7 Exit**

If you're exiting a file that hasn't been modified or that you just saved, you'll be returned to DOS without a Save prompt.

**Alt-F7 Columns**

Implements column commands at print time, rather than onscreen.

**Shift-F7 Print**

Cancel, Display, and Stop Printing options aren't supported. Neither are Sheet-Feeder Control, Print Queue Monitoring, Type-Thru, and Direct File printing options.

**Ctrl-F7 Footnotes**

Footnote Options is not supported.

**Alt-F8 Page Format**

No page number column position option. You can't suppress a format for the current page only.

**Ctrl-F8 Line Numbering**

Items not supported are lines per inch, non-continuous or continuous double underline, and line numbering.

**Alt-F9 / Ctrl-F9 Merge**

All the merge functions are on *Ctrl-F9*.

## Reminder

Remember, when you want to check what user interface you're in, press *Shift-Alt-V*. If you want to use a different interface, press *Shift-Alt-U* to display a list of the available user interfaces, move the cursor down to the one you want, and press *Enter*.



## Sprint's WordStar-Compatible User Interface

Sprint's WordStar user interface integrates the WordStar command procedure into Sprint as seamlessly as possible. If you're a longtime WordStar user, you'll find that all the important command-entry procedures have been implemented. In fact, Sprint's default UI uses most of WordStar's Control-key combinations, so you may want to go ahead and use the Sprint UI rather than the WordStar-compatible one.

If you do decide to use the WordStar UI, you can easily translate existing WordStar documents by pressing *F10/File/Translate/Import/WordStar*. Then you won't have any difficulty continuing your work on the translated document via Sprint's WordStar UI.<sup>7</sup>

It's very easy to switch user interfaces from within a Sprint file. Press *Shift-Alt-U* and choose WordStar. The copyright screens displays, then you are moved back to your file, exactly where you left off before switching. If you press *F10*, Sprint closes the file and leaves you in an unnamed file with the WordStar UI's opening menu displayed; if more than one file was open, it leaves you in the previous file.

---

7. The term *Sprint's WordStar UI* or *WordStar UI*, as used in this package, refers to the command procedure and method of operation implemented in the file WORDSTAR.SPM, contained in this package. Sprint's WordStar UI is substantially compatible with the command procedure and method of operation implemented in Micropro's WordStar program, but does not implement all of the command procedures available in WordStar. *WordStar* is a registered trademark of Micropro Corporation and is used here only to identify the nature of the compatibility of this UI. Sprint's WordStar UI was developed by Borland, which is solely responsible for its content.

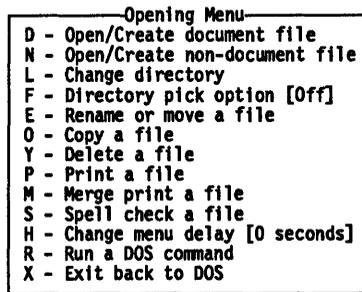


Figure 6.1: The WordStar UI's Opening Menu

**Note:** From within the WordStar UI, you have full access to Sprint menus and commands. Press *F1-M*. A box pops up, reminding you that you can press *M* from within it to open the Sprint main menu from the WordStar UI.

Most WordStar commands work the same way in the WordStar UI as in the original program. The following commands work differently (they are explained next): *^M*, *^OB*, *^OP*, *^OT*, and *^QI*.

#### **Insert Off**

*^M*

In WordStar, this moves the cursor to the beginning of next line without moving text or leaving a hard return in the line. In the WordStar UI, it inserts a hard return and moves all text from the cursor to the line end to the next line.

#### **Onscreen Menu**

*^OB*

In WordStar, this puts dots in every position that contains a soft space. In the WordStar UI, it puts dots in every position that contains a hard space.

#### **Onscreen Format Menu**

*^OP*

In WordStar, this removes dot commands and print controls from the screen so that you can preview the document. In the WordStar UI, it

paginates the file so that you can preview the page breaks and fix bad breaks.

**^OT**

In WordStar, this turns the ruler display off. In the WordStar UI, it turns ruler editing on.

**^QI**

In WordStar's Document mode, this allows you to find a page. In Nondocument mode, it allows you to find a line. In the WordStar UI, it also lets you find a line.

There are other WordStar commands that WordStar UI does not implement. In some cases, the WordStar UI performs the commands in a different way; other commands don't make sense within the Sprint context. While it doesn't implement the I command to create an index file, for example, Sprint automatically generates an index at print time. The following table lists them.

---

Table 6.1: WordStar Commands Not in WordStar UI

---

**Opening Menu**

? Program status  
C Protects/unprotects file  
*Esc* Shorthand  
J Calls up Help system

**Edit Menu**

^J Calls up Help system

**Block Menu**

^KI Turns column replace on  
^KM Math (adds numbers in a block)  
^KN Turns column mode on

**Onscreen Format Menu**

^OH Turns hyphen Help on  
^OO Inserts ruler in text  
^OX Turns margin release on

**Print Controls Menu**

^P</ Overprints line  
^P@ Sets fixed column position  
^PA Switches to alternate pitch  
^PC Puts print pause control character at cursor  
^PD Double strikes a word during printing  
^PF Inserts Phantom space control character  
^PJ Inserts linefeed  
^PN Inserts normal pitch print control character  
^PrtSc Saves and prints the file

**Quick Menu**

^QM Math equations on

---

## Reminder

Remember, when you want to check what user interface you're in, press *Shift-Alt-V*. If you want to use a different interface, press *Shift-Alt-U* to display a list of the available user interfaces, move the cursor down to the one you want, and press *Enter*.

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