

WICAT Multi-user Control System

# WMCS

User's Introductory Manual

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May 1985

WICATsystems



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This manual is subject to change without notice.

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fourth printing	May 1985

## Typographical Conventions Used in this Publication

**Bold facing** indicates what you should type.

Square brackets, [], indicate a function key, the name of which appears in uppercase within the brackets. For example, [RETRN], [CTRL], etc.

Underlining is used for emphasis.

## Information about this Manual

Review the following items before you read this publication.

### The subject of this manual

This manual is an introduction to WICAT's Multi-user Control System, designed for the new user.

### The audience for whom this publication was written

This manual provides tutorials that introduce the new user to WMCS.

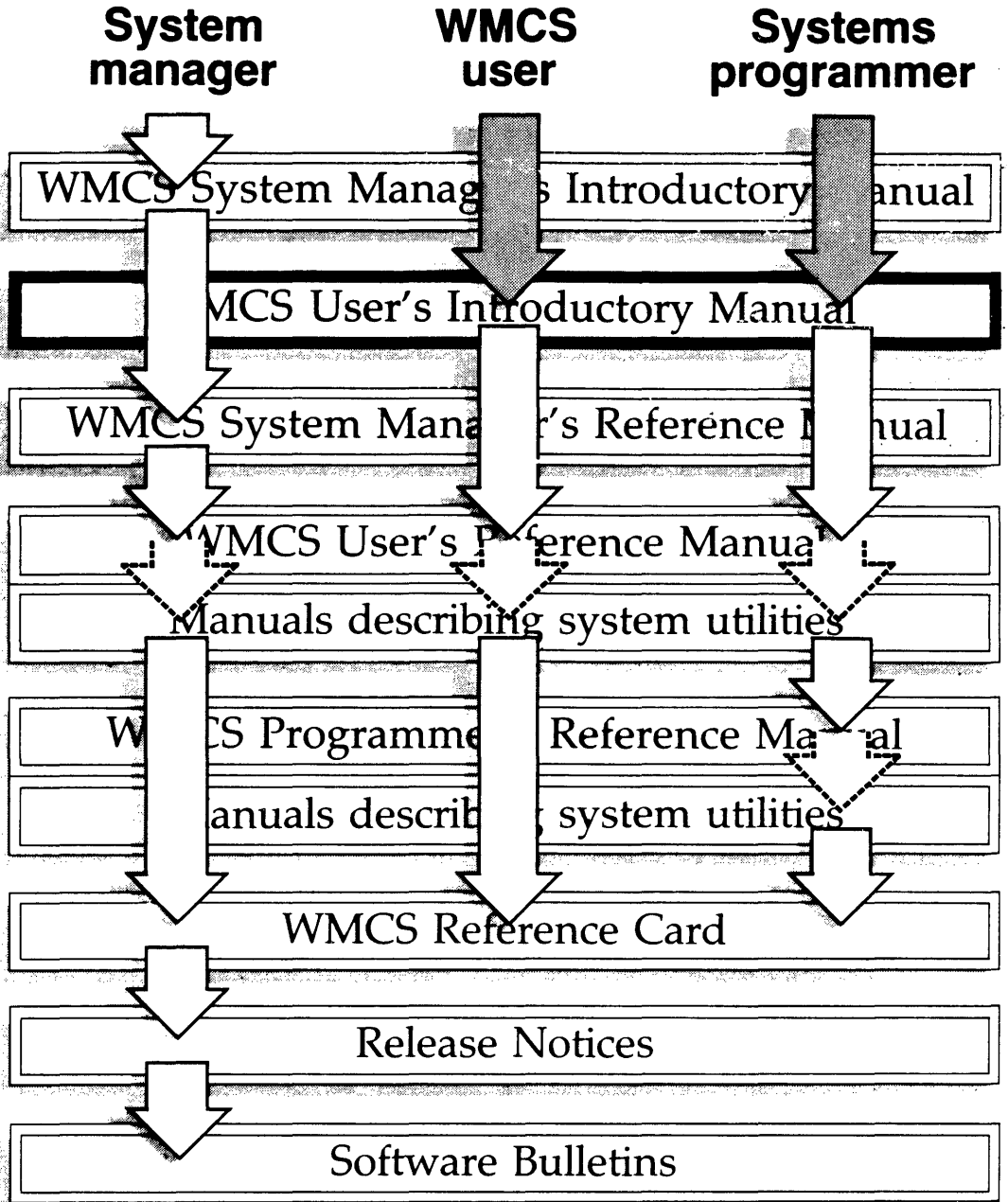
### Related publications

This manual provides tutorials that introduce the new user to WMCS. The Reader's Guide to WMCS Publications shows you the relation of this manual to other WMCS publications.

# Reader's Guide to WMCS Publications

**Instructions:** Determine the audience to which you belong and then read *only* the publications at an *arrowhead*.

Dotted arrowheads indicate optional reading.



Vol. 1	Vol. 2	Vol. 3	Vol. 4	Card
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## Chapter 1

### Logging On

The activity described in this chapter takes approximately three minutes.

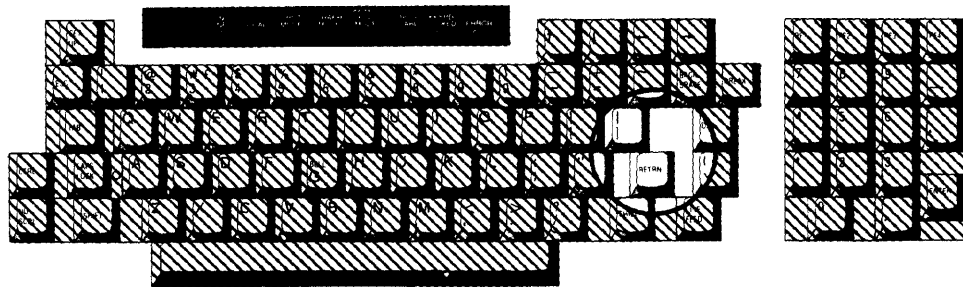
#### The Procedure for Logging On

Before you can use the computer, you must turn on your terminal and gain access to the system. This process is known as "logging on."

Use the steps in this chapter whenever you want to log on to the system.

Step 1 | Make sure the Power Control for your terminal is turned to the ON position.

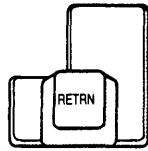
Step 2 | Find the [RETRN] key on the keyboard.



## Logging On

Step 3

Strike



The following prompt appears on the screen:

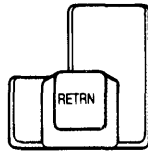
```
Welcome to SYSTEM NAME  
Username:
```

Step 4

Type the username assigned to you by your system manager.

Step 5

Strike



This line appears on the screen:

```
Password :
```

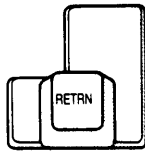
Step 6

Type your password.

Do not be concerned that your password does not appear on your terminal screen as you type.

Step 7

Strike



NOTE: If you make a mistake in typing either the username or the password, this message appears on the screen:

LOGON -- User validation error.

On the line below the foregoing message, you are prompted to retype the username. When you strike [RETRN] after typing the username, you are asked to type a password.

Furthermore, if you wait more than several seconds to type either the username or the password, this message appears on the screen:

LOGON -- Input timeout error.

If this latter message appears, repeat the logon procedure, beginning with step 3.

The following kind of display appears on the screen when the username and the password are accepted:

```
=====
System Bulletins
=====
GRACE>
```

Note that your username appears in front of the right-angle bracket, >.

When the cursor appears next to the right-angle bracket, >, at the bottom of the screen, go to the next chapter in this manual.



## Chapter 2

### Learning to Use the Keyboard

Reserve at least 15 minutes to complete the tutorials in this chapter.

This chapter introduces you to the computer keyboard and teaches you how to create a file and type text in it.

Before performing step 1, ensure that you are logged on to the system. You are logged on when the cursor appears next to a right-angle bracket, >, at the bottom of the screen. If you need to log on begin with step 1 in the preceding chapter, complete that procedure, and begin the tutorial in this chapter.

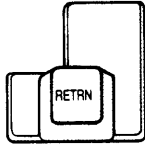


## Learning to Use the Keyboard

Step 1 | Type the following:

```
crd .school
```

Step 2 | Strike



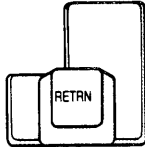
This kind of message appears:

```
Directory _DC0/USERS.GRACE.SCHOOL/ created.
```

Step 3 | Type:

```
cd .school
```

Step 4 | Strike



This kind of message appears:

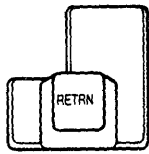
```
_DC0/USERS.GRACE.SCHOOL/
```

Step 5 | Type:

```
vw lesson
```

Step 6

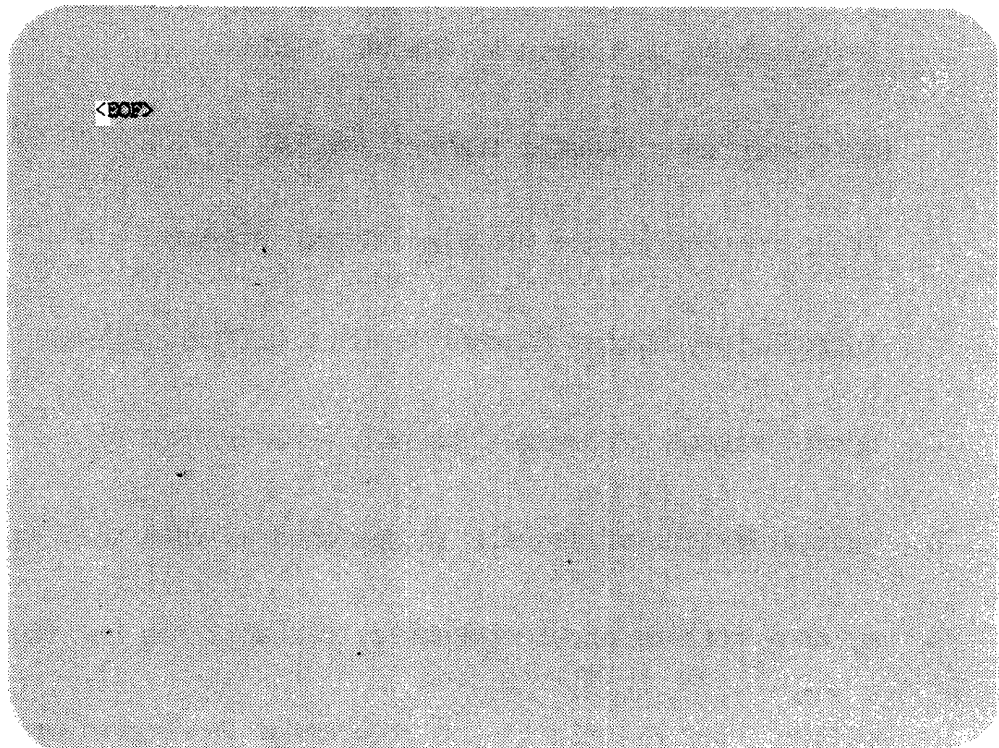
Strike



This message appears momentarily:

Creating LESSON

The message then disappears and your screen looks like this:



Step 7

Type the following. Strike [RETRN] at the end of each line, as if you were typing this material with a typewriter. In other words, treat the right-hand side of the screen as though it were the right-hand edge of a piece of paper.

NOTE: Type all of the text, indenting only if the line in the example is indented (use the spacebar to indent). Strike [RETRN] each time [RETRN] appears in the text on the next two pages. Do not worry if you make minor typographical errors. Nevertheless, you must type all of the text.

## Learning to Use the Keyboard

WICAT Systems publishes the following kinds of software manuals [RETRN]  
for the operating systems, applications, and languages available [RETRN]  
on WICAT computers: [RETRN] [RETRN]

Documentation Guides [RETRN] [RETRN]

Introductory User Manuals [RETRN] [RETRN]

User Reference Manuals [RETRN] [RETRN]

Programmer Reference Manuals [RETRN] [RETRN]

Introductory System Manager Manuals [RETRN] [RETRN]

System Manager Reference Manuals [RETRN] [RETRN]

This categorization of manuals is designed so that the new user, [RETRN]  
who may know nothing about computers, can work his way from the [RETRN]  
introductory user manuals to the programmer reference manuals, [RETRN]  
teaching himself how to use the capabilities of each software [RETRN]  
product. [RETRN] [RETRN]

The documentation guides give you an overview of the software [RETRN]  
publications available for your system's software. These guides [RETRN]



## Learning to Use the Keyboard

tell you the sequence in which you should read other manuals.[RETRN] [RETRN]

The introductory user manuals contain tutorials that introduce [RETRN]

you to a product by having you use the product. These manuals [RETRN]

are written for the person who knows nothing about computers.[RETRN] [RETRN]

The user reference manuals, on the other hand, are designed to [RETRN]

be reference works for your ongoing use of the product. [RETRN] [RETRN]

The programmer reference manuals are written for the experienced [RETRN]

programmer who needs information on the structure of system [RETRN]

software. [RETRN] [RETRN]

Finally, the introductory system manager manuals are tutorial [RETRN]

introductions to some of the standard functions performed by [RETRN]

system managers. The system manager reference manuals are the [RETRN]

reference manuals for system management. [RETRN]

## Learning to Use the Keyboard

Your screen will look like this when you have finished typing:

teaching himself how to use the capabilities of each software product.

The Documentation Guides give you an overview of the software publications available for your system's software. These guides tell you the sequence in which you should read other manuals.

The introductory user manuals contain tutorials that introduce you to a product by having you use the product. These manuals are written for the person who knows nothing about computers.

The user reference manuals, on the other hand, are designed to be reference works for your ongoing use of the product.

The programmer reference manuals are written for the experienced programmer who needs information on the structure of system software.

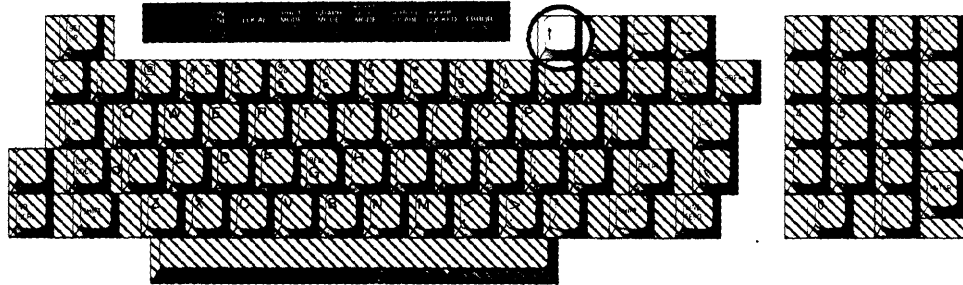
Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.

<End>

NOTE: Throughout the following procedure, the foregoing text is sometimes referred to as a "file." Files are discussed in the WMCS User's Reference Manual.

Step 8

Find the up-arrow key,



This arrow key moves the cursor toward the top of the screen.

Step 9

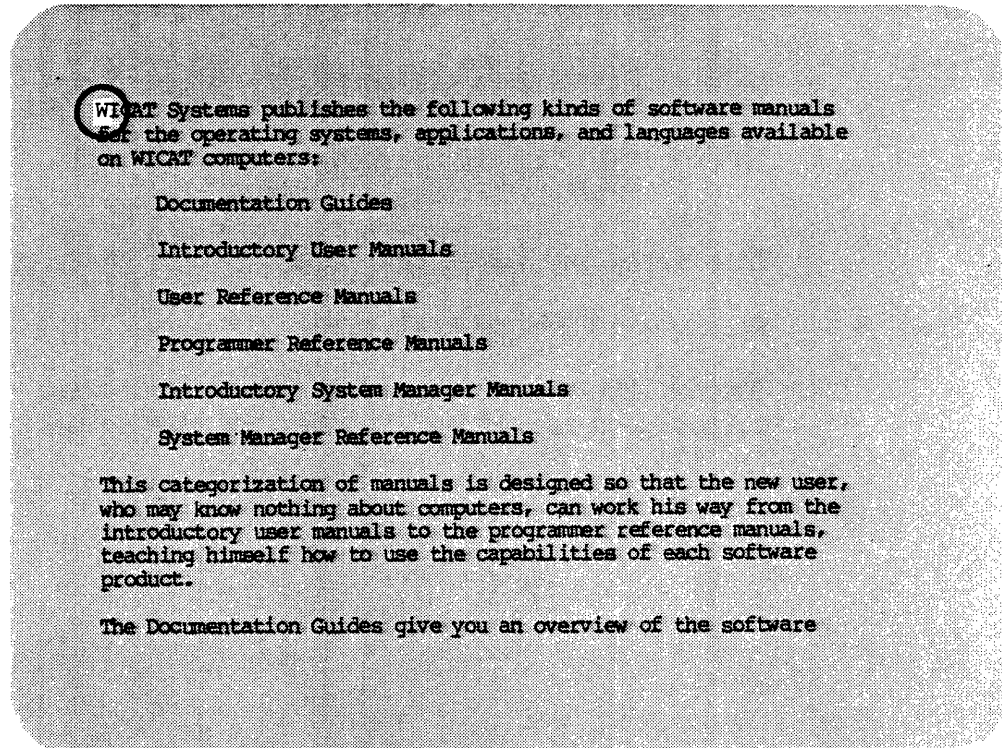
Strike this key several times.

Notice that when you move the cursor with this key, the cursor does not affect the text on the screen.

## Learning to Use the Keyboard

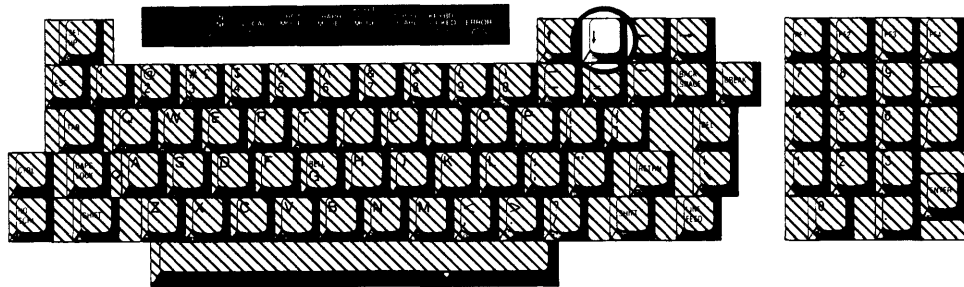
Step 10 | Hold this key down until the first line (in the text you just typed) appears on the screen.

This is called scrolling to the top of the file. This is what the screen looks like when the cursor reaches the top of the file:



Step 11

Find the down-arrow key,



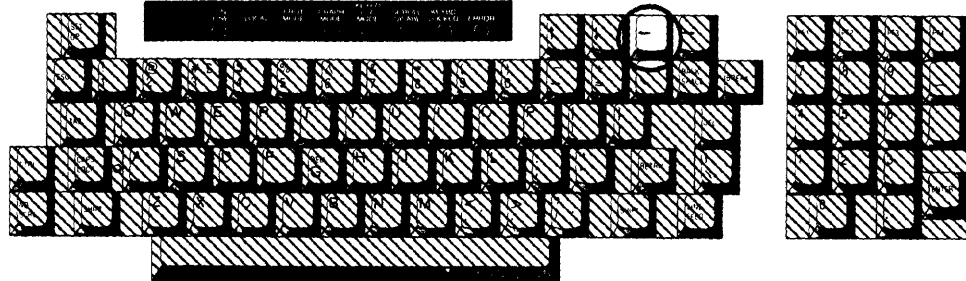
This key moves the cursor toward the bottom of the file.

Step 12

Strike the down-arrow key several times.

Step 13

Find the left-arrow key,



Step 14

Strike this key, or keep it depressed, until the cursor is on the first character in the line you happen to be on.

## Learning to Use the Keyboard

Step 15      Strike the left-arrow key once.

Notice that the cursor moves to the right-hand margin of the foregoing line (if there is no text on that line, the cursor appears in the first character position on the line--that line's right margin).

The following illustration shows where the cursor appears if the cursor is at the left margin when you strike the left-arrow key (and there is text on the foregoing line):

### Before

```

    Introductory User Manuals
█   User Reference Manuals
```

### After

```

    Introductory User Manuals█
    User Reference Manuals
```

The following illustration shows where the cursor appears if the cursor is at the left margin when you strike the left-arrow key (and there is no text on the foregoing line):

### Before

```

    Introductory User Manuals
    █   User Reference Manuals
```

### After

```

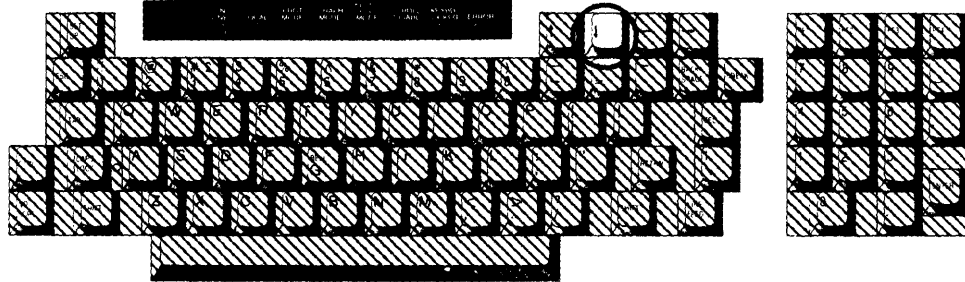
    █   Introductory User Manuals
    User Reference Manuals
```

Step 16      Keep the left-arrow key depressed until you have scrolled, character by character, several lines toward the top of the file.

NOTE: The right-arrow key moves the cursor, character by character, toward the bottom of the file.

Step 17

Find the down-arrow key,



Step 18

Use the down-arrow key to scroll to the end of the file, i.e., position the cursor as indicated in the following illustration:

<EOF>

NOTE: EOF stands for "end of file" and tells you where your file ends. If no text has been entered in the file, <EOF> appears at the top of the screen when you access the file.

Step 19

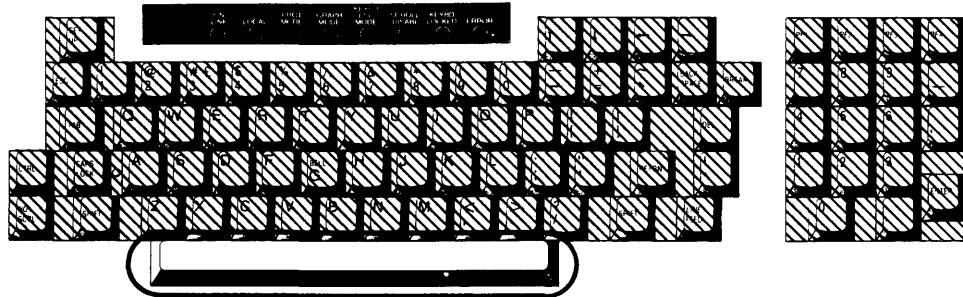
Use the appropriate arrow key(s) to position the cursor immediately to the left of the last two words in the last line of text, i.e., place the cursor as shown in the following illustration:

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.

<EOF>

## Learning to Use the Keyboard

Step 20 Find the spacebar.



Step 21 Strike the spacebar several times.

Notice that, in addition to moving the cursor to the right, the spacebar pushes everything in front of the cursor. After you strike the spacebar a few times, the screen resembles the following illustration:

```
Finally, the introductory system manager's manuals are tutorial
introductions to some of the standard functions performed by the
system manager. The system manager's reference manuals are the
reference manuals for system management.
.<EOF>
```

Step 22 Use the right-arrow key to place the cursor on the "y" in "system" as shown in this illustration:

```
Finally, the introductory system manager's manuals are tutorial
introductions to some of the standard functions performed by the
system manager. The system manager's reference manuals are the
reference manuals for system management.
.<EOF>
```

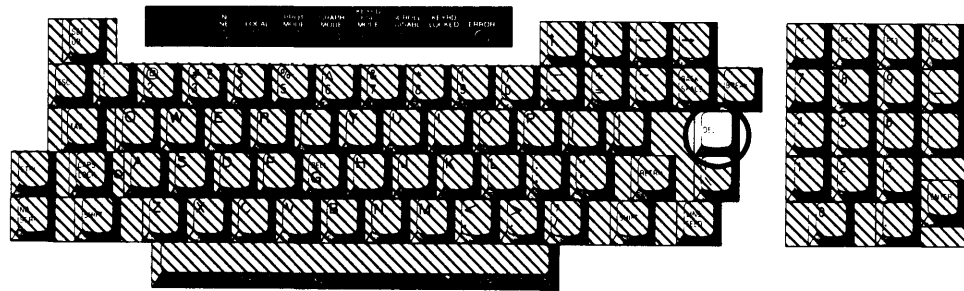
Step 23 Strike the spacebar once.


Notice that in addition to shifting everything in front of the cursor to the right, the cursor shifts the character the cursor is on.

```
Finally, the introductory system manager's manuals are tutorial
introductions to some of the standard functions performed by the
system manager. The system manager's reference manuals are the
reference manuals for s ystem management.
.<EOF>
```



Step 24 Find the delete key:



Step 25 Strike  once.

The delete key deletes, one space or character at a time, whatever is immediately to the left of the cursor. Notice that this key also shifts to the left whatever is to the right of the cursor.

**Before**

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.  
<EOF>

**After**

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.  
<EOF>

Step 26 Use the appropriate arrow keys to place the cursor on the first "s" in the word "system" as shown:

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.  
<EOF>

## Learning to Use the Keyboard

Step 27     Strike [DEL] several times to delete the extra spaces between the words "for" and "system" on the last line of text:

### Before

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for     system management.  
<EOF>

### After

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.  
<EOF>

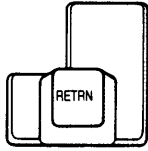
Step 28     Use the appropriate arrow keys to position the cursor directly over the letter "F" in "Finally" as shown:

The programmer reference manuals are written for the experienced programmer who needs information on the structure of system software.

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.  
<EOF>

Step 29

Strike  twice.



This inserts two blank lines before the final paragraph:

The programmer reference manuals are written for the experienced programmer who needs information on the structure of system software.

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.

<EOF>

Step 30

Strike  twice.



The two extra blank lines are removed from the screen:

The programmer reference manuals are written for the experienced programmer who needs information on the structure of system software.

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.

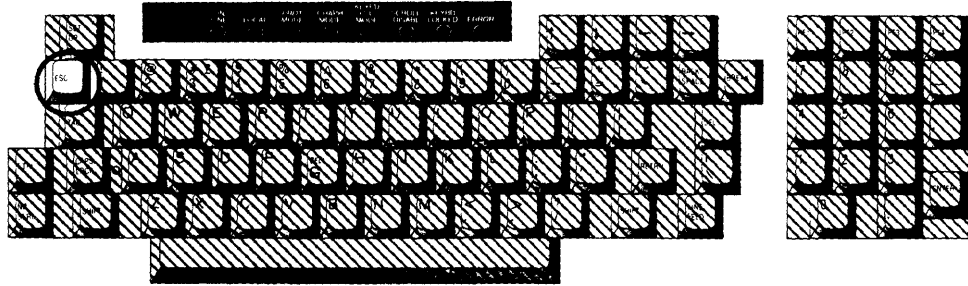
<EOF>

If the cursor is at the beginning of a line and you strike [DEL], the line on which the cursor is located is joined to the right-hand margin of the line above.

## Learning to Use the Keyboard

Step 31

Find the escape key,



Step 32

Strike



twice.

Step 33

Type the following:

**ex**

This message appears at the bottom of the screen:

Exiting LESSON

This message is explained in the next chapter.

You may go on to the next chapter in this manual.

## Chapter 3

Reserve at least 10 minutes to complete the tutorials in this chapter.

VEW makes it possible for you to manipulate text; that is, you can do at the terminal in a few seconds what might otherwise take hours or days to do. For example, if you want to erase a character, word, line, or section of a document, the VEW Program has several ways, or functions, whereby you can do so. If you wish to move to the end of a long manuscript, there is a way, or function, that makes this possible. In other words, the text editing functions described in this chapter constitute the way in which you can use the VEW Program to manipulate text.

VEW's functions are divided into three groups: (1) control-key functions, (2) escape-key functions, and (3) alternate keypad functions.

Control-key functions are frequently-used functions that you execute with two keystrokes. Escape-key functions require more keystrokes, but allow you to perform more substantial changes such as cutting and pasting large portions of text, deleting whole sections of copy, etc. The alternate keypad allows you to perform some of the escape-key functions with a single keystroke.

The tutorials in this chapter employ the file you created in the preceding chapter and are designed to introduce you to these three kinds of functions.

You need not perform every tutorial in this chapter in order to go on to the next chapter. However, you must perform the last tutorial in this chapter, "Exiting the Editing Session," before you go to the next chapter.

## WICAT's Text Editing Program: The Virtual Editing Window (VEW)

Before beginning any tutorial in this chapter, ensure that:

1. You are logged on to the system. (You are logged on when the cursor appears next to a right-angle bracket, >, at the bottom of the screen.) If you need to log on begin with step 1 in the first chapter, complete that procedure, and begin the tutorial in this chapter.
2. You are in the /USERS.GRACE.SCHOOL/ directory. (Substitute your username for "GRACE.") If you are unsure of the directory you are in, type `def` next to the right-angle bracket at the bottom of the screen, and strike [RETRN]. This kind of message appears at the bottom of the screen when you strike [RETRN]:

```
_DC0/USERS.GRACE.SCHOOL/
```

If anything other than /USERS.GRACE.SCHOOL/ is the last element in the characters that appear at the bottom of the screen, type the following (substitute your username for "grace") next to the right angle bracket at the bottom of the screen and then strike [RETRN]:

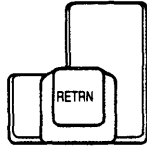
```
cd users.grace.school
```

WICAT's Text Editing Program: The Virtual Editing Window (VEW)

Step 1 | Type the following:

view lesson

Step 2 | Strike



The following report appears at the bottom of the screen:

Editing LESSON

The foregoing report disappears and this is what your screen looks like:

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

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System Manager Reference Manuals

This categorization of manuals is designed so that the new user, who may know nothing about computers, can work his way from the introductory user manuals to the programmer reference manuals, teaching himself how to use the capabilities of each software product.

The Documentation Guides give you an overview of the software

### Using Control-key Functions to Move the Cursor

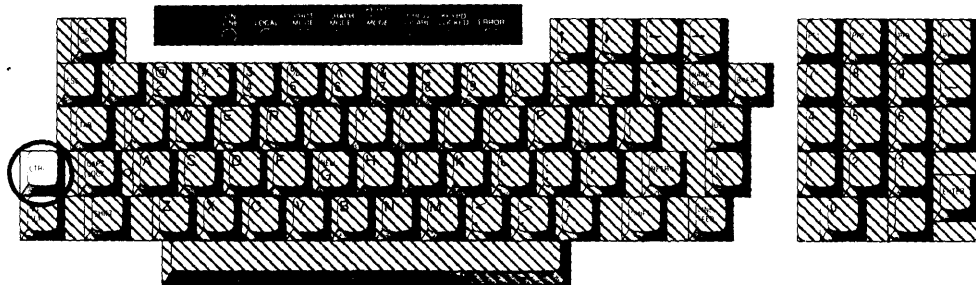
The steps in this tutorial teach you some of the functions that move the cursor over the text of the file.

If you think of the text of your file as though it were on a piece of typing paper in a typewriter, the cursor would be the arrow, on top of the type ball, that tells you where the next character you type will be put on the paper.

The functions in this tutorial move the cursor over the text of the file just as rotating the carriage or striking the vertical tab, backspace, and other keys on a typewriter move the type-ball arrow over the text on the typing paper.

Step 1

Find the control key,



Step 2

Press



and, keeping it depressed, strike



[CTRL] e moves you to the bottom of the file. The following diagram shows you the way the screen looks before and after you type [CTRL] e.



## Before

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

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Introductory User Manuals

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## After

teaching himself how to use the capabilities of each software product.

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Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.

<ESC>

## WICAT's Text Editing Program: The Virtual Editing Window (VEW)

Control-key functions are performed by pressing the control key while striking a particular character key.

Step 3 Hold down  and strike 

[CTRL] t moves the cursor to the top of the file.

Step 4 Hold down  and strike 



This function moves the cursor to the end of the line on which the cursor is located, as shown in the following illustrations:

### Before

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

### After

Step 5

Hold down  and strike 

This function moves the cursor to the beginning of the line.

**Before**

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

**After**

WICAT Systems publishes  
for the operating systems,  
on WICAT computers:

Step 6

Hold down  and strike 

This function moves the cursor to the first character position in the next line.

**Before**

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

**After**

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

**NOTE:** You can repeat some control-key functions by striking the character key a second time (keeping [CTRL] depressed). If you wish to repeat a function several times, strike the character key as many times as you want the function repeated. Similarly, some control-key functions can be repeated indefinitely by depressing [CTRL] and holding down the character key.

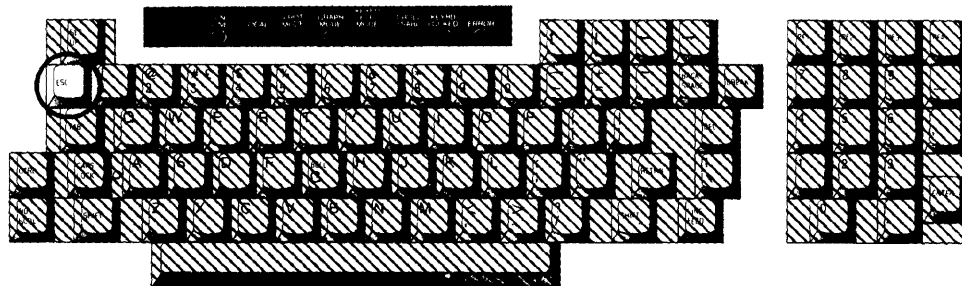
### Cutting and Pasting Text

The cut and paste functions allow you to copy text from one location in a file and insert that text elsewhere in the file.

Step 1 Use the appropriate arrow key(s) to position the cursor over the first letter in the first line of text, as shown below:

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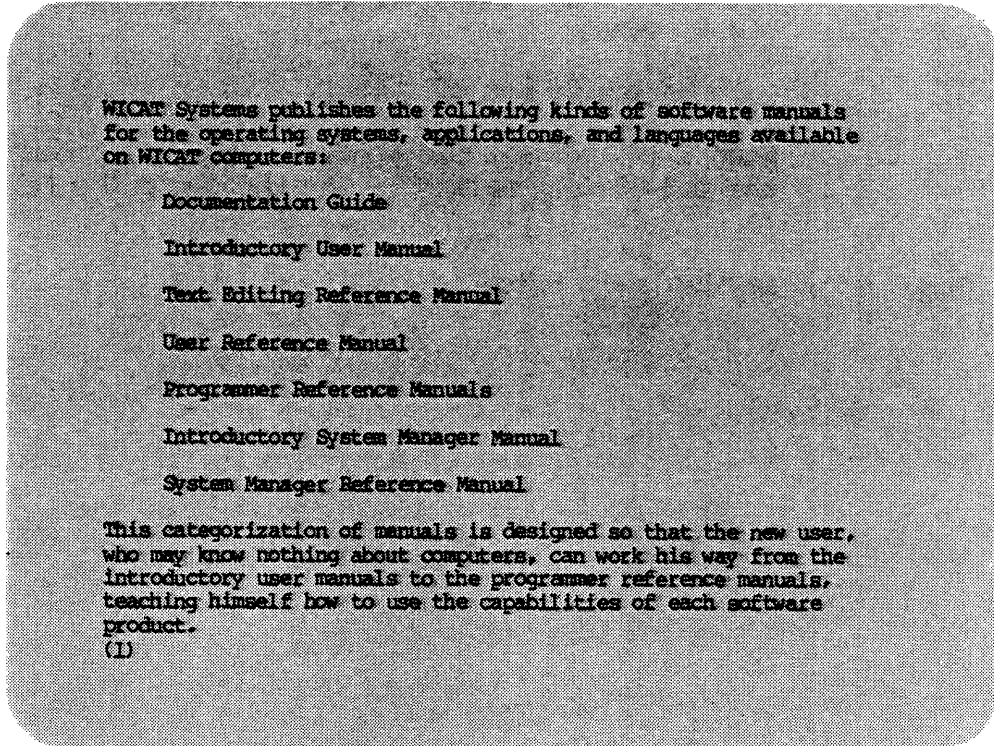
Step 2 Find the escape key,



Step 3

Strike  twice.

Here is what the screen looks like:



The number (1) appears at the bottom of the screen on what is referred to as the VEW function line.

Step 4

Type the following:

3cu

This message appears momentarily at the bottom of the screen:

(3) Cutting text . . .

When this message disappears, the cursor reappears at the beginning of the blank line immediately following the last line of the first paragraph. In other words, the cursor appears at the beginning of the line immediately following the last line of text that was cut. This allows you to determine whether all the text you wanted to cut was actually cut. Note that the original text is undisturbed.


WICAT's Text Editing Program: The Virtual Editing Window (VEW)

Step 5 Hold down  and strike 

The following message appears momentarily at the bottom of the screen:

Moving to end of file...

When this message disappears, the cursor reappears next to the end-of-file marker at the bottom of the file.

Step 6 Strike  twice.

Step 7

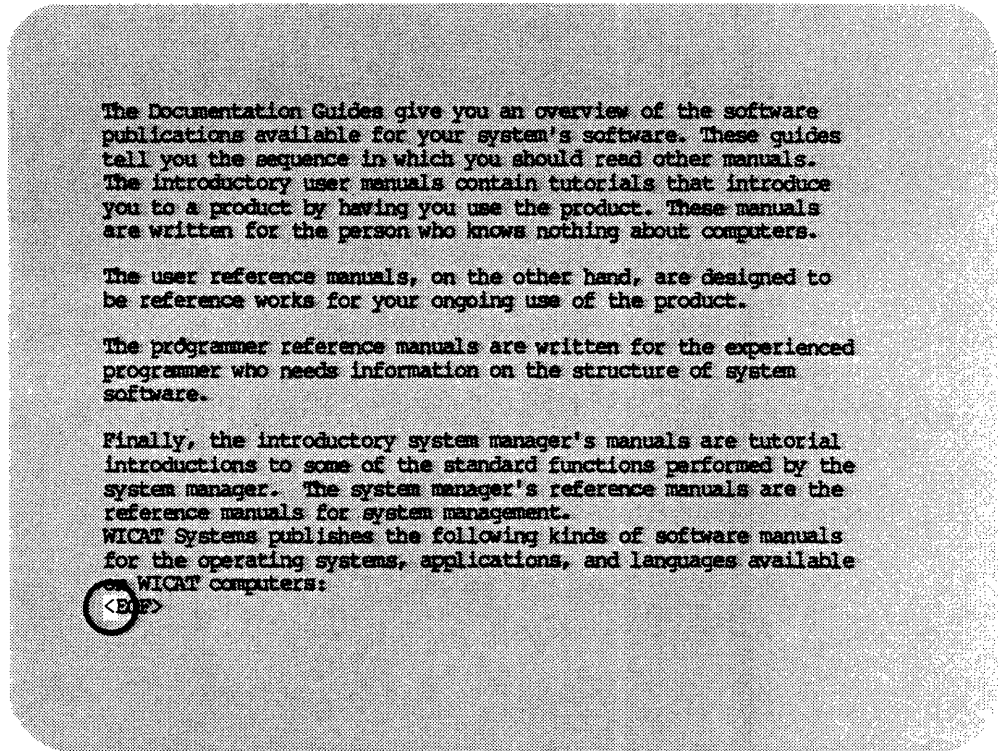
Type the following:

pa

This message appears momentarily at the bottom of the screen:

Pasting text...

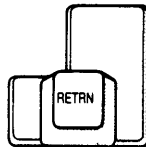
The foregoing message disappears, and this is what your screen looks like:



Note that the three lines cut when you executed CU are now pasted into the text.

Step 8

Strike



Step 9

Strike



twice.

## WICAT's Text Editing Program: The Virtual Editing Window (VEW)

Step 10

Type the following:

3pa

This message appears momentarily at the bottom of the screen:

Pasting text...

The foregoing message disappears and this is what your screen looks like:

The programmer reference manuals are written for the experienced programmer who needs information on the structure of system software.

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<EOF>

When you typed 3pa onto the VEW function line, you indicated that you wanted the text that had been cut, inserted into the file three times (beginning at the location of the cursor).

The PA escape-key function can also be performed using the alternate keypad.

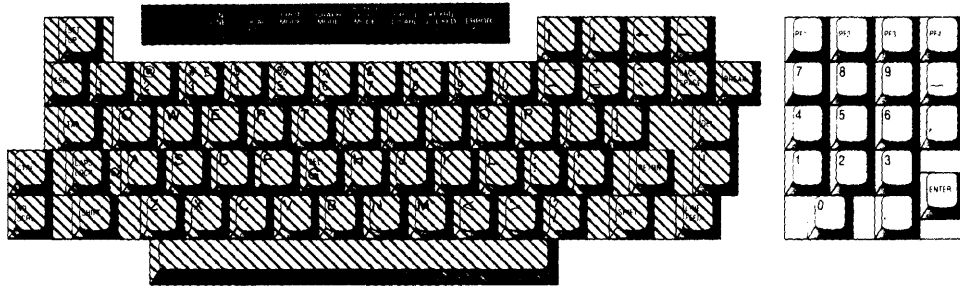


# WICAT's Text Editing Program: The Virtual Editing Window (VEW)

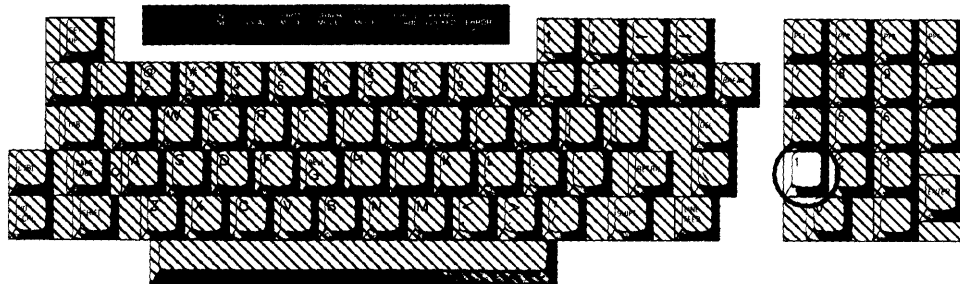
Step 11 Use the appropriate arrow key(s) to position the cursor over the first letter in the first line of text, as shown below:

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Step 12 Find the alternate keypad.



Step 13 Find the 1 key in the alternate keypad, {1}.



Step 14

Strike 

This message appears momentarily at the bottom of the screen:

Cutting text . . .

When this message disappears, the cursor appears at the beginning of the line immediately following the last line of text that was cut. This allows you to determine whether all the text you wanted to cut was actually cut. Note that the original text is undisturbed.

Using only this single keystroke to cut the text allows you to cut only one line at a time.

Step 15


Hold down  and strike 

The following message appears momentarily at the bottom of the screen:

Moving to end of file...

When this message disappears, the cursor reappears next to the end-of-file marker at the bottom of the file.

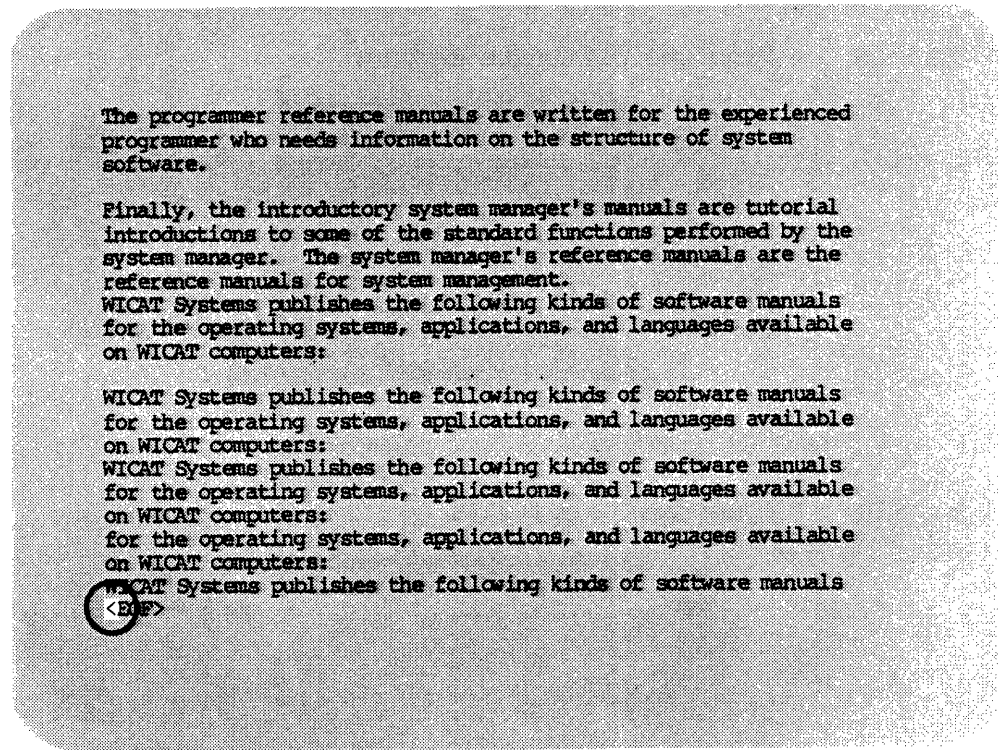
Step 16

Strike  on the alternate keypad.

This message appears momentarily at the bottom of the screen:

Pasting text...

The foregoing message disappears, and this is what your screen looks like:



In order to cut more than one line you must strike [l##] for each line you wish cut.

Like the escape-key function, using {l} and {3} in the alternate keypad leaves in place the text that is cut.

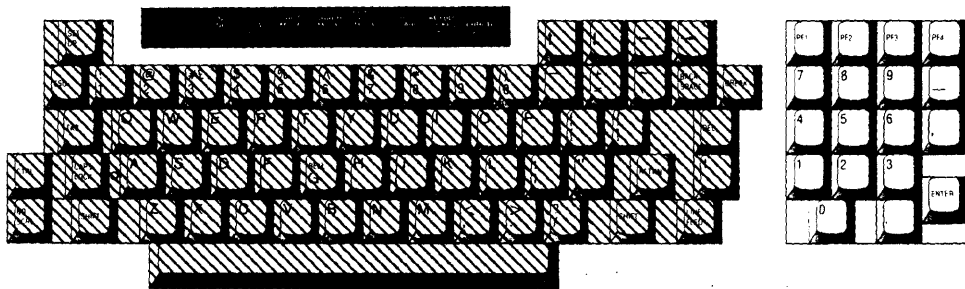
Using the 2 key in the alternate keypad deletes the line to be moved as it is cut.

WICAT's Text Editing Program: The Virtual Editing Window (VEW)

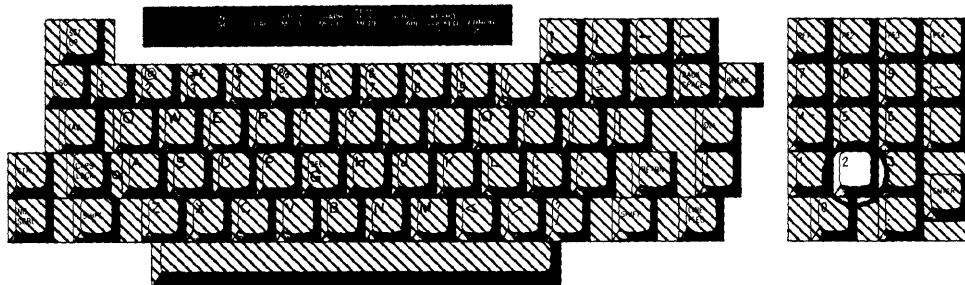
Step 17 Use the appropriate arrow key(s) to position the cursor over the first letter in the first line of text, as shown below:

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Step 18 Find the alternate keypad.



Step 19 Find the 2 key, {2}.



Step 20

Strike 

This message appears momentarily at the bottom of the screen:

Cutting text . . .

When this message disappears, the cursor appears at the beginning of the line immediately following the last line of text that was cut. This allows you to determine whether all the text you wanted to cut was actually cut.

Unlike the escape-key function, using this single keystroke to cut the text allows you to cut only one line at a time.

Step 21


Hold down  and strike 

The following message appears momentarily at the bottom of the screen:

Moving to end of file...

When this message disappears, the cursor reappears next to the end-of-file marker at the bottom of the file.

Step 22

Strike  on the alternate keypad.

This message appears momentarily at the bottom of the screen:

Pasting text...

The foregoing message disappears, and this is what your screen looks like:

The programmer reference manuals are written for the experienced programmer who needs information on the structure of system software.

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.

for the operating systems, applications, and languages available on WICAT computers:

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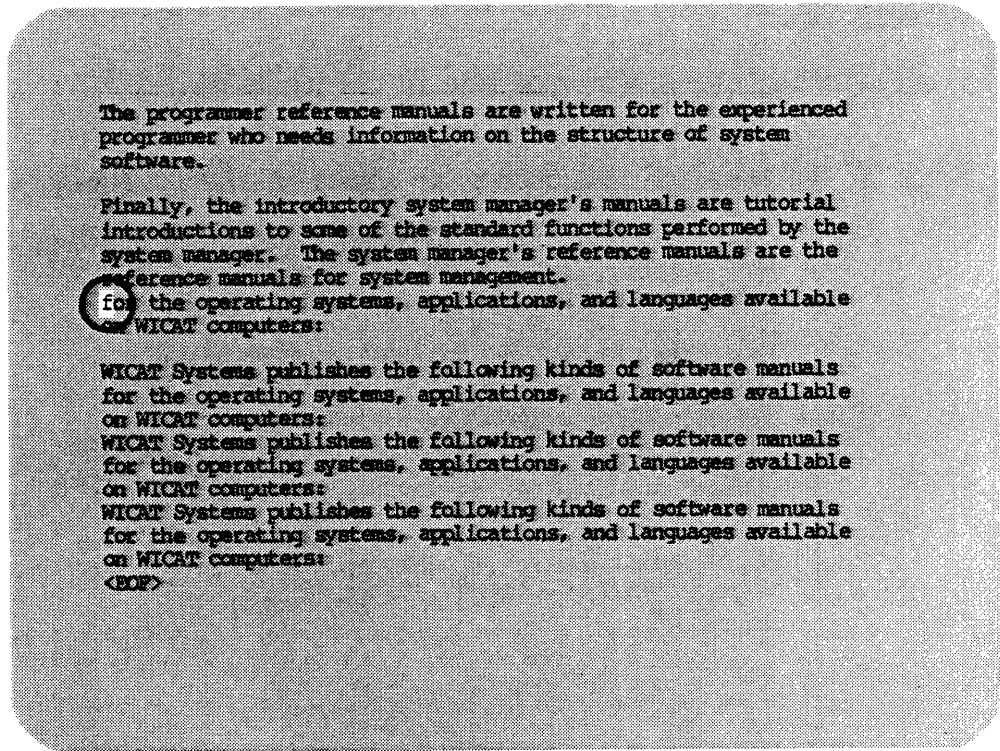
<EOF>

You have now performed the cut and paste function using only three keys of the alternate keypad, rather than the escape-key function described above.

WICAT's Text Editing Program: The Virtual Editing Window (VEW)

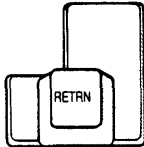
Step 23

Position the cursor as shown in the following illustration:



Step 24

Strike



Step 25

Strike



Step 26

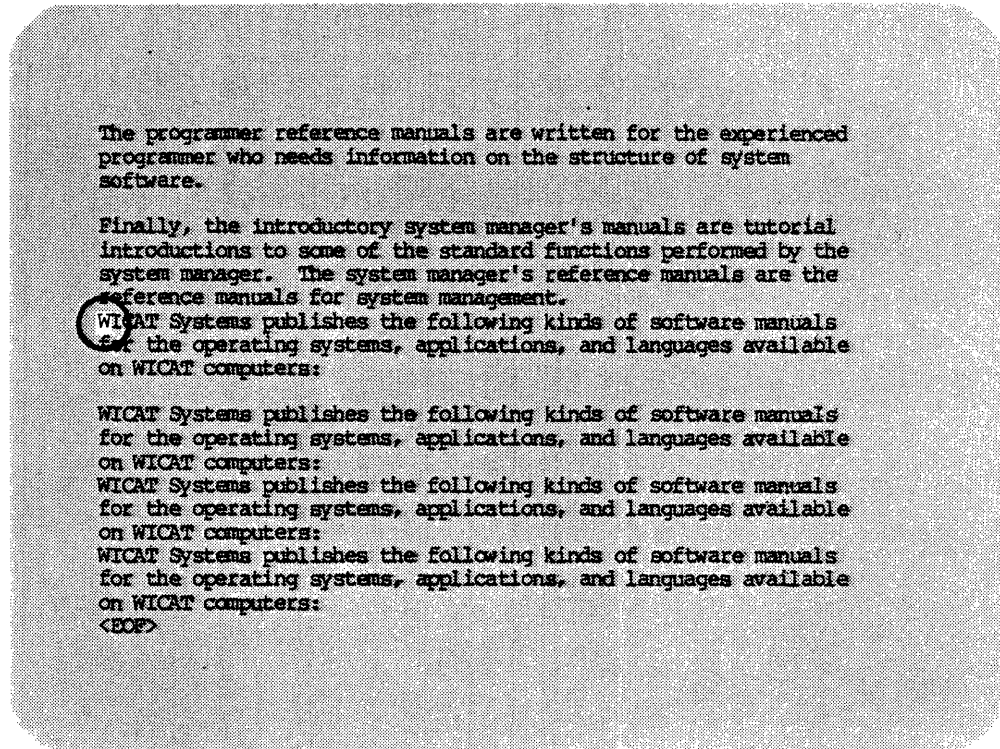
Type the following on to the blank line you have made:

WICAT Systems publishes the following kinds of software manuals

## Deleting Text

The following steps show you how to delete text.

Step 1 | Position the cursor as shown in the following illustration:





Step 2 | Hold down  and strike 

Notice that the text on the line where the cursor is located is gone. [CTRL] y deletes an entire line, from the cursor to the front of the line as well as from the cursor to the end of the line so that even the space occupied by the line is deleted.



WICAT's Text Editing Program: The Virtual Editing Window (VEW)

Step 3

Hold down  and strike 

This is what the screen looks like:

The programmer reference manuals are written for the experienced programmer who needs information on the structure of system software.

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.

 WICAT computers:

WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:


WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

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<EOF>

Note that when the cursor is at the beginning of a line and you execute [CTRL] d, the text on that line disappears but the space occupied by the line does not.

Step 4

Strike  twice.

# WICAT's Text Editing Program: The Virtual Editing Window (VEW)

Step 5 | Type the following:

2dl

This message appears momentarily at the bottom of the screen:

Deleting line ...

The foregoing message disappears and this is what the screen looks like:

The programmer reference manuals are written for the experienced programmer who needs information on the structure of system software.

Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.


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WICAT Systems publishes the following kinds of software manuals for the operating systems, applications, and languages available on WICAT computers:

<EOF>

The position of the cursor (i.e., the line on which the cursor is located as well as its position on that line when you strike [ESC]) determines where the escape-key function is performed.

Step 6 | Strike  twice.

WICAT's Text Editing Program: The Virtual Editing Window (VEW)

Step 7 Type the following:

dd

The following message appears at the bottom of the screen:

Deleting to end of file, Are you sure?

Step 8

Strike



This is what the screen looks like when the foregoing message disappears:

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Finally, the introductory system manager's manuals are tutorial introductions to some of the standard functions performed by the system manager. The system manager's reference manuals are the reference manuals for system management.

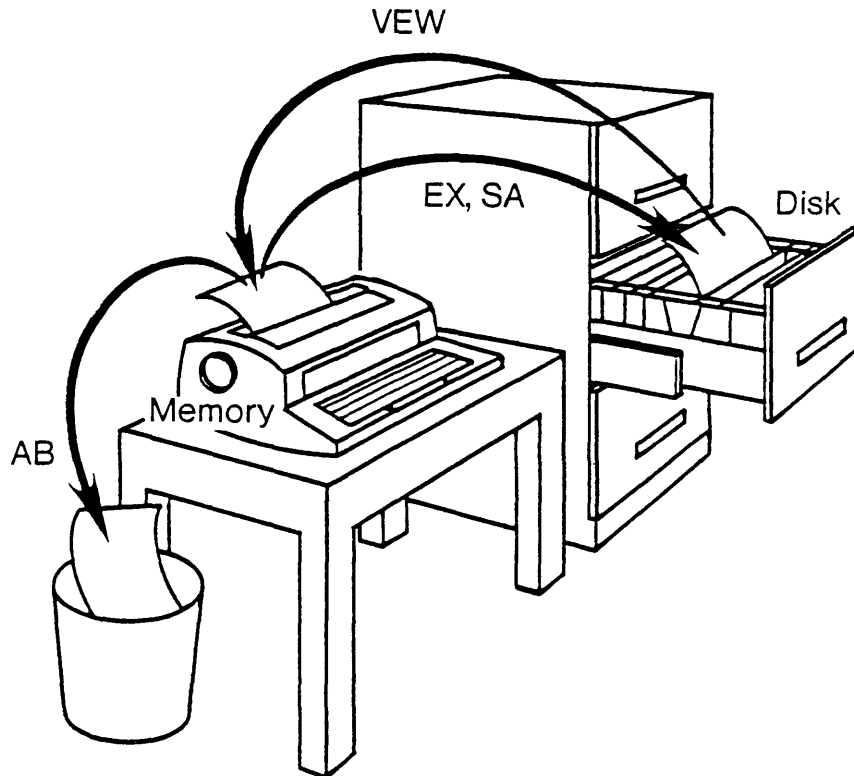
<ESC>

### Saving a Copy of the Editing Session

At the beginning of this chapter you were asked to type the following next to a right-angle bracket at the bottom of the screen:

```
view lesson
```

This told your computer to go to the disk, find the file named LESSON, and read that file into memory. The following illustration draws an analogy between what your computer does and what you would do were the computer's disk a file cabinet and the computer's memory (and your terminal) a typewriter.



When your computer puts LESSON in the typewriter, it puts only a copy of the LESSON file that is on the disk. In other words, the LESSON in the typewriter is a copy; the LESSON on the disk remains intact.

As you modify the LESSON in the typewriter, the LESSON in the file cabinet remains unchanged. Therefore, if the power goes out or something happens to the system so that the LESSON in the typewriter is lost, you

## WICAT's Text Editing Program: The Virtual Editing Window (VEW)


still have the LESSON in the cabinet, even though you lose the copy in memory.

Therefore, it is wise to periodically send a copy of the file, in memory, back to the disk. When you do so, the computer makes another copy, or version of the file as it exists in memory, and puts that copy on the disk. Thus, the original LESSON remains intact, the copy you sent back to the disk is filed with the original as another version of that file, and you still have the copy in memory to be modified further.

You may send as many copies of a file as you wish to the disk, and each copy is saved as a separate file.

The VEW program sends a copy of the file you are editing every fifteen minutes. Your terminal beeps twice each time a copy of your file is saved.

You can also save a copy of the file by executing the SA function.

Step 1 | Strike  twice.

Step 2 | Type the following:

sa

This message appears momentarily at the bottom of the screen:

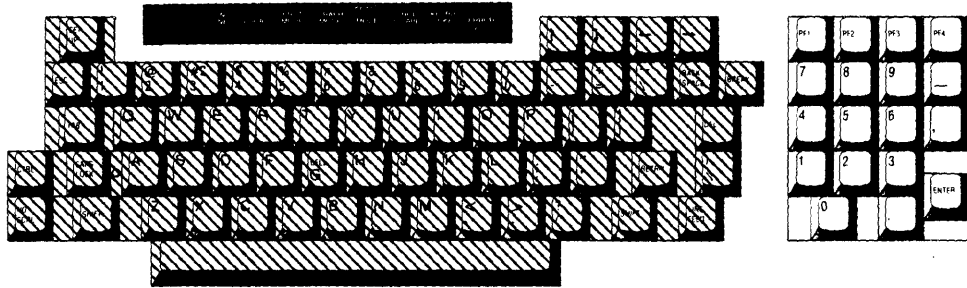
Saving all files...

When the foregoing message disappears, the cursor returns to its previous location on the screen and you can resume your work.

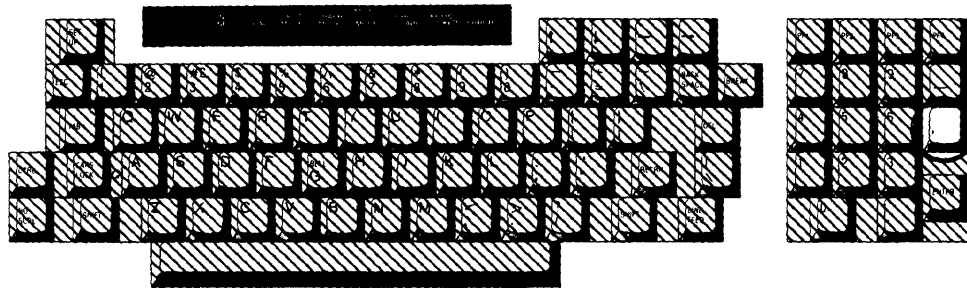
This function can also be performed using the alternate keypad.


WICAT's Text Editing Program: The Virtual Editing Window (VEW)

Step 1 Find the alternate keypad.



Step 2 Find the comma key, {,}, on the alternate keypad.



Step 3 Strike .


The following message appears at the bottom of the screen:

Saving all files...

### Exiting the editing session

The function described in this tutorial removes the LESSON file from the typewriter and files it in the cabinet.

The ex function and the dash key in the alternate keypad terminate the editing session while saving a copy of the file.

Step 1 | Strike  twice.

Step 2 | Type the following:

**ex**

This message appears at the bottom of the screen:

Exiting LESSON

The cursor reappears next to a right-angle bracket at the bottom of the screen.

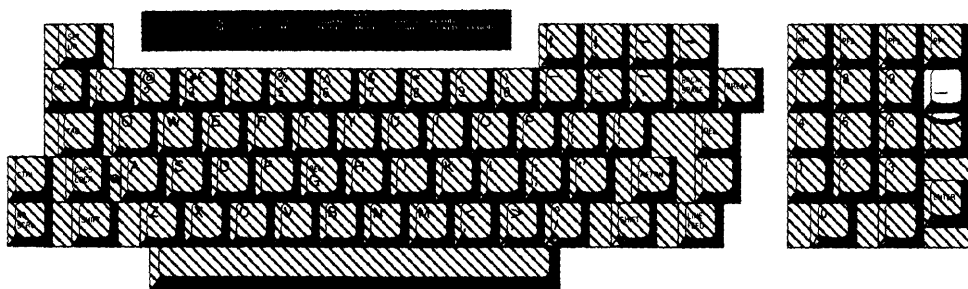
The foregoing escape-key function can also be performed using the alternate keypad.


Step 1 | Type the following:

**vw lesson**

WICAT's Text Editing Program: The Virtual Editing Window (VEW)

Step 2 | Find the dash key in the alternate keypad, {-}.



Step 3 | Strike 

This message appears at the bottom of the screen:

Exiting LESSON

The cursor reappears next to a right-angle bracket at the bottom of the screen.

Read the VEW User's Reference Manual for a complete explanation of alternate keypad functions and the VEW Program.

You may go on to the next chapter in this manual.



## Chapter 4

### The Command Interpreter Program (CIP)

Reserve at least 20 minutes to complete the tutorials in this chapter.

This chapter introduces you to the Command Interpreter Program (CIP), the program that allows you to work within the framework of directories, devices, etc., that constitute your system's hardware and software.

You recall from the previous chapter that your terminal keyboard and screen were compared to a typewriter, that the disk was compared to a file cabinet, and that the functions available in VEW allow you to do things at the typewriter.

CIP commands allow you to do things at the file cabinet, so to speak. For example, if you have several copies of a file and you want to throw away some of the copies, there is a CIP command that allows you to do so. If you want to rename one of the files (put a new label on the file's folder tab) there is another CIP command that allows you to do so. You can move files from one drawer to another, find out what your file cabinet contains, and perform many other tasks by means of CIP commands.

In fact, VEW is actually a CIP command that allows you to create or access a file.

The tutorials in this chapter employ the file you have already created.

You must perform each tutorial in this chapter in the order in which it is presented before you go on to the next chapter.

## The Command Interpreter Program (CIP)

Before beginning any tutorial in this chapter, ensure that:

1. You are logged on to the system. (You are logged on when the cursor appears next to a right-angle bracket, >, at the bottom of the screen.) If you need to log on, begin with step 1 in the first chapter, complete that procedure, and begin the tutorial in this chapter.
2. You are in the /USERS.GRACE.SCHOOL/ directory. (Substitute your username for "GRACE.") If you are unsure of the directory you are in, type `def` next to the right-angle bracket, and then strike [RETRN]. This kind of message appears at the bottom of the screen when you strike [RETRN]:

```
__BARTELBY_DC0/USERS.GRACE.SCHOOL/
```

If anything other than /USERS.GRACE.SCHOOL/ is the last element in the characters that appear on the screen, type the following (substitute your username for "grace") next to the right angle bracket at the bottom of the screen and then strike [RETRN]:

```
cd users.grace.school
```

## How to Find Out What a Directory Contains

You might think of a directory as a drawer in a file cabinet. The tutorial in this section shows you how to find out what files a directory contains.

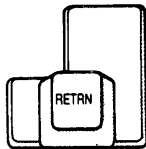
The description of the DIR Command, in the WMCS User's Reference Manual contains a description of the CIP command used in this tutorial.

Step 1 | Type the following next to the right-angle bracket at the bottom of the screen:

dir

Step 2 |

Strike



In a moment, the following kind of information appears at the bottom of the screen:

```
Directory listing of __BARTELBY_DC0/USERS.GRACE.SCHOOL/  
LESSON..4
```

This tells you that \_\_BARTELBY\_DC0/USERS.GRACE.SCHOOL/ contains a file labeled LESSON..4.

BARTELBY represents the nodename. The nodename appears as the first element in the directory name.

\_DC0 may not be the second element in the name of your directory. The second element in the name of a directory is actually the name of the disk or file cabinet that contains the directory or drawer. Inasmuch as that second element can vary from system to system, you should not be concerned if \_DC0 is not the second element in the name of your directory.

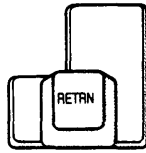
The "4" following LESSON tells you that you have at least one copy, or version, of LESSON, and that the copy you have is the fourth version created since the the initial creation of the file.

## The Command Interpreter Program (CIP)

Step 3 | Type the following:

**vw lesson**

Step 4 | Strike



The screen goes blank and then the first 23 lines in LESSON appear on the screen.

You have just used the VEW command to read a copy of LESSON from \_\_BARTELBY\_DC0/USERS.GRACE.SCHOOL/, write that copy into memory, and display the first 23 lines of that copy on the screen.

Step 5 | Strike



twice.

Step 6 | Type the following next to (1) at the bottom of the screen:

**ex**

EX is the escape-key function in VEW that allows you to write the copy of the file, in memory, back to the disk and then erase the copy of the file from memory.

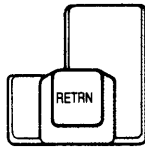
When the copy has been written to the disk, the cursor reappears next to a right-angle bracket at the bottom of the screen.

Step 7 | Type the following:

**dir**

Step 8

Strike



The following kind of information appears at the bottom of the screen:

```
Directory listing of __BARTELBY_DC0/USERS.GRACE.SCHOOL/  
LESSON..5
```

Note that a "5" appears next to LESSON instead of the "4" that appeared the first time you typed DIR and struck [RETRN].

The "5" tells you that you have at least one copy of LESSON in \_\_BARTELBY\_DC0/USERS.GRACE.SCHOOL/, and that that copy is the fifth version of that file that has been made since you created the file.

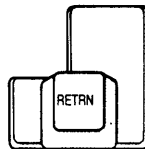
Step 9

Type the following:

```
dir lesson..*
```

Step 10

Strike



The following kind of information appears at the bottom of the screen:

```
Directory listing of __BARTELBY_DC0/USERS.GRACE.SCHOOL/  
LESSON..1          LESSON..3          LESSON..5  
LESSON..2          LESSON..4
```

This report tells you that you have five copies, or versions, of LESSON in \_\_BARTELBY\_DC0/USERS.GRACE.SCHOOL/.

The asterisk you typed in the foregoing step is called a wildcard symbol.

When you type something next to the right-angle bracket at the bottom of the screen and then strike [RETRN], the CIP takes what you type literally. When you type only DIR and strike [RETRN], the CIP takes that to mean that you want a list containing the name of the most recently created copy of each file in the directory.

## The Command Interpreter Program (CIP)

By typing an asterisk, you told the CIP to include in the list any file named LESSON regardless of its version number.

Wildcard symbols have numerous uses. Read the WMCS User's Reference Manual for a complete explanation of wildcard symbols.

### How to Create a Directory

This tutorial introduces you to the CRD Command, described in detail in the WMCS User's Reference Manual.

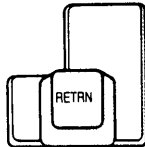
Step 1 | Type the following next to the right-angle bracket at the bottom of the screen:

```
crd .newdir
```

NOTE: Be sure to type the period as shown in the foregoing character string.

Step 2

Strike



The following kind of report appears at the bottom of the screen:

```
Directory __BARTELBY_DC0/USER .GRACE.SCHOOL.NEWDIR/ created.
```

This report tells you that a directory labeled \_\_BARTELBY\_DC0/USERS.GRACE.SCHOOL.NEWDIR/ has been added to your disk.

Step 3

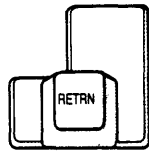
Type the following:

```
dir
```

## The Command Interpreter Program (CIP)

Step 4

Strike



The following kind of report appears at the bottom of the screen:

```
Directory listing of __BARTELBY_DC0/USERS.GRACE.SCHOOL/  
LESSON..5          NEWDIR.DIR.1
```

Note that \_\_BARTELBY\_DC0/USERS.GRACE.SCHOOL.NEWDIR/ appears as NEWDIR.DIR.1 in the directory listing for \_\_BARTELBY\_DC0/USERS.GRACE.SCHOOL/

\_\_BARTELBY\_DC0/USERS.GRACE.SCHOOL.NEWDIR/ is the pathname for the new directory. In other words, it is a way of referring to the new directory that tells you where to find the new directory (i.e., the path to follow to find the directory). For example, \_DC0 tells you that the new directory is on device \_DC0. /USERS.GRACE.SCHOOL.NEWDIR/ tells you that to find the directory you must first go to directory /USERS/, then to directory /GRACE/ (a subdirectory of /USERS/), then to directory /SCHOOL/ (a subdirectory of /GRACE/), in order to find the new directory.



### How to Move From One Directory to Another

This tutorial introduces you to the CD Command, described in detail in the WMCS User's Reference Manual.

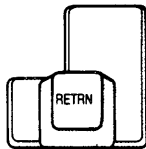
Step 1 Type the following:

```
cd .newdir
```

NOTE: Be sure to type the period as shown in the foregoing character string.

Step 2

Strike



The following kind of report appears at the bottom of the screen:

```
__BARTELBY_DC0/USERS.GRACE.SCHOOL.NEWDIR/
```

This tells you that you are now in the new directory.

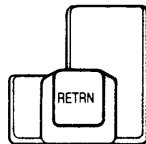
Step 3

Type the following:

```
dir
```

Step 4

Strike



The following report appears at the bottom of the screen:

```
No files found.
```

This report tells you that the new directory contains no files.

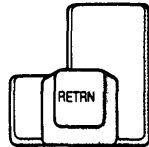
The Command Interpreter Program (CIP)

Step 5 | Type the following, substituting your username for grace:

`cd users.grace.school`

This character string returns you to directory  
`/USERS.GRACE.SCHOOL/.`

Step 6 | Strike



### How to Find Out What Directory You Are In

This tutorial shows you how to use the DEF Command described in detail in the WMCS User's Reference Manual.

Suppose that you have just used the CD Command, as in the foregoing tutorial, to move to a directory, that you then use the VEW Command to edit or create a file in that directory, and that you then want to know what directory you are in. The following tutorial shows you how you could use the DEF Command to find out what directory you are in.

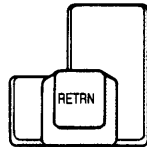
Step 1 Type the following:

**view lesson**

This command-line character string reads a copy of \_\_BARTELBY\_DCO/USERS.GRACE.SCHOOL/LESSON from the disk, writes that copy into memory, and displays the first 23 lines of that file on the screen.

Step 2

Strike



Step 3

Strike



twice.

Step 4

Type the following next to (1) at the bottom of the screen:

**ex**

EX is the VEW function that allows you to write the copy of the file, in memory, to the disk and then erase the copy of the file that was in memory.

Step 5

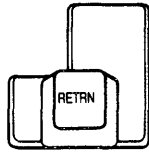
Type the following next to the right-angle bracket at the bottom of the screen:

**def**

# The Command Interpreter Program (CIP)

Step 6

Strike



The following kind of report appears at the bottom of the screen:

```
__BARTELBY_DC0/USERS.GRACE.SCHOOL/
```

This tells you that \_\_BARTELBY\_DC0/USERS.GRACE.SCHOOL/ is your default directory; that is, the directory you are in.

## How to Copy Files

This tutorial introduces you to the COPY Command which allows you to create a copy of a file and assign that copy to any directory in your system.

The WMCS User's Reference Manual contains a detailed description of the COPY Command.

Step 1 | Type the following next to the right-angle bracket at the bottom of the screen:

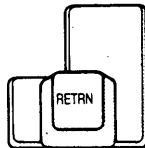
```
copy lesson overview.txt
```

The foregoing command-line character string tells the CIP that you wish to create a copy of LESSON and name that copy OVERVIEW.TXT.

The .TXT that follows OVERVIEW in the name of the copy is called a file extension. This particular file extension indicates that the file contains text. The WMCS User's Reference Manual tells you all about file extensions.

Step 2 |

Strike



The following report appears at the bottom of the screen:

```
__DC0/USERS.GRACE.SCHOOL/LESSON..6 to __DC0/USERS.GRACE.SCHOOL/OVERVIEW.TXT Copied.
```

This report tells you that LESSON..6 (located in \_\_BARTELBY\_DC0/USERS.GRACE.SCHOOL/) has been copied and that the copy is named OVERVIEW.TXT.1 (also located in \_\_BARTELBY\_DC0/USERS.GRACE.SCHOOL/).

Step 3 |

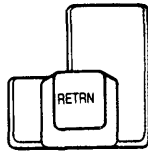
Type the following:

```
dir
```

## The Command Interpreter Program (CIP)

Step 4

Strike



This kind of report appears at the bottom of the screen:

```
Directory listing of __BARTELBY_DC0/USERS.GRACE.SCHOOL/  
LESSON..6          NEWDIR.DIR.1          OVERVIEW.TXT.1
```

Note that LESSON..6 still exists. When you make a copy of a file, the original remains as it was. Furthermore, modifications to LESSON..6 do not affect OVERVIEW.TXT and vice versa.

Step 5

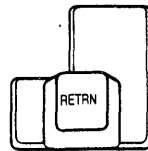
Type the following:

```
copy overview.txt /users.grace.school.newdir/overview.txt
```

The foregoing command-line character string tells the CIP that you wish to create a copy of OVERVIEW.TXT and assign that copy to directory \_\_BARTELBY\_DC0/USERS.GRACE.SCHOOL.NEWDIR/.

Step 6

Strike



The report at the bottom of the screen tells you that the copy has been made.

## How to Rename Files

This tutorial introduces you to the REN Command that you can use to change the name of a file. This is analogous to changing the label on a file folder.

The WMCS User's Reference Manual contains a detailed description of REN.

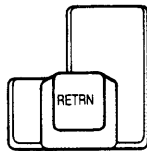
Step 1 Type the following next to the right-angle bracket at the bottom of the screen:

```
ren overview.txt manuals.txt
```

This command-line character string tells the CIP that you wish to change the name of OVERVIEW.TXT to MANUALS.TXT.

Step 2

Strike



The following kind of report appears:

```
__DC0/USERS.GRACE.SCHOOL/OVERVIEW.TXT.1 renamed to __DC0/USERS.GRACE.SCHOOL/MANUALS.TXT
```

This report tells you that OVERVIEW.TXT.1 has been renamed and that its new name is MANUALS.TXT.

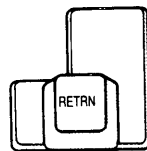
Step 3

Type the following:

```
dir
```

Step 4

Strike



This kind of report appears:

```
Directory listing of __BARTELBY_DC0/USERS.GRACE.SCHOOL/  
LESSON..6          MANUALS.TXT.1          NEWDIR.DIR.1
```

Note that OVERVIEW.TXT is now MANUALS.TXT.

## The Command Interpreter Program (CIP)

Read the WMCS User's Reference Manual for a complete description of the Command Interpreter Program.

You may go on to the next chapter in this manual.



Chapter 5  
CIP, part 2

Reserve at least 20 minutes to complete the tutorials in this chapter.

The CIP commands in chapter 4 are used primarily in working with files. The CIP commands in this chapter have to do with organizing your file cabinet, e.g., disposing of unwanted files in your directory.

The first step in this chapter picks up where the last chapter left off.

Before beginning any tutorial in this chapter, ensure that:

1. You are logged on to the system. (You are logged on when the cursor appears next to a right-angle bracket, >, at the bottom of the screen.) If you need to log on, begin with step 1 in the first chapter, complete that procedure, and begin the tutorial in this chapter.
2. You are in the /USERS.GRACE.SCHOOL/ directory. (Substitute your username for "GRACE.") If you are unsure of the directory you are in, type `def` next to the right-angle bracket, and strike [RETRN]. This kind of message appears at the bottom of the screen when you strike [RETRN]:

```
__BARTELBY_DC0/USERS.GRACE.SCHOOL/
```

If anything other than /USERS.GRACE.SCHOOL/ is the last element in the characters that appear on the screen, type the following (substitute your username for "grace") next to the right angle bracket at the bottom of the screen and then strike [RETRN]:

```
cd users.grace.school
```

### How to See What a Text File Contains

Use the TYPE Command, introduced in this tutorial, when you want to look at the contents of a text file. The WMCS User's Reference Manual contains a detailed description of TYPE.

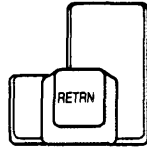
Step 1 Type the following:

`type lesson`

This command-line character string tells the CIP that you wish to look at the contents of LESSON.

Step 2

Strike



The text in LESSON is displayed on the screen and rushes past until the end of the file is reached. This movement of the text is called scrolling.

Step 3 Type the following:

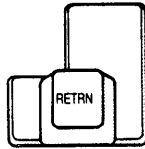
`type lesson :pause`

The :pause at the end of the character string is an option available with the TYPE Command that you can use to control scrolling.

Such options available with CIP commands are called switches. Most CIP commands have a variety of switches that you can use to control the way in which the command is executed. The WMCS User's Reference Manual explains how to use the switches available with each command.

Step 4

Strike

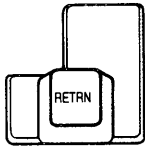


The first 22 lines of text in LESSON appear on the screen and the cursor appears at the bottom of the screen next to an asterisk.

You can look as long as you wish at what appears on the screen.

Step 5

Strike



The remainder of the text in LESSON appears on the screen and the cursor reappears at the bottom of the screen next to a right-angle bracket.

### How to Remove Files From the Disk

This tutorial introduces you to the PU and DEL commands. PU purges a directory of extra versions of a file or files. For example, if you have half a dozen versions of LESSON and want to keep only the most recent version, PU allows you to get rid of the five unwanted versions of that file.

You would use DEL to remove, or delete, all the versions of a file (including the most recent version).

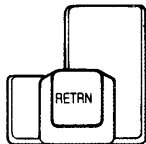
Step 1 | Type the following:

```
dir lesson..*
```

This command-line character string tells the CIP that you want a directory listing showing all the versions of LESSON.

Step 2 |

Strike



This kind of report appears:

```
Directory listing of __BARTLEBY_DC0/USERS.GRACE.SCHOOL/  
LESSON..1          LESSON..3          LESSON..5  
LESSON..2          LESSON..4          LESSON..6
```

This report tells you that /USERS.GRACE.SCHOOL/ contains six versions of LESSON.

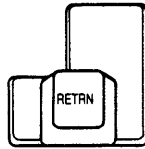
Step 3 | Type the following:

```
pu
```

This command tells the CIP that you want to purge /USERS.GRACE.SCHOOL/ of all but the most recently created version of each file in the directory. LESSON..6 is the most recent version of LESSON.

Step 4

Strike



The following appears at the bottom of the screen:

```

_DC0/USERS.GRACE.SCHOOL/LESSON..1
_DC0/USERS.GRACE.SCHOOL/LESSON..2
_DC0/USERS.GRACE.SCHOOL/LESSON..3
_DC0/USERS.GRACE.SCHOOL/LESSON..4
_DC0/USERS.GRACE.SCHOOL/LESSON..5
Delete (Y or N)? >

```

The last line in the foregoing display asks you whether you wish to delete the files listed. This kind of display is called a prompt because you are asked, or prompted, for input.

Step 5

Strike



The following report appears:

```

_DC0/USERS.GRACE.SCHOOL/LESSON..1 Deleted.
_DC0/USERS.GRACE.SCHOOL/LESSON..2 Deleted.
_DC0/USERS.GRACE.SCHOOL/LESSON..3 Deleted.
_DC0/USERS.GRACE.SCHOOL/LESSON..4 Deleted.
_DC0/USERS.GRACE.SCHOOL/LESSON..5 Deleted.
5 files deleted.

```

This report tells you that five files have been deleted from the directory, and lists the files.

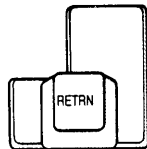
Step 6

Type the following:

```
dir
```

Step 7

Strike



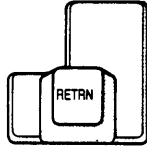
Note that LESSON..6, the most recently created version of LESSON, was not deleted.

Step 8 Type the following:

**del lesson.**

This command-line character string tells the CIP that you wish to delete the most recently created version of LESSON. Note that a period must appear after "lesson."

Step 9 Strike



The following prompt appears:

```
_DC0/USERS.GRACE.SCHOOL/LESSON..6  
Delete (Y or N)? >
```

This prompt asks you whether you wish to delete LESSON..6. Were you to strike the Y-character key, LESSON..6 would be deleted and you would no longer have any copies of LESSON.

Step 10

Strike



Note that nothing happens.

For a prompt of this kind, y and n are the only two acceptable responses.

Step 11

Strike



The cursor then reappears next to a right-angle bracket at the bottom of the screen.

## Diagnostic Messages

This tutorial introduces you to the diagnostic messages available on your system to tell you when a CIP command could not be executed as you may have specified. Therefore, in this tutorial you are asked to type a command incorrectly so that you can be introduced to the diagnostic messages.

The WMCS User's Reference Manual contains a detailed explanation of diagnostic messages.

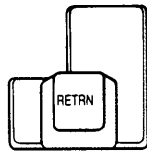
Step 1 | Type the following next to the right-angle bracket at the bottom of the screen:

`ddel`

You would normally type DEL to tell the CIP that you want to execute the DEL Command.

Step 2 |

Strike



The following diagnostic message appears:

```
CIP      : Creating process ddel.exe
FAILED   : Status = 133
MESSAGE  : The specified file could not be found.
```

Each diagnostic message contains three lines.

The first line tells you that a problem was encountered when the CIP tried to find the DDEL command.

The second line tells you that the CIP failed to find the command and that the system identified the reason for the failure as problem number 133.

The third line of the report tells you what problem number 133 is; that is, the third line contains the message that explains problem number 133.

The cursor appears next to a right-angle bracket under the diagnostic message.



### Editing the CIP Command Line

This tutorial introduces you to control-key functions and methods of editing the CIP command line. Most of the control-key functions described in chapter 3 of this manual, WICAT's Text Editing Program, perform the same functions when editing the command line.

Step 1 | Type the following next to the right-angle bracket at the bottom of the screen:

`ddel`

You know that this command is incorrect and you want to edit it before striking [RETRN].

Step 2 | Hold down  and strike 

This deletes the line and allows you to type the command correctly.

Step 3 | Type the following:

`el`

You know you have omitted the "d" and want to edit the command line before striking [RETRN].

Step 4 | Hold down  and strike 

The cursor jumps to the front of the command line and puts you in the correct position to type the "d".

Step 5 | Hold down  and strike 

This deletes everything to the right of the cursor on the command line. Since the cursor was at the front of the line, the entire command was deleted.



Step 6 Type the following:

`dal lesson`

You realize "dal" is misspelled and want to edit the command line before striking [RETRN].

Step 7 Use the left-arrow key to position the cursor on the "l" in "dal".

Step 8

Strike 


This deletes the "a," (the letter to the left of the cursor) and puts you in the correct position to type the "e". After you type the "e" you realize the period is missing after the word "lesson" on the command line.

Step 9

Hold down  and strike 

The cursor moves to the end of the command line and puts you in the correct position to type the period. Now suppose you do not want to delete the LESSON file, but you want to clear the command line.

Step 10

Strike  several times until the cursor is next to the right-angle bracket.

Read the WMCS User's Reference Manual for a complete description of the Command Interpreter Program.

You may go on to the next chapter in this manual.



## Chapter 6

### Epilogue

You have successfully performed many of the most frequently used functions and commands associated with your system and are now ready to go to work.

The WMCS User's Reference Manual contains detailed information on the CIP commands available to help you fully utilize the capabilities of the WMCS. The material is presented in a format that makes it easy for you to refer to the manual when you have a question.

The VEW User's Reference Manual contains detailed information on editing files to help the novice as well as the experienced user utilize the capabilities of the VEW Program.

The documentation for the language(s) on your system is also written so that the novice can run a simple program (before diving into the programmer reference portion of the manual), while the experienced programmer can get right at the information he needs.

The introductory user manuals for such applications as the Q-One word processor, UltraCalc, etc., also contain tutorials that introduce you to those programs, and give you a basis for understanding each application's user reference manual.

These publications are written to help you learn as you explore the many capabilities of your WICAT computer.



# WICATsystems

## Documentation Comment Form

We are constantly improving our documentation and welcome specific comments on this manual. (Please refer to page numbers, where applicable.)

**Document Title:** \_\_\_\_\_

**Part Number:** \_\_\_\_\_

- Your Position:**
- |  |  |
|--|--|
| <input type="checkbox"/> Applications programmer | <input type="checkbox"/> Novice programmer |
| <input type="checkbox"/> EDP manager             | <input type="checkbox"/> Operator/user     |
| <input type="checkbox"/> Systems analyst         | <input type="checkbox"/> Technician        |

### Questions and Comments

Briefly describe examples, illustrations, or information that you think should be added to this manual.

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---

What would you delete from the manual and why?

---

---

---

What areas need greater emphasis?

---

---

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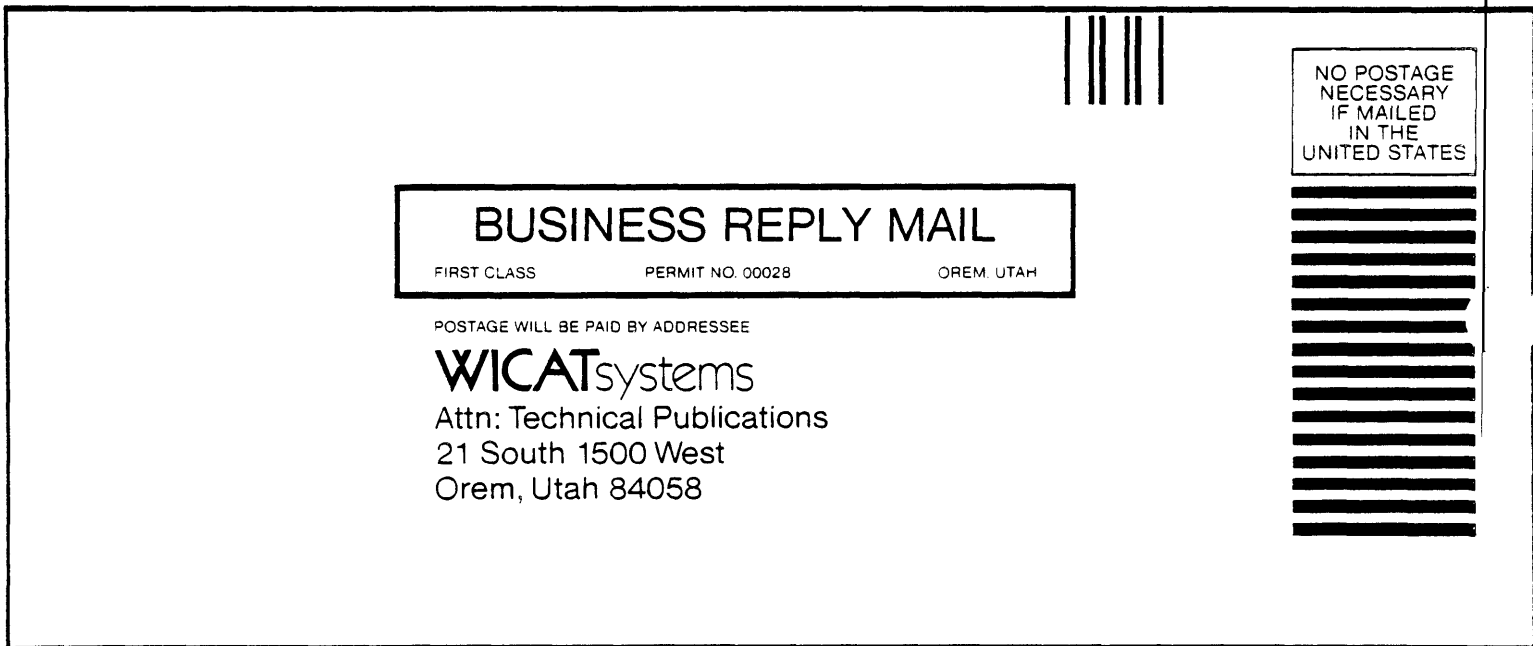
List any terms or symbols used incorrectly.

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