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│      THE PROGRAM WIZARD INSTRUCTIONS          │
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OVERVIEW

The Program Wizard is designed for hard disk and 1.2MB
floppy disk users who would rather start their programs
from a single menu and keystroke rather than have to
recall and enter the DOS commands necessary to run the
programs.

By simply changing The Program Wizard once, the user can
run all of their software programs with a single key-
stroke from a menu selection. The Program Wizard works
equally well with software on your hard disk or floppies.
Regardless of the start up complexity the Program Wizard
can do all the work. It makes the multi-directory com-
puter easy to use, even for the novice who is unfamiliar
with the directory setup.

USING THE PROGRAM WIZARD

The Program Wizard organizes the programs on your hard
disk by allowing you to create a Menu of up to 26 program
selections. To use one of the listed programs, select
its proper character on the Menu, there is no need to
press <ENTER>. There is an optional password feature
lets you restrict access to your software. In addition
the DOS command option (F4) allows access to DOS from
within The Program Wizard. The Program Wizard also
displays the time and date and turns off your screen if
the keyboard is idle for more than three minutes while on
the menu. The Program Wizard restarts with any key-
stroke.

GETTING AROUND

You only need a few keys to use The Program Wizard effec-
tively:

ENTER   Moves the cursor forward to the next item.

INS   Puts a single space in the middle of a
                text. When you press INS everything will
                move over to the left one space and leave
                a blank.

DEL   Deletes the character under the cursor.

ESC   Returns you to The Program Wizard Menu and
                saves the instructions that were entered

RIGHT ARROW   Moves the cursor one space to the right.

LEFT ARROW   Moves the cursor on space to the left.

UP ARROW   Moves the cursor to the field above

DOWN ARROW   Moves the cursor to the field below.

RUNNING THE PROGRAM Wizard

The first time you run The Program Wizard, default selec-
tion titles "NOT IN USE" will appear on the screen.
These selections are only titles and will run nothing.
You must first configure The Program Wizard as described
below.

If you have installed The Program Wizard with the Setup
program, run The Program Wizard by simply turning on your
computer. In about a minute the menu appears.

THE PROGRAM WIZARD MENU

The Program Wizard Menu contains twenty six items (The
unregistered version has access to twelve items). You
can assign one program to each item on the Menu. At the
bottom of the list of items is the Selection Letter
prompt. To select a program type in the item letter you
desire.

The program you selected will be run. When you leave the
program selected, you will automatically be returned to
The Program Wizard Menu.

At the bottom of the Menu screen is a list of function
keys and their labels. Use these function keys to:

        A. (F1) Format the selected drive with the system
        B. (F2) Format the selected drive without the system
        C. (F3) Print the manual
        D. (F4) Execute DOS commands
        E. (F5) Create and change a Menu selection
        F. (F6) Exit to DOS

Formatting a Blank Disk (F1 & F2)

F1 & F2 formats a blank diskette with or without the
system program respectively. To format the disk simply
place the blank diskette the selected drive an press
either F1 or F2. F1 will format the disk and place the
computer's disk operating system and the COMMAND.COM
program on the newly formatted disk. F2 does the same
thing without the system. At the close of the formatting
the user will be given the option to format another.
Responding with N will return the user to the Program
Wizard again.

Print the Manual (F3)

Pressing F3 will automatically print the manual for the
Program Wizard. Be sure that the printer is on and paper
is properly positioned in the printer. There are some

print buffers that are not compatible with the use of
the DOS PRINT command from a batch file mode. If this
is the case with your machine the manual will have to
be printed by exiting the program and going into DOS.
Type PRINT DIRECT.PRN. When the prompt occurs merely
press return.

DOS Commands (F4)

Use the DOS Command option to gain immediate access to
DOS without exiting The Program Wizard. To access the
DOS Command option, press F4 from The Program Wizard
Menu. When you press F4, a DOS Command screen appears.
It has thirteen command lines on it. Enter up to
thirteen DOS commands you wish to execute, one per line,
in standard DOS format, pressing ENTER after each
command. When you finish entering DOS Commands, press
ESC. After pressing ESC, the DOS commands are executed.
When The Program Wizard finishes running the DOS commands,
you are returned to The Program Wizard Menu screen. This
option is not available to unregistered users.

Modifying a Menu Line (F5)

You are now ready to create your personalized Menu of
programs with the Modify Menu option. To access Modify
Menu, press F5.

1. Selection Letter

    When the Modify Menu screen appears, the cursor is
    flashing on the Selection Letter prompt. There are
    26 selections, lettered A through Z, on The Program
    Wizard Menu. Each letter corresponds to running a
    single program or portion of that program. One pro-
    gram may have two or three ways to start that program
    such as an accounting package. These packages may
    have one command to start the general ledger and
    another to start the accounts receivable section.
    Each would require a separate line in the Program
    Wizard Menu. To assign a program to one of the sel-
    ections, or change an existing selection, type its
    letter next to the Selection Letter prompt.

    If you specify a Selection Letter that is already
    assigned, the information previously allocated to
    that selection appears. To change the entries
    associated with that item, simply type your new
    instructions in the prompt line and press <ENTER>.

To erase a line simply enter a space for the first character followed by <ENTER>

2. Selection Title

    The Selection Title prompt is used to enter the name of the program as you want it to appear on The Program Wizard Menu. Type in the program name, and press ENTER. Selection titles are limited to 25 characters. You may choose not to assign a program for a selection for extra security. In that event just leave the Selection Title blank, or leave the phrase "Not In Use", then press ENTER.

3. Password

    When you press ENTER, the cursor proceeds to the Password prompt. Use the Password prompt to assign a Program Password for this selection. If you want a Program Password, type in up to eight characters, and press ENTER. If you decide not to use a Program Password, be sure that the Password space remains empty, and press ENTER.

4. Prompt for Diskette (Y/N)

    When you press ENTER, the cursor proceeds to the Prompt for Diskette (Y/N) option. If the program associated with this Selection Letter is on a diskette or if the program system diskette needs to be in drive "A" for the program to run then enter Y, and press ENTER. If you enter Y, The Program Wizard will pause and prompt you to insert a diskette in diskette drive A each time you choose this Selection Letter.

5. Run Commands

    When you press ENTER, the cursor proceeds to the first of thirteen Run Command lines. Up to thirteen DOS commands can be entered for each menu selection. Type the DOS commands required to run the program associated with this selection, pressing the <ENTER> key between each line. The DOS Commands you enter for each menu selection should correspond with the commands you would enter if you were running the program directly from the DOS prompt. For example, to run the Program, WHOPPER.EXE, which resides in the sub-directory named BIGMAC on the hard disk, you would enter the following two Run Commands:

```
                  1: CD\BIGMAC
                  2: WHOPPER
                  3:
```

The last command in the sequence should run the
selected program. Should you not wish to return to
the Program Wizard and the completion of the Whopper
program line 3 should contain an additional instruc-
tion STOP. This is useful when using open start
programs such as compilers, text editors, or the
DOS library. Without the STOP Command on the last
line the user will be returned to the Program Wizard
automatically.

If the program is on a diskette in a drive other than
C, start the Run Commands with the appropriate drive
letter. For example, to run the program named
WHOPPER.EXE on a diskette in drive B, the Run
Commands would appear as follows:

```
                  1: B:
                  2: WHOPPER
                  3:
```

PASSWORDS

    The Program Wizard's optional password system permits
    you to moderately protect your programs from unauth-
    orized usage. Although this is far from any complete
    protection is does prohibit the individual who is not
    knowledgeable of the system any access to the pro-
    grams that are protected.

    With a Program Password, users will not be able to
    access the programs that are protected nor will they
    be able to access the modification screen for that
    program line unless they know the Program Password.
    Once you establish a password write that password
    down on paper and place it in a secure place. If
    the password is forgotten there is no way to access
    the program using that program line.

RETURNING TO DOS

    When you finish using The Program Wizard, press F6
    from the Menu screen to return to DOS.

ADDITIONAL BAT FILES

There are two additional batch files on the origi-
nal disk. These are C.BAT and A.BAT. These batch
files are used in the open start directories such
as a Basic Compiler or Pascal Compiler where you
choose not to return to the menu directly. By copy-
A.BAT to these directoriess you can press A at the DOS
prompt it will automatically return you to the menu
if your boot drive is in "A". C.BAT does the same
thing if your boot drive is "C"

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