

[illegible]

START BY MAKING GLOBAL COLUMN WIDTH = 1

1. Position the cursor at cell A1.
2. Press Ctrl-A if you are using ProKey or Alt-A if you are using keyboard macros to generate ASCII characters.
3. Enter the decimal value of the ASCII character { É = 201 } and press enter.

```
É
/XMMAIN.MENU~
/XG\M~
```

DEMO

/XGDEMO~

B3: 'Û

READY

```

00000000A0000000B0000000C0000000D0000
0100
0200
0300      0
0400
0500

```


Í

Í

- 1. Position the cursor at cell A2.
- 2. Press Ctrl-A if you are using ProKey or Alt-A if you are using keyboard macros to generate ASCII characters.
- 3. Enter the decimal value of the ASCII character { Í = 205 } and press enter.

»

LESSON 1

/XGLESSON.1~

B3: 'Û

EDIT

'Û

00000000A00000000B00000000C00000000D0000

0100

0200

0300 Û

0400

0500

í
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
í

1. Now copy the character, at cell A2,
across row 1 using the /C(opy) command.

¼

LESSON 2

/XGLESSON.2~

B3: 'Û

EDIT

\Û

ÛÛÛÛÛÛÛAÛÛÛÛÛÛÛBÛÛÛÛÛÛÛCÛÛÛÛÛÛÛDÛÛÛÛ

Û1ÛÛ

Û2ÛÛ

Û3ÛÛ Û

Û4ÛÛ

Û5ÛÛ

í
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
í

- 1. Position the cursor at cell BT1.
- 2. Press Ctrl-A if you are using ProKey or Alt-A if you are using keyboard macros to generate ASCII characters.
- 3. Enter the decimal value of the ASCII character { » = 187 } and press enter.

È

RETURN

/FRAUTO123~

B3: \0 READY

00000000A00000000B00000000C00000000D0000
0100
0200
0300 0000000000
0400
0500

í
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
í

1. Position the cursor at cell BT2.
2. Press Ctrl-A if you are using ProKey or Alt-A if you are using keyboard macros to generate ASCII characters.
3. Enter the decimal value of the ASCII character { ° = 186 } and press enter.

°

B3: 'Û

READY

```
000000000A000000000B000000000C000000000D0000
Û1ÛÛ
Û2ÛÛ
Û3ÛÛ    Û
Û4ÛÛ
Û5ÛÛ
```


í
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
í

1. Now copy the character, at cell BT2,
down column BT using the /C(opy) command.

í

B5: READY
Enter range to copy FROM: B3..B3 TO: B4..B5

00000000A00000000B00000000C00000000D0000
0100
0200
0300 0
0400
0500

í
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
í

- 1. Position the cursor at cell BT20.
- 2. Press Ctrl-A if you are using ProKey or Alt-A if you are using keyboard macros to generate ASCII characters.
- 3. Enter the decimal value of the ASCII character { ¼ = 188 } and press enter.

±

B3: 'Û READY

000000000A000000000B000000000C000000000D0000
0100
0200
0300 0
0400 0
0500 0

[illegible]

1. Position the cursor at cell BS20.
2. Now copy the entire row of characters in row 1 between cell A1 and BT1 to row 20.

 \hat{U}

B3: 'Û READY
Enter justify range: B3..D5

```

00000000A0000000B0000000C0000000D0000
0100
0200
0300      000000000000000000000000
0400      000000000000000000000000
0500      000000000000000000000000

```


í
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
í

1. CONTINUE THE REST OF THE
BORDER USING THE SAME METHODS.

B3: 'Û Û Û

READY

ÛÛÛÛÛÛÛAÛÛÛÛÛÛÛBÛÛÛÛÛÛÛCÛÛÛÛÛÛÛDÛÛÛÛ
Û1ÛÛ
Û2ÛÛ
Û3ÛÛ Û Û Û
Û4ÛÛ
Û5ÛÛ

í
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
±
í

1. CONTINUE THE REST OF THE
BORDER USING THE SAME METHODS.

B3: 'Û Û Û READY
'Û Û Û

ÛÛÛÛÛÛÛAÛÛÛÛÛÛÛBÛÛÛÛÛÛÛCÛÛÛÛÛÛÛDÛÛÛÛ
Û1ÛÛ
Û2ÛÛ
Û3ÛÛ Û Û Û
Û4ÛÛ
Û5ÛÛ

í
±
±
±
±

±
±
±
±
í

- 1. Position the cursor at cell C2.
- 2. Press Ctrl-A if you are using ProKey or Alt-A if you are using keyboard macros to generate ASCII characters.
- 3. Enter the decimal value of the ASCII character { ± = 177 } and press enter.

```
B3: 'Û Û Û          READY
'ÛÛ Û

000000000A000000000B000000000C000000000D0000
Û1ÛÛ
Û2ÛÛ
Û3ÛÛ      Û Û Û
Û4ÛÛ
Û5ÛÛ
```


í
±
±
±
±

±
±
±
±
í

- 1. Now copy the character, at cell C2, across and down the entire block of cells from C2 to BR19 using /C(opy).
- 2. Unprotect the cells around the outer edge of the block to highlight them.
- 3. Erase the inner cells of the block for text entries such as titles.

B3: 'Û Û Û READY
'ÛÛÛ

ÛÛÛÛÛÛÛÛAÛÛÛÛÛÛÛÛBÛÛÛÛÛÛÛÛCÛÛÛÛÛÛÛÛDÛÛÛÛ
Û1ÛÛ
Û2ÛÛ
Û3ÛÛ Û Û Û
Û4ÛÛ
Û5ÛÛ

í
±
±
±
±

±
±
±
±
í

THE END!

B3: '000

READY

00000000A00000000B00000000C00000000D0000
0100
0200
0300 000
0400
0500

$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$

Timing diagram for B3: '0000'. The signal transitions from high to low at the 16th clock edge, indicating the start of the next state.

Page 14

$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ | \end{matrix}$$

1. The first method is to simulate it by using the "`\`" label pre-fix.
2. The second method is to utilize the "`/R(ange)J(ustify)`" command.

Page 15

$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$

" \ " LABEL PRE-FIX METHOD

Once you have brought in an ASCII character using the UTILITY 1-2-3 ASCII Generator, then, by changing the label pre-fix of the cell for " ' " to " \ ", the cell will be visually filled with that character. This is the same theory applied to repeat any character in a cell.

Timing diagram for B3: '0000 °'. The diagram shows a sequence of 10 '0' values over time. The clock signal is at the top, and the 'READY' signal is at the bottom. The data is shown as a series of '0's between the clock and ready signals.

Page 16

$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$

" \ " LABEL PRE-FIX METHOD

For example, suppose that we have entered the ASCII character " Û " (ASCII value = 219) into cell B3 using the ASCII Generator. To repeat this character in a cell, we must change the label pre-fix to " \ ".

[illegible]

B3: 'ÛÛÛ °

'ûûû °

U1UU

U2UU

$\hat{U}_3 \hat{U}_1$ $\hat{U}_1 \hat{U}_2$

4444

5555

$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$

" \ " LABEL PRE-FIX METHOD

First, start by placing the cursor on that cell.

Press the F2 (Edit) key.

[illegible]

B3: 'ÛÛÛ °

READY

'UÛÛ°

U1UU

U2UU

$$\hat{U}_3 \hat{U}_2 \hat{U}_1 \quad \hat{U}_1 \hat{U}_2 \hat{U}_3 \circ$$

444

5555

$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$

" \ " LABEL PRE-FIX METHOD

First, start by placing the cursor on that cell.

Press the F2 (Edit) key.

Now delete the " " and replace it with " \ ".

É|||||»

[illegible][illegible]

B3: 'ÛÛÛ°

READY

U1UU

U2UU

$$\hat{U}_3 \hat{U} \hat{U} \quad \hat{U} \hat{U} \hat{U}^\circ$$

444

5555

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

" \ " LABEL PRE-FIX METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

First, start by placing the cursor on that cell.

Press the F2 (Edit) key.

Now delete the " " and replace it with " \ ".

Hit the enter key.

É.....»
o
o
o
o
o
o
o
o
o
o
o
o
È.....¼

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB


The previous method suffices only in certain circumstances. For example, you may wish to fill only half a cell with graphics, or "run-over" graphics into the next cell. You may even wish to mix graphics in the same cell. The `" / R(ange) J(ustify) METHOD "` will allow you to do this.

Diagram illustrating a rectangular lattice structure. The top and bottom edges are labeled with 'É' and 'È' respectively, followed by a series of vertical tick marks. The right edge has a '1/4' label at the bottom. The left edge has a '1/4' label at the bottom. The top-right corner is labeled '»'.

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$

UU
/ R(ange) J(ustify) METHOD
BB

To illustrate this, let's use the previous example. If, after we have brought in an ASCII character, we wish to repeat that character 3 times within a 9 character wide column, we would have to do the following:

È  »

o o

o o

o o

o o

o o


o o

o o

o o

o o

o o

È  1/4

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$

ASCII GENERATOR

$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

1. We would copy the character at cell B3 to cells B4 and B5 for a total of 3 ASCII characters.

The diagram illustrates a rectangular frame with a grid of small circles. The top-left corner is labeled 'E' and the bottom-left corner is labeled 'E' with a subscript '1/4'. The right side of the frame is labeled '1/4'.

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$

UTILITY


$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

1. We would copy the character at cell B3 to cells B4 and B5 for a total of 3 ASCII characters.
2. Press `"/R(ange)J(ustify)"` and expand the range to include all of the rows and enough area to the right to allow room for the characters.

È  »

o o

o o

o o

o o

o o

o o


o o

o o

o o

o o

o o

È  1/4

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ | \end{matrix}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

3. Press the F2 {Edit} key since the justify command treats each character as a separate word and therefore puts spaces between them.

[illegible]

Sheet1

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{array}{cc} \begin{array}{c} \text{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{array} & \begin{array}{c} \text{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{array} \end{array}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{array}{cc} \pm & \pm \\ \pm & \pm \\ \pm & \pm \\ \pm & \pm \\ | & | \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

3. Press the F2 {Edit} key since the justify command treats each character as a separate word and therefore puts spaces between them.
4. Delete each of the spaces and hit the enter key.

[illegible]

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

Let's suppose we wish to introduce a different ASCII character into this cell with the other ones. The method to accomplish this is exactly the same.

First, we bring the character onto the worksheet using the ASCII Character generator.

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

1. Press `"/R(ange)J(ustify)"` and expand the range to include all of the rows and enough area to the right to allow room for the characters.

The diagram illustrates a rectangular frame structure. It consists of 10 vertical lines on the left side and 10 vertical lines on the right side. These are connected by horizontal lines at the top and bottom. The top-left corner is labeled 'E' and the bottom-right corner is labeled 'E' with a subscript '1/4'.

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$

1. Press "/R(ange)J(ustify)" and expand the range to include all of the rows and enough area to the right to allow room for the characters.
2. Press the F2 {Edit} key.
Delete each of the spaces and hit the enter key.

Diagram illustrating a rectangular box with a double-headed arrow on the top edge and a double-headed arrow on the bottom edge. The top arrow is labeled 'E' on the left and '1/4' on the right. The bottom arrow is labeled 'E' on the left and '1/4' on the right. The left and right vertical edges are marked with small circles. The top edge is labeled 'E' on the left and '1/4' on the right. The bottom edge is labeled 'E' on the left and '1/4' on the right.

Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \mid \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ i \end{matrix}$$

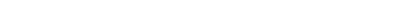

Diagram illustrating a rectangular box with a double arrow pointing right at the top and a double arrow pointing left at the bottom. Inside the box, there are 10 small circles arranged in a vertical column. To the right of the bottom arrow, there is a label $1/4$.

Diagram illustrating a sequence of 16 '0' characters arranged in two rows of eight. Above the top row is a long horizontal line with a double arrow pointing to the right, labeled 'E'. Below the bottom row is a similar long horizontal line with a double arrow pointing to the right, labeled 'E' and '1/4'.

Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \mid \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ i \end{matrix}$$

Diagram illustrating a rectangular box with a grid of 10 columns and 10 rows of small circles. The top-left corner is labeled 'E' and the bottom-right corner is labeled '1/4'. The top and bottom edges of the box are marked with a series of vertical lines, and the right edge is marked with a series of horizontal lines.

E  »
 0 0
 0 0
 0 0
 0 0
 0 0
 0 0
 0 0
 0 0
 0 0
 E  1/4

Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$
[illegible][illegible]

Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$

1 - 2 - 3

$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$

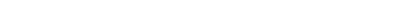

Diagram illustrating a rectangular box with a grid of small circles (dots) inside. The top-left corner is labeled 'E' and the bottom-right corner is labeled 'E' with a '1/4' subscript. The top and bottom edges of the box are marked with a series of vertical lines, and the right edge is marked with a series of horizontal lines.

Diagram illustrating a sequence of 16 rows, each starting with a capital letter 'E' followed by a series of vertical bars. The first row ends with a double right-pointing arrow '»'. The last row ends with a superscript '1/4'. The rows are numbered 0 through 15 on the left and right sides.

Sheet1

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \mid \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ i \end{matrix}$$

Diagram illustrating a rectangular box with a double arrow pointing right at the top and a double arrow pointing left at the bottom. Inside the box, there are two vertical columns of circles. The left column has 10 circles, and the right column has 10 circles. The circles are arranged in a grid-like pattern, with the left column on the left and the right column on the right. The top arrow is labeled E and the bottom arrow is labeled $E_{1/4}$.

E  »
 0 0
 0 0
 0 0
 0 0
 0 0
 0 0
 0 0
 0 0
 0 0
 E  1/4

Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$
[illegible]

Diagram illustrating a rectangular box with a double arrow pointing right at the top and a double arrow pointing left at the bottom. Inside the box, there are 10 small circles arranged in a vertical column. To the right of the box, there is a small fraction $\frac{1}{4}$.

Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$
[illegible][illegible]

Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$
[illegible]

The diagram consists of a large rectangle. Inside the rectangle, there is a grid of small circles. The top-left corner of the rectangle is labeled with the symbol 'É'. The top-right corner is labeled with the symbol '»'. The bottom-left corner is labeled with the symbol 'É'. The bottom-right corner is labeled with the symbol '1/4'.

Sheet1

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$

Diagram illustrating a rectangular box with a double arrow pointing right at the top and a double arrow pointing left at the bottom. Inside the box, there are two vertical columns of circles. The left column has 10 circles, and the right column has 10 circles. The circles are arranged in a grid-like pattern, with the left column on the left and the right column on the right. The top and bottom arrows are labeled with 'E' and '1/4' respectively.

[illegible]

í	í	í	í	í	í	í	í	í	í	í	í	í	í	í	í	í	í	í	í	»
±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	0
±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	0
±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	0
±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	0
									±	±	±	±	±	±	±	±	±	±	±	0
									±	±	±	±	±	±	±	±	±	±	±	0
									±	±	±	±	±	±	±	±	±	±	±	0
									±	±	±	±	±	±	±	±	±	±	±	0
									±	±	±	±	±	±	±	±	±	±	±	0
									±	±	±	±	±	±	±	±	±	±	±	0
									±	±	±	±	±	±	±	±	±	±	±	0
									±	±	±	±	±	±	±	±	±	±	±	0
									±	±	±	±	±	±	±	±	±	±	±	0
									±	±	±	±	±	±	±	±	±	±	±	0
±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	0
±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	0
±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	0
±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	±	0
í	í	í	í	í	í	í	í	í	í	í	í	í	í	í	í	í	í	í	í	1/4

/XG\M~

PRESS ENTER KEY TO CONTINUE

/XR~

2

/REA1.BT20~{Home}/C219~BT20~{Goto}BT20~/CSCREENN~HOME~/XCPRESS.ENTER.KEY~
 /CSCREENO~HOME~/XCPRESS.ENTER.KEY~
 /CSCREENP~HOME~/XCPRESS.ENTER.KEY~
 /CSCREENQ~HOME~/XCPRESS.ENTER.KEY~
 /CSCRNA~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCREENR~HOME~/XCPRESS.ENTER.KEY~
 /CSCRNB~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCREENS~HOME~/XCPRESS.ENTER.KEY~
 /CSCRNC~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCREENT~HOME~/XCPRESS.ENTER.KEY~
 /CSCRND~WINDOW~/XCPRESS.ENTER.KEY~
 /REWINDOW~/CSCREENU~HOME~/XCPRESS.ENTER.KEY~
 /CSCREENV~HOME~
 /CSCRNE~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCREENW~HOME~
 /CSCRNF~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCRNG~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCREENY~HOME~/XCPRESS.ENTER.KEY~
 /CSCRNH~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCRNI~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCREENAA~HOME~/XCPRESS.ENTER.KEY~
 /CSCRNJ~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCREENAB~HOME~/XCPRESS.ENTER.KEY~
 /CSCRNK~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCRNL~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCRNM~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCREENAE~HOME~/XCPRESS.ENTER.KEY~
 /CSCRNN~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCREENAF~HOME~/XCPRESS.ENTER.KEY~
 /CSCRNO~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCRNP~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCREENAH~HOME~/XCPRESS.ENTER.KEY~
 /CSCRNQ~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCRNR~WINDOW~/XCPRESS.ENTER.KEY~
 /CSCRNS~WINDOW~
 /XMSPACE1~
 /XGMSPACE1~