

TELEMAKO

Giuseppe Mignogna

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COLLABORATORS

	<i>TITLE :</i> TELEMAKO		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Contents

1	TELEMAKO	1
1.1	Telemako v0.9B DEMO	1
1.2	Introduction.	2
1.3	Archives.	2
1.4	Installation.	3
1.5	Execution.	3
1.6	Terminal.	3
1.7	Dialer.	5
1.8	Storage.	6
1.9	Modify.	6
1.10	Delete.	7
1.11	Exec.	7
1.12	Sort.	7
1.13	Save.	7
1.14	Load.	8
1.15	New.	8
1.16	TSI (Telemako Script Interpreter)	8
1.17	Editor.	11
1.18	Capturer.	14
1.19	Capture MAKE.	14
1.20	Capture SEE.	15
1.21	see page capt.	15
1.22	see a full capture.	15
1.23	Sender.	16
1.24	Settings.	16
1.25	Colors.	17
1.26	Function keys.	17
1.27	Serial.	17
1.28	Misc.	18
1.29	Config.	18

1.30 Greetings.	18
1.31 Misc.	19
1.32 Distribution.	20
1.33 Registration.	20
1.34 Registration module.	21
1.35 Demo.	22

Chapter 1

TELEMAKO

1.1 Telemako v0.9β DEMO

```

      _____
|ooooooooo|oooooo |ooo  |oooooo |oooooooooo|oooooooooo|oo |oo |ooooooooo
|oo  |oo-__|oo-__|oo-__|oo|oo|oo|oo|oo|oo|oo|oo|oo-__|o  |o
|oo  |oooooooo|oooooooo|oooooooo|oo|oo|oo|oo  |oo|oo |ooo|ooooooooo
--  -----

```

```

      v0.9β DEMO  1995 September 20
      (c) 1994-95  by Giuseppe Mignogna
=====

```

Introduction

Archives

Execution

Installation

Demo restrict.

Terminal

Dialer

Editor

Sender

Capturer

Settings

Miscellaneous

Greetings

Distribution

Registration

1.2 Introduction.

INTRODUCTION.

~~~~~

First of all, I'm sorry for my english, but it's enough to explain you something of really important about this program.

Hoping you easy understand it, here we go...

TELEMAKO is a PRESTEL terminal emulator and manager.

If you aren't a user of some prestel service, you don't need to read some more of this and you're free to put it into your Trashcan directory or give it a glance anyway.

Otherwise, if you're an affectioned user of some prestel service, Telemako will give you all the necessary to enjoy it for the best: terminal, editor, capturer, sender, dialer, a little script interpreter and more...

## 1.3 Archives.

ARCHIVES CONTENTS.

~~~~~

"Telemako.lha" should contains these files:

```

Telemako (dir)
  fonts (dir)
    Telemako (dir)
      16tf                      8tf
    Telemako.font
  s (dir)
    TMS (dir)
      inkey.tms                itapac.tms
      mwait.tms                put.tms
      rnd.tms                  show.tms
      system.tms               timer.tms
      vdt.tms
    Tm.dial                    Tm.setts
  Pix (dir)
    Convert1.pic              Convert2.pic
  Pages (dir)
    Basil.pres                Castello.pres
    Fantasma.pres             Ghostbusters.pres
    IntelOutside.pres         Paperino.pres
    Prestel1.pres              Prestel2.pres
    Prestel3.pres              Prestel4.pres
    Prestel5.pres              Puffo.pres
    Pupazzo.pres               Rete4.pres
    Rose.pres                  TamTam.pres
    Televideo.pres            VideoMusic.pres
  libs (dir)

```

```

    Missed_Diskfont.library
  devs (dir)
    Missed_Serial.device
  Captures (dir)
    FullCapture.fcap
    PageCapture.pcap
  Captures.info
  Pages.info
  Pix.info
  Telemako
  Telemako.info
  TelemakoENG.guide
  TelemakoITA.guide
  TelemakoENG.guide.info
  TelemakoITA.guide.info
  Telemako.info

```

1.4 Installation.

INSTALLATION AND NECESSARY FILES.

~~~~~

The main program can be copied in any directory.  
The next files are vitals:

- DEVS:SERIAL.DEVICE (OS 2.0+ vers)
- LIBS:DISKFONT.LIBRARY (OS 2.0+ vers)
- FONTS:TELEMAKO/8tf
- FONTS:TELEMAKO/16tf
- FONTS:TELEMAKO.font

For paper printing, the next file is necessary too:

- DEVS:PARALLEL.DEVICE

The next files will be loaded if the program find them:

- S:TM.dial (Dial book)
- S:TM.setts (Program settings)

## 1.5 Execution.

PROGRAM EXECUTION.

~~~~~

From Workbench, double click on its icon.
From Shell, type the path and name of the program.

Really strange, isn't? :-)

1.6 Terminal.

TERMINAL.

~~~~~

From terminal you can call a prestel service and use it or you can select one of these menu items:

- DIALER (Amiga A)
- EDITOR (Amiga E)
- SENDER (Amiga S)
- CAPTURER (Amiga C)
- SETTINGS (Amiga T)
- CLEAR (Amiga L)
- RANGE (Amiga R)
- SAVE PG (Amiga W)
- PRINT PG (Amiga N)
- WBENCH (Amiga M, Amiga A)

Put in front the workbench screen.

Here the difference between the two ways:

- 1) Using <Amiga + A> you go to workbench, but not in real multitasking. Your programs will run slowly.
- 2) Using <Amiga + M>, or the item WBENCH, you go to it in real multitasking, so the other programs will run at full speed, but Telemako will go into sleep mode.

```
=====
IN ANY CASE YOU CAN RETURN TO TELEMAKO ONLY USING THE KEYS
<LEFT AMIGA + A> !!!!
=====
```

- HELP (Amiga H)
- ABOUT (Amiga B)
- HANG UP (Amiga G)
- QUIT (Amiga Q)

Here other functions:

- F1 - F7
    - UNSHIFTED : set a text color.
    - SHIFTED : set a graphic color.
  - F8
    - UNSHIFTED : background color for the chars like the foreground.
    - SHIFTED : background color for the chars set to black.
  - F9
    - UNSHIFTED : double height on.
    - SHIFTED : double height off.
  - F10
-

- UNSHIFTED : flash on.  
SHIFTED : flash off.
- CTRL + F1<->F10  
Range sending or script executing.
  - CTRL + ALT + F1<->F10  
Range storing.
  - CTRL + 0<->99  
Execute the respective record number of the dial book.
  - SNAPPING  
You can copy a selected area of characters into a buffer (SNAP),  
and use it then in different ways.  
To do it, press the left mouse button and move the mouse to select  
the range of chars, then release the button.  
You can press also the Shift key to make a SQUARE snap.
  - SCRIPT EXECUTING  
Use <AMIGA + I> to execute a  
TMS  
file.  
Write the name into the file requester will appear.  
To continue an interrupted script use <AMIGA + SHIFT + I>.
  - CAPTURE PAUSE/UNPAUSE  
Use <AMIGA + P>.
  - <-> Key minus on keypad.  
This key is redefined to send the '#' char.  
So you can select pages or send commands to a service just using the  
numeric keypad.

## 1.7 Dialer.

DIALER.

~~~~~

With this interface is possible call a phone number or other kind of
addresses in automatic and from a stored database.

You can see the windows where appear the comments/numbers and
a series of buttons.

The next operations are allowed:

Record Storing

Record Modifying

Record Deleting

Record Executing

Dial book Sorting

Dial book Saving
 Dial book Loading
 Dial book Erasing

1.8 Storage.

RECORD STORAGING.

~~~~~

To enter a new record into the dial book, follow these steps:

- 1) Click on the left-bottom window and insert a comment (max 20 chars);
- 2) Click on the right-bottom window and insert the number (that is a string of max 20 chars);
- 3) Select the data type clicking on one of the small buttons just below [PHONE] [VDT] etc.  
 The meaning of the data types are:

- PHONE This means that the entered number is a phone number, and it will be executed sending the string "ATDT <number><CR>".
- VDT The number is a VideoText page and it will be executed sending the string "#<number>\*<CR>".
- NUA The number is a Network User Addresses and it will be sended just like "<number><CR>", that's the number folowed by a carriage return.
- NULL The number (or string) will be sended without other codes.
- 

### TMS

The entered string is the path and the name of a Telemako Script. It will cause the loading and the interpreting of that file. You >MUST< terminate the script name with the postfix ".TMS".

- 4) Click on [ADD]. The record is now stored in database (dial book).  
 You can store a maximum of 100 records for database.

## 1.9 Modify.

### RECORD MODIFYING.

~~~~~

- 1) Click ONE time in the big window on the record you want to modify.
- 2) Modify it by clicking on the small bottom windows and typing the

new data.

3) Click [MODF].

1.10 Delete.

RECORD DELETING.

~~~~~

1) Click on the record you want to delete.

2) Delete it by clicking on [DEL] or using the shortcut <Amiga + D>.

## 1.11 Exec.

RECORD EXECUTING.

~~~~~

You can execute (that is dial or just send) the record through one of this ways:

From DIALER:

1) Clicking TWO times onto the record you want to execute.

2) Clicking ONE time onto the record and one on the button [PHONE], [VDT], [NUA] or [NULL].

From TERMINAL:

3) Keeping pressed CTRL, type the number of the record you want to execute.

You can know the progressive number of a record taking a look to the number showed just next the right of the big window. It always represent the number of the first record visible.

1.12 Sort.

DIAL BOOK SORTING.

~~~~~

Clicking [SORT], the database will be sorted in alphabetical order, according to the comment.

If you precede a comment by a point ".", the position of that record will be the same though a sorting.

## 1.13 Save.

DIAL BOOK SAVING.

~~~~~

Clicking [SAVE], the dial book will be saved as "S:TM.dial", replacing an existing one.

1.14 Load.

DIAL BOOK LOADING.

~~~~~

Clicking [LOAD] will appear a file requester. Enter the name of the database to load and click [OK].

## 1.15 New.

NEW DIAL BOOK.

~~~~~

Clicking [NEW], and then [OK] to the delete the current dial book in RAM.

1.16 TSI (Telemako Script Interpreter)

TSI.

~~~~~

-----  
 WARNING: This section is still in debugging, so use it with care.  
 No error message is showed if you do a mistake, but it's  
 no dangerous. Just you don't know about it.  
 -----

A TMS file script is just an ascii file written to be interpreted by the internal Telemako Script Interpreter. To execute a script, there're three ways:

From TERMINAL:

- » using the sequence <Amiga + I> will appear a requester where insert the name of the file to execute.  
 With <Amiga + Shift + I> an interrupted one will be continued.

\*NEW\*

- » Using <Ctrl + FKEY>, where FKEY is a function key that contains a script (see  
     Function keys  
     ).

From DIALER and TERMINAL:

- » Executing a record that have the path and name of a script file (terminating with ".TMS").

The execution can be stopped pressing and keeping pressed the left mouse button and pressing the right button too. Just pressing the left button is possible to skip a command in the script that is waiting for a byte from the serial.

The scripts can be edited with a normal text editor, like the system's Ed, and saved with the extension ".TMS". The maximum lenght should be 20 kilobytes.

A script can contains:

---

- LABELS : they're strings without spaces and terminating with a colon ":".  
Used for jumps.
- INSTRUCTIONS : strings that cause actions (generally to the serial port).
- PARAMETERS : instructions can have parameters like this:
  - nc NUMERIC CONSTANT : any 32 bit number
  - nv NUMERIC VARIABLE : a variable from N1 to N6;
  - sc STRING CONSTANT : strings between quotes;
  - sv STRING VARIABLE : a variable from A1 to A6;

Here the instructions list:

- 
- PUT sc/sv  
Send sc/sv.
  - PUTCR sc/sv  
Such us PUT, plus a carriage return.
  - GET sv  
Get a byte from serial and put it into sv.
  - GETN sv nc/nv  
Wait for nc/nv bytes and put them into sv.
  - WAIT sc/sv  
Wait for the string sc/sv.
  - SKIP nc/nv  
Wait for nc/nv bytes.
  - LET nv nc/nv  
LET sv sc/sv  
Put nc/nv (sc/sv) into nv (sv).
  - ADD nv nc/nv  
Add to nv the value of nc/nv.
  - ADD sv sc/sv  
Merge to sv the string sc/sv.
  - SUB nv nc/nv  
Subtract nc/nv from nv.
  - SUB sv sc/sv  
Subtract the string sc/sv from sv.
  - INC nv  
Increment nv of 1.
  - DEC nv  
Decrement nv of 1.
-

- 
- NTOA sv nc/nv  
Convert nc/nv into a string and put it into sv.
  - ATON nv sc/sv  
Convert sc/sv into a number and put it into nv.
  - RND nv nc  
Put in nv a random number between 0 to nc.
  - CHR sv nc/nv  
Put into sv the ASCII code of nc/nv.
  - INKEY vs  
Put into vs a char from the keyboard, if pressed.
  - WAITKEY  
Wait for a keypress.
  - WAITKEY vs nc/nv  
Wait for nc/nv characters pressed from the keyboard and put them into vs.
  - GOTO label  
Jump to label. If not found, the execution will be stopped.
  - IF nc/nv nc/nv label  
IF sc/sv sc/sv label  
Jump to label if the first parameter is equal the second.
  - MWAIT sv  
Allow multiple WAIT; sv begin a particular variable, usable only with the instruction MIF.  
MWAIT wait for a char from the serial and put it (in a particular way) into sv.
  - MIF sv sc/sv label  
Jump to label if sc/sv is equal to sv.  
To use in conjunction with MWAIT.
  - PRINT sc/sv  
Print on video sc/sv.
  - DELAY nc/nv  
Wait for (nc/nv)\*0.02 seconds.
  - BELL  
Do a bell signal.
  - LOGOPEN sc/sv  
Open a logfile. sc/sv is the pathname.
  - LOGWRITE sc/sv  
LOGWRITE  
Write sc/sv onto the file opened with LOGOPEN.  
Without parameter, write a CR.
  - LOGCLOSE
-

Close the log file.

- FSEL sv  
Appear a file requester. The selected name is put into sv.
- MONITOR ON/OFF  
ON shows the interpreted strings.  
OFF stops it.
- SHOW ON/OFF  
ON shows in prestel all the data got from the serial.  
OFF stops it, doing the execution faster.
- SYSTEM  
The script execution is stopped, and return to terminal mode.  
Is possible continue it manually using the sequence <Amiga + Shift + I>.
- TIMER nc/nv  
Is similar to SYSTEM, but the execution continues automatically  
after nc/nv fifties seconds.
- END  
Stop the interpreting.

## 1.17 Editor.

EDITOR.

~~~~~

Take a look to the interface....

Input/output operations.

First of all, it's necessary to enter the name of the file to load/save.

- SAVING A PRESTEL SCREEN
Select [SCRN], select between an extended [EXTE] or compressed saving
[COMP] and click [SAVE].
- LOADING A PRESTEL SCREEN
Just select [SCRN] and click [LOAD].
- SAVING A RANGE
Select [RNGE], select [COMP] or [EXTE], and click [SAVE].
- LOADING A RANGE
Just select [RNGE] and click [LOAD].
The data will be stored into the range buffer.
- SAVING/LOADING AN IFF SCREEN
Select [IFF] and click [SAVE] or [LOAD].
When load, automatically is popped to front the convert screen.

Other operations.

-
- » [PAGE > BUFFER] (Amiga C)
Copy the actual page into the page buffer.
 - » [PAGE <> BUFFER] (Amiga J)
Do a swap between the buffer and the page.
 - » [PASTE RANGE] (Amiga R)
Paste onto the page what is present into the range buffer.
 - » [PAGE UP] (Shift <BACKSPACE>)
Do a scroll up of the page.
 - » [PAGE DOWN] (Shift <RET>)
Do a scroll down of the page.
 - » [DELETE LINE] (Amiga X)
Delete the line underneath the cursor.
 - » [PRINT] (Amiga P)
[GET] (Amiga G)
[#][#]
[#][#]
[#][#]
Click [PRINT] to print the graphic char represented by the "#".
Click [GET] to set the "#" like the char under the cursor.
 - » X: () Y: ()
Show the cursor coordinates.
NEW
If a graphic function is selected, the prestel coordinates (80*72)
of the pointer are showed.
 - » CODE: [] (Amiga D)
Show the code of the char under the cursor.
Is possible to enter a code manually clicking on this gadget.
 - » [SHOW]
Cause the showing of the ESC codes as yellow and black chars.
 - » [CLEAR] (Ctrl L)
Clear the page.
 - » [RDRAW] (Amiga W)
Do a page refresh.
 - » [EXIT] (Amiga ESC)
Return to terminal.
Note the shortcut <AMIGA + ESC>, instead of the usual <ESC>.

Graphic operations.

- *NEW* » [DOTS]
Pressing the left mouse button to plot or the right to erase
is possible draw freehand on the screen.
-

- *NEW* » [LINES]
Do lines.
- *NEW* » [BOXES]
Do boxes.
Holding pressed <Shift>, will be drawn square boxes.
- *NEW* » [BARS]
Do filled boxes.
- *NEW* [CIRCLES]
Do ellipses.
Holding pressed <Shift>, will be drawn circles.
- *NEW* » [CUT]
Cut an area from the screen and copy it into convert screen.
- *NEW* » [PASTE]
Paste the previously cutted are.
- *NEW* » [MIX]
Mix the area cutted.
- *NEW* » [UNDO]
Undo the last GRAPHIC operation.

Convert operations.

- » [PRESTEL SCREEN/CONVERT SCREEN]
Select what screen must be showed.
The prestel screen is the default screen where all operations normally are showed.
The convert screen is the screen where the IFF images to convert are loaded.
The area to convert is represented by a square. You can place it by using the right mouse button.
- » [START CONVERSION]
Start the conversion of the selected area, in black and white.
Is better to use images in 320*200 and two colors.

Keys functions.

- » Amiga H : cursor at home.
 - » <Back space> : do a back space.
 - » : do a delete.
 - » Shift : do an insert.
 - » Right mouse button : place the cursor.
-

- » Left mouse button : do a snap.
 - » F1 - F10 : such as in terminal.
 - » Shift + F1 - F10 : such as in terminal.
 - » Ctrl + F1 - F10 : such as in terminal.
NEW
Show the script, if the FKEY contains it.
 - » Ctrl + <up>/<down> : move the interface screen up/down.
- *NEW*
- » Shift + <CursRight> : cursor to extreme right.
 - » Shift + <CursLeft> : cursor to extreme left.

1.18 Capturer.

CAPTURER.

~~~~~

Take a look of the interface...

- » [PAGES/FULL]  
Select the capture type:
  - [PAGES] When a CLS code occurs, the entire page is captured.  
Captures are longer than the full one, but faster in viewing. Good to capture drawings.
  - [FULL] Any character taken from the serial is captured.
- » BUFFER [19200] [<] [>]  
Set the capture buffer for the input/output operations.
- » [SEL] ['file name' ]  
Use this to select the capture to see/make.

Making capture

Viewing capture

» [X] (ESC)

Go to terminal.

## 1.19 Capture MAKE.

M A K E.

~~~~~

- » [START]
Start a capture.
- » [CLOSE]

Close the capture.

- » [PAUSE]
Pause/unpause the capture. In terminal, use <Amiga + P>.

1.20 Capture SEE.

S E E.

- ~~~~~
- » [LOAD]
Load a capture. Be sure to select the right type (full or page) for the capture you want to see, 'cause the program can't identify it automatically.

See a Page capture

See a Full capture

1.21 see page capt.

SEEING A PAGE CAPTURE.

- ~~~~~
- » [....]
In this gadget are visible the number of the actual page. You can select one too with it.
 - » [<] [>]
Show the previous/next page.
 - » [SAVE PG]
Save the actual page.

1.22 see a full capture.

SEEING A FULL CAPTURE.

- ~~~~~
- » POS [.....]
Show the actual position bytes. You can jump anywhere in the capture using it.
 - » [<|]
Jump to the last CLS occurred, but only through the buffer in memory.
 - » [>]
Forward a single step.
 - » [>>]
Fast forward, until a mouse press or a CLS.
-

- » PAUSE WHEN CLS [/]
Do/Undo a pause with FFWD when a CLS occurs.

1.23 Sender.

SENDER.

~~~~~

The sender allow you the upload of prestel or ASCII data.

I think it's really easy to use. Here just some explanation about the interface:

- » [DELAY]  
Sets the delay for the sendings.  
-----  
This value has effect for all the operations, even out the sender.  
-----
  
- » [NO CONV./LF -> CR/CR -> LF]
  - [NO CONV.] Normal sending.
  - [LF -> CR] Send a CR instead of LF.
  - [CR -> LF] Send a LF instead of CR.
  
- » [# -> #/# -> @]
  - [# -> #] Normal sending.
  - [# -> @] Send a code 64 instead of code 127.

## 1.24 Settings.

SETTINGS.

~~~~~

The interface has five main groups:

Colors

Function keys

Serial

Misc

Config

- » STOP BIT [0/1] Set the stop bits.
Default 1.

1.28 Misc.

MISC.

~~~~~

- »~[NO BELL/BELL x] Change the sound to play when a bell code is received.  
[NO BELL] = no sound.
- » [CURS. ON/OFF]   Set on/off the acknowledgment of the code CTRL T,  
used to turn off the cursor.  
[CURSOR ON] sets the cursor even on.
- » [ESC ON/OFF]     Set on/off the processing of the esc codes.

Other shortcutted-only options are:

- » Amiga+U            To change the way how the interface screen appears.
- » Amiga+D            Set on/off the prestel double height.  
Set it to off if the program fails without a  
plausible reason, expecially during graphic  
operations.  
{This happen on some A500 machines, 'cause the  
Amos SetFont istruction is bugged, I think. NdJEM }

## 1.29 Config.

CONFIG.

~~~~~

- » [SAVE] The active configuration is saved as "S:TM.setts".
Even this parameters are saved:
- the SENDER settings;
 - the CAPTURER settings;
 - the interface screen position;
- » [USE IT] (ESC)
Return to terminal mode.

1.30 Greetings.

GREETINGS.

~~~~~

The most interesting text of this docs :-)

---

I wish to thanks, without orders:

- DEI MANES, the main user, beta tester and a great friend.  
As well as he's the main programmer of most of the TSI algos.
- NIKO, another big 8-) great friend! Thanks for his suggestion about the design of the interfaces.
- FOX, my first real registred user!! It was great to find me some important programs to write this version.
- Giuseppe "SOLOMETALLO" Reale, another great friend!
- The ARCHIMEDE chat, actually down, sigh! I hope it can be active as soon as possible!
- Papa', mamma, and my ballsbreaker sистер :-;

And.....

```

++dmitrij; Panathlon Darkman Squilibrio Pizzaman
  Sysadm Etrusco Yomo John Connors Perla Ali
Maxx Joe Monnalisa Daphne Alexx Piergiorgio
  Teppista DessertLaRossa Luna Wizard Anais Tenax
Sirio Simulman Pepe Trilly Amigo Roby Luna Laser
  Arctic Frac' Ace Alberto Spiderman Skynet
Digital Boy Croccky Andy SR Francy Cobalto The Eagle Margo
  Black Jack (owner of the chat where I did the page capture)

```

...and everybody I've forgot (really sorry if I did it!).

## 1.31 Misc.

MISCELLANEOUS.

~~~~~

I started to write Telemako in March 1994.

The following software were used:

- AMOS 2.0 and COMPILER 2.0 , naturally :-)...
- Cloanto Personal Font Maker 1.0 for edit the fonts.
- Deluxe Paint IV for all the graphics.
- HEX to make some binary editing.
- More than four programs written by me to edit the interfaces etc.
- Kick Pascal 2.0 to edit this docs (!) ;-)

The machine was an Amiga 500 plus with 2 megas, and nothing else.

Actually I know these bugs:

- a non-full management of the double-height
 - a software-failure (!) if a bell occurs while another program is playing somethin' else.
- Set [NO BELL] if have trouble with this.

The program was tested with an A600 with 2mbytes and a 420MB HD, with an A1200 with a 42MB HD.

With my 500 gives problems if the double-height is setted on.

The future of this programs depends on how much interesting I riceve for it. So, don't be afraid to write me what you think about it.

```
=====
I really would like to implement a minimum of TELETEL (Cept 2)
emulation, but I don't have the documentation about this standard.
If someone know where is possible find it, please write me!!
I will grateful to him for life!!
=====
```

1.32 Distribution.

DISTRIBUTION.

~~~~~

The DEMO version is freely distributable.  
 No file must be altered or deleted into the "TELEMAKO.LHA" archives.  
 No profite is permitted for its distribution.

```
=====
Will be really appreciated the notice about the program's publication
in cover disks, or the review from magazines etc.
This apply expecially for editors.
=====
```

The REGISTRED version is strictly reserved to a personal use.  
 The copy to other persons is FORBIDDEN .

```
=====
IN NOCASE THE AUTHOR IS RESPONSABLE ABOUT DIRECT OR INDIRECT DAMAGES
CAUSED BY THE USING OF TELEMAKO.
=====
```

## 1.33 Registration.

REGISTRATION.

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To get the registred version of Telemako is needed a payment of 10\$ (ten U.S.D.) or italian Lit.14.000.
 Also is possible to exchange the program with the equivalent amount in blank marked disks, audio or VHS cassettes, CD/LP of heavy metal or latest techno music and guitar tablature of Manowar, Nirvana, Iron Maiden, Scorpions...

To receive the program is necessary send me your form of payment to the address below, including the registration module

.

It's better first contact me (JEM) at one of these addresses:

- ARCHIMEDE NUA itapac 2551604400
 Videotel *52181#
- QSD NUA itapac 0208057040540
- cimitile@economia.dms.unina.it

Or write to my address:

Giuseppe Mignogna
via Marconi, 62
86016 Riccia (CB)
ITALY

1.34 Registration module.

NAME

SURNAME

ADDRESS

.....

PHONE

E-MAIL

AMIGA OWNED AND CONFIGURATION:

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HOW DID YOU GET TELEMAKO DEMO?

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SUGGESTIONS:

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I REGISTER MYSELF ENCLOSING:

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1.35 Demo.

DEMO RESTRICTIONS.

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Here the differences between the demo and the registred version:

- Isn't possible to save a page or a range in ext. or comp. format.
- The maximum lenght of a saved f-key is 40 bytes.
- The maximum lenght of a range to send is 40 bytes.
- These TSI's istructions don't work:
  - » LOGOPEN, LOGWRITE, LOGCLOSE;
  - » SYSTEM;
  - » TIMER.