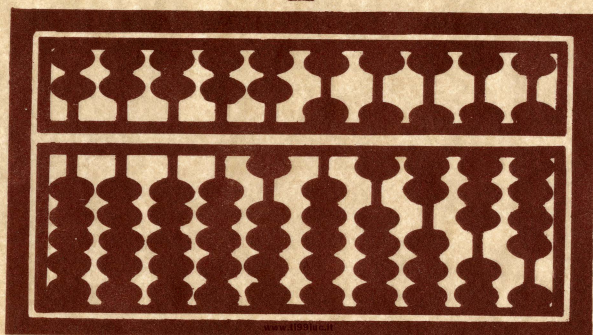


[illegible]

- TI-99/4A Console
- Optional Cassette
- Optional Printer

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CONSOLE CALC...Introduction

Congratulations on your purchase of a fine cartridge based spreadsheet. This program was written by Galen A. Read and is distributed by Databiotics, Inc. of Southern California.

Any owner of a TI-99/4A home computer can use this versatile program with the minimum system configuration listed below:

TI / 99 4A Home Computer

Cassette Memory System

CONSOLE CALC can also use any or all of the following

Optional devices:

32K Expansion Memory: This increases the overall size of a CONSOLE CALC spreadsheet.

Disk drive.....: For faster Load and Save times than with cassette.

Printer.....: With a printer you can produce a permanent copy of work done with CONSOLE CALC.

RS232.....: This is required for printing except with CONSOLE CALC+ with built-in printer port.

What is a spreadsheet?

A spreadsheet is a sophisticated calculator that can perform a multitude of calculations. You can analyze What-If situations quickly such as investment portfolios. Working out a budget or checkbook balancing, or checkbook reconciliation, or calculation of business versus private expenses on a trip is much simpler with a spreadsheet. I am sure you can see that a spreadsheet can be invaluable for many day to day calculations.

What are Cells?

The spreadsheet must have some way of knowing what numbers you want calculated. These numbers are contained in cells.

The spreadsheet can be thought of as a grid which contains numbers and text. The width is divided into many sections. Each section is called a column. The height is also divided into rows. Where each column crosses a row, a cell is created. Much like a checkerboard. Each cell is 12 characters wide. Inside the intersection, or Cell, may be a text, a number, or a formula describing a calculation to be performed by the spreadsheet.

Why use Cells?

Since each cell can be accessed directly, you are virtually unlimited in the type of calculations that can be done.

By simply changing a value within a cell, you can obtain your new answer without reentering all the other information as you would if using a calculator.

What is a Cell Name?

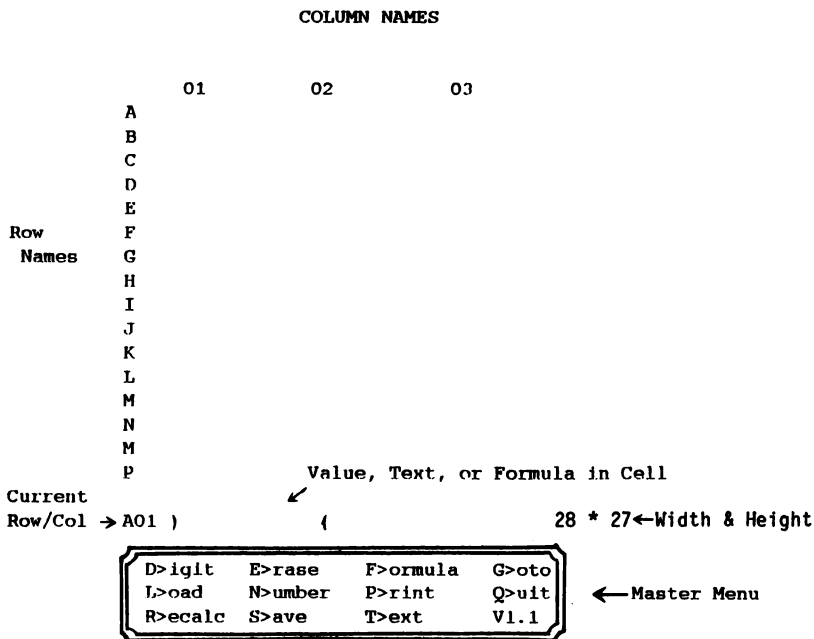
A spreadsheet would be useless unless you could tell it which sections you want to use. For this reason, each Cell has a unique name.

Imagine a blank piece of paper. Draw a line from the left to the right side. Continue drawing lines below this until the page is full. Now label the top line with a Capital "A", the next line with a Capital "B", etc. until all the lines are labeled. Each of these lines now has a name. Do the same from top to bottom except instead of labeling the up-down lines with letters, use numbers. Each place where a left-right line (row) crosses an up-down line (column) a cell is created. And by using the labels we have given each line, we can describe any position on the paper. Or in the case of CONSOLE CALC, any position within the spreadsheet.

CONSOLE CALC....Introduction

The Console Calc Screen

When you first load the Console Calc program you will see the following screen:



The cell which is currently active will be seen as Reverse Video so you can quickly identify it.

Each command in the Master Menu has the first letter as a Capital, a separation marker, then the rest of the word. To select any of the commands, simply press the first letter of that particular command. Page 5 contains a Quick Reference Guide for your use.

CONSOLE CALC....Commands

Quick Reference Guide

	<u>KEY</u>	<u>FUNCTION</u>
Character Commands	FCTN 1	Delete single character
	FCTN 2	Insert single character
	FCTN 3	Clear input field
Move Screen Window	FCTN 4	Window down
	FCTN 5	Window right
	FCTN 6	Window up
	FCTN 9	Exit from command entry
Move Cursor	FCTN D	Cursor right
	FCTN E	Cursor up
	FCTN S	Cursor left
	FCTN X	Cursor down
	FCTN =	Quit
	CTRL 3	Change screen/text color
Formula Entry Only	CTRL A	Inverse tangent (ARC-TAN)
	CTRL C	Cosine
	CTRL L	Logarithm
	CTRL S	Sine
	CTRL T	Tangent
	FCTN 8	Square
	CTRL /	Square root
Move Screen Window	CTRL E	Window up
	CTRL X	Window down
	CTRL S	Window left
	CTRL D	Window right
	CTRL W	Change spreadsheet size
	E	Erase spreadsheet
	F	Enter formula
Master Menu Commands	G	Goto specified row/column
	L	Load spreadsheet from cassette or disk
	N	Enter number
	P	Print spreadsheet
	Q	Quit Console Calc
	R	Recalculate spreadsheet
	S	Save spreadsheet
	T	Enter text

CONSOLE CALC....Commands

The D>igit Command:

After selecting the D>igit command, Pressing key one through nine and pressing the ENTER key, fixes the display to that many digits to the right of the decimal place. When zero is chosen a decimal place is shown only when the number is a fraction.

The E>rase Command:

E>rase clears CONSOLE CALC of all data. Select by pressing the E key then pressing the ENTER key. Confirm this command by pressing "Y", or return to an unchanged spreadsheet by pressing either "N" or FCTN-9.

The F>ormula Command:

Console Calc will recognize up to a twelve character formula. When a formula exists within the cell, that formula will be displayed in the entry field.

The following list gives the operations and an example of the syntax used for each.

Operation	Syntax Example	Description
* Addition	B02+C03	Adds Cell B02 to Cell C03
* Subtraction	X05-T14	Subtracts Cell T14 from Cell X05
* Division	V19/Y01	Divides Cell V19 by Cell Y01
* Multiplication	B07*C05	Multiples Cell B07 by Cell C05
* Involution	D11 A17	Raises Cell D11 to the power of Cell A17
Sum (Column)	+A01:D01	Gives Sum of Cells A through D in column 01
Sum (Row)	+b02:b10	Gives Sum of Cells 02 through 10 in row b
Arc-Tangent	CTRL Ac12	Inverse Tangent of Cell c12 in Radians
Cosine	CTRL CI06	Cosine of Cell I06 in Radians
Logarithm	CTRL Lf25	Logarithm of Cell f25 in Radians
Sine	CTRL SE16	Sine of Cell E16 in Radians
Square	FCTN 8h04	Square of Cell h04
Square Root	CTRL /W14	Square Root of Cell W14
Tangent	CTRL Tn07	Tangent of Cell u07 in Radians

All formulas are calculated left to right.

Those operations with "*" next to them may be used to create multiple operation formulas. All others must be used as individual formulas. And, the result from a formula may be used in another calculation.

CONSOLE CALC....Commands

The F>ormula Command: (Continued)

An example of a multiple operation formula might be:

C01+d14/R16

This formula divides the sum of Cells C01 and d14 by Cell R16.

The G>oto Command:

Press the G key to select the G>oto command, Type a valid cell name then press the ENTER key, this will position the Reverse Video cursor and internal markers to that cell.

The L>oad Command:

To load a stored spreadsheet from cassette or disk with this option, press the L key.

CS1 is the default device name which is shown in the entry field. When loading from a different device, type the new device name. The device name may have a length of up to twenty two characters.

When loading from cassette, "WORKING" appears mid-screen during cassette access, however, the screen is clear while CONSOLE CALC is placing data into memory.

Only files saved with CONSOLE CALC will load properly.

The spreadsheet loaded is displayed an the Master Menu is re-displayed after the L>oad has completed.

CONSOLE CALC....Commands (Continued)

The N>umber Command:

When the N>umber command is selected, any valid numeric data (ie 1.65, or -30) can be entered.

The entered data must begin at the leftmost side of the entry field and is limited to twelve characters including the minus sign "-" and decimal point ".".

The P>rint Command:

This command can print a DISplay/VARiable 80 file (Word Processor compatible) to a disk or cassette. Or, a copy of the spreadsheet may be sent to a printer. Each page is six columns wide and extends down to include all rows. The number of pages printed depends upon the width of data within the spreadsheet. If there is data within only the first six columns, one page will be printed. When the data extends past the sixth column another page will then be printed including columns 07 to 12. A third page is printed when data extends past column 12, etc. This will continue until all columns containing data are printed.

Note: After typing the device name, i.e. PIO then pressing the ENTER key, Concole Calc will place a message on the screen:

ROW/COL Y/N?

If Y is entered then the row and column headers are not printed out. If N is entered then the rows and columns are printed.

The Q>uit Command:

Q>uit returns to the Main Title screen of the TI. Select Q>uit by pressing the Q key, then Press "Y" to confirm this command or return to CONSOLE CALC by pressing either "N" or holding the FCTN key down and pressing the 9 key.

The R>ecalc Command:

Recalculation of the spreadsheet is performed immediately when "R" is selected from the Master Menu. Recalculation is performed on each column starting at row "A" through ending row then resumes with the next row/ column until all active cell contents have been processed.

CONSOLE CALC....Commands

The S>ave Command:

Save to cassette or disk with this option.

CS1 is the default path name which is shown in the entry field. When saving to a different device, type the new path name. The path name may have a length of up to twenty two characters.

When saving to cassette, "WORKING" appears mid-screen during cassette access, however, the screen is clear while CONSOLE CALC is searching memory for data to save. The data is stored as an INTERNAL /FIXED 128 file. Though this is the same type of file used by Multiplan, the information is NOT interchangeable.

The Master Menu is re-displayed after S>ave has finished.

Note: The path name for cassette is: CS1
The path name for disk is: DSKn.filename
or: DSK.diskette_name.filename

Where: n = 1 to 6

Where: diskette_name is the name of the diskette

Where: filename is the name of the file

The T>ext Command:

After selecting the T>ext command (press the T key), up to twelve valid text characters including numbers can be entered.

When a number or text exists in the current cell, that information is displayed in the T>ext entry field.

Numbers entered through the T>ext command will not be used in calculations.

CONSOLE CALC....Sample Spreadsheet

Gas Mileage Calculator

This is a fairly easy spreadsheet designed to help you get a feel for CONSOLE CALC.

[[

To calculate Miles per Gallon, take the number of miles driven divided by the amount of gas in gallons. Lets say you take a 200 mile trip and your car has used 9.5 gallons. What is the mileage per gallon?

If you are just becoming familiar with CONSOLE CALC, you will want to remember the Inverse Video (highlighted) cursor is moved with the function arrow keys, and the current cell name and contents are shown just above the Master Menu on the left side.

- STEP 1: Power-up computer and select CONSOLE CALC.
- STEP 2: Press "T" then type "Miles driven" and press the ENTER key.
- STEP 3: Move cursor down to Cell B01.
- STEP 4: Press "T" then type "Gallons used" and press the ENTER key.
- STEP 5: Move cursor down to Cell C01.
- STEP 6: Press "T" then type "Miles/Gallon" and press the ENTER key.
- STEP 7: Move Cursor up and to right to Cell A02.
- STEP 8: Press "N" then type "200" and press the ENTER key.
- STEP 9: Move cursor down to Cell B02.
- STEP 10: Press "N" then type "9.5" and press the ENTER key.
- STEP 11: Move cursor down to Cell C02.
- STEP 12: Press "F" then type "A02/B02" and press the ENTER key.

To change the number of miles driven or gallons used, move the cursor to A02 for miles driven or B02 for gallons used then press "N", type new number and press the ENTER key. To have the new values calculated, press "R" to R>ecalc the spreadsheet.

For example, you have used 11.65 gallons after driving 304 miles. First move the cursor up to Miles driven (Cell A02), press "N" and enter new mileage (304). Move the cursor down to Gallons used (Cell B02), press "N", enter new gallons used (11.65), then press "R" to recalculate.

GAS MILAGE CALCULATOR

The Gas Milage Calculator spreadsheet entered from the previous page is depicted below.

	01	02	03
A	MILES DRIVEN	200.00	
B	Gallons used	9.50	
C			
D			
E			
F			
G			
H			
I			
J			
K			
L			
M			
N			
O			
P			

A01) (28

D>iquit	E>rase	F>ormula	G>oto
L>oad	N>umber	P>rint	Q>uit
R>ecalc	S>ave	T>ext	V1.1

LIMITED WARRANTY

YOUR RIGHTS AND OURS

This product is yours - not ours - you paid for and you own it. You may sell this product without notifying us. However we retain copyright and other property rights in the program code and documentation.

We think this policy is fair to you and us, please abide by it. We will not tolerate distribution of this product by any other means.

LIMITED WARRANTY

In return for your understanding of our legal rights, we guarantee this product reliably perform as detailed in this documentation, subject to limitations here described, for a period of thirty days. If this product fails to perform as specified, we will either correct the flaw(s) within a period of 30 working days of return or let you return this product to the place of purchase for a refund. If your retailer does not cooperate, return this product to us. While we can't offer more cash than we received for the product, you have this choice: 1) Cash refund of the wholesale price. 2) You may have a merchandise credit for the retail price which can be applied to any of our products. Any product returned must include date and proof of purchase, the original product and all packaging and documentation.

If the product is defective within the warranty period return it to us for a free replacement.

We cannot be responsible for any damage to your equipment, reputation, profit-making ability or mental or physical condition by the use or mis-use of this product.

Under no circumstances will we be liable for an amount greater than your purchase price.

Some states do not allow limitations on how long an implied or express warranty lasts, or the inclusion or limitation of incidental or consequential damages, so some of the above limitations or exclusions may not apply to you.

FEEDBACK

Customer comments are VERY important to us. Please let us know how you consider the product.

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