



REMIND ME!

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This Program is assumed to be: "ABANDONWARE"
Manual Converted & Updated in November, 2013

With Remind Me!, you can track appointments, be reminded of monthly meetings as well as other things on your personal “to do” list and much more. The following files are included in the “disk image”:

CHARA1	- you may substitute your favorite character set if you like.
LOAD	- Extended BASIC loader for Remind Me!
REMIND	- the Remind Me! program.
REMIND-SC	- the Super-Cart version of Remind Me!

Clocks Supported

The program supports and recognizes the following Real Time Clocks:

- 1) The CorComp clock (both the Triple Tech and the standalone).
- 2) The MBP clock.
- 3) The clock designed by John Clulow.
- 4) The MYARC 9640 computer's clock.

If you have one of these clocks installed, the current time will appear below the date you are editing. When first entering the program, it will automatically enter a default month and year for you as read from the clock.

Getting it running

Use the E/A 5 or a similar loader to load REMIND or REMIND-SC. Some loaders available are; TI-Writer, BA-Writer, 4A DOS, Funlweb, MENU, BOOT, EXEC on the 9640, or any extended basic loader such as ones developed by Barry Boone, Peter Hoddie, and many more. For the programs first run, put the diskette, or image files in DSK1. The configure option of the program will allow you to change it to any drive after it's running.

Once the program is running, enter a date, and the drive number you'd like to use to store data on. If a clock is present, the default date is entered, and you are prompted for a drive number. To use another date, press the up arrow.

Menu Options

The menu options are: **L**oad, **S**ave, **P**rint, **E**rase, **F**ind, **C**onfigure and **B**ye

Load

When you first start up the program, you will be asked to enter a working month and year (*if you don't have a Real Time Clock*). This data file will be loaded from the default drive, if it exists. To load another month's data file, select the Load option from the main screen. Note that loading a new data file will erase the current file in active RAM, so it's recommended that you save your data to the storage device first. Load will prompt you for a new month number and year. Enter this data the same way you do on the start-up screen and then the file will be loaded. If you simply want to clear out memory for the current date, use the Load option, but specify a disk drive number that does not exist. The program will clear out all data for the current month, but since it can't load a new file, the current month will be cleared.

Save

Selecting the Save option from the main screen will cause all data entered for the current month to be saved on your storage device. The file will be saved to the default drive as set at program start up (or on the Configure screen). The file is saved in Display/Variable 80 format, and the name of the file will be of the format MO/YEAR. For example the file for July 1987 would be 07/1987. Feel free to press 'S' anytime for a quick save. If you'd like to save your data to an alternate drive, for archival purposes or whatever, press 'A' anytime instead, and you'll be prompted for the alternate drive number.

NOTE: There is a file incompatibility issue between files saved in Classic99 and those saved on a real TI. In Classic99 a tilde (~) is used to separate the month and year, on a real TI-99/4A the slash (/) is used. A file created in emulation will not be read on a real TI and vice-versa.

Print

The Print option from the main screen allows you to print a report of the entire month or for part of a month. Set your print device using the Configure screen. This device can be anything that is capable of supporting a DIS/VAR 80, including a disk file. The report is printed in a two column format. You are prompted for a start and end date. Both Function 9 and Function E (back arrow) are available at this prompt. Before the report is sent, the printer codes set up on the configure screen will be sent. Be sure to have your paper set in the printer at the top of the form as the program sends a form feed character (ASCII 12) every 62 lines to skip over the perforation. To abort printing while in progress, press Function 4. Remember, to print out the reminders for just one day, simply go to that date, open its window, and press Control P.

Find String and Erase

The find command lets you quickly search for a particular word or phrase. To access this command, hit F from the main screen, you'll then be prompted for a search string. The search string can be up to 24 characters long. Note that you cannot enter text in lower case letters. The program ignores character case when performing a search, and this will not affect the search in any way. To begin a search, press ENTER. Almost instantly, a check mark will appear in the lower right corner of every date that contains your search string. You may now move the date pointer to any of these dates to check the contents of each date. The check marks will not be erased until you use the Erase option. To do this, simply hit E from the main screen and all check marks are cleared. Because check marks are not cleared with every search, you can search for several strings in a row, and see all dates that include these words.

Configure

The configuration screen will allow you to tailor the program to your particular systems characteristics. To enter the configure screen, press "C" from the main screen. To move between the different data fields in the configure screen, use the arrow keys.

The first item you are prompted for is your printer name. Enter the same device name here as you would use with the TI-Writer PF (print file) option.

The next item is printer reset control characters. Up to seven numbers may be entered at this prompt. These codes are sent to your printer every time you use the Print option to set the printer to a known state. You can use this option to set up a particular typeface on your printer, for example. Enter the values of the ASCII codes for the characters you want sent in DECIMAL. For example, to reset an Okidata printer enter an 18 and space through the remaining positions. For an Epson or Gemini printer enter 27, then 64, and space through the other five positions. In modern systems, you just may wish to eliminate all the codes.

When printing a report, horizontal and vertical lines are used. These are set to the super-colon (|) (ASCII 124) for the vertical character, and the dash (-) (ASCII 45) for the horizontal character. If your printer has some special graphics characters available, you may wish to use these instead.

Next you can set the default screen and text colors. Simply enter the color codes as numbers from 1 to 16 as used in TI BASIC.

The default drive number is the next item that is prompted for. This is the drive that your data files will be saved to and loaded from. Also, when Remind Me! starts up it will search this drive for a CHARA1 file. Note that you can enter any drive number from 1 to 9, or DSKR for the Foundation RAM disk.

Finally, you are prompted for the default month and year. If you have a clock card, the month will always be provided for you. If you have a MYARC 9640 computer, or a CorComp clock the year will also be provided. If you have a Clulow or MBP clock, the month will be provided but you must enter a default year here. If you have no clock, the date and year you enter here will be provided as the defaults each time you load the program. By changing this data once a month, the correct default month and year will always appear when you start the program.

When you have filled in all the Configuration data to your satisfaction press Function 9. You will be prompted for a drive to save the REMIND file to. If you don't want to save defaults, press Function 9 again and you will be returned to the main screen. To save the program, enter the drive number to save it to and press ENTER. The complete REMIND file is created again on the disk. Make sure that you do not save this file over your original copy of Remind Me!. Because Remind Me! saves the entire program out to disk with the defaults, there is no need to waste time loading a default file each time you start up Remind Me! or to keep track of an extra default file.

Bye

To protect you from accidentally erasing your data, the program deactivates the quit key (Function +). To exit the program press B from the main screen, you will be prompted to verify this by pressing B again. When you exit the program any unsaved data will be lost, unless you Save before leaving the program. As an added precaution, if data has been edited since your last save, you are asked if you'd like to save your data before exiting.

The Reminder Editor

When in the reminder editing window, you may simply type text into the window much as you would with TI-Writer. There is no word wrap at the end of a line. The arrow keys are active so you can up, down, left, and right to edit text. Function 1 will delete the character under the cursor. Function 2 turns insert on, just like in the TI BASIC line editor. Function 3 deletes the current line of text and pulls up all lines below it as in TI-Writer. Function 8 inserts a blank line and pushes all following lines down. Function 5 will pick up a copy of the current line, and Function 6 will drop the last picked up line. Note that Function 5 will remember that last line picked up, regardless of screen so it can be used to conveniently move short notes from one day to another. To print the contents of an edit window, press Control P. When you are done editing a window, press Function 9 to exit..

The Scratch Pad

A special window has been included to allow you to keep quick notes during a particular session. The scratch pad is not saved when you use the Save command, nor is it destroyed when you use the Load command. When you exit the program, the contents of the scratch pad are lost. To access the scratch pad hit the space bar from the main screen. The scratch pad can be edited just like any other day. By using the scratch pad together with the Function 5 and Function 6 keys, complete reminders can be copied from one day to another, or from month to month..

Super-Cart Version

A version of the program has been provided that can be loaded into a "Super-Cart." A super-cart is basically an Editor/Assembler cartridge with 8K of battery backed RAM added at >6000.

To load the Super-Cart version of the program simply run the file called "REMIND-SC" from the Editor/Assembler option 5 of your super-cart. When you reset your computer, the program will appear as an option on the main menu. If your Super-Cart is battery backed up, this will be available every time you turn your computer on. The Super-Cart version of the program functions exactly like the normal version with 2 minor exceptions. First, a CHARA1 file must be available on the default drive when you run the Super-Cart version. Secondly, when you use the save option at the end of the Configure screen the file saved out is the Super-Cart version of Remind Me!, namely the file REMIND-SC rather than just REMIND.

Technical Notes

The REMIND file is an 8K Editor/Assembler option 5 program. It loads into memory at >A000. It uses all of high memory and part of low memory for buffers. The Super-Cart version loads in at >6000 but still requires a 32K memory expansion to operate.

Output files are in D/V 80 format, so that they may be easily manipulated by other programs (data bases or sort programs, for example). The maximum length of each record is 39 characters. The first character is the ASCII code for the day of the month. For example, in record for the 9th of the month, the first character would be an ASCII 9. The remainder of the record is the text for that line. There can be up to 12 consecutive records for any given date.

The keys

FCTN 1	delete character under the cursor
FCTN 2	insert mode on
FCTN 3	erase line
FCTN 5	pick up line
FCTN 6	drop the line
FCTN 7	help (just kidding)
FCTN 8	Insert line
FCTN 9	back
SPACEBAR	enter the scratchpad
ENTER	enter a date block