Introduction to
RIO Text Processing

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SECTION 1

INTRODUCTION

Using a computer text editor to prepare a document is similar to using a typewriter. The difference is that with the computer, making changes to text is much easier.

The purpose of this document is to give a general overview of how to use the RIO text editor. RIO is an interactive computer system, meaning you and the system can communicate with each other by means of a keyboard terminal electronically connected to the computer.

This document has been designed with the beginner in mind. Those already familiar with text editing may wish to start with the Z-80 RIO Text Editor User's Manual (see Section 5). After you have learned the fundamentals of RIO text editing, refer to other Zilog documents (see Section 5), which have been designed for the more experienced user.

Learning to use the RIO text editor is like learning anything else -- once you become familiar with it, it will seem easy. Try to spend a few uninterrupted hours getting to know your system. As you read through this manual, put into practice what you learn. Don't just read about it, try it.

SECTION 2

GETTING STARTED

2.1 The Computer System

The first step in learning about RIO text editing is to become familiar with your computer system.

There are three basic parts:

1. The computer: The basic unit of your computer system (see Figure 1) is where all the information is processed -- it is the "brain" of your system.

   The information necessary for the computer's operation is stored on magnetic disks. These are housed in protective, square coverings with window cut-outs that expose the disk. The disks are inserted into two "disk drives" to receive information from, or supply information to, the computer. The disk that contains information necessary to run RIO is called the System Disk, and usually goes into the rightmost drive (Drive 0). The disk on which your data is stored is called the User Disk. It is inserted into the left drive, which is Drive 1 or 2, depending on your system.

   The type of system you have appears on the front panel of your computer. In a Microcomputer Zilog (MCZ), the left drive is called Drive 2. In a Zilog Development System (ZDS), the left drive is called Drive 1. In this manual the left drive will always be referred to as Drive 2. If you have a ZDS, don't forget to always use "1" when "2" is specified.

   CAUTION

   When handling disks, be sure not to touch the exposed window areas. This could damage information stored on the disk.

2. The keyboard: A keyboard similar to a typewriter is used to enter information into the computer. Note that the numerical keys "0" and "1" (zero and one) can never be interchanged with the uppercase letter "O" and lower case letter "l", respectively when giving commands to the system.

The key marked RETURN is the carriage return. After a
command to the computer is given, this key must be
pressed to execute the command.
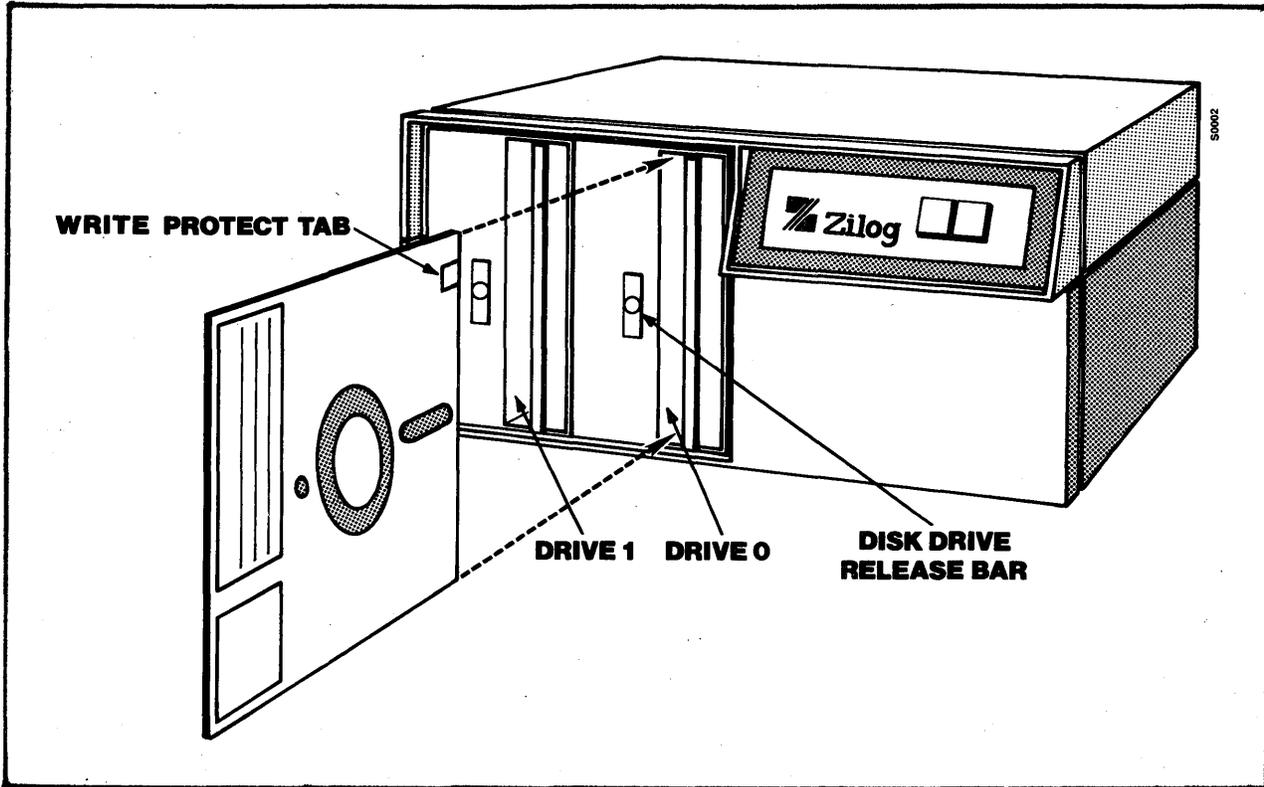
Figure 1. Zilog Computer System

The CAPS ONLY key is similar to the shift lock on a
typewriter keyboard. The difference is that when the
CAPS ONLY light is on, only letters are capitalized. To
type special symbols (!, ", %, $, etc.) you must still
press SHIFT while pressing the appropriate key.

To correct a typing mistake press the BACKSPACE key.
This deletes the last character typed. On keyboards
without the BACKSPACE key, the last character is deleted
by holding down the CNTL (control) key while striking the
"H" key.

Pressing the DEL (or RUBOUT) key, erases the entire current line. The current line is the last line typed.

3. The console: As you type on the keyboard, what you type is displayed on a console. This is either a television-like video screen or a printed paper output device (line printer). The video screen is sometimes referred to as the CRT, (which stands for Cathode-Ray Tube), the terminal screen, or sometimes simply the terminal. "Terminal" actually refers to both the keyboard and the console.

2.2 Getting the Computer System Ready

There are four simple steps to take before you can use the text editor:

1. Turn your system on: There are on/off switches on the console and the computer. If there is a LINE key on your keyboard, make sure the indicator on the key is lit; if not, press the key.

2. Load the disks: Obtain newly formatted system and user disks. Formatted disks have fixed, addressable segments -- i.e., they are usable. The formatting procedure will be discussed later in Section 4. Insert the System Disk into Drive 0 by sliding it in with the seamed side facing left and the notch in the upper corner (see Figure 1). When it has clicked into place, close the drive door by sliding it to the left. In the same manner, insert the User Disk into Drive 2.

3. Bootstrap: Bootstrapping gets the computer ready to accept commands. Do this by pressing the RESET button on the computer and the RETURN on the keyboard. A successful Bootstrap results in a "%" on the terminal screen. This is called a "prompt", and means the computer is ready to accept commands.

4. Initialize: Type an "I" after the prompt and strike the carriage return.

NOTE: The Initialize command should always be the first command entered after you insert a disk. This step will not be indicated throughout the manual, so it is important to get into the habit of typing an "I", followed by a carriage return, each time you insert a disk.

2.3 Getting Information into the Computer (Files)

Information is stored on the disks in files. Imagine files as individual documents, which you call forth at will to change or print into a hard-copy (computer slang for the actual ink-on-paper representation of what a file contains). Each file has its own name, so it can be easily located by the computer.

Creating a new file on the computer is like creating a new document on a typewriter. The disk holds the information you enter on the keyboard just as a piece of paper in a typewriter holds what you type.

You can easily obtain a hard-copy of a file with a line printer. Most systems are not connected to a printer, but there is usually one somewhere close by. There are many kinds of printers, so when you are ready to use one you will need to consult your local electronics wizard to learn how.

2.4 Creating a File

You are now ready to create a file. The first one you create, by following the steps in the manual, will be simple and short, but it will give you a good idea of how to create your own files in the future. The name of this file will be APHORISMS.

Make sure the prompt (%) sign is visible on your screen; if not, Bootstrap.

There will be two things going on in all of the following instructions -- you will be typing on the keyboard to the computer, and the computer will be answering you on your console.

In all of these instructions, what you are supposed to type will be in **boldface**, what the computer responds is not boldfaced, and a right arrow ("--->") will represent a carriage return. Most commands to the computer are typed in uppercase letters.

With all of this in mind, type:

```
%EDIT APHORISMS  --->
EDIT 1.6
NEW FILE
INPUT
```

When you type EDIT APHORISIMS, you are specifying an action and naming a file. The computer searches its memory (searches through all the pre-existing files), and, in this case, because it cannot locate a file named APHORISMS, it states that APHORISMS is a new file. Don't be concerned if your computer responds with some number other than 1.6 after EDIT, as this is simply a release number for your System Disk.

When you create a file, you use the RIO Text Editor. "Edit" is a function on your RIO system that makes it easy to prepare written material for presentation or publication. To edit a file, you must be in "Edit mode".

When you type "EDIT APHORISMS" you are put in Edit mode. When the file you are editing is a new file, as in this case, the computer goes one step further and puts you in "Input mode". Input means that you may now add text to a file. The computer tells you that you are in Input mode by not issuing a prompt. If the last line on your console contains a ">", type "INPUT" and a carriage return.

CAUTION

The Percent-Sign prompt (%) has disappeared from the last line, so do not remove your disks. Only remove them when the "%" prompt is present and the red lights on the disk release bars are off. Removing disks at the wrong time can cause file damage.

When entering the aphorisms that follow, insert carriage returns so your aphorisms look the same as those in this manual. Carriage returns will not be indicated here for the straight input of text.

Type into the computer:

A penny saved
is a penny earned.

You will often want to skip spaces between paragraphs or sections when inputting text. You can't, however, accomplish this by repeatedly pressing the carriage return. Instead, for each additional blank line you want, press the carriage return once, touch the long space bar (character space) at the bottom of the keyboard, and then press the carriage return again. If you type two successive carriage returns you will go out of Input mode. If a ">" appears before you are done inputting, type "I", carriage return, and continue where you left off. Typing "I" after a right angle bracket prompt (>) means "put me in Input mode". Note that this is different from typing an "I" after a percent sign prompt (%), which means "Initialize".

Double-space after your last aphorism, and add these golden words to your collection:

A stitch in time saves nine.

Into each life a little rain must fall.

Every cloud has a silver lining.

**A rolling stone
gathers no moss.**

**You can lead a horse to water,
but you can't make it drink.**

2.5   Closing a File

To close the aphorisms file, you must go from Input mode back into Edit mode. You entered Edit mode when you opened the file. The ">" prompt indicates that you are in Edit. Close your file by hitting a carriage return twice. On your console will appear:

```
EDIT
>
```

To get out of Edit mode, type:

```
>QUIT   --->
%
```

When the prompt is present and the red lights on the disk release bars are off, remove the disks by pressing the bars -- the disks will pop out.

This is a good time to make a hard-copy of your APHORISMS file if you have a printer available.

2.6   Creating a Backup for Files

You will shortly make changes to your APHORISMS file, but before doing so, you should make a backup disk. Keep this disk only for backing up files. In this way you will have an exact copy of your files on hand in case anything happens to the originals. It is a good idea to back-up frequently. At some point (like when you've worked for days on a deadline project and then accidently erased your entire file), you will be very glad you did.

Making a back-up is simple. First obtain a user disk and label it "BACK-UP". Make sure there is a silver "Write Protect" tab on the notch in the disk (see Figure 1).

If you removed your System Disk to make a hard copy, put it back into Drive 0 and Bootstrap. The "%" prompt should be present. Put your back-up disk into Drive 2. If you can give the Initialize command without the computer responding with an "Error C4" message, your user disk is formatted, therefore it is usable. If you can't initialize without receiving an error message, type:

        %FORMAT D=2 --->
        DISK ID: **BACKUP**
        READY? **Y**

Wait until the red lights on the disk release bars are out and the "%" prompt is present before continuing.

You are now ready to move a copy of the Aphorisms file to the back-up disk. Type the following command, making sure not to leave out the comma:

        %MOVE, --->
        %

Remove the System Disk and put the disk with your Aphorisms file into Drive 0. Tell the computer to copy your file by typing:

        %X * S=0 D=2 APHORISMS --->
        X * S=0 D=2 APHORISMS

        FILENAME   DRIVE
        APHORISMS   0
        %

S stands for source, and D stands for destination. If your system gave a "Destination Device Not Ready" message, you probably have a ZDS system and didn't change "D=2 to "D=1".

When the red lights stop flashing and the prompt sign appears, the file has been copied. Put the System Disk back into Drive 0 and the disk with the Aphorisms file back into Drive 2. Don't forget to Initialize.

There is also a way to copy an entire disk if you wish. This is covered later in Section 4.

SECTION 3

USING THE RIO TEXT EDITOR

3.1 Introduction

In this section you will modify your APHORISMS file and see first-hand how the RIO Editor works. If you make a mistake, finish reading the subsection you're in. This should help clear up what to do to fix the mistake.

3.2 Getting into Edit

To get back into your APHORISMS file in the Edit mode, type:

```
%EDIT APHORISMS   --->
EDIT 1.6
>
```

Compare this with the interaction with the computer when a new file was created. Since APHORISIMS already exists, the system does not inform you that it is a new file, nor does it automatically put you in Input mode. Note that you must be editing a file before you can get into Input mode. If a "%" prompt is present, you cannot get into Input without first specifying the file you wish to input text to.

3.3 Locating a String: The "L" Command

If you wish to locate a specific part of your text, you can use the Locate command by typing an "L", followed by the string you wish to find. A string is a sequence of characters set aside by some separator. This document usually uses slash marks as string separators.

As an example, locate "Every cloud has a silver lining."

Type:

```
>L /cloud/   --->
Every cloud has a silver lining.
```

The computer searches the Aphorisms file from its current
location downward, until it comes to the first occurrence of what
is contained within the slash marks. Since you just started this
editing session, the current location of the Editor (before you
gave the Locate command) was the top of the file, or the first
line of the first page.

When giving the Locate command, use strings that are unique
(in this case, "cloud"); otherwise, your search will be
inefficient, as RIO stops at the first occurrence of the desired
string. If there are many occurrences of the given string, you
might have to repeat the command several times before you find
the desired line.

The computer will locate only exactly what you ask it to
locate. If the computer responds with "EOF", it is at the end of
the file, and hasn't found your string. If so, type "T" and
carriage return, then try again. Make sure you haven't added an
extra space, misspelled something, or capitalized when you
shouldn't have.

3.4 Making a Change: The "C" Command

The Change command instructs RIO to change what is contained
within one set of string separators to that which is contained
within the next set -- C /change this/to this/. Make sure to
leave a space after the "C".

The following line should be on your console:

        Every cloud has a silver lining.
        >

Change this line by typing:

        >C /cloud/Rolls Royce/   --->
        Every Rolls Royce has a silver lining.

Note that you can use the Change command to delete a string.
Do this by not specifying anything between the last set of
separators. For example, if you want to delete the word "Royce",
you could type "C / Royce//".

3.5   Locating a String: The "P" and "U" Command

There is more than one way to locate a string. This time you will locate "gathers no moss", but by using the Print and Up commands.

The Print command writes a specified number of lines on the console, starting from the current line. Because you are approximately five lines from "gathers no moss", type:

>**P 5**   --->
Every Rolls Royce has a silver lining.

A rolling stone
gathers no moss.

>

Note that your current line, (the line above the ">" prompt), is a blank line, and the line you are looking for is the line above your current line. Use the Up command to get there by typing:

>**U 1** --->
gathers no moss.

3.6   Replacing a Line: The "R" Command

To change an entire line, it is easier to use the Replace command than the Change command. Typing "R new line" will delete your current line, and replace it with the specified new line. Type:

>**R must stop sometime.**   --->
>

Now "gathers no moss" has been deleted, and "must stop sometime" has taken its place.

If you wish to replace a single line with more than one line, type "R", followed by a carriage return. The Editor will put you into Input mode, and replace your current line with everything you type while in Input mode.

As an example, to put "Into each life a little rain must fall" on two lines, first locate the aphorism:

>**U 5** --->
Into each life a little rain must fall.

Replace this with 2 lines:

>**R** ---->
Input
Into each life
a little rain must fall.

Give two carriage returns to get out of Input and back in Edit.

3.7 Locating a String: The "T" and "N" Commands

If you wish to locate the first aphorism (A penny saved...),
you can't use "L" or "P" because these commands only work
downward from your current line. You could use the Up command,
but since you know you're going to the top of the file, its
easiest to use the Top command.

Type:

>**T** ---->
T>

and you'll be at the top of the file.

If you want to see the next line, use the Next command by
typing:

T>**N** ---->
A penny saved

The following line is where the next change is to be made, so
give the Next command again.

The line "is a penny earned" should now be on your console.
Change this to "doesn't add up to much" using the Replace
command:

>**R doesn't add up to much.** ---->
>

Note: If you specify a number after "N" the Editor will execute
"Next" that many times, but will only print the current
line after completion.

3.8 Deleting Text: The "DE" Command

Locate, using any method you wish, "A stitch in time saves
nine."

To get rid of this aphorism, use the Delete command. Make sure the line you wish deleted is above your ">" prompt, and type:

>DE ---->

The aphorism is deleted and the Editor automatically closes up the blank line where the aphorism was.

If you wish to erase more text, simply specify the number of lines to delete, e.g., to delete 4 lines, type DE 4.

If you specify a string after DE, the editor will delete all lines down to, but not including, the first line containing that string. For example, if you later wish to delete all the aphorisms but the last one, you could go to the top of the file and type "DE /horse/".

3.9 Locating a String: The "B" Command

The Bottom command is another method of line location. To get to the bottom of the file, type:

>B ---->
but you can't make it drink.

If you get a blank line instead of "but you can't make it drink," you added a few carriage returns at the end when originally inputting the file. If so, use the Up command (Up /but/), and the line will appear. Note that Up is like DElete, in that you can specify a string that you wish to reach instead of a number of times to repeat the command. This is true of Next and Print as well.

3.10 Adding Text: The "I" Command

To insert text after your current line, you must get into Input. Add to your file the line, "(It probably will, though)", by typing:

>I ---->
INPUT
(It probably will, though).

Exit Input with two carriage returns. Remember to enter Input only when you are at the place in your file where you want text inserted.

-15-

3.11 Routine Editing Session Wrap up

1. Get out of Edit using the QUIT command.

2. Back-up the APHORISMS file.

3. Make a hard copy if a printer is available.

The end results of all your editing efforts should look like this:

        A penny saved
        doesn't add up to much.

        Into each life
        a little rain must fall.

        Every Rolls Royce has a silver lining.

        A rolling stone
        must stop sometime.

        You can lead a horse to water,
        but you can't make it drink.
        (It probably will, though).

Any time you are in Edit, you can see what your file looks like by going to the top of the file (type "T", carriage return), and using the Print command to print out any number of lines. Typing "P *" will print the entire file, starting from your current line, on the console.

If your aphorisms file looks drastically different than the file listed above, change it, add to it, delete from it, etc., until it matches. See Section 3.12, Summary, for assistance.

3.12 Summary

There is more to the RIO Text Editor, but the commands you know now are enough to start with. Here is a summary of what you have learned so far for easy reference:

Command Abbreviation	What it Does
B	Gets you to the bottom of the file
C /old string/new string/	Changes old string to new string
DE	Deletes current line
DE #	Deletes specified number of lines
DE /string/	Deletes up to, but not including, the first line with the specified string
I	Puts you in Input mode so that you may add text to your file.
L /string/	Locates the first occurence (after your current line) of the specified string
N	Goes to the next line
N #	Locates the line the specified number of lines below your current point in the file
N /string/	Locates the next line with the specified string (same as L /string/)
P	Prints your current line
P #	Prints the specified number of lines.
P /string/	Prints all lines down through the specified string
QUIT	Gets you out of Edit

Command Abbreviation	What it Does
R	Puts you in Input mode and replaces the current line with all text given while in Input
R line	Replaces current line with the given line
T	Gets you to the top of the file
U	Goes up one line
U #	Goes up specified number of lines
U /string/	Goes up to the specified string

SECTION 4

DISK AND FILE KNOW-HOW

4.1 Formatting a New Disk

Every disk must be formatted before it can be used. In most cases, the disk to be formatted should have a silver tab placed over the notch (see Figure 1). Put a tab on the disk unless otherwise specified. This tab should cover the front and back of the notch. Its purpose is to let you write on the disk via the keyboard.

Put a System Disk into Drive 0 and bootstrap if the "%" prompt is not present.

If you are formatting a System Disk, type:

%FORMAT S --->
DRIVE: **2**   (At this point, insert disk
                               to be formatted into Drive 2)

DISK ID: **Egret** --->   (Give it any name you like)
READY?**Y**

It is important to type **"S"** after "Format". This directs special System Disk information to its proper place on the disk.

When the computer issues a prompt, the disk is formatted. Now move all the programs from the Master System Disk in Drive 0 to the disk in Drive 2 by typing:

%MOVE P=& --->

When the red lights stop flashing and the prompt appears, you may remove and label the disk in Drive 2.

The procedure for formatting a User Disk is much the same, but even easier:

%FORMAT --->
Drive: **2**   (Insert disk to be
                               formatted)

Disk ID: **Heron** --->   (Can be any name)
Ready?**Y**

When the lights stop flashing and the prompt appears, you may remove the disk and label it. Don't type "S" after "Format" or give the Move Command, as this is only necessary for System Disks.

4.2 Copying a Disk

To make a copy of an entire disk, put the System Disk into Drive 0, bootstrap if the "%" is not present, and type:

%COPY.DISK --->
DRIVES READY?

Before continuing, remove the System Disk. Note that this is a safe exception to the rule about removing disks when the "%" prompt is not present. Put the disk you want to copy **from** into Drive 0, the disk you want to copy **to** into Drive 2, and continue:

Drives Ready?**Y**
VERIFICATION COMPLETE
%

If any errors are listed on your console, it could mean that the disk you used in Drive 2 was bad, or that some minor electrical mishap occurred during copying. Try again.

4.3 Copying a File

The procedure for copying a file is the same as the procedure you used to create a back-up disk.

Type:

%Move, --->
%

Remove the System Disk. Insert the disk with the file you wish to copy into Drive 2. Insert the disk you wish to copy the file onto, into Drive 0, and continue:

%X * S=2 D=0 Yourfile --->

FILENAME	DRIVE
YOURFILE	2
%

If you want to copy more than one file, you can list them all at once, leaving a space between each name:

%X * FILE 1 FILE 2 FILE 3 --->

If you leave out "S=2" and "D=0" in this command, the computer assumes your source is Drive 2 and destination is Drive 0.

4.4 Listing the Directory of Files

To see what files are on the disk in Drive 2, type:

%CAT D=2 --->

D=2 means "list the contents of Drive 2 only."

To see what files are on the disk in Drive 0, type:

%CAT D=0 P=& --->

P=& means "properties equals anything". The system will list
everything on the disk in Drive 0, including the special programs
it contains if it is a System Disk.

4.5 Deleting a File

List the directory for Drive 2 and decide which file or
files you want deleted. Now type "DELETE", followed by a list of
the file(s) you want erased. For example, to delete three files
called TRASH, JUNK and GARBAGE, you'd type:

%DELETE TRASH JUNK GARBAGE --->
DELETE 2/JUNK (Y/N/A/Q)?

The computer's question is to make sure you don't accidently
delete a desired file. You should give one of the listed answers
-- Y,N,A or Q. "Y" means yes; "N" means no; "A" means all
(delete all of the files listed and don't ask me again); and "Q"
means quit (don't delete any files and stop the whole procedure).
If you type "Y" or "N", the computer will ask you one by one
whether you want a file deleted.

In the above example, RIO didn't forget the TRASH file. The
computer deletes a series of files in the order that they were
created, as opposed to the order in which you specify them.
Therefore, JUNK must have been created before TRASH.

SECTION 5

GOOD THINGS TO KNOW

5.1 RIO Editor Command Summary

Because the purpose of this document has been to give a quick overview of RIO, some unnecessary (but convenient) commands and options have been left out. The following is a complete list of RIO Editor Commands:

Again	Macro
Bottom	Next
Brief	Print
Change	PUt
DElete	PUTD
Find	QUIT
GEt	Replace
Goto	Top
Input	Up
Join	Verify
LIneno	Window
Locate	Xecute

The RIO Text Editor User's Manual, which describes these commands in detail, may be obtained from Zilog. See Section 7 for details.

5.2 Command Abbreviations

In the Command Summary above, some commands have only the first letter capitalized, while others have two or more. The capitalized letters indicate the minimum set of letters necessary to make the command, e.g., to use the Replace Command, only an "R" is necessary, while to use the DElete command, DE is necessary. If you wish, you can always use more letters.

While in Edit, (when the ">" prompt is present), you may give commands in lower case. This is not true outside of Edit mode; the "%" prompt requires capitalized commands.

5.3 * Option

The DElete, Next, Print, and Up commands can be issued with a number to specify the number of times to execute the command. If no number is specified, 1 is assumed. This is the "default value". An asterisk (*) can be used in place of a number to mean "as many times as possible". For example, "DE *" would delete

all the lines from the current one to the end of the file, and "P
*" means "print all lines until the end of the file".

The * option also occurs in the change command. If you wish
to change all remaining occurrences of String 1 to String 2, type
"C /string 1/string 2/* *". See the RIO Text Editor User's
Manual for more details of the change command, other commands
with the * option, and other uses of *.

5.4 String Delimiters

This manual uses slash marks for string delimiters.
Occasionally, however, you will need to change a string that
contains a slash, e.g., change "in/out" to "out/in". Whenever a
string is specified, the Editor considers the first non-numeric,
non-blank character as the string delimiter. Therefore, to make
the above change, pick one of your favorite symbols -- how about
$ -- and use it where you would normally use a slash:

        C in/outout/in$ --->
        out/in

Note also that the last string delimiter in a command is
optional. As an example, the above command can also be typed as
"C in/outout/in". "L /horse/" can be written in short-cut form
as "L /horse", etc.

SECTION 6

GLOSSARY

BOOTSTRAPPING: Getting the computer to a command input environment (%) by pressing the reset button and then a carriage return.

CONTROL H (or BACKSPACE): You may correct single-character typing mistakes by pressing the "Control" and "H" keys simultaneously. The last character typed will be erased.

CONTROL I: If you want to indent toward the middle or right-hand margin, the Control I saves you time getting there. Tabs are set eight spaces apart, so the first Control I will bring you to the next tab; each Control I thereafter will bring you eight spaces to the right.

DEFAULT: Often when a desired value is not specified, the computer specifies its own value. This is the default value.

DELETE: You may correct an entire line simply by hitting the DEL key (on some terminals it will be called RUBOUT); the entire line will be erased.

DISK: The data input into the computer is recorded on disks.

EOF: When this sign appears on your screen or printer, it means you've reached the End of File. To get back to the beginning, type a "T" for Top.

FORMATTING: A process each disk must undergo before it can be used in the computer. Formatting is a way the computer has of segmenting the disk into fixed parts.

INITIALIZING: This command reads the memory space allocation map into memory. Failure to initialize can cause loss of files, as the system may write over preallocated memory. Initializing should be done each time you insert a disk. Simply type "I", then carriage return.

RIO: Stands for Relocatable Module and I/O Management. RIO is an interactive computer system. It consists of a collection of programs (an "operating system"), which supervise all other programs that run on the machine.

SECTION 7

OTHER ZILOG MANUALS YOU WILL FIND HELPFUL

Here are two other manuals about RIO which you might find helpful:

RIO OPERATING SYSTEM USER'S MANUAL

RIO TEXT EDITOR USER'S MANUAL

There is a charge for each of these manuals. You may obtain an order blank by writing to:

Publications Department
Zilog, Inc
10460 Bubb Road
Cupertino, California 95014

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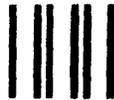
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