SDUMP (tm) INSTRUCTIONS

Purpose:
   To provide a fast, easy, resident screen dump program that can be run at any time, from a TI BASIC or Ex. BASIC program, or from command mode.

Equipment required:
   1. Disk,
   2. Ex. BASIC, Ed/Asm or Mini Memory module,
   3. TI, Epson, Gemini, Panasonic, or Prowriter compatible printer,
   4. 32K RAM.

General information:
   The SDUMP program is written in Assembly Language and it can be called from a TI BASIC or Extended BASIC program, or from command mode. Once loaded, SDUMP will reside in the Assembly Language portion of the memory expansion unit until the power is turned off.
       SDUMP can be called at any time, whether in a program or in the command mode. You can load and run many different programs, and SDUMP will still be available for instant use at any time. TI BASIC requires that the Editor/Assembler or Mini Memory Module be plugged in.

How to load SDUMP for TI BASIC:
   Press "ALPHA LOCK" down.
   Plug in the Ed/Asm or Mini Memory module.
   Turn on all power switches, console switch last.
   Insert SDUMP disk in drive 1.
   From Master Title screen: Press any key.
   From Master Menu: Select   1 TI BASIC.
   Type,   OLD DSK1.LOAD   Enter.
   Type,   RUN   Enter.
   Then follow the screen instructions.

How to load SDUMP for Ex. BASIC:
   Press "ALPHA LOCK" down.
   Plug in the Ex. BASIC module.
   Turn on all power switches, console switch last.
   Insert SDUMP disk in drive 1.
   From Master Title Screen: Press any key.
   From Master Menu: Select   2 Ex. BASIC.
   SDUMP will load automatically.
   Then follow the screen instructions.

       (Note that RS232 printers must have their switches set to receive 8 data bits.)

How to use SDUMP:
   You may get a full screen dump at any time simply by pressing the FCTN and CTRL keys at the same time! You will get a full screen dump, centered on the printer paper in only 27 seconds! You may press FCTN and CTRL from the command mode, or while a TI BASIC or Extended BASIC program is running, even a protected Extended BASIC program! (Remember, either the Ex. BASIC, Ed/Asm, or Mini Memory module must be plugged in when you use SDUMP.)

   To call SDUMP directly from a TI Basic or Extended Basic program, simply use the following instruction:

       CALL LINK("SDUMP")

   When called, SDUMP will send the exact graphics/characters, that appear on the screen, to the printer. When the printing is done, SDUMP returns control to the program from which it was called.

   To get a full-page dump, simply press FCTN and SHIFT, or use,
       CALL LINK("LDUMP")

   You may abort the printout by holding down the FCTN and CLEAR keys.

   If you run an Extended BASIC program that has a CALL INIT statement in it, the key presses will still work, but the CALL LINK statements will not work. To re-enable the CALL LINK statements, re-load SDUMP.

   If you return to the Master Title screen, the CALL LINK statements will still work, but the key presses will not work. To re-enable the key presses, enter command mode, and type: CALL LINK("FNCTRL")

REPLACEMENT POLICY: If the program fails to perform as specified herein, return the original disk, in its original condition, along with $10, and we will ship you a replacement disk immediately. (Note: Disks obtained from QUALITY 99 SOFTWARE cannot be cataloged, duplicated, or written on.)

If you have any suggestions for improvement or would like to see a certain program on the market, please feel free to call or write. Thank you for buying from QUALITY 99 SOFTWARE.

Note: Because the location of sprites is not available to a program, they will not appear on the printout.

normal size print in a column greater than 36, or the full-page print in a column greater than 15. When you set the column, it will be the same for both print sizes. To re-center both sizes, use a column value of -1.

To print a module screen:

Plug in a load interrupt switch.
Load SDUMP II in the normal way.
Exit BASIC or Ex. BASIC by typing: BYE
Insert the desired module.
When you see the screen you want to print, press the load interrupt switch (you may have to use a pencil to push it in completely), and release it.
The printing will begin when you release the switch.
For a full-page print, hold down SHIFT and press the load interrupt switch.
After printing is done, you may continue to use the module normally and to print other screens.
(If the print does not begin when you release the switch, make certain that you have pushed it in as far as it can go. If it still doesn't print, or the console locks up, it means that the SDUMP II program has been destroyed in memory and must be reloaded.)
To leave the SDUMP II program in memory for later use, exit the module normally, or with FCTN and = Then you can load and use another module.
Note: Some modules (i.e. Household Budget Management) have strange characters around the border which are invisible on the screen, but appear on the printout. Ignore them.

When used with a load interrupt switch, SDUMP II will print the screens of the following modules:
Tax/Investment Record Keeping
Household Budget Management
Home Financial Decisions
Video Chess
Disk Manager
Securities Analysis
Personal Real Estate
A-MAZE-ING
Hunt the Wumpus
and many more.
It will not work with the following modules:
TI-WRITER
MULTIPLAN
Ed/Asm
Parsec
Return to Pirate's Isle
Music-Maker
and others.

You may abort the printout by holding down the FCTN and CLEAR keys.

If you run an Extended BASIC program that has a CALL INIT statement in it, the key presses and load interrupt switch will still work, but the CALL LINK statements will not work. To re-enable the CALL LINK statements, reload SDUMP II.

If you return to the Master Title screen, the CALL LINK statements and load interrupt switch will still work, but the key presses will not work. To re-enable the key presses, enter command mode, and type:
    CALL LINK("FNCTRL")

REPLACEMENT POLICY:
If, on arrival, the program fails to perform as specified herein, return it directly to us, within three days, along with proof of purchase, for a free replacement. After three days, you may obtain a replacement by returning the disk directly to us, along with $7, plus $3 for shipping and handling (Total = $10).
To prevent accidently blowing a disk, we strongly recommend that you put a tape over the write-protect notch BEFORE using the disk. In addition, DO NOT leave the disk in the drive when turning power on or off.
Disks obtained from QUALITY 99 SOFTWARE cannot be cataloged, duplicated, or written on.
WARNING: Any modification to the disk will render it inoperable, and voids the Replacement Policy.
If you feel that it is essential to have a back-up disk on hand, we suggest that you purchase another one, just as you would do for a module.

IMPORTANT: If you did not purchase this program directly from QUALITY 99 SOFTWARE, be sure to send us your name, address, and the name of the program, so that we may send you notification of program updates.

If you have any suggestions for improvement or would like to suggest a new program to be on the market, please feel free to call or write. Thank you for buying from QUALITY 99 SOFTWARE.

Instructions
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Assmby. Program
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