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|_| Grid Form  |_|
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A program to print
Customized Graph Paper
on a Laser Printer

Written by
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Version 1.0
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Distributed by

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PART 1. OVERVIEW

GridForm is a program that prints custom ruled forms on an HP LaserJet
compatible laser printer -- you control the outer limits, the
horizontal, the vertical, and what is printed in four dimensions.

GridForm will run on any computer system that operates using DOS 2.x
or higher, and has 256k of memory and a color monitor. The program is
small (under 12k),fast (written in 8086/8088 assembly language), and
easy to use. Parameters controlling both dimensions are adjusted with
just a few keystrokes.

All of the information for printing a form is entered from the
keyboard and stored in a "Template". You may construct up to 240
different templates -- each describing a different format.

The templates are stored in a data file (GRIDFORM.TPL) which is
created the first time the program is run on the current directory. A
new or modified file is automatically written to disk (requires up to
10k of disk space).

GridForm uses 80x25 text displays for template selection, menus, and
data entry functions. The top line shows the system name and version
number and the current time and date. Line two shows the number and
name of the active Template. The middle part of the screen displays
the current values on file for the active template. The bottom two
lines, the "Dialog Box", carry the instructions for pressing a key or
entering the other information, accept input from the keyboard, and
display error messages.

The same display is used for all menus. The highlighting on the
display and the instructions in the dialog box change according to the
specific function menu.

In this manual a letter inside angle brackets is used to indicate a
single key press. The entry prompts use the following terminology.

"Press" means you need press only a single key, either a letter or a
number. The key list refers to the highlighted characters in the
window display. The Shift Key should not be held down.

If you press a key not listed in the instruction, an error message
will be displayed and you will be taken back to the prompt.

"Return" refers to a key that may be labeled RET, ENTER, or with the
symbol <--' on your keyboard.

"Enter" means you are expected to either type a number or a new
character type entry. Use the backspace key to make corrections. Press
the Return key when you have completed your entry.

When entering, pressing Return alone causes no change to be made.
Entering a 0 (zero) causes that value to be stored where appropriate.

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