1.  THE FIRST DOCUMENT CHARACTER

You found it. This is the only document character that appears at the top of the screen when you leap to it. In this case you leaped forward from the bottom of the text to the top. You can do this because the text is formed in a loop: the top meets the bottom.

You can always leap to this part of your text by holding the \( \langle \leftarrow \text{LEAP} \rangle \) key and pressing \( \langle \text{PAGE} \rangle \) a few times. As soon as you type more consecutive \( \langle \text{PAGE} \rangle \) characters than can be found anywhere in your text, the cursor will leap to the beginning of the text.

Before erasing the entire text, take out your tutorial disk (push the eject button) and put a blank disk in the drive. After you've erased everything, you can begin your own text. When you've typed a few paragraphs, use the \( \langle \text{DISK} \rangle \) command to record it. Use the \( \langle \text{DISK} \rangle \) command frequently while you work so your recorded text will always be up-to-date.

Do the following: press both \( \langle \text{LEAP} \rangle \) keys to highlight the entire text, then press the \( \langle \text{ERASE} \rangle \) key. Bye!

2.  WELCOME TO THE CAT

You don’t have to know anything about a computer to use the Cat. A little typing skill is all you need to type, print and record your letters, stories, inventories, journals — whatever you desire — electronically. You can also do calculations, communicate two-way with other Cats or computers over phone lines, and more. The Cat gives you the power of a computer, yet it’s as simple and easy to operate as a typewriter.

\[ l=1 \] (← this means “lesson one”)

First, we’ll introduce leaping — absolutely the fastest way ever to move a cursor. The cursor is the blinking object: it marks your place on the screen. Special keys below the \( \langle \text{SPACE BAR} \rangle \) are used for leaping.

Now do this: Hold down the \( \langle \text{LEAP} \rightarrow \rangle \) key and, while you hold it down, press the letter “a” key twice.
3. **LEAPING, TEXT & CHARACTERS**

Very good! You have just completed a leap. (Let go of the `<LEAP→>` key now.) Notice where the blinking cursor is. While you held the `<LEAP>` key, you pressed the “a” key twice, and the cursor instantly found exactly what you “typed” — two consecutive a’s (this will all become clearer as we go on). Leaping is your main technique for moving through text. Text is what you are looking at right now: words, paragraphs, and pages.

I==2I “aardvark”

The building blocks of text are characters. Characters are the individual letters, symbols, punctuation marks that make up the words, paragraphs, pages.

The cursor searches for what you type while you hold down the `<LEAP>` key. For example, if you held down the right `<LEAP>` key, which we call `<LEAP FORWARD>` or `<LEAP→>`, and “typed” the letters “a, b, c,” the cursor would try to find it.

Do the following: hold the right `<LEAP>` key, `<LEAP FORWARD>`, and, while you hold it, “type” the letters a, b, c (just the letters, no punctuation or spaces).

4. **STARTING OVER**

Let go of `<LEAP→>` (you must let go of the `<LEAP>` keys between leaps). Notice that the cursor found the a, b, c that you were searching for.

We don’t think you’ll have any trouble with the tutorial, but just in case you get stuck and want to start over, here’s how.

I==3I Starting over is as simple as “abc”: flip the power switch OFF, take a breath, then flip it ON again. The tutorial will come back like new.

You cannot hurt the Cat by pressing any key or combination of keys. The text of the tutorial is recorded on the tutorial disk, and nothing you type or do on the screen can change it. So, while it is a good idea to read the instructions carefully, don’t be afraid to make a mistake.

Do the following to go on: hold `<LEAP→>` and, while you hold it, press the equal sign key (=) twice.
5. **WHAT'S AHEAD**

This tutorial will show you how to use the Cat with examples you can do right here on the screen. By the time you finish you will know the Cat very well.

At the end of the last lesson you “typed” two equals while holding the \texttt{\{LEAP\rightarrow\}} key, and the Cat found two consecutive =’s with great speed and accuracy. (Let go of the \texttt{\{LEAP\rightarrow\}} key if you haven’t yet. You have to let go between leaps.)

|==4| You can always leap to the next lesson by...

1. Holding down \texttt{\{LEAP\rightarrow\}} with your right thumb, and
2. while you hold it, pressing the equal sign key twice.

OK, try it again!

6. **EXPLAINING THE EQUAL SIGNS**

There is nothing special about the = signs next to the lesson numbers. They serve the same purpose as “aa” or “abc” did earlier. They simply make it easy to leap to a certain part of the text.

Notice that you have two \texttt{\{LEAP\}} keys: \texttt{\{LEAP FORWARD\}} on the right, and \texttt{\{LEAP BACKWARD\}} on the left. Backward means earlier in the text, to the left of the cursor or above it. Forward means later, to the right of the cursor or below.

|==5| If you want to go back to a previous lesson, you can hold \texttt{\{LEAP BACKWARD\}}, the left \texttt{\{LEAP\}} key, and, while holding it, press the equal sign key twice.

Notice the lesson number next to the equal signs. There is nothing special about this number either. You can leap to it as easily as you leap to the equal signs, or, for that matter, anything else in the text.

Let’s use a letter combination to leap to the next lesson.

Do the following: Hold the \texttt{\{LEAP FORWARD\}} key, and while holding it, press the letter “x” key twice.
7. **Typing**

Well done. You found the double-x. Now let’s learn how to type. The keyboard of your Cat is like a standard typewriter keyboard, but easier to use because carriage returns are automatic.

Do the following: Press the \(<\text{LEAP}\) key twice to erase the two x’s, then type a couple of sentences. When you reach the right margin, the cursor and the word you are working on will automatically move down to the next line.

!==6! xx

This is called automatic word wrap. When can you type on your Cat? As soon as you turn it on. If the screen is dark and the words Canon Cat are bouncing around, press any key to wake the Cat up, and you’re on your way.

Do the following: Leap to the next lesson by holding \(<\text{LEAP→}\) and pressing twice on the equal sign key.

8. **Typing (cont.) — Paragraphing with the \(<\text{RETURN}\) Key**

This example shows how to use \(<\text{RETURN}\) to create paragraph breaks. Find the \(<\text{RETURN}\) key on the right side of the keyboard, then do the following:

1. Hold the \(<\text{LEAP→}\) key and, while you hold it, press \(<\text{RETURN}\). This leaps the cursor to the end of the line after the lesson number...
2. Let go of \(<\text{LEAP→}\), press the \(<\text{SPACE BAR}\) twice (typing a couple of spaces), then type a couple of lines of text.

!==7!

3. Press the \(<\text{RETURN}\) key twice. This creates a paragraph break.
4. Type another line. You’ve begun a new paragraph.

To go on, hold \(<\text{LEAP→}\) and tap the equal sign key twice (from now on let’s call this step \(<\text{LEAP→}\) to equal-equal for short).

9. **Typing (cont.) — Automatic Page Breaks**

Page endings, like line endings, are taken care of automatically. A printed page has 55 lines. When you’ve typed 55 lines of text, the Cat puts in an automatic page break, which is a dotted line like the one below. The number “1” in the center of the page break is the number of the page above the line.

When needed, you can begin a new page any place you want.

To find out how, hold down \(<\text{LEAP→}\), and, while you hold it, press the numeral “nine” key (in the top row of keys) once.
10. **TYPING (cont.) — MARKING PAGE ENDINGS**

You can mark the end of a page by pressing the PAGE key (PAGE is in the same row as the SPACE BAR, all the way to the right). Pressing PAGE creates a page character, like the shaded line just below:

This is the first line of page 2. Page characters mark page boundaries, ensuring that whatever you type next will be at the top of the page. Page characters are erasable, as the following example shows.

This is the fifth line of page 2. Do the following:

1. Press the PAGE key three times. Notice that page 2 is only 5 lines long. Pages “3” and “4” would be blank (when there is no text between the page characters, they make your printer roll off a blank page).
2. Press the LEAP key three times. The page characters disappear.
3. To go on, hold down LEAP and type the word c-a-t (without hyphens — we’re using hyphens so the cursor can skip past this word).

11. **A WORD ON LEAPING TO WORDS**

The next page has some interesting new information about typing, but to get there, we’re going to try something a little different — leaping to a word.

As you found in leaping here, you can leap to a word as easily as leaping to “aa” or “xx”: Just hold down the LEAP key and type some or all of the word you want to leap to. Two or three letters is usually enough.

Do the following: Hold the LEAP key and, while holding it, press the s key, then the k key. Remember — press s then k.

The leap will be almost instantaneous.
12. **TYPING (cont.) — TEXT IS ALWAYS INSERTED**

Bravo! If your cursor found the “s” in “s-k-y” below (the hyphens are used so that the cursor will bypass this word), your leap was right on target. Now let’s learn an important lesson about typing.

Whenever you type in the middle of existing text, the new text you type will be added like books between bookends. The old text moves ahead to make room for the new; line endings adjust automatically.

|==11| The sky

Do the following: Type the word blue, then press the <SPACE BAR>. This changes “The sky” to “The blue sky.”

You’ve just learned how to add new text: Leap to the character that will come just after the text you want to add, then begin typing. Here you leaped to the “s” in “sky,” then typed “blue”.

To go on, <LEAP→> to equal-equal.

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13. **TYPING IN A NUTSHELL**

To type, just type. That’s a brief, but accurate description. Line endings and page endings are automatic.

New text is always inserted. To add text in the middle of something, leap to the first character that will come after the new text, then begin typing. Line endings and page endings adjust automatically.

|==12| To start a new paragraph, press the <RETURN> key twice.

To mark a page ending, press the <PAGE> key. This creates a page character. Page characters are erasable, just like other characters.

Now for some new things about leaping.

To go on, <LEAP→> to equal-equal.
14. LEAPING

To leap anywhere in your text, hold a ⟨LEAP⟩ key and “retype” the part you want to find. It doesn’t matter if it’s on the same page or many pages distant. You can leap to letters, numerals, punctuation, spaces, page characters — anything, as long as it’s there. Here are some examples for you to try:

Punctuation: Hold the LEFT ⟨LEAP⟩ key, ⟨LEAP BACKWARD⟩, and press the comma key, as if typing a comma. You leap to a comma.

Letter combinations: (Let go of the ⟨LEAP⟩ key.) Hold the RIGHT LEAP key, ⟨LEAP FORWARD⟩, and, while holding it, press the letters t then u. This leaps the cursor to the middle of the word “intuition.”

Spaces: (Let go of the ⟨LEAP⟩ key.) Hold the RIGHT LEAP, ⟨LEAP FORWARD⟩, press the ⟨SPACE BAR⟩, then the k key. You will leap to a space before the letter “k”.

(Let go of the ⟨LEAP⟩ key.) To go on, hold the ⟨LEAP FORWARD⟩ key, ⟨LEAP→⟩, and press the numeral “four” key (in the top row of keys).

15. GETTING LOST WHEN YOU LEAP

Leaping is very fast. This time you leaped forward about 30 lines, but distance is really meaningless — you can leap anywhere in your text, even if it is a hundred pages away, in a fraction of a second.

Since leaping can zap you many pages away in a flash, you might wonder what to do when you get lost. Fortunately it is easy to UNDO a leap.

To find out how, ⟨LEAP→⟩ to equal-equal.

16. UNDO

The UNDO key is in the upper right corner of the keyboard (just above the ERASE key). Don’t press the key yet, just find it.

An example of UNDO is coming right up. To go on, ⟨LEAP→⟩ to equal-equal.
17. **UNDOING A LEAP**

Do the following:

1. Let go of the \(<\text{LEAP}\)> key if you are holding one. Next, hold either \(<\text{LEAP}\)> key, and, while holding it, tap the comma key as if typing a comma. The cursor leaps to the nearest comma.
2. Let go of the \(<\text{LEAP}\)> key.
3. Now to \(<\text{UNDO}\)> the leap: Press the \(<\text{UNDO}\)> key.

\(1=16\) This causes the cursor to leap back where it started from.

4. Use the \(<\text{UNDO}\)> command a second time. You will leap back to the comma. \(<\text{UNDO}\)> can undo itself, so using it twice is the same as not using it at all.

Now you know how to use the \(<\text{UNDO}\)> command: Press the \(<\text{UNDO}\)> key. Use it again if you decide you don’t want to undo the change after all.

To go on, \(<\text{LEAP→}\>) to equal-equal.

18. **USE \(<\text{UNDO}\)> FREELY**

\(<\text{UNDO}\)> will not only cancel a leap, but most other things as well. So don’t hesitate to use it if anything occurs which you did not intend.

Be sure to use \(<\text{UNDO}\)> immediately, because it only undoes the very last thing you did. If you erase after leaping, for example, \(<\text{UNDO}\)> will bring back what you erased, but it will not undo the leap.

\(1=17\)

Do the following: Press and release the \(<\text{UNDO}\)> key twice. The first press undoes your last leap and takes you back to lesson 16. The second brings you back here to lesson 17. Repeated pressing takes you back and forth.

Remember, \(<\text{UNDO}\)> is your life preserver and parachute. Use it!

You are about half way to the midpoint of the tutorial. To go on, \(<\text{LEAP→}\>) to equal-equal.
19. **LEAP TECHNIQUE**

Thumbs make the best \(<\text{LEAP}\rangle\) key holders. This frees your other fingers to type. Try using your thumbs to hold the \(<\text{LEAP}\rangle\) keys in the upcoming examples.

Next up, \(<\text{LEAP AGAIN}\rangle\) — the command that lets you leap from one thing to another without letting go and starting over.

To go on, \(<\text{LEAP} \rightarrow \rangle\) to equal-equal.

20. **\(<\text{LEAP AGAIN}\rangle\)**

\(<\text{LEAP AGAIN}\rangle\) lets you leap from letter to letter, word to word, sentence to sentence, paragraph to paragraph, page to page, and so forth without having to let go of the \(<\text{LEAP}\rangle\) key between leaps.

Do the following:

1. Hold \(<\text{LEAP} \rightarrow \rangle\) and press the “e” key once.

To go on, \(<\text{LEAP} \rightarrow \rangle\) to equal-equal. (If you remain on this lesson, simply \(<\text{LEAP AGAIN}\rangle\): While continuing to hold \(<\text{LEAP} \rightarrow \rangle\), press \(<\text{USE FRONT}\rangle\) once.)

21. **LEAPING AGAIN TO WORDS**

The following example shows that you can leap again to words (phrases, too) as easily as you can leap again to individual letters.

Do the following two steps:

1. Hold \(<\text{LEAP} \rightarrow \rangle\), and, while holding it, type the word: press

2. Continue to hold \(<\text{LEAP} \rightarrow \rangle\) (or hold it again if you’ve let go) and, while you hold it, press the \(<\text{USE FRONT}\rangle\) key three times. On the third tap, you’ll leap to another “press” in the following lesson.
22. **USING 〈LEAP AGAIN〉 TO FIND INFORMATION**

Congratulations! You used 〈LEAP AGAIN〉 to get to the next lesson. 〈LEAP AGAIN〉 allows you to find all instances of a word or phrase. For example, you used a key word to find this lesson.

Next, highlighting. To get there, do the following:

1. Let go of 〈LEAP→〉.
2. Leap to equal-equal: Hold 〈LEAP→〉 and press the equal sign key twice.

23. **HOW TO HIGHLIGHT**

Highlighting is how you show the Cat some text you’d like to do something with, such as erase, print or move.

You’ve probably noticed the solid rectangle that accompanies the blinking cursor. This is the highlight. Highlighting means extending the highlight so that it covers two or more characters.

If you wanted to show someone some text for printing, erasing or moving, you might point to the first and last character and say, “All the text between here and here.” That’s how you point out the text to the Cat, but by leaping:

To highlight some text, leap from one end of it to the other without letting go of the 〈LEAP〉 key (you can use 〈LEAP AGAIN〉), and then press both 〈LEAP〉 keys.

An example follows. To go on, 〈LEAP→〉 to equal-equal.
24. **HIGHLIGHTING A PARAGRAPH AND ERASING IT**

Do the following:

1. Hold \(\texttt{LEAP→}\), press the \(\texttt{RETURN}\) key. The cursor leaps to the end of the paragraph. (It’s all right if you let go here, but you don’t have to.)
2. Press both \(\texttt{LEAP}\) keys. The paragraph highlights (turns white-on-black).
3. Let go of the \(\texttt{LEAP}\) keys, then press the \(\texttt{LEAP}\) key. The highlighted text disappears.

“\(\texttt{The next thing most like living one’s life over again seems to be a recollection of that life, and to make that recollection as durable as possible by putting it down in writing.}\)" — Ben Franklin, Autobiography

4. Use the \(\texttt{UNDO}\) command to bring it back.
5. VERY IMPORTANT: Press and release either \(\texttt{LEAP}\) key to make the highlight go back to its normal size! If you don’t, the highlighted text will move with the cursor the next time you leap.

To go on, hold \(\texttt{LEAP→}\), and press the letters f and i (as in f-i-r-s-t).

25. **WHEN HIGHLIGHTING, COVER THE TEXT IN ONE LEAP**

Holding down the \(\texttt{LEAP}\) key anchors one end of the highlight. Letting go of the \(\texttt{LEAP}\) key sets the other end. So, use only one leap to cover the text you wish to highlight. You can use \(\texttt{LEAP AGAIN}\) to help the cursor make it in one leap.

Here’s how to use \(\texttt{LEAP AGAIN}\) to highlight and erase three paragraphs:

1. Hold \(\texttt{LEAP→}\), press \(\texttt{RETURN}\) twice, and, continuing to hold \(\texttt{LEAP→}\), press \(\texttt{USE FRONT}\) twice. You leap to the end of the third paragraph.
2. Press both \(\texttt{LEAP}\) keys.

First paragraph: The cursor lands at the end of this line in step 1.

Second paragraph: Leaping again gets the cursor past this paragraph.

Third paragraph: The cursor lands at the end of this paragraph after you use \(\texttt{LEAP AGAIN}\) the second time. Press both \(\texttt{LEAP}\) keys now.

3. All three paragraphs should be highlighted. Release the \(\texttt{LEAP}\) keys, then press the \(\texttt{LEAP}\) key.
4. To go on, \(\texttt{LEAP→}\) to equal-equal.
26. **CONGRATULATIONS!**

You now know how to leap and highlight. This will make it easy to use commands. Typing, leaping, highlighting and commands — that’s all there is to the Cat.

To go on, `LEAP→` to equal-equal.

27. **HOW TO USE COMMANDS**

Most commands work like this: You highlight the text you wish to affect, then hold `<USE FRONT>`, and press and release the command key. Only the highlighted text will change.

“USE FRONT” is short for “USE the command on the FRONT of the key.” The command names, like “LEAP AGAIN,” are written on the fronts of their keys.

Now let’s try it. The `<COPY>` command is good for starters. Notice “COPY” written on the front of the A key.

To get to the example we need to do the following:

1. Hold down `<LEAP→>`, and, while holding it, type: si
2. Continue holding `<LEAP→>` (or hold it again if you’ve let go), and press the `<USE FRONT>` key once. This will make you leap again.
28. THE COPY COMMAND

The cursor should be on the “S” in “S-i-l-e-n-c-e”. (Unless you leap specifically to a capital letter, leaping will take you to both capital and lowercase letters.) Here’s how to highlight and copy a sentence.

Do the following:

1. Let go of all keys, then hold <LEAP→>, press the period key (.) The cursor leaps to the period at the end of the sentence.
2. Press both <LEAP> keys at the same time. The sentence highlights. Let go of the <LEAP> keys.

```
|==27| Silence is golden.
```

3. Use the <COPY> command: Hold <USE FRONT>, press <COPY> (the A key). A copy of the sentence appears.
4. Use the <UNDO> command. The copied text disappears.
5. IMPORTANT: Press and release either <LEAP> key to return the highlight to normal size.

To go on, <LEAP→> to equal-equal.

29. COMMANDS IN A NUTSHELL

The preceding example showed you just about all you need to know. Again, the two steps to using most commands are

1. Highlight some text,
2. use the command.

You can <UNDO> most commands, just as you did with <COPY>.

```
|==28| You are about half way through the tutorial. Moving text is coming up. To go on, we’ll leap to a word, then use <LEAP AGAIN>.
```

Do the following:

1. Hold <LEAP→>, type: blue
2. Continue holding <LEAP→>, and press <USE FRONT> once to leap again.
**30. MOVING TEXT**

To move text, highlight it and leap to the new location. The cursor should now be on the word “b-l-u-e” (hyphens used to make the cursor skip by here). We’ll highlight this word, then ‹LEAP BACKWARD› to the word “sky”. When you let go of the ‹LEAP› key, the highlighted word will leap to the position of the cursor.

Do the following:

1. Hold ‹LEAP→›, tap the ‹SPACE BAR› once, then press both ‹LEAP› keys. The word highlights. Let go. (Go on to step 2 below.)

|==29| The sky was clear and cloudless. He looked earnestly into her blue eyes and said, “Please, you are standing on my foot.”

2. Hold ‹←LEAP› (the left ‹LEAP› key), type: sk

The cursor leaps backward to the word “sky”.

3. Let go. The word “blue” leaps in front of “sky”, forming “blue sky”.
4. IMPORTANT: Press and release either ‹LEAP› key to unhighlight.

To go on, ‹LEAP→› to equal-equal.

**31. MOVING TEXT (cont.)**

The word blue leapt in front of sky the instant you let go of the ‹LEAP› key. The move was very fast! Notice the similarity to the earlier blue sky example: Again you placed the cursor on the “s” in “sky” before inserting the new text.

Inserting text by typing and inserting it by moving are exactly the same: Place the cursor on the character that should come immediately to the right of the text you are moving or inserting, such as the “s” in “sky”.

|==30| Sometimes you’ll leap off-target and the highlighted text you’re moving will land in the wrong place. Don’t worry. Let go of the ‹LEAP› key, allowing your text to move into the wrong spot, then leap to a better place. When the highlighted text moves again, the text around it snaps back into shape.

The next example shows how you might move a sentence. To leap there, we’ll leap to the key word shown below, then ‹LEAP AGAIN›. Do the following:

1. Hold ‹LEAP→›, type: jack
2. Continue holding ‹LEAP→›, and press ‹USE FRONT› once to leap again.
32. **MOVING A SENTENCE**

Do the following:

1. Let go of \(<\langle \text{LEAP} \rangle \rangle\), then hold \(<\langle \text{LEAP} \rangle \rangle\) again and press the period key (.) The cursor leaps to the end of the first sentence.
2. Press both \(<\langle \text{LEAP} \rangle \rangle\) keys to highlight the sentence, then let go.
3. Hold \(<\langle \text{LEAP} \rangle \rangle\), press \(<\langle \text{RETURN} \rangle \rangle\). The cursor leaps to the end of the paragraph.
4. Let go. The highlighted sentence leaps to the end of the paragraph.

|==31| Jack was sure his car could make it. The road was steep, but he had four-wheel drive and a powerful engine.

Now to tidy up a bit:

1. Press and release the left \(<\langle \text{LEAP} \rangle \rangle\) key (\(<\langle \text{←LEAP} \rangle \rangle\)). The cursor lands on the “J” in “Jack”.
2. Press the \(<\langle \text{SPACE BAR} \rangle \rangle\) twice to add two spaces between sentences.

Next, erasing. To go on, do the following: \(<\langle \text{LEAP} \rangle \rangle\) to equal-equal.

33. **THE BUILT-IN CLEVERNESS OF ERASE**

When you’re typing, pressing the \(<\langle \text{ERASE} \rangle \rangle\) key makes the cursor backspace, erasing as it goes. Usually this is just what you want it to do.

After leaping, \(<\langle \text{ERASE} \rangle \rangle\) erases to the right of the cursor. This is good because you often want to erase the characters to the right of the cursor after a leap.

|==32| Corrections are easy: Just leap to the trouble spot, press the \(<\langle \text{ERASE} \rangle \rangle\) key to erase it, then re-type, as the following example shows.

Do the following: Hold \(<\langle \text{LEAP} \rangle \rangle\), press the z (as in “zebra”) key twice.
34. **CORRECTING A MISSPELLED WORD**

Both the cursor and the highlight are now on the first “z” below. When you do the correction, notice that the character in the highlight (the “z”), is the one that disappears when you press the \textless\textgreater{} key. Do the following:

1. Press \textless\textgreater{} two times to erase both z’s.
2. Type: ss

\texttt{==33} You’ve leaped to a badly mizzpelled word.

The correction is complete. You’ve also learned something very important about the cursor.

To find out what, \textless\textgreater{} to equal-equal.

35. **THE FUNDAMENTAL CURSOR RULE**

The Cat’s cursor has two parts: the blinking cursor and the solid highlight. Each has a special purpose, like a pencil and an eraser.

The cursor shows where the next thing you type will appear. The highlight shows which character or characters will disappear if you press the \textless\textgreater{} key.

\texttt{==34} This is always true, so we call it the “Fundamental Cursor Rule.” The Cat’s two-part cursor helps you type and erase with confidence and accuracy.

After a leap, the cursor and the highlight both land on the same character. The Fundamental Rule still holds: You can either type or erase at this location. You saw this work with “mizzpelling” earlier. Another example will make it even clearer. Do the following:

1. Hold \textless\textgreater{}, type the word: jill
2. \textless\textgreater{}: Continue to hold \textless\textgreater{}, and press \textless\textgreater{} once.
36. **ERASING AND RETYPING A WORD**

Do the following:

1. Press the \(<\text{ERASE}\>\) key four times to erase the name you leaped to. This is the first step in making a correction: Leap to it and \(<\text{ERASE}\>\) it.
2. Now type a new name, Mary. Notice that the highlight rests on the last letter you typed.

---

35. The coach said Jill ran faster than anyone.

Do the following: Press the \(<\text{ERASE}\>\) key a few times and notice that the character in the highlight is the one that disappears. Whether you’re erasing forward or backward, you can rely on the Fundamental Cursor Rule.

You’ve seen how the cursor leaps. You may also have noticed the cursor “creeping” when you press a \(<\text{LEAP}\>\) key. We’ll explain that next:

1. Hold \(<\text{LEAP}\rightarrow\>\) and, while you hold it, type the word: slow
2. \(<\text{LEAP AGAIN}\>: \text{Continue to hold } \(<\text{LEAP}\rightarrow\>, \text{and press the } \(<\text{USE FRONT}\>\) key once.

---

37. **CREEPING**

To creep, simply tap a \(<\text{LEAP}\>\) key repeatedly. The cursor moves one character each time you press and release the \(<\text{LEAP}\>\) key. Do the following:

1. Tap repeatedly on the \(<\text{LEAP}\rightarrow\>\) key. The cursor creeps forward one character for each tap.
2. Release \(<\text{LEAP}\rightarrow\>\) and tap repeatedly on the left \(<\text{LEAP}\>\) key, \(<\leftarrow\text{LEAP}\>\). The cursor creeps one character backward with each tap.

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36. Creeping is like conventional cursor movement — slow.

Creeping is good for moving the cursor a short distance, a few characters at most.

To go on, do the following: Hold \(<\text{LEAP}\rightarrow\>\), press the x key twice.
38. **ERASE WORKS FORWARD AFTER CREEPING**

Creeping is convenient for short moves and for switching 〈ERASE〉 directions. The following example will give you a very useful skill. Do the following:

1. Type your name. The nonsense letters stay in front of the cursor — how to get rid of them?
2. Press and release the 〈LEAP→〉 key. The cursor creeps to the first “x”.
3. Press the 〈ERASE〉 key four times. This erases the nonsense letters.

So, if you have a problem right next to the cursor, creep to it, then erase it.

Since creeping is like conventional cursor movement, there’s a chance you’ll use it as a crutch. Don’t let this happen! Leaping is far faster and will soon become automatic. But you must practice it faithfully at first.

To go on, 〈LEAP→〉 to equal-equal.

39. **CREEPING TO CHANGE THE SIZE OF THE HIGHLIGHT**

There is one other way to use creeping: to change the amount of text you highlight when you press both 〈LEAP〉 keys. Do the following:

1. 〈LEAP→〉 to the letter “s”.
2. Press both 〈LEAP〉 keys. This extends the highlight.
3. Tap seven times on the 〈LEAP→〉 key — the highlight collapses and the cursor creeps forward to the letter “v”… (cont. below)

You can also creep backward to shrink the highlighted area.

To go on, leap to equal-equal.
40. NARROW AND WIDE CURSOR

The cursor and highlight rest on the same character after you leap or creep. We call this a narrow cursor, since it is only one character wide (the cursor is narrow right now). A narrow cursor erases forward.

After you begin typing, the cursor and highlight separate, covering two characters. This is a wide cursor. A wide cursor erases backward.

Thus a glance at the cursor tells you which way it is going to erase.

To go on, do the following:

1. Hold \textlangle\textlessthan\textrangle LEAP→, type: say
2. Continue to hold \textlangle\textlessthan\textrangle LEAP→, and press \textlangle\textlessthan\textrangle USE FRONT\textrangle once to leap again.

41. SWITCHING ERASE DIRECTIONS TO MAKE A CORRECTION

If the cursor is erasing forward and you want it to erase backward, type a space (or any character), then press \textlangle\textlessthan\textrangle ERASE\textrangle. Typing a space changes the cursor from narrow to wide, and changes erasing from forward to backward.

In the example below, the idea is to erase the “es” to the left of the cursor so that the sentence reads, “The true writer has nothing to s-a-y.” (Again, hyphens were used to make the cursor skip this line.)

“The true writer has nothing to essay. What counts is the way he says it.” — Alain Robbe-Grillet

Do the following:

1. Press the \textlangle\textlessthan\textrangle SPACE BAR\textrangle. The cursor switches from narrow to wide.
2. Press the \textlangle\textlessthan\textrangle ERASE\textrangle key three times to erase “es “

To go on, \textlangle\textlessthan\textrangle LEAP→ to equal-equal.
42. **LEAPING TO PAGE CHARACTERS**

You'll be putting together the things you've learned more and more as we go on. The next example uses leaping, leaping again, highlighting, and erasing.

Page characters are big and impressive looking, but they are only a single character like any other single character. You can type them, erase them, or leap to them with one stroke.

The first step in the next example — which shows you how to erase a lot of text all at once — is to leap to a page character, so let's take a shortcut and do that now.

Do the following: Hold **〈LEAP→〉**, and, while holding it, press and release the **〈PAGE〉** key.

43. **ERASING A LOT OF TEXT ALL AT ONCE**

You already learned this trick when you learned how to extend the highlight (remember highlighting several paragraphs and erasing them?). That’s how to erase a lot of text at one stroke: Highlight it, then press the **〈ERASE〉** key.

Let’s erase a bigger chunk of text this time — a whole page.

The following two steps will leap you to the bottom of the page (off the screen below):

1. Hold **〈LEAP→〉**.
2. While holding it, press **〈USE FRONT〉** once in order to leap again. (Be sure you see the right lesson number (43) when you get there! If you don’t, use **〈UNDO〉**.)

44. **WELL DONE!**

You leaped to the bottom of the page.

Now do the following:

1. Press both **〈LEAP〉** keys. The page highlights (cont. below) 1="43!
2. Press the **〈LEAP〉** key. The page disappears.
3. Press **〈UNDO〉** to bring it back.
4. **VERY IMPORTANT:** Press and release **〈LEAP→〉** to unhighlight the text (if you don’t, the highlighted page will follow the cursor the next time you leap.

To go on, **〈LEAP→〉** to equal-equal as usual.
45. **ERASING IN A NUTSHELL**

To erase a lot of text: Leap from one end to the other (use ‹LEAP AGAIN› if you need to), extend the highlight (press both ‹LEAP› keys and let go), and press ‹ERASE›. You can erase two or more characters this way, up to and including the entire text.

To adjust the highlighted area a little: Collapse the highlight and creep forward or backward, then highlight again.

To erase a typing error: Press the ‹ERASE› key to backspace and erase it.

To erase an error found in the text: Leap or creep to it, then press the ‹ERASE› key to forward erase it.

To switch from backward erase to forward erase: Leap or creep, then ‹ERASE›. To switch from forward erase to backward erase: ‹SPACE BAR›, then ‹ERASE›.

To get back erased material: Use ‹UNDO›.

You are about 3/4 of the way through the tutorial. To go on, ‹LEAP→› to equal-equal.

46. **BROWSING THROUGH YOUR TEXT**

Browsing means moving through the text as if it were a roll of player-piano paper. It’s a great way to review or search your text. To browse, we leap to a paragraph break and use ‹LEAP AGAIN› to leap rapidly from paragraph to paragraph.

Each paragraph has two returns at the end, so you can leap from paragraph to paragraph by leaping to two returns and then leaping again. A return is the character you get when you press the ‹RETURN› key.

Returns are invisible except when highlighted (then they appear as a hooked arrow, “→”). Returns are real characters, the same as letters, punctuation, numerals, and spaces. That’s why you can leap to them. Do the following:

Hold ‹LEAP→›, and press the ‹RETURN› key twice (as if you were typing a paragraph break). You will leap to the end of the paragraph above.

You can speed up browsing by holding down the ‹USE FRONT› key while you hold the ‹LEAP› key.

Do the following: Press and hold ‹LEAP→›, then press and hold ‹USE FRONT› at the same time and count to five. You move forward at great speed.

How to go to the next lesson: Let go, then ‹LEAP→› to equal-equal.
47.  **THE CIRCULAR TEXT**

Inside the Cat, the text forms a circle, like a racetrack. The bottom joins the top, forming a continuous loop. As you leap from paragraph to paragraph, you go around the loop. If you keep going, you'll eventually arrive back at your starting place.

Similarly, you can leap in the wrong direction and still end up at the right place in your text. The cursor will search the entire text, if necessary.

While you can leap directly to a specific word or subject by holding a `<LEAP>` key and "typing" it, browsing allows you to review unknown text.

To go on, `<LEAP→>` to equal-equal.

48.  **SCROLLING**

Sometimes the text is positioned a little too high or low on the screen. Scrolling is a way to move it up or down a few lines so you can see it better.

To scroll, hold down either `<SHIFT>` key and, while holding it, press either `<LEAP>` key. The text moves one line with each press on the `<LEAP>` key.

Do the following:

1.  Hold down either `<SHIFT>` key, and, while you hold it, tap the `<←LEAP>` key a few times. Note: If you hold a `<LEAP>` key and press `<SHIFT>` nothing will happen. Keep holding the `<SHIFT>` key and try tapping on the other `<LEAP>` key. The text will move up or down one line for each tap.

2.  Here's how you speed up scrolling: Let go of the `<SHIFT>` key, press and hold `<LEAP→>`, and, while you hold it, press and hold `<USE FRONT>`. You will begin to scroll rapidly forward. So, if you want to scroll more than just a few lines, scroll one line in either direction using `<SHIFT>-<LEAP>`, then let go of the `<SHIFT>` key and use `<LEAP AGAIN>` (<USE FRONT>-<LEAP>).

Scrolling, like creeping, should not be used in place of leaping. It is just a way to reposition the text on the screen.

To go on, `<LEAP→>` to equal-equal.
49. BEGINNING A DOCUMENT

A document is any piece of typing you think of as standing alone in your text. A memo, a letter, a story, even a shopping list could all qualify as documents.

To begin a new document, type a document character, the uppercase character on the \texttt{PAGE} key. Do the following:

\begin{enumerate}
\item Step 1. Hold down \texttt{SHIFT}, and press \texttt{DOCUMENT} (the \texttt{PAGE} key) once. A document character numbered “10” appears.
\item This ends the “document” above at page 10, and begins a new document below.
\item Step 2. Let go of \texttt{SHIFT}, then press \texttt{PAGE} four times, typing four page characters. Notice that the pages are numbered 1 (no number), 2, 3, 4. This shows that the pages after a document character start over at “1” again. (page 1 is unnumbered because its number does not appear in the printout.)
\item Step 3. Erase the page characters and the document character (press \texttt{ERASE} five times, or until they are gone.)
\end{enumerate}

To go on, hold \texttt{LEAP→} and, while you hold it, type em. Then \texttt{LEAP AGAIN} once: Continue to hold \texttt{LEAP→}, and press \texttt{USE FRONT} once.

50. THE FIRST DOCUMENT IN YOUR TEXT

If you simply turn your Cat on with either a blank (brand new) disk or no disk in the drive, two horizontal lines like these appear across the top of the screen:

\begin{itemize}
\item This is an empty text. An empty text means nothing has been typed yet.
\item The first two document characters are called the initial document characters. They cannot be erased. All other document characters can be erased, just like page characters.
\item These two remain the first and last characters in your text, no matter how big the text gets. Think of them as bookends or scroll ends. All the text you type (or get from a disk) is stretched out between them.
\end{itemize}

To go on, \texttt{LEAP→} to equal-equal.
51. **FINDING ROOM FOR A NEW DOCUMENT**

It’s easy to start a document in an empty text: just start typing. But what about when there is already text on your screen?

You can start one anywhere simply by typing a document character. A better way is to leap to a document character, then type a document character. This creates a new pair of “bookends” for the document.

We’ll try that now.

Do the following to leap directly to a document character: Hold ‹LEAP→› and ‹SHIFT›, and, while holding them, press ‹DOCUMENT›.

52. **BEGINNING A NEW DOCUMENT (cont.)**

The cursor should now be on the document character below. Do the following:

1. Type a document character (hold ‹SHIFT›, press ‹DOCUMENT›).
2. Type a couple of lines of text. (Note: The page number “1” refers to the text above the document character.)

Your typing should be sandwiched between two document characters. To print your new document, you’d simply leap from one document character to the other, highlight, and use the ‹PRINT› command. We’ll take up printing next.

To go on, ‹LEAP→› to equal-equal.

53. **TO PRINT A DOCUMENT**

First, highlight the text you want to print. Then use the ‹PRINT› command. When you highlight a document you need to leap from document character to document character in order to highlight all the pages in the document at once.

If your printer is hooked up to your Cat now, you can print the document that follows (a memo we cooked up). If not, you can still go through the steps.

Do the following: Hold ‹LEAP→›, and, while you hold it, press the ‹PAGE› key. This will leap you to the next document character, which is in the next lesson. (The ‹PAGE› key can be used to leap to document characters, page characters, and automatic page breaks.)
54. **YOUR FIRST PRINTOUT**

A printout means printing on paper. Let go of \(<\text{LEAP}\rightarrow>\), then do the following:

1. Hold \(<\text{LEAP}\rightarrow>\), and, while you hold it, press \(<\text{USE FRONT}\>\) once. You leap to the document character at the end of the memo.
2. Press both \(<\text{LEAP}\>\) keys to highlight the memo (then let go).
3. Use the PRINT command: Hold \(<\text{USE FRONT}\>\), press the \(<\text{PRINT}\>\) key (j).

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55. **WHY YOU NEED TO RECORD YOUR TEXT**

The text on your screen depends on an uninterrupted supply of electric current to exist. Because of this, your text would be gone forever if the power went out.

A disk, however, provides more or less permanent storage for text. You can record your text on a disk much the same way you record music on tape. Then your text is preserved no matter what happens to the electric current.

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Pat: Pack your bags and report to the airport. Please prepare for a long flight. Possible Pulitzer for you in Patagonian caper.—The Publisher
56. **HOW TO RECORD TEXT**

The first time you record your text, you need a blank (fresh out of the box) disk. To record your text you simply insert the blank disk in the drive (the slot on the right side of the screen) and then use the `DISK` command.

The disk drive is like a tape recorder. You can leave the disk in the drive as long as you want. Use the `DISK` command frequently while you work. This ensures that the disk has an up-to-date recording of your text at all times.

When you use the `DISK` command, a DISK sign appears below the ruler and a small “in-use” light comes on in the disk drive. In a few seconds, your text is recorded and the light goes out. Never remove a disk from the drive or turn off the power while the `DISK` command is working, or you will lose your text.

If you walk off and leave the Cat alone, it will automatically record your text after a few minutes. Afterward, the screen goes dark. Pressing any key will wake the screen up again with everything exactly as it was.

To go on, `LEAP→` to equal-equal.

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57. **TO PLAY BACK TEXT**

After you’ve recorded your text, you can change disks and play back another text. Play back means bringing back the text that has been recorded on a disk, and putting it on the screen where you can work on it again.

When you started this tutorial you played back the tutorial disk. The Cat will not let you play back another text unless you’ve recorded the current text first. This prevents accidentally throwing out the valuable changes you’ve made.

Playback has no effect on the information stored on a disk, any more than reading a book has an effect on the book. Only by recording can you change what’s on a disk. Recording copies what is on the screen back onto the disk.

Recording and playing back are both done with the `DISK` command. The `DISK` command is “smart.” It knows whether it should record or play back.

To turn the `PAGE`, `LEAP→` to equal-equal.
58. WHAT TO DO WHEN YOU GET A BEEP

When the Cat cannot record or play back safely, it beeps to let you know. The usual reason is that you are trying to play back a new text without recording the old one first.

A beep might also mean the disk in the drive is write-protected. Write-protection means the disk is protected against recording. How do you know why you got a beep? Ask the Cat. Do the following:

1. Use the &lt;DISK&gt; command (hold &lt;USE FRONT&gt;, press &lt;DISK&gt;). The Cat will try to record on the tutorial disk. But the tutorial is write-protected, so you get a beep.
2. Use the &lt;EXPLAIN&gt; command (hold &lt;USE FRONT&gt;, press &lt;EXPLAIN&gt;) — keep holding &lt;USE FRONT&gt;. You get a message explaining that the disk is write-protected (ignore what it says about removing write-protection).

To go on, &lt;LEAP→&gt; to equal-equal.

59. CONGRATULATIONS!

You have learned how to

- Type something.
- Make changes in it (inserting, erasing, moving text).
- Print it.
- Record it.

Most of what you do on the Cat falls into this pattern.

A quick review will put everything in perspective.

To go on, &lt;LEAP→&gt; to equal-equal.
60. **THE CAT**

Four things make the Cat go: Typing, leaping, highlighting and commands.

To type, you simply type. The cursor and highlight show where typing and erasing will occur on the screen.

To leap, hold down a <LEAP> key and type what you want to find. The cursor will leap to it (providing it exists). Release the <LEAP> key after you leap.

To highlight text, leap from one end to the other and then press both <LEAP> keys. This enables you to erase a chunk of text or use a command on it.

To use a command, highlight the text you want to affect, then hold <USE FRONT> and press the command key.

Don’t forget the <UNDO> command, which allows you to cancel most things you do immediately after they’ve been done.

To go on, <LEAP→> to equal-equal.

61. **HOW THE CAT FITS TOGETHER**

The four skills you have learned fit together in a simple, compact whole:

- Typing is just typing.
- Leaping is the flip side of typing ("type" what you want to leap to).
- If you can leap, you can highlight any part of the text you want.
- Commands tell the Cat what to do with highlighted text.

Thus leaping is the key to the Cat.

To go on, <LEAP→> to equal-equal.

62. **WHERE TO GO FROM HERE**

Now that you know your Cat, you might want to try typing and printing something of your own.

The next lesson will show you how to start. Use your How-to Guide for help with specific problems. Keep the Quick Reference Card on hand.

To go on, <LEAP→> to equal-equal.
63.  **HOW TO START YOUR OWN TEXT**

You need a blank disk and an empty text to get started. The instructions at the bottom of this screen will help you get an empty text. We leave the blank disk up to you.

If you’d like to review the tutorial, you can turn off the Cat, wait a few seconds and then turn it on. Or, simply <<LEAP AGAIN>>: Hold <<LEAP→>>, tap <<USE FRONT>>. You’ll <<LEAP FORWARD>>, past the end of the text, to the beginning.

To get an empty text you need to erase the entire text. Erasing the text will have no effect on your tutorial disk. Remember, what you see here is a playback of the tutorial disk. Only recording would change the disk, and that’s impossible because the tutorial disk is write-protected.

To get started, hold <<LEAP→>>, and, while holding it, press the <<PAGE>> key about FIVE times. The cursor will leap to the end of the text and stop. There’ll be more instructions there.

64.  **THE FINAL DOCUMENT CHARACTER**

Well done. This is the only document character that appears at the bottom of your screen when you leap to it.

You can always find this part of your text by holding the <<LEAP→>> key and pressing <<PAGE>> a few times. As soon as you type more consecutive <<PAGE>> characters than can be found anywhere in your text, the cursor will leap to the end of the text (five is not a magic number — two may do).

The next step in erasing the entire text is to leap to the first document character.

To do this, hold <<LEAP→>>, and <<LEAP AGAIN>> (press <<USE FRONT>>).

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