

VU-CALC

from PSION

by typing LOAD "VU-CALC"

Users have become a powerful and tool to many though they only work out a number at a time. They are useful for many things in life that are well served by a table or an array of numbers. VU-CALC is a program for displaying tables of numbers and with an empty table or grid composed of rows and columns. With a command you can invoke calculator-like windows one box to another or one row to another so that the computer can do calculations in a few seconds. You can name particular boxes and by changing parameters, tables for can be re-evaluated and displayed

Powerful tool for financial calculation of engineering or statistical analysis etc. cursor and window. A two line command panel can be seen, a blank labelled area is

In the middle of the screen and an input line can be seen at the bottom of the screen. The blank area in the middle of the screen is a window on to the table. The table can be thought of as a large number of boxes ordered into rows or columns. The rows are labelled alphabetically and the current rows shown in the window can be seen down the left-hand margin. The columns are labelled numerically from 01 upwards and the current columns shown in the window are numbered along the line immediately above the window. Each box or rectangle is uniquely identified by the row letter followed by the column number. Thus, A01 or A1 refers to the box lying in the top left-hand corner of the table.

At any stage during the use of VU-CALC, the user's attention relates to a particular box which is illustrated as a large red rectangle on the table. This is the cursor. The cursor can be moved freely and rapidly to read or enter data, text or formulae. The cursor is moved on the table by pressing the four arrow cursor keys on the keyboard, (caps shift held down while keys 5, 6, 7 or 8 are pressed). The cursor may be moved rapidly by holding down one of the arrow keys firmly. When the cursor reaches a box at the edge of the window and the cursor keys are pressed further the window will automatically move over the table. This can be observed by noticing the column numbers or row numbers along the sides of the window changing. By this means, the user can move rapidly round a very large table (in the case of the 48K Spectrum).

ENTERING DATA AND TEXT

The user may think of VU-CALC as a thinking spreadsheet in which he may layout at will, text and numerical data. At the main command point of VU-CALC, 4 types of entries may be made: text, data, formulae or a command. To enter text, position the cursor at the box where you

wish to start the text. Press " " and now simply type in the text which you wish to enter at that position. As you type you will see the text being written on the input line at the bottom of the screen with the small red cursor on that line moving along. You may fill the whole line and use the delete key to make alterations. When complete, press "ENTER" to insert the text on to the spreadsheet. To enter a number in any box, simply position the cursor where you wish to enter the number and type in the number followed by the "ENTER" key. The number will immediately be shown in the current box.

To calculate a number at a particular box using a formula, position the cursor at the appropriate box and simply type in the formula. When the formula as shown on the bottom input line is correct press "ENTER" which will apply the formula to the current box and which will calculate the data immediately at the appropriate boxes. A formula may be applied to many boxes with the # Repeat command, VU-CALC will automatically distinguish between text, data and formulae.

When the bottom input line is empty typing a " #" will set VU-CALC into the command mode and a list of commands will appear on the top two lines. By pressing the first character of the required command, the command will be executed subject to its appropriate parameters.

FORMULAE

The real power of VU-CALC comes from the use of formulae for boxes, rows or columns which can generate the data you require for your table. The syntax of a formula includes the use of constants, (numbers), references to the numbers in other boxes and the simple arithmetical operators: +, -, /, *. The numbers in another box are always referred to by the box reference of row letter followed by column number. In constructing formulae you may think of the box