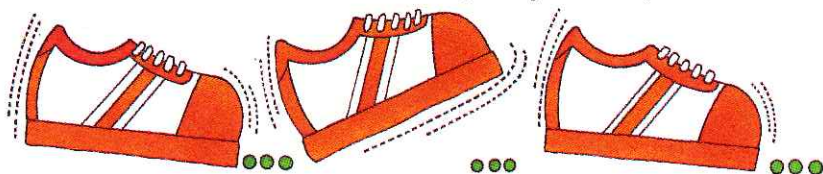


SECTION 2. GETTING STARTED

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What to Expect When You Turn Your IBM PCjr Power On.	2-3
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It's Easy!
We'll Take You Step By Step...



Notes:



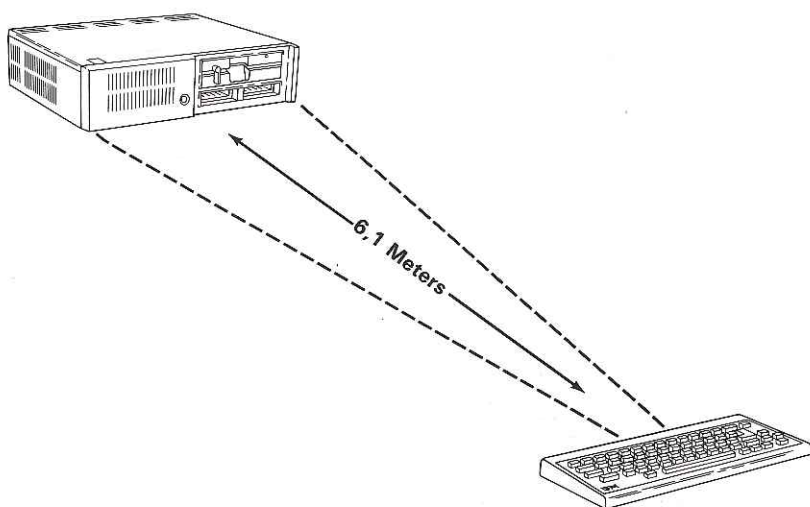
What to Expect When You Turn Your IBM PCjr Power On.

Important

Whenever your IBM PCjr does not respond as described in this book, go to Section 6, "Testing your IBM PCjr."

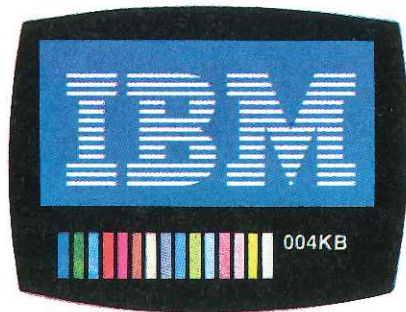
Some of the colors shown in this book may be different than the colors on the screen. This happens because all televisions and displays do not produce the same colors. If you are asked if your screen looks like an example in this book, the question really refers to the shapes of the color blocks and figures.

To operate properly, your IBM PCjr keyboard must be in front of your IBM PCjr and no more than 6,1 meters (20 feet) away. Your IBM PCjr and the keyboard are connected by an invisible beam, so don't place anything between them that will block that beam.



Do not turn your IBM PCjr power on yet. Let's take a minute to review what should happen when you do.

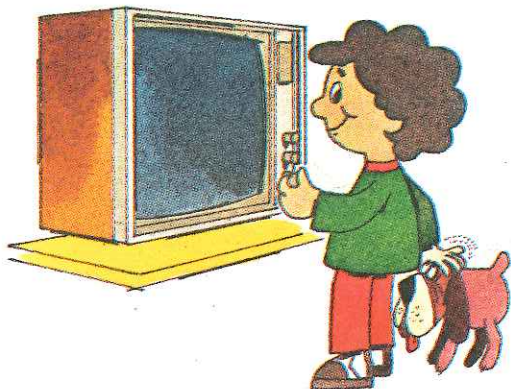
It take's a few seconds for something to appear on the screen. When it does, it looks like this:



This screen is called the IBM Color Bar screen and it appears for a few seconds. While it does, your IBM PCjr is checking itself to be sure it is ready to go to work. After your IBM PCjr has checked itself and finds that everything is working correctly, you hear one short beep and the screen changes.



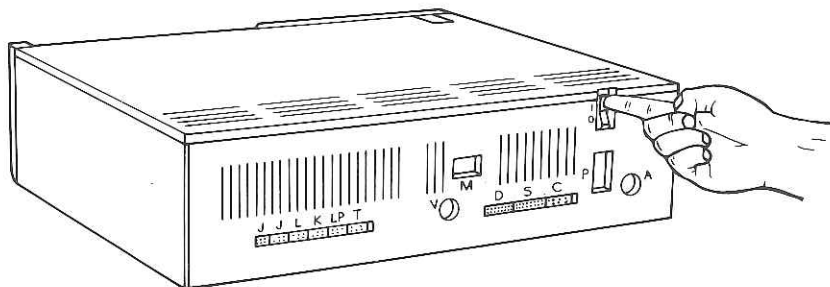
Turn your display or television power on.





Turn your IBM PCjr power on.

- | This is the international symbol for On.
- This is the international symbol for Off.



Following the IBM Color Bar screen, the IBM Personal Computer BASIC Message Screen appears.



Adjust the contrast, brightness and fine tuning on your display or television so it is comfortable for you.

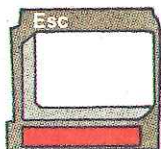
The IBM Personal Computer Basic
Version C1.20 Copyright IBM Corp.1981
XXXXX Bytes free
OK
—

1 LIST 2 RUN 3 LOAD 4 SAVE 5 CONT

Running the Keyboard Adventure

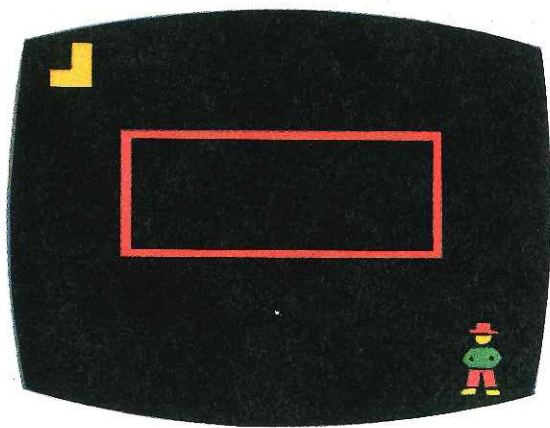


Press the Esc key. This key is in the upper left corner of your keyboard.



If you make a mistake and press any other key before you press Esc, you will not be able to run the "Keyboard Adventure." If the screen did not change when you pressed the Esc key, turn your IBM PCjr power off, wait about five seconds, turn it on again, and press the Esc key.

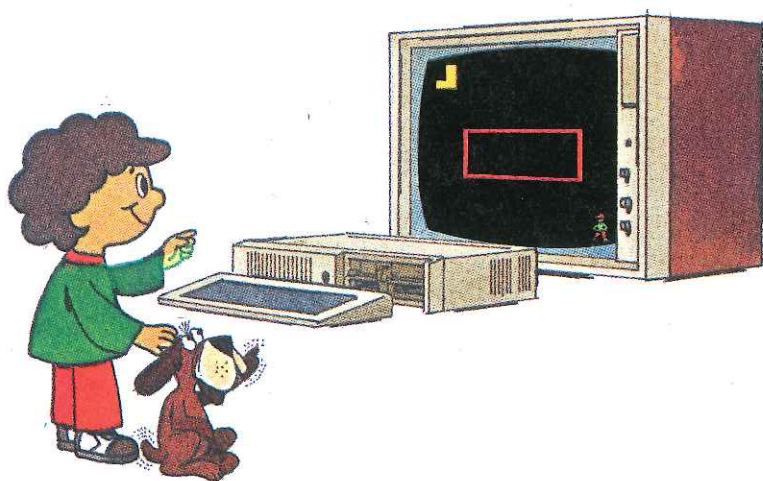
Your screen should now look like this:



You are now ready to start the "Keyboard Adventure".

If your IBM PCjr did not respond correctly, go to Section 6, "Testing your IBM PCjr."

You will not hear the sounds this book describes if you are using a display that does not have a speaker and amplifier attached to it.

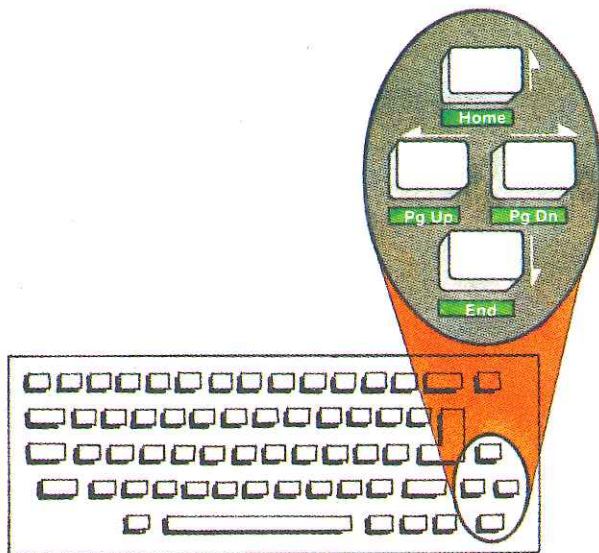


We would like you to meet P.C., who will be your guide through this "Keyboard Adventure."



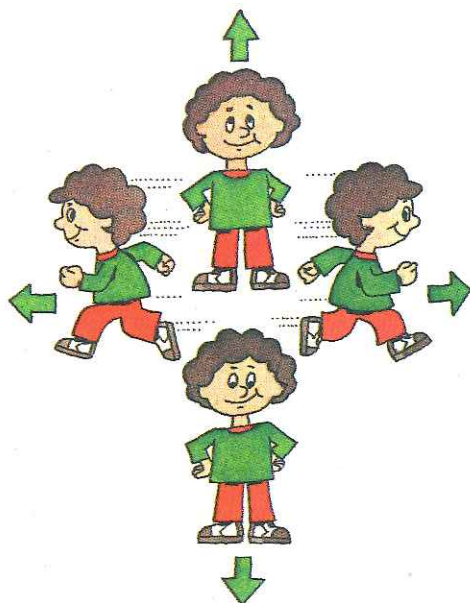
If you are ready to join P.C., let's begin.

On the right side of your keyboard are four keys grouped together. Each of these keys has an arrow next to it and a green stripe under it.



These keys are called cursor control keys. In computer talk, a cursor is a character (sometimes a blinking line or block) that shows you where you are on the screen. You can move a cursor up, down, right, or left with the cursor control keys.

In this part of your "Keyboard Adventure," P.C. will pretend to be a cursor to show you how to move around the screen. Each of the cursor control keys moves P.C. in the direction of the arrow. If a cursor control key is pressed and released, P.C. will move one position and stop. If the key is held down P.C. will continue to move.

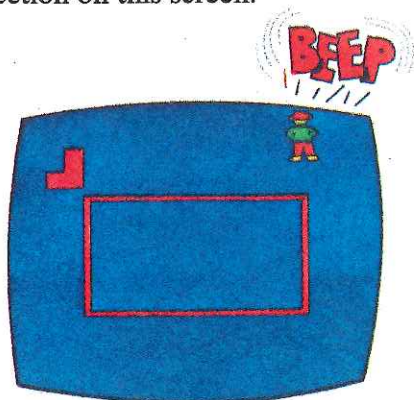




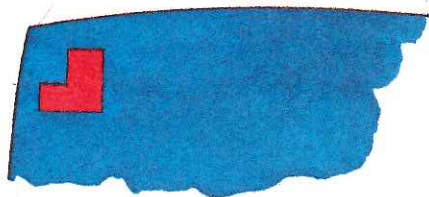
Move P.C. to the top of the screen by holding down the Cursor Up key. (This key has the word "Home" under it.)



Did you hear a beep when P.C. reached the very top? A beep sounds whenever P.C. goes as far as he can go in one direction on this screen.



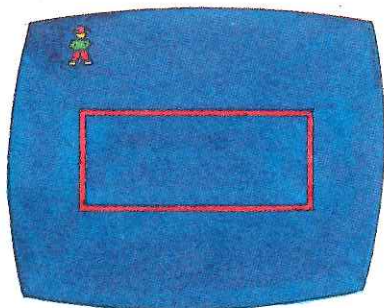
Now, let's find out what that strange object is on the left side of the screen.





Using the cursor control keys, move P.C. through the object on the left side of your screen. (Make sure the object disappears from the screen.)

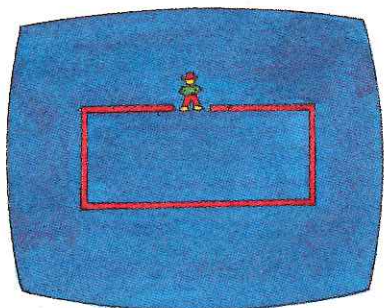
HINT: If this doesn't work the first time you try it, just continue to move P.C. around the object until it vanishes from the screen.



What's happened to the box? Is that a secret door that just opened? Do you suppose there's any connection between the object and the unlocking of the door? Let's see if we can solve this mystery. Perhaps P.C. can help us!



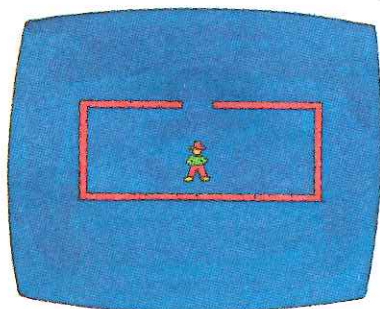
Using the cursor control keys, move P.C. to the opening of the box.

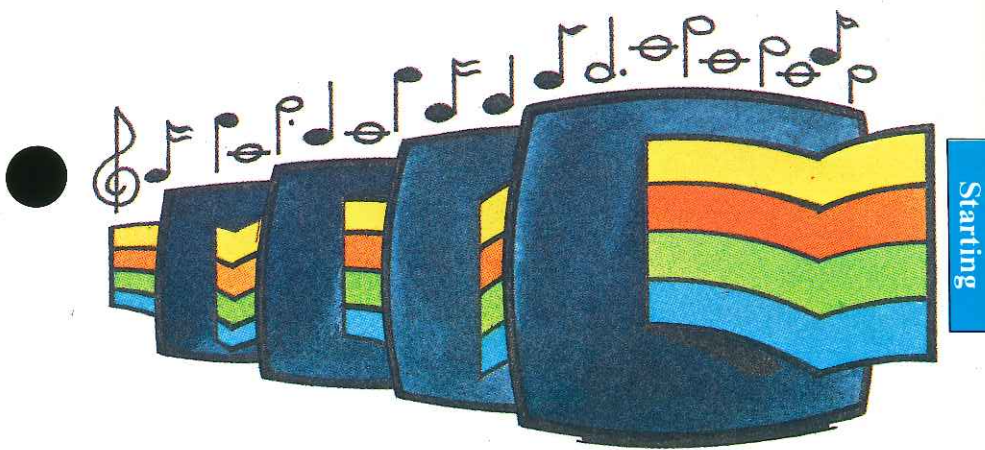


Now, if you were P.C., wouldn't you be curious enough to peek inside the box?



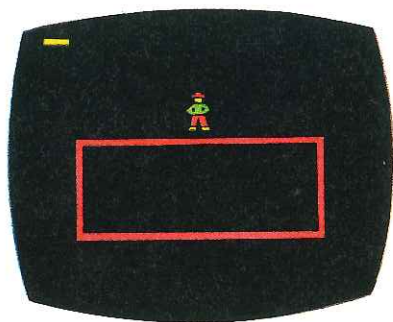
Move P.C. as far down into the box as possible.





What happened???

As you can see, there's no need to worry. P.C. is back.



In fact, P.C. is ready to guide you through another adventure.

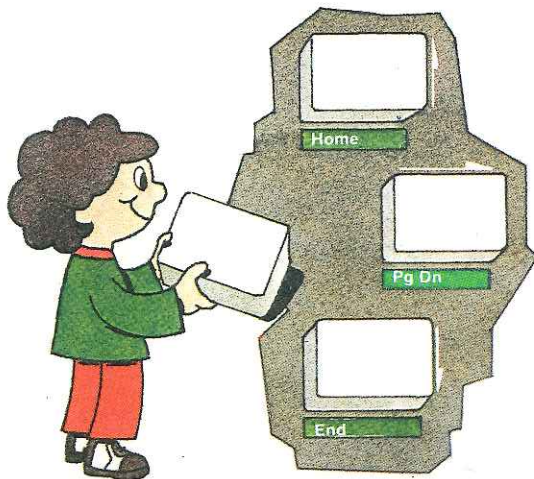


Let's find out what P.C. wants you to do. Perhaps if you press the cursor control keys again...

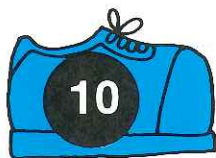


Press each cursor control key once.

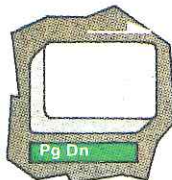
Do you have any idea what P.C. is doing?



It looks as if a keyboard is being built. See how closely those four blocks resemble the four cursor control keys you just pressed? Notice the pattern they make on the screen.



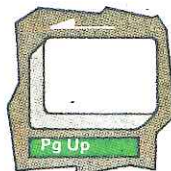
Press the Cursor Right key again - three or four times - and watch the screen closely.



Look at the small line moving across the top of your screen as you press the Cursor Right key.



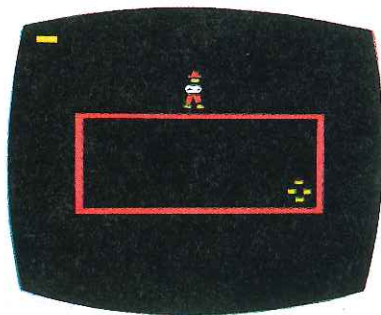
Press the Cursor Left key several times.



Remember when we told you about the cursor? Well, this is a cursor. Cursors come in different styles. Some, like this one, are little lines. Some are blocks. Some are bright, and some will even blink at you to catch your eye. But they all do the same thing - they let you know where you can place something on the screen.

As you can see, you are in control of the cursor now and can move it to the left or right.

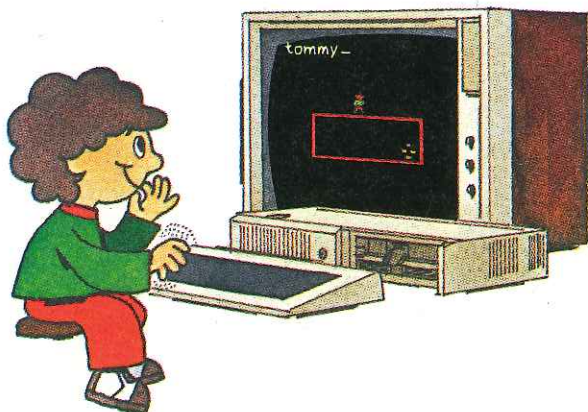
Let's make this cursor work for you.



Type your first name in lowercase letters.

If you make a mistake, press the Cursor Left key until the cursor is under the letter you want to change. Then type the correct letter over the incorrect one. (Afterwards, make sure you move the cursor to the right of the last letter you typed and then continue typing.)

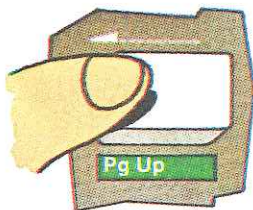
Is your first name on the screen? How does it feel to see your name in lights? (For now, we are pretending that your name is Tommy.)



Now let's begin your name with a capital letter:



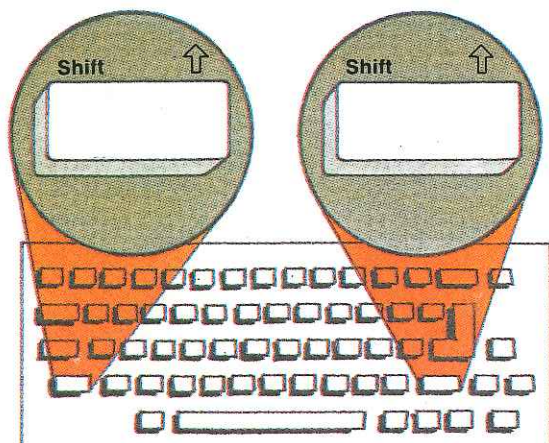
Press the Cursor Left key until the cursor is under the first letter of your name.



tommy

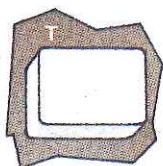
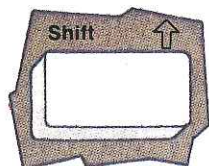


Locate one of the keys marked "Shift".





Hold down a Shift key, and, at the same time, retype the first letter of your name.

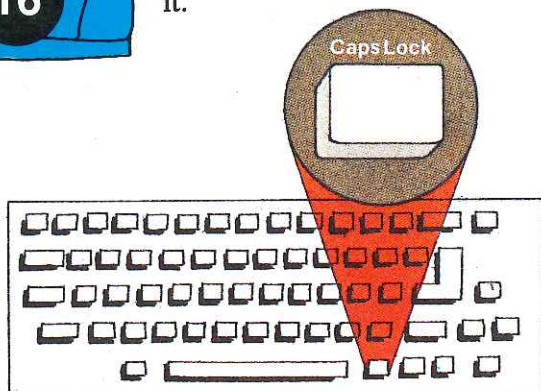


Suppose you wanted to type something in uppercase letters. There are two ways you could do this. The first way would be to hold down a Shift key and, at the same time, type the letters. But, an easier way is to use the CapsLock key.

Just for fun, use the CapsLock key to type your first name in uppercase letters. To do that:



Press the CapsLock key and release it.



If you look at your screen, you will see that the cursor is already under the second letter of your name. So...



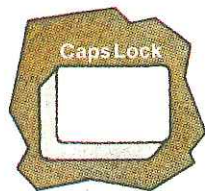
Type the rest of your first name again.

TOMMY_

Did your name appear in uppercase letters on the screen? If so:



Press the CapsLock key again to turn off uppercase.



By the way, this is a key that you have to press twice - the first time to lock the keyboard in uppercase and a second time to unlock it.

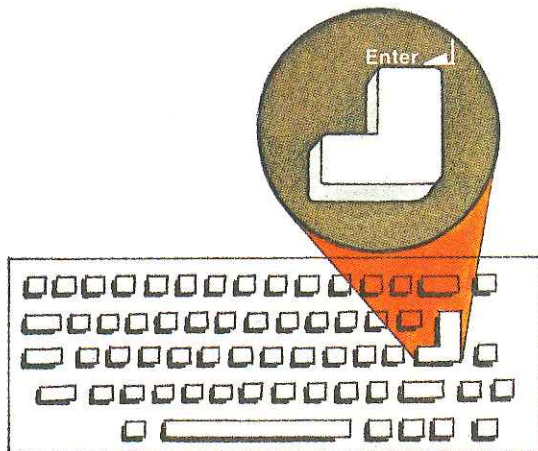
REMEMBER:

- Press CapsLock once to get uppercase.
- Press CapsLock again to return to lowercase.

You have just seen how using the cursor control keys moves the cursor to letters you want to change. The process of changing what you type is called editing.

You have also seen that you can use a Shift key to make uppercase letters and the CapsLock key to lock your keyboard in uppercase.

A few words now about the most important key on the keyboard - the Enter key. This key is on the right side of your keyboard just above the right Shift key.



Remember the strange object in the upper left corner of the last screen? Do you remember how it disappeared from the screen when P.C. moved through it? That object was the Enter key. It was the key that allowed P.C. to "enter" into the next adventure by opening the box.

Just as it helped P.C. enter the box, the Enter key will do special things for you. It will carry your messages to the computer and allow you to give the computer a command or deposit information into its memory.