

Keystroke	Function
	One space diagonally towards the upper right.
	One space diagonally towards the lower right.
	To a corner.
	To the right in eight column increments (from the left margin) on the current line.
	When an elastic box is displayed, alternates the cursor between two opposite corners of the box.
	To the left in eight column increments (from the right margin) on the current line.
	To the first column on the next line.

Keys used to select color/character table

Keystroke	Function
	To select a text character.
	To select a foreground color.
	To select a background color.
	To select a blink setting.

Using the Keyboard with SE

Keystroke	Function
	File Menu
	Edit Menu
	Modes Menu
	Run Menu

Keystroke	Function
	Moves the pointer one column in the direction of the arrow
	Scrolls the story one line in the direction of the arrow
	Displays additional panel selections or block of Story Table lines
	Displays previous panel selections or block of Story Table lines
	Moves pointer one column to the right
	Moves pointer one column to the left
	Moves the pointer to the beginning of the Story Editing Line
	Moves the pointer to the end of the Story Editing Line

Action Keys

Keys used when Run Story or Step Story is selected.

Keystroke	Function
	Stops the story and returns to the editing screen at the end of the current action.
	Stops the story and returns to the editing screen immediately.
	Executes the next line of the story when in Step Mode
	When running in Run Story Mode, switches to Step Story Mode
	When running in Step Story Mode, switches to Run Story Mode
	Freezes story playback, any key resumes
	Skips current Wait period

Keystroke	Function
	Backspace to the nearest Full (and not transparent) screen or the previous line with a period in the label field
	Resumes from the first backspace

Keys used to scroll the Story Table

Keystroke	Function
	Scrolls the previous five lines or the previous eleven lines of your story, depending on the resolution mode.
	Scrolls the next five lines or the next eleven lines of your story, depending on the resolution mode.
	Goes to the first line of the story
	Goes to the last line of the story

Keys common to PM and SE

Keystroke	Function
	Use the (+) key on the numeric keypad key as Button 1 .
	Use the (-) key on the numeric keypad as Button 2 .
	Confirms selection
	Exits panel without executing selection

Using the keyboard with PM

Keystroke	Function
	Icon Area
	Color palette area
	Line Style Area
	Color Pattern Area

Keystroke	Function
	Active Pattern box
	File menu
	Edit menu
	Modes menu
	Tools menu
	Text menu
	moves the pointer in the direction of the arrow selected.
	diagonally towards the upper left

Keystroke	Function
	diagonally towards the lower left
	diagonally towards the upper right
	diagonally towards the lower right
	one pixel in direction of arrow
	one pixel in direction of diagonal

Keys used with PM Text

Keystroke	Function
	moves cursor to beginning of next line.
	erases characters to the left of the cursor.
	moves the cursor in the four directions.
	insert character(s)

Keystroke	Function
	erases the character above the cursor
	insert a blank line
	delete a line of text
	moves the cursor to the beginning of the text line that was fixed on the screen when Button 1 was pressed.
	exits and accept text
	exits without accepting text
	displays the Set Attribute panel
	displays the final appearance of text when using shadow

Text Maker commands

Keystroke	Function
	Alter Color

Keystroke	Function
	Box Draw
	Box Frame Display
	Cut/Copy/Move
	Delete Lines
	Draw, continuous sketching
	Erase
	Screen Libraries
	Immediate Palette
	Insert Lines
	Paste
	Quit
	Text Entry

Keystroke	Function
	Undo
	X,Y Coordinate Display
	Hint Text Display

Keyboard mode cursor movement (TM)

Keystroke	Function
	In the direction of the arrow.
	To the first or last column of the current line.
	Four columns to the left or right.
	Up or down two lines.
	One space diagonally towards the upper left.
	One space diagonally towards the lower left.