

***INSTA-LEDGER* ADDENDUM**

(Flippy Version)

Dear Commodore Owner:

We are finding that some users are having problems in booting their *INSTA-LEDGER* program. Therefore, we have included alternative loading instructions you can use to boot your program.

To load *INSTA-LEDGER*,

type:

LOAD“*”,8 press **RETURN**

type:

RUN press **RETURN**

Please feel free to call our Customer Service Department if you have further questions or comments.

Thank you and happy computing!

CIMARRON CORPORATION

P/N#2100-00054Rev.B

Dear Atari Owner:

This Atari version of *INSTA-LEDGER* has been specially produced for the Atari 800 & 800XL, as well as upgraded Atari 400's. Technically speaking, you will be able to use this Atari version on any Atari microprocessor which has 32272 bytes of BASIC free space. (In other words, the response from the immediate mode command -? FRE(0) - must be at least 32272.) You may use either DOS 2.0S or DOS 3.0. The program is designed for a single disk drive, and uses, getting technical again, single density data files of 128 bytes/sector; 707 data sector/diskette.

Loading Your *INSTA-LEDGER* Program

800XL: Place your diskette into the drive, and turn on the system. That's all there is to it.

400 & 800: Install your BASIC cartridge, then place your diskette into the drive, and turn the system on. It's simple.

The "auto-boot" feature of *INSTA-LEDGER* modifies the manner in which memory space in your Atari is allocated. *INSTA-LEDGER* requires that memory be allocated in this special way in order for the program to run properly. Therefore, you may not RESET, or "warm start", your *INSTA-LEDGER* program. If for any reason you need to start over, the files must be closed via Menu Selection 9 ("Back Up Files and End Program"), your system shut down and then re-started as above.

This special memory allocation is inconsistent with any other program you may use. To reconfigure memory to its original status, simply boot with a standard DOS diskette.

Special Atari Instructions

Even though the documentation provided with this package was originally written for the Commodore 64, all of the directions, instructions, and assistance in the User's Manual are very important and are there for your benefit. When you are running the program, read each screen carefully before responding. The **SELEC** prompt indicates a single keystroke response, choose either a letter or a number that is shown on the screen. The **ENTER** prompt signals a multiple letter or number response, which must be followed by pressing the **RETURN** key when your entry is complete. Often, you will see the "PRESS ANY KEY" prompt. This holds the screen in place so that you can read the data that is displayed.

At each stage of the bookkeeping process, Atari owners are given simple instructions right on the screen, to help guide the way. (Remember, the User's Manual has the complete instructions.) Until you become comfortable using *INSTA-LEDGER* to do your accounting, take your time and go slowly. The best procedure is to read the entire manual before loading the program for the first time, then take your time and enjoy the automatic organization of your financial records.

INSTA-LEDGER is a large program that is broken into smaller and logical sub-programs on the diskette. Sometimes, the screen will instruct you to place the program diskette back into the drive, so that the system can retrieve another bookkeeping feature.

Entering Data

Much of bookkeeping involves entering date and money/amount information. All dates are entered as a six (6) digit response. In other words, January 1, 1985, would be entered as 010185. Money/amount entries are accepted as dollars, unless you add a decimal point and the cents digits.

Atari *INSTA-LEDGER* has a special fixed memory segment that holds your bookkeeping records. This means you have the added advantage of instant access to your important financial data stored in the system. You can add up to 75 Chart of Account titles, 125 revenue records, and 225 expense records - per accounting period. When you reach the limit, total your records using Main Directory selection 6, End of Period Accounting. Then, begin a new period with a fresh diskette.

If you make a mistake, correct the field by backspacing, enter the proper data, then press the **RETURN** key. At that time, the data is entered into your bookkeeping files. After the data is on your diskette, you can correct entries by deleting the entire bad record, using main directory function 7, then re-enter the correct information. So always be careful, and check your entries on the screen before you press the **RETURN** key.

Happy Computing!

Gene Siscoe,
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Atari *INSTA-LEDGER*