

# FARMFAX TRAINER PROGRAM MANUAL

## INTRODUCTION

The Farmfax Trainer Program will show you how to use the Farmfax Dragon and the Farmfax Farm Management Programs. It gives you some simple exercises to practise so that you can get used to the keyboard and the methods of feeding information to your Farmfax Dragon.

You'll be surprised how easy it is. Now sit back and relax with Farmfax.

## PREPARING YOUR FARMFAX DRAGON FOR ACTION

Pages i-v of the Dragon manual will tell you how to make all the connections to the mains supply and to your TV set.

When you have done this make sure that your Farmfax Dragon is switched off and then plug the Trainer Program cartridge into the slot marked 7 in the diagram on page iii of the Dragon manual. The label on the cartridge should be towards you and facing upwards.

FARMFAX TRAINER

### INDEX

PAGE	1...	FINDING PAGES
	2...	FINDING PARAGRAPHS
	3...	ENTERING DETAILS
	4...	ENTERING DATES
	5...	PRINTING
	6...	FILING/RETRIEVING

PLEASE ENTER PAGE NUMBER

## INDEX PAGE

This is what you will see on your screen when you switch on. It's the index to the Farmfax Dragon Trainer Program, just like the index to a book. In fact you will find that the program is as easy as reading a book.

To turn the pages, simply press the same number on the keyboard as the page you wish to refer to.

From now on you are in the hands of your Dragon. All you have to do is follow the instructions which will appear on the screen as you progress through the program.

## PRACTISE MAKES PERFECT

Here is some information to enter on page 3.1. See how you get on.

Field 1 has a yield of 75 tonnes of Barley.  
Field 2 has a yield of 50 tonnes of Wheat.  
Field 3 has a yield of 280 tonnes of Potatoes.

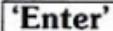
Field 4 has a yield of 480 tonnes of Sugar Beet.

The price of Barley is £127.70, Wheat £135, Potatoes £55 and Sugar Beet £115.

The illustration on the back page will show you how this information should appear on your screen.

## SOME USEFUL NOTES

If you make a mistake in typing your question press the  key. This will delete letter by letter as the blinker box moves to the left.

Don't worry if there's something in the cursor box when you are answering a Farmfax Dragon question. The answer you type out will replace whatever is there as soon as you press the  key.

If you have a printer you can print out pages in most of the Farmfax Programs. (Only the practise table in the Trainer program can be printed). Press the  key which will turn the pages back to the index, then just press the number of the page you want printed.

If you wish to retain the information you have entered into the Farmfax Dragon you can do this by transferring it to tape. To do this connect a tape recorder to the Dragon cassette input/output socket.

The zero sign on the Dragon looks like this 0.

FARMFAX TRAINER PAGE 3.1

FIELD YIELD PRICE REVENUE

1.	75	127.70	9577.50
2.	50	135.00	6750
3.	280	55.00	15400
4.	480	115.00	55200

TOTAL 885 86927.50

ENTER YIELD ■

FARMFAX RATION FORMULATION PAGE 1

FOOD TABLE

FOOD NAME DM% MJ/K DCP PRICE \$

■

FOOD NAME

■

○

This is the cursor. You can move it to the right, left, up and down by pressing the appropriate directional keys on the keyboard.



Where it is positioned as shown in the illustration (left) you can enter Food Name. Do not worry if there is information already showing in this cursor box. When you press the 'Enter' key your new information will appear.

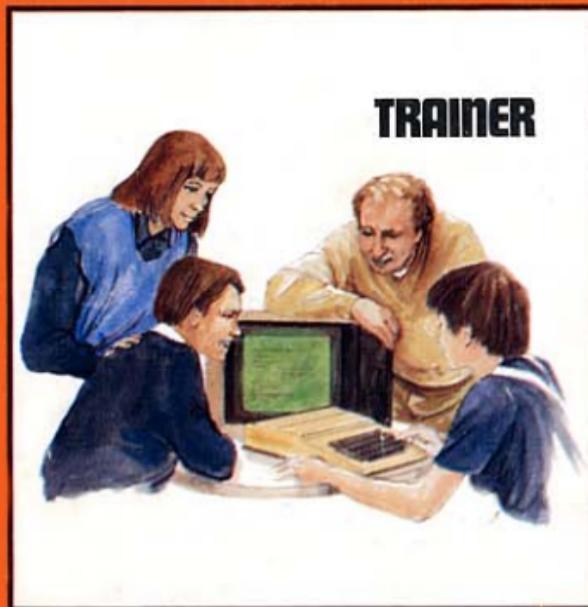
This is the question you have to answer.

This blinker box will move to the right as you type your answer out. If you make a mistake just press the ← key and it will delete letter by letter.

This is where your answer will appear. When you are sure it is correct (The Farmfax Dragon will tell you if it's not) press the 'Enter' key and your answer will be transferred to the cursor box.

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**FARMFAX**

**Instruction Manual**