

CoCo Newsroom

Desktop Publishing for the CoCo 3


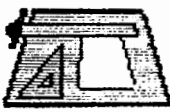


<p>Type Up</p> 	<p>Layout</p> 	<p>Print-View</p>  <p>the page</p>	<p>Picture & Font</p>  <p>Utilities</p>
<p>EXIT THE PROGRAM BACK TO BASIC</p>			

TABLE OF CONTENTS

	Page
0 Introduction	1
1 Getting Started	1
2 Booting Up and Using Main Menu .	2
3 Using the Type-up Graphic Editor	3
4 Using the Layout Program	9
5 Using the View/Print Package ...	11
6 Selecting a Utility	14
7 Using the Font Editor	14
8 Using the Shade Editor	17
9 Using the Picture Grabber	19
10 Using the configurator	22
Appendix A: ASCII Conversion Table	24

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<< The Newspaper Design System >>
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0. INTRODUCTION

Congratulations on the purchase of your Newspaper design system. You are one of the first to experience and use a true desktop publishing program for your Color Computer 3. The theory of operation is simple for the Newspaper. You simply write out your articles for your paper in panels, using Type-up. Next, you arrange these story blocks how you wish in a two column format, using Layout. You save this arrangement and proceed to the next step. Finally, you assemble the newspaper in memory and have a chance to view and print it to a printer using the Print/View program. The procedure is a simple assembly line approach.

1. GETTING STARTED

Before we get started, it is crucial that you make a backup copy of the system master, font, and picture disks. Make a backup of each and place the originals in a safe place. Only work from the backup copies, never the originals !

Place your backup system master into drive #0 and turn on your computer. In order for the Newspaper to take advantage of all the equipment you have, you must first tell it what you are currently

using. To do this, you need to run a configuration program included on the system disk. Type RUN "CONFIG" (enter) to boot up this program. The disk will load the program and the title screen will come up. Answer the program's questions and save the configuration to your system disk. After configuring, place a write protect tab over the notch in the upper-right corner of the disk for protection. For complete instructions on how to use this configuration program turn to page 22 .

2. BOOTING UP AND USING MAIN MENU

Once your disk is configured, your ready to go. Clear your computer's memory by turning the computer off and then on again. Make sure your system disk is in place and type RUN "*" (enter) to start to Newspaper.

After loading, the graphic main menu will come on. Here will be four graphic illustrations with program headings above them. These, plus the "Exit Program" heading at the bottom of the screen, are your menu choices. Use the left and right arrow keys to choose a heading and press spacebar to select.

If you select the "Exit" heading, you will be asked to verify this choice. If you really want to exit press "Y", if not press "N". If you do exit, the program will clear and you will be returned to Disk Basic. A selection of any other heading will cause a sub-program to be loaded from the system disk; so make sure that the system disk is in the correct drive. The sub-program will automatically

load and execute on its own.

3. Using the Type-Up Graphic Editor

If you selected Type-Up, the first choice on the menu, the program will load and execute. The editor screen will now be displayed and you will be ready to go. This is the program where you will compose articles that will later be layed into a page for printing. Notice that the large right-hand white area of the screen is you editing area for your article. Also note the left-most portion of the screen with the pictures running down the side, this is the command area. These pictures are correctly refered to as icons.

You control a cursor with the four arrow keys, the control (CTRL) key, and spacebar. As you move the cursor notice that you can jump in and out of the command area by moving left, off the work space, or right, out of the command area. When controlling the cursor in the work area, the arrow keys move the cross-hair in rather large increments. Now hold the CTRL key and press an arrow key. The arrow moves in much smaller steps. Spacebar is used to activate a function. The functions are described below, in a top to bottom fashion corresponding with the icons on the left of the screen.

PICTURE STAMP: The first icon is the picture stamp option. To use, you must first have a picture in memory as loaded from the disk menu (see below). When the arrow points here and you press the spacebar, a picture will be displayed in the work area. Use the four arrow keys to position and press spacebar to set. You may press the break key to abort the

process and return to the normal command mode. You may also press "R" to reverse (flip) the picture horizontally. Notice that the control key does not have any effect here since precision mode is already set by the program. Also note that a picture may be stamped more than once by clicking the icon again.

TRASH THE DISPLAY: When you point the cursor to this and press spacebar, the option will highlight and wait for a response. You must press spacebar here again to clear the screen. This is a double click procedure is a protection scheme to prevent accidental erasure. If in fact you do erase the screen by mistake, you can always restore the original screen by "undo"ing it !

UNDO: When you activate this, the last command you performed will be taken back. For example, if you accidentally filled the screen to black when you wanted to fill it to a lined pattern, you can go to undo, click it, and the old screen without the paint will be restored. But if you decide that you like the black screen you can click the undo again and the black will come back. Simply, you can "undo" your undo! This is a very handy feature to have around.

PENCIL: When you select this, a submenu will pop on with eight command choices and five fill patterns at the bottom of the screen. You now use the four arrow keys to move a selection box around the menu. You can select a menu choice or fill pattern by moving the box over it and by pressing spacebar. You exit back when either you press break or

select one of the top eight choices; fill patterns don't exit you. The top eight choices are the commands that will be performed when pressing spacebar in the work area. These are described below as follows and can always be taken back by using the undo command.

LINE MODE: Press spacebar once in the work area to set the start point of the line and move cursor and press spacebar again to the select end point. The line will now be drawn. <Break> will abort.

BOX MODE: Press spacebar once in work area to set one corner of the box and move cursor and press spacebar to select the second corner. The box will be drawn according to these dimensions. <Break> will abort.

CIRCLE MODE: Press spacebar once to select the center of the circle and move the cursor to the left or right to select the radius of the circle. Moving in any other direction may produce inaccurate sizes for the circle. Press <Break> to abort.

FILL MODE: Press spacebar when inside an object you wish to fill with the pattern "checked" in the graphics menu. If an object is not completely filled after a paint, go to the unfilled section and press spacebar again. Click undo if the paint is incorrect.

DOT MODE: The default mode on the start of the editor. This allows you to set a single dot in the work area when you press the spacebar.

TEXT MODE: Executes the typesetter. Must have a font in memory for this option to function. When you press the spacebar in the work area and this function is selected, a text cursor will be displayed. Use the four arrow keys and CTRL to position the cursor. Any other key is printed out on the screen as a letter (or symbol). The typesetter features an automatic wrap-around. Meaning if you are typing a line of text and come to the right of the work area where no more characters will fit, the cursor will automatically drop down and to the left of the next line. Press break when finished typesetting. Use the undo command to take back the drawn text.

ERASE MODE: Similar to box in that you define two corners of a box. But that box is then erased. Press <Break> to abort.

INVERT MODE: Again similar to box in defining the two corners, but now the box is inverted. Meaning all the black in that area turns white and all the white turns black. Press <Break> to abort.

GRAB PICTURE (dotted lined box): Allows you to grab a picture afrom the screen and store it in memory for later recall using the stamp picture icon. When you move the command arrow down here and press spaceber, the area will highlight and a crosshair will appear in the work area. You must grab areas of a "box" shape. So move the cross-hair to one corner of this imagenary box and press spacebar.

Now move to the opposite corner and press

spacebar again. The picture will disappear from the screen and is now in memory. You may now stamp the picture back on the screen or save it to disk using the save NewsArt option under the disk menu. Press break to abort the save picture procedure.

DISK MENU: Select this function to select the disk action menu. The screen will now switch to a text screen with a menu of seven items. Press break or the "7" key to go back to the command mode. The other six functions are described below:

LOAD FONT SET: Select this option to load a font (type) set off disk. You can use both Newspaper, ColorMax-3 (r) and compatible fonts, Although, they must have an "/FNT" disk extension. Once selected, type the drive number in which to load the font, and then select the filename of the font using the up and down arrow keys and spacebar. The font will now load into memory. Press break to abort.

LOAD FILL PATTERN SET: Select this option to load a fill pattern set as generated by the fill pattern editor. Once selected, type the drive number in which to load the fill set, and then select the filename, if any, using the arrow keys and spacebar. Press break to abort. Note: once a fill set is loaded, the old set can not be retrieved. However in some cases it can be reloaded.

LOAD GRAPHIC PANEL: Select this option to load a complete article or graphic panel from disk. Select the option and then type the drive number in which to load the graphic panel. Use the arrow keys and

spacebar to select the correct filename. The file will now load into the work area. Press break to abort.

LOAD NEWSART: Select this option to load a piece of NewsArt from disk as generated by the NewsArt picture grabber. Type the drive in which to find the file or press spacebar to use the default data drive. Select the filename and press spacebar. Use the stamp picture icon (above) to display the loaded picture on the screen.

SAVE NEWSART: Saves the current stamp picture in memory (from previous load or block grab) to disk. See the instructions for inputting a filename for the save under the next section.

SAVE GRAPHIC PANEL: Saves your working area to disk for later editing or for printing. Enter the filename in which to save the file by typing it in and pressing enter. Entering the extension and drive number are optional. The default drive will be used in case of drive omission.

MENU: When you move the arrow to point to this option and press the spacebar, the menu icon will highlight. Press spacebar again to exit and go back to the main menu or press any other key to abort. This double clicking is used as a safeguard to prevent an accidental exit from the editor.

** Here are some final thoughts to remember when using the Type-Up graphic editor when composing articles for the Newspaper.

* An article does not have to be limited to one block in length. They can range from one to eight blocks, or even more. Just save each block seperatly and link them together correctly when laying them out.

* When loading a fonts, you can load both NewsPaper fonts and ColorMax 3 (r) fonts. They are compatable with each other and can be used interchangably.

* Once a set of fill patterns are loaded, the old set can not be retrieved. Although, some may be reloadable.

* NewsArt pictures can be generated using the NewsArt picture grabber (included) that can grab pictures from any standard Pmode 4 picture or CoCo Max (r) picture files. A number of of manufacturers are selling groups of pictures (Pmode 4 screen format) which can be used with the grabber to obtain some very professional looking NewsArt.

4. USING THE LAYOUT PROGRAM

The layout program is used to arrange story panels in a two-column page format in one of three varieties. When you select the second option on the main menu, the layout program will load and auto-execute. You will then see it's menu screen presenting five choices to you. The five choices and their full descriptions are listed below. Pressing break will exit you from most functions.

CLEAR LAYOUT IN MEMORY: This clears Any

previous layout you may have been working on before. A second prompt is issued before the layout is cleared.

DESIGN/EDIT LAYOUT IN MEMORY: This lets you edit a previous layout or design a new one. When designing a new one you must first select the type of page you wish to use. The first is a page with 7 blocks; notice that the top most block will be stretched horizontally to provide a banner headline effect. The second is a plain two-column page with four blocks on each side. And the third, is just like the second except that the top two blocks are pushed together and the column of separation space down the middle is of this panel is absent. This provides a different type of headline approach. After selecting a page style, you need to fill in the blocks with the stories you want to go there. Move to an area where you wish to put a story block (panel) and press the spacebar. Now enter the drive number in which that panel may be found. A list of all the panels on that disk will appear and you must use the up and down arrows to select a file you wish to use. Press spacebar to select a file or press break to abort. The filename will now be inserted into that blank on the layout. Note that you do not have to fill all the blanks on a page. You simply leave them alone to say "NONE". When your page is complete, press the clear key to exit back.

SAVE LAYOUT: This used to save the previously made layout to disk for use by the next program. Enter the filename you wish to call it. When entering the name, the extension (/PAG) and drive number are

optional and will be added if omitted. The default drive will be used for the drive number.

LOAD LAYOUT: This is used to load in a previously made layout from disk for possible editing. Type the drive number in which to find the layout. A menu will be displayed of all the layout pages on that specific drive. Use the arrow keys to select one and press spacebar. Or, you can always press break to abort.

EXIT BACK TO MAIN MENU: When you select this and answer "Y" to the prompt, make sure your system disk is in the drive specified and press a key to return to the menu.

5. USING THE VIEW/PRINT PACKAGE

If you select the the third item on the main menu, the view/print program will automatically load and execute. This program is used to assemble the finished page in memory, let you look at it on the screen and possibly print it to your printer. The title and menu screen will now be displayed listing 7 choices. The last choice, when selected, will prompt you to return to the main menu. If you do not wish to exit, press "N" or the <Break> key. The six other selections are explained below.

CLEAR PAGE IN MEMORY: Selecting this and answering "Y"es to the prompt will clear any previous page you might have been compiling.

LOAD IN A PAGE FORMAT: If you select this, you will now be prompted to enter

the drive number in which to find the page format, made with the layout program, you wish to load. Type the drive number or press spacebar for your default data drive. Now use the arrows & spacebar to select the appropriate file to load.

COMPILE A PAGE IN MEMORY: If you select this function, the page format will be presented and you will be prompted to verify this choice. If you press "Y" for yes, then the page will begin to compile. The program will begin looking on the default drive for the first panel to load. If it is not found, an error will result and you will have to tell the program on what drive it can find the file, or just to skip it by pressing "S". Once all the panels for a specific page are loaded, you will need to press a key to return to the menu.

HIGH DENSITY VIEW OF THE PAGE: Once you select the fourth option on the menu, the screen will clear and you will see a compact version of your finished page. The page will not be legible due to that there is too much data for one screen and so it must be compacted and some of the legibility is lost. The page may be blank if no page is compiled in memory. Press a key to return.

PRINT DRAFT COPY OF THE PAGE IN MEMORY: Selecting this will prompt you to make sure you are ready for printing at the baud rate selected. Press a key to start printing. Press 'P' while printing to pause and then any other key to resume. You may also press <Break> to abort the printing and return to the menu.

PRINT FINAL COPY OF THE PAGE IN MEMORY:
Selecting this is identical to the draft
copy except the printer (if capable) will
print a darker, more professional looking
page. This is also slower to print than
the draft mode. Also note that once a
page is printed, it is still in memory
and can be printed again. But also note
that on some printers it is required that
you reset it's internal memory by turning
the printer off and then on again after
printing an entire page.

6. SELECTING A UTILITY

When you wish to use a program utility, simply startup the Newspaper program and select the utility item from the main menu. Next you will see a submenu of all the available utilities with your version of the Newspaper. Simply press the number key of the utility you wish to use. The utility will then automatically load and execute.

These utilities are for those of you who wish to expand your Newspaper system yourself without have to going out and buying a picture, shade, or font disk from a manufacturer; although that option is available to you.

7. USING THE FONT EDITOR

This utility allows you to create and modify fonts for use in the Newspaper article design program, Type-Up, on the main menu. The program comes with a group (over 20) of pre-defined fonts on the font disk for you to use and modify. Upon execution, you will see the editor screen with the character grid on the left hand portion of the screen and the command section on the right.

MOVEMENT AND THE CHARACTER GRID: You can move the cursor (flashing dot) throughout the program by using the four arrow keys and spacebar to select a function. You may also hold down a key to get a repeated effect of a certain character.

The character Grid is the left hand portion of the screen that is composed of black and white dots. Notice the blue

dots on the top and left side of the grid. These signify the size of the largest character in your entire set. You can later adjust the size of these by using the "change size" command.

COMMAND CHOICES AND THEIR USES: On the right hand part of the screen are a list of command phrases and at the bottom of that list is a character number and two arrows on either side of it. To access these commands, move the cursor to the right and out of the editing grid. You will now see a selector pointing to a command. Following will be an explanation of all the commands and their functions.

1) Clear Set- When you select this you can either: Clear the entire font set, clear only the character grid separated by the blue marking dots or exit back to abort function.

2) Invert Grid- This "inverts" or changes all black to white and white to black in the area marked off by the blue dots on the upper and above sides of the character grid.

3) Flip Horizontally- This flips all the data in the area marked off in the grid left and right. This action may be reversed by selecting flip horizontal again.

4) Flip Vertically- This flips all the data in the marked off area vertically (up/down). This action may also be reversed by selecting the vertical flip again.

5) View the Character Set- When you select

this, the screen will switch to a graphic layout. You will see the first part of two. This is a graphic representation of how the characters will look when used on the newspaper. Press any key to see the rest of the characters. Pressing a key again returns you to the editor.

6) Change Size- When you select this, program control will change to the change size subroutine. The arrow keys now alter the size of the marked off area. These markers should mark the largest character in the set. In other words, no character in the set may be larger than the marked off area.

Press Enter when setting is correct.

7) Copy Grid- When you select this function you have the choice of copying the current character to one position or all the available character positions, or the option of exiting back. When you copy to one location, you must enter the ascii number of the character you wish to copy to. A complete table is listed in Appendix A. When you copy to all, every character in the entire font is filled with the current character you were previously working on.

8) Load/Save Font- With this command you can call a disk directory, save a font, load a font to edit, or exit back. To load a font simply type the filename of the font while leaving out the extension and press enter. The same applies for save. Though,

before any save or load action is taken, the computer will check with you to make

sure you still want to do that and that the filename is correct.

9) Return to Menu- This function allows you to exit back to either the Utility or Main Menu of the Newspaper.

10) Character Pointer- Advancing one position down from the return menu option, is a number with arrows on either side of it. When you are here, you can press the left and right arrow keys to page through and select one of the characters in the 32 to 127 Ascii range. Refer to Appendix A for a complete ascii conversion table to use with the editor.

On a more general note, when editing a character in your font you might notice that you can't access that very last dot on the right-hand side. This is normal and is essential to operation by the typesetter in the layout program. To use: Load in a font using the disk icon of the Type-up program and access using the text mode command.

8. USING THE SHADE EDITOR

This program is designed to help you create different shade patterns to use with the Type-up's fill command. The Shading editor works very much like that of the font editor in terms of cursor control and command selection. In fact, the only differences between the two are the commands that each one displays on the right hand portion of the screen. Those commands will be listed below along with their function.

CLEAR PATTERN: This clears the

pattern currently on the screen in the edit box to white.

NEXT PATTERN: This advances the counter pointer. The counter range is 1 to 5. It will wrap around back to 1 if you go past 5.

PREVIOUS PATTERN: This decreases the counter pointer. The counter range is 1 to 5. It will wrap around to 5 if you go below 1.

INVERT: This will invert the pattern box. It will change all black dots to white and all white dots to black.

VIEW THE CURRENT PATTERN:

This switches to a graphic screen and shows you what the pattern would like if you were to use it in the Newspaper.

VIEW THE DISK DIRECTORY: Type the number of the disk drive in which you want to see the directory of, and it will print out to the screen.

SAVE A PATTERN SET: This saves the group of the 5 patterns in memory for later use with the Newspaper Type-Up program.

LOAD A PATTERN SET: This loads in a pattern set from disk. Specify the filename without any extension.

UTILITY MENU: Exits you to the Utility Submenu.

MAIN MENU: Exits you to the Main Menu.

To Use: Load in a pattern group using the disk icon on the Type-up program. Now use the pencil icon and select the "fill mode" and select the fill pattern you want to use. Now enter the workspace and fill the desired area.

9. USING THE PICTURE GRABBER

This utility lets you grab pictures from a CoCo-Max(r) or a regular 6k binary graphic file and reformats them for use with the Newspaper. You are then able to use these pictures when designing your own article using the Newspaper Type-up program. It is much easier to draw your pictures on a program like CoCo-Max(r) and use the picture grabber than use a clumsy program that lets you draw in "dots" to make a picture like some other programs.

The picture grabber menu lists several choices on its first menu screen which are listed below along with an explanation of their purpose and function.

DISK DIRECTORY: Pressing "0" on the menu screen will take you to a screen which asks you what drive you wish to see the directory of. Press a number key 0 to 3 or press spacebar to see the directory of the default data drive.

LOAD A 6K BINARY FILE: Press "1" on the menu screen if you wish to load a 6k graphic binary file. A 6k binary file is a graphic picture usually occupying 3 granules and is generated by MaxCmp, Basic SAVEM, McPaint, and several color computer art programs. See next section for filename input.

LOAD A 12K COCO-MAX(r) FILE: Press "2" on the menu screen if you wish to load a full 12k picture generated by the CoCo-Max(r) art program. To load, enter the filename of the picture or EXIT to abort the load function. If you do not enter an extension or drive number, that will automatically be added using a default extension (6k=/BIN, 12k=/MAX) and your default data drive. For 12k files, after loading, you will need to select only a portion of that screen in which you want to work from. Use the up and down arrow keys to slide the picture. Press enter when you have finished.

VIEW GRABBER SOURCE SCREEN: Pressing "3" on the main menu will show you the screen in which you are allowed to grab pictures from. Press any key to return to the menu.

GRAB A PICTURE: Pressing "4" will take you to the grabber source screen and you will now be able to control a cross-hair with the four arrow keys. Take the cross-hair to the upper-left hand portion of the desired picture and press spacebar. Now go to the lower-right hand portion and press space bar again. The area will fill black as the picture is being stored. The picture is now in memory and you will return to the grabber menu. A picture may be as large as the screen vertically (up and down) but may be about only 2/3 of the screen horizontally (left/right). Any picture larger than this will return an error message and the grab will abort.

SAVE THE STORED PICTURE: Once you

have grabbed a picture using option 4, the picture is stored in memory for storage to disk. This option lets you store that picture on disk in the NewsArt format for use with the Newspaper design program, Type-Up, and incorporation into your own articles. Enter only the filename, with an optional drive number using ": drive number" suffix.

Do not enter the extension, it will be added automatically. Now type the drive number (if you didn't specify one in the above) in which you wish to save the picture or press spacebar for your default data drive. After this, you may grab another picture if you wish or exit.

RETURN TO UTILITY MENU: Press "6" to return to the Utility Menu.

RETURN TO MAIN MENU: Press "7" to return to the Main Menu.

This is a most powerful utility in that you get to use the advantages of a powerful artistic program to easily draw your picture and then convert it to use on the Newspaper. You can then create hundreds of pictures to cover all occasions.

These pictures, and fonts for that matter, are of the format in which they may be distributed via Bulletin Board Service such as Delphi or Compuserve. You may upload and download public domain files this way. The file type for NewsArt is "binary data" and must be saved with the extension "/ART".

10. USING THE CONFIGURATOR

This utility allows you to tell the program what hardware you are using to let the program use the full power of your computer system. Upon execution, a menu will appear listing several choices. The program will ask you a series of questions you must answer to tell the program about your current hardware. Answer each question by pressing the appropriate number key, or press <Break> to go back to the previous menu in case of error. At the end of the configuration, the program will ask you to verify all the information told to it.

WHAT TYPE OF MONITOR ARE YOU USING? In order for the computer to show the right color pattern for the program, you need to tell it what type of monitor you are using. RGB analog users should press the 'R' key while the composite users should press 'C'.

WHAT DISK SYSTEM ARE YOU USING? For correct disk operation, you need to tell the computer which version of Radio Disk Basic you have. You can tell this when you first turn on your computer and look at the power up message. It will say Disk Extended Basic 2.0 (or 2.1). If you have version 2.0 then press '0' or if you have the 2.1 version, type the '1' key.

SYSTEM DRIVE INPUT? You must now tell the computer in which drive will you boot the Newspaper from. Using drive #0 for the system drive is strongly recommended.

DATA DRIVE INPUT? You now have to

tell the computer in which drive will you load your data (fonts, pictures, etc.) from. For example, a user with two drives should use drive #0 as their system disk and drive #1 as their data disk. The Newspaper programs can override a data drive selection by the appropriate input (See individual program).

WHAT TYPE OF PRINTER ARE YOU USING? If you wish to print your Newspaper to a dot matrix printer, then you need to tell the program what type of printer you are using. Select your printer from the list provided and press the corresponding number key.

WHAT BAUD RATE DO YOU WISH TO PRINT AT? Your computer can print at a number of printing speeds, called baud rates. You need to see how fast your printer can run and select this on the menu (by looking it up in your manual); you always want to print at the fastest speed available for your printer to accept. But also make sure your printer or interface is also set for this speed.

You are now finished answering questions and the program will again show all the information you provided. Look it over carefully and if there is an error press 'S' to start the questioning over, or press spacebar if the information is correct. Now make sure the system disk is in place and press spacebar to save this information to disk. The program will now stop and will you need to turn off the computer and then turn on again to clear the memory. You may now start using the Newspaper to your fullest advantage !

Appendix A: Complete Ascii Conversion table (value to character)

32=	space	56=	8	90=	P	104=	p
33=	!	57=	9	91=	Q	105=	q
34=	"	58=	:	92=	R	106=	r
35=	#	59=	;	93=	S	107=	s
36=	\$	60=	<	94=	T	108=	t
37=	%	61=	=	95=	U	109=	u
38=	&	62=	>	96=	V	110=	v
39=	'	63=	?	97=	W	111=	w
40=	(64=	@	98=	X	112=	x
41=)	65=	A	99=	Y	113=	y
42=	*	66=	B	90=	Z	114=	z
43=	+	67=	C	91=	L bracket	115=	[
44=	,	68=	D	92=	R slash	116=	\
45=	-	69=	E	93=	R Braket	117=]
46=	.	70=	F	94=	Underline	118=	_
47=	/	71=	G	95=	Accent	119=	^
48=	0	72=	H	96=		120=	~
49=	1	73=	I	97=	a	121=	a
50=	2	74=	J	98=	b	122=	b
51=	3	75=	K	99=	c	123=	c
52=	4	76=	L	100=	d	124=	d
53=	5	77=	M	101=	e	125=	e
54=	6	78=	N	102=	f	126=	f
55=	7	79=		103=	g	127=	g

** Use this list in conjunction with the Newspaper Font Editor for Ascii number to character conversions when designing character sets