

TANDY

Cat. No. 26-3273



# HOME PUBLISHER

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# HOME PUBLISHER

## REQUIRED EQUIPMENT

The following equipment is required by Home Publisher:

- Tandy Color Computer 3
- Television or Analog RGB Monitor
- Disk drive

The following equipment is optional:

- Printer
- Second disk drive
- Joystick or mouse
- OS-9 Level Two
- Tandy hard disk system
- Multi-View environment
- Enhanced Operation with 512K RAM

## GETTING STARTED

It is always advisable to make a backup copy of the original program diskette, store the original in a safe place, and use the copy. To make a backup, see the instructions in Appendix A.

1. Make sure your joystick or mouse is attached to the right joystick port.
2. Once your system is turned on, insert a backup of the Home Publisher diskette into Drive 0. When the OK prompt is displayed, type DOS [enter]. Several files will be loaded into the system memory and you will be given instructions on the screen as to what to do next.
3. At this time, take the diskette out of the drive, flip it over, reinsert it into the drive and type in the command lines as shown on the screen. If you have a 512K system, you should not type in EX PUBLISH as the last line. Just type PUBLISH instead.
4. If, when you type DOS, you receive a syntax (?SN) error, your system may contain Disk Basic version 2.0. If this is the case, see Appendix B for loading instructions.
5. The Home Publisher program will now automatically load and you will be ready to begin building your document.

# INTRODUCTION

Home Publisher is an enhanced version of the popular "Desk Top Publishing" programs. By combining detailed graphic images and many different sizes and styles of text on one page, Home Publisher allows you to produce high-quality newsletters, announcements or any other type of small document using your computer and an ordinary printer. Home Publisher is written using the OS-9 Level Two Operating System and is totally compatible with OS-9 windows and the Multi-View environment.

It is important to note that, although Home Publisher does not require the OS-9 operating system in order to function, it is written to be OS-9 compatible. As such, many of the terms used to describe the operation of Home Publisher must, by necessity, be OS-9 terminology. If you are not familiar with terms such as directory, pathlist, etc., don't be concerned. Home Publisher sets itself up so that you are not required to use the commands pertaining to OS-9 if you don't want to use them. If you are familiar with OS-9, these commands are available to give you maximum system flexibility.

Although Home Publisher is designed to read text which has been produced by an OS-9 compatible word processor such as TSEDIT or the DeskMate™ word processor, you may enter text directly if you desire. Graphics images may be mixed in with the text anywhere on the printed page. Three different sizes of graphics images are allowed and a large dictionary of images is provided. Custom images may also be produced.

If used in conjunction with the OS-9 Level Two operating system (you do not *have* to use OS-9), you may set up Home Publisher as a task in one **window** and a word processor as a task in another **window** and work on both programs at the same time. This is an added element of flexibility not previously available to Color Computer users.

## GENERAL OVERVIEW

Home Publisher is designed to operate under the OS-9 Level Two operating system which will control all transfers of data to and from the disk drives and will control the printer. The user will issue commands to Home Publisher with a mouse or joystick through a series of easy-to-use pull down windows. It is not necessary to have any knowledge of OS-9 in order to use Home Publisher. If you load Home Publisher as described in GETTING STARTED, the operation of the OS-9 operating system will be transparent to you, but all of its power will be working for you behind the scenes.

Normally you will enter Home Publisher as described in GETTING STARTED above. You may, however, invoke Home Publisher directly from an OS-9 Level Two shell by typing "PUBLISH".

Home Publisher has been especially designed so that it is completely compatible with the OS-9 Level Two windowing environment. You may operate Home Publisher as a task in a Level Two window. This will allow you to multi-task Home Publisher.

Home Publisher has been designed to be as user friendly as possible. The user is strongly suggested to read the instruction manual from cover to cover at least once before attempting to use the program. In these instructions, the term **document** shall be used to describe the output of Home Publisher whatever it is, i.e. newsletter, flyer, certificate, card, memo, etc. The chapter entitled "**MAKING A DOCUMENT**" will provide you with the information which you need to put together and print out a document. In the following chapters, you will find detailed explanations of the menu selections.

After Home Publisher has been loaded into system memory, you will be presented with a blank white screen enclosed in a box with several menu choices displayed at the top of the screen. The area enclosed in the box is your workspace (640 pixels wide by 175 pixels high) where you will compose any type of document which you desire. The menu choices are **COMMANDS**, **FONTS**, **ATTR**, and **OPTIONS**. By selecting these menus, windows with several options or commands are displayed.

The background color of the screen may be considered to represent the paper in the printer, and the foreground screen the ink (through the **OPTIONS** menu, the screen colors are able to be changed). The default colors for the screen are black on white.

A CAPS LOCK feature is available on Home Publisher. This feature may be toggled on or off by pressing the **CONTROL** and **0** (zero) keys at the same time.





## MAKING A DOCUMENT

Home Publisher has been designed so that it will produce a document which will fit on standard 9.5" X 11" fan fold computer paper. If your printer has a 15" carriage, it may be possible to obtain print-out on 15" X 11" computer paper (see Appendix E).

Only one half of the page which you will design on Home Publisher will be visible at one time even though the entire page is kept in the computer's memory. If you want to see the other half of the page, you must position the mouse cursor (see *Using the Cursors* below) to the extreme left edge of the workspace and press the button. The left edge of the workspace is used as an indicator of the relative position at which you wish the visual display to start. If, for instance, you wish to see the bottom half of the page, position the mouse cursor anywhere on the lower half of the left edge of the workspace and press the button. To see the upper half of the page, position the mouse cursor at the top of the left edge of the workspace and press the button. To see the middle half of the page, position the mouse cursor one quarter of the way down from the top of the left edge of the workspace and press the button.

The first step you must take before starting your project is to determine the overall layout of your document. You must answer the following questions:

1. How many columns do I want on the page?
2. Will there be a title block at the top of the page?
3. How many graphic images will be on the page?
4. What size will each image (picture) be?

Home Publisher allows you to have one, two or three columns on the page. In addition you may have an area at the top of the page reserved for a title. Eight images may be placed on one page. You may have eight different images or the same image at eight different places but only a total of eight images. The title area and each of the columns are referred to as *text blocks*. The graphics images, when placed on the page, are said to be in a *graphic block*. Text blocks are defined by the **DEFINE BLOCK** command and the size of the block is set by the program when you choose the number of columns and/or the title block you want. The graphics blocks are defined by the user when you place an image on the page with the **IMAGE** command. A graphics image and text may not occupy the same space on the page. If an image is placed on the page in an area which already contains text, the text will reformat itself around the image.

### Entry Conditions:

Home Publisher will allow you to start and use the program with a minimum of set-up. Upon entry, the workspace is blank. This will allow you to start typing text into the workspace from the keyboard immediately. The configuration is a two column newsletter format, with a title space at the top. By using the **DEFINE BLOCK** command, you can change the configuration.

You may use the high resolution joystick with Home Publisher. The **HIGH-RES JOYSTICK** function of the **OPTIONS** menu (see page 25)

will allow you to select the high resolution joystick as the input device. If selected in this manner, the high resolution joystick will become the default input device. You may select either the normal or the high resolution joystick as the input device if you invoke Home Publisher directly from OS-9 by adding either {h} or {-h} following PUBLISH on the command line. For example:

PUBLISH -h will cause the normal joystick to be the input device.

PUBLISH h will cause the high-res joystick to be the input device.

If you do not use the [h] or [-h] option when invoking Home Publisher from OS-9, the active joystick will be the joystick currently selected in the **SYSTEM SETUP** function of the **OPTIONS** menu.

### Setting Up the System:

When Home Publisher is invoked, the system is initialized according to the parameters contained in the **sys.setup** file. Should you decide that the standard system initialization parameters (screen colors, block format, etc.) are not to your liking, you can change them by accessing the **SYSTEM SETUP** command in the **OPTIONS** menu. This will permanently change the standard system initialization parameters.

### Selecting a Block:

Home Publisher is a block oriented program. The document which you create is composed of blocks as described above and, as you create the document, you must make sure that the cursor is positioned in the block which you want to modify. You can access any desired block (text or graphic) by simply selecting the block (pointing the mouse cursor at the desired block and pressing the button).

### Reading in Text:

Home Publisher has been designed to accept text which has been generated by an independent, OS-9 compatible word processor such as TSEDIT or the DeskMate<sup>TM</sup> word processor. The text should be created on the independent word processor, saved on a disk file and then read into the proper block (column) on a Home Publisher page. You can add text in any text block. When the block is selected, the text cursor will appear at the end of the text within the block. As text is entered, it is added to the end of the text currently in the block. The backspace is completely functional, and is the only means of correcting mistakes (other than deleting the entire text block).

### Changing Text Display:

Once text has been loaded into a text block, you will most likely need to add certain styling attributes such as boldface, italics, etc. to it. You may also wish to change the "**point size**" of the text. Point size is a typographer's term which refers to the physical size (height and width) of the text. As the point size gets bigger, the text will also get bigger (see Appendix H for a summary of the point sizes available). Changing a point size, attributes or font is done by "highlighting" (shown by

reverse video) the start and end of the text to be changed. This is done by selecting the beginning word of the text to be changed. If highlighting more than one word, select the last word in the sequence to change (highlighting may not extend across a text block boundary). The first and last words of the selected text sequence are now highlighted. Once text is highlighted, the text will be able to be changed by specifying one of several aspects. **ATTRIBUTES** will affect the thickness of the character (normal and bold) and the manner in which the characters are drawn up (italics, outline, and shadow). **FONTS** will change the style of the text. **PARAMETERS** (from the **COMMANDS** menu) can change the point size. The characteristics which you select for the highlighted area will not take effect until you select **APPROVE** in the upper right hand corner of the screen. By selecting any other area on the workspace other than **APPROVE**, the highlighting will be turned off and the changing process aborted.

### Changing Graphic Images:

You can change a graphic image on the screen by selecting the graphic block (i.e. pointing to the image) and selecting **PARAMETERS** from the **COMMANDS** menu (this method will also be used to define the method of text display around the image).

### Using the Cursors:

Home Publisher has two cursors. The first one, in the shape of an arrow, is controlled by the input device (mouse, joystick or keyboard mouse) and is referred to as the mouse cursor. The term "**selecting**" is used to describe pointing the mouse cursor at something and pressing the button. The mouse cursor is used to command Home Publisher by selecting commands and options. The second cursor is an underline character (referred to as the text cursor) and is located in the current block (if it is a text block). Any text entered into the workspace is entered at the text cursor.

The cursors may be controlled by the keyboard arrow keys (keyboard mouse) by pressing the **CONTROL** key and the **CLEAR** key at the same time. You may switch back to the joystick/mouse by pressing the **CONTROL** and **CLEAR** keys together again. When you are in the keyboard mouse mode the arrow keys will control the movement of the cursor and the backspace key (left arrow) will not function as a backspace since it is being used to simulate a joystick pushed toward the left. In this case you must use **CONTROL H** as a backspace. If you hold down the **SHIFT** key while you are using the arrow keys, the cursor will move one pixel at a time.

### Redrawing the Buffer:

The text which you enter into the blocks on the screen are stored in an area called a buffer. When you change the shape of the characters on the screen (attributes, font, point size), the program will have to redisplay the screen. This necessary process may be terminated at any time by pressing the **BREAK** key. If you interrupt the redisplay process by pressing the **BREAK** key, you will be asked if you wish to redisplay the buffer (Redisplay Buffer?). If you do not wish to do so, type N, otherwise

type Y. You may now execute another command, but if you wish to enter more text or change the characteristics of the text, you will have to answer the redisplay buffer prompt with a Y.

### **The Printed Document:**

The whole idea of Home Publisher is, of course, to print out the contents of the page. This is done by selecting the **PRINT PAGE** option from the **COMMANDS** menu. Before this option is selected, you must be sure that you have properly set up the program to print with the printer which you are using. Given below is a checklist of items which you must have set up:

1. **Install the proper printer driver.** Home Publisher talks to (communicates with) printers through a program called a printer driver. In order to properly communicate with the printer, the correct printer driver must have been selected for Home Publisher. The **PRINTER DEFINITIONS** function of the **SYSTEM SETUP** command (**OPTIONS** menu) will allow you to select Home Publisher's printer driver. Appendix E lists the available printer drivers and their characteristics.

2. **Set the baud rate.** If the computer is connected to the printer through a serial interface, you must make sure that the printer is set to receive the same baud rate which Home Publisher is sending. The operator's manual of your printer will tell you how to set up the printer's baud rate. The **PRINTER DEFINITIONS** function of the **SYSTEM SETUP** command (**OPTIONS** menu) will allow you to set Home Publisher's baud rate.

Note: You may use a printer's parallel port with Home Publisher if you have a serial to parallel interface. If you are using a serial to parallel interface you must insure that the baud rate of the interface and Home Publisher have been matched as described above.

3. **Set the auto line feed control.** The **PRINTER DEFINITIONS** function of the **SYSTEM SETUP** command (**OPTIONS** menu) will allow you to set Home Publisher's auto line feed function (see Auto Line Feed, page 30).

4. **Make sure the paper is correctly loaded in the printer.** Make sure that the correct size (9.5" X 11" or 15" X 11") paper is installed in the printer and that the printer's print head is in the "home" position at the top perforation of the paper. When output on the printer, the page will be centered on the (8 1/2" X 11") paper with approximately 1/4" side margins and 1/2" top and bottom margins. Due to the inherent differences in most printers and the fact that the printed document is based upon the 640 pixel width of the screen, the side and top and bottom margins may not always be 1/4" and 1/2". These margins will allow you to have the entire page on which to place text and graphics yet still have reasonable margins.

Careful precautions have been taken to insure that the image is printed on the printer in the same proportion as the image on the screen. This requires a conversion routine that doubles all vertical dimensions seen on the screen when the page is printed out.

## COMMANDS MENU

Once the page has been filled with text, you will usually have to modify and/or manipulate it in some way. This is done by selecting one of the four menu choices (**COMMANDS**, **FONTS**, **ATTR** or **OPTIONS**) at the top of the screen. A choice is selected by moving the mouse cursor on top of the name of the selection which you want and pushing the fire button. When this is done, the selection will turn inverse video (black becomes white and white becomes black). When you press the fire button, the selection will blink and the program will then recognize your selection. By selecting the **COMMANDS** menu from the top of the screen, a window will appear listing the thirteen commands available for this purpose. It is strongly recommended that you become very familiar with the basics of these commands before attempting to use Home Publisher. The individual commands are selected in the same manner that the **COMMAND MENU** itself was selected. If you select a location off of the window, the process will abort. The available commands and their functions are described below:

- |     |              |  |
|-----|--------------|--|
| 1.  | View page    | View the entire page at once                       |
| 2.  | Define block | Set up the printed page format                     |
| 3.  | Parameters   | Define margins; display the location of a block    |
| 4.  | Save page    | Save the current text page to the disk             |
| 5.  | Load page    | Load a text page from the disk                     |
| 6.  | Read text    | Read text from a disk file                         |
| 7.  | Image        | Select a graphic image to place into the workspace |
| 8.  | Delete       | Delete a block, page file or image file            |
| 9.  | Boundaries   | Display the physical boundaries of the blocks      |
| 10. | Edit image   | Edit a graphic image                               |
| 11. | Quit         | Exit to the OS-9 operating system                  |
| 12. | Clear page   | Clear a page                                       |
| 13. | Print page   | Print a page                                       |

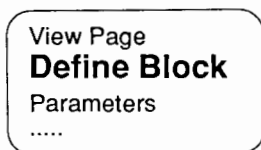
### View Page

Define Block  
Parameters  
.....

This command will allow you to view the page layout as a whole. Normally you are only able to view one half of the page at one time. The screen will clear and a reduced-size image will be displayed. This image has a dimension of 640 X 350 pixels (remember, you can only see half of the page on the screen at one time). The **VIEW PAGE** resolution is 50% of the original page. When the page is printed out, the vertical dimension is doubled which makes the maximum vertical measurement 700. Pressing the fire button will cause the regular screen to reappear.

When you quit the **VIEW PAGE** command you may choose which half of the page you wish to have redisplayed by positioning the mouse cursor to the extreme left edge of the **VIEW PAGE** workspace and press the button. The left edge of the **VIEW PAGE** workspace is used as an indicator of the relative position at which you wish the new page

display to start. If, for instance, you wish to see the bottom half of the page, position the mouse cursor anywhere on the lower half of the left edge of the **VIEW PAGE** workspace and press the button. To see the upper half of the page, position the mouse cursor at the top of the left edge of the **VIEW PAGE** workspace and press the button. To see the middle half of the page, position the mouse cursor one quarter of the way down from the top of the left edge of the **VIEW PAGE** workspace and press the button.



Home Publisher uses a system of pre-defined formats to specify the layout of the page. This command is used to select one of those formats. Once this command has been selected, the following window will appear:

**Title On**

**One Column**  
**Two Columns**  
**Three Columns**

**Quick Designs**

If you wish to change the block configuration of the page, first select whether or not you wish to have a title block active. Once you have set the title, choose the number of columns which you want.

### **Title**

If a title block is active, **TITLE ON** will appear. If a title block is not active, **TITLE OFF** will appear. If you wish to change this option, move the mouse cursor onto the word **TITLE ON/OFF** (it will change to reverse video when the cursor is on it) and press the fire button.

### **One Column**

Select this option for a one column document (used for fliers, letters, memos, and special cases).

### **Two Columns**

Select this option for a two column document (used primarily for newsletters and long memos).

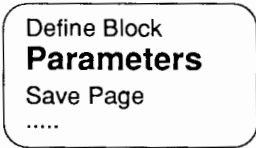
### Three Columns

Select this option for a three column document (used primarily for newsletters and long memos).

Only one of the **COLUMN** choices may be selected. Once one of the **COLUMN** choices has been made, the **DEFINE BLOCK** command will terminate and your title and column choices will take effect.

### Quick Designs

**QUICK DESIGNS** will allow you to load in a specialized format. These formats will allow you to quickly build your own document from a standard document format. Standard designs included are: Certificate, Award of Merit, notepad and computer award.



The **PARAMETERS** command will allow you to modify several aspects of the current block. The parameters will differ depending upon the type of block currently selected. When this command is selected one of the windows below will appear depending upon the type of block selected immediately before the **COMMANDS** menu was selected.

#### Text parameters

Block location	
Top	0.00
Bottom	1.74
Left	0.00
Right	6.39
Margins	
Top	0.02
Bottom	0.02
Left	0.05
Right	0.05
Font Point Size	11
Spacing	2
<input checked="" type="checkbox"/> Left Justification	
Center Justification	
Right Justification	
Full Justification	
Proportional Spacing	

#### Graphic block parameters

Block location	
Top	0.24
Bottom	1.04
Left	0.40
Right	1.20
Image Name: xxxxxxxx	
Size	
<input checked="" type="checkbox"/> Small	
Medium	
Large	
Text Wrap	
<input checked="" type="checkbox"/> Text Left	
<input checked="" type="checkbox"/> Text Right	

## Graphic Block:

When the current block is a graphic block (selected by pointing the mouse cursor at the graphic block and pressing the button), a window will appear displaying the locations (measurements) of the left side, right side, top, and bottom of the block along with the name of the image displayed and its size.

Image Name: Stork

Size  
✓ Small  
Medium  
Large

The name of the image may be changed by selecting the **IMAGE NAME** entry on the window. The size (small, medium, large) of the image may be changed by selecting the desired **SIZE** entry on the window. The currently selected size will have a check mark displayed beside it. When the size of the image is changed, the upper left corner of the image is forced to stay in the same location unless the image is being increased in size and the increase would cause the image to spill over the right edge of the workspace. In this case the image is moved left until the right edge of the image is aligned with the right edge of the workspace.

Text Wrap  
✓ Text Left  
✓ Text Right

The **TEXT LEFT** and **TEXT RIGHT** options will allow you to specify if text is to be displayed on (wrap around) the left and/or right side of the graphic block (default is both on). If two or more graphic blocks are directly to the right or left of one another, a conflict can occur if the text wrap parameters for the joint wrap area (the area between the two blocks) are not set to the same value. This conflict cannot occur if the joint wrap area and the respective edges of the graphic blocks are not in the same text block. In other words, a graphic block cannot affect the text wrap parameters of an area in the workspace unless that area is in the same text block as the corresponding edge of the graphic block. In the event that there is a conflict, the following rules apply:

1. If the leftmost graphic block has its **TEXT RIGHT** parameter off, then there may not be any text in the right going "shadow" of the block regardless of the text wrap parameters of any graphic blocks in this "shadow".

2. If the leftmost graphic block has its **TEXT RIGHT** parameter on, then the text wrap control of placement of text in the right "shadow" of this block is passed to the graphic block immediately to the right. In this case, the left graphic block, by turning **TEXT RIGHT** on, is allowing the block immediately to its right to control the placement of text in the area between them.

The **TEXT LEFT**, **TEXT RIGHT**, and **IMAGE NAME** can be changed from this menu (changing the image name will not reposition the image, just change it's name).



### Text Block:

When the current block is a text block, a window will appear listing several aspects of the current block.

First are the locations (measurements) of the left side, right side, top, and bottom of the block (these are defined when the format of the page is chosen in **DEFINE BLOCK**).

<b>Margins</b>	
<b>Top</b>	<b>0.02</b>
<b>Bottom</b>	<b>0.02</b>
<b>Left</b>	<b>0.05</b>
<b>Right</b>	<b>0.05</b>

Next are the top and bottom margins (these measurements are relative to the first and last line of text in the block, respectively). Then the left, and right margins are displayed. The distances may be changed by selecting the appropriate margin and entering the new margin distance.

### Font Point Size Spacing

The **FONT POINT SIZE** is the point size currently selected (the point size that will appear when text is entered into the block). If any text is highlighted it is the point size of the first highlighted word. If the **FONT POINT SIZE** is changed, it will affect all highlighted text areas. By selecting this option, another window will appear with the different point sizes available. Fonts may not have all sizes available (only valid options are listed). The allowed point sizes for any font are shown in Appendix H.

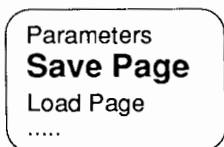
The next option on the window is **SPACING**, which will display the distance between character rows. This may be changed by selecting **SPACING** and entering the desired spacing in pixels. Only values in the range 0-30 will be accepted by the **SPACING** command.

- ✓ **Left Justification**
- Center Justification**
- Right Justification**
- Full Justification**

The justification choices are listed next. Left will force the left side of the text to be in line with a jagged right edge. Right will force the right side to be in line with a jagged left edge. Center will force the text to be centered with both the right and left edges jagged. Full will cause the left and right sides of the text to be in line. The options may be turned on and off by selecting the appropriate choice. A check mark will appear beside the option that is on.

## ✓ Proportional Spacing

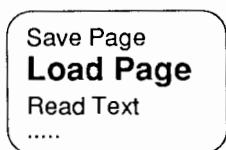
Next will be the proportional option. When this option is on (a check mark beside it will indicate on), each character will take a space proportional to its width. This will make small characters (such as i) take less space than wide characters (such as w) and allow the display to appear more natural. When this option is off, all characters will take the same width to display. Simply selecting this option will turn it on and off.



This command will allow you to save the current page onto the disk. Once this command has been selected, the available files are listed, eight at a time, on a window. By selecting one of these choices, you will select a name under which to save the file. By selecting the up or down arrow on the window, more file choices are listed. By selecting the **NEW FILE** entry at the bottom of the list, a window will appear which will allow you to specify a new filename in which to **SAVE** your page. You may abort out of the command at this point by pressing the **ENTER** key BEFORE you type in the name of the new file.

By selecting the **"DIRECTORY"** entry (showing the current directory), you can change directories and access the appropriate files therein. A window will appear which will allow you to specify a new directory name. You may abort out of the command at this point by pressing the **ENTER** key BEFORE you type in the name of the new directory.

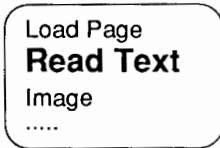
During the **SAVE PAGE** process, selecting a location off of the window will abort the process. File names are limited to eight characters and directory pathlists are limited to 29 characters.



This option will allow you to load in a previously saved page. The page currently being displayed is lost unless it has previously been saved to the disk. Once this option is selected, the available files are listed, eight at a time, on a window. By selecting one of these choices, you will select a file to read in. By selecting the up or down arrow on the window,

more file choices are listed. Selecting a location off of the window will abort the process.

By selecting the "**DIRECTORY**" entry (showing the current directory), you can change directories and access the appropriate files therein. A window will appear which will allow you to specify a new directory name. You may abort out of the command at this point by pressing the **ENTER** key BEFORE you type in the name of the new directory.



Home Publisher has the ability to read any standard ASCII file and place it in one or more text blocks. This allows files to be created and edited with an OS-9 compatible text editor and then placed onto a Home Publisher page. While being read in, all control characters except the carriage return (ASCII 13) will be ignored. As the text is loaded, it will be given the currently selected font, attributes and point size. You must make sure that these parameters are properly set up before loading in the text.

Once this option has been selected, a window will appear and you will be asked:

#### **Text file to read:**

You must now type in the name of the file containing the text which you wish to read. You may abort out of the command at this point by pressing the **ENTER** key BEFORE you type in the name of the file. The text will be loaded into the text block currently selected at the text cursor. If the current block selected is a graphics block, the **READ TEXT** command will abort and no text will be read in. Text is loaded into the blocks in the following sequence: title, column one (leftmost), column two, and column three (rightmost). The sequence starts from the currently selected block and stops when column three has been filled. When one block is filled, text is placed in the next block in the sequence. The process will continue until all text is read in or the sequence of blocks ends. If column three has been filled and there is still more text to be read in, the following window will appear:

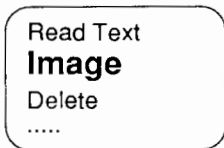
#### **Text Blocks Filled Before End of Read File**

All of the text remaining to be read into the page at this time is lost. When this happens, you should break the file being loaded into smaller pieces so that it will fit into the page. You should also note that if you load text into the page in a small point size and later increase the point size, the size of the text may expand to the point that it will not fit. In

order to avoid this, try to always load the text into the page with the proper point size selected.

**WARNING!** Make sure that the text cursor is located in the proper block before selecting the **READ TEXT** command.

Home Publisher expects that the text files will be located in the default data directory on an OS-9 formatted diskette. However, they may be loaded from any directory by typing in the complete OS-9 pathlist. For example: /D0/DIRECTORY1/DIRECTORY2/filename.



The **IMAGE** command is used to read graphic image files and place the graphic data into the workspace. When the **IMAGE** command is selected from the **COMMANDS** menu, the available files are listed, eight at a time, on a window. By selecting one of these choices, a graphics image file will be read in. Selecting the up or down arrow on the window, will cause more image files to be listed. Selecting any other location will abort the process. Once an image file has been selected, a window will appear which will allow you to select the desired size of the image (large, medium, or small). Once this has been done, you will see a reduced size version of the workspace (similar to the **VIEW PAGE** command screen). Any existing images will be represented by boxes on this screen. Move the mouse cursor to the location where you wish to place the image and press the button. A box, which represents the image, will appear on the screen in the appropriate size of the image. If you are not satisfied with the location of the image, merely move the cursor to a new location and press the button again. The previously placed box will be erased and a new one will be drawn. Once the image has been placed correctly on the workspace, you must select "**APPROVE**" at the top of the screen, and the image is set (a graphic block is defined in the selected size and placed on the screen).

The list of available graphic images will again appear and you may place another image if you wish. If you do not wish to place any more images, move the cursor off of the available files window and press the button. At this point, the normal workspace screen will appear. Any text on the screen will be reformatted around the block (see the **PARAMETER** command for more on reformatting text around graphic blocks). A maximum of eight images are allowed on any one page at a time.

A large number of standard graphic images are provided on the Home Publisher disk.



This command will allow you to delete directories, page and image files, or blocks. When selected, the following window will appear:

**Delete Current Block**  
**Delete Page File**  
**Delete Image File**

### **Delete Current Block**

This command will allow you to delete a block. A window will appear asking:

**Ready to Delete...**  
**Are You Sure?\_**

Answering Y to the above question will:

- a. Delete a graphics block entirely or
- b. Delete the contents of a text block

depending on what type of block was selected when the **DELETE** command was selected. Answering with anything else will abort the selection.

### **Delete Page File**

This command will allow the deletion of previously saved text pages. The available files are listed, eight at a time, on a window. By selecting one of these choices, you will select a file to delete. By selecting the up or down arrow on the window, more file choices are listed. By selecting the "**DIRECTORY**" entry (which shows the current directory) at the top of the window, you can change directories and access the page files therein. Selecting a location off of the window will abort the process. Once the file has been selected, a window will appear asking:

**Ready to Delete...**  
**Are You Sure?\_**

Answering Y to the above question will delete the page file.

### **Deleting Directories**

Directories may be deleted with the **DELETE PAGE** command. A directory may only be deleted if it is empty. Once a directory has been emptied, you must position yourself in the parent directory of the directory which you wish to delete. Then select the **DELETE PAGE** command followed by selecting the "**DIRECTORY**" header at the top of the window which displays the page file choices. A window will appear

which will allow you to specify a new directory name. You may abort out of the command at this point by pressing the **ENTER** key BEFORE you type in the name of the new directory. At this point you must type in the name of the empty directory and the following message will appear:

**Directory is empty --  
Shall I Delete?**

Type Y if you wish to delete the directory.

### Delete Image File

**DELETE IMAGE** will delete a previously saved image. The available image files are listed, eight at a time, on a window. By selecting one of these choices, you will select a file to delete. By selecting the up or down arrow on the window, more file choices are listed. Selecting any other location will abort the selection. Once the file has been selected, a window will appear asking:

**Ready to Delete...  
Are You Sure?\_**

Answering Y to the above question will delete the image file.



The **BOUNDARIES** command will display the block boundaries on the workspace (though not on the printed page). When this option is on, a check mark will appear beside **BOUNDARIES** on the command menu. The boundaries are displayed as lines. A ruler will appear at the top of the screen showing horizontal distances. The boundary command is turned on and off by simply selecting the command from the menu.



The **EDIT IMAGE** command allows you to load, save, and edit graphic images for use on the workspace. When this command is selected, the screen workspace will disappear (but remain completely intact) and the **EDIT IMAGE** screen will appear. The **EDIT IMAGE** screen is similar to

the main screen. The display will consist of a large workspace enclosed in a box. Above this box (at the top of the screen) are the following menu choices: **LOAD**, **SAVE**, and **QUIT**. By selecting one of these choices, you are able to load and save an image or exit the command. The left side of the workspace will display the current image at twice its real size (double size). The right side of the workspace will display an enlarged (four times normal size) version of the image. You can alter the image on the right side and see the results on the double size image.

If you select the **EDIT IMAGE** command when the current block selected is a graphic block, that block is loaded into the workspace automatically. Otherwise, the workspace will begin cleared. The image is altered (edited) by pointing the mouse cursor to a pixel on the image in the right workspace and pressing the mouse button. If the selected pixel is on, it will be turned off. If it is off, it will be turned on.

The options at the top of the screen will allow you to load an image, save an image, and to leave the edit image screen. These processes are explained below.

### **LOAD**

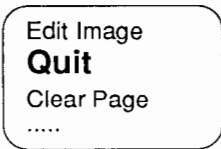
This command will allow you to load an image from the library of images on the disk. Once this command has been selected, the available files are listed, eight at a time, on a window. By selecting one of these choices, you will select an image to read in. By selecting the up or down arrow on the window, more file choices are listed. Selecting a location off of the window will abort the process. Once an image file is selected, the image is loaded in and displayed for editing. If an image is already on the screen and has been altered, you will be asked to verify the command. If you verify the command, the image on the screen will be lost.

### **SAVE**

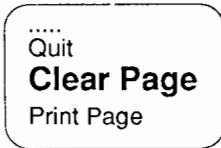
This command will allow you to save the current image onto the disk. Once this command has been selected, the available files are listed, eight at a time, on a window. By selecting one of these choices, you will select a name under which to save the file (you are prompted to ensure that the file is to be overwritten). By selecting the up or down arrow on the window, more file choices are listed. Selecting the **NEW FILE** entry at the bottom of the list, will cause a window to appear which will allow you to specify a new filename in which to **SAVE** your page. You may abort out of the command at this point by pressing the **ENTER** key BEFORE you type in the name of the new file. By selecting a location off of the window, the process is also aborted. All altered images will have to be saved before returning to the main screen (**QUIT**) or the alterations are lost. File names are limited to eight characters.

### **QUIT**

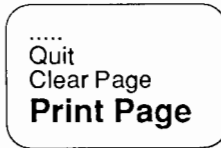
This command will return you to the main screen. If the image currently displayed has been altered and not saved, you are warned and will have to verify the command before exiting the **EDIT IMAGE** screen.



This command will quit Home Publisher and return you to the OS-9 Operating System. You will be asked to verify this command.



This command will erase the current page and initialize Home Publisher to its default state. You will first be asked to verify the command unless the page has just been loaded into the workspace from the disk. Once this has been done, the screen is cleared and set to its default state (see the Entry Conditions section).



**PRINT PAGE** will cause a page to be printed. This command requires that the user has previously installed the correct printer driver (see Appendix E) before selecting this command and that the baud rate on the printer is the same as the baud rate being sent by the program. After selecting this command, you will receive the following prompt on a window:

**Print Current Page  
Load and Print Page**

Select the first entry if you wish to print the currently displayed page. Select the second entry if you wish to print a page other than the one which is currently displayed.



After you have selected the page which you wish to print, the following window will appear:

**No Borders**  
**Thick Line**  
**Hollow Boxes**  
**Solid Diamonds**  
**Hollow Diamonds**  
**Hearts**  
**Crosses**  
**Circles**

Now you must choose the border which you wish to have printed around the text. If you select an area off of this window, the **PRINT PAGE** selection will be aborted.

You may break out of the **PRINT PAGE** command while the page is printing by pressing the **BREAK** key. The **BREAK** key will not be honored until the completion of the printing of one entire graphic line. Doing this will return you to the main menu; you may not resume the print-out at the point where you hit the **BREAK** key.

## FONTS MENU

This command will allow you to specify a font style. Once this command has been selected, the available font files are listed, eight at a time, on a window. By selecting one of these choices, you are selecting a font which will become the active font. All characters typed into the document or read in with the **READ TEXT** command will be displayed in the active (currently selected) font. By selecting the up or down arrow on the window, more file choices are listed. Selecting a location off of the window will abort the process. There are 14 standard fonts on the production disk. Appendix G contains samples of all of the standard fonts.

### Standard fonts

blipper	futura
boldblok	gothic
bookman	graphic
bubble	helvetica
compu16	modern
computer	party
fancy	script

## ATTR MENU

The **ATTRibute** menu will allow you to add certain attributes to the appearance of the individual characters. An attribute can only be added to an entire word, it may not apply to individual letters of a word. All of the attributes are independent of each other and may be on or off in any combination. If no text is currently highlighted, then the selected attributes will become the current attributes and will affect new characters entered into the workspace either by typing them in or by loading them in with the **READ TEXT** command.

If you highlight text, you may change the attributes of the highlighted text by changing the attribute selections of the **ATTRibute** menu. When the text becomes de-highlighted, the attribute selections will return to what they were before they were modified for the highlighting.

When you select the **ATTRibute** menu, you will be presented with the following choices:

- Bold**
- Outline**
- Italics**
- Shadow**

Those attributes currently selected will have a check mark immediately to the left of the attribute.

**Bold** will make characters appear darker (thicker).

**Outline** will display characters as an outline (a closed loop around the character) rather than solid characters.

**Italics** will display the characters in italics (slanted).

**Shadow** will add a "3 dimensional" shadow to the characters.

Appendix I shows samples of the various attributes.

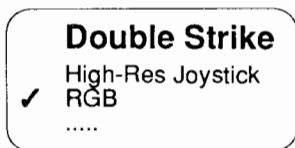


## OPTIONS MENU

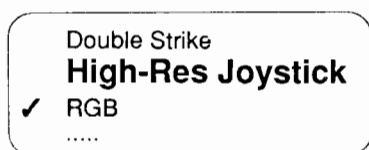
Once the **OPTIONS** menu has been selected, the following window will appear:

**Double Strike**  
**High-Res Joystick**  
✓ **RGB**  
**Composite**  
**Colors**  
**System Setup**  
**Library**

From this menu of selections, you may change the initial characteristics of the Home Publisher display and user interface. The changes will be valid only for the current session of Home Publisher. If you leave the program and return, the changes which you made will be lost. You may effect permanent changes through the **SYSTEM SETUP** option.



**DOUBLE STRIKE** will instruct the printer to print in a double strike mode. This feature will only affect printers that possess a double strike capability which functions in the graphics mode. A check mark will appear immediately to the left of this option if it is selected.



The standard color computer joystick cannot access all of the workspace pixel positions due to its limited resolution. This does not normally cause a problem, however, some of Home Publisher's functions (such as **EDIT IMAGE**) will not be very useful unless you can access every pixel position on the workspace. The High-Res joystick will allow you full access to all of the workspace. A check mark will appear immediately to the left of this option if it is active.

Note: You may also get full access to the workspace by using the keyboard arrow keys as the input device. In order to activate the keyboard mouse as the input device, just press the **CONTROL** and

**CLEAR** keys at the same time. Holding down the **SHIFT** key while using the arrow keys will enable you to access every pixel position on the screen. You may return to the mouse/joystick mode by pressing the **CONTROL** and **CLEAR** keys again.



This command will select RGB as the default monitor type. If this is the current monitor type, a check mark will appear beside the **RGB** title on the menu.



This command will select Composite as the default monitor type. If this is the current monitor type, a check mark will appear beside the **COMPOSITE** title on the menu.



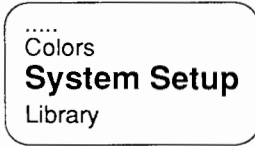
This command will allow you to select the foreground and background (ink and paper) colors. When selected, the following window will appear:

**Foreground**  
**Background**

**Select**  
**Abort**

By selecting either Foreground or Background, you can increment through the different colors available. By selecting the **SELECT** option on the window, the currently displayed colors will become the active

colors. The colors selected are in effect for the current session only. The colors will only affect the display on the monitor, and will not affect the printed product. Selecting an area off of the window or the **ABORT** option will abort the process.



**SYSTEM SETUP** will allow you to reconfigure the Home Publisher initialization parameters. When **SYSTEM SETUP** is selected, the following window will appear:

**Starting Block Format**  
**Starting Drive/Directory**  
**Starting Options**  
**Default Parameters**  
**Printer Definitions**

Changes made with this command will be "permanent". This means that the parameters set with this command will be the default parameters when you execute the Home Publisher program with the **DOS** or **PUBLISH** command.

### **Starting Block Format**

This option will allow you to set the initial workspace block format. When selected, the following window will appear:

**Title On**  
**One Column**  
**Two Columns**  
**Three Columns**

You must now select the block format which you wish to have selected when you first enter the Home Publisher program. First select whether or not you wish to have a title block active. If a title block is active, **TITLE ON** will appear. If a title block is not active, **TITLE OFF** will appear. Once you have set the title, choose the number of columns which you want. Changing the workspace format with this command will have no effect upon the current workspace.

## Starting Drive/Directory

When this option is selected, the following window will appear:

**Current Directory:** .  
**New Directory:** \_

This option will allow you to set the source pathlist for the data directory which is where the page files are stored. Normally the source pathlist is set to dot (.) which is the current default pathlist set by OS-9. You may abort this option by hitting the **ENTER** key before typing in the name of the New Directory. The change performed by this option is "permanent" which means that Home Publisher will use the New Directory just entered as the place to look for page files the next time that the program is executed.

## Starting Options

This option will allow you to make "permanent" changes to the system initialization parameters. The changes made will remain in effect for the current and all future sessions on Home Publisher until changed by another **SYSTEM SETUP** command. When this option is selected the following window will appear:

✓ **Double Strike**  
**High-Res Joystick**  
**RGB**  
**Composite**  
**Boundaries**  
**Colors**

The **DOUBLE STRIKE**, **HIGH-RES JOYSTICK**, **RGB**, **COMPOSITE** and **COLORS** functions perform exactly as described at the start of this chapter with the exception that the changes are "permanent". **BOUNDARIES** performs exactly as described in the **BOUNDARIES** function of the **COMMANDS** menu (page 18) with the exception that the change is "permanent". If a function has been selected, a check mark will appear immediately to the left of the selected function.

## Default Parameters

This option will allow you to set up the default parameters of the text blocks. These are the parameters that appear immediately after you have executed Home Publisher. If you have a favorite line spacing, margin, or justification format which you always use, such as 1/2 inch margins, right justified, then you should set up that format with this option so that your preferred format is automatically set up each time that you use Home Publisher.



Top Margin . . . . . 0.02  
Bottom Margin . . . . . 0.02  
Left Margin . . . . . 0.05  
Right Margin . . . . . 0.05

Spacing . . . . . 2

- ✓ Left Justification
- Center Justification
- Right Justification
- Full Justification

Proportional Spacing

A complete description of the above features is contained in the **PARAMETERS** function of the **COMMANDS** menu (page 11).

### Printer Definitions

This option is used to insure proper communication between the Home Publisher program and the printer. When **PRINTER DEFINITIONS** is selected the following window will appear:

Baud Rate  
Auto Line Feed  
Printer Driver

The above functions must be properly set up in order for Home Publisher and the printer to properly communicate. A complete description of each function is given below:

### Baud Rate

When this selection is made, the following window will appear:

300  
✓ 600  
1200  
2400  
4800  
9600

The window contains the available baud rates at which Home Publisher can transmit data to your printer. Refer to your printer's owner's manual in order to find out how to set up your printer to receive data at one of the above listed rates. You should choose the highest possible rate in order to make printing the page go as fast as possible. A check mark will appear immediately to the left of the currently selected baud rate.

## Auto Line Feed

This option controls whether or not a line feed is transmitted with each carriage return which is sent to the printer. A check mark will appear immediately to the left of this window entry if the auto line feed is selected (enabled).

Most printers have a function switch on them which will control whether or not the printer automatically inserts a line feed into the data stream following a received carriage return. If the printer is set up to automatically insert a line feed then Home Publisher's auto line feed function should be disabled (no check mark). If the printer is not set up to automatically insert a line feed, then this option should be enabled (check mark).

## Printer Driver

When this option is selected, two windows will appear. The upper window will reveal the name of the currently selected printer driver. The lower window will list the available files eight at a time. By selecting one of these choices, you will choose a file to become the current printer driver. By selecting the up or down arrow on the window, more file choices are listed. Selecting a location off of the window will abort the process.

See Appendix E for a complete description of the printers supported by Home Publisher.



The **LIBRARY** option is provided as a link to future expansion routines. Through this option, future routines may be interfaced to the program.

# Appendix A

## Format and Backup Instructions

Before using a diskette, you must format it. The formatting process will destroy any data which is on the diskette. Only format a blank diskette or one which you don't need anymore. You can then use the newly formatted diskette to make a backup (spare copy) of the Home Publisher master diskette.

The Home Publisher diskette is a special type of diskette called a "flippy". Both sides of the flippy may be used, but it should not be confused with a double-sided diskette. A flippy is NOT a double-sided diskette. The flippy has two write protect tabs and should be treated as if it were two separate diskettes. If you do not have a flippy to use as a backup diskette, you may use two "normal" diskettes instead of the flippy. Put the data from the front side of the flippy on one diskette and the data from the back side of the flippy on the second diskette.

### FORMAT

1. Be sure your computer and all peripherals (TV or monitor, disk drive(s), Multi-Pak Interface) are turned on.
2. Get a blank diskette. Be sure the write-protect notch is not covered by a foil tab.
3. Insert the blank diskette into Drive 0, and close the drive door.
4. Type DSKINI0 [enter]
5. The computer will format the diskette, and when the process is complete, the OK prompt will return to the screen.
6. Remove the flippy from the drive, turn it over and put it back into the drive. If you are using two diskettes instead of a flippy, remove the first diskette from the drive and place the second diskette into the drive.
7. Repeat steps 3-5.

### BACKUP - One Disk Drive

1. Be sure your computer and peripherals are turned on. Make sure that you have put write protect tabs on both write protect notches on your **ORIGINAL** Home Publisher diskette.
2. Insert your Source diskette (Home Publisher diskette) into the disk drive, and close the door.
3. At the OK prompt, type:  
BACKUP 0 [enter]

4. The computer will prompt you when to place the Source diskette and the Destination diskette (the newly formatted diskette) into the disk drive. Be careful not to confuse the Source and Destination diskettes.
5. When the backup is complete, the OK prompt will appear.
6. Repeat steps 2-5 for the back side of the Source and Destination diskettes.
7. Label your new diskette(s), and store the original in a safe place.

#### **BACKUP - Two Disk Drives**

1. Be sure your computer and all peripherals are turned on. Make sure that you have put write protect tabs on both write protect notches on your **ORIGINAL** Home Publisher diskette.
2. Insert the Source diskette (Home Publisher diskette) into drive 0 and the Destination diskette (the newly formatted diskette) into drive 1, and close the drive doors.
3. At the OK prompt, type:  
BACKUP 0 TO 1 [enter]
4. When the backup is complete, the OK prompt will reappear on the screen.
5. Repeat steps 2-4 for the back side of the Source and Destination diskettes.
6. Label your new diskette(s), and store the original in a safe place.

## Appendix B

### Starting Home Publisher from BASIC

If you have a Color Computer 3 with Disk Extended BASIC version 2.0, you must type in the program listed below and use it to start Home Publisher.

Using a formatted diskette **OTHER THAN** your your Home Publisher diskette, enter the following program and save it on the diskette. You may now load the program to start Home Publisher in the future. Now place the Home Publisher diskette into the drive and type RUN.

```
10 REM *****
20 REM * BOOT HOME PUBLISHER FROM BASIC
30 REM *****
40 FOR I=0 TO 70
50 READ A$
60 POKE &H5000+I,VAL("&H"+A$)
70 NEXT I
80 CLS:PRINT "INSERT HOME PUBLISHER DISKETTE"
90 PRINT "INTO DRIVE 0 AND PRESS A KEY"
100 A$=INKEY$:IF A$="" THEN 100
110 EXEC &H5000
120 DATA 86,22,8E,26,00,8D,0D
130 DATA FC,26,00,10,83,4F,53
140 DATA 26,03,7E,26,02,39,34
150 DATA 20,10,BE,C0,06,A7,22
160 DATA 86,02,A7,A4,6F,21,6F
170 DATA 23,6C,23,AF,24,10,BE
180 DATA C0,06,A6,23,81,13,27
190 DATA 12,AD,9F,C0,04,4D,27
200 DATA 06,6C,23,6C,24,20,E9
210 DATA 7F,FF,40,35,A0,4F,20
220 DATA F8
```

NOTE: Please pay particular attention to the difference between the numeral *zero* (0) and the letter *o* (O).



# Appendix C

## Troubleshooting

Home Publisher has been specifically designed to be as error and trouble free as possible. However, should an error occur, here is a list of possible problems and solutions.

### I. PROBLEMS IN LOADING THE PROGRAM

*I get an ?SN ERROR when I type DOS.*

The DOS command will not work on Color Computers with Disk Extended Basic 2.0. Users with one of these systems should refer to Appendix B.

*When I type DOS the screen clears and OK appears.*

Make sure that the front side of your backup copy of the Home Publisher disk is in drive 0 (you may not boot Home Publisher from the back side). If it is, the disk is damaged. Make a new backup of your original Home Publisher disk and use the new backup to load the program.

*When I type DOS, the screen clears and OS9 BOOT appears, but the program doesn't start.*

Insure that your backup copy of the Home Publisher disk is in drive 0. If it is, the disk may be damaged. Make a new backup of your original Home Publisher disk and use the new backup to load the program.

*After typing DOS, something loads in, and OS9: appears.*

Try typing PUBLISH. If the program still doesn't function properly, make a new backup of your original Home Publisher disk and use the new backup to load the program.

*After typing DOS, the screen displays "unusual" characters and nothing happens.*

Make sure that you are using a Color Computer 3, Home Publisher will not work on a Color Computer 1 or 2.

## II. PROBLEMS ONCE THE PROGRAM IS LOADED

Once the program has loaded, you may encounter two types of error messages: an OS-9 error or an informational error. The OS-9 error indicates that there has been an error in transferring data to and from the disk or that a requested data file cannot be found. The informational error informs the user that a file cannot be found and that default values will be used instead of the data which could not be found or that you are attempting to do something which the system will not allow. Given below are brief summaries of these error types.

### i. OS-9 Error

When an OS-9 error occurs, the following window will appear:

```
OS-9 Error #216
File Not Found
File: /D0/testfile
RETRY CANCEL QUIT
```

This window provides you with the OS-9 code of the error which has occurred and a brief statement of the what the error was (if applicable). The name of the file which contained the error (if applicable) will appear on the third line. The fourth line will list the possible actions which you may take to rectify the error. Select **RETRY** if you want to retry the command. There are many instances in which this will solve the problem, i.e. not having the drive door shut, having a write protect tab on the diskette you are using or not having the printer turned on or ON LINE. Select **CANCEL** if the error is a permanent error which prevents you from completing the action you desire. An example of this would be the receipt of a READ error or a CRC error. These types of errors usually mean that the data on the diskette is permanently damaged and cannot be read. When this happens, no amount of **RETRYing** will ever read the data so your best option is to **CANCEL** the command and try to use a backup copy of the data which you need. If the error is so bad that nothing seems to help, you may type **QUIT** which will terminate the Home Publisher program and return you to the OS-9 operating system.

### ii. Informational Errors

An informational error message will occur whenever the program is trying to load a file which it cannot find on the diskette. When this happens, the following message will appear:



## Unable to Load

### grf.Stork

This message indicates that the file on the second line (grf.Stork in this case) cannot be found. When you press the button, a default file will be used in place of the file which could not be found and the program will continue. If the missing file type is a font (fnt.xxxxxxxx), the currently selected font will replace the missing font. If the missing file is an image file (grf.xxxxxxxx), a blank (empty) file will replace the missing image. Appendix F contains a summary of the file types contained in Home Publisher.

### III. MISCELLANEOUS PROBLEMS

When using the **READ TEXT** command to read an OS-9 compatible text file into the Home Publisher workspace, you must enter the exact OS-9 pathlist if the file to be read in is located on a disk other than the disk used to boot (load in) the Home Publisher program. If, for example, you made the text file using DeskMate™ and saved the file which you made on the DeskMate disk, you should take the following steps to load the file into the Home Publisher workspace:

1. Invoke the **READ TEXT** command from the **COMMANDS** menu.
2. Remove the Home Publisher diskette from drive 0 and place the DeskMate diskette into drive 0.
3. When the **Text file to read:** window appears, type in the following line:

*/D0/filename*

where *filename* is the name under which you saved the text file which you made with DeskMate.

4. When the file has been loaded, place the Home Publisher diskette back into drive 0.

# Appendix D

## Using Home Publisher on a Hard Disk

Home Publisher was designed to work right out of the box on the Tandy floppy disk system. However, if the correct steps are taken, it will work on a Tandy Hard Disk system under the OS-9 Level Two Operating System, version 02.00.01 or higher.

You may use the command COPYPUB to copy the required files from a floppy disk into the correct hard disk directories. Once you have booted the OS-9 Level Two system, place the back side of the Home Publisher diskette into drive 0, set the directories to /D0 and /D0/CMDS and then type COPYPUB. You will then see the following prompt:

***Please insert the Home Publisher disk into drive 0***

At this time, just type **ENTER**. You will then see the following message:

***Please enter the pathlist of the new EXECUTION directory:***

Now type in the pathlist of the execution (CMDS) directory. You will then see the following message:

***Please enter the pathlist of the new WORKING directory:***

Now type in the pathlist of the working (data) directory and COPYPUB will transfer all of Home Publisher's files to the hard disk.

If you choose not to use the COPYPUB command, then all files from the back side of the Home Publisher diskette must be copied onto the hard disk. All files in the CMDS directory on the back side of the Home Publisher diskette must be copied to the directory on the hard disk which you have chosen as the working execution directory for Home Publisher and the files in the root directory (/D0) must be copied to the directory on the hard disk which you have chosen as the working data directory for Home Publisher.

Make sure that you have set your working execution (CHX) directory and your working data (CHD) directory to the directories where you copied the program diskette files onto the hard disk. The command PUBLISH will start Home Publisher on the Hard Disk.

Due to the large number of files used by Home Publisher, it would be wise to have separate data and execution directories (such as /H0/APPL/HP and /H0/APPL/HP/CMDS) for Home Publisher. If you make separate directories for the Home Publisher files as described above, then you will be able to remove Home Publisher from your hard disk very easily. You will only need to use the **DELDIR** command to remove the two directories containing the Home Publisher files.

# Appendix E

## Printer Drivers

The printer driver is the link between the Home Publisher program and the printer which will be used to print out the finished page. In order to print out a page, you must be sure that the correct printer driver is installed in the system (Home Publisher) and that the baud rate at which the printer is set and the system baud rate are the same. In addition, you must ensure that the auto line feed function is properly set up (see the checklist in **The Printed Document**, page 8). Most printers have a switch which will cause the printer to automatically insert a line feed into the data stream whenever a carriage return is received. If your printer is not set to insert a line feed, you must turn on the auto line feed function in the **SYSTEM SETUP** command of the **OPTIONS** menu.

The printers which are supported by Home Publisher are contained in a Home Publisher page file entitled *prdriver*. In order to look at this file you must select the **LOAD PAGE** command in the **COMMANDS** menu. When the menu of page file choices comes down, select *prdriver*. You may now see the available printers and their printer drivers.

# Appendix F

## Internal file types

Home Publisher uses a large number of different specialized file types. The user should be very careful to make sure that these files are not accidentally erased. In addition, the user should not create his own files in a format similar to the format used by the Home Publisher files.

The Home Publisher files use a prefix of three letters followed by a period. Listed below are the prefixes used by these files:

FNT.xxxxxxxx	Font data files
GRF.xxxxxxxx	Graphic image data files
LIB.xxxxxxxx	Library files
PAG.xxxxxxxx	Page files
PRN.xxxxxxxx	Printer driver subroutines
QKD.xxxxxxxx	Quick design templates
SYS.xxxxxxxx	System files

### Required files

Listed below are the files which are required by Home Publisher in order to function. Several other files may be required for complete operation (fonts, printer drivers, etc.), but the system will not be able to boot without the following files:

publish	sys.attr
grdrv	sys.defaults
fnt.helvet	sys.ldfnt
shell	sys.setup

### Standard files

Listed below are all of the standard files which should appear on the standard Home Publisher disk.

sys.attr	copypub
sys.defaults	grdrv
sys.edimage	shell
sys.errmsgs	publish
sys.ldfnt	fnt.helvet
sys.setup	
sys.stdfnfs	

## Appendix G

### Available Fonts

Home Publisher has a large number of built-in fonts available for your use. Listed below are samples of the standard fonts available.

#### BLIPPER

abcdefghijklmnopqrstuvwxyz0123456789  
ABCDEFGHIJKLMNPOQRSTUVWXYZ!"#\$%&'()\*#

#### BOLDBLOK

abcdefghijklmnopqrstuvwxyz0123456789  
ABCDEFGHIJKLMNPOQRSTUVWXYZ!"#\$%&'()\*#

#### BOOKMAN

abcdefghijklmnopqrstuvwxyz0123456789  
ABCDEFGHIJKLMNPOQRSTUVWXYZ!"#\$%&'()\*#

#### BUBBLE

abcdefghijklmnopqrstuvwxyz0123456789  
ABCDEFGHIJKLMNPOQRSTUVWXYZ!"#\$%&'()\*#

#### COMPUTER

abcdefghijklmnopqrstuvwxyz0123456789  
ABCDEFGHIJKLMNPOQRSTUVWXYZ!"#\$%&'()\*#

## COMPU16

abcdefghijklmnopqrstuvwxyz  
0123456789  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
!"#\$%&'()\*

## FANCY

abcdefghijklmnopqrstuvwxyz0123456789  
ABCDEFGHIJKLMNOPQRSTUVWXYZ!"#\$%&'()\*

## FUTURA

abcdefghijklmnopqrstuvwxyz0123456789  
ABCDEFGHIJKLMNOPQRSTUVWXYZ!"#\$%&'()\*

## GOTHIC

abcdefghijklmnopqrstuvwxyz  
0123456789  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
!"#\$%&'()\*

## HELVETICA

abcdefghijklmnopqrstuvwxyz0123456789  
ABCDEFGHIJKLMNOPQRSTUVWXYZ!"#\$%&'()\*



# Appendix H

## Available Point Sizes

Listed below are the point sizes available for the various different font styles:

Font style	Allowed point sizes
Blipper	11,17,22,28,34
Boldblok	11,17,22,28,34
Bookman	11,17,22,28,34
Bubble	11,17,22,28,34
Computer	11,17,22,28,34
Compu16	22,28,34,40,46
Fancy	11,17,22,28,34
Futura	11,17,22,28,34
Gothic	22,28,34,40,46
Graphic	22,28,34,40,46
Helvetica	11,17,22,28,34
Modern	11,17,22,28,34
Party	22,28,34,40,46
Script	22,28,34,40,46

Listed below are maximum number of characters per row for the available point sizes.

point size	characters/row
11	80
17	60
22	40
28	30
34	20
40	15
46	10



# Appendix I

## Attributes

The attributes of bold, outline, italics and shadow may be added to the characters in a font in any combination desired. The desired attributes are selected through the **ATTR** menu. Shown below are the effects of these attributes and the combinations thereof:

**BOLD ONLY**

**OUTLINE ONLY**

*ITALICS ONLY*

**SHADOW ONLY**

**BOLD OUTLINE**

***BOLD ITALICS***

**BOLD SHADOW**

**OUTLINE ITALICS**

**OUTLINE SHADOW**

***ITALICS SHADOW***

**BOLD OUTLINE ITALICS**

**BOLD OUTLINE SHADOW**

**OUTLINE ITALICS SHADOW**

**BOLD OUTLINE ITALICS SHADOW**

**RADIO SHACK**  
**A Division of Tandy Corporation**  
**Fort Worth, Texas 76102**

Home Publisher is an enhanced version of the popular "Desk Top Publishing" programs. By combining detailed graphic images and many different sizes and styles of text on one page, Home Publisher allows you to produce high-quality newsletters, memos, posters, certificates, awards or any other type of small document using your computer and an ordinary printer. All commands are made with your joystick or mouse using simple, concise, easy to use pull-down windows.

As an economical desk top publishing system, Home Publisher will allow you to use your Color Computer 3 and your printer to fill a variety of printing needs for your home, school or office. The flexibility gained will greatly increase the enjoyment you get from your computer system and increase your personal productivity.

**To use Home Publisher, you need:**

- Tandy Color Computer 3
- Disk Drive
- Television or RGB Analog Monitor

**The following equipment is optional:**

- Printer
- Second Disk Drive
- Joystick or Mouse
- OS-9 Level Two
- Tandy Hard Disk
- Multi-View Environment
- Enhanced Operation with 512K RAM