

Max-10 Font disk instructions

These instructions will let you create new font sets for use with your Max-10 word processor. A maximum of 14k of memory is allocated for fonts. Because of their different sizes, the number of fonts which can be used at one time will vary. Smaller fonts take up less room and thus it may be possible to put eight or nine fonts in a single font set. There are two versions of each font: 80 dots per inch (dpi) for the screen display and low resolution printers and 120 dpi for higher resolution printers. These are high-density fonts which were created for Max-10 and they are not compatible with CoCo Max fonts. If you want to create your own fonts, the Max-10 technical manual (\$5 + \$4 S&H) has information on the format used in font storage.

1. Place your font disk #1 in drive 0 and type **RUN "FONTS**. A list of the 18 fonts on disk #1 will appear. Press <CLEAR> to switch to the list for disk #2. You can make up font sets with fonts from both disks.
2. To the left of each font is a letter. By pressing this letter, you select or deselect the font. If the font is selected, a "Y" will appear to the right of the font name; if the font is not selected, an "N" will be displayed. If there is a dash (-) to the right of a font, this indicates that there is not enough memory left to load this font.
3. When you have selected all the fonts you want, press <ENTER>. You will still have an opportunity to go back and change your selections by pressing <BREAK>.
4. Next, the fonts must be placed in the correct order. This may be important because Max-10 assigns fonts according to their order in the **Font** menu. So if you have a document which is written in Script, the first font on the Max-10 font menu and you create a new font set which has Brookhaven as the first font and Script as the second, when this document is loaded, it will be displayed in the Brookhaven font, not the Script font. To sort the fonts, just enter the letter code of the font which is to be moved, and then enter the letter of the position to which it must be moved. Press <ENTER> when you have finished.
5. Now that you have the font order correct, you must specify the type of font set to create. There are two types: Type 1 is used with Max-10 version 1.0 - the version without columns; type 2 is for Max-10 version 2. Type 1 fonts may only be placed on a Max-10 backup disk as version 1.0 can only load fonts on startup. Type 2 fonts may be saved onto any disk. After you specify the type of font set, the font assembler will begin to save the set to disk, prompting you to change disks as necessary.

COLORWARE

Max-10™ fonts!

The power of choice

As so many thrilled CoCo users already know, the power of Max-10 simply cannot be beaten by any other CoCo program. Its versatility and sheer blinding speed still amaze long-time users. And the variety of fonts supplied outstrips that on most printers now being sold.

Colorware has developed a varied two-disk set of thirty-six Max-10 fonts in different sizes. These fonts may be used in various styles allowed by Max-10. Remember that fonts and styles can be mixed on the same line with no extra effort.

	Style	
<input checked="" type="checkbox"/>	Plain Text	cP
<input type="checkbox"/>	Bold	cB
<input type="checkbox"/>	Italics	cI
<input type="checkbox"/>	Underlined	cU
<input type="checkbox"/>	Superscript	cH
<input type="checkbox"/>	Subscript	cL

You can now create sets of whatever fonts you may need. Imagine loading the set of your favorite letter-writing fonts, then switching to the fonts you like to use for creating club newsletters. Fonts range from the serious (Fort Worth, Rome) to the whimsical (Irvine, Swan Song). You will be amazed at the "personal" quality of Longhand and the elegant beauty of Ellesmere. Use the larger 24 point fonts for eye-catching titles and major headings. The 18 point fonts make excellent subheadings. Twelve point and smaller usually form the main body of text in documents of all kinds. Six point Topeka, in particular, can be used to squeeze a long footnote onto a page.

This set of fonts is now available for \$29.95
Call us at (203) 348-9436 Weekdays 9-5 Eastern Time

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Ordering Information: We accept Visa, Mastercard, Checks, and M.O. C.O.D. is \$4 extra. Purchase orders are subject to credit approval. CT residents add 7.5% sales tax. Shipping: \$4 per order (usually UPS ground). UPS 2nd Day Air: \$4 extra. Next Day service available. Canada: \$6 per order (Airmail). Outside US and Canada: Add 10% of order total.

Max-10 font disks

The Max-10 extra fonts can be used to create text in many different styles. This is Fort Worth 10. There are five different sizes of Ft. Worth (10,12,14,18,24) for use as titles or if you want to write all your text large.

Century is there for the elegantly styled headings demanded of fine prose.

And, of course, for good, down-home solid titles, nothing beats Memphis.

Stencil lends the bold reassurance that your text will stand out on the page.

Futura catches the eye well, but with a degree of subtlety.

Digital is just the thing for that manual you are writing for your earthshaking CoCo software. Like so many other fonts, we also offer 24 points.

Text written in Swan Song 12 point or headlined in 24 point stands out on any printed page.

Downsizing a bit, Woodhaven seems well fitted to the quiet neighborhood after which it was named.

Prospect is just the thing for easy to read, yet tightly packed text.

When you need that lively, offbeat look, try out our San Francisco font!

Thames gives your literature that "Olde Englishe looke".

Ellesmere is great for squeezing extra text on a page. It's narrow so more letters fit on a line. Ellesmere 12 point, twenty-four point and twenty-four point bold are on the disks.

Longhand is wonderful for distinctive documents or maybe just a signature. It also comes in 24 point

Hollow is very good. You may even color in the letters with crayon for an interesting effect. And it even comes in 18 point size.

Turn to Aschcan for that light hearted look.

For precise, typewriter-like text, Courier is an excellent choice.

And of course, Venice will jazz up any words that need a boost.

For titles or headings, there are a variety of special fonts. Brookhaven is great for a Broadway look.

Frontier boldly stands out in the Old West fashion.

Athens is especially good for paragraph titles.

The nine point version of Rome is very easy to read, while the 12 point version can be used for emphasis.

Script is good for friendly letters or signatures, while Topeka (6 point) makes for very compact footnoting.

Irvine adds that post-modern look. Try it printed on light pink or beige parchment for that more upscale look. As you may have guessed, it looks great in 24 points.

MAX FONTS

For CoCo Max I,II and III

by W. Bayer & M. Shawaluck
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Max Fonts are a collection of almost 100 new and different fonts (or typesyles) for use with your CoCo Max program. These new fonts can be used in place of the built in font set.

All of CoCo Max's styles (bold, italic, etc.) can be used with the new fonts and the new font names will appear in the **Fonts** pull-down menu.

The complete font library consists of four disks, each containing 23 or 24 fonts.

Using the fonts with CoCo Max III

Start CoCo Max as you usually do. Select **Assign Drives** in the **Files** menu. One of the selections in this dialog box is the drive number where the font disk will be found. Choose a free drive if possible, any drive will work. Put the font disk in this drive.

Select **Load Font Set** in the **Options** menu. Each font disk holds about 24 fonts but the CoCo Max font menu has room for only 14 entries. Max fonts are split into two groups. Choose either **MAXFONTA** or **MAXFONTB**. Only 14 Fonts can be in the **Fonts** menu at one time, so two groups of fonts (A and B) are used.

With 512K systems, the original fonts remain in memory. The extra font disk must be in the selected drive when you choose a font. With 128K systems, the original fonts are on the work disk.

To reload the original fonts, select **Load Font Set** in the **Options** menu. Click on **ORIGINAL**. Remember to use **Assign Drives** to set the correct drive (M for 512K, 0 for 128K).

Pull down the **Font** menu. You will see the new font names. These new fonts work the same as the regular ones, and all **Style** and **Size** features work as well.

Using the fonts with CoCo Max II

Load CoCo Max as you normally do. When you want to load additional fonts, put the font disk in drive 0. Select **Load Page** in the **File** menu. Click on either **MAXFONTA** or **MAXFONTB**. Only 14 Fonts can be in the **Font** menu at one time, so two groups of fonts (A and B) are used. You can choose **ORIGINAL** to get the regular CoCo Max fonts back. Your picture will not be affected.

Pull down the **Font** menu and you will see the new font names. These new fonts work the same as the regular ones, and all **Style** options work as well.

Remember to have the Max Font disk in the drive when selecting new fonts, and have the CoCo Max disk in the drive during **Cut**, **Copy**, **Paste** and **Clipboard** operations.

Using the fonts with CoCo Max I

While in CoCo Max, click on **Quit** in the **File** menu. when the "OK" prompt appears, type the following:

```
LOADM"MAXFONTA":RUN
```

Click on the **Fonts** menu. You will see the new font names. Use these fonts the same as you use the regular fonts.

For the other groups of fonts, follow the same procedure, but replace **MAXFONTA** with **MAXFONTB**, **MAXFONTC**, **MAXFONTD**, **MAXFONTE**, or **MAXFONTF**.

To obtain your original fonts, use **ORIGINAL** instead of **MAXFONTA**, and switch back to the regular CoCo Max disk before selecting the fonts.

Cut, **Copy**, and **Paste** use the CoCo Max disk. Make sure it is in the drive when you use these functions.

Using the fonts with Max-10

Max Fonts are not the same as Max-10 fonts and so they cannot be used directly. Fonts for Max-10 have higher dot resolution than CoCo Max fonts. If you wish to use these fonts with Max-10, you must first type the text you need while in CoCo Max then save the text as a normal CoCo Max picture. After doing this you may paste the picture into Max-10 as any other picture.

Font Descriptions

As with regular CoCo Max fonts, not all possible characters will be available in all of the fonts. In the following tables, a "Full" character set means the set includes all 91 characters: !"#%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNQRSTUWXYZabcdefghijklmnopqrstuvwxyz

A "Letters" character set means upper and lower case letters only.

A "Symbols" character set consists of numbers, punctuation, and upper case letters.

Max Fonts Set #1

Font Name	File Name	Type
Digital Small	DIGIT12	Full
Digital Medium	DIGIT18	Full
Digital Large	DIGIT24	Let.
Futura	FUTURA24	Let.
Grid Small	GRID18	Full
Grid Large	GRID24	Sym.
Haifa	HAIFA24	Sym.
Icons	ICONS1	Sym.
Night Time	NITETIME	Sym.
Space Flight	SPACEFLT	Sym.
Tableau	TABLEAU	Sym.
Victory	VICTORY	Full
Baby Teeth Sm.	BTEETH12	Full
Baby Teeth Lg.	BTEETH24	Sym.
Bobo Bold	BOBOBOLD	Sym.
Books	BOOKS	Sym.
Cart Wheel	CARTWHEEL	Full
Fine Print	FINEPRINT	Full
Normande Small	NORMAN12	Full
Normande Med.	NORMAN18	Full
Normande Large	NORMAN24	Sym.
Piano	PIANO	Full
Sinaloa	SINALOA	Sym.
Sukiyaki	SUKIYAKI	Sym.

Special Notes

The Books and Tableau fonts produce character shapes with no white space between them. The "<" and ">" characters are used to begin and end the patterns. For the Books font, the "(" and ")" characters create the book ends, as shown in the print samples.

Digital Small
Digital Medium
Digital Large
Futura
Grid Small
GRID LARGE
HAIFA
ICONS
NIGHT TIME
SPACE FLIGHT
TABLEAU
VICTORY
BABY TEETH LG.
BOBO BOLD
CARTWHEEL
FINE PRINT
NORMANDE LG.
PIANO
SINALOA
SUKIYAKI

Max Fonts Set #2

Font Name	File Name	Type
Block Up	BLOCKUP	Sym.
Harlow Letters	HARLOW18	Let.
Harlow Symbols	HARLOSYM	Sym.
Koloss	KOLOSS18	Let.
Maharajah	MARAJAH	Sym.
Muskego	MUSKEGO	Sym.
Peignot Small	PEIGNT12	Full
Peignot Large	PEIGNT18	Full
Program Small	PROGRM12	Sym.
Program Medium	PROGRM18	Sym.
Program Large	PROGRM24	Sym.
Rock Pile	ROCKPILE	Sym.
Futura Black Sm.	FUTBLK18	Full
Futura Black Lg.	FUTBLK24	Sym.
Hang Up	HANGUP	Sym.
Keyboard	KEYBOARD	Sym.
Liquid Crystal	LQXTAL	Sym.
Moscow Small	MOSCOW10	Full
Moscow Large	MOSCOW24	Let.
Orbit	ORBIT	Sym.
Point Out	POINTOUT	Sym.
Printout Small	PRTOUT12	Full
Printout Large	PRTOUT24	Sym.
Stop	STOP24	Sym.

Special Notes

The Moscow fonts are renditions of the Russian (Cyrillic) alphabet. The keyboard is based on the closest phonetic equivalent, where possible. The Muskego and Hang Up fonts produce characters with no white spaces between them. The "<" and ">" characters are used to begin and end the pattern. The two Harlow fonts are provided to allow all of the possible characters to be typed.

BLOCK UP
HARLOW
KOLLOSS
MAHARAJAH
MUSKEGO
PEIGNOT SMALL
PEIGNOT LARGE
PROGRAM SMALL
PROGRAM MEDIUM
PROGRAM LARGE
ROCK PILE
FUTURA BLACK SMALL
FUTURA BLK. LG.
HANG UP
KEYBOARD
LIQUID CRYSTAL
MOSCOW SMALL
MOSCOW LARGE
ORBIT
POINT OUT
PRINTOUT SMALL
PRINTOUT LARGE
STOP
ORBIT
POINT OUT
PRINTOUT SMALL
PRINTOUT LARGE
STOP

Max Fonts Set #3

Font Name	File Name	Type
Banner	BANNER24	Sym.
Bocklin	BOCKLN24	Let.
Broadway	BROADW18	Let.
B'way Engraved	BROADENG	Sym.
Dot Matrix	DOTMATRX	Full
Music	MUSIC	Sym.
Old English	OLDENG18	Full
Pioneer	PIONEER	Sym.
Urban	URBAN24	Sym.
Xerxes Small	XERXES12	Full
Xerxes Medium	XERXES18	Sym.
Xerxes Large	XERXES24	Sym.
Celtic	CELTIC	Sym.
Hartland	HARTLAND	Sym.
Script	SCRIPT	Full
Skyline	SKYLINE	Sym.
Star Night	STARHITE	Sym.
Stencil	STENCIL	Sym.
Stripes	STRIPES	Sym.
Sunburst	SUNBURST	Sym.
Thin Man	THINMAN	Let.
Tip Top	TIPTOP	Full
Waves	WAVES	Sym.
Wolter	WOLTR	Sym.

Special Notes

The Music font can be used to create single part music notation. Each of the four rows of keys produce whole, half, quarter and eighth notes at different positions on the staff. The top row punctuation keys produce the various rests, the treble clef, etc. The Banner font produces character shapes with no white space between them. The "<" and ">" characters are used to begin and end the pattern.

BANNER
BOCKLIN
BROADWAY
BROADWAY ENGR.
DOT MATRIX
MUSIC
OLD ENGLISH
PIONEER
URBAN
XERXES MEDIUM
XERXES LARGE
CELTIC
HARTLAND
SCRIPT
SKYLINE
STAR NIGHT
CELTIC
HARTLAND
SCRIPT
SKYLINE
STAR NIGHT
STENCIL
STRIPES
SUNBURST
THIN MAN
TIPTOP
WAVES
WOLTR

Max Fonts Set #4

Font Name	File Name	Type
Apollo	APOLLO	Sym.
Buster	BUSTER	Sym.
Chinatown	CHINATWN	Sym.
Cinema	CINEMA	Sym.
Ebony	EBONY	Sym.
Medina	MEDINA	Sym.
Metal	METAL	Sym.
Odin	ODIN	Full
Palms	PALMS	Sym.
Quarter	QUARTER	Sym.
Rome Small	ROME12	Full
Slices	SLICES	Sym.
Cirque	CIRQUE	Full
Coverup	COVERUP	Sym.
CoCo VDG	COCOVDG	Sym.
Crossfire	CROSFIRE	Sym.
Electron	ELECSYMB	Let.
Morning	MORNING	Sym.
Relief	RELIEF	Sym.
Schwer	SCHWER	Let.
Square	SQUARE	Full
Stamps	STAMPS	Sym.
Traffic	TRAFFIC	Sym.
Train	TRAIN	Sym.

Special Notes

The Electron font can be used to create schematic and logic diagrams directly from the keyboard. Both electronics symbols (resistors, capacitors, transistors, etc.) and logic symbols (AND, OR, inverter, etc.) are available on the various keys. The Cinema, Stamps and Train fonts produce character shapes with no white space between them. The "<" and ">" characters are used to begin and end the pattern, as shown in the print samples.

APOLLO
BUSTER
CHINATOWN
CINEMA
EBONY
MEDINA
METAL
ODIN
PALMS
QUARTER
ROME SMALL
SLICES
CIRQUE
COVERUP
COCO VDG
CROSFIRE
ELECSYMB
MORNING
RELIEF
SCHWER
SQUARE
STAMPS
TRAFFIC
TRAIN
APOLLO
BUSTER
CHINATOWN
CINEMA
EBONY
MEDINA
METAL
ODIN
PALMS
QUARTER
ROME SMALL
SLICES
CIRQUE
COVERUP
COCO VDG
CROSFIRE
ELECSYMB
MORNING
RELIEF
SCHWER
SQUARE
STAMPS
TRAFFIC
TRAIN