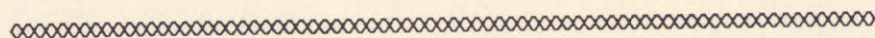


The Newspaper

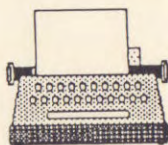
Plus

FINAL
EDITION

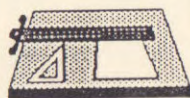
WRITTEN BY ERIC A. WOLF



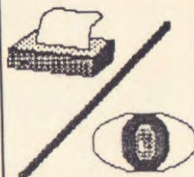
Type Up



Layout



Print+View



the page

Picture &
Font



Utilities



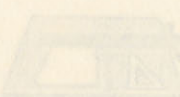

EXIT THE PROGRAM BACK TO BASIC

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The Typewriter
Plus
FINAL EDITION

WRITTEN BY ERIC A. WOLF

.....

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

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NEWSPAPER PLUS - FINAL EDITION

< < The Newspaper Design System > >

Written by Eric A. Wolf

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0. INTRODUCTION:

Congratulation on the purchase of your Newspaper Plus Design System. The theory of operation is as simple as 1 - 2 - 3 - 4 for the Newspaper Plus - Final Edition. You simply write out your articles on your word processor and import the files using the Text Importer Utility, add graphics and graphic symbols with Type Up II, and 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 Plus 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 the 'CONFIG'uration 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 'CONFIG'uration to your System Master disk. After this, place a write protect tab over the notch in the upper-right corner of the disk for protection.

2. USING THE 'CONFIG'URATION:

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 an error. At the end of the configuration, the program will ask you to verify all the information told to it.

A. 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 and TV users should press 'C'.

B. WHAT DISK SYSTEM ARE YOU USING?: For the 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. If you are using a Disk Operating System other than RS-DOS 2.0 or 2.1, you might need to work this command more than once. Select your Disk Extended version as mentioned above and if that fails, return back to this section and select the other version.

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

D. 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 Plus programs can override a Data Drive selection by the appropriate input (See individual program).

E. WHAT TYPE OF PRINTER ARE YOU USING?: This configuration menu will ask you to select what type of printer you will be using. This list is so complete that we have included the printer codes for using Tandy's newest LP-1000 Laser printer! If your printer is not listed, go through your printer manual to see if you can toggle your printer to match any of the pre-defined printer types. If none can be matched than select option #8. This will allow you to custom design your own print driver. Selecting this option will call up another menu and you will be asked to answer some questions that are specific to your printer needs. Please consult your printer manual when designing a custom print driver.

SPECIAL NOTE: Great care has been taken to set the proper printer codes for the pre-defined drivers. If you make the proper selection chances are very good that your final hardcopy will be as desired. However, if you do not achieve a satisfactory final hardcopy, go back into the CONFIG program and select another printer driver that is same or similar to the one you originally selected. We have tried to eliminate a 'HIT or MISS' operation by giving you a good number of pre-defined printer types. But sometimes the best plans still call for a second or third option to be explored...

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 Newspaper.

A. MEMORY CHECK & RAM DISK UTILITY: The first thing Newspaper will do is check your computers memory. If you have 128k go to the MAIN MENU PANEL heading. If you have 512k and wish to use the RamDisk Utility, continue reading.

B. 512k USERS: Newspaper Plus - Final Edition has a RamDisk feature for you to use as two drives. This RamDisk utility was designed by ColorVenture and can really speed up your Newspaper process.

By selecting 'Y' at the first menu prompt, you will activate the RamDrives. This utility pre-configures your drives in the following manor:

- DRIVE0 Your first disk drive
- DRIVE1 Your second disk drive
- DRIVE2 RamDrive #1
- DRIVE3 RamDrive #2

NOTE: If you have double sided drives, this RamDrive Utility turns-off the back sides of your drives.

The first menu prompt is RamDrive #1. Here you can move any Newspaper disk or data disk into this first RamDrive. We have found that this first RamDrive is a GREAT place to store your Newspaper System Disk. By putting your System Disk in one of the RamDrives really speeds-up the Newspaper process.

The second menu prompt is RamDrive #2. Here you can insert any of the other Newspaper program disks, i.e. FONTS or PICTURE DISK. Or you can put your DATA disk files into RamDrive #2. Once both RamDrives are created, the program will automatically start-up.

NOTE: You can put your System Disk into any of the two RamDrives. This utility will recognize your System Disk and set the default drive accordingly.

RamDrive Warning: RamDrives are part of your computers available memory. If you loose power or if power is interrupted, you will loose ALL OF YOUR PROGRAM(s) AND DATA! Because of this it is not recommend using the RamDrives for data storage.

C. MAIN MENU PANEL: After loading, the graphics 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 or right arrow keys to choose a heading and press the spacebar to select.

If you select the 'EXIT' heading, you will be asked to verify this choice. If you are ready 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.

4. USING THE TYPE-UP II GRAPHIC EDITOR:

If you selected TYPE-UP II, 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 laid into a page for printing. Notice that the large right-hand white area of the screen is your editing area for your article. Also note the left-most portion of the screen with the side, this is the command area. These pictures are correctly referred 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 function are described below, in a top to bottom fashion corresponding with the icons on the left of the screen.

A. PICTURE STAMP COMMAND: 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 and control (CTRL) key to position and press spacebar to set. You may press the break key to abort the process and return to the normal command mode. A picture may be stamped more than once by clicking the icon again.

B. UNDO COMMAND: 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.

C. PENCIL COMMAND: When you select this, a sub-menu will pop on with twelve 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 pressing the spacebar. You exit back when either you press BREAK or select one of the top twelve choices; fill patterns don't exit you. The top twelve 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.

C1. LINE MODE: Press BREAK key once in the work area to set the start point of the line and move the cursor and press spacebar to select end point. The line will now be drawn.

C2. BOX MODE: Press the BREAK key 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.

C3. 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.

C4. ERASE MODE: Similar to box in that you define two corners of a box. But that box is then erased.

C5. ARC HORZ MODE: Select the center of your arc and press the BREAK key. Now move left or right to specify the radius of the arc and move up or down to specify the degree of the arc's bend. Press spacebar to draw defined arc.

C6. GRAB PICTURE MODE (dotted lined box): Allows you to grab a picture from 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 spacebar, the area will highlight and a cross hair will appear in the work area. You must grab areas of a 'box' shape. So move the cross-hair to one corner of this imaginary box and press spacebar.

C7. CIRCLE MODE: Press BREAK key 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.

C8. 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.

C9. DOT BOX MODE: Press the BREAK key once in the work area to set one corner of the box and move cursor and press spacebar to select the second corner. The dotted box will be drawn according to these dimensions.

C10. INVERT MODE: Again similar to box in defining the two corners, but now the box is inverted. Meaning all black in the area turns white and all white turns black.

C11. ARC VERT MODE: Select the center of your arc and press the BREAK key. Now move left or right to specify the radius of the arc and move up or down to specify the degree of the arc's bend. Press spacebar to draw defined arc.

C12. SHADOW BOX MODE: Select this function to make shadowed boxes around your panel. Simply select start and end coordinates like the regular box mode and a shadowed box will be drawn in.

D. SCROLL PANEL COMMAND: The four arrow icon is the symbol for the scroll panel function. Select this option to 'slide' your panel about the screen. Once selected, use the four arrow keys to move the panel. Press the spacebar when finished. Use this function to center your panel in the display screen for that professional appearance.

E. DISK MENU COMMAND: Select this function to choice 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.

E1. LOAD FONT SET: Select this option to load a font (type) set off disk. You can use Newspaper, Newspaper Plus, Newspaper Graphics Disk, Color-Max (r) and compatible fonts, all through, 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.

E2. 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 the BREAK key to abort. Note: once a fill set is loaded, the old set can not be retrieved. However in some cases it can be reloaded.

E3. 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.

E4. 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 Disk drive. Select the filename and press spacebar. Use the Stamp Picture icon (above) to display the loaded picture on the screen.

E5. 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.

E6. 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.

F. TRASH CAN COMMAND: Selecting this command brings up a 'YES / NO' menu box. By selecting 'YES' will erase everything in your work screen. The 'NO' selection will return you back to the commands menu. If you do erase the screen by mistake, you can always restore the original screen by "undo"ing it.

G. SWITCH PANELS: The Newspaper Plus program allows a user to work on two panels at once. By keeping them both in memory simultaneously! Select the 'two page stacked' icon to switch panels or copy the current panel to the spare page.

H. TEXT COMMAND: 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 simplified. Use the four arrow keys and 'CTRL' key 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.

I. MENU COMMANDS: Selecting this command brings up a 'YES / NO' menu box. By selecting 'YES' you will exit the TYPE-UP II section of

Newspaper Plus and return back to the main start-up screen. Selecting 'NO' will abort this function and you will stay at the TYPE-UP II menu.

** Here are some final thoughts to remember when using the TYPE-UP II graphic editor when composing articles for the Newspaper Plus.

** 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 out separately and link them together correctly when laying them out.

** When loading a fonts, you can load from Newspaper, Newspaper Plus, Newspaper Graphic Disk fonts and ColorMax 3 (r) fonts. They are compatible with each other and can be used interchangeably.

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

** NewsArt pictures can be generated using the NewsArt picture grabber (included) that can grab pictures from any standard PMODE 4 picture or CoCoMax 1 or 2 (r) picture files. An additional set of Newspaper Plus NewsArt is available through Second City Software entitled, Newspaper Graphics Disk. A number 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.

5. USING THE LAYOUT PROGRAM:

The layout program is used to arrange story panels in a two-column page format in one of four 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.

A. 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.

B. 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 seven 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. 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. And the forth is similar to the first except you can create a banner headline at the bottom of the page as well as at the top. 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.

A new feature that has been added is the number 5 option, 'Create Your Own' layout pattern. Each one of the four sections can be altered to your needs. The layout defaults with eight separate panels. You can change any one of the four sections by selecting the corresponding numbers (1 thru 4) and continue to press that number until you have the layout you wish. Pressing the number once turns that section into a BANNER or headline effect. Pressing it again will push together the two panels where the column of separation space down the middle is absent. Pressing it once again brings you back to the default setting. When you are finished creating your own layout, press the 'F' key to continue or BREAK to exit back to the Layout Menu.

C. SAVE LAYOUT: This used to save the previously made layout disk fro 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.

D. 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.

E. 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.

6. USING THE PRINT + VIEW PACKAGE:

If you select 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 print it to your

printer. This title and menu screen will now display seven listing 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.

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

B. 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 and spacebar to select the appropriate file to load.

C. 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.

D. 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 screen may be blank if no page is compiled in memory. Press a key to return.

E. LOW DENSITY VIEW OF PAGE: Select this to view the page more closely. Use the arrow keys to scroll about the page and spacebar when finished. Unlike the High Density View, you will be able to see and read your work in sections.

F. 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 in the 'CONFIG'uration file. 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.

G. 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.

7. SELECTING A UTILITY:

When you wish to use a program utility, simply start-up the Newspaper Plus program and select the utility item from the main menu. Next you will see a sub-menu of all the available utilities with your version of the Newspaper Plus. 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 Plus System yourself without having to go out and buy additional pictures, shades, or font disks from a manufacturer; although that option is available to you.

8. USING THE FONT EDITOR:

This utility allows you to create and modify fonts for use in the Newspaper Plus article design program, TYPE-UP II, 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.

A. 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.

B. 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.

B1. 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.

B2. 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.

B3. 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.

B4. 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.

B5. 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 Plus. Press any key to see the rest of the characters. Pressing a key again returns you to the editor.

B6. 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.

B7. 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 ASCII 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.

B8. 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.

B9. RETURN TO MENU - This function allows you to exit back to either the Utility or Main Menu of the Newspaper Plus.

B10. 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.

One 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 II program and access using the text mode command.

9. USING THE SHADE EDITOR:

This program is designed to help you generate different shade patterns to use with the TYPE-UP II'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.

A. CLEAR PATTERN: This clears the pattern currently on the screen in the edit box to white.

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

C. 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.

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

E. VIEW THE CURRENT PATTERN: This switches to a graphic screen and shows you what the pattern would look like if you were to use it in the Newspaper Plus.

F. 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.

G. SAVE A PATTERN SET: This saves the group of the 5 patterns in memory for later use with the Newspaper Plus TYPE-UP II program.

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

I. UTILITY MENU: Exits you to the Utility sub-menu.

J. MAIN MENU: Exits you to the Main Menu.

To Use: Load in a pattern group using the disk icon on the TYPE-UP II program. Now use the pencil icon and select the 'Fill Mode' and select the fill pattern you want to use. Now enter the work space and fill the desired area.

10. USING THE PICTURE GRABBER:

This utility lets you grab pictures from a PMODE4 file, a CoCoMax (r) file or a regular 6k binary graphic file and reformats them for use with the Newspaper Plus. You are then able to use these pictures when designing your own article using the Newspaper Plus TYPE-UP II program. It is much easier to draw your pictures on a program like CoCoMax (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.

A. 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 director of the default data drive.

B. 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 on the disk and is generated by a graphics drawing program. See next section for filename input.

C. LOAD A 12k CoCoMAX (r) FILE: Press '2' on the menu screen if you wish to load a full 12k picture generated by the CoCoMax (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' and 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.

D. 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.

E. 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 spacebar 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.

F. 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 Plus design program, TYPE-UP II, and incorporation into your own articles. Enter only the filename, with and 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 function) 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.

G. 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 Plus. You can then create hundreds of pictures to cover all occasions.

11. NewsArt SHRINK/STRETCH:

This utility allows you to bring in a NewsArt picture from a picture disk or one that you have saved to disk using the Picture Grabber Utility.

A. LOAD IN A NewsArt PICTURE: Press '1' on this menu screen to load in a NewsArt picture from disk.

B. VIEW THE NewsArt PICTURE IN MEMORY: Press '2' to view any picture that is in memory. Press any key to return to the menu.

C. SHRINK/STRETCH NewsArt CLIP: Press '3' to get into the Shrink/Stretch menu. Here you have a total of 8 size options to choose from. The first three (1 thru 3) are for reducing your NewsArt picture. The next three (4 thru 6) are for enlarging your NewsArt picture. Option number '7' will double your picture and option number '8' allows you to define your own picture size.

C1. DEFINE YOUR OWN: When you select option number '8', you will see your original picture with a box around it. You can re-size this box using your four arrow keys. Once you have sized the box to your needs, press the SPACEBAR to start the re-sizing process.

NOTE: All of the pre-set reductions and enlargements are scaled to the original picture you have in memory. If you select option number '8', the size that you define will create a picture that is not scaled to the original. Thus, your finished picture may look unbalanced when compared to the original.

Once you have selected to either reduce or enlarge your picture, the program will re-draw your picture to the proper scale. When it is finished, you will be returned back to the Picture Sizer Menu. At this point you can view your work by selecting option number '2'. When you press '2', you will see both your original NewsArt picture and by pressing any key again, you will see your re-sized picture. Press any key again will bring you back to the option menu.

If you are not happy with the outcome of your re-sized picture you can go back to option number '3' and try another Shrink/Stretch option. Your original NewsArt picture is always in memory until you either bring in another picture or exit the Picture Sizer Menu.

D. SAVE NEW NewsArt TO DISK: Once you have sized your picture to your needs, select option number '4'. Enter a filename and press the ENTER key. **NOTE:** You can abort this process by pressing the ENTER key before typing in a filename. You do not need to include the filename extension. It will be added for you. Also, if you wish to save your new picture to another disk other than your default drive, you can do so by adding a colon and drive number after the filename.

Example: `FILENAME:1`

After the program saves your new picture to disk you will be returned back to the Picture Sizer Menu. From here you can re-size another picture or press option number '5' to return to the Main Menu.

12. NEWSPAPER TEXT IMPORTER:

This utility allows you to import text files that you have typed in and saved to disk using your favorite word processor program. When saving out your word processor text file, it **MUST** be saved to disk in the ASCII format. Consult your word processor manual on how this is done.

NOTE: Any special control codes (i.e. underline, bold, italic, centering, etc.) that you insert from your word processor will be brought into the Text Importer option and reproduced on your graphics panel. A good rule to follow is not to insert or use these control codes when typing in an article to be used with Newspaper Plus - Final Edition.

EXCEPTION TO THE RULE: The Newspaper Text Importer will recognize three special control codes. They are as follows:

@L
@R
@C

The @L code will position a line of text to the left hand side of your panel. The @R code will position a line of text to the right hand side of your panel. And the @C code will position a line of text to the center of your panel. Following are examples on how to use these special codes in your word processor. For this example we will use the text line, "THIS IS A TEST!"

@L"THIS IS A TEST"

@R"THIS IS A TEST"

@C"THIS IS A TEST"

When importing these special codes using the Text Importer, Newspaper will position the line of text accordingly. It will also drop the special codes so they do not appear on your graphics panel.

A. LOAD IN A GRAPHICS PANEL: This option will allow you to load in a previously saved graphics panel you created in TYPE-UP. If the graphics panel that you are loading in has either pictures or graphic text in it, you must MASK out any graphics display that you created in TYPE-UP. This is done by positioning your cursor at the upper left hand corner of your picture or display, press the SPACEBAR once, then position your cursor at the lower right hand corner of your picture or display and once again press the SPACEBAR. This area will become a blacked out box. After you have finished MASKing out your graphic picture or display, press the 'F' key. You will be returned to the Text Importer menu.

B. LOAD IN A GRAPHIC FONT: Here is where you will have to pre-set a font that you will be using for your text. By pressing the number '2' key and the drive number in which your font disk is located you can then make your font selection. After the font is loaded you will return to the Text Importer Menu.

C. LOAD IN AN ASCII TEXT FILE: Here is where the fun begins! This option allows you to load in a saved text file that you have typed in using your

word processor. By pressing the number '3' key and the drive number in which your text file is located you can then select the text file you wish to import. This process will read into memory your text file and return you back to the Import Text Menu.

NOTE: You can only read-in one text file at a time.

D. SELECT/REVIEW OPTIONS: Here is where you set your Left, Right, Top, and Bottom margins. The options default to 4 pixels all around. These defaults can be changed by selecting the proper number (1 thru 4). If you wish to change these defaults, press the proper number and type in the new pixel number. You will have to consult your printers manual in order to find out how many graphic pixels it can print per inch (CPI). EXAMPLE: Most dot matrix printers will produce a graphics display using 12 dots per inch. If you wanted to have 1/2 inch borders you would set your margins to 6. Experiment with this feature based on your printer requirements.

D1. Your next option is Justification, number '5'. The default setting is 'YES' giving you flush Left/Right text margins. By pressing the number '5' key will turn off the full justification feature. This option will layout your text in a type writer fashion.

D2. Option number '6' will allow you to view a graphics panel that you have loaded in from the Text Importer menu. Pressing any key will return you back to the Text Importer Menu.

D3. Option number '7' will allow you to view a finished Text Imported panel. Pressing any key will return you back to the Text Importer Menu.

Pressing the BREAK from this menu will return you back to the Text Importer Menu.

E. MOVE TEXT TO GRAPHIC PANEL: This option is a major work horse process! Here is where your imported text file transforms into a Newspaper graphic panel. Remember, you must have a loaded FONT in memory for this process to work properly. If you do not have a graphic panel loaded (option number '1' of the Text Importer Menu) in memory, one will be created for you.

We would be remiss not to mention that this process WILL TAKE TIME! Each text line that is generated is graphically created a line at a time. When a panel is filled with text you will return back to the Text Importer Menu. From here you can either view your finished panel (option number '4') or save your finished panel to disk. Once you have saved a panel to disk, you will be returned to the Text Importer Menu where you can continue the text importing process.

Remember, you **MUST SAVE** each finished panel before continuing to the next process.

NOTE: If your imported text file is larger than the one graphics panel that you saved, repeat the above steps to generate additional panels until all of your imported text is converted to graphic panels. Each time you save out an imported text panel, the program will drop the used text from memory.

Once you have all the needed panels saved to disk, exit back to the Newspaper Main Menu. From here you can go into the TYPE-UP panel to add additional graphics (i.e. lines, boxes, shade areas, etc.). Or go to the LAYOUT panel to start compiling your saved graphic panels.

13. RamDisk TRANSFER UTILITY:

This feature allows you to transfer individual files that you have saved on your RamDrives down to your floppy disks. You receive menu prompts all along the way to achieve this process.

HELPFUL HINTS: After you load-in your RamDrives and want to add additional files to your Rams, this utility will allow you to do so. Once you have finished with this process, you are returned back to the Newspaper Main Menu.

APPENDIX A:

8370M

COMPLETE ASCII CONVERSION TABLE (value to character)

32= space	56= 8	80= P	104= h
33= !	57= 9	81= Q	105= i
34= "	58= :	82= R	106= j
35= #	59= ;	83= S	107= k
36= \$	60= <	84= T	108= l
37= %	61= =	85= U	109= m
38= &	62= >	86= V	110= n
39= '	63= ?	87= W	111= o
40= (64= @	88= X	112= p
41=)	65= A	89= Y	113= q
42= *	66= B	90= Z	114= r
43= +	67= C	91= L Bracket	115= s
44= ,	68= D	92= R Slash	116= t
45= -	69= E	93= R Bracket	117= u
46= .	70= F	94= Underline	118= v
47= /	71= G	95= Accent	119= w
48= 0	72= H	96=	120= x
49= 1	73= I	97= a	121= y
50= 2	74= J	98= b	122= z
51= 3	75= K	99= c	123= L Brace
52= 4	76= L	100= d	124= Vert Bar
53= 5	77= M	101= e	125= R Brace
54= 6	78= N	102= f	126= Tilde
55= 7	79=	103= g	127=

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

COMPLETE ASCII CONVERSION TABLE (value to character)

104 = h	80 = P	68 = 8	32 = space
105 = i	81 = Q	69 = 9	33 = !
106 = j	82 = R	70 = :	34 = "
107 = k	83 = S	71 = ;	35 = *
108 = l	84 = T	72 = <	36 = \$
109 = m	85 = U	73 = =	37 = %
110 = n	86 = V	74 = >	38 = &
111 = o	87 = W	75 = ?	39 = '.
112 = p	88 = X	76 = @	40 = (
113 = q	89 = Y	77 = A	41 =)
114 = r	90 = Z	78 = B	42 = ^
115 = s	91 = [Bracket	79 = C	43 = +
116 = t	92 = \ Backslash	80 = D	44 = ,
117 = u	93 =] Bracket	81 = E	45 = -
118 = v	94 = ^ Underline	82 = F	46 = .
119 = w	95 = _ Accent	83 = G	47 = /
120 = x	96 = `	84 = H	48 = 0
121 = y	97 = a	85 = I	49 = 1
122 = z	98 = b	86 = J	50 = 2
123 = { Brace	99 = c	87 = K	51 = 3
124 = Vert Bar	100 = d	88 = L	52 = 4
125 = } Brace	101 = e	89 = M	53 = 5
126 = ~ Tilde	102 = f	90 = N	54 = 6
127 =	103 = g	91 =	55 = 7

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

NewsArt

A thru Z



Above is just a SMALL sample of the different Clip Art pictures found on the 28 disks of NewsArt - A thru Z. Each disk is filled with a wide selection of different pictures that can be used with Newspaper Plus - Final Edition.

Desktop Publishing programs are nothing more than fancy word processors without a wide selection of 'useable' Clip Art pictures. This is where NewsArt - A thru Z comes in. We offer an affordable way to turn your ordinary printed document into works of art!

NewsArt - A thru Z is NOW available at a SUPER LOW price of only \$100 for the complete set of 28 disks!

ORDER TODAY...

