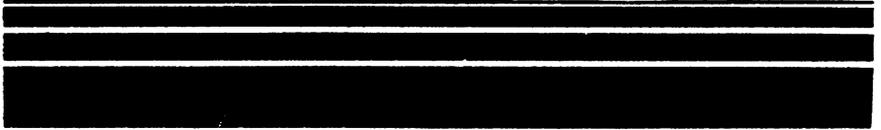
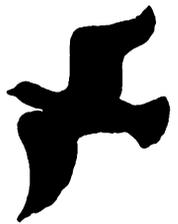


NEWS MAKER 128

Documentation

Free Spirit
Software Inc.



Appendix A - Printer Support

Printer	Driver	SAD*	Height	Density
These printers will print both rotated and unrotated pictures:				
Epson FX 80	P.HC—EPSON	5	1-4	1-7
Panasonic	P.HC—EPSON	5	1-4	1-7
Star NX 10	P.HC—EPSON	5	1-4	1-7
Olivetti	P.HC—OLIVETTI	5	1-4	1
Star NX 10C	P.HC—NX—10C	8	1-4	1-2
Spirit 80	P.HC—SPIRIT80	5	1-4	1-2
Cannon PJ	P.HC—CANNON	5	1-4	1

These printers will only print rotated pictures:

Mps 801	P.HC—MPS 801	8	1-2	1
Seikoshi	P.HC—MPS 801	0	1-2	1
Gemini 10x	P.HC—MPS 801	8	1-2	1
Gemini II	P.HC—GEMINI2	8	1-2	1-2

*Where a printer interface is required, these secondary addresses represent the values required with the CARDCO B, G+, and G—WIZ interface. Other interfaces may require different secondary address values.

(The preceding information is found in the Basic 8.0 manual. Used with permission - Walrusoft Inc.)

SIDEWAYS

Printer Utility for News Maker 128

News Maker 128 creates hi resolution bit mapped graphic screens (pages) of 640 x 440 pixels. When printing these files from the main program you must use a printer that will print a minimum of 640 dots across the page. Otherwise you will not be able to print the right column of your page properly.

Sideways was created for owners of Commodore printers, which are designed with the capacity of printing only 480 dots across the page. Sideways will divide your page into three sections, and print a proportional rotated image of each section. Then you may cut, paste and Xerox your finished product.

To use Sideways press "Y" at the configure printer option. You will be presented with a directory of printer drivers on your disk. Use the Spacebar and Return to select the correct driver for your printer. The next screen you will be prompted to enter your Secondary Address, Height and Density. (If you enter a wrong number by mistake you can correct it in a moment). After entering these settings you may test them by printing out the current information screen. If the printout is satisfactory then continue. If not you may readjust the numbers. At this point Sideways will update a Seq file called "configure". You will not need to reset the printer settings again because Sideways will use the information from the "configure" file. Be sure to copy "configure" onto your workdisk.

Once your printer is ready then insert your data disk and press return. Select the page you wish to print and make sure your paper is properly adjusted. Press spacebar to print the top part of your page. You have the option to readjust your paper between section. When you are finished you may choose to print a new page or exit.

Note: News Maker 128 was designed to print out a full page proportional printout from a non-Commodore printer. Due to the lower density of Commodore printers the output will be slightly stretched vertically creating a longer page than usual. You may copy the finished product on legal size paper or simply reduce it to normal size page with a Xerox copier.

News Maker 128 - Documentation

INTRODUCTION

News Maker 128 supports the Commodore 128 in its native 80 column mode! News Maker 128 will allow anyone to create professional looking newsletters, reports, signs and posters with a minimum of effort and expense.

News Maker 128 can be used as a stand alone program, or in combination with your favorite word processor, and graphics software. News Maker 128 uses standard sequential files (CBM—PETASCII) for "pouring" text into user defined columns. The Graphics capability is second to none with a crisp 80 column display. Pictures and graphics may be used from Sketchpad 128 and other Basic 8.0 compatible drawing programs. Graphics may also be drawn by hand with the powerful graphics editor or imported directly from Print Shop (tm) graphic disks.

News Maker 128 takes full advantage of the C= 128D computer. The additional 64K Video chips make full page layout, pop down menus and smooth screen scrolling possible. 1750 Ram Expansion users will enjoy using the extra ram as a RAM DISK - storing up to 45 fonts, five full newsletter pages and five full screen size graphics simultaneously for instant recall.

Copy Protection - Would you prefer software that has massive copy protection schemes imbedded in the disk that will rattle your drive head and perhaps put it out of alignment? I like my software "clean" and free from this type of protection. And of course clean software can be transferred to any drive including hard drives with a simple file copier. Please do not pass copies of this program to your friends. It takes less than 60 seconds to undo everything that we have tried to accomplish. If you don't think it will hurt anyone just ask my wife and children who depend on my efforts to support them. Also keep in mind the people at Free Spirit Software and distributors that depend on YOUR SUPPORT for their jobs. If you choose not to support them, they won't be there for long, leaving you to wonder "why isn't there any 128 software?"

I hope you will find News Maker 128 as practical and useful as possible. If you have any questions or comments please write to -Whiz Kid, C/O Free Spirit Software, P.O. Box 128, Kutztown, PA 19530.

Thanks for your support

Dave Krohne (Whiz Kid!)

GETTING STARTED

News Maker 128

Requirements: Hardware:

- Commodore 128D personal computer. Or a Commodore 128 with the 64K Video Ram chips installed.
- 80 column RGB monitor
- Commodore 1351 mouse, (or compatible such as the M3 mouse.)
- Quality printer capable of printing a minimum of 640 dots horizontally. (Must be able to print non-rotated Basic 8.0 graphic screens).

Optional:

- 1750 Ram Expansion Unit - Used as a fast Ram Disk.
- Second disk drive (1581 drive recommended).

Software Options:

- Any word processor to create standard sequential files (CBM—PETASCII).
- Sketchpad 128 or any Basic 8.0 compatible pictures or clip art (Brush files).
- Print Shop (tm) graphic disks (non Commodore printer type).

Begin by making a backup copy of News Maker 128. You may use any file copier to back up your master disk. Since there is no copy protection it is easy to transfer to a 1581 drive or to a format of your choice. Later you will want to make workdisks that contain only the files you want to work with. Always have your printer driver on the work disk. News Maker 128 will install the first printer driver on the disk as the default.

To make your copy self-booting, run the utility program called "Make Boot". This will make an auto boot sector on your disk and automatically install News Maker 128 in your system.

Using your mouse - Both buttons on the mouse are supported. Please keep in mind that the left button is used for selecting menu options and for positioning text and graphics. The right button is used for de-selecting the current option; usually it will return you directly to the Main Menu.

USING NEWS MAKER 128

Bootling Up:

News Maker 128 is an auto boot disk. To load the program simply type "Boot" or press the reset button, or simply type Run "***". After a few moments you will be greeted with a menu asking you to choose News Maker 128 or the Note Pad (seq. file editor). Press 1 then News Maker 128 will load and you will be asked if you are using a 1750 Ram Expansion Unit. You may press "Y" for -Yes- or press any other key for a -No- response. The title screen will then be displayed. After a few moments the screen will blink and you will be viewing your "Page". At the top of the page is a menu bar, clicking the mouse at any of the selections will bring down a menu. For our example click left button on the LAYOUT menu option.

Layout - Menu:

Layout:

You have five preset page formats to choose from. Standard format is the default with 3 columns and a header outlined. Other choices offer two, three or four columns. Also when you desire to custom design your own layout or create a full page poster, select the Clear Page option. Click left button on format of your choice.

Block Fill:

A quick way to fill in a large area of the page. Useful for making big bold boxes.

Block Erase:

Large block eraser. Use this eraser when background may interfere with graphic to be pasted. Also useful for deleting large blocks of text.

Text Edit - Menu

Select Font:

A large disk will appear in the center of your screen. On it will be the name of the current disk in your drive (or Ram Disk) and a directory of the available fonts. Press the Spacebar to cycle through the fonts. Press Return to load a font into memory. Note: You may press ESCAPE (Esc Key) at any time to return to the main menu.

Write Text:

A blinking box will appear on your page, this represents the current font size and its position. The size is changed by pressing number keys from 1-9. The position is controlled by the mouse; click the left

button to start writing. Note: I find it convenient to use the numbers across the top of the keyboard with my left hand while controlling the mouse with my right.

IMPORTANT—When you are writing text the mouse inputs are turned off. You will only be able to exit this mode by pressing the ESCAPE key (ESC on the upper right hand of the keyboard.). When ESCAPE is pressed you will be returned to mouse mode. Press the left button to reposition text or the right button for the Main Menu.

Pour Text:

The most difficult part of any publishing program is the ability to pour text into columns, and adjusting the columns around graphics when necessary. Fortunately tedious jobs like this are what computers do best! News Maker 128 makes this chore a pleasure. Since you are working with a full page width in view, there is no guess work about what the finished product will look like. Text is automatically justified to YOUR preferences, and if you should run out of page before you run out of text, you can pour the rest of the text into the "Overflow" buffer.

By selecting this option a prompt will appear asking if you want "News" files. Press "Y" for -yes- you will be given a directory of News files. These files will be further explained later. (Pressing "N" gives you a full directory).

Press the Spacebar to cycle through the News Files, and -Return-to select file. If you should not wish to continue you may exit this directory by pressing the Escape key instead of Return.

When a file is selected, your disk drive's data access light will turn on and will remain on while pouring text. You will be given a corner bracket cursor that indicates the top left corner of the text you want to pour. Position the cursor and click the left button. Now you will have a blinking "rubber band" box, pull the bottom corner of this box down and to the right. When you are satisfied with the positioning, click the left button again and the text will begin to pour into the boxed area. Note: Do not worry if the box is not large enough to hold the entire text file, once the box is full you will be able to create as many boxes as needed to finish the file. These boxes can be placed anywhere on the page, in any size desired.

Overflow Buffer:

Many times you may wish to have a story start on one page and continue on another. Or you could be pouring a large text file and simply run out of space on the page. This is what the Overflow buffer is for.

You enter the overflow buffer only after you have started pouring in the text, by clicking the right button. Your screen will be blank and

turn grey and a prompt will appear in red letters warning you that you are now in the overflow buffer. How many columns do you want to use? Press 1-4 to indicate the format of your next page.

Guidelines will appear to indicate your selected format. You now have the buffer screen. This screen will not scroll up and down. Proceed as normal defining boxes to pour text into. When the file is completed, News Maker 128 will pause for a moment while storing the buffer information into memory. Then you will be returned back to your current page and to the Main Menu.

To recall the text buffer, first save your page to disk (or Ram Disk). Then enter the LAYOUT menu and select the format for the next page. The contents of the buffer will be placed at the top of the new page. Information can then be repositioned using Cut & Paste commands.

Creating "News" Files:

In order to make News Maker as useful as possible it has been decided to support standard sequential files (Commodore PETASCII format). When booting News Maker 128 you will have the option to load the Note Pad. The Note Pad is a useful utility that allows you to create and edit sequential files.

To obtain the best output with News Maker 128, one simple formatting code has been used. Since sequential files alone do not have the ability to locate the end of a paragraph (every line ends with a "Return"), we will use the "@" key for this purpose. When writing or editing text, simply place an "@" sign at the end of each paragraph. This signals News Maker 128 to end this paragraph, not to justify the last sentence and to begin the next paragraph. (One key goes a long way in News Maker 128!).

Many word processors will allow text to be converted to this standard format. Also just about every terminal program has the ability to write sequential files. Another source for these files is your local BBS or Q-Link.

If you seem to have a problem with certain files, it may be due to the fact that there are special formatting codes imbedded within the file. News Maker 128 will not act upon these codes (in most cases), but will translate them as a space " ". This should not be a problem as the text is justified with extra spaces anyway.

When saving your sequential files I highly recommend that you proceed the filename with the word "News.". This indicates that it is clean sequential file ready to be "published" and that the "@" sign is placed at the end of each paragraph. Perhaps the biggest reason to use this prefix is the time you will save by not having to search through the entire directory for your file. You will be given a "News." file only directly by pressing "Y" -yes- at the prompt.

Ram Disk:

Owners of the 1750 Ram Expansion Unit can now enjoy the extra power they have invested in. News Maker 128 works with the REU acting as a Ram Disk. When booting up and selecting the Ram Disk option, up to 45 fonts will be placed into the REU for instant access.

In addition to the fonts you will be able to save five full pages of text and graphics for instant recall. This is extremely useful when working with multi-page documents, and faster than saving each page to disk then recalling it.

Graphics are also stored into the REU. By selecting STORE GRAPHIC News Maker 128 will store the current graphic found in the Cut & Paste buffer to the REU. For example, if you have a super header that you want at the top of each page simply Cut the header and store it into the Ram Disk for later recall. These graphics can be as large as an 640 x 200 screen.

ART DEPARTMENT — MENU

In the Art Department you are in control! Here you will find many special tools to assist you in the overall design and layout of your newsletter. Use the left button on the mouse to select tools and to draw with and click the right button to return to the Main Menu.

Line:

Click the left button to start the line, click again to end line. (Point A to B).

Lines:

Lines are connected, points A-B, B-C, C-D, -etc. Click the right button for Main Menu.

Box:

Click the left button to start a box, stretch the box in any direction as needed. Click again to draw the box.

Circle:

The first click (left button) will determine the center. Second click determines the radius. At this point you will be able to move the circle into any position, click again to draw the circle.

Thickness:

You are given a prompt to press 1-9 to determine the thickness of your lines, boxes and circles. Simply press the desired number. You will be returned to the Main Menu.

Freehand Draw:

Put your 1351 mouse to the test! Freehand Draw utilizes the full proportional mode of the mouse. You may draw by pressing down the left button. Clicking the right button will give you a display of pointers. These pointers may be selected by pressing the left button. When the pointers are displayed you may also exit to the Main Menu by clicking the right button.

Erase:

The eraser works the same as freehand draw, with the exception that you are now erasing the image. Any of the pointers can be selected for an eraser.

Pixel Edit:

News Maker 128 comes with a powerful pixel editor that allows you to edit one pixel at a time. When entering this option you will be given a small blinking box. Position this box around the area you wish to edit and click the left button. To return to the Main Menu press the right button for a moment.

The area of the box will be enlarged to the full screen size. You may now position the pointer on the large pixels and click. The pixel will now reverse itself (on/off). You can view the finished product thru a window in the upper left hand corner. You may now click the right button to reposition the blinking box, or return to Main Menu by pressing again for a moment.

Clip Art - Menu

Brush Graphic:

A brush file is defined by Basic 8.0 as small area of an 80 column screen. You can use existing Clip Art or use your own graphics as drawn with News Maker 128, Sketchpad 128 or any Basic 8.0 compatible drawing program.

You will be given a directory of available Brush files. Press Return to select (or Escape to exit). Graphic will load into the graphic buffer and may then be placed anywhere on the page. Multiple images can be created by clicking the left button. Click the right button for Main Menu. Note: Graphics are set to merge with the background. You may wish to remove unwanted guidelines with the Erase or Block Erase functions first.

Print Shop:

Print Shop graphics are used directly from the Print Shop disk. Use the 3 block graphics on the backside of the disk. These are for non-Commodore printers and are of higher resolution. Multiple images can be created by clicking the left button. Click the right button for Main Menu.

Picture:

Pictures are full screen size graphics, usually 640 x 200 pixels. Pictures can be created with Sketchpad 128 or any Basic 8.0 compatible drawing program. Pictures will overwrite anything already on the screen, so be sure to place your pictures first! Note: Color pictures may also be used except you will only have a black & white image.

Cut:

Position the blinking box around the area you wish to cut. Click the left button to store the graphic into the graphics buffer. The current picture will not be altered.

Paste:

Paste allows you to place the current graphic in graphic buffer anywhere on the screen. Multiple copies are made by clicking the left button. You may click the right button for the Main Menu.

Reverse:

Reverses the black and white image of the current graphic in the graphics buffer to make a negative effect. The graphic will be displayed momentarily, then you will return to the Main Menu.

Mirror:

Mirrors the image of the current graphic in the graphics buffer. The graphic will be displayed momentarily, then you will return to the Main Menu.

Flip:

Flips the current graphic in the graphic buffer. The graphic will be displayed momentarily, then you will be returned to the Main Menu.

Option Menu**Change Drive:**

Toggles the active drive to unit 8 or 9.

Open Disk:

Reads the current disk directory into ram. You must open the disk after changing the drive numbers. When selecting files News Maker 128 takes its information from ram, not from the disk drive.

Save Page:

Saves the current page to disk. A prompt will appear for you to name the page. The prefix "Page." is added automatically.

Save Graphic:

Saves the current graphic to disk. A prompt will appear for you to name the graphic. The prefix "Brus." is added automatically.

Load Page:

The current directory will appear. Select the page to load by pressing Spacebar and Return. Press the Escape key to return to the Main Menu. The new page will overwrite your current page.

Printer Setup:

News Maker 128 will always default to the first printer found on the boot up disk. There is no need to copy all of the drivers on your work disk, just the one (or two) needed for your system.

A prompt will appear showing the current printer and it will ask if you wish to change printer. Press "Y" for -yes- or any other key for a -no- response. To select a printer, cycle through the directory using the Spacebar and press Return to select. As always you may press the Escape key to return to the Main Menu.

You will then be able to adjust three parameters. First, set the secondary address to your printer's transparent mode. Second, you may adjust the height if desired from 1-5. Third, select the density for the output. Since different printers react in different ways to these parameters, it is impractical to list all of the combinations here.

For additional information see the printer section in appendix A. Also you may wish to refer to the Basic 8.0 programming manual which gives detailed information of each printer driver including the ML code if you need to modify a printer driver to suit your particular needs. If you are still in a bind you will find plenty of assistance in the Basic 8.0 section of Q-Link, and your own local users group may be able to assist you.

Print Page:

After you are sure that all of the settings are correct for your printer you may then print your page!

Exit:

A prompt will appear asking if you are sure you want to exit. Press "Y" for -yes- or any other key for -no-. You will then exit News Maker 128 (with Basic 8.0 runtime library installed!). This is the only way to exit this program.

Limited Warranty

Free Spirit Software, Inc. warrants that the diskette on which the enclosed program is recorded will be free from defects in materials and workmanship for a period of 90 days from the date of purchase. If within 90 days from the date of purchase, the diskette proves defective in any way, you may return it to Free Spirit Software, Inc., 58 Noble Street, Kutztown, Pa 19530, and Free Spirit will replace it free of charge.

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