

ASGARD SOFTWARE

PAGE PRO 99

By: Ed Johnson

INTRODUCTION

PAGE PRO 99 has a long and varied history. The program was begun almost two years ago by Chris Bobbitt and Ed Johnson. In its original conception it was simply a modified version of TI-Writer that would allow you to generate a form on the screen with a limited number of line patterns. Originally, we decided to call the program "Form Maker 99" (you may have seen it advertised under this name). The program worked fine, but we weren't satisfied.

The program wasn't capable of doing things that form programs for other computers could do. Ed and Chris thought of a lot of things they both wanted to see in the program - in retrospect things which redefined the concept they originally had. Ed started from scratch in assembly and what you see before you is the result of nearly two years of development and "fine tuning". PAGE PRO 99 is a program that, to put it simply, allows you to create full page forms. With PAGE PRO 99 you can type in any of four different directions using a small or large text font, draw lines with a line font, and include up to 28 pictures of any size anywhere on the page. You can "import" a TI-Writer text file and "export" a page as a text file for use in other programs. You can even print out the page in different dot densities (ranging from a "rough draft" single-density to reproduction quality quadruple-density).

Due to the vast changes in the program over its course of development, the name "Form Maker 99" just didn't seem to do justice to its capabilities. At the recommendation of a very good friend (thanks Denny!), we decided to change the name to "PAGE PRO 99". We hope that you'll agree that the performance of this program lives up to its new name!

PAGE PRO 99 will, in effect, let you do much of what a dedicated desktop publisher will do, much simpler and faster. PAGE PRO 99 is the only program of its type that is entirely "what-you-see-is-what-you-get". Whatever text, lines, or pictures you place on the screen will appear exactly as they will on your paper. Unlike other desktop publishing programs, it is EASY to create impressive looking letterheads, signs, charts, maps, graphs, and even forms.

However, we aren't going to call PAGE PRO 99 a true "desktop publisher". Why? Because PAGE PRO 99 will only let you have three different fonts on the page at once, and only 28 pictures. It really isn't fair to call it a desktop publisher, even though it does more in this area than most other programs that call themselves such. We simply don't want to raise everyone's expectations of what it will do. We won't object if YOU'd like to use PAGE PRO 99 as a desktop publisher, or even if YOU would like to call it one. We simply won't do so. We use it to make more than just forms, and think that you will too!

LOADING INSTRUCTIONS

PAGE PRO 99 is an assembly program. Before doing anything else, make a backup copy of the program and use the backup copy. Before loading the program, place the appropriate module in the module port, turn on the computer, place the program in disk drive #1, and select the module. As with most assembly programs, it can be loaded in a variety of ways:

Through the Editor/Assembler module

Select E/A option #5 - Load Program File.
Press enter for the default name "UTIL1" (even though no filename appears, this loader will look for DSK1.UTIL1).
The program will then load and run.

Through the TI-Writer module

Select option #3 - Utility.
Press enter for the default name that appears on the screen (DSK1.UTIL1).
The program will then load and run.

Through the Extended BASIC module

With the program disk in drive #1, the program will load and run automatically after selecting Extended BASIC from the menu screen.

PROGRAM CONCEPTS

All of the functions of PAGE PRO 99 are in one program. When the program first loads and runs, a title screen will appear in the upper 3/4 of the screen. This upper 3/4 area is the "page window" to a much larger area, which is the entire page.

What you see is 12 lines by 31 columns of the total 66 lines by 66 columns of the page. As you move around the page, the window will adjust itself to display the part of the page you are on. The only way to view the whole page is to print it out.

The 66 line by 66 column page of PAGE PRO 99 is almost the same size as a standard typewritten page (a standard text page is 66 by 80). When printed out, it will fill a 8 1/2 by 11 inch page from perforation to perforation, with a small margin on the left and right. Proper paper alignment is very important!

The bottom 1/4 of the screen is used for displaying the "status" line, prompts, and for getting the keyboard input for filenames, etc. The status line keeps you updated on the current cursor position on the page, the direction the cursor will move as you type, and whether or not the picture display is "on" or "off" (more on this later!).

GETTING STARTED

Once you understand how the program represents a page, you can actually get started in creating your own layout for a page. Once you are familiar with the cursor controls and how they work, you can easily begin typing in your text.

Note that as you type, when reaching the end of a line, the cursor automatically wraps down to the next line. However, any word you may have been typing at the right-hand side of the page will be split in two. PAGE PRO 99 does not support "word-wrap" - in other words, it will not automatically keep words connected between lines. If this editing limitation is cumbersome to you, PAGE PRO 99 will let you use any text editor that saves files in Display, Variable 00 format to generate the bulk of your text, and then you can "import" it into PAGE PRO 99 to put the "finishing touches" on your work.

CURSOR CONTROL KEYS

ARROW KEYS - Fctn E, S, D, and X

These keys will simply move you around your page without disturbing whatever you have on the page.

PAGE DOWN - Fctn 4

Moves the cursor down the page 12 lines at a time until it reaches the last line (line 66).

PAGE UP - Fctn 6

Moves the cursor up the page 12 lines at a time until it reaches the first line (line 1).

WINDOW LEFT/RIGHT - Fctn 5

Moves the cursor forward or back 30 columns to the window opposite of the one you are currently in.

CURSOR AUTO-MOVEMENT DIRECTION - Ctrl E, S, D, X

These keys control which direction the cursor will move after pressing a key when editing your text or drawing lines. The arrow in the lower right-hand corner of the screen indicates the direction you will move as you type.

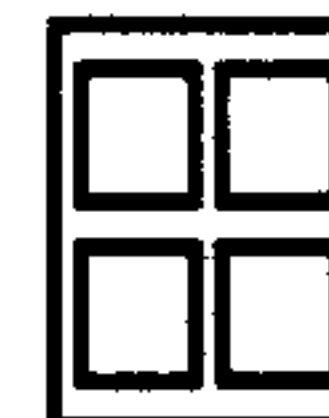
PAGE PRO 99 will always treat the cursor movement as left to right in terms of where the cursor will end up after pressing the ENTER key or when it wraps to the next line. That is, if you are typing "backwards" (right to left), the cursor will move up one line after ENTER is pressed or if you "wrap" left of column 81. Similarly, if you are typing down the page, you will end up at the top of the page one column to the left after pressing ENTER or if you wrap off the bottom of the page. On the surface this may seem trivial or too confusing, but it will make entering text with a sideways or upside-down font much easier (anyone thinking "greeting cards" yet? We were!). Spend some time getting used to typing in different directions. You will soon be a real "pro" getting around with PAGE PRO 99!

EDITING KEYS

LINE COMMANDS:



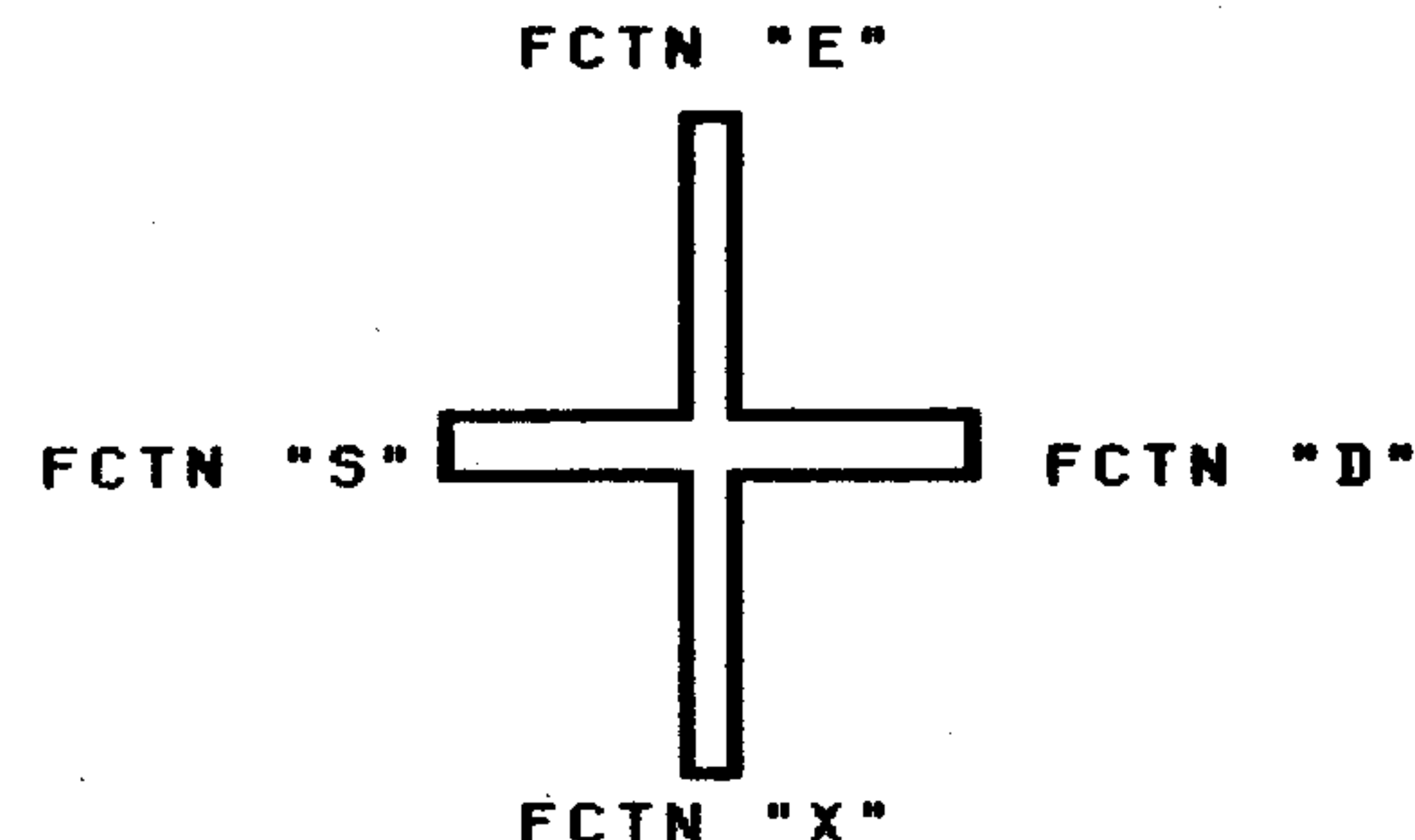
AEGB
F F F
IEKEJ
F F F
CEHED



aegb
f f f
iekej
f f f
cehed

EDIT KEYS:

FCTN "E/X/S/D" - Move cursor to up/down/left or right
FCTN "1" - Delete character
FCTN "2" - Insert character
FCTN "3" - Delete line
FCTN "4" - Down one screen
FCTN "5" - Next Screen
FCTN "6" - Up one screen
FCTN "8" - Insert line



EDITING KEYS

DELETE CHARACTER - Fctn 1

Is only active when typing small text or line characters. It will delete a single character and pull all characters to the right of the cursor one position to the left. Large text and pictures are not shifted, nor are any characters to the right of a large text character or picture affected by the delete.

INSERT CHARACTER - Fctn 2

Is only active when typing small text or line characters. It will insert a single space and push all characters from the cursor to the right one position. Large characters as well as pictures are not affected by an insertion, nor are any characters to the right of large text or pictures. Insert does not stay "on", it just inserts a single space.

DELETE LINE - Fctn 3

Is active at all times and will delete the line that the cursor is currently located on. Some care must be taken so that large characters are not "cut in half" (the other half that remains will look a bit funny!). Also, deleting a line that has a picture on it may give you some unwanted results. If the top row of a picture is deleted, the entire picture will be deleted. If any other row of a picture is deleted, only that row of the picture will be removed. All lines below the deleted one will be pulled up to "close the gap" and a blank line will be placed at the bottom of the page.

INSERT LINE - Fctn 8

Is active at all times and will insert a blank line at the current line the cursor is on. Some care must be taken to not "cut in half" any large text or pictures. This may result in some unwanted results or cause an error when the program tries to load a picture from disk (Handling this type of situation is discussed in more detail in the "Tips and Tricks" section of this manual). All lines from the current line down are pushed down to make room for the new line. The last line of text is pushed off the bottom of the page and can't be recovered.

DRAWING WITH LINES

At some point you will want to draw some lines on your page. You may need a line to draw a table, a decoration, a border for a sign or memo, or to delineate different parts of the page.

In PAGE PRO 99, a line character is actually part of a "font". There are 30 line graphics representing straight pieces, corners, cross pieces, and other connectors. These line graphics are attached to the keys A through O on the keyboard. The first 15 line graphics are placed by using upper case A-O. The second 15 line graphics are placed by

DRAWING WITH LINES (Continued)

using lower case a-o.

To get into the line graphics mode, press CTRL 8. This key acts just like a switch to turn the line mode on and off. To leave this mode, just press CTRL 8 again. Notice that the cursor changes when you turn this mode on. A small "L" appears in the center of the cursor to indicate that you are now in the line graphics mode. Much easier to notice is the line "reference" that appears in the status area whenever the line graphics mode is on. This reference is there to help remind you which characters are attached to which keys. If this display is a bit confusing at first, you may want to load and print the sample page "LINE-AID" that was included with the program and use it as a guide until you are more comfortable with the program. Entering line graphics in this manner may seem strange at first, but before long, it will become second nature to you.

You do not necessarily have to be satisfied with the line graphics that are "imbedded" into PAGE PRO 99 as the "default" characters. See the "Alternate Fonts" section for more details about using different line graphics.

LARGE CHARACTERS

PAGE PRO 99 supports two sizes of characters, an 8 by 12 pixel font (the default set when the program starts) and a 16 by 24 pixel font. To access the large font, just press CTRL 9. You will instantly see the cursor double in size. Now as you type, you will see the large characters that are currently in memory being displayed on the screen. Due to the way large characters are handled by PAGE PRO 99, the screen must be re-drawn after each large character is keyed in. This only becomes cumbersome when pictures are also displayed. It is generally a good idea to make sure that the picture display is turned off when typing with large characters (this is one case where things were made easier for the programmer! Look for this to be addressed in future updates).

You will notice that the placement of the cursor is determined by setting the upper left-hand corner of the large to the current line and column position. The exception to this is when the small cursor is located at column 60 or line 66. If this is the case, the upper left-hand position will be set to column 59 or line 65 (backed up one space) so that you can't enter a half character. Also, pressing ENTER or wrapping the screen will always bring you to the first position of the next line or column (depending on the current auto-movement direction of the cursor). This may throw you off a bit when you reach the next line. To fix this, just turn the small characters back on (by pressing CTRL 9 again) and adjust the upper left position to the correct location and turn the large font back on. See the "ALTERNATE FONTS" section for info on loading new fonts.

PICTURES PICTURES PICTURES

PAGE PRO 99 allows you to place up to 28 pictures anywhere on your page. These pictures are in a special file format that is different from other graphics programs. A utility to convert TI-Artist(tm) Instances to PAGE PRO 99 format has been included. Other conversion utilities are in the works and should be available soon. An important point to mention is that the size of the pictures is not limited in any way. PAGE PRO 99 can handle pictures as large as the entire page (actually larger, but anything exceeding the page boundaries would be "trimmed" off) or as small as a single character. It is also possible to overlay two or more characters. While PAGE PRO 99 doesn't support the ability to actually "merge" pictures, it does ignore as much of the "white" space in pictures as possible. The "PICT-AID" file included gives a more visual example of exactly how this works.

LOADING PICTURES

To load a picture and place it on your page, position the cursor in the upper left-hand corner of where you want the picture to start, and press CTRL L. PAGE PRO 99 will ask you for the path and filename of the picture you want to load. The picture file will then be read to determine its size and to find all of the "white" space. If the picture display is turned on, you will then see as much of the picture as will fit on the screen. If the picture display is turned off, you will see a bunch inverse "P"s on the screen in the place of your picture.

CTRL O (oh, not zero) acts as a toggle switch for turning the picture display on and off. When the program first starts, picture display is on (indicated by the inverse P in the center of the line/column status line). To turn the picture display off, press CTRL O. You will see the P in the status line change to a "o" to indicate that the picture display mode is off. This feature is included mainly for speed purposes. PAGE PRO 99 does not hold the picture in memory, it just keeps track of where it is located on the page and where the picture can be found on your disk. ALL PICTURES THAT HAVE BEEN LOADED MUST REMAIN IN YOUR DISK DRIVE(S) SO PAGE PRO 99 CAN FIND THEM! It is highly recommended that you copy any picture files you plan on using to your work disk before starting a session.

DELETING PICTURES

There are 3 ways to delete pictures from your page. The first is to simply type any text over the area the picture occupies. You can type text over any part of a picture or the whole thing if you wish. There are advantages to typing over parts of a picture, but there is little advantage in

DELETING PICTURES (Continued)

using this method to erase an entire picture. If you use this method to delete a picture, the picture data will not be deleted from the table in the program that keeps track of the pictures. This is not a big problem unless you plan on using all 28 pictures that are available. The second way to delete a picture, and this is the recommended way, is to move the cursor onto any part portion of the picture you want to delete and press CTRL K (if you think of this operation as "killing" the picture it will be easy to remember CTRL K). The status area will display a prompt asking you if you indeed want to delete the picture. Press "Y" to confirm your intent. If the display prompt tells you that a picture is not located where the cursor is, it means that you are not on the picture or are located on some "white" space in the middle of the picture area (the easiest way to see where the "white" space is located is to turn the picture display off). Just reposition the cursor and try again. The third way to delete a picture is by pressing CTRL U. This operation will delete all pictures on your page and reset the table that keeps track of picture locations. Use caution with operation. Once you confirm your action, all pictures will be erased.

SAVING A PAGE

Once you have created a page, you may want to save it for future editing or printing. PAGE PRO 99 provides 2 ways for you to save your work. Press CTRL F to bring up the file options menu. To save your page along with your picture information, select option #2 - Save Page. This selection will save your page into a 21 sector "memory image" file that contains your text as well as your picture data. Option #4, (Export Text) should be used when you just want to save the text for use in other programs. The picture data will not be saved with this option.

LOADING A PAGE

To load a previously saved page, just bring up the file options menu by pressing CTRL F. Select option #1 - Load Page to load a page that was previously saved with option #2. To load a text file that was saved with option #4 or created using another program (such as TI-Writer), select option #3 - Import Text. This option will read any D/V80 file and load it into PAGE PRO 99. Note that the limit is 88 lines by 88 columns of text. Any text beyond 88 characters per line or beyond 88 lines will be ignored. Also, remember that when you load a page (option #1) the picture data is also loaded. Pictures should be in the same the drives that they were in when the page was saved. See the "Tips and Tricks" section for some ideas on handling this.

ALTERNATE FONTS

PAGE PRO 99 can hold 3 different fonts in memory at any one time- a small text font, a large text font, and a line graphics font. Each of these fonts can be changed by loading in a new font from disk. To load an alternate font, press CTRL A. A sub-menu will be displayed offering you a choice of which new font to load. Press "1" to load a new line graphics font, "2" to load a new small text font, or "3" to load a new large text font. Next, you will be asked to enter the path and filename of the new font. The new font will then be loaded and will replace the old font in memory. PAGE PRO 99 can only support one each of the three different fonts at a time. With creative use of the picture capabilities, it is easy to give the appearance of more fonts on a page. See the "Tips and Tricks" section for some ideas.

PRINTING A PAGE

Printing a page is simple with PAGE PRO 99. Just press CTRL P and you will be prompted to enter the path and file name of the device you want to send your output to (it is possible to "print" a page to disk, but be warned that the resulting file will be very large! A single-density print file on disk will take up around 200 sectors, a double-density about 400, and a quad-density about 800.

After entering the device name for your printer, you will be prompted to select the density of your printed output. Most of the newer Epson-compatible printers will support all three of the density selections offered (single, double, and quadruple), but many of the older models will only support single and double. Check your printer manual if you are not sure. Press 1, 2, or 3 to select the desired print density.

Next, the program will check to see if the picture display mode is turned on. If not, you will be asked if you want to turn the pictures on. Press "Y" to turn pictures on or any other key to leave them off. If you print a page with pictures turned off, the inverse "P"s you see displayed on the screen will be printed instead of your pictures. Why would you ever want to do this? If you just wanted a "rough draft" to check the layout of a page, it is a bit faster to get a print-out with pictures turned off since they don't have to be read in from disk.

Everything is now set to print. You will be reminded to make sure your printer is turned on and ready to go (paper aligned, etc.). Press enter to start the printing process. The screen will go blank while the page is printed. This is a necessary evil and is nothing to be concerned about.

If you need to abort printing for any reason, just press FCTN 4. If you are using PAGE PRO 99 with print spooler, it may be necessary to turn your printer off to totally stop the printer.

CHANGING SCREEN COLORS

Press CTRL C to change the screen colors of PAGE PRO 99. There are 12 different color combinations in all that should cover most preferences for various types of display monitors.

MISCELLANEOUS NOTES

At virtually all prompts when PAGE PRO 99 is asking for information (filenames, menu selection, etc.), you can cancel the operation by pressing FCTN 9. If this is done when entering a filename, the name will be erased and the next time you access that particular mode, you will have to re-enter the filename (the default name is also erased).

Under certain circumstances it is necessary to turn the screen display off briefly (when inserting and deleting lines, saving or loading a page, and during printing). Do not be alarmed by this. It is done intentionally to save you from viewing some "garbage" for a moment while the operation is taking place.

When ever an "I/O error" occurs, the picture display mode is automatically turned off. This is done so that you do not necessarily have to always have your pictures located in the exact same disk drive(s) as when a page was saved. If loading a picture did not cause the error, simply press CTRL O to turn them back on.

is fired, the pins that are firing are 1/60" apart. The "problem" is that on 9-pin printers, the pins are spaced 1/72" apart. This means that 9-pin printers can print 72 vertical dots per inch, or 792 vertical dots on an 11" page. 24-pin printers, on the other hand, can only print the equivalent of 60 vertical dots per inch or 660 vertical dots on an 11" page. Doing some quick math, you can see that we can get 66 lines of 12 dots with 9-pin printers and only 55 lines of 12 dots with 24-pin printers.

The bottom line to all of this is that if you have a 24-pin printer, you'll have to only use a maximum of 55 lines with Page Pro 99 or you will run past the perforation. The other option is to use "legal" size paper since a full page print-out of all 66 lines with a 24-pin printer will be 13.2" long. As a precursor to a future print mode where ALL 24 PINS WILL ACTUALLY BE FIRED (as opposed to emulating a 9 pin mode on your 24 pin printer - these modes only fire every 3rd pin vertically), an External Picture Print utility is included in the Extended BASIC part of Page Pro 99 that permits you to print a Page Pro picture using a true 24-pin print mode. To print a whole page with this utility (for which documentation is included on the disk), simply clip the whole page and save it as a picture using the Clip option described above.

Thanks

The author and Asgard Software want to thank all Page Pro 99 users for their support, suggestions, and constructive criticisms. Ed Johnson also states:

"I promise to keep plugging away on improvements as time allows and the support continues to be there. Keep those 'wish list' suggestions coming in!"

Please send comments, criticisms or suggestions to:

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Page Pro 99

Version 1.6 Manual Addendum

The
Page-Making
Software for the
TI-99/4A and
Myarc Geneve
9640

By Ed Johnson

Asgard Software

Changes in Error Handling

The error handling functions of the program have been greatly improved over previous versions. In most cases, if an error occurs you will be sent back to the prompt that caused the error and given an opportunity to change any offending filename or device name.

The change will allow you to change picture device, pathnames or filenames "on the fly". If you load a page with pictures and the program tries to find them on a different drive than where they are currently located, an error will be issued and you will be given the chance to enter a new file information for your pictures. This should prove to be much easier than trying to hunt down the culprit later on.

Finally, when an error occurs, the cursor will not "home" (jump back to row 1, column 1) itself after an I/O error.

Changes in Filename Defaults

The method described to change the device name, path name or file names of a picture loaded in with a page file in the original manual will not work any more. The author made a change in how the default picture filenames are handled. The picture default name will now be the last picture accessed or attempted to be accessed by the program.

The default names for file loading and saving functions are now the last file name accessed for EITHER function. That is, when you load a page, the file name specified will be the default name when you select Save Page, and vice-versa. This is also true for Importing/Exporting text files.

No other changes were made to the page, page files or in creating pages, and pages created with the previous version of Page Pro 99 should load perfectly.

Changes to Specific Functions

A number of changes have been made to existing functions over the previous version:

EXPORTING TEXT

When exporting text, all trailing spaces (blank spaces at the end of a line) are stripped off. Also, all pictures and large characters are stripped out since they are stored with ASCII values higher than 127. Most word processors "mask" the high (eighth) bit, so ASCII values over 127 will be converted to ASCII values from 0-127. Stripping these higher values will make your exported text files "cleaner". This information corrects the description of text files in the "Technical Reference" section of the Utilities Manual.

IMPORTING TEXT

When importing text, the text is now merged into your page starting at the row and column position of the cursor. The page is not cleared, and anything on the page that is not covered by the imported text is not disturbed. If, for example, you have the cursor at row 5, column 10 and you want to import a block of text that is 5 lines by 30 columns. The text will fill in rows 5 through 9 and columns 10 through 39 without bothering anything else on the page. You are still limited to a maximum of 66 lines by 60 columns of text. In order to import text onto an empty page, first reset the program with the reset key.

PRINTING A PAGE

The third option for printing a page has been changed to read "HiRes". Version 1.6 of Page Pro 99 now supports a much improved high-resolution print routine far superior to the "Quad Density" support found in previous versions. Since Page Pro 99 was released, Asgard and the author have learned that most printers won't actually give you quad-density output in certain circumstances. See the notes about quad-density and 24-pin printers below for more information about the technical reasons for this.

Introduction

Page Pro 99 Version 1.6 has several enhancements over the version that was originally released. This documentation is meant to supplement the manuals that are included with Page Pro 99. Most of the information in the original manuals is still accurate, and exceptions will be noted here.

Loading Page Pro 99

The loading procedure for version 1.6 of Page Pro 99 is revised slightly over that detailed in the Main Manual. There is a difference because Page Pro 99 now consists of one program as opposed to separate versions for the 99/4A and 9640. The revised program checks to see what computer it is running on and responds accordingly. As a result, instead of separate options on the Extended BASIC menu to load the 99/4A and the Geneve version of the program, there is only a single option to load Page Pro 99. As for loading and running it through the Editor/Assembler or TI-Writer modules, discard the separate instructions for loading on the Geneve and follow the ones for loading on the 99/4A.

Page Pro 99 version 1.6 is compatible with the EXEC program that permits loading and running TI-99/4A assembly programs on the Geneve.

Changes to the Page

A number of changes have been made to how Page Pro 99 saves pages. For one thing, the filenames of the fonts used on a page (the Small, Large and Line font currently loaded), are saved within the page, and are automatically loaded when you later re-load the page. If the fonts you used on a page aren't found when you later re-load it (IE they aren't on the disk you specified when you loaded them originally), the program will use the default fonts. This feature was added to make storing pages more consistent. In order to store the filename information about the fonts, page files are now 93 bytes larger (5033 bytes altogether).

A change was also made to the directional typing function. In version 1.6, a high-pitched sound is made when you change typing directions to alert you that you made the change. This should help reduce the risk of accidentally typing in the wrong direction, and damaging pictures or other text on the page.

Enter msg (# for page num.)

This prompt is for the "message" you want in the page number. You can literally enter a complete message with the name of the document, your name, etc., as well as a "#" where you want the actual number to be placed. For instance, if you enter 'Page # - My document', the program will automatically put on the first page of the text file it columnizes 'Page 1 - My Document', and so on. After entering in the message, Page Pro Columnizer will ask you if you want it to appear at the top or bottom of the page (Press 'T' or 'B'), and whether you want it centered or "Page justified" (Press 'C' or 'P'). A "Page justified" title will be placed on the left hand side of the page for odd pages and on the right for even ones, either at the top or bottom of the page.

Finally, after entering this information you'll be asked the basic output filename (as detailed in the Utilities manual), and the program will proceed to columnize and break up your text file into one-page text files.

Notes on "Hi-Res" mode and 24-pin printers

Most printers don't seem to support quad-density the way that prior versions of Page Pro 99 tried to use it. It seems that most printers will not allow the same pin to be fired twice in succession when printing in quad density. The net result is that the printer is only firing every other pin column and all you really get is double density. Page Pro 99 1.0 sends the same pin column 4 times in a succession when in quad-density to maintain the proportions of the characters on the page. The author did not have quad-density capability with his printer, so was unaware of this fact.

This has been changed in this version with the addition of a new "HiRes" print mode that utilizes micro-linefeeds and double striking for excellent quality printout. Some printers will not support the line spacing commands used, however, in which case you'll be limited to using the Double density print mode.

Page Pro 99 and 24-pin printers are another story altogether, though. The 24-pin printers seem to have the same limitations as 9-pin models when doing quad-density. Another "problem" that has arisen is that the print head on 24-pin printers is physically bigger than 9-pin printers. The pins are spaced 1/180" apart. Since only every 3rd pin

To use this function, set the cursor to the upper left-hand corner of the area you want to save and press *FCTN-7*. The program will ask you to enter the filename you wish to save the picture under. Next move the cursor to the lower right-hand corner of the area to save and press *ENTER*. The picture will then be saved. The only limit to the area that can be saved is the entire page.

CLIPPING FUNCTION NOTE:

When the program is saving the picture, the top row of the screen is used as a buffer area, so don't be alarmed when you see things scrolling through that area. The screen will be restored when the save operation is complete. The pictures are automatically turned off when setting the size to clip, and automatically turned on when saving the picture. This was done to speed cursor movement when setting the size of the picture.

Other Additions

The only other addition to Page Pro 99 is an upgrade of the Page Pro Columnizer included with the program, and available from the Extended BASIC menu.

The new version (1.6) of the columnizer is a general overhaul. The program now features quite a bit of assembly code which speeds it up generally by a factor of 2-3, as well as the addition of a number of new features: automatic page-numbering, indentation of paragraphs, etc.

The new version of the columnizer asks all of the questions that the previous version does, as well as the following new ones:

Indent Paragraphs? (Y/N)

Type "Y" if you want the program to automatically indent all paragraphs. Press "N" for otherwise. If you tell it to indent paragraphs, the program will ask you to enter the number of spaces to indent them by (1 to 6).

Do you want Automatic page-numbering? (Y/N)

Version 1.6, in addition to breaking a text file up into pages, will automatically add page numbers to the individual one page text files it creates. If you press "N" the program will skip the following prompts and go to the output filename prompt, otherwise if you press "Y" the program will ask:

New Functions

A number of altogether new functions have been added to those listed for version 1.0:

DISK CATALOGER

A catalog routine has been installed. At any time you are prompted to enter in a filename, you can enter the path name or device you want to catalog (make sure to put the period on the end, such as in "DSK1.") and press CTRL-C. The path or device name, along with the filename read from the disk, will now be displayed in the input area. Just tap the space bar to flip through the files on the disk or press *ENTER* to select a file. The last file read will then become the default for the input prompt. If you go too far and pass a file name you want to use, just keep tapping the space bar, and the catalog function will cycle back to the first file on the disk or in the hard drive subdirectory. If you try to catalog a blank disk, the program will leave the catalog routine immediately. This routine works with floppy disks, RAM-disks and hard drives.

A NOTE TO HARD DRIVE USERS:

After all files are cataloged, any subdirectories you have under the current directory are also displayed. This makes it easy to catalog a subdirectory. When a subdirectory is displayed, just press enter, move the cursor to the end of the path, type in a period, and then press CTRL-C again to catalog that subdirectory.

"CLIPPING"

Version 1.6 of Page Pro 99 allows you to save any part of your page back out as a picture file. This feature literally puts no limits on the number of different fonts and pictures you can use on a single page. If, for example, you need more than 28 pictures on a page (if you are making a border for instance), you can load in 28 pictures, and then save the whole page as a picture. Next, simply reset the program and load in the whole page saved as a picture and then load 27 more pictures on top. You can of course repeat this process ad infinitum.

You can use the same procedure to place more than one of each type of font on a page. You can type text or lines in one font, save the typed text as a picture, load in another font, type text in it, and then load in the picture-saved text. Repeat as many times as necessary for as many fonts as necessary.