



Picture Editor

NEW!!

The Printer's Apprentice
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Formatting

Microjustification and
hyphenation of propor-
tionally spaced text.

Includes 2 disks and 4 fonts.

from

McCann Software, P.O. Box 34160, Omaha, Nebraska 68134

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Historical Note: The software was radically rewritten after the manual was printed, and a 16 page Supplement was issued. In this scanned copy the new pages from the Supplement covering the Formatter and the Scheduler have replaced those in the original manual.

The text below, on this page, was the opening page of the Supplement.

Configuration Program/

The text and screen colors and print file defaults may be changed using the following procedure.

1. NEVER configure your original system disk! Make a copy then configure the copy. The configuration program writes to the disk and if there is some problem it may corrupt your disk.

2. At the TPA main menu/copyright screen and with the copy of TPA in disk drive 1, press FCTN-9.

3. After a few moments, instructions will appear allowing you to enter the two digit (01 -- 15) of the text and background colors and the default print file name. Consult the TI-Basic or other manual for the color codes.

4. Enter your choices. You will be asked Y/N to write the choices to disk. If you made an error or don't like your choice press N. You may rerun this program any number of times.

NOTE: The PICTURE EDITOR uses two cursors. The main cursor is white, the secondary cursor is red. Changing the foreground or background color to one that is incompatible with these is not advised. Since TPA is NOT COPY PROTECTED, you may wish to configure more than one copy for separate uses.

Version 2.00 Notes:

This version of The Printer's Apprentice is being distributed on "floppy" diskette media. For safe keeping please make a copy of the "front" (label side) of the disk using Disk Manager 2, DM-1000 or other suitable program. The copy must be in single-sided single-density format only and should be copied in bit-map, disk-copy or disk-clone mode. Flip the floppy diskette over and copy the back side to another diskette. The "back" contains the fonts.

The files BAUHAUS, TREASURE and TYPER are font files we call SDSH (single strike) fonts. The files OUBAUHAUS, OUARTDECO and OUFINE are OUSH (over-under strike) fonts. We developed the OUSH technique to create a more dense, smoother character than is possible with any other font producing program for the 99/4A.

Using TI-Writer files with TPA: The FORMATTER will format TI-Writer files if they have been "printed" to disk in "fixed" format. Instead of SaveF use PrintF and the F (fixed) prefix (i.e. F DSK2.TEXTFILE).

PREFACE

THE PRINTER'S APPRENTICE is a system designed to provide the TI-99/4A user with a series of tools to print pages of graphics such as cards, advertisements, announcements and fancy letters. The concentration of the program is on the creation of text graphics and the integration of those with picture graphics created by the many "artist" programs currently available.

The system is comprised of four programs, CHARACTER EDITOR, PICTURE EDITOR, FORMATTER and SCHEDULER. The output of the other three programs is aimed at the SCHEDULER. The SCHEDULER is the "electronic glue" which allows text graphics and picture graphics to be integrated into a single page for printing. The CHARACTER EDITOR allows creation and editing of two types of fonts. The first type called SDSH takes one pass of the printhead to print. The second type called OUSH allows minute editing and filling of the character area using a technique similar that of a near letter quality printer. The FORMATTER allows text typed in an editor to be formatted and printed either directly to the printer or in a special format called Extrn for use by the SCHEDULER. The PICTURE EDITOR allows editing of picture files drawn within the editor or from an "artist" program in "_P" format. The pictures may be sized, flipped or printed in various styles and densities as well as edited for use by the SCHEDULER.

The cycle of using THE PRINTER'S APPRENTICE would go something like: plan a page, choose or create a font and format the text, clip the pictures to size, and save both the graphics text and pictures to disk in Extrn format. Next, enter the SCHEDULER and using your page plan enter the place each object is to be printed. Run the SCHEDULER and check your output repeating any necessary steps to perfect your page. Since the SCHEDULER produces a schedule or plan for each page which may be saved to disk or printed you may reuse a successful formula again and again.

THE PRINTER'S APPRENTICE was made to complement programs like TI-Artist(TM) and uses the picture format from that program. To use other art program outputs use the conversion programs of your art program or obtain a copy of the public domain program MAX-RLE, by Travis Watford from your user group. This will also enable you to convert the increasingly popular RLE files into pictures.

We feel the place to begin using THE PRINTER'S APPRENTICE is by working through the Scripts at the end of the manual. This will give you a starting point for your investigation and use of the system. We would enjoy hearing from you with any problems, suggestions or especially seeing something you have created and enjoyed.

Introductory Notes.

BOOTING THE PRINTER'S APPRENTICE:

1. From TI Extended BASIC the program will autostart. At the Title Screen choose the Extended BASIC option with THE PRINTER'S APPRENTICE program disk in drive 1.
2. From Editor/Assembler the program will start using the Load and Run option. Choose 3. Load and Run, then enter DSK1.APA.

PRINTER INFORMATION:

In order to use THE PRINTER'S APPRENTICE with the TI-99/4 impact printer you must set the dip switches for 8 wire graphics. The instructions are on page 51 of the owner's manual for that printer. The proper file settings for the TI-99/4 impact printer is RS232.BA=XXXX.DA=8.CR. Where XXXX is the baud rate chosen in the printer dip switches. The proper file setting for parallel printers is PIO.CR or PIO.CR.LF.

RAM DISK USE:

The ideal location for font-files and and object files is on a RAM disk. When the appropriate files are located on the RAM disk the speed of printsetting and pasteup functions performed by the FORMATTER and SCHEDULER is greatly enhanced. The RAM disk should be formatted like a large disk drive and the files migrated prior to beginning your PRINTER'S APPRENTICE session. A print spooler like SPPIO.CR is also a tool which will enhance the speed with which your printing will occur.

THE PRINTER'S APPRENTICE uses Forth style disk access for its overlay operation and must reside on a single sided single density disk in drive 1. When a copy is made for backup only the Disk Manager II or "bit map" or "track" copiers should be used. If the file order is scrambled the copy will not operate properly.

****NOTE:** TI-99/4A, TI-99/4 Impact Printer, TI Extended BASIC, TI-Writer, Editor/Assembler are trademarks of Texas Instruments Inc. TI-Artist is trademark of Insebot Inc.

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MAIN MENU

The Printer's Apprentice
Version 2.00
Serial # xxxxxx
Copyright 1986 Mike McCann

1. Character Editor
2. Picture Editor
3. Formatter
4. Scheduler
5. Exit to Monitor
6. Exit to TI-Forth

FUNCTION: Main Menu allows user to interface with the four subprograms of this system as well as with the TI monitor system and TI Forth.

OPERATION: Press number key corresponding to choice.

ESCAPE: Press choice 5 or 6.

CHARACTER EDITOR

DESCENDANT: Edit Disk Print Convert
Setup eXit

FUNCTION: Character Editor Menu.

OPERATION: There is one capital letter in each option that appears in this menu. Enter capitalized letter of option corresponding to choice. See Descendant for each option on the following pages:

ESCAPE: Use eXit.

CHARACTER EDITOR/Edit

DESCENDANT: Character Editor design screen.

FUNCTION: Design for single strike and over and under strike characters.

OPERATION: All options available through keystrokes.

(f=Function key; c=Control key)

f-s cursor left	s draw cursor left
f-d cursor right	d draw cursor right
f-e cursor up	e draw cursor up
f-x cursor down	x draw cursor down
k erase cursor left	
i erase cursor up	
l erase cursor right	
, erase cursor down	

f-1 Delete column at cursor.
f-2 Insert column at cursor.
f-3 Delete row at cursor.
f-4 Erase screen.
f-5 Change editing window for over and under strike characters.
f-6 Reflects character through vertical axis.
f-7 Reflects character through horizontal axis.
f-8 Inserts row at cursor (will duplicate current row at cursor).
f-9 Escape to Character Editor Menu.

c-R Redraws window to screen.
c-P Prints character. **NOTE: printer name must previously have been entered using print option at Character Editor Menu.
c-9 Character save and load control. SEE Descendant.
c-= Font Height Control. SEE Descendant.

CHARACTER EDITOR/Setup

FUNCTION: Selects the character style for editing. ****NOTE:** Must be chosen before any other operation.

OPERATION: Enter S for single-strike, single-height characters.

Enter O for over-under, single-height characters.

ESCAPE: Press enter.

CHARACTER EDITOR/Disk

DESCENDANT: Filename Dsk1.Dir eXit

FUNCTION: Sets up font disk file for editing.

OPERATION:

Filename: Each time a font file is to be edited or created, its filename must be entered. SEE Filename Descendant.

Dsk1.Dir: Creates a catalog of files on disk in drive 1.

eXit: Exits to Character Editor Menu.

ESCAPE: Enter X for eXit.

CHARACTER EDITOR/Disk/Filename

DESCENDANT: Enter xxxx font Filename:

FUNCTION: Creates new font file or activates a previously created font file.

OPERATION: Enter a valid filename (i.e., DSK1.FONTFILE) of a font file you wish to create or edit. See CHARACTER EDITOR/Disk/Filename/Create.

****NOTE:** If you are entering the name of a previously created font file, the type (OUSH, SDSH) must match or an error message will appear.

ESCAPE: Press Enter.

CHARACTER EDITOR/Filename/Create

DESCENDANT: OPENING NEW XXXX FILE OK? (Y OR N)

FUNCTION: Allows the user to create a new font file or to check to see if the font file desired is on the disk and drive addressed by the program.

OPERATION: When you enter a filename which does not exist this message will appear.

Enter Y to set up a new font file.

Enter N to return to CHARACTER EDITOR/Disk.

ESCAPE: Enter Y. If an error message appears, press any key to return to escape.

CHARACTER EDITOR/Edit/Load-Save (c-9)

DESCENDANT: ASCII Char:
ASCII Code:
Char Width:

Read Write eXit:

FUNCTION: Character Save and Load control allows characters to be read from and written to the font file on disk.

****NOTE:** The font file must have been previously created using the disk option from the Character Editor menu.

OPERATION:

ASCII Char: Enter the ASCII character corresponding to the character image to be loaded or saved.

ASCII Code: Enter the ASCII numeric value of the character image to be loaded or saved (optional).

Char Width: Character width must be saved to create either fixed or proportional width characters. Width is found by positioning the cursor on the rightmost darkened pixel of the character and reading the column indicator at the top of the screen (i.e. C019).

Read Write eXit: Enter R to read character from disk.
Enter W to write character to disk.
Enter X to escape to editing screen.

ESCAPE: Press enter repeatedly without typing R or W at the Read Write eXit option.

CHARACTER EDITOR/Edit/Font Height (c==)

DESCENDANT: Font Height:
Baseline :
Lc Capline :

Read Write eXit:

FUNCTION: Font heights may be loaded from or saved to the font disk file for formatting and editing purposes.

OPERATION:

Font Height: On the left side of the editing screen there is a vertical ruler. Read the font height (1-24) and enter. Font height is the distance from the line 1 on the editing screen to the lowest point in the font.

Baseline: (optional) enter the line characters sit on.

Lc Capline: (optional) enter line which lower case characters rise to.

DESCENDANT: Read:
Write:
eXit:

Enter R: read font height statistics from current font file on disk.
W: write font height statistics to current font file on disk.
X: do nothing. Exit back to Character Editing Screen.

ESCAPE: Press enter until cursor is over X in Read, Write eXit; type X, then enter. Moves back to Character Editing Screen.

CHARACTER EDITOR/Print

DESCENDANT: Prntfile String Variables Go
Writeindx Readindx Extern Back

FUNCTION: Controls all aspects of printing characters and strings as well as allowing font indexes to be created and read.

OPERATION:

Prntfile -- SEE Descendant

String -- SEE Descendant

Variables -- SEE Descendant

Go -- Prints string to Prntfile in DIS/VAR 80 mode acknowledging set Variables.

Writeindx -- For the current font file chosen in the Disk/Filename descendant, Writeindx will read the width of each character, form an index and store it back to the font file. ****NOTE:** If this option is not executed after editing or creating a font file, character spacing may not be correct.

Readindx -- For the current font file chosen in the Disk/Filename descendant, Readindx will read the character spacing index into memory, allowing strings to be printed with correct spacing.

Extern -- Prints string to Prntfile (usually disk) in DF-80 mode for use by Scheduler. Don't use this to printer, it makes a mess.

Back -- exits back to Character Editor Menu.

ESCAPE: Use Back.

CHARACTER EDITOR/Print/Printfile

DESCENDANT: Printer File Name

FUNCTION: Allows filename or device name to be entered for output to printer or disk.

OPERATION: Enter a valid filename (i.e. PIO.CR, RS232.BA=4800.CR.DA=8, DSK1.OUTPUT).

ESCAPE: Press ENTER.

CHARACTER EDITOR/Print/String

DESCENDANT: Input String to Print:

FUNCTION: Allows input of a character string for printing to the current printfile device.

OPERATION: Type in characters press enter. ****NOTE:** Trailing blanks will be trimmed.

ESCAPE: Press ENTER.

CHARACTER EDITOR/Print/Variables

DESCENDANT:

Printer Type Eps--Gem
Density Sd Dd Hs Qd
Left Margin
Right Margin
Space(ASCII 32) Size
Intercharacter Size
Center Line (Y-N)

FUNCTION: Sets up options for string printing as well as single character printing.

OPERATION:

Printer Type Eps--Gem: Enter K for Epson-99/4 printers.
Enter G for Gemini type printers.

Density Sd Dd Hs Qd: Enter first letter of corresponding print density code.

****NOTE:** Not all printers support all print densities.

Left Margin: Enter value of left margin:

Sd allows 480 dots per line.
Dd and Hs allow 960 dots per line.
Qd allows 1920 dots per line.

Right Margin: Enter value for right margin. Right margin must be greater than left.

Space (ASCII 32) Size: Enter the number of pixels the space (blank) character will be increased over the width originally defined in creating the font.

****NOTE:** ASCII 32 must be created in character editor for every font file.

Intercharacter Size: Enter the number of pixels the minimum horizontal gap between characters will be.

Center Line: Center the string between left and right margins when printing.

String Size: Will be computed and displayed using the current values of the characters, space size, left margin, centering and intercharacter size.

****NOTE:** Remember to write and read in a new font index whenever you change the width of a character. SEE Writeindx and Readindx.

CHARACTER EDITOR/Convert

DESCENDANT: Filenames Writefile eXit

FUNCTION: Upgrade a Sdsh (single strike-single height) to an Oush (over/under strike) font.

OPERATION:

Filenames: (MUST BE DONE FIRST!!)

1. Enter Sdsh Font Filename.
2. Enter Oush Font Filename.

Writefile: (DO THIS AFTER FILENAMES): actually writes Oush file header and copies characters.

eXit: enter X to exit.

ESCAPE: Use eXit.

CHARACTER EDITOR/eXit

DESCENDANT: Insert PA disk in drive 1.

FUNCTION: Back to Main Menu.

OPERATION: Insert PA disk in drive 1 Press any key.

ESCAPE: Press function 9 (f-9) returns to character editor.

PICTURE EDITOR/

Shows a blank screen with a flashing 't' cursor.

FUNCTION: The picture editor has basic drawing functions and serves as an editor for artwork imported from "Artist" programs.

OPERATION:

- | | | | |
|-----|---|-----|--------------|
| S | draw cursor left | f-S | cursor left |
| D | draw cursor right | f-D | cursor right |
| E | draw cursor up | f-E | cursor up |
| X | draw cursor down | f-X | cursor down |
| | | | |
| K | erase cursor left | | |
| I | erase cursor up | | |
| L | erase cursor right | | |
| , | erase cursor down | | |
| | | | |
| M | reflect picture through central horizontal axis. | | |
| N | reflect picture through central vertical axis. | | |
| | | | |
| f-1 | reduces horizontal width of paint brush | | |
| f-2 | increases horizontal width of paint brush | | |
| f-3 | reduces vertical height of paint brush. | | |
| f-4 | clears screen and erases all drawings. | | |
| f-5 | toggles marker between current cursor position and marker home position (row 0 col 0) in the upper left hand corner of the screen. | | |
| f-7 | draws/erases line between cursor and marker depending on whether in draw or erase mode. | | |
| f-8 | increases vertical height of paintbrush. | | |
| f-9 | exit to Picture Editor exit menu. | | |
| f-0 | toggles between draw and erase mode. | | |
| f-c | draws/erases a circle with center at marker and radius computed as the distance between marker and the cursor depending on whether in draw or erase mode. | | |

SEE Page 11 for Control Options.

PICTURE EDITOR/(Continued)

- c-= SEE Descendant Klipper Option.
- c-8 SEE Descendant Picture Editor Load-Save Option.
- c-9 Toggles the row/column counter.
- c-p SEE Descendant Picture Editor Print Picture Option.

ESCAPE: Use f-9

PICTURE EDITOR/Load-Save(c-8)

DESCENDANT: Filename Dsk1.Dir Load Save eXit

OPERATION:

Filename: SEE Descendant.

Dsk1.Dir: CAUTION: displays catalog of directory from disk in drive 1 but overwrites the screen!!

Load: Loads the picture file named in Filename to the screen.

Save: Saves the screen to the file named in Filename.

eXit: returns to the Picture Editor screen.

****NOTE:** This save-load option is for use with the PICTURE EDITOR Program. See PICTURE EDITOR/Print/Print Picture Options (c-P) for instructions on printing pictures to file for use with SCHEDULER. It is recommended that each picture is saved both ways; one for use with PICTURE EDITOR, and the other (printed to file) for use with the SCHEDULER.

ESCAPE: use eXit.

PICTURE EDITOR/Load-Save(c-8)/Filename

DESCENDANT: Enter Filename:

FUNCTION: Allows entry of valid filename for a picture file. Must be stored in PGM format referred to as "_P" format or picture file (i.e. DSK2.PICFILE_P)

OPERATION: Enter filename. If the file does not exist an error message is raised.

ESCAPE: Enter DSK.z or some nonexistent filename.

PICTURE EDITOR/PRINT/print picture options (c-P)

DESCENDANT: Filename Printer Density Style Extrn Go eXit

FUNCTION: Allows any portion of the screen to be printed or saved in Extrn format. Several options for density, style and printer type are shown.

OPERATION:

Filename: SEE Descendant.

Printer: SEE Descendant.

Density: SEE Descendant.

Style: SEE Descendant.

Extrn: Prints picture area delimited by marker at upper left of the area and by cursor at lower right. Output to disk file in D/F 80 format for use by the Scheduler.

Go: Prints picture area delimited by marker at upper left of the area and by cursor at lower right. Output is in D/V 80 format for use by printer.

eXit: Return to Picture Editor screen.

ESCAPE: use eXit.

PICTURE EDITOR/Print/Filename

DESCENDANT: Enter Filename.

FUNCTION: Allows entry of valid filename for picture printed output (i.e., PIO.CR, RS232.BA=1200.CR.DA=8, DSK2.PRINTFILE, DSK3.EXTERNFILE

OPERATION: Enter Characters (f-s cursor left; f-d cursor right). Enter X for eXit.

ESCAPE: Press Enter.

PICTURE EDITOR/Print/Printer

DESCENDANT: Epson Gemini

FUNCTION: Selects printer type for proper vertical graphics spacing.

OPERATION: Type E(enter) for Epson
Type G(enter) for Gemini

ESCAPE: Press Enter.

PICTURE EDITOR/Print/Density

DESCENDANT: Density Sd-Dd-Hs-Qd

FUNCTION: Allows selection of output print density.

****NOTE:** Not all printers support all densities, consult your printer manual.

OPERATION: Enter character corresponding to first character of density option.

ESCAPE: Press enter.

PICTURE EDITOR/Print/Style

DESCENDANT: Single Double Quad

FUNCTION: Three printing styles are available: Single maps 1 pixel from the screen to 1 pixel on the printer. Double maps 1 pixel from the screen to 2 horizontal pixels on the printer. Quad maps 1 pixel from the screen into a block of 4 pixels, 2 vertical, 2 horizontal, on the printer.

OPERATION: Enter first letter of option.

ESCAPE: Press enter.

PICTURE EDITOR/Klipper(c=)

DESCENDANT: Klipper: Fontfile Enable/Disable eXit

FUNCTION: Klipper allows a character on the screen to be put into a font file for editing by the Character Editor.

OPERATION: Enter first character of option.

Font file -- SEE Descendant
Enable/Disable -- SEE Descendant
eXit -- Enter X.

ESCAPE: Press Enter.

PICTURE EDITOR/Klipper/Fontfile

DESCENDANT: Enter Sdsh Font Filename:

FUNCTION: Activate a current font file or open a new font file with the entered name.

OPERATION: Enter a valid font file name (i.e.
DSK1.FONTFILE)

**NOTE: If the font file does not exist the message: "Opening New Sdsh File OK? (Y or N)" will appear. Press the Y key to open a new file, press any other key to escape. If an invalid file name or name of an existing Oush file is present, a disk error message will appear. Press any key to continue.

ESCAPE: press enter.

PICTURE EDITOR/Klipper/Enable

FUNCTION: Activates the Klipper to save characters to the currently active font file.

OPERATION: Enter E for Enable. When you return to the Picture editor main screen the enter key will cause the klipping functions to activate. SEE Klip Descendant.

ESCAPE: use disable.

PICTURE EDITOR/Klipper/Disable

FUNCTION: Deactivates the Klipper.

OPERATION: Enter D for Disable. When you return to the Picture editor main screen, the enter key will no longer perform the Klip function.

ESCAPE: use disable.

PICTURE EDITOR/Klip [ENTER]

FUNCTION: The character to be klipped can be chosen as well as the area of the bit map which will be saved to the font file and the record referenced by the character.

OPERATION:

A. Place the marker (f-5) at the upper left corner of the area to be klipped.

B. Move the cursor away and press enter.

C. CHAR A --will appear. Enter the character you wish to represent the 24 X 24 pixel bit map to the lower right of the marker. That is, if the bit map area looks like an A enter the character A.

D. WorX X --will appear. Enter W to Write the bit map area to disk. Enter X to exit and do nothing.

ESCAPE: Enter X.

PICTURE EDITOR/Main Screen/f-9 (eXit)

DESCENDANT: Exit and Erase Screen? (Y/N)

FUNCTION: Returns to Printer's Apprentice Main Menu.

OPERATION: Insert Printer's Apprentice Disk in drive 1.
Press Y to exit. Press any other key to go back to Picture Editor screen.

ESCAPE: Press any key but Y.

The following script will demonstrate some of the features of the the CHARACTER EDITOR. If you follow each keystroke and observe the action it will help you along the way toward mastery of this editor. Note the Setup, Disk and Print are entered and set up first this is absolutely necessary to make the CHARACTER EDITOR work correctly.

Location	Keystroke	Action
TPA Main Menu	1	Loads CHARACTER EDITOR
CHARACTER EDITOR/Setup	S Enter	Setup for Single Strike-Single height Character
CHARACTER EDITOR/Disk	D Enter	Disk Setup Menu
CHARACTER EDITOR/Disk/Filename	F Enter	Enter Filename as follows:
	DSK2.BAUHAUS	Verifies Character set is present.
CHARACTER EDITOR/Disk/Exit	X Enter	Return to CHARACTER EDITOR
CHARACTER EDITOR/Print	P Enter	Print Menu
CHARACTER EDITOR/Prnt/Prntfile	P Enter	Printfile Setup
	PIO.CR*	Address printer
CHARACTER EDITOR/Prnt/Variable	V Enter	Variable Menu
	EorG Enter	Enter Printer Type
	S Enter	Single Density Printing
	Enter	Left Margin 0
	479 Enter	Right Margin 479
	4 Enter	Space Size
	2 Enter	Intercharacter Size
	N Enter	Do not Center Line
CHARACTER EDITOR/Print/Back	B Enter	Return to CHARACTER EDITOR
CHARACTER EDITOR/Edit	E Enter	Character Design Screen
CHARACTER EDITOR/Edit/Load and Save Control (C-9)	C-9	Character Save and Load Control
	P Enter	Calls individual Letters
	Enter	Skip ASCII Code
	Enter	Skip Width
	R Enter	Read in character

CHARACTER EDITOR/Main Screen	C-R	Rewrites window to screen
	F-1	Delete Column at Cursor
	F-2	Inserts Column at Cursor
	F-3	Deletes Row
	F-8	Inserts Row (with fill)
	F-6	reflects through vertical axis
	F-7	reflects through horizontal axis
CHARACTER EDITOR/Font Height	C-P	Prints Character
	C-=	Font Height Control
Enter	Enter	Just step through
	Enter	to see where to enter font
	Enter	heights
CHARACTER EDITOR/Edit	DEDDDD	draw cursor right
	KKKKKK	erase cursor left
	F-X F-X	cursor down
	F-4	erase screen
	F-9	escape to character editor
CHARACTER EDITOR/Print	P Enter	Print menu
CHARACTER EDITOR/Print/String	S Enter	String Function
"The Printer's Apprentice"		Enter a string
CHARACTER EDITOR/Print/Go	G Enter any key	Prints String
CHARACTER EDITOR/Prnt/Prntfil	P Enter	Printfile name (use an empty disk)
	DSK2.TPA	Address Disk Print
CHARACTER EDITOR/Print/Extern	E Enter	Prints String to Disk
CHARACTER EDITOR/Print/Back	B Enter	Returns to CHARACTER EDITOR Menu
CHARACTER EDITOR/eXit	X Enter	Exits CHARACTER EDITOR

* Your printer may be RS232.BA=4800.DA=8.CR or some other name.

This script is a little introduction to the PICTURE EDITOR and JuliBear. When you see f-X that means press the function key and the X key. When you see c-X press control key and X key. Using the script will give you an idea of some of the options in the PICTURE EDITOR and how cute our little bear is.

PICTURE EDITOR

Location	Keystroke	Action
TPA Main Menu	2	Load PICTURE EDITOR
PICTURE EDITOR Editing Screen	c-8	Picture File Load/Save
PICTURE EDITOR/Load-Save/Filename	F Enter	File Name Editor
**Make sure the font disk is in a disk drive)		
	DSK2.JuliBear_P	Enter the Filename
	L Enter	Loads the Picture
	X Enter	Exits to Editing Screen
PICTURE EDITOR Editing Screen	f-D	Cursor Right
**Hold f-D until cursor is right of our little bear.		
	f-X	Cursor Down
**Hold f-X until cursor is at little bear's feet		
PICTURE EDITOR/Print	c-P	Picture Print Option.
	F Enter	Filename Editor
	PIO.CR	Enter Print File Name*
	P Enter	Printer Type Variable
	E or G Enter	Epson or Gemini(choose)
	D Enter	Print Density Variable
	D Enter	Choose Double
	S Enter	Style Variable
	D Enter	Choose Double Density
	G Enter	GO--Prints JuliBear.
	X Enter	Exits the Print Option
**Hold f-X until cursor is at little bear's tummy		
PICTURE EDITOR Editing Screen	c-9	Turn on the r/c pointer
	E E E E E	Try drawing
	f-2	Fatten your brush
	S S S S S	Paint with the keys
	L L L L	Erases too
	N	Flips the Pic
	f-4	Erases Screen
	f-S f-D f-E f-X	Use the cursor keys to to move to screen center
	f-5	Places the marker
	f-D	Use f-D to move about 20 spaces to the right of the marker.
	E	Draw one pixel (draw on)
	f-C	Draws a Circle
	f-7	Draws a Line
	f-0	Erase Mode on
	f-C	Erases Circle
	f-9	Moves to Exit PICTURE EDITOR.

FORMATTER

FORMATTER/Main Menu

Go Dir Vars Hyphen Jotter eXit

E Printer PIO.CR

B Txtfile DSK2.TEXTFILE

Fntfile DSK2.TYPER

FUNCTION: The FORMATTER main menu allows access to all the program's features including the three files necessary for creating formatted output, the jotter word processor and other utilities including variables, directory and hyphenation.

OPERATION: Press the capitalized letter corresponding to the option to be used. This includes the E or B adjacent to the Printer and Txtfile options which switch to Extrnfile or Buffer respectively.

E Printer -- See Descendant.

B Txtfile -- See Descendant.

Fntfile -- See Descendant.

Go -- Initiates the formatting procedure using the three files represented by the filenames below the menu as source and destination files for the formatting procedure.

Dir -- Obtains a directory of the chosen disk drive: The option will prompt the user for drive number. Fctn-6 (PROC'D) gets the next page of filenames Fctn-9 (BACK) releases back to the menu.

Vars -- See Descendant.

Hyphen -- See Descendant.

Jotter -- See Descendant.

eXit -- Press X to return to TPA main menu screen. Prompt "PLEASE INSERT PA DISK IN DRIVE 1" will appear. To exit press any key. To escape press FCTN-9.

FORMATTER/E Printer

FORMATTER/P Extrnfile

FUNCTION: Output may be sent to either of two destinations. The Printer option creates Display Variable 80 files suitable to be sent directly to a file like PIO.CR or RS232.BA=XXXX.CR.DA=8 either would represent a graphics printer. The Extrnfile option creates an 'Extrn' file in Display Fixed 80 format using a compression technique and a special header/footer for use by the SCHEDULER. Extrnfile output should only be sent to a diskfile. Output will be sent to the destination represented by the option name (Printer or Extrnfile) currently visible.

Operation: To modify the filename for or select Printer type output press P. This will move you to the Printer option filename which you may modify to suit your graphics printer filename. To modify the filename for or select an Extrnfile press E. This will move you the Extrnfile option filename which you may modify to suit your disk drive specification.

Escape: Fctn-9 will escape back to the menu.

NOTE: This option must be selected before Go is pressed. The correct file name for your choice of output must be visible. When printing make sure the last paragraph ends with a carriage return mark.

FORMATTER/B Txtfile
FORMATTER/T Buffer

FUNCTION: The FORMATTER will format text from either of two sources. The Txtfile option accepts a disk file in Display Fixed 80 format. The Buffer option formats the contents of the Jotter (the FORMATTER'S own word processor). This formatting is done according to the Fontfile and variable settings; and sent to the printfile or extrnfile.

OPERATION: To modify the filename or select the Txtfile input option press T. To select the Buffer input option press B. Pressing T will move the cursor to the Txtfile filename for modification. Formatting will take place using text from which ever source option name is visible when Go is pressed.

ESCAPE: FCTN-9 will escape the Txtfile option back to the menu.

NOTE: To create a Textfile that can be read by the FORMATTER you may use the TI-WRITER Printfile utility and the Fixed file option. Simply press PF at the command line and precede your file specification by an F (i.e. F DSK2.TEXTFILE.)

Since the FORMATTER uses every byte possible in formatting, even the area where the characters are stored, we have room for only two disk files. Using a Fixed file allows us to use relative accessing mode to read the next line of text. This saves a lot of time and makes use of quad-density printing possible.

FORMATTER/Fntfile

FUNCTION: The FORMATTER uses your choice of fontfile to format text into text graphics output. The fontfile may be specified by the Fntfile option.

OPERATION: To modify the font filename press F. When Go is selected the FORMATTER will use the font file name currently visible to format the text.

ESCAPE: FCTN-9 will escape the Fntfile option.

NOTE: The file specification must be a proper filename (i.e. DSK1.FONT or DSK.DNAME.FONT). Hint: If you are formatting lots of text and using a diskette, put the fontfile on the diskette as the first or only file-this speeds disk access. Better yet, install the fontfile on one of the fine ramdisks available.

FORMATTER/Go

FUNCTION: Go initiates the formatting process.

OPERATION: Press G. If the FORMATTER cannot find the text file, the error message "Where's DSKn.name" will appear. Press enter, install the proper diskette and repeat.

If the FORMATTER cannot find the font file the error message "Where's DSKn.name" will appear. Press enter, install the proper diskette and repeat.

ESCAPE: If output is to the Printer option, press FCTN-4 until the error message "DISK ERROR PRESS ENTER" is raised. Press ENTER until the main menu reappears. If output is to the Extrnfile there is no option currently available to interrupt disk activity.

FORMATTER/Vars(Variables)

DESCENDANT:

Variables: Choose, Press Enter.

Prntr Type/ Eps Gem	E
Prnt Dnsy/ Sd-Dd-Hs-Qd	S
Font Style (Sdsh--Oush)	S
Linefeed Size	0
Space(ASCII 32) Width	4
Intercharacter Width	2
Font/Ascii	F
Wrap/Fixed	W
Raggd/Microjust	R
Left Margin	0
Right Margin	400
Next Breakpoint--Line At	0

FUNCTION: The variables control virtually every aspect of formatting.

Prntr Type/ Eps Gem--enter E or G corresponding to your printer type. The TI 99/4 Impact Printer is Eps type. The Gemini 10X is Gem.

Prnt Dnsy/Sd-Dd-Hs-Qd--enter the capital letter of the output density you desire. Not all printers support all densities, consult owner's manual.

Font Style (Sdsh--Oush)--enter S or O. We try to label our font files with OU for Oush fonts. Oush are about 68 sectors Sdsh are about 35.

Linefeed Size--enter the size of the vertical space between lines. Eps type printers have 216ths inch micro linefeeds Gem types have 144ths inch.

Space (Ascii 32) Width--This is the amount of space allowed between words where normally a blank character is placed.

Intercharacter Width--enter the minimum distance in pixels or dots between characters. This may be increased automatically by the microjustification option.

Font-Ascii--Output may be in font (graphics) or ASCII codes which may be sent to the printer. Formatting in ASCII then checking the "Line At" may be a good way to plan the size of your text vertically without formatting it again and again in font.

Raggd/Microjust--Ragged right lines are printed using the character width, intercharacter width, space width and word wrap to determine where each character is placed. Microjustified text does the above, plus, it fills from left to right by increasing the size of the space and intercharacter width like in a newspaper or magazine.

Left/Right Margins--

Single Density Printing -- 0 to 479.

Double Density or Hs -- 0 to 959.

Quad Density -- 0 to 1919.

***NOTE: Left margin must have smaller value than the right.

Next Breakpoint--Line At: xx xx --The user may set a breakpoint which will halt the formatting process when the number of vertical linefeeds goes beyond this value. See linefeed size above and see FORMATTER/Go/Break.

ESCAPE: Continue to press enter for each variable at the end you will return to the menu.

FORMATTER/Go/Break Menu

DESCENDANT:

Please Enter Choice

Continue Variables Fontfile
Dir Printfile Terminate

FUNCTION: The Break Menu is displayed when the break point set in the variables has been reached in the formatting process. The options displayed are available to modify the environment and continue the formatting job.

OPERATION: Press the capitalized letter corresponding to the option to be used.

Continue -- allows the job to be continued at the point in the formatting process where it was broken.

Variables -- See Variables descendant.
Note: If you reset the break point to zero, formatting will proceed to end of text. If you leave the break point as is, the break point will be raised again after the next line.

Fontfile -- places the cursor on the current fontfile name to allow choice of a new font file. FCTN-9 escapes.

Dir -- calls up directory of the chosen disk drive. Enter 0 to escape.

Printfile -- changes the output file, for use with Extrn files allows file to be closed and new Extrn file opened.

Terminate -- Abend the job.

ESCAPE: Use Terminate or Continue.

FORMATTER/Hyphen

DESCENDANT: Please Enter Y/N for Hyphen-Help

FUNCTION: Enables or disables hyphen-help for assisted hyphenation of text in paragraph form. Paragraph form means a carriage return mark occurs in the text only at the end of the paragraph, end of stand alone line or on a blank line.

OPERATION: Press Y or N. When formatting commences if there are appropriate places in the text for optional hyphenation the current text line will appear. A solid block marks the break or wrap position.

DESCENDANT: Enter Left Right Back

FUNCTION: The above choices appear when formatting is halted awaiting the user's choice for hyphenation of the text displayed at the top of the screen.

OPERATION:

Enter -- continue formatting, if the cursor has been moved to the left of the block a hyphen will be inserted in the text at that point.

Left -- FCTN-D moves the cursor left.

Right -- FCTN-S moves cursor right.

Back -- continue formatting ignoring the cursor movement (i.e. ESCAPE).

ESCAPE: Press N at Y/N for Hyphen Help.

FORMATTER/Jotter

DESCENDANT:

LoadF SaveF PrintF Edit Back Clear

FUNCTION: The Jotter is a small, forty column word processor. It allows text files to be created or text in its buffer to be directly formatted into graphics text using the Buffer option at the main menu.

OPERATION: Pressing J will move the user to the Jotter's menu.

LoadF -- See Descendant

SaveF -- See Descendant

PrintF -- See Descendant

Edit -- See Descendant

Back -- Escape Back to the FORMATTER main Menu.

Clear -- Erase all text from the Jotter's text buffer. The warning "SURE Y/N" allows you to reaffirm your choice to erase the buffer.

ESCAPE: At the Jotter's menu press B for Back to the main menu.

FORMATTER/Jotter/Edit

FUNCTION: The Jotter edit function allows text creation.

OPERATION: Press E for Edit. The cursor is placed in the buffer and text may be entered. Automatic word-wrap is in effect. The following functions are available:

Delete Character: FCTN-1 deletes the character under the cursor and closes the line.

Insert Character: FCTN-2 breaks the line at the character under the cursor.

Delete Line: FCTN-3 deletes the line of text the cursor is on.

Roll Down: FCTN-4 scrolls the editing window down.

Roll Up: FCTN-6 scrolls the editing window up.

Insert Line: FCTN-8 inserts a blank line under the current cursor position.

Back: FCTN-9 back to the Jotter menu.

Reformat Buffer: CTRL-R reformats the entire buffer using the Carriage Return marks as end of line, paragraph and blank line markers.

ENTER places the carriage return mark and moves cursor to left margin.

FCTN-S,D,E,X move the cursor left, right, up and down respectively.

ESCAPE: FCTN-9 returns to Jotter menu.

FORMATTER/Jotter/LoadF

DESCENDANT:

Txtfile: DSK2.TEXT

FUNCTION: LoadF option allows a text file in forty column Display Fixed 80 format to be loaded into the text buffer of the Jotter. The LoadF option will only load the first 48 lines of any file.

OPERATION: Press L for LoadF. This places the cursor at a position to modify the current Txtfile file name of the file to be loaded. Loading will occur when enter is pressed. The buffer will be erased before the file is loaded.

ESCAPE: At the file name you may press FCTN-9 to escape back to the Jotter menu.

NOTE: To create a Textfile that will be read into the Jotter you may use the TI-WRITER PrintFile Utility and the Fixed file option. Only the first forty characters on each line will be loaded. Simply press PF at the command line and precede your file specification with an F (i.e. F DSK2.TEXTFILE).

FORMATTER/Jotter/SaveF

DESCENDANT:

Txtfile: DSK2.TEXT

FUNCTION: SaveF option allows a text file in forty column Display Fixed 80 format to be saved from the text buffer of the Jotter.

OPERATION: Press S for SaveF. This places the cursor at a position to modify the current Txtfile file name under which the file is to be saved. The file will be saved to disk when enter is pressed.

NOTE: TI-WRITER will read the short Display Fixed 80 text files created by the Jotter SaveF option.

ESCAPE: When the cursor is on the file name you may press FCTN-9 (BACK) to escape back to the Jotter menu.

=====

FORMATTER/Jotter/PrintF

DESCENDANT:

Printer PIO

FUNCTION: Prints the Jotter buffer to a Display Variable 80 file using the current Printer file name.

OPERATION: Press P for PrintF. The cursor is moved to a position that will allow modification of the currently specified file name. When enter is pressed the buffer is printed.

ESCAPE: FCTN-9 escapes back to the Jotter menu.

NOTE: The print file option does not use the ".CR" option and inclusion of this may cause the file to print erratically.

SCHEDULER

SCHEDULER/Main Menu

Go ModifyS ReadS WriteS ClearS
Directory eXit

E Printer PIO.CR
Schfile DSK2.SCHEDULER

FUNCTION: The SCHEDULER main menu allows access to all the program's features including options for managing schedules and producing pages of graphics using those schedules.

A "schedule" is a data base. Each data item in it represents an "extrn" graphics file produced by either the FORMATTER, CHARACTER EDITOR, PICTURE EDITOR or SCHEDULER itself. The SCHEDULER allows these extrn files to be "glued" together to form a page. This program allows all extrn files to be printed at a precise row and column on the page.

OPERATION: Press the capitalized letter corresponding to the option to be used. This includes the E adjacent to the Printer option which switches output to Extrnfile mode.

E Printer PIO.CR-- See Descendant.

Schfile -- See ReadS and WriteS Descendants.

Go -- Initiates execution of the schedule represented in the data items. The output is routed to either Printer or Extrnfile (depending on which is visible at the bottom of the screen).

ModifyS -- See Descendant.

ClearS -- Clears the schedule data base of all entries. The warning "SURE Y/N" is available as an escape.

Directory -- See Descendant.

eXit -- Press X to return to TPA main menu. At that time the message "PLEASE INSERT PA DISK IN DRIVE 1" appears. To exit press enter, to escape press FCTN-9.

SCHEDULER/E Printer SCHEDULER/P Extrnfile

FUNCTION: Output may be sent to either of two destinations. The Printer option creates Display Variable 80 files suitable to be sent directly to a file like PIO.CR or RS232.BA=XXXX.CR.DA=8 either would represent a graphics printer. The Extrnfile option creates an 'Extrn' file in Display Fixed 80 format using a compression technique and a special header/footer for use by the SCHEDULER. Extrnfile output should only be sent to a diskfile. Output will be sent to the destination represented by the option name (Printer or Extrnfile) is currently visible.

Operation: To modify the filename for or select Printer type output press P. This will move you to the Printer option filename which you may modify to suit your graphics printer filename. To modify the filename for or select an Extrnfile press E. This will move you to the Extrnfile option filename which you may modify to suit your disk drive specification.

Escape: Fctn-9 will escape back to the menu.

NOTE: This option must be selected before Go is pressed. The correct file name for your choice of output must be visible.

SCHEDULER/Go

FUNCTION: Pressing G for Go executes the schedule.

SCHEDULER output will be directed to either the Printer or Extrnfile. This depends on which has been selected and is visible at the time G is pressed.

OPERATION: Press G.

ESCAPE: If output is directed to a Printer it may be stopped by pressing FCTN-4 (Clear).

SCHEDULER/Directory

DESCENDANT:

DSK2.EXTRNFILES

USED 170 FREE 188

FILENAME D/F 80 33 P

f-e,f-x,f-9,Act

FUNCTION: The directory function will read a catalog of the files on the diskette in the chosen disk drive.

OPERATION: Press D for Directory. You will be prompted for the number of the disk drive you wish to obtain the directory from. The cursor will then jump to the directory window. Use FCTN-E, or FCTN-X, to move the cursor or the window through the directory. Use FCTN-9 to escape back to the menu. A only works at the editing menu.

ESCAPE: Use FCTN-9.

SCHEDULER/ModifyS

DESCENDANT:

xx Filename:

DSKn.extrnfile

Row: 0 0

Col: 0 0

#Reps: 0

Please Key Choice

Edit Up Down Insert Active
Print Size Blockmove Zap eXit

FUNCTION: The Modify Schedule option allows the SCHEDULER data base to be edited and managed.

OPERATION: Press the capitalized letter corresponding to your choice of option at the menu.

Edit -- See Descendant.

Up -- Move to the next lower numbered data item.

Down -- Move to the next higher numbered data item (Maximum 75).

Insert -- Insert a blank data item at the current location in the schedule.

Active -- See Descendant.

Print -- See Descendant.

Size -- See Descendant.

Blockmove -- See Descendant.

Zap -- Delete the current data item.

Exit -- Back to SCHEDULER main menu.

SCHEDULER/ModifyS/Edit

DESCENDANT:

xx Filename:

DSKn.extrnfile

Row: 0 0

Col: 0 0

#Reps : 0

FUNCTION: Each data item in the schedule consists of four fields.

The filename field contains the name of a disk file in "extrn" format created by one of TPA's four programs.

The number on the left in the Row field indicates how far down the page the graphics in the extrn file should begin printing. Vertical distance is measured in the microlinefeed size of the printer being used. Epson type printers have 216 microlinefeeds per inch. Gemini type have 144 per inch. So, if you want to print DSKn.extrnfile beginning one inch from the set Row: equal to 144.

The number on the left in the Col field indicates how far from the left page edge the graphics should print. Horizontal distance is determined in pixels or dots. The number of dots per inch is determined by the print density. Single and Double are typical print densities. In single density Col 120 is one inch from the left margin. Col 120 in double density is one half inch. Not all printers support all densities, please consult your owner's manual.

See the Size function about the number on the right in these fields.

The #REPS field allows vertical repetition of an extrnfile without repeated schedule entries. This works good for borders. Also, in arranging a page, setting #REPS to zero for all but the items you are trying to perfect will prevent those items zeroed from printing.

OPERATION: Pressing E begins the edit. After each field is completed press enter, this will advance the cursor to the next field for entry. Note the number to the left of the filename, each item in the schedule data base is individually numbered with a maximum number of 75.

ESCAPE: Press enter in each field and return to the menu.

SCHEDULER/ModifyS/Active

DESCENDANT:

DSK2.EXTRNFILES

USED 170 FREE 188

FILENAME D/F 80 33 P

f-e,f-x,f-9,Act

FUNCTION: Active is used in conjunction with the Directory function of the main menu. Active will move a filename from the directory directly into the Filename field of the schedule.

OPERATION: Press A for Active. The cursor will jump up to the Directory window. Use FCTN-E, or FCTN-X, to move the cursor or the window through the directory. Use FCTN-9 to escape back to the menu. Use A to activate or move the disk and filename into the filename field of the schedule data item currently visible. A only works at the editing menu.

ESCAPE: Use FCTN-9.

SCHEDULER/ModifyS/Print

FUNCTION: Print the contents of the Schedule with appropriate headers.

OPERATION: Press P for Print. The current Printfile name is shown with the cursor in position to edit. The cause erratic printing. However, remember to include .CR when running the schedule (see Go).

ESCAPE: FCTN-9 returns to the menu.

SCHEDULER/ModifyS/Size

FUNCTION: Size reads the size information stored in the header of an extrn file into the right numbers in the Row and Col field of a data item.

The right number in the Row field indicates the number of microlinefeeds down the page the graphic extends. The right number in the Col field indicates the number of dots the graphic extends to the right across the page. As the left number is modified the right number is automatically adjusted. The *REPS also adjusts the right Row number.

OPERATION: Press S for Size.

ESCAPE: None.

SCHEDULER/ReadS SCHEDULER/WriteS

FUNCTION: ReadS is the command to read the file named on the screen next to the Schfile label into the schedule data base. WriteS is the command to write the current contents of the schedule data base to the disk file whose name appears next to the Schfile label on the screen. Schfile may be changed by pressing S at the main menu, typing in the change and pressing enter.

OPERATION: Press R to read. Press W to write. WriteS over-writes any file on the disk with the file name as shown next to Schfile.

SCHEDULER/ModifyS/Blockmove

DESCENDANT:

Go Up Down eXit

Row+: 0

Col+: 0

Block from: to:

FUNCTION: Blockmove allows a number of contiguous data items in a schedule to be translated (moved) vertically or horizontally as a block. The block is defined in the "from:" and "to:" fields as the item numbers included in the move. The Row+ indicates the number each Row field in each data item in the block will be changed. Similarly for Col+.

OPERATION: Press the Capitalized letter corresponding to the Blockmove option desired.

Go -- executes the modification based on the Row+, Col+, from and to fields.

Up Down -- Move Up or Down through the schedule data items.

Row+ -- The amount of vertical change.

Col+ -- The amount of horizontal change.

Block -- defines the block to be modified including the "from" and "to" data items.

ESCAPE: Press X to return to main menu.

NOTE: Column block translation of mixed print densities (Single, Double) may cause spurious results.

FORMATTER/Script I

The FORMATTER preset defaults allow a quick test if your system happens to meet all the default settings.

The default Script:

1. Boot TPA.
2. Choose 3. Formatter
3. Put the fonts side of the TPA disk in drive 1.
4. Press G for Go.

The non-default situations.

1. If you have a serial printer you will need to press P at the main menu and change the Printer setting.
2. If you have a Gemini 10X type printer you will have to press V for Variables, change the E to G on the Prntr type then press enter through the remaining variables until you return to the main menu.

FORMATTER/Script II

1. Complete Script I. Leave the font disk in drive 1.
2. Press J for Jotter.
3. Press L for LoadF.
4. When DSK1.TEXT appears press enter.
5. Press X for eXit.
6. At the main menu press B to change from text file to buffer.
7. Press G for Go.

The output from the above scripts should be identical. In the first we formatted the file TEXT. In the second we read the file text into the Jotter's buffer and formatted it from there. Press J for Jotter E for Edit to observe the file in the Buffer.

SCHEDULER/Script

This script starts off where the FORMATTER Script II left off.

1. Put a blank disk in drive 1.
 2. Press E for Extrnfile and enter.
 3. Press G for Go.
- An extrn file is written to drive 1.
4. Return the TPA program disk to drive 1.
 5. Press X for eXit. Press any key to reload the TPA Main Menu.
 6. Choose 4. Scheduler.
 7. Choose M for ModifyS.
 8. Choose E for Edit.
 9. Type DSK1.EXTRNFILE, press enter.
 10. For Row: press enter.
 11. For Col: press enter.
 12. For #Reps: type 1, press enter.
 13. Press X for eXit to SCHEDULER main menu.
 14. Check Printer for correct name.
 15. Put the disk removed in step 4 above to drive 1.
 16. Press G for Go.

The SCHEDULER will print the same graphics as previously printed by the FORMATTER.

Suggestion. Go back to step 7 above, enter a small value in Row: and Col: and complete the script again. This is the main function of SCHEDULER placing graphics on the page in the location where you want them.

UPDATES AND WARRANTY.

The enclosed registration card is your ticket to future updates of THE PRINTER'S APPRENTICE and warranty service. You must complete the card, sign it and return it to us in order to become a registered user. If you buy THE PRINTER'S APPRENTICE from a registered user you may write to us and apply for registered user status.

1. Update policy--all registered users (see above) are eligible for any update of THE PRINTER'S APPRENTICE which is released. To receive your update you will be required to return your original disk with its serial number label intact and a small fee to cover shipping and handling.
2. Warranty--Any defective disk or software will be replaced if returned within 90 days. If you erase or damage the original system disk return it with \$10 for replacement (i.e. please make a backup copy). This software is like a do-it-yourself book, it is for your use and you are the judge of its accuracy and usefulness. The author is not responsible for any damage incurred by you, your associates or customers as a result of the use of THE PRINTER'S APPRENTICE.
3. Fair Use Agreement--Under the copyright laws this software is like a book. You may lend it to a friend for use on his machine but your machine at home can't run it at the same time. You may sell the software but you can't retain a copy. You may use it on any computer but not more than one computer at a time. You may not put your name on any or all of the software as author.

The paragraph above is a fair use agreement pioneered by Modula Corporation in Provo, Utah as a fair and reasonable use agreement minus all the jargon. We believe that the software you purchase is valuable enough to you so you should have a backup. Software piracy, besides being a crime under copyright laws will rob those of you who really enjoy your machines of the talents of software artists who must be paid to put in long hours to create today's more demanding software. Do a friend a favor, make him or her buy their own copy of THE PRINTER'S APPRENTICE they're worth it.

