

# PAGE PUBLISHER

*DESKTOP PUBLISHER*  
*for the Amstrad CPC*  
*and Plus computers.*

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**user manual**

## PAGE PUBLISHER - UPDATE INFORMATION

Version 1.6 of the program provides compatibility with the AMX Mouse, by popular request.

Upon loading, the user is now presented with a choice of the following :-

- (1) Mouse + Keyboard
- (2) Joystick + Keyboard

Simply press 1 or 2.

In order to accommodate the mouse option, several minor but space-saving changes have been made to the standard program. These are :-

- No longer any option for an 8 bit printer port.
- Low intensity spray has been replaced with solid spray.
- Default operating mode is *fast cursor*, solid spray, medium nozzle.

### NOTE:

Remember to alter the cursor speed to the slow setting when using the line/drawing commands.

## MOUSE CONTROL

The buttons on the mouse, their conventional definitions having little relevance to *Page Publisher*, have been assigned the following operations :

- LEFT = EXECute
- CENTRE = TOGGLE EXECute on/off
- RIGHT = Call up 'QUICK' Menu.

In all other respects, operation of the program is essentially as described in the rest of the manual.

## GENERAL SPECIFICATIONS

To load the system, reset your CPC, insert the disc into drive A and type: run "disc" <ENTER>

Input to the program is via the joystick or/and keyboard. When entering text, the keyboard is of course mandatory. All graphics work and menu selection may be achieved by the joystick alone, if this is preferred.

When selecting an icon, or an item from a menu, the cursor should first be positioned correctly (ie., on top of the item required). To alert the program that this option is the one requested, simply press the EXEC key once (see below). This EXEC key may be thought of as the button on a mouse - move the cursor to where you want it, and press the button. The EXEC key may be toggled to ON/OFF to facilitate, for example, drawing onto the screen. It's status is displayed at the top of the screen. Note that EXEC should be off when the cursor is outside the canvas area (below).

*Input is achieved by:-*

1. using the joystick, where EXEC = FIRE.
2. using the redefined function keys on the keyboard-  
F7:NW      F8:N      F9:NE      F0: Toggle EXEC on/off  
F4:W      F5:EXEC      F6:E      COPY: Toggle EXEC on/off  
F1:SW      F2:S      F3:SE

If shift (or control) is pressed in conjunction with a directional key, EXEC will be toggled on for the duration of the depression of the shift (or control) key.

Example: To select an icon, position the cursor over the required section of the screen, and depress F5 once. A menu will appear. An option may then be selected by moving the bar with the keys (or joystick) to the item required, and pressing F5 (or fire). Alternatively, if the letter to the left of the item required is depressed, the item is selected immediately.

A selection of the most frequently used facilities are available from anywhere on the screen, without the need of choosing an icon. To access these "immediate" functions, simply press the ESC key once and choose from the presented menu in the normal way. Functions included in this menu are marked by an asterisk (\*) in the ensuing pages.

*Note 1:* The default colours may be changed as desired, by simply editing the unprotected BASIC loader.

*Note 2:* The program is compatible with any printer supporting EPSON graphics modes and control codes.

Overleaf is a detailed description of the the facilities available from each of the icons.

## Icon 1 - Paint Pot



- \* 1. Pen - When selected, the current pen (displayed at the top of the screen), may be used to draw in the canvas area.
- \* 2. Brush - When selected, the current pattern (displayed at the top of the screen), may be pasted onto the canvas. The cursor will adopt the shape of the current pattern, to facilitate the accurate alignment of the patterns.
- \* 3. Spray - A random pattern of dots may be "sprayed" onto the canvas. Here, the cursor reflects the area to which the spray applies itself.
- \* 4. Fill - The current pattern may be used to fill any enclosed area of the canvas.
- \* 5. Eraser - A choice of three sizes, where the cursor reflects the area to be erased.
- 6. Shapes - Another menu is generated, requesting the shape required. (6.1 - 6.4)
- \* 6.1 Line - A line is defined by fixing the two end points. The current pen is then used to draw a line between these two points.
- \* 6.2 Circle - A circle is defined by firstly fixing its centre, and then fixing a point on its circumference. When fixing the second point vertical movement of the cursor is not allowed. This is due to the asymmetrical display in mode 2, which prevents the radius being determined accurately from the formula:  $\text{SQRT}(x^2 + y^2)$ . The circle is then drawn with the current pen.
- \* 6.3 Box - A box is defined by fixing two opposing corners, eg., top left and bottom right. It is then drawn with the current pen.

- \* 6.4 Elipse - Defined by fixing three points. Firstly, fix the centre of the ellipse. The horizontal radius of the ellipse is then entered by moving the cursor horizontally. Vertical movement is not permitted at this stage. When chosen, the vertical component must then be entered. To do this the cursor is automatically repositioned at the ellipse centre. You may then move the cursor vertically only. When chosen, the ellipse is drawn with the current pen.
- \* 7. Change Pen - A choice of ten is displayed, any of which may be chosen in the normal fashion.
- 8. Change Brush - This dictates how much of the pattern is pasted onto the canvas during brush mode.
- 9. Change Spray - Low, Medium and High intensity may be selected. The size of the nozzle may also be altered as indicated in the subsequent menu.
- \* 10. Change Pattern - A choice of 50 patterns is presented. Simply move the cursor to the required pattern and press EXEC. The new pattern is displayed at the top of the screen.





## Icon 2 - Scissors



A window is defined as an oblong area of the canvas. The maximum window size is the size of the canvas. Once defined, it may be inverted, cleared, reflected etc. When a reflection takes place, it does so in one of two ways:-

- (1) the reflected image is placed within the window, ie., if the window contained the word WINDOW and a left (or right) reflection was requested, the window would then contain that word backwards. The image is INTERNALLY REFLECTED.
- (2) the image within the window is reflected in one of its axes. The window has four edges, T, B, L, R. When a reflection is requested, the image within the window is reflected in that line. Only as much of the image as will fit onto the canvas area is actually reflected, but the image itself does not have to be on the canvas to be reflected. For example, if a large window is defined (say the entire size of the canvas area) and a reflection of this image is required in the bottom axis, the canvas area simply has to be pushed around, until the bottom edge of the window sits at the top of the canvas area (or even above it, out of sight). When the bottom reflection is requested, the image will appear in the canvas area, with its top edge touching the bottom edge of the original window. The image is EXTERNALLY REFLECTED.

1. Define Window - The window is defined as a rectangular area of the canvas. This area is fixed by two opposite corners of a box. After the first point is fixed, e.g. by FQ-F5 (or FIRE)-FQ, a dotted box will appear on subsequent movement of the cursor. This will persist until the second point is fixed and will aid accurate location of the window. (It may be useful to switch the cursor to it's fast speed for this operation: ESC G)
2. Copy Window - A window, when defined, may be copied to anywhere on the page, by fixing the top left corner of the new location. Note that Overwrite Mode (page 6) may be desirable if the area below the window copy is to be overwritten.
3. Left Reflection - Image reflected in left axis.
4. Right Reflection - Image reflected in right axis.
5. Top Reflection - Image reflected in top axis.

6. Bottom Reflection - Image reflected in bottom axis.
7. Rotate 90 - A 90 degrees anti-clockwise rotation. Symmetry is maintained, but due to the asymmetrical mode 2 display, this option will often corrupt images.
8. Rotate 180 - Image within window is rotated 180 degrees and resulting image is placed within window.
9. Rotate 270 - A 270 degrees anti-clockwise rotation. Due to the asymmetrical mode 2 display, this option will often corrupt images.
10. Clear Contents - Everything within window is blanked out.
11. Invert Contents - A negative of the image is placed within the window.
12. Frame Window - A line is drawn around the defined window, using the current pen.

### Icon 3 - BLOB



The blob within this icon represents the current position of the canvas area relative to the page.

1. Superimpose - Anything drawn onto page is drawn on top of the existing designs. i.e., the new patterns are superimposed on top of the old patterns
2. Invert (XOR) - New patterns are XORed on top of existing patterns. (See BASIC manual).
3. Overwrite - The area below the cursor is cleared prior to the application of any new pattern to the canvas.
4. Bounce On - When shapes are being defined, they are done so blindly (by default). When selected, this option will make a dotted image of the shape appear, allowing accurate positioning. However it does slow down operation, and it may therefore be useful to increase the cursor speed (ESC O)
5. Bounce Off - Switches the above option off.
- \* 6. Cursor Slow - Gives a slow, intelligent cursor.
- \* 7. Cursor Fast - Gives a fast, intelligent cursor.
- \* 8. Cursor Very Fast - A very fast cursor.
9. Internal Reflections - All subsequent reflections appear within the area defined as the window.
10. External Reflections - All subsequent reflections are in the corresponding axes. This is the default.



## Icon 4 - Filing Cabinet



1. Save Page
  2. Load Page
  3. Save Screen
  4. Load Screen
  5. Save Window
  6. Load Window
  7. Save Pens
  8. Load Pens
  9. Save Patterns
  10. Load Patterns
  11. Save Font
  12. Load Font
  13. Load Text File
  14. Load BASIC Screen
  15. External Command
- The time taken for the various disc operations depends on the amount of data involved. For instance, a whole page will take considerably longer to save or load than a small window.
- When selected, the cursor should be moved to the desired location of the window to be loaded, and EXEC pressed. You are then prompted for the filename
- When a column has been defined, and is switched on, this option will allow previously prepared ASCII files to be loaded into the column, and displayed in the currently selected font. When selected, the cursor changes to the text cursor, and you should then position this cursor anywhere within the column, and press EXEC. The filename will now be requested. The program does not recognise the bottom of the column, and as such will continue trying to load a lengthy file onto the very bottom line of the column. This is terminated by pressing ESCAPE.
- A BASIC screen saved in the normal way, can be loaded into the canvas area. You will be prompted for the mode of the screen you wish to load. Excess data from such screens (cols 79,80 and rows 21..25) is discarded.
- Any external command can be executed, including all of the disc commands. E.G. "B" will change the current drive if a second one is fitted. "CAT" will catalogue the disc and so on.



## Icon 6 - Text



- 1. Write - Allows you to write with the current font.
- 2. Column - Presents a submenu (2.1-2.3)
  - 2.1 Define Margins - The left and right margins of the column are required. When fixed, the user is returned to the previous mode of operation, and markers are placed on the screen to indicate the position of the column. A column may not be wider than the canvas area.
  - 2.2 Column On - Switches on the column markers and restricts text output to the column.
  - 2.3 Column Off - Switches off the column markers and allows text to appear anywhere on the page.
- 3. Select Font - A choice of three is available. All letters have proportional width.
- 4. Format - Displays a submenu (4.1-4.7). Text formatting options are operational only while a column is enabled.
  - 4.1 Word Wrap & Justify
  - 4.2 Word Wrap & Right Justify
  - 4.4 Word Wrap Only
  - 4.5 Justify Only
  - 4.6 Right Justify Only
  - 4.7 No Formatting
- 5. Set Text Size - Displays a submenu which offers a maximum magnification of the font by a factor of 5. Alternatively, horizontal and vertical magnification factors may be independantly set.
- 6. White On Black - When output, text is reverse video. Useful if working with a black page, or area thereof. The text formatting options do not work with an inverted display.
- 7. Black On White - Normal video.



- 1. Preview Page - Draws a miniature representation of the page onto the screen. Allows the user to gauge how much of the page has been used and its general layout.
- 2. Invert Page - Negates the entire page.
- 3. Invert Canvas - Negates the canvas area only.
- 4. Coords On - Coordinates of cursor displayed at top right of screen.
- 5. Coords Off - Switches the above option off (default)
- 6. Clean Page - Resets the whole page. Asks for confirmation.
- 7. Clean Canvas - Clears the canvas area only.
- 8. Cursor Step - Allows you to define the horizontal and vertical step size of the cursor. Useful for grid based applications.
- 9. Edit Pattern - A choice of 50 is presented, from which one should be selected in the normal way. A blow up of this pattern is then created, which can be edited by using the EXEC key to toggle a pixel from on to off. The top row defines the width of the pattern. The left column defines the height of the pattern. When editing is complete, move the cursor to the top left box, and press EXEC.
- 10. Edit Pen - As above, but choice is made from selection of 10 pens available.
- 11. Edit Font - As above. The font number and character to be edited are requested.
- 12. Set Ruler - Options are A4:CM  
A4:INCHES  
A5:CM  
A5:INCHES

## Icons 8-11



These allow the user to push the canvas area over the surface of the page.

## The Cross



The cross positioned near the top right of the screen will, when selected, restore the screen to the condition before the last operation was performed.

## General Points

Page Resolution: x - 888  
y - 590



## COPYRIGHT NOTICE

PAGE PUBLISHER and it's documentation is COPYRIGHT 1990 SD MICROSYSTEMS and STUART McCOLL. ALL RIGHTS RESERVED. It should not be hired, copied, lent or sold. in any form, to a third party. Please remember that the greater the revenue which accrues to software producers, the more that can be invested in future products and updates. You are permitted to make ONE back-up copy of the system, for personal use only, using DISCKIT 2/3.

We have endeavoured to make the system as simple as possible to use. Please allow yourself time to become familiar with the program's mode of operation - a sample page is provided on the disc for this purpose. It is called "example.pge" and can be loaded from the filing cabinet. Any queries should be sent to us in writing, enclosing a stamped S.A.E. for a prompt reply. Support is free for 60 days following purchase. Thereafter, we invite users to join our special support scheme which costs £12.00 per annum (£20 abroad). Apart from continued back-up, this includes an occasional news-sheet with a 'Think Tank' section for hints/tips/ideas as well as consumables at discount prices.

## DISCLAIMER

Although every care has been taken during the manufacture of this software and documentation, SD MICROSYSTEMS cannot bear any responsibility for loss of use, stored data, profit or contract which may result from any defect or failure of the system.

Finally, we hope you will find this software both useful and enjoyable.

## PAGE PUBLISHER EXTRA INFORMATION

Version 1.5 onwards contains a simplified set of printer routines:-

- A4 DRAFT: This mode uses Double Speed Double Density graphics. Each row of dots is printed just once, on being represented by &x00001100. This mode produces poor quality dumps but can now print a complete page in less than 30 minutes.
- A4 QUALITY: This mode uses Double Density graphics. Each row of dots is printed twice, leading to much higher quality.
- A5 QUALITY: This mode alone uses Quadruple Density graphics. Each row is printed once.

### NOTES :

1. All graphics modes are activated by the following sequence :-

ESC\_CODE + CTRL\_CODE + {LOW PARAMETER + HIGH PARAMETER}

Although the PDRIVER file allows the user to change the codes used (for non-standard printers) it does not offer the option of changing the format command - supposing another is actually used.

2. Double Density (and Double Speed Double Density) modes must have at least 960 printable positions per line.

Quadruple Density mode must have at least 1920 printable positions per line.

3. The four files supplied on the disc are as follows :-

DISC.BAS	Redefines keys and colours.
PDRIVER	Loads code and allows control codes to be changed.
CODE.BIN	The program proper.
EXAMPLE.PGE	An example page (load from filing cabinet icon 4)

4. You should be aware (for your own well-being) that any extensive use of VDUs can lead to eventual eye-strain. This is particularly so when working at pixel level i.e. the tiniest dot visible on screen in the drawing modes. The official recommendation is to take breaks of at least 20 minutes or so for every two hours spent at the keyboard. Be sensible ! It's also helpful to obtain a screen cover which fixes to the front of the monitor and filters out VDU glare. Please check with ourselves or your local computer dealer for prices and availability.

## PAGE PUBLISHER AND 24 PIN PRINTERS

In common with most CPC desk-top publishers, Page Publisher was designed specifically for output to 9-pin dot matrix printers, e.g. the most common variety of Epson-compatible.

However, unlike some rival programs, Page Publisher will also work well with most 24-pin printers such as the Star LC 24-10, Citizen Swift 24E and the Siemens HiPrint. The print quality and speed is much enhanced.

One point to remember when using a 24-pin printer is that the vertical pitch it produces is slightly longer. Therefore, it's advisable to leave some space at the bottom of your A4 size page design, otherwise it will spill over onto a second sheet when printed out.

One useful 'trick' to overcome the "blocky" look of some text and graphics is to print out your page in A5 mode and then photo-copy it at >100%. The results can be very good.

## PAGE PUBLISHER AND ART PACKAGES

Many users may also have a screen designer program such as our own Picasso. Such utilities are excellent tools for producing art-work for import into a DTP which has the facility to load BASIC screens. Page Publisher can load screens in modes 0, 1 and 2. It's important to note, however, that during import the last two right-hand columns and the bottom four rows of the original screen are discarded to accommodate the Page Publisher display. Therefore, this area should be left blank when designing a screen.