

**PRINT MASTER** is an amazing program for the Amstrad CPC464/664/6128 computers. It allows ordinary Epson compatible printers to print superb quality professional text in a variety of styles and sizes.

Print Master also allows you to print high quality screen dumps in varying sizes and shades. Print Master also has a useful 16K interrupt driven printer buffer.

Print Master contains 4 programs, **Ascprint**, **Printer**, **Util**, and **Designer** along with a variety of different fonts.

**IMPORTANT:** Print Master may not function correctly with various peripherals attached. Should any part of this package fail to work, please remove all peripherals if any are fitted.

## PRINT

This program adds 4 new commands to **BASIC**:-

**!LPRINT** This command is used to print text to the printer. It has one parameter, a string. on a 464, text is printed in the following manner:-

```
AS = "MESSAGE":!LPRINT, @ AS
```

If you have a 664 or 6128 you can also use:-

```
!LPRINT,"MESSAGE"
```

The former style will be used through the rest of this manual.

The command can be used like any other **BASIC** command. (note that the variable name is arbitrary - any string variable can be used. The ";" symbol is (shift)@). If any empty string is sent ("") then nothing is printed. Note that the £ sign is obtained by sending character 127 rather than the keyboard £ sign.

E.G.

```
!LPRINT, "THE COST IS " + CHR$(127) + "50."
```

The **SIZE** command determines the width of the printed characters. There are 3 sizes, 0,1,2. 2 is the default setting with 119 characters per line. 1 gives double width characters with a maximum of 119 per line, and 0 gives quadruple width of 29 characters per line. The **SIZE** command is used as following:-

```
!SIZE,2
```

**!INVERT** is used to make text printing in white on black instead of black on white. If used twice, printing will revert to normal.

**!ULINE** is used to underline text and is used in the same way as **!INVERT**.

To load fonts into computer (e.g. Flash), type:-

```
LOAD "FLASH",&9400
```

## DESIGNER

This program allows you to create and alter your own fonts. Each font consists of 96 characters. The first 95 of these correspond to the on-screen characters 32 to 127. Character 96 corresponds to the £ sign.

Once the program has loaded by typing `.. RUN "DESIGNER"`, you will be asked for the name of an existing font to alter. If you want to design a totally new font, just press (ENTER). After a short pause, you will be asked to enter a character to alter. Type this in and press (ENTER).

The character will then be displayed on a large grid, with a smaller grid appearing in the bottom right, showing how the character will appear on the printer. In the top left hand corner is an asterisk which shows your position on the grid. You can move round the large grid using the cursor keys or a joystick. To fill in or delete a dot, press the (COPY) key. To store a character in memory, press (ENTER). Typing "X" abandons the character and "S" saves the whole font to disc.

## ASCPRINT

This is a program that will print an ascii text file onto the printer in quality print. Run the program by typing:-

RUN "ASCPRINT"

You will then be asked the name of the file to be printed (which must not be more than 300 lines) and the width of the left margin (in size 2 character spaces). The file will then be printed.

However if the program comes across a line with a bar (shift@) it will not be printed, but interpreted as a command which can be any of the following:-

:INVERT            (does the same as :INVERT command)  
:SIZE s            (does the same as :SIZE command)  
:ULINE            (does the same as :ULINE command)  
:FONT filename    (loads in font from disc with given filename)  
:PAGE             (moves on to the next sheet of printer paper)  
:SCREEN filename  (loads a screen into the computer from disc and copies to the printer)  
:INPUT            (allows text to be input from the keyboard for that line)

## UTIL

This utility program adds 5 new commands to basic. These new commands can be used like any other basic commands.

:DUMP             Dumps the screen regardless of the mode to the printer.  
:CDUMP            Dumps any characters on the screen to the printer.  
:GDUMP            Dumps any MODE 0 screen to the printer using 16 shades to represent the 16 colours available in this mode.  
:BUFFON           This initialises the 16K interrupt driven printer buffer. On a 6128, the 16K used is part of extra 64K of memory. On a 464 or 664, the 16K used is from 16384 to 32768. Do not use this buffer in conjunction with the :DUMP & :GDUMP commands.  
:BUFFOFF          This turns off the 16K buffer.

## THE FONTS

10 fonts are provided on the disc. They are:-

CHICAGO	COUNTDOWN	CITY	FLASH
GOthic	HELVETIC	IMPRINT	PEIGNOT
STANDARD	STENCIL		