West Jax 99er News

Dedicated to the TI-99/4A Users

MARCH 1988 #33

The WEST JAX 99'ERS is a non-profit computer users group for the TI-99/4A Home Computer. NOT affiliated in any way with Texas Instruments. The club's mailing address is PO BOX 176 Orange Park Florida 32067.

MEETINGS are held on the Second and Fourth Tuesday of each Month in the auditorium of the Webb Library. It is located two lights west of Blanding Boulevard on 103rd Street. The first meeting of the month is the Business meeting with workshop time after adjournment. The second meeting is strictly workshop time.

OFFICERS -	President	Rick Felzien	(904) 772-9162
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For newsletter suggestions and submissions, contact Rick Felzien.

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This month I have included my usual mailbox column and the second of my tutorials on The Printer's Apprentice.

Richard Kotrba did a nice using the Super Sketch with the TI.

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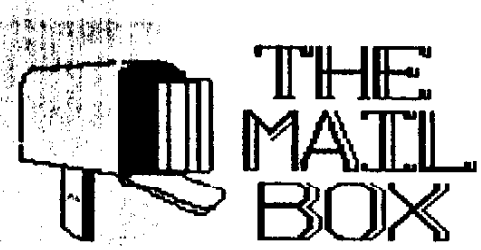


BY

RICK FELZIEN

K-3 TI User Group Dec/87
1. Gemini print head repair
2. Convert TI-Artist to TI-Writer

The Ottawa TI Users Jan/88
1. Archives with PRBase files
2. Fast Extended basic

Nutmeg 99ers Jan/88
1. Taking control of TI-Writer (use of Transliterate)

Bluegrass 99ers Feb/88
1. funnelwriter 4.0
2. Realists computer glossary

QB Monitor Dec/87
1. Fortune of wheels(prog.)
2. Setting your printer
3. LA styler (for printers)

NOVA 99ers Jan/88
1. Print Wizard(review)
2. Creative Filing System(review)

NOVA 99ers Dec/87
1. Solar computer(Prog)
2. List of TI-Artist functions

Tacoma 99ers Jan/88
1. Questions for Support firms
2. The story of IBM

Southern Cal. U.G. Jan/88
1. Disk and Data
2. PRBase hints

MAD HUG Jan/88
1. Overview of Funnelweb 4.0
2. On the Genial Traveler

LA TOPICS Jan/88
1. Bug Spray(Debugging)
2. The prolific DV 80
3. Fast Extended Basic
4. Comparison of graphics programs

K.C. 99ers Feb/88
1. Beware "The electronic Virus"

Southern Nevada 99ers Feb/88
1. Funnelwebb fowchart

The Hoosier 99ers Jan/88
1. Bits,Bytes, and Pixels (Debugging)

SFV 99ers Feb/88
1. 99 hits the airways
2. Care and cleaning of drives

Cleveland Area 99ers Feb/88
1. E-Z Keys (review)
2. Review of picasso

Decatur 99ers Feb/88
1. Program to do unusual prog.listings
2. Chart of border keys for PRB
3. Beginner tips

Lehigh 99ers Dec/87
1. File processing

Delaware Valley 99ers Jan/88
1. Word processing with Multiplan

West Penn 99ers Feb/88
1. Getting the most from your cassette
2. Selecting a language
3. Program to troubleshoot memory areas
4. Tips for beginners

The computer Bridge Feb/88
1. Make a data disk for Certificate 99
2. The Tigercub growls

Eugene 99ers Jan/88
1. Learning about TI-99/4A hardware
2. Fast Term overlay

The PUNN newsletter
1. Animated effects
2. Sunrise/Sunset prog.
3. Disk Controller compatability

Rockey Mountain 99ers Jan/88
1. Burglar alarm
2. The short and long of programming

San Diego Computer Society Jan/88
1. Correction to c99 foat program
2. Copying a cartridge to disk

THE PRINTER'S APPRENTICE(Part 2)
(Converting fonts)

By Rick Felzien
Wesr Jax 99'ers

Last month we covered a basic overview of the programs in the TPA set and what some of the commands are. This time I am going to go through the conversion of a font from TI-Artist to TPA. This will give you a chance to use many of the commands and give you a basic idea of how the programs work.

The Printer's Apprentice has many fine fonts and they are mostly near letter quality, but I personnaly wanted to do some decorative lettering without having to load in the TI-Artist program just for that purpose. So here is how to convert a font from Artist to TPA.

The first thing to do is load up the TI-Artist Enhancements program and then type all the letters of the font to the screen, leaving a little space between. For this practice session, lets use the script font or font 19 on the fontdisks I placed in the library, . As I said type the letters to the scren and then go the main Artist program and save the screen as a picturte.

Now we can load up the TPA disk and select Picture Editor from the main menu. Load in your picture saved from Artist and don't forget the "_P" suffix. When you enter the picture editor you will get a blank screen with a flashing cross cursor. Press CTRL(8) to get the Load/Save optiion menu which looks like this:

Filename Dir Load Save eXit

Select F)ilename and type in "DSKn.filename" and <ENTER> then select L)oad and <ENTER>. This will load the file and place the letters on the screen. Now use CTRL(=) which puts you in Klipper mode which is similar to the clipboard mode in Graphx. Here you are prompted for a filename which should be the name that you want to give to your font. You will be asked "Create a new fontfile?(Y/N) at shich point you would respond with a "Y". After the disk file is created you are placed back in the picture editor and are ready to start saving your letters to the fontfile.

First place the cursor at the upper left corner of your letter, the first being "A" anc press FCTN(5) to place the marker at the cursor position and then move the cursor to a clear area of the screen and press <ENTER>. You will then see a prompe near the cursor for Char, here you would enter the letter you are saving(in this case "A"), then hit <ENTER> again. You will now be prompted WorX which means Write the letter or exit without doing anything. Use X and the character will be saved to the fontfile. Do this for all the characters that you want to save to the fontfile and then exit the Picture Editor and load in the Character Editor.

When you enter the Character Editor you will see the following menu:

Edit Disk Print Convert Setup Help eXit

First select S)etup and enter S for single height letters and then select D)isk, which will present this menu: Filename Dir eXit. Enter F)ilename and then enter the filename that you save the font with and then eXit to the main menu. You can now enter E)dit which will place the cursor in the character editing area of the screen, which you will notice has a column of numbers at the left edge. These are the row numbers which aid in determining the height of the font etc. You will also notice an active cilumn counter in the upper center of the screen which keeps track of the cursor position column. Now you can begin editing your font. There are several things that you must do to set up the sizing of the characters of your font.

First use CTRL(9) to get to the menu on the right of the screen which looks like this:

ASCII CHAR
ASCII CODE
CHAR WIDTH
ReadWriteExit

At the first prompt enter "A" and then just hit enter for Code and Width for now. Enter R for read and the character will be displayed next to the column counter. There may be some garbage to the right of the character as the clipper saves a 24x24 pixel area and may have saved part of the next letter, but donot worry, this can be corrected.

Now press CTRL(R) to copy the character to the editing area and then check to see if the top of the character is on row 1 and the left edge is in column 1. If not delete rows and columns untill it is in the proper place. You will now notice that the bottom of the letter is in row 13 so this means the font will be 13 rows high. Now if there is garbage at the right of your character, move the cursor to the left column of the garbage area and delete columns until it is gone.

Now move the cursor to the rightmost pixels of the character and in this case you will see that it is 14 on the column counter and use CTRL(9) again and leave the "A" at the first prompt and at the second leave the character code. At the third prompt enter the width which in tis case is 14. Now at the last prompt enter W for write and it will write the changes and the values for width etc. for that character to the font file.

Now load in the Lower case "a" and copy it to the character editor section with CTRL(R) and make sure the lowest row of pixels is at row 13 like the Capitol was. Now check where the top row of pixels is, in this case it should be 7 which is the LC Capline or hight to which the lower case characters rise. Since the font height is 13 the Baseline or lin on which the letters sit is 14. Now you can edit this letter and save it as you did the last one.

Now we must set up font height so use CTRL(=) to enter font height control menu. enter 13 for font height, 14 for baseline and 7 for LC capline. When you hit enter at the last prompt you wil return to the editing area. When you save the next letter, then height information will be written to the disk.

After you have edited all of the characters of your fontfile select Print from the main menu and select Writeindex. This writes a listing of the width and height values to the file. If this is not done after each editing operation, the spacing may not be right when you use the font for printing. If your saved file did'nt contain characters such as colon, semi-colon etc., you can create them and save them to the file whil doing the editing process and by all means create a space character for each font sized according to the character sizes.

After you have created and saved your fontfile you will naturally want to print it out to see how it looks so now you can exit the Character Editor and load in the TPA Formatter.

Once you have loaded in the formatter, select Vars from the main menu and then enter (in my case G for printer type)yours may be different. enter defaults for the selections except for space char. which woule be approx. 10 and 460 for right margin.

Now enter the Jotter and Edit and enter all the letters in your font and SaveF to the disk. Now at the main menu you will see at the bottom of the screen the following:

```
Printer  PIO.CR
Txtfile  DSK1.TEXT
Fntfile  DSK1.TYPER
```

If you hav 2 drives you will want to change to the following:(the printer default is OK for most printers, if not change it to match. Hit B for buffer and change to DSK2.SCRIPT for Fntfile. then hit G for Go an the formatter will print your fontfile to the printer.

If you want to create an Over/Under strike(high resolution) file from your fontfile you can do so by entering the Character Editor and selecting C)onvert from the main menu and then you will be prompted for a filename for this file. (Mike McCann uses "OU" before the name to be able to distinguish the over/under strike fonts.) I reccomend you do the same to avoid confuson. After nameing the file the program will automatically create a over/under strike font from the Single/Strike font that you creaded before.

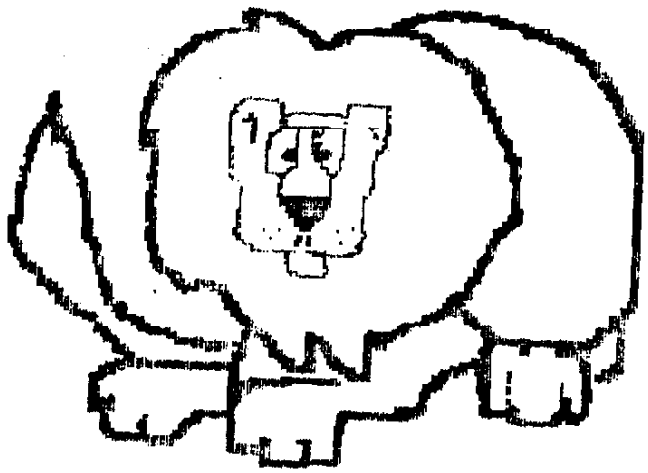
I hope that this article not only helped you creade a new font for the TPA program, but helped also to let you become a little familliar with this powerful publishing program.

Next month I hope to go into actually planning a page, creating the files, and formatting the files, and then using the scheduler to print a nice artistic page of text and graphics.

For all of you who purchased a Super-Sketch outfit and have relegated it to the closet in favor of TI-ARTIST, here is good news! While going through some back issues of MICROPENDIUM, I noticed an ad for a disk set called ARTIST'S EXTRAS. The ad stated that the disks contained a device service routine to allow the use of SUPER-SKETCH with TI-ARTIST. I sent for the disks (Texaments, 53 Center St., Patchogue, New York, 11772. $6.95 + $2.00 S&H) and received them the next week. Below is a quick example of what can be done with this package. The lion is one of the sample drawings included in the SUPER-SKETCH package for practice with the pad. It took about 10 minutes to draw the lion and clean up the picture. The sketch pad is much easier to use when erasing small sections of the picture than is the joystick. All of the features of TI-ARTIST are available including different brush strokes. Two different brush strokes were used on the lion. The only difficulty in using the sketch pad is the resistance in the drawing arm. If someone knows how to get the arm to operate more smoothly, please share the information. This dsr alone would be worth the price of the disks but there are other files on the disks. Also included are 14 fonts, conversion programs to convert CSGD fonts, graphics and pictures to TI-ARTIST versions, the joystick dsr that is used in TI-ARTIST V.2.0, a dsr which allows the use of the TRS-80 mouse with SUPER-SKETCH, plus seven pictures and five instances.

-Richard Kotrba

West Jax 99'er



```
10 REM **********************
20 REM *     FASTEXT/80     *
30 REM *    PRINTER TEST    *
40 REM *         by         *
50 REM *   RICHARD CORDER   *
60 REM *                     *
70 REM *  WEST JAX 99ER'S    *
80 REM *                     *
90 REM **********************
100 CALL CLEAR
110 GOSUB 260
120 PRINT "STEP #1 TURN OFF PRINTER":
130 PRINT "STEP #2 TURN ON PRINTER":
140 GOSUB 180
150 CALL KEY(0,K,S)
160 IF S=0 THEN 150
170 GOTO 240
180 PRINT "STEP #3 INSERT MORE PAPER":
190 PRINT "TURN OFF AUTO LF WITH CR"
200 PRINT
210 PRINT
220 PRINT "STEP #4 PRESS ANY KEY TO              CONTINUE": : :
230 RETURN
240 PRINT
250 GOTO 320
260 A$="ABCDEFGHIJKLMNOPQRSTUVWXYZ1234567890!@#$"
270 A1$="abcdefghijklmnopqrstuvwxyz,.;"
280 B$="%^&*()+-:><~[ ]_?'|{}\'"
290 PRINT "  FASTEXT/80 PRINTER TEST":
300 PRINT : : :
310 RETURN
320 OPEN #1:"PIO"
330 PRINT #1:"     FASTEXT/80 PRINTER TEST";CHR$(13);CHR$(10)
340 PRINT #1:CHR$(27);"W1";A$:A1$:B$:CHR$(27);"W0"
350 PRINT #1:CHR$(27);"W1";CHR$(27);"M";A$:A1$:B$:CHR$(27);"W0"
360 PRINT #1:CHR$(27);"P";CHR$(27);"W1";CHR$(15);A$:A1$:B$:CHR$(27);"W0";CHR$(18
)
370 PRINT #1:A$:A1$:B$:
380 PRINT #1:CHR$(13);CHR$(10);CHR$(27);"-1";A$:A1$:B$:CHR$(27);"-0"
390 PRINT #1:CHR$(27);"M";A$:A1$:B$:CHR$(13)
400 PRINT #1:CHR$(27);"P";CHR$(15);A$:A1$:B$:CHR$(18)
410 PRINT #1:CHR$(13):"INTERNATIONAL CHARACTER SET":
420 FOR I=0 TO 7
430 PRINT #1:CHR$(27);CHR$(82);CHR$(I);"#@[\]^`{|}~";CHR$(13)
440 NEXT I
450 PRINT #1:CHR$(13)
460 PRINT #1:CHR$(27);"A";CHR$(6);CHR$(13);CHR$(10);"SPACE TEST(6/72)"
470 PRINT #1:CHR$(27);"A";CHR$(7);"SPACE TEST(7/72)"
480 PRINT #1:CHR$(27);"A";CHR$(8);"SPACE TEST(8/72)":"SPACE TEST"
490 PRINT #1:CHR$(10)
500 PRINT #1:CHR$(27);"0";"TEST 1/16 LINE SPACING":"TEST":"TEST"
```

```
510 PRINT #1:CHR$(27);"2";"TEST 1/8 LINE SPACING":"TEST":"TEST"
520 CLOSE #1
530 PRINT "TEXT/GRAPHICS TEST": :
540 INPUT "CONT. GRAPHICS TEST (Y/N)":D$
550 IF D$="Y" THEN 560
560 OPEN #1:"PIO.CR"
570 PRINT #1:"GRAPHIC PRINT TEST FOR FASTEXT/80";CHR$(13);CHR$(10);
580 FOR L=0 TO 7
590 PRINT #1:"PIN ";L;" IS BEING TESTED.";CHR$(13);CHR$(10);
600 PRINT #1:CHR$(27);"*";CHR$(5);CHR$(64);CHR$(2);
610 FOR J=0 TO 575
620 PRINT #1:CHR$(2^L);
630 NEXT J
640 PRINT #1:CHR$(13);CHR$(10);
650 NEXT L
660 PRINT #1:"TESTING PINS 5 & 6 TOGETHER.";CHR$(13);CHR$(10);
670 PRINT #1:CHR$(27);"*";CHR$(5);CHR$(64);CHR$(2);
680 FOR J=0 TO 575
690 PRINT #1:CHR$(96);
700 NEXT J
710 PRINT #1:CHR$(13);CHR$(10);
720 PRINT #1:"TESTING PINS 1 & 5 TOGETHER.";CHR$(13);CHR$(10);
730 PRINT #1:CHR$(27);"*";CHR$(5);CHR$(64);CHR$(2);
740 FOR J=0 TO 575
750 PRINT #1:CHR$(17);
760 NEXT J
770 PRINT #1:CHR$(13);CHR$(10);
780 PRINT #1:"TESTING ALL PINS TOGETHER.";CHR$(13);CHR$(10);
790 PRINT #1:CHR$(27);"*";CHR$(5);CHR$(64);CHR$(2);
800 FOR J=0 TO 575
810 PRINT #1:CHR$(255);
820 NEXT J
830 END
```

FASTEXT/80 PRINTER TEST

ABCDEFGHIJKLMNOPQRSTUVWXYZ1234567890!@#$

abcdefghijklmnopqrstuvwxyz,.;

%^&*()+-:><~[ ]_?'|()\`

ABCDEFGHIJKLMNOPQRSTUVWXYZ1234567890!@#$

abcdefghijklmnopqrstuvwxyz,.;

%^&*()+-:><~[ ]_?'|()\`

ABCDEFGHIJKLMNOPQRSTUVWXYZ1234567890!@#$

abcdefghijklmnopqrstuvwxyz,.;

%^&*()+-:><~[ ]_?'|()\`

ABCDEFGHIJKLMNOPQRSTUVWXYZ1234567890!@#$

abcdefghijklmnopqrstuvwxyz,.;

%^&*()+-:><~[ ]_?'|()\`

ABCDEFGHIJKLMNOPQRSTUVWXYZ1234567890!@#$

abcdefghijklmnopqrstuvwxyz,.;

%^&*()+-:><~[ ]_?'|()\`

ABCDEFGHIJKLMNOPQRSTUVWXYZ1234567890!@#$

abcdefghijklmnopqrstuvwxyz,.;

%^&*()+-:><~[ ]_?'|()\`

ABCDEFGHIJKLMNOPQRSTUVWXYZ1234567890!@#$

abcdefghijklmnopqrstuvwxyz,.;

%^&*()+-:><~[ ]_?'|()\`

INTERNATIONAL CHARACTER SET

#@[\]^`{|}~

#§ÄÖÜ^`äöüß

£@[\]^`{|}‾

#à°ç§^`éùè¨

#@¡Ñ¿^`°ñç~

£@[ƒ]^`{ìì}¨

#@[ç]^`éùè¨

£àéçè^`äöü‾

SPACE TEST(6/72)
SPACE TEST(7/72)
SPACE TEST(8/72)
SPACE TEST

TEST 1/16 LINE SPACING
TEST
TEST
TEST 1/8 LINE SPACING
TEST
TEST

GRAPHIC PRINT TEST FOR FASTEXT/80
PIN 0 IS BEING TESTED.

PIN 1 IS BEING TESTED.

PIN 2 IS BEING TESTED.

PIN 3 IS BEING TESTED.

PIN 4 IS BEING TESTED.

PIN 5 IS BEING TESTED.

PIN 6 IS BEING TESTED.

PIN 7 IS BEING TESTED.

TESTING PINS 5 & 6 TOGETHER.

TESTING PINS 1 & 5 TOGETHER.

TESTING ALL PINS TOGETHER.