

**SC\_DTP First released March 1993, latest ver 1.02 April 1993.**

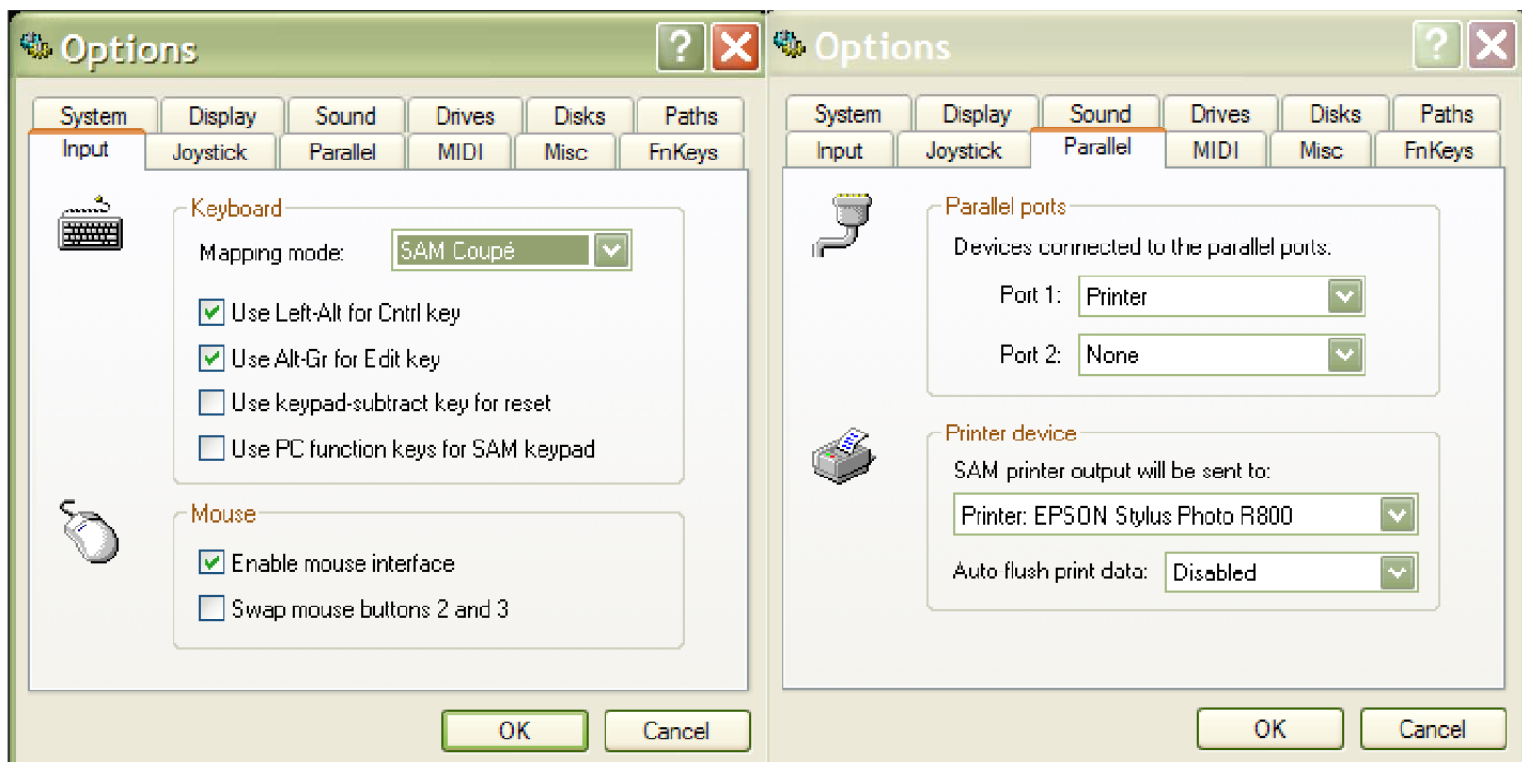
*This is the 4th major software release again I wanted like all my other programs something I would want to use and be useful, but software of high quality and features and performance like no other.*

*By this time any DTP type program used on the Spectrum and Sam could really use 9 pin for graphics picture dumps/character sets with restricted memory.*

*I wanted a way to improve this as well to get the best output with the newer 24 pin dot matrix printers.*

*You can use the Disc on this site but make sure the mouse is enabled within Simcoupe, (see below).*

*The manual of course was done with SC\_DTP along with a 24 pin dot matrix printer.*



*PS You will need to also set the Parallel tab within Simcoupe, you do not necessary have to set the Auto flush printer data to Disabled. Enabling may well work with printers as the output may just be fast enough.*

*If not keep it disabled, then remember when a page has finished printing out select Tools from Simcoupe and select flush printer.*

*SJ Nutting*

STEVES SOFTWARE April 1990 - January 1996

# SC\_DTP

£25.00

Desk Top Publishing  
with Full Wordprocessor

This Advert was produced using SC\_DTP the 99% Machine-code utility.

Desk Top Publishing allows you to organize text and graphics together to produce professional printouts to the printer

SC\_DTP allows you to plan your layout on screen so what you see is what you get on your print out.

The whole design area can occupy upto 2 SAM Screen\$ across (1024 pixels) and 4 SAM Screen\$ down (768 pixels).

Graphics, Screen\$ and Flash! files can be loaded from Disc and parts of the screen placed on the large design area. You can also design your own graphics within the program.

SC\_DTP also has a built in full word-processor allowing you to type in your text with full editing, searching etc.

Word-processor text can then be set in a choice of 48 typeface designs ranging in size from 8 to 24 pixels high. You then position your text just where you want it, proportionally spaced out around graphics.

You can load Spellmaster, Secretary and Outwrite text files into SC\_DTP.

Special 'ready designed' layouts supplied for labels and other jobs, can be re-configured to meet your exact needs.

Output can be made to most modern 9 pin Printers or you can make enhanced hi-res 'gray scale' outputs to many 24 pin Printers.

SC\_DTP works with a mouse and keyboard. More fonts and other enhancements later this year but don't delay - buy now and upgrades will be supplied FREE as they are ready.

SC\_DTP does not work on a 256K SAM.

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Utility for the Sam

If you have been reading the much praised articles in the Format Magazine 'Machine Code Without the Tears' by Carol Brooksbank and are new to the fascinating world of Machine code. SC\_ASSEMBLER is the ideal program to help you, thanks to the unique automatic autotab editor designed to help the absolute beginner.

Review in 'Outlet' Issue 53 Jan 92 'Simple enough for the beginner powerful enough for the expert'. 'Format' Vol 3 no12 'A delight to use, it's certainly the one for me'.

Highly recommended by Carol Brooksbank.

## SC\_FILER

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SC\_FILER is a powerful Database program allowing massive storage of data. You can set up the database to your exact requirements, with fields of any size, position, colour and charset in 4 different Mode 3 layouts and printouts.

Review in 'Sam Supplement' Issue 7 'Very versatile userfriendly database'. 'Outlet' Issue 47 'Most professional looking file management program'. 'Enceladus' Issue 7 'The definitive filing system, if you need to file anything buy this'. 'Fred' Issue 9/14 'I would recommend you buy SC\_FILER'. 'Excalibur(Sam Prime)' 'Best Database around 94%'.

## SC\_MONITOR

£15.00

99% Machine code  
Utility for the Sam

SC\_MONITOR is an essential utility to use with an Assembler to help understand and debug machine code programs.

Single step each opcode to see what it does and the effects it has on flags, registers, memory and the screen. Various special types of breakpoints will help pinpoint bugs and resets in programs.

Unlike other monitors (incl CP/M) this monitor copes with all opcodes, paging without Sam crashing.

There is also a super fast intelligent disassembler that can also disassemble backwards!

## SC\_AUTOBOOT

£15.00

NEW ver1.1  
MAR 93

The all New chip brought up to date with some of the earlier problems with ver 1.0 cured.

When you now turn on the coupe there is an instant reset, no need to wait 3 secs. If a Disc is already in the Drive, or you push a Disc in, it will automatically BOOT up.

Now fully 100% compatible with Sam Software, with a mini ROM 3 reset dos routine should you have any problems.

The chip now has an improved reset button to Break into any running program. The chip is easy to fit with an easy to follow manual.

## SC\_PD3

£2.50

Public Domain  
Software

A Completion of SC\_PD1 (Specclone-Spectrum Emulator, needs copy of Spec 48K Rom on Disc) Disc Directory Utility Examines Dir in detail, unerase, alpha sort files etc, Screen Compressor 1, SC\_PD2 (Screen Comp 2). Bonus SC\_DISCLONE a clone Disc copier.

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VIDEO LABEL (2 Size labels)	146mm	20mm & (72by48)	£1.50	
MINI LABEL	48mm	19mm	£1.00	

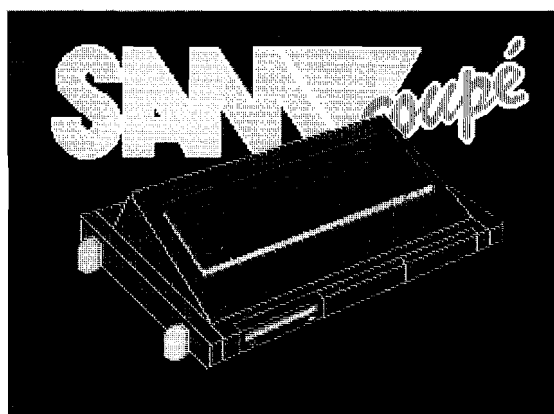
**DUSTCOVERS** High Quality, Pure White with Blue Rim Trimming

SAM COUPE £5.50 PRINTERS £6.50 MONITORS £7.50  
(If ordering Printer or Monitor cover please state Model)

# SC-DTP

Desk Top Publishing with Full Wordprocessor

For the Sam Coupe 512K Computer



by S.J.NUTTING

Ver 1.0 Copyright March 1993

**STEVE'S SOFTWARE**

7 NARROW CLOSE, HISTON, CAMBRIDGE, CB4 4XX. TEL 0223 235150 From 8pm-9pm

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## Getting started (Making a Backup)

The first chore to complete before attempting to load in SC\_DTP for the very first time is to make a working backup copy of the Master Disc through the following steps below :-

1. FORMAT a blank Disc, **FORMAT "d1"**
2. SAVE a copy of the System Dos to the newly formatted disc, it is preferable to use MasterBasic, if not MasterDos, if you have not got any of the above, Samdos will do.
3. Next all files from the Master Disc need to be copied onto the backup Disc (the one just Formatted with a copy of your Dos), this can be done by:-
  - a. If you have two drives:- place the Master Disc into drive 1 and the Backup disc in drive 2 and type **COPY "d1" TO "d2"**
  - b. If you have 1MEG External memory:- place Master disc in drive 1 and type :-  
**FORMAT "d3",4,160: COPY "d1" TO "d3"**  
Then place Backup disc in drive 1 and type **COPY "d3" TO "d1"**
  - c. If you only have one drive use a copy disc utility such as LERMS Samtape

Once you have copied all files to your backup disc don't slide the write protector on the side of the disc to Write Protect.

Keep the Master copy in a safe place away from electrical equipment.

If you do not have a Samco mouse then with your working backup disc type :-

LOAD "auto" LINE 65279 and delete line 1111 and then save back the auto file by :-

SAVE OVER "auto" LINE 1000

Also LOAD file "nomouse" to alter backup disc, to work with a keyboard only.

Type PRINT PEEK 15 if number on screen is not 30, then LOAD file "ROM"

To load in SC\_DTP just BOOT up, the program takes a while to load up, you will then see a the screen split into two, the left side should be blank while the other side displays a menu of options. see page 3 onwards how to use the options etc.

SC\_DTP uses up all the memory on a 512K Sam, indeed so much that at times during the use of the Desk Top Publishing program access to the disc is necessary to load in more files when needed, so you need to keep the Backup Disc in drive 1 at all times.

Those of you who have a 1MEG external memory do not need to have SC\_DTP disc in drive 1, as any files that may be needed are loaded from the 1MEG ram when needed.

## Introduction & (Design Area and Printout size to Printer)

SC\_DTP works only on a 512K Sam, half of this memory is for coding, buffers etc, the other half holds the large design area where graphics and text can be placed to produce your design. This large design area comprises of 8 Sam Mode 3 screen\$ joined together in the format of 2 screen\$ across (1024 pixels) by 4 screen\$ down (768 pixels).

There are two ways to view and alter any part of the design, the first is a scale down version of all those 8 screen\$ joined together to give you a good idea how the design would look like when you come to print out to the Printer.

The other way is to view any part of the 8 screen area in it's original Sam mode 3 size format and use the cursor keys to scroll the other areas of the design in to view, it's a bit like an arcade game the whole area of the map can only be viewed a part at a time and by moving off screen can you see the rest of the play game area.

Before considering your page design whether it be a Newsletter, Manual or designs for labels etc, is will it fit onto the size of paper that will be used to produce a printout to the printer. There are basically two types of printouts one for standard 9 pin printers or the enhanced hires grey shade for 24 pin printers.

If you take a full 8 screen design and print it out onto a 9 pin printer it will occupy an A4 sheet of paper, however for a 24 pin printer the same design will occupy an A5 sheet of paper, as 24 pin printouts give a hires smaller output than 9 pin printers.

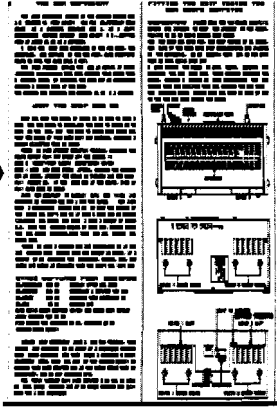
The above is approximate, see the Printouts to printer for exact size requirements (page 11).

The following pages with diagrams, and quick reference keys will help to explain things a little clearer than text only Manuals.

You should also have two other Typeset Manuals, these are actual 9 pin and 24 pin typesets printed out, so as to give you an idea of how each various size of typesets will appear on paper.

# Main Menu

The left hand side of the screen shows the whole 8 screen design area scaled down, for a rough idea of how the design will look on printout.



or Mouse right enlarge area  
Grab a screen from Disc/Memory  
Reverse alter colours  
LS area  
Word Processor  
Text print Justify/Margin  
Alter Tokens

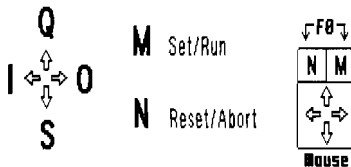
The right hand screen area holds the main menu selection of keys to alter or examine any part of the large design area.

Dump DTP  
Print Word Proc text  
Exit to basic  
Load DTP file  
Load WP file  
Save DTP file  
Save WP file  
Erase file  
Set Disc

When you first load in SC\_DTP you enter the Main menu (as above) although the left hand side of the screen should be blank as there is no design in the large 8 screen area, the above example gives you an idea of what to expect to see in this area.

If you look carefully at the top left corner of the screen you should see a small black square this can be moved around the left hand area of the screen to point to the Top left hand corner of the area you would like to alter and examine, by pressing any of the Main menu keys to the right hand screen will activate the required routines to alter and examine the part of the design area you are interested in.

To move this cursor you can either use the Sam Keyboard or Mouse Keys:-



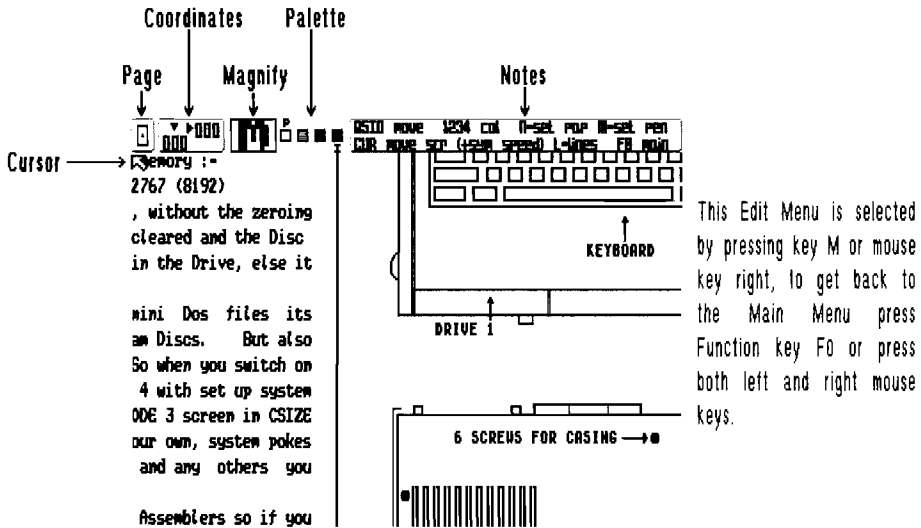
Note these are the main control keys for all other options within DTP.

Once the cursor is in position the various options to the right hand side of the screen can be activated. In this example press key **M** or mouse key right, you will now see the the area enlarged to it's normal size ready for alteration.

This part of DTP program we will refer to it as the **Edit Menu**, see next page onwards for the editing options.



# Edit Menu



## Page



This rectangular box shows you your position within the 8 screen design area. You can move around this design area by pressing the **cursor keys**, this will scroll other parts of the design in to view, to speed up the scrolling hold down the **Symbol shift** key while you press the cursor keys, by this time you should see the small dot inside the rectangular box move.

## Cursor



The arrow icon you see in the top left hand corner is the cursor which can be moved around by the Main control keys (**Q,S,I,O**), and the **mouse**, note if you hold down a control key for a while it will speed up the movement of the cursor.

## Coordinates



This gives you the precise position of the cursor, the arrow down numbers hold the vertical position of the cursor 0 is the very top, 175 the very bottom, the arrow right key numbers hold the horizontal position, 0 the very left edge of the screen, 511 the very right hand side.


## Magnify



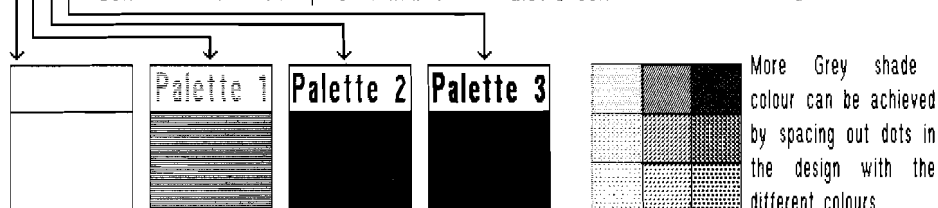
This shows an enlargement area around the cursor, so you can see the individual dot pixels more clearly.

# Palette/Draw Mode

**Palette** The 4 coloured squares represent the Palette colours for the design.

 Each colour in the design is outputted to the printer in a grey shade colour.

Below are some examples of how the 4 Palette colours look on Printout.



More Grey shade colour can be achieved by spacing out dots in the design with the different colours.

Note only the Palette colours can be outputted to a 24 pin printer.

To stimulate grey shade on a 9 pin you need to space out the dot pixels in a design.

The P letter just above the 4 coloured boxes shows the current Paper colour, the letter I for Ink or Pen colour.

To change the **Paper** colour press keys 1 or 2.

To change the **Ink** colour press keys 3 or 4.

To set a pixel from the current cursor position in the Edit design press key **M**, (the colour of the pixel depends on the Ink colour above).

Similarly to clear a pixel press key **N**, (the colour of the pixel depends on the Paper colour above).

There are two notes messages the one you see now allows you to set or reset individual pixels.



This mode allows you to draw straight lines quickly, as you move the cursor the screen is updated with a straight draw line.

Key **D** will set the line permanently, (colour of line depends on colour of Ink colour).

Key **L** will reset the start position where the cursor is positioned.

Key **X** will abort draw line mode.

Keys 1,2,3,4 alter Paper/Ink colours

Note you may need to hold down keys in line draw mode to make sure they respond.

## More Edit Menu Keys



CLS Allows you to delete and wipe out a design on screen, first the arrow cursor disappears and replaced by a small box cursor at the top left hand corner of the screen.

Use the **control keys (Q,S,I,O) and symbol shift for speed** to place the cursor at the top left hand corner of the design you wish to clear then press key **M**.

Using the control keys again you can select the size of the area you wish to wipe, then press key **M** to actually wipe anything inside the draw line box.



Reverse Allows you to swap colours in your design, this is achieved by replacing the current paper colour with the current Ink colour from the Palette icon (see page 5). Using the **control keys** as above to select the design area you wish to reverse, by pressing key **M** will search through the design area within the box any paper colour found will be replaced by the ink colour all the other 3 colours will be left alone.



Grab Allows you to select an area in the design screen, and place it elsewhere in the large 8 screen area.

Use the **control keys** as in CLS mode above to select the area you wish to move, when you press key **M** you will go back to the Main menu move the small black box cursor for the top left corner of the area you wish it to go and press **M**.

Now you will go back to the edit menu, use the **control keys** to finally place the design exactly where you want it to.

Note the Mouse works faster than using keys.

Pressing key **N** or **left mouse button** will abort any of the 3 routines above.

## Main Menu keys

The below three keys are very similar to page 6, instead they operate on large areas and work quickly.



**CLS** a large area using **control keys** and key **M** to set the start Top left corner of the area you want to wipe out, using the above keys again to set the size, key **M** will start the clearing of what ever is inside the draw line box.



**REVERSE** will swap the current Paper colour with the current Ink colour on the palette icon (see page 5), Use keys as above to set the size area you want to reverse.



**GRAB** This option will grab part of a design from Disc as Flash! or screen files, and then place the grabbed area anywhere on to the large design area. First you will be asked for a flash! or Screen files to load in, from disc, if you need a directory just press RETURN as the filename.

The file loaded in should be a MODE 3 design for best results, if a MODE 4 is loaded it will be converted to a MODE 3 screen you may find when you do finally print out the design to printer Mode 4 graphics tend to come out slightly dotted with odd grey shade colours (if using a 24 pin printer)

Once the file has been loaded use **control keys** just like CLS and REVERSE to get a part of the screen you want, then you will go back to the main menu, use control keys and **symbol shift** plus control keys for speed to position the top left corner of where the graphic will go, press key **M**.

Then you will go into Edit mode for fine tuning to the exact pixel of where the graphic should go using the **control keys** and key **M**.

If you have several graphics you wish to position from a screen\$ file, rather than load each screen in to grab and position each graphic, input **q** as the filename this will use the screen that was last loaded from disc.

Note All Spectrum screen\$ are converted into a Mono Mode 3 screen.

Mode 4 screen\$ have an option to do a straight forward Mode 4 to Mode 3 conversion, or to convert to a Mono Mode 3 screen, great for clipart.

## Main Menu Disc keys



**DTP SAVE** Input the filename to save up to 5 letters maximum, or press RETURN to do a directory, or q to quit save mode.  
9 files are saved out (8 of these will be screen\$ files).



**DTP LOAD** Input the filename to load, or press RETURN for a DIR of only DTP files on disc, or q to quit load mode.



**WORDPROCESSOR SAVE** Input the filename to save from 2 to 5 letters, or press RETURN to do a directory, or q to quit save mode.



**WORDPROCESSOR LOAD** Input the filename to load, or press RETURN or a DIR of only Wordprocessor files on disc, or q to quit save mode.

If you want to load in other wordprocessor files such as SpellMaster, Outwrite or Secretary files (maximum length of file must be less than 24576 bytes), then type d as the filename this will do a directory of the disc, and then enter the filename to load in, it must be done this way so that the file can be converted to work with SC\_DTPs build it wordprocessor.

If you are having problems with loading SpellMaster/ Outwrite/ Secretary files, ensure word-processor files do not contain any control token codes, the file is less than 24576 bytes in length, and files are not held on a disc with filenames that contain control codes embedded in them, such as files on the Outwrite Master disc.



**EXIT to Basic**

**NOTE** Saving DTP files on disc can take up large amounts of Disc space, (only 3 DTP files will fit one disc).

If you are using Masterbasic dramatic savings on disc space can be achieved by altering the DTP file on disc "auto2", insert these extra lines:-

```
30006 SAVE MODE 2      Then resave file out as:- SAVE OVER "auto" LINE 10
30008 SAVE MODE 1
```

It may be a good idea to Format a disc by :- **FORMAT "d1",8** this will allow upto 15 DTP files to be saved on disc (remember each DTP file is divided up into 9 seperate files).

## Main Menu Printing/Dump keys

To help understand the below keys read the Wordprocessor section (page 16)



**PRINT** wordprocessor text to the Printer, there are two types of printout for which an input of key 1 or 2 is needed.

Key 1 Prints out pure Text only to the printer.

Key 2 Prints out text and control codes like Double height, Italics etc. (also see pg 20)



**DUMP** Prints out the 8 screen design area to printer see page 11 for the Dump design section (also see TAB below)



**TAB** This allows you to change the left margin of where Ascii Text or Dumping starts from the left hand side of the paper.

Normally this is set to 0 the very left hand side of the printer, for every increase in the Left Margin value will move the margin 2.5mm (approx a printer character width in 10 pitch mode), a value of 80 will start the printing near the right hand side of the paper.

For Text output using the PRINT wordprocessor text option above set the left margin to 8 this will centre the text to the printer paper.

To decrease the margin value press cursor left key (<)

To increase the margin value press cursor right key (>)

Press **RETURN** to go back to the Main Menu or

Press **cursor down** for Ragged right. This controls the way

typesets are placed on the large design area with the option key T on the Main menu below. press **cursor left or right** to turn ragged right on or off.



**TEXT** will take text from the wordprocessor with its control codes for typeset size and design and place it within an area you choose.

The area to select is the same for CLS and REVERSE options on the main menu, use **control keys** and key **M** to position the top left position of where the text is to be placed on the large design area and again using the same keys select the size area, when you have pressed key **M** text starts to be placed in the area, you may notice characters appearing on the top left corner of the screen and disc access from drive 1 if you don't have a 1 Meg interface, this is all perfectly normal and does not effect the design area.

# Main Menu Edit tokens



EDIT TOKENS, There are 48 Typesets designs which can be selected within the wordprocessor.

When you use TEXT mode (key T in the Main menu), all text from the wordprocessor is layed out within the area you specify.

There are variables which control the spacing between characters and spacing of lines which can be altered for each individual typeset.

P 08	Typeur iter	P 12	HEL	Norm	P 12	TIN	Norm
P 08	Typeur iter2	P 12	HEL	Bold	P 12	TIN	Bold
P 08	Typeur iter2	P 12	HEL	Norm/It	P 12	TIN	Norm/It
P 08	Small	P 14	HEL	Bold/It	P 14	TIN	Bold/It
P 08	Small	P 14	HEL	Norm	P 14	TIN	Norm
P 08	Large/Bold	P 14	HEL	Bold	P 14	TIN	Bold
P 08	Large/Bold	P 14	HEL	Norm/It	P 13	TIN	Norm/It
P 08	Future	P 18	HEL	Bold/It	P 13	TIN	Bold/It
P 08	Future	P 18	HEL	Norm	P 17	TIN	Norm
P 08	Standard	P 18	HEL	Bold	P 17	TIN	Bold
P 08	Standard	P 18	HEL	Norm/It	P 17	TIN	Norm/It
P 08	Italic	P 24	HEL	Bold/It	P 17	TIN	Bold/It
P 08	Italic	P 24	HEL	Norm	P 22	TIN	Norm
P 08	Calc/Led	P 24	HEL	Bold	P 22	TIN	Bold
P 08	Calc/Led	P 24	HEL	Norm/It	P 22	TIN	Norm/It
P 08	Calc/Led	P 24	HEL	Bold/It	P 22	TIN	Bold/It
END TEXT MARKER							
POINT 8							
SPACE 32 8							
SPACING 0							
LINESPACING 8							

Cursors Move, RETURN for Inputs, X to DTP, S to SAVE alterations

First of all when you press the EDIT key, a display of all tokens are displayed, a white highlight at the top left corner of the screen shows which typeset you are currently on.

Use the **cursor keys** to move up,down,left,right.

To alter any typeset press **RETURN**, you will then be asked for 3 inputs near the bottom of the screen.

The first is **SPACE32**, this variable controls how many blank pixels across the space character should have,normally this should be the same value as the number of pixels across each text character.

For example if you are altering an 8 pixel typeset, the space character should be 8 pixels across.

The second variable is **SPACING**, this control how many blank pixels are between each letter, a value of 1 will make the spacing of each character almost touch each other, higher values will make it easier to see each individual character more clearly.

The third variable is **LINESPACING**, this controls the spacing down the screen of each line of text.

For a 12 point size typeset (characters are up to 12 pixels in height), and you set linespacing to 12 each line of text will touch each other from the line above, to leave a gap between the lines add a few pixels in this case 15 will leave a gap of 3 pixels between the lines.

During any of the 3 inputs pressing the **RETURN** key will accept the current value shown for that variable.

**X** EXIT back to DTPs Main menu

**S** SAVE all values for all typesets to disc, so when you next load in DTP you will have the new typeset values ready to use.

Insert the DTP disc in drive 1, making sure the write protect tab is off to allow saving to the disc.

# DUMP designs to the Printer

Before we go in to detail on the Dump option from the Main Menu it may be worth reading the following pages on the size of the design area verses the size it would appear on printout.

There are two section one dealing with 24 pin printers and one for 9 pin printers. (note 24 pin printers support 9 pin emulation).

- All the values on page 12 onwards assume the printer you are going to dump designs to, leaves a margin of 8mm for the top of the paper.

If your printer starts with a larger margin the designs on the following pages may go off the bottom edge of the paper, you will have to experiment with reducing the values for the length of design going down the paper.

## 24 pin printers

The very best quality printouts come from 24 pin printers giving a resolution of 360 dots per inch, (9 pins 120 dots per inch).

With 3 times the density than 9 pins, it was possible to give grey shade scales to the 4 colours of a Sam Mode 3 screen.

For every single dot pixel on the large design area 4 dots are outputted (2 across by 2 down), so for a dense black dot all 4 dots are sent out to the printer, for a light grey shade 1 dot out of the 4 is sent out. (see page 5 for exact shades and more).

Text looks slightly smaller in 24 pin mode, If you use 9 pin mode Larger letters are produced, good for headings, titles etc.

## 9 pin printers

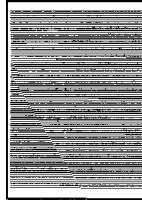
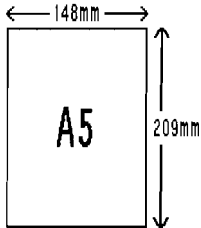
Due to 9 pin printers with a low resolution, only one dot on the design area is outputted to the printer as one dot.

If individual dots are spaced out you can get a grey shade output.

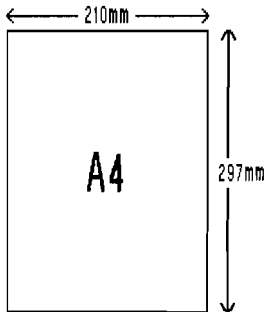


## 24 pin DUMP layout

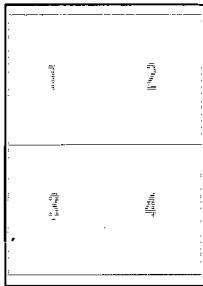
Below are two standard paper sizes to scale:-



An almost full 8 screen design area will occupy an A5 sheet of paper, a full 8 screen design is 1024 pixels across by 752 pixels down to be exact, the dump on the left hand side is 996 pixels across by 684 pixels down, which fits neatly on the paper with a margin of 4mm for left and right, and 8mm for top and 9mm for bottom of paper.



Dumping the full screen area (1024 pixels across by 752 pixels down), does not quite fit the full A4 sheet of paper.



To get around dumping a whole A4 sheet of paper in 24 pin mode the design is split into 4 sections, each part of the design is held on 4 different files and printed into 4 parts, by using the variables within the dump option the 4 designs can be printed anywhere on the paper.

So to to print design 1, the left margin was set to 0 using the TAB option, (see page 9), the paper was then ejected and reinserted ready for for design 2.

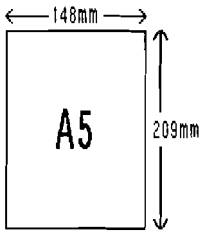
To print design 2 the TAB left margin was set at 40, the centre position of the paper, again ejecting and reinserted the paper for design 3.

To print design 3 the TAB was set at 0, the very left hand side of the paper, and ST FEED to 495 this is one of the dump options which we have not come across yet but this controls from where the design starts from the top of the paper, a value of 0 starts at the very top, as the design is 495 pixels in length we need to set ST FEED to 495 so this will feed the paper from the top 495 pixels down which is just under design 1 & 2, we printed earlier.

Similarly for design 4, TAB was set at 40, ST FEED to 495.

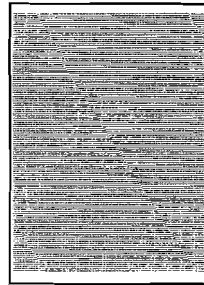
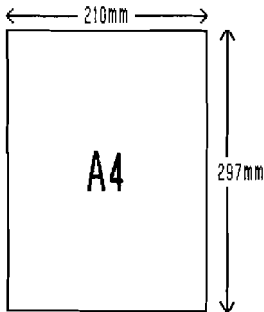
## 9 pin DUMP layout

Below are two standard paper sizes to scale:-



Dumping a full 8 screen design onto A5 or A4 paper will overlap the paper, as 9 pin designs come out larger than 24 pin printer modes.

The design to the left is 660 pixels across by 448 pixels down this gives a left and right margin of 4mm, 8mm top margin and 13mm for the bottom margin.



The design to the left for an A4 paper has a 954 pixel width by 651 pixels down, leaving a margin like the above, 4mm left and right margin, 8mm top margin and 13mm bottom margin.

---

## BORDERS

On the Main menu to the left you should see a horizontal and vertical lines setting the boundary of where your design should stick within.

As you have seen on the last two pages designs may not occupy the full area, to set up new borders for smaller designs there are two pokes that can be made through basic.

First you must be on the Main Menu and press key **X** to exit to basic, POKE 33140,0 and then taking an example design area of 954 pixels across by 651 pixels down, DPOKE 33170,bottom border(in this case 651), DPOKE 33172,left margin border(in this case 954), then Press function key **F4**.

Note the old border settings still remain in the design, use the CLS option to remove old border, the new border stays put, even if you try to CLS it.

## DUMP Option from Main Menu

```

ST LEFT 00000 WHOLE A4
ST TOP  00000 LARGE 3.5 DISC
ACROSS  00996 SMALL 3.5 DISC
DOWN    00684 ADDRESS
COPIES   00001 TINY RETURN TO
ST FEED  00000 VIDEO
BT FEED  00000 DUMP 1
          DUMP 2
          DUMP 3
          DUMP 4
          WHOLE A4
          LARGE 3.5 DISC
          SMALL 3.5 DISC
          ADDRESS
          TINY RETURN TO
          VIDEO
          DUMP 1
          DUMP 2
          DUMP 3
          DUMP 4
          LARGE DUMP 9
          SAVE DUMP DATA
  
```

These 10 options are for 24 pin printers

These 12 options are for 9 pin printers

This is the menu selection to dump your designs on to paper, labels etc.

The highlight to the very right hand side shows which dump design configuration you are at, by using the cursor keys up and down will highlight other designs.

The first 10 options are for 24 pin printers only.

The last 12 options are for 9 pin and 24 pin printers.

At the moment the highlight points to WHOLE A5, by pressing RETURN will print out the design to the printer from the printer variables to the left of the option highlight.

There are 7 variables which are :-

**ST LEFT** This option and the one below are rarely used if your design starts at the top left hand corner of the large 8 screen design area. If your design for example is just in the middle area and you want it to be dumped to the top of the printed page these two variables point to the top left corner of the design, the Left variable can be from 0 to 1023, and the Top from 0 to 751.

**ACROSS** The number of pixel width across your design takes up.

**DOWN** The number of pixel height your design takes up.

**COPIES** The number of copies your design goes to the printer (useful for label designs).

**ST FEED** Sets the top margin, number of pixels linefeed from top of paper before design prints.

**BT FEED** If you are dumping more than 1 copy this will feed the number of pixel linefeeds between each design.

Note ST FEED and perhaps BT FEED value needs to be increased by 2 or 4 times if using an Ink Jet or quiet Printers.

## Selecting Dump Options

The dump layouts can be highlighted by pressing either the **cursor down** or **up** key.

The variables to the left of the various dump layout configurations can be altered by pressing the **cursor left** key, to move to any of the 7 numbers press the **cursor up** or **down**.

To alter the variable the highlight is on just **type in the number**, and press **cursor up** or **down** to finish the input.

Press **cursor right** if you want to go back to the dump layouts.

There is an easier way to enter the first 4 variables is press **key D**, use **control keys** to move around the dot cursor, key **M** to set top left position, control keys and key **M** to set the size of area.

Note if you are entering values for **ST LEFT** and **ACROSS** make sure the number is in a multiple of 4 as the dump routines to send the design to the printer can only do so across the paper in the nearest 4 pixels, e.g 4,48,100 values are ok.

Option types:-

**LARGE 3.5 DISC** Label design for a 3.5" Disc label that wraps round the spine and back of label.

**SMALL 3.5 DISC** Small design for a 3.5" Disc which fits on the front of the label only.

**ADDRESS** Reply labels with your address on it.

**TINY RETURN TO** Mini label to put on the back of envelopes with undelivered please return to this address.

**VIDEO** For spine and front of VHS video tape.

All the above labels available from Steves Software (see advert)

**DUMP 1,2,3,4** are empty for any configuration for other labels, paper etc.

There are two outputs for 9 pin printers:-

**SMALL DUMP 9** Standard size output.

**LARGE DUMP 9** Double the size of standard size printout.

Press **RETURN** to set either of the two size printouts, when you then select an option like **WHOLE A4 9** the printout will be what ever **SMALL** or **LARGE Dump** is selected.

The last option **SAVE DUMP DATA** saves any values you changed on to the DTP disc, so when you next load in DTP you will have the updated dump layouts for your printer etc.

**ESC** will abort the **DUMP** option menu

Note for video labels design, exit to basic from Main menu and type:- **LOAD "video"**, this will create 4 boxes in the large design area to put you design in.

# WORDPROCESSOR

SC\_DTP has a built in wordprocessor which is selected by pressing key W from the Main Menu.

F7 Insert Charset token    F8 Delete text up    F9 Reform paragraph  
sh Insert Marker token    sh Line cursor ison



F4 Centre text                      F5 Insert text down    F6 Justify line  
sh Word Count                      sh unJustify line

F1 Up screen of text              F2 Word left              F3 Word right  
sh Start Top line

F8 Down screen of text              CNTRL+F Find word  
sh Last bottom line              CNTRL+N Find next word

RETURN Insert CR end marker      CNTRL+W Wipe text  
sh Remove CR end marker

TAB Insert Hard space marker      Token Marker with :-  
sh Remove markers/tokens      CNTRL+D Delete between markers  
   CNTRL+C Copy between markers to  
   cursor position

DEL Delete character left              CNTRL+X Abort Word Processor  
sh Delete right shift

SPACE+sh Insert space/line right

EDIT Help screen

Brings up a summary of all the keys used for editing text within the wordprocessor, any key will return you back to edit text.

Before we go on to the various keys to help edit the text within the wordprocessor document, it would be a good time to explain how the text is organised in relation to the Text option from the Main menu with key T.

If you have used a wordprocessor before you may be aware of things like word warp, justification in that as you type text out words in each line are neatly spaced to fit the whole line giving a neat display.

This wordprocessor uses these configurations so that when can use this as a standard wordprocessor for typing out letters etc, when you do finally print out the text to the printer what you see on the screen is what you will see on the printout with text all neatly layed out.

However more sophisticated markers, tokens and tabs can be embedded within the text for use with the text option on the main menu, controlling the way the various typesets, spaces between words are placed on the large design area.

The text that you see when your editing will not appear as you see it when you use the text option, even the words don't need to be justified neatly in the wordprocessor.

## WORDPROCESSOR keys

The black box is the cursor, which can be moved around by pressing **cursor keys** for direction, if the cursor is positioned at the very top or bottom of the screen while you press either the cursor key up or down more text will come into view just like in Sam Basic.



Go down a screen of text, equivalent to pressing the cursor key down 23 times while the black cursor is positioned on the bottom of the screen.



Display the very last 24 lines of text at the end of your wordprocessor document.



Go up a screen of text, equivalent to pressing the cursor key up 23 times while the black cursor is positioned to the top of the screen.



Display the very first 24 lines of text at the start of your wordprocessor document.



the character to the left of cursor is deleted, if the cursor is positioned at the very left hand side of line, the character on the next line above to the far right is deleted, similar to the Sam Basic Delete key.



the character the cursor is positioned on, and scroll characters after the cursor up to the far right of screen to the left.



shift line from cursor position to the the end of the line 1 character space to the right.



Delete line cursor is on, and pull all text under cursor up one line.



Move all text on and below cursor down 1 line, and then blank line of text cursor is on.

## WORDPROCESSOR keys

**F3**

Move cursor to the start of the next word to the right.

**F2**

Move cursor to the end of the next word to the left.

**F4**

Centre text, line cursor is on.

**F4**  
**SHI**

Word count, how many words are in the complete document.

**F6**

Justify line of text, that the cursor is on so that words are neatly spaced out to fill the whole line so to give straight right hand edges.

**F6**  
**SHI**

Unjustify line of text cursor is on, so that words have a single space between them.

**RETURN**

this marks the end of a paragraph, you should see a white highlight appear at the end of the line.

**RETURN**  
**SHI**

this removes the end paragraph marker at the end of the line, the cursor does not have to be at the end of the line to cancel the marker.

**F9**

Reform paragraph (justify all text on the line cursor is on to the end paragraph marker, reforming the first word at the cursor position.

**F9**  
**SHI**

There are a total of 191 lines that can be stored within the wordprocessor, shift F9 will display which line the cursor is on

## WORDPROCESSOR keys



This inserts a **hard space token** at the cursor position, only if there is no text character underneath the cursor.

Once TAB is pressed it will leave a grey blank square, when ever you move the cursor over the square the top left hand corner of the screen should print Hard Space and will disappear when the cursor moves off the square. When you use option T on the main menu words are spaced out about a character width, even if the words in the wordprocessor are spaced out more than a character, Hard spaces will give you an extra character space between a word, you can have lots of hard spaces one after the other for very large spacing of a word.



This will remove any token (grey square) underneath the cursor.



This will bring you to the typeset selection screen where you can choose which typeset you would like to use when you finally use option T from the main menu.

Use **cursor keys** to highlight typeset you require and press **RETURN**.

Note if the 1st letter in a highlight is a **P** then that typeset is proportionally spaced, the number at the start of the highlight shows you how high the typeset characters are, 18 for example is 18 pixel height characters.

To **Escape** select highlight over a blank token and press Return

Note if you are mixing different typesets in your document, ensure that in each paragraph the pixel height of any typeset match, for example:-

P 14 HEL Norm and P 14 TIM Bold may be mixed together.

Also make sure the first character in a document has a token for which typeset you would like to use, otherwise option T will not work.

When you use option T from the main menu, all text in the wordprocessor document, are used, however if you only want say the first few lines on text to be used then the control token **END TEXT MARKER** may be used, providing that it's at the start of a line just under an end of a paragraph control marker.



## WORDPROCESSOR keys



Inserts a token marker at cursor position, two markers need to be placed between text that can be deleted or moved when you use the two keys below:-



Delete text between two token markers as above.



Copy text between two token markers, and place text at cursor position.



Find inputted word within the text starting at the very top of document. Find prompt will appear at the bottom of the screen, type in the text up to 59 characters, note characters that are inputted don't have to match upper or lower case in the text to be searched.

Then a message SEARCHING appears in the bottom of screen, when the text has been found the black cursor will be placed after the selected text, ready for editing as normal, if that is not the text you were looking for Press CNTRL and N to search for more text.



Search for next occurring text in a document from the selected text as used in the Find key above.



Wipe all text from wordprocessors memory, you will be asked to confirm this by pressing key y or n.



Exit wordprocessor and go back to the Main Menu

Note you can use the wordprocessor to produce control codes for italics, double width etc, exit to basic by pressing key X from the main menu, type:-  
LOAD "wordtoken" CODE: RUN

When you use the key F7 token control codes can be selected, to print out the text use option P from the main menu and press key 2.

# SC\_DTP Version 1.02 April 93 Notes

Thankyou for purchasing SC\_DTP, the version you have now is the pre-release version.

Version 1.1 (out Autumn 93) will have all code from version 1.02 optimized to run at the fastest possible rate, giving a speed increase from 30% to 400%, there will also be Clipart and a few more fonts included as well.

Version 2.0 (out early January 94), This will feature enhancements and loads of fonts ranging from 8 to 72 pixel heights).

All future versions will be sent to you FREE of charge, automatically when available.

There have been a few changes from Version 1.0 March 93, the following information will explain all the changes and enhancements.

## **TEXT OPTION CHANGE (pg9)**

Remains the same, but an extra key will create multiple text boxes. before the text is inserted into the design area.

Once a draw line box is created, pressing key **M** would then place the text from the wordprocessor to the one box defined.

However if you press key **B**, you can create upto 5 more boxes, when you then press key **M** all text will go into the first box, if all the wordprocessor text cannot fit into that box it will continue to place text in the second box you defined and so on.

Please feel free to write to STEVES SOFTWARE on any changes, things you would like to see on the New versions of DTP, all comments will be very helpful.

# PRINTER DUMP CHANGES

## MULTIPLE COPIES

When you are dumping multiple copies of designs, a return to Basic at line 1001 occurs between copies, so you can insert control tokens such as LPRINT CHR\$ 12; this on a sheet feeder will eject and reinsert a piece of paper ready for the next design copy print automatically.

## NEW KEY Symbol shift+D

This will allow you to alter the dump routines to produce higher quality output and alter the gray shade palette in both 24 and 9 pin (large) modes.

PASSES This will overprint each part of the design to give a more blacker solid look, with each of the individual pixel dots on the printout less noticeable.

0 for no extra passes (Bubble/Ink Jet printers do not need any extra passes as they produce superior solid black dots with no gaps between dots, even in 9 pin mode)

1-4 For the number of extra passes (note extra passes cause the design on the printout to stretch downwards fractionally)

FEED TRACTOR is for Fan Fold Paper/ SHEET is for Single sheet or sheet feeders.

PALETTE changes the grey shade output.

For every one of the four colours on the design area 4 different shade gray colours go out to the printer, there are 4 pokes for each colour that represent the 4 printer dots, 0 for no dot, 1 for a dot.

PALETTE

00	10	01	11
00	00	10	11

Palette Colour    0   1   2   3

If when dumping designs to the printer, you get minuscule gaps every 8 pixels down the design in 9 pin mode, try the following Pokes (Use key X from the Main Menu to drop you back to basic).

POKE 407380,1: POKE 406321,1. If that doesn't work try POKE 407376 and 406317 with values between 20 to 27.

To Save the above pokes permanently to Disc type SAVE OVER "dtp23" CODE 404480,4096.