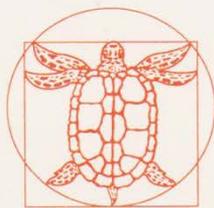
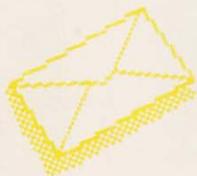




ALL ABOUT *PRINTBOX*

A child-centered
colour page design package
for the BBC B. Master 128 and
Compact computers



LOGOTRON

Publisher & Credits

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PrintBox

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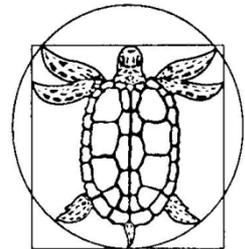
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PRINTBOX

**A child centered
colour page design
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for the BBC B, Master 128
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LOGOTRON

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GETTING STARTED

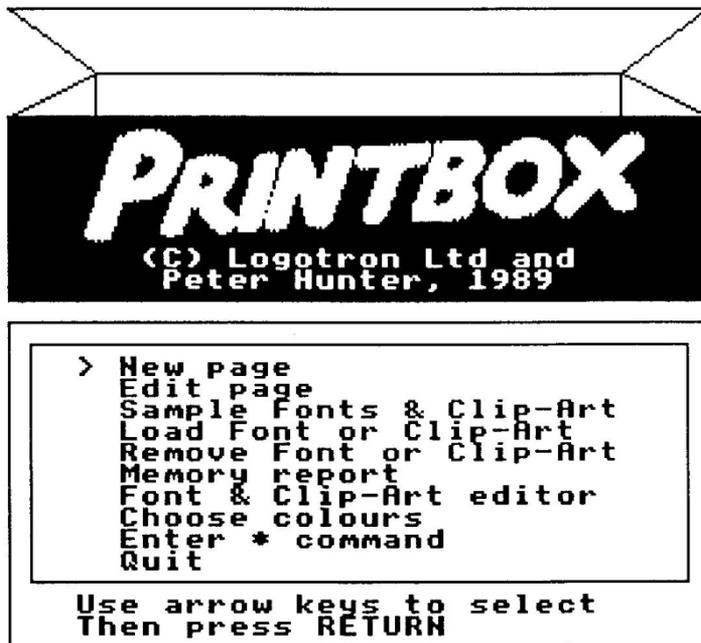
PrintBox comes in two forms. On a 16k ROM only for the BBC 'B' machine. On ROM or disc for the BBC Master series.

If you are using a BBC 'B' or a 'Master' with a 16k chip fitted, start up the PrintBox program simply by typing *PB or *pb and pressing RETURN.

If you are using the disc-based version then insert the disc in the drive and start the program by holding down SHIFT and pressing and releasing BREAK. When you see the opening menu, select Use PrintBox.



THE MAIN MENU



If you have successfully started up the program the main menu will appear.

Selection is made by moving the marker with the arrow keys and pressing RETURN.

Details of each option are given in subsequent chapters. Briefly each has the following use:

New page

select to start work on a new page

Edit page

select to load a page you have already worked on and saved to disc

Sample Fonts & Clip-Art

select to preview the fonts and clip-art available for use in your document

Load Font or Clip-Art

select to load a font or clip-art file into the computer's memory ready for use in a document

Remove Font or Clip-Art

select if you wish to remove a font or clip-art file from the computer's memory

Memory Report

select to see how much computer memory is free for font or clip-art files and which files are already loaded.

Font & Clip-Art editor

select to create your own fonts and clip-art or to alter existing fonts and clip-art

Choose colours

select if you wish to use two colours in your document in addition to black and white. This option will only work on the BBC Master series.

Enter * command

select if you wish to use an operating system * (star) command

Quit

select when you have finished using PrintBox

THE GUIDED TOUR

This chapter will help you get used to some of the basic features of PrintBox.

The steps in the tour are designed to suggest an approach to using PrintBox efficiently and without frustration.

However, once you are familiar with the program you will no doubt find the method which works best for you. Later chapters help you get to grips with other powerful features of PrintBox.

STEP 1 : Plan your work

Do you know what you are going to use PrintBox for?

Do you have an idea what it will look like?

It's a good idea to rough out your idea on paper before you start. You can always change it once you have started using PrintBox. For the purpose of this guided tour, our aim is to produce a bookmark looking roughly like this.

STEP 2 : Switching on and starting up

If you have a PrintBox chip, switch on your computer and type *pb (or *PB) Press RETURN. If you are using PrintBox with



a disc hold down SHIFT and press and release BREAK. There will be a short delay while a number of fonts are loaded into the computer's memory. In either case the main menu will eventually appear.

STEP 3 : Choosing colours

Select 'Choose colours' using the arrow keys and press RETURN.

You can now select two colours which you would like to use in addition to black and white.

Press 1 to change colour 1; 2 to change colour 2. The effect of your choices will appear in the changes to the PrintBox logo at the top of the screen.

You can change these colours later if you wish, but remember that unless you have a colour printer they will be of limited use.

STEP 4 : Choosing fonts and clipart

If you are using PrintBox with a disc then a number of fonts will have loaded when you started up the program.

Other fonts and pieces of clip-art are available on the font and clip-art discs which accompany the program. Make sure that you have these and that the keystrip is in

THE GUIDED TOUR

place.

Before starting our bookmark we must load into the computers memory those fonts and pieces of artwork which we might want to use. We can make a selection from the ready prepared collection on the font and clip-art discs.

For our bookmark we are going to use two fonts, called 'Futura' and 'Times' and one clip-art file called 'Icon1'.

Make sure 'Fontdisc 1' is in the disc drive. Use the arrow keys to select 'Sample Fonts and Clip-Art'. Press RETURN.



Each font on the disc will appear in turn and you are asked whether you wish to 'Load this file?'.

Each time answer 'N' for No and press RETURN until 'Times' appears. Answer 'Y' and press RETURN.

You are then asked to wait a few seconds while the font is loaded into the computer's memory.

When the disc drive stops working press ESCAPE and you will return to the main menu.

Repeat the procedure to load 'Futura' from 'Fontdisc 2' and 'Icon1' from the clip-art disc.

(NOTE: Once you are familiar with the available fonts and clip-art, it is possible to load files without sampling each one. Instead select 'Load Font or Clip-art' from the main menu and choose from the filenames listed on the screen.)

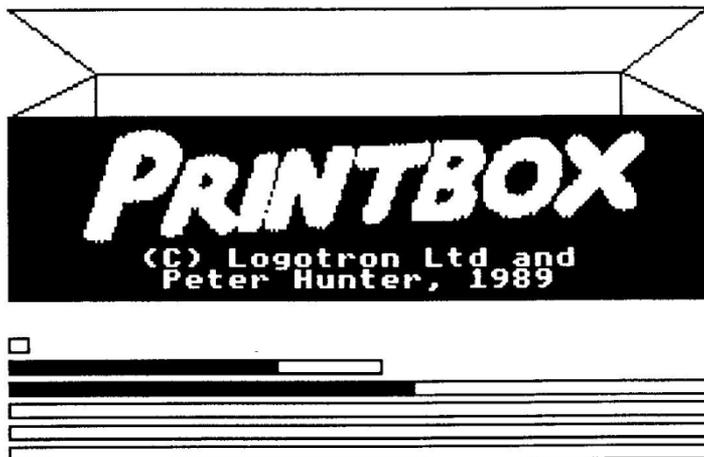
STEP 5 : Checking the memory

To ensure that Times, Futura and Icon1 have been successfully loaded select 'Memory Report' from the main menu.

BBC Model B users

If you are using an unexpanded BBC B computer, you will find that there is not enough memory to fit the two fonts and the clipart file into memory at once. To allow you to complete the tutorial with the minimum fuss, select Edit Page from the main menu and load the file 'bookmrk'. Now load the font Times and the clipart file Icon1 exactly as in the tutorial.

THE GUIDED TOUR



Fonts:
Times Futura
Clip-Art:
Icon1

Press RETURN

As well as listing the fonts and clip-art, the display shows you how much spare memory is left to load in more. Up to 16 files can be loaded at one time.

Press RETURN to go back to the main menu.

STEP 5 : Beginning work - typing in text
We are now ready to start designing our bookmark.

Select 'New Page' from the main menu.
You will see a blank white screen. This is the top half of our page.

To move around this half and onto the bottom half of the page use the arrow keys.

The flashing black cursor shows our position on the page.

Before we do any typing we must tell the computer which font we wish to use. Press ESCAPE. A sub-menu will appear at the bottom of the screen.

Font Hrt Disc Colour Print Mode Quit

Use the arrow keys to make sure that 'Font' is highlighted - press RETURN.

A choice of fonts will appear including - 'System', 'Times' and 'Futura'. Highlight 'Futura' and press RETURN. If 'Futura' is not listed select '>' and further font names will appear.

Make sure that the cursor is against the left hand edge of the screen, near the top.

Type in 'REFLECT' and press RETURN after each letter. If the computer beeps and nothing else happens move the cursor down a few lines so that there is room for the first letter.

If you make a mistake use the DELETE key to rub it out.

Now move the cursor to the bottom half of the page. Press ESCAPE. Select 'Font'

**R
E
F
L
E
C
T**

THE GUIDED TOUR

from the sub-menu and then select 'Times'.

**ON
A
GOOD
BOOK**

Type in 'ON A GOOD BOOK'. Don't worry about exactly where the words appear.

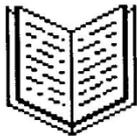
STEP 7 : Loading in Clip-Art

We must now fetch the picture which is going to form part of our bookmark.

Press ESCAPE and from the sub-menu select 'Art'. Make sure that ICON1 is highlighted and press RETURN.

Position the cursor in an empty space near the bottom of the page.

Each clip-art file, such as ICON1, can contain up to 10 pictures.



To select the picture we want use the red function keys. Press f2 and the picture of an open book should appear.

We now have on screen all the text and pictures we need to make our bookmark.

STEP 8 : Positioning the text and pictures

The key to moving text and pictures around the page is the 'dottybox'.

Move the cursor up the page until the whole of the word 'REFLECT' is visible.



REFLECT

Press COPY and a small dottybox will appear where the cursor was.

Use the arrow keys to move it to the bottom and left of the 'T' in 'REFLECT'.

Now hold down SHIFT and use the arrow keys to stretch the dottybox until it encloses the whole word.

NOTE : Dottyboxes can only be made bigger by stretching them up and to the right.

The red function keys are used to tell the computer what we want to do with the contents of a dottybox.

Make sure that you have the keystrip in place. Press f5, 'Mark/Unmark', to mark the

THE GUIDED TOUR

part of the screen enclosed by the dottybox. Use the arrow keys by themselves to move the dottybox just right of centre on the screen. Now press f7, 'Move Box', and the contents of the marked area will jump to the new dottybox position.



STEP 9 : Manipulating text and pictures
Use f5 to mark the word 'REFLECT' in its new position.

Move the dottybox to the left. When the boxes are no longer overlapping press f6, 'Copy Box', and the word will be duplicated.

We can make this into a reflection of the first box by pressing f0, 'Flip Left-Right'. (You might also like to try out the effects you

can get by using the f1 and f2 keys.)
Now press f3, 'Invert' and you will get a negative of the image you started with.

Finally use SHIFT and the arrow keys to draw a dottybox round both 'REFLECT' and its mirror image.

Press f4, 'Outline Box', and the text will have been outlined by a thin black rectangle.

To see the final effect press COPY and the dottybox will disappear to be replaced by the cursor.

Now use these techniques to position the text and picture which will complete the bookmark. You will find that it is possible to place text on top of pictures, and vice versa, without either disappearing.

NOTE : If you make a mistake and want to delete a large part of the screen, the quickest way to do it is to draw a large dottybox and press the SPACEBAR. Everything inside the dottybox will disappear.

STEP 10: Saving your work

When you are happy with your efforts press ESCAPE and select 'Disc' from the sub-menu.

THE GUIDED TOUR

From the new menu that appears select 'Save'.

You are asked to name your file. This can be any combination of up to 7 characters .

Make sure that the disc drive contains a blank formatted disc on which to save your work, then press RETURN. Once the disc drive stops your work is saved.

NOTE : You cannot save work onto the PrintBox discs because they are already full.

STEP 11 : Printing

Press ESCAPE and select 'Print' from the sub-menu.

You are likely to be using an EPSON-compatible 9 pin printer. If so, select either 'Draft' or 'Quality' and press RETURN.

Your work should now print out.

If you get the message "Printer not ready" check that it is connected and switched on, that it is loaded with paper, and that it is "on-line". Then try again.

STEP 12: Quitting

When you have finished using PrintBox press ESCAPE and select 'Quit' from the sub-menu.

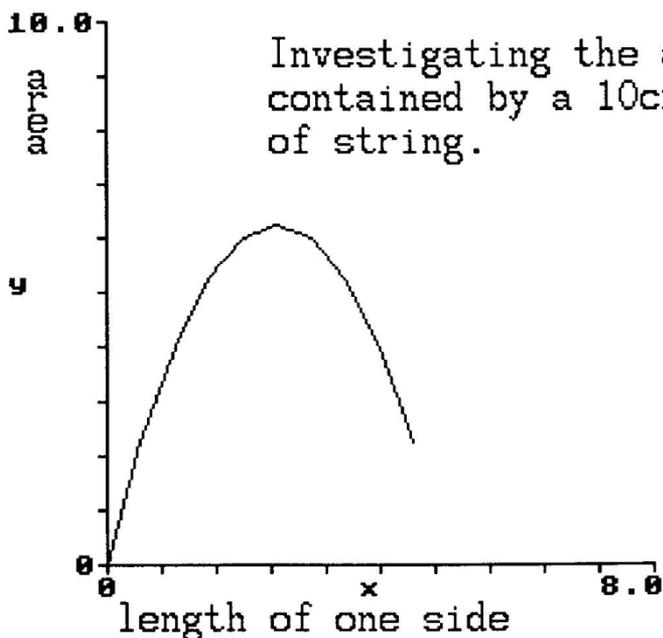
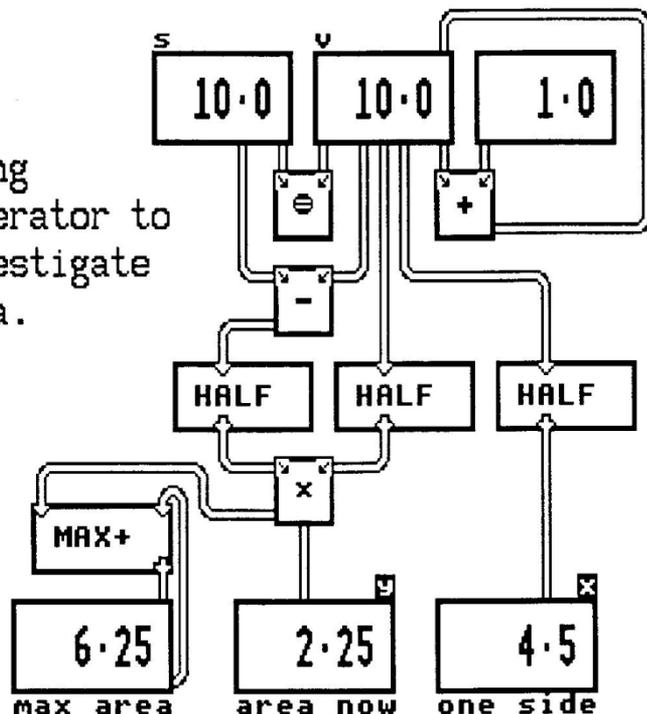
You will be asked whether to "Save page before quitting?" If you have already saved or do not want to, answer "No" and press RETURN.

You will return to the main menu.

Selecting 'Quit' from that menu will take you out of the PrintBox program.

A Sample PrintBox Page, made using screen grabs from Numerator

Using Numerator to investigate area.



MORE ABOUT DESIGNING AND EDITING

The 'New Page' and 'Edit' options

Choosing either of these options gives you exactly the same range of choices and possibilities for ways of preparing and altering a page.

The only difference between them is that 'Edit' allows you to select a page that you have previously started and saved.

Whichever you choose, once the page is on screen, there are three groups of controls which allow you to enter and manipulate text and pictures - sub-menus, the red function keys and combinations of the black keys.

Note that although we make a distinction between words and pictures PrintBox does not. By and large anything that you can do to text you can also do to pictures, and vice versa.

SUB-MENUS

Once you have selected 'New Page' or 'Edit' these are entered by pressing the ESCAPE key.

The range of choices appears on one line at the bottom of the screen.

Font **Art Disc Colour Print Mode Quit**

MORE ABOUT DESIGNING AND EDITING

To choose one, either use the arrow keys to highlight it and press RETURN, or type in its first letter - 'D' for Disc, 'P' for Print and so on.

If you wish to return to the page you are working on without making a choice press ESCAPE again.

The sub-menus perform the following functions:

Font The default font for entering text is called 'System'. This is the usual BBC font.

If you wish to select an alternative that you have previously loaded from disc into the computer's memory this is the option to use.

Highlight the font you want and press RETURN. Repeat the procedure if you want to change the font.

If you have loaded more than three fonts they will not all be listed on screen at the same time but the > character will appear.

Select this to see the remaining fonts.

The only limit on the number of different fonts you can use in one document is space on the page and the number you have loaded

into memory. PrintBox can handle 16 different fonts at once if you do not have any clip-art files loaded.

Art This sub-menu works in exactly the same way but allows you to select previously loaded clip-art files.

Each file may contain up to ten pieces of art.

Once you have selected a file the particular drawing that you want is put on to the screen by pressing the appropriate red function key. (When doing this make sure that you do not have a dotty box showing on screen)

Disc Selecting this sub-menu gives you a further seven choices :

Save Load Cut Paste Grab Text *

Save Use this option to save a page to disc. You are asked to enter a filename (up to 7 characters), then press RETURN.

Load Selecting this option allows you to load in an existing page without returning to the main menu.

Exercise care in using this option. The page that you load will erase anything already on the screen.

MORE ABOUT DESIGNING AND EDITING

Cut You may not always want to save a whole page.

Any part of the screen that you surround with a dottybox will be saved using this option.

Again give it a filename of up to 7 characters. [See the chapter on the Font& Clip-Art Editor for information on how you can save cut-outs as part of a font or clip-art file]

Paste This pastes back onto a page anything that you have saved using the 'Cut' option.

It is particularly useful for moving articles or artwork from one page or document to another or where they are required more than once. eg The masthead of a school newsletter.

You do not need a dottybox to use this option. Simply position the cursor at the bottom left of the area which you want pasted.

Grab This option allows you to put into a document a screen which has been 'grabbed' by from another program.

Again, using this option will delete everything else on the screen. If you intend to use

it, make it the first step you take in preparing your document. [Full details of this option and about grabbing screens can be found in the chapter on 'Grabbing Graphics']

Text PrintBox does not have full word-processing facilities. It may sometimes be convenient, therefore, to prepare text using Pen-Down or some other word-processor before using it in PrintBox.

This option allows you to import text from other programs onto the screen where it may be manipulated using the PrintBox facilities.

This is done by opening dottyboxes on screen into which the text flows. [Please read the chapter on 'Importing Text' before attempting to use this option]

* This option allows you to enter * commands while creating or editing a document.

The results appear on one line at the bottom of the screen and scroll quickly.

You will not have time , therefore, to read the results of, say, *CAT (giving a catalogue of the files on a disc).

MORE ABOUT DESIGNING AND EDITING

Colour

1st colour 2nd colour Font Line

If you are using a BBC Master or Compact machine, PrintBox allows you to select two colours for use in a document in addition to black and white.

Choose your '1st colour' from black, red, green, yellow, blue, magenta, cyan or white. Choose your '2nd colour' similarly.

When you have chosen the colours, you have the option to assign one to the text (which for this purpose includes clip-art) and one to the line drawing facility (see the section below on red function key f9).

Note that when you assign a colour to 'text' you will be given a choice between 'Default, Black, 1st colour and 2nd colour'.

'Default' and 'black' will usually have the same effect, unless you are using a font or clip-art that was created using some other colour (see chapter on the 'Font and Clip-Art Editor')

Once you have started typing or drawing you can change your selection for 'font' or 'line' but if you try to change your original selections for '1st colour' and '2nd colour' you will find that the colours on screen change as well.

Remember that you will not get the best out of the colours available unless you have a colour printer.

Print

Draft Quality Integrex Canon 24-pin

If you are using an Epson FX-compatible, 9-pin, black and white printer (probably most of you) then select either 'Draft' or 'Quality' from the Print sub-menu.

The latter will give you twice the quality but will take at least twice as long to print. For speed, 'Draft' gives you a smaller print-out than the A4 size you get with 'Quality'.

Should you get the error message 'Printer not ready' check that your machine is switched on, that it is on-line, and that it is loaded with paper.

If you want to stop printing early, press ESCAPE. If you do this, it is a good idea to switch your printer off and on before using it again.

The 'Integrex' or 'Canon' options should be selected for those makes of colour printer. Anyone with an Epson compatible '24-pin' printer should select that option.

Mode

Add **Overwrite** **Invert**

On a 'new page' try typing a letter A. Then move the cursor back to its original position and type a letter B.

You will see that the B has appeared on top of the A. You could keep on adding letters on top of each other until the whole thing became totally unrecognisable.

This facility can be very useful. For instance it will allow you to superimpose text on top of a drawing without totally obscuring it. Try loading a piece of clip-art and then writing over it.

However, this facility may not always be what you want. The 'Mode' option allows you three possibilities :

Add this is the default option described above

Overwrite in this mode any text, pictures or backgrounds (see below) placed on the screen will completely obliterate anything underneath them

Invert in this mode any text etc which is overlaid by something else will 'invert' at

the points where the two images come into contact.

For instance, if you overlay a black letter A with a black letter B the screen will turn white at the points where the two letters touch. This mode can be used to produce some very interesting effects, especially if colours other than black and white are being used.

Quit

When you have finished working on a page use this option to return to the main menu. You will be given the opportunity to save the page before you quit.

BLACK KEYS

Most of the black keys perform their normal functions but some are used to access PrintBox facilities.

The Dottybox

Text and pictures on the PrintBox screen are manipulated by surrounding the selected areas with a dottybox.

These are toggled on and off by pressing the COPY key.

Enlarging or shrinking a dottybox is done

MORE ABOUT DESIGNING AND EDITING

by holding down SHIFT while using the arrow keys.

Note that the bottom left hand corner of a dottybox is fixed. It must be enlarged upwards and to the right.

The arrow keys by themselves move the dottybox round the screen.

The dottybox can be used as an eraser. Anything within it will disappear from the screen if the SPACEBAR is pressed.

Grid

It can be helpful in laying out a document to overlay it with a grid so that alignments can be checked.

Holding down RETURN while a dottybox is open will place a grid across the screen.

Note that the grid will disappear as soon as you release the key and that you cannot move a dottybox while it is showing. However, as a guide, two presses of an arrow key will increase the size of the dottybox by the width of one square on the grid.

RED FUNCTION KEYS

A reminder of the functions of these keys is given on the bottom of the keystrip.

NOTE : They will only work if a dottybox is open on the screen.

Altering the Contents of a Dottybox

f0 - 'Flip Box Left-Right'

Will reflect the contents of the dottybox about a vertical axis.

f1 - 'Flip Box Up-Down'

Will reflect the contents of the dottybox about a horizontal axis.

f2 - 'Flip Box Over'

Combines the effects of f0 and f1

f3 - 'Invert Box'

Will invert the contents of a dottybox. Everything white becomes black. Everything black becomes white. If you are using two other colours these will be swapped over.

Drawing Boxes

f4 - 'Outline Box'

Will draw a rectangle following the outline of whatever size dottybox you have drawn.

Copying, Moving, and Swapping the Contents of Dottyboxes

f5 - 'Mark/Unmark'

One press of this key will mark the area of

MORE ABOUT DESIGNING AND EDITING

the screen that is to be copied, moved or swapped.

A second press will undo the marking if you change your mind.

When you move the dottybox away you will see that the marked area has been temporarily surrounded by a continuous black line. This will disappear again once you have used the f6, f7 or f8 keys.

f6 - 'Copy Box'

To copy the contents of a dottybox to another position on the page first press f5 to mark the required area.

Then use the arrow keys to move the dottybox to a new position. This can overlap the first box.

Press f6 and a duplicate will appear.

If the dottybox is moved to yet another position and f6 pressed again a further copy will appear. This can be repeated as often as required.

f7 - 'Move Box'

To move the contents of a dottybox to a new position on the page press f5 to mark the area to be moved.

Use the arrow keys to move the dottybox to the new position and press f7. The marked area will move to that position.

f8 - 'Swap Box'

To swop over two parts of a document position the dottybox round the first area to be moved. Press f5 to mark it. Now move the dottybox until it is positioned round the second area.

Press f8 and the two areas will exchange positions.

Note, though, that once you have marked the first area using f5 it is not possible to change the size of the dottybox.

This means that if you are swopping two areas that are different sizes it is essential to make sure that the dottybox is big enough for either area. The simplest way to do this is to mark the largest area first.

Line Drawing

f9 - 'Line Drawing'

This function key provides you with a simple line drawing tool for producing artwork straight onto a page of your document.

MORE ABOUT DESIGNING AND EDITING

This is in addition to any clip-art that you may have loaded into memory.

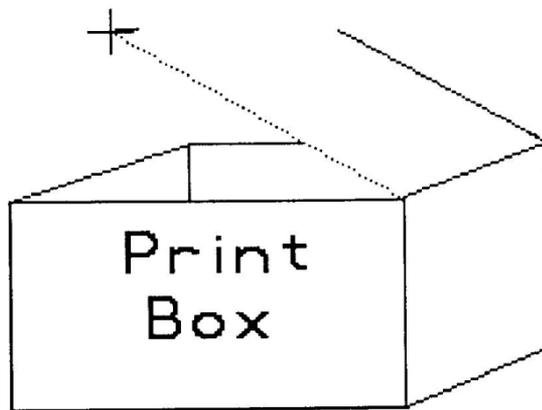
To use this facility make sure that you have a dottybox showing, then press f9. The dottybox will change to cross-hairs.

The drawing is controlled in the following ways :

The arrow keys by themselves will move the cross-hairs round the screen to the point at which you wish to start drawing.

They move quite slowly for greater accuracy. If you want to speed them up hold down SHIFT at the same time.

To start drawing press the SPACEBAR.



MORE ABOUT DESIGNING AND EDITING

Now when you move the cross-hairs round with the arrow keys they will leave a dotted trail behind them back to the starting point.

This line can be lengthened, shortened or rotated about its origin using the arrow keys.

When you are satisfied with its position press the SPACEBAR again and the dotted trail will change to a solid line.

You can now start another line from the position at which the first one stopped. (Again you can hold down SHIFT to speed up the drawing.)

If you want to move the cross-hairs to a new starting position without drawing, simply press f9 twice before using the arrow keys.

If you want to erase part of your drawing the simplest way is to press f9 to change the drawing cross-hairs back to a dottybox.

Moving the dottybox round with the cursor keys while holding down the SPACEBAR will rub out anything in its path.

Remember that you have a choice of two

MORE ABOUT DESIGNING AND EDITING

colours other than black for your line drawings (see the section on 'Colour' for details of how to select them.)

You can also overlay your drawing with a grid by pressing RETURN.

BACKGROUNDS, BORDERS, HIGHLIGHTING AND SHADOW EFFECTS

The normal background colour for your page is white. However, you may not always want this.

PrintBox allows you have coloured or patterned backgrounds. This is done by filling dottyboxes with the required background.

This facility can also be used to produce borders, shadow effects and highlighting.

White text on a black background

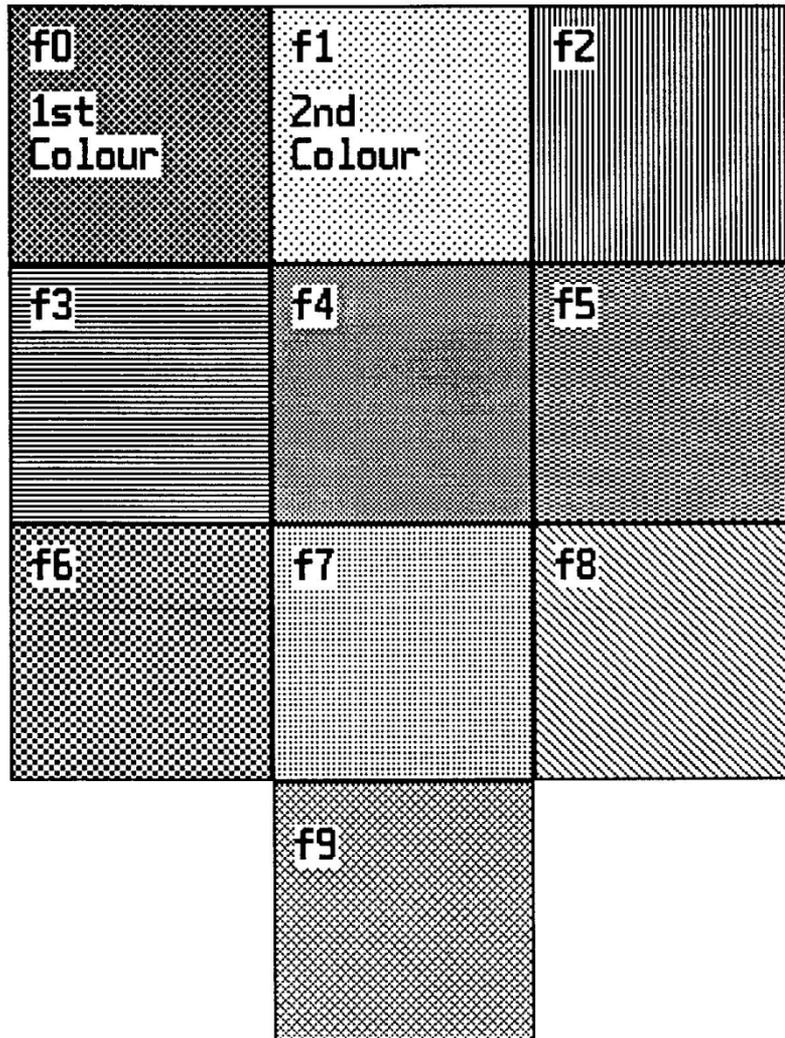
To achieve this effect simply type in your text in the usual black characters. Then surround the whole text with a dottybox and press f3 'Invert'. The background will turn black and the characters white. This also works with clip-art.

Coloured or patterned backgrounds

These effects are achieved by holding down SHIFT and one of the red function keys.

MORE ABOUT DESIGNING AND EDITING

This will fill any dottedbox on screen. The different effects the keys produce are shown below.



However, these backgrounds are only a fraction of the number that can be produced altogether.

MORE ABOUT DESIGNING AND EDITING

It is possible to overlay two or more of the backgrounds to produce further effects.

The SHIFTeD f0 and f1 keys which produce colours can also be used to overlay and produce coloured patterns. You might also try using the f3 key by itself to 'Invert' the background. This not only produces a negative of the pattern but will change the '1st Colour' to '2nd Colour' and vice versa.

If you overlay too many of the available backgrounds you will find that the screen turns black. Simply use the f3 key to 'Invert' to white and start again.

If you want to try out different backgrounds in the same position without them overlaying each other then go to the 'Mode' submenu and select 'Overwrite'.

Borders

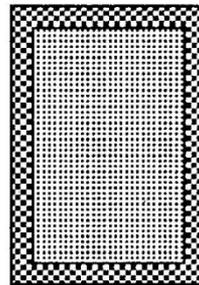
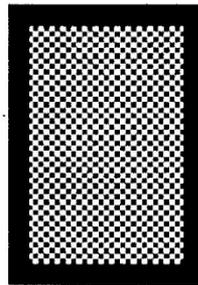
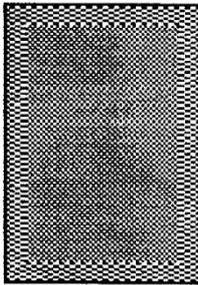
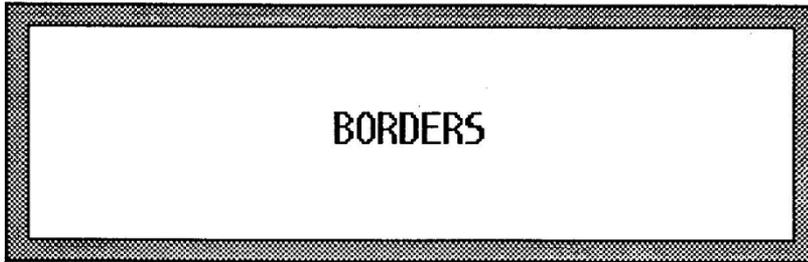
To produce a border draw a dottybox and fill it with the background you want.

Now reduce the size of the dottybox slightly and position it in the centre of that coloured or patterned area.

Press the SPACEBAR and the centre will be erased leaving you with a border.

MORE ABOUT DESIGNING AND EDITING

Alternatively you might like to try filling the middle of the area with a different background.



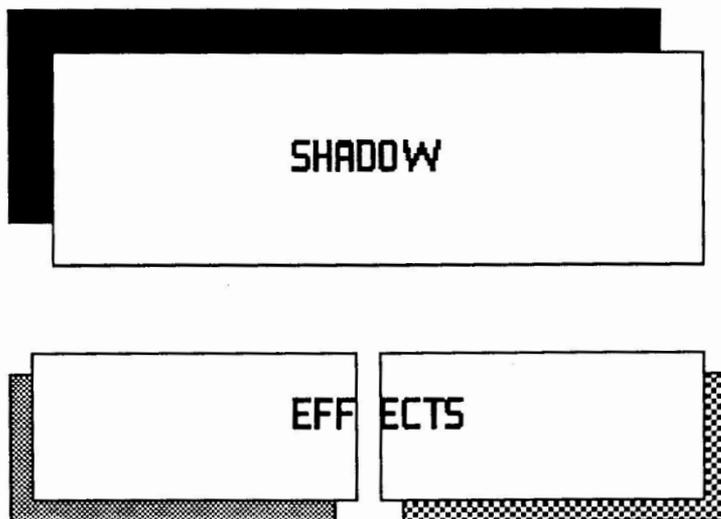
Shadow Effects

To produce the effect that a box on screen has a shadow, open a dottybox and fill it with your chosen background. Now move the dottybox slightly up or down and to one side so that it still overlaps the filled area.

Erase the overlapping area by pressing the SPACEBAR or, if you prefer, fill it with a different background.

MORE ABOUT DESIGNING AND EDITING

The effect can be heightened by using the f4 key by itself to outline the boxes.



Highlighting

If you have text or clip-art on screen that you would like to highlight draw a dottybox tightly round it and then fill the area with a different background.

Make sure that the 'Mode' sub-menu is set to 'Add'.

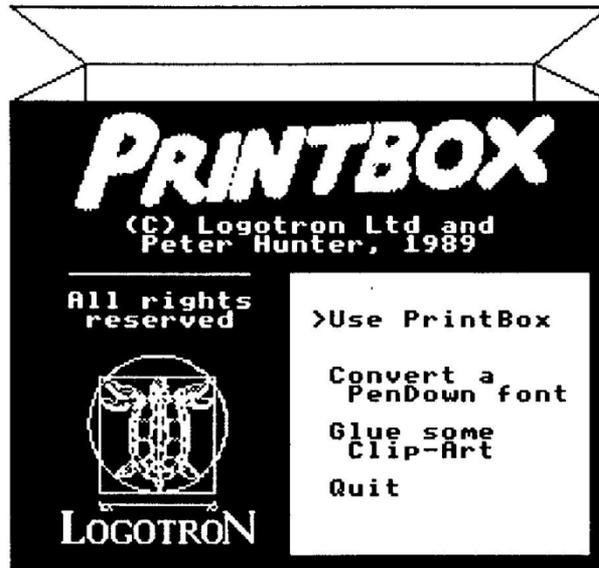
MORE ABOUT LOADING FONTS AND CLIP-ART

We have already seen how fonts and clip-art files can be loaded from disc ready for use when working with 'New Page' or 'Edit Page'.

It can be very time consuming to load in a number of fonts or clip-art files using the 'Sample' or 'Load' options from the main menu.

This is particularly so if you want to use the same selection of files on a number of occasions and have to load them individually each time. PrintBox provides you with facilities to avoid having to do this.

Entering PrintBox from the Program Disc



MORE ABOUT LOADING FONTS AND CLIP-ART

The simplest way to enter PrintBox is to type *PB and press RETURN. However, it is also possible to enter PrintBox using the program disc supplied. Place the disc in the drive and hold down SHIFT while pressing and releasing BREAK.

Select 'Use PrintBox' and eventually the program's main menu will appear. However, before it does, PrintBox will automatically load into the computer's memory the eight font files which are on the program disc (Chippy, Glacier, Light, Type, Bold, Dumbo, Outline and Style). These are all immediately available for use in preparing a document.

Making Your Own Selection of Files for Automatic Loading

Having an instant choice of eight fonts, rather than loading them individually, is fine if those happen to be the fonts that you want and if you don't want any clip-art. If you want to make your own selection of font files or clip-art or a mixture of both and load them in a batch, here is how to do it.

Preparing the special disc

The first step is to copy all the font and clip-art files that you want onto a blank, formatted disc.

MORE ABOUT LOADING FONTS AND CLIP-ART

Now you must build a file containing the names of all those files. Let's say that you are going to call the file RESLOAD (for resources load), but any name will do, up to seven letters.

The fonts and clip-art that you want to load automatically and which you have copied onto a blank disc are 'Times', 'Holiday', 'Gothic', 'Celtic1' and 'Xmas' (this is an example only)

Make sure that the disc containing the files is in the disc drive then begin by typing *BUILD RESLOAD. Press RETURN. The number '1' will appear. Type in the name of the first file you want to use and press RETURN. Continue until all the filenames are entered. You should end up with a list looking like this

```
*BUILD RESLOAD
```

```
1 TIMES  
2 HOLIDAY  
3 GOTHIC  
4 CELTIC1  
5 XMAS  
6
```

Finish off by pressing ESCAPE. This will save the RESLOAD file onto the same disc as the font and clip-art files.

MORE ABOUT LOADING FONTS AND CLIP-ART

Now try entering PrintBox by typing *PB RESLOAD and pressing RETURN. The fonts and clip-art listed in RESLOAD will load automatically ready for use.

Up to 16 font or clip-art files can be loaded in this way at any one time.

For those who are interested, the process can be further automated so that PrintBox will be entered and the files loaded simply by putting the prepared disc in the drive and holding down SHIFT and pressing and releasing BREAK. This is done by building a !BOOT file containing RESLOAD. When RESLOAD has been built type

```
*BUILD !BOOT
```

```
 1 *PB RESLOAD
```

```
 2
```

Press ESCAPE. The !BOOT file is saved to disc.

Now type *OPT 4,3 and press RETURN.

This is the command that sets up the disc so that a !BOOT file will work.

SHIFT and BREAK will now start up PrintBox.

AUTOMATIC LOADING FOR USERS OF THE ADVANCED DISC FILING SYSTEM (ADFS)

If you are using ADFS it is possible to save fonts, clip-art and PrintBox pages in directories other than the root. If you have done this it is still possible to load these in automatically.

If you wish to load fonts or clip-art then you should build the file containing their names as follows.

After `*BUILD [filename]` you can include pathnames leading to the directory in which the fonts or clip-art are to be found.

The syntax for this is `*F=<path>`. No spaces.

Lets imagine that your fonts are in a directory called "fonts", your clip-art in a directory called "clip" and both are accessed from the root through a directory called "resources". You wish to automatically load fonts 'Times' and 'Glacier' and clip-art file 'Icon1'. Your file containing their names would look like this.

`*BUILD RESLOAD`

1 `*F=$.resources.fonts`

2 `TIMES`

3 `GLACIER`

4 `*F=$.resources.clip`

5 `ICON1`

6

When you entered PrintBox the program would search for the "fonts" directory before loading `TIMES` and `GLACIER` and then for "clip" before loading `ICON1`. The `*F` command

MORE ABOUT LOADING FONTS AND CLIP-ART

can be used any number of times to access different directories.

An alternative to using the *F command is to list each file with its extended pathname. (This must also happen if a font or clip-art file appears in the list before the *F command but is not in the root directory.) In that case it would look like this

```
*BUILD RESLOAD
 1 $.resources.fonts.TIMES
 2 $.resources.fonts.GLACIER
 3 $.resources.clip.ICON1
 4
```

To load PrintBox pages from directories other than the root a similar procedure is used starting with *P=<path>. *P and *F commands can come in any order

These paths only apply to the following selections from the main menu:

Sample Fonts and Clip-art
Load Font or Clip-art
Edit Page

Once choices have been made from these options you are returned immediately to the root directory. eg 'Edit page' will present a list from the directory specified using *P and will load a file without an extended pathname being entered. But, it will then return to the root directory. This means that when you come to save the page later you must supply the extended pathname if you do not want the page saved in the root directory.

MORE ABOUT LOADING FONTS AND CLIP-ART

If you are using more than one disc it is possible that you will encounter difficulties in changing over. If so use the *DISMOUNT command to close one disc before using *MOUNT to initialise the disc drive for the new disc.

Note that once a *F or *P path has been specified, it will always be used, even after changing discs. So you will need the same directory structure on the second disc if more fonts, clip-art or pages are stored there.

When using the *F and *P commands, pathnames must not be longer than 24 bytes. Paths which are longer are simply ignored.

“GRABBING” GRAPHICS

We have already seen that it is possible to create documents using a variety of fonts, clip-art and line drawing. However, one of the most powerful facilities that PrintBox provides is to ‘grab’ screens from other programs, part or all of which may be used in a document.

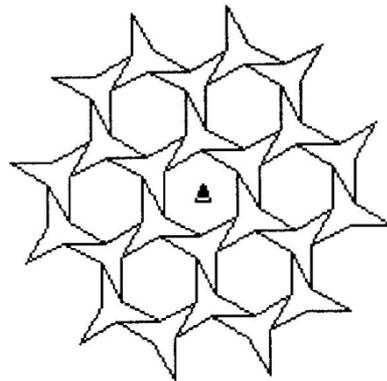
For instance, you can grab patterns produced using LOGO, images produced by digitisers or scanners or pictures drawn using a graphics program.

Making a ‘grab’

```
TO TRI :SIZE  
REPEAT 3 [POINT  
:SIZE]  
END
```

```
TO POINT :SIZE  
FD :SIZE  
RT 150  
FD :SIZE  
LT 30  
END
```

```
TO HEX :SIZE  
REPEAT 6 [TRI :SIZE  
FD :SIZE LT 60]  
END
```



PrintBox works
well with
Logotron Logo
too !

If you are using PrintBox on a 16k ROM permanently installed in your BBC‘B’ or

‘Master’ then the screen-grabbing facility is available at any time.

The screen-grabbing facility works in the same way for disc-based users provided that PrintBox has been loaded into sideways RAM.

All you have to do is make sure that there is a blank, formatted disc in the drive on which to save the screen and then hold down SHIFT and press the CAPS LOCK twice.

One of two things will happen. Either the disc drive will begin to work and you will hear a beep which tells you that the screen has been successfully saved. Or nothing at all will happen, in which case you have tried to save a screen that PrintBox cannot cope with.

(See the chapter on Technical Tips for an explanation of which these are.)

Grabbing more than one screen

You will note that when the screen was saved to disc you were not asked to give it a filename. That is because PrintBox automatically gives one. The name it gives is always the same, ‘PBgrab’.

“GRABBING” GRAPHICS

This means that if you grab two different screens onto the same disc they will be given the same name. The computer will think that they are actually the same and will delete the first screen.

To get round this problem we use the * command which allows us to rename files.

Once you have grabbed a screen leave the disc in the drive and press CTRL and BREAK.

Let's imagine that you have grabbed a screen from LOGO. PrintBox has called it 'PBgrab' but you want to rename it 'Logo1'.

To do this you type

```
*RENAME PBgrab Logo1
```

Then press RETURN

When the disc drive stops, try typing *CAT and press RETURN. This will give you a catalogue of the files on the disc and allow you to check that your grabbed screen has been successfully renamed.

Each time you grab a screen you can use this method to ensure that it has a unique name.

The number of grabbed screens that can be

saved onto one single-sided, 40 track disc will depend on how much information each screen contains.

As a rough guide do not expect to be able to save more than three or four colour screens or seven or eight black and white screens at most.

If you try to grab a screen onto a disc which does not have enough room you will get the message “Can’t extend”.

You will find that a file called ‘PBgrab’ has appeared on the disc, but it may not contain the whole screen you were trying to grab. If this happens you need to start again and grab the screen onto a different disc. If you still have difficulty, try saving the screen, then re-loading it before trying again.

Grabbing scrolled screens

Like PrintBox, many programs show you only part of the page you are working on at a time. You see the rest by scrolling the page up and down.

This is not a problem with the screen grab. If PrintBox encounters such a program it will grab exactly what is visible on the screen.

“GRABBING” GRAPHICS

Loading a ‘grabbed’ screen onto a PrintBox page

To work on a screen grabbed from another program place the disc it is saved on in the drive.

Select ‘New page’ or ‘Edit page’ from the main menu. When the blank page appears on screen, press ESCAPE for the sub-menu. Select ‘Disc’ and then ‘Grab’.

Save Load Cut Paste Grab Text *

If there is a screen file called ‘PBgrab’ on the disc that will now be loaded onto the blank page. If you have renamed the screen files then PrintBox will ask you to type in the new filename. Press RETURN and the grabbed screen will appear on the page. Once the grabbed screen has appeared on the page you have all the editing facilities of PrintBox at your disposal, to alter its appearance, move it around, add to it or cut and save part of it.

NOTE : Loading a grabbed screen will erase everything else already on the page so make this the first stage in producing a document.

FONT AND CLIP-ART EDITOR

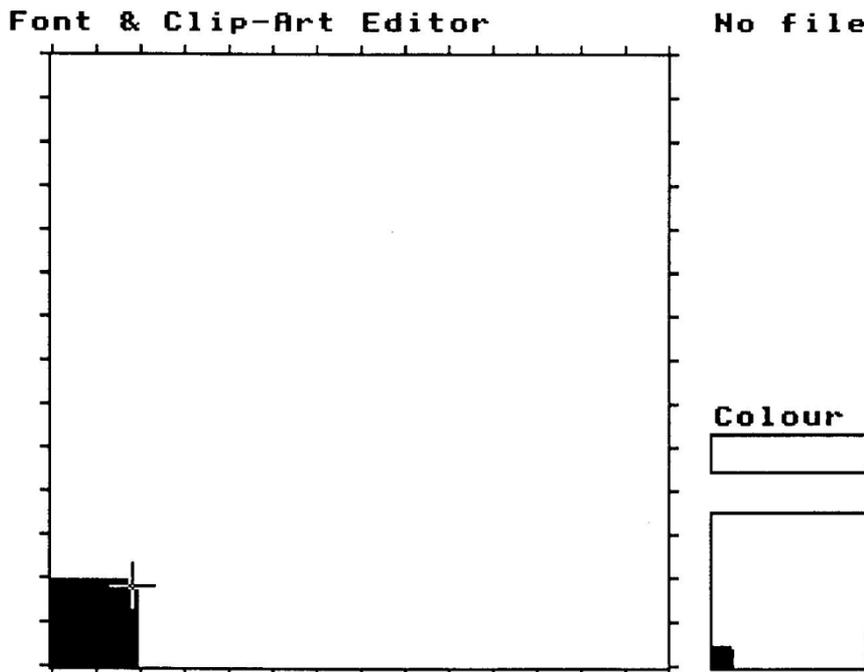
PrintBox allows you to choose from a wide variety of pre-prepared fonts and clip-art for use in your documents.

The font and clip-art editor allows you to alter these existing files or to create and edit your own fonts and clip-art.

Each font file can store a font for each character available on the keyboard.

Each clip-art file can store up to ten pieces of clip-art.

In the rest of this chapter each piece of clip-art or character in a font is referred to as a 'sprite'.



FONT AND CLIP-ART EDITOR

Select 'Font & Clip-Art Editor' from the main menu.

Creating your own Sprites

Decide first whether the sprite you are creating is to be a one-off piece of artwork or whether it is to form part of a larger file of clip-art or font characters.

If it is a one-off then you can start designing it straight away.

One-off Sprites

First decide how big you want your sprite to be. The small, square box in the bottom right-hand corner of the screen shows you exactly what the sprite will look like when loaded into a PrintBox document.

The large box to the left is a magnified version to make design easier. That is where all the work is done.

The maximum size of a sprite is shown by how much of the box is filled with white background. When you first enter the editor only the bottom left-hand corner is white.

To make your sprite bigger (or smaller) hold down SHIFT and press the arrow keys.

Drawing is controlled by using the arrow keys to move the cross-hairs around.

Whenever you press the SPACEBAR a single dot is placed on the screen. Holding the SPACEBAR down while pressing the arrow keys will draw a continuous line.

If you are a BBC 'B' user you will only be able to design in black and white. 'Master' series users can also use the two other colours that were selected from the main menu.

Pressing the COPY key will cycle through the available colours (black, white and the two selected) .

Your current choice is shown in the 'Colour' box to the right of the screen. This can be changed at any time while you are drawing.

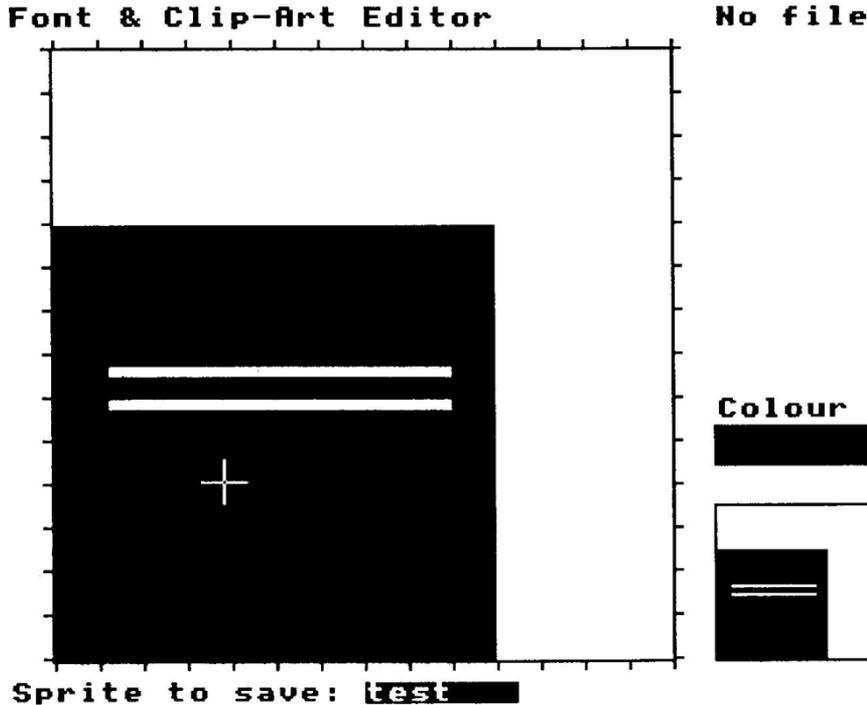
Selecting white is useful if you make a mistake and want to delete.

If you want to clear the screen and start again press f8, 'Clear theFont/Clipart Editor'.

Holding down the RETURN key will superimpose a grid on your design to help with the layout.

FONT AND CLIP-ART EDITOR

Once you have completed your sprite, save it to disc by pressing red function key f0 , 'Save a single piece of font clipart to file'. You will be asked "Sprite to save:" Type in a name for your sprite and press RETURN.



A file of sprites

If you wish to create a series of sprites, like the font files or clip-art files, then you must first open a file in which to save your creations.

Make sure you have a blank, formatted disc in the drive.

FONT AND CLIP-ART EDITOR

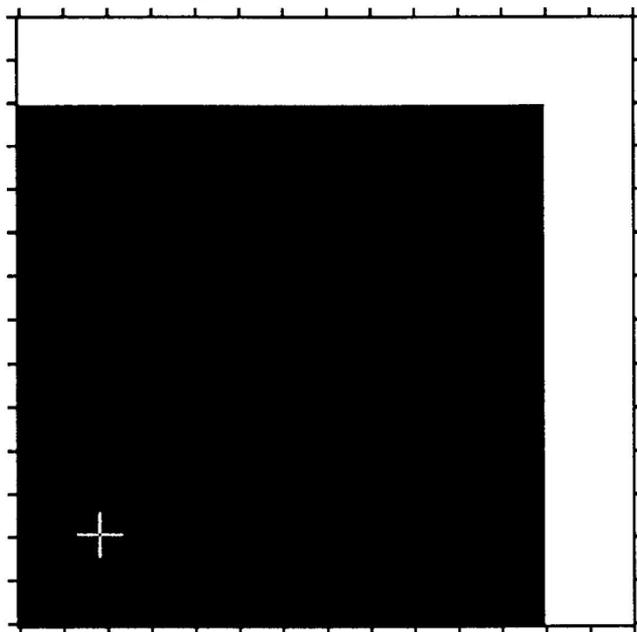
From the Editor screen press f2, 'Open font clipart file'. You will be asked "File to open." Type in a name for your file and press RETURN.

The empty file will be created on the disc and you will then be asked "Font or Clip-Art? (F/C)"

If you are making a font file type 'F'. Type 'C' for a clip-art file. Press RETURN.

This decides whether the file will store ten pieces of clip-art accessible through the red function keys, or a file holding a character for each key on the keyboard.

Font & Clip-Art Editor

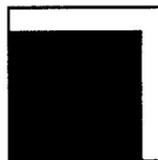
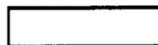


BONGO

Font

```
!"#$%&'  
( ) * + , - . /  
0 1 2 3 4 5 6 7  
8 9 : ; < = > ?  
@ A B C D E F G  
H I J K L M N O  
P Q R S T U V W  
X Y Z [ \ ] ^ _  
` a b c d e f g  
h i j k l m n o  
p q r s t u v w  
x y z { | } ~
```

Colour



FONT AND CLIP-ART EDITOR

Font files

If you have selected a font file, its name and the complete set of keys available will appear in the top right-hand corner of the screen.

Now design the first letter of your new font exactly as you would for a one-off sprite.

When you have finished, save the letter in the font file by pressing f5 'Save a character to open file' You are asked "Put which?"

Whichever key you press in response to this will be the one to which your letter is allocated. eg. If you have designed an upper case 'X' then answer 'X' (and press RETURN) .

When you come to use this font file in a document, pressing X will produce the character you have designed.

When you have allocated a key, pressing f8 will clear the screen ready for you to design the next letter.

Repeat the procedure until you have designed all the letters of your new font (or as many as you want to).

Note that you do not have to make all the sprites the same size or the same colours.

If you want to start work on a new file then close your existing one by pressing f3, 'Close a font clip-art file'.

Clip-art Files

If you have chosen to make a clip-art file, its name and the numbers 0 to 9 will appear in the top right-hand corner of the screen. The numbers represent each of the red function keys.

Design your first piece of clip-art in exactly the same way as described for font characters.

When finished, allocate it to one of the red function keys by pressing f5, 'Save Character to open file' and answer "Put which?" with the number of the required key.

You will notice that the number chosen is now highlighted where it appears in the top right of the screen.

When the sprite has been saved clear the screen by pressing f8.

Again, f3 will 'Close a font clip-art file' if you want to start work on another font or clip-art file.

Editing Existing Sprites

One-off Sprites

If you want to edit a single sprite that you previously created and saved using f1, 'Save a single piece of font clip-art to file', you can retrieve it for further work by pressing f2, 'Load a single piece of font clip-art from file' and typing in its filename followed by RETURN.

This is also the way to load into the Editor any parts of a page which have been 'Cut' from a document and saved while in 'New Page' or 'Edit Page' (see the chapter on More about Designing and Editing) These sprites can then be edited or saved as part of a clip-art file (see below).

Note though that if the area of the screen that you have cut is too big to fit into the Editor box you will get the error message "Won't fit!"

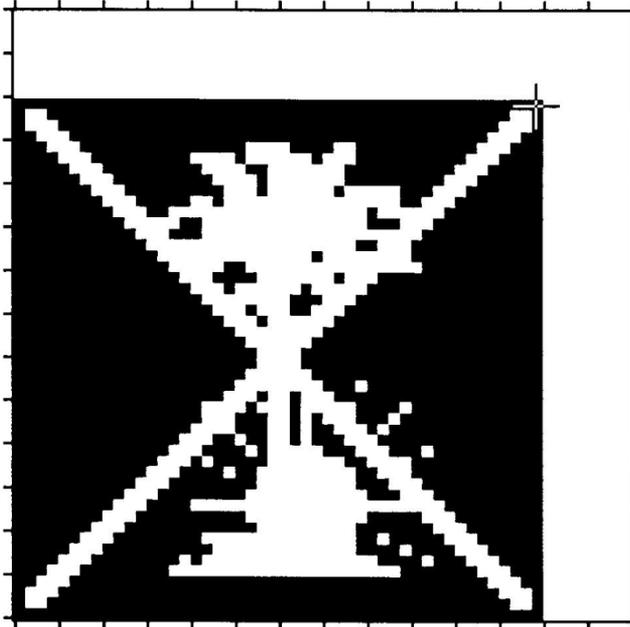
If this happens use the "Glue some Clip-Art" program instead. See the chapter on The "Glue" Program for details .

A file of sprites

Each letter in a font file, or piece of clip-art in a clip-art file,(such as the ones provided with the PrintBox program) is a sprite

which can be loaded into the Editor and added to or altered.

Font & Clip-Art Editor



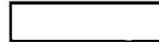
HOLIDAY

Font

```

■ ! " # $ % & '
( ) * + , - . /
0 1 2 3 4 5 6 7
8 9 : ; < = > ?
@ A B C D E F G
H I J K L M N O
P Q R S T U V W
X Y Z [ \ ] ^ _
` a b c d e f g
h i j k l m n o
p q r s t u v w
x y z { | } ~
    
```

Colour



Put which?

Put the disc containing the file in the drive and press f2 , 'Open a font clipart file'. Type in the filename and press RETURN.

Let's imagine that you are going to alter the 'Holiday' font on fontdisc 1. When loaded into the Editor its name and the character set appear at the top right of the screen. The highlighted characters show which of the complete set have actually been designed. In the case of this font it is only the upper case letters.

If you want to alter the shape of the X,

acter from an open file', followed by the key in question.

Compacting Files

Generally, the larger the font or clip-art, the more room its files will take up on a disc. Also, after you have been working on a file for a while, it may grow to be a bit bigger than it needs to be. Pressing f7 allows you to 'Compact a font clip art file', giving you more disc space.

Quitting

When you have finished in the Editor press f9 to 'Quit'. This takes you back to the main menu.

FONT AND CLIP-ART EDITOR

SUMMARY OF RED KEY FUNCTIONS

f0 Saves an individual, named sprite produced or altered in the editor

f1 Loads an individual sprite produced earlier, either in the editor or by 'cutting' from a PrintBox document.

f2 Opens an existing or new font file or clip-art file from which individual sprites can be accessed or to which they can be saved.

f3 Closes a font file or clip-art file once work on its individual sprites is complete.

f4 Allows selection of a sprite from a font or clip-art file opened using f2.

f5 Puts into an open font or clip-art file a newly created or altered sprite.

f6 Deletes an unwanted sprite

f7 Compacts a font or clip-art file to create more space on the disc.

f8 Clears from the editor screen the sprite that is currently showing.

f9 Quit the font and clip-art editor.

THE "GLUE" PROGRAM

This program is contained on the program disc which accompanies PrintBox.

Place the disc in the drive and hold down **SHIFT** while pressing and releasing **BREAK**.



From the menu select 'Glue some Clip-Art' and press RETURN.

The program allows you to do three things :

- You can make a clip-art file from sprites which have been obtained by using the 'Cut'

THE "GLUE" PROGRAM

facility while page editing (see the chapter 'More about Designing and Editing'), and which are too big to fit into the Font and Clip-Art Editor. There is no limit on their size using the glue program.

- You can look at any sprite in a clip-art file. This is useful for previewing any clip-art which does not appear on screen when you use the 'Sample' option from the main menu. It also allows you to preview clip-art files which are too big to fit the 'Sample' screen.

- You can remove a sprite from a clip-art file.

When the prompt "PrintBox clip-art file-name:" appears type in the name of the file that you want to work on.

If you are making up a new file choose a suitable name and make sure that the disc in the drive contains the sprites that you wish to make into a clip-art file.

If you are making a new file you will be told :
"This is a new clip-art file
There are 10 clip-art spaces free
You can:

- G. Glue a sprite
- R. Remove a sprite
- S. See a sprite, or
- F. Finish with this clip-art file

Which (G, R, S or F) ?”

If you choose 'Glue' you will be asked for a "Sprite filename" This is the name that you gave to the part of the screen that you saved using 'Cut' in the page editor. Enter the name and press RETURN.

You now have the option of allocating the sprite to a red function key. The program tells you which ones are unused and available.

When the sprite has been saved to that part of the clip-art file you are returned to the menu above to repeat the process for further sprites if required.

If you decide to remove a sprite the program tells you which function keys have sprites allocated to them and prompts you for the number of the one you wish to delete.

If you wish to see a sprite you will be asked for the number of the one you require.

Pressing the SPACEBAR when you have seen it will return you to the choices page.

When you have finished with the glue program press ESCAPE to get the message "Finished with this program (Y/N)?" An-

THE "GLUE" PROGRAM

swering 'Y' will return you to the title page above (but only if the program disc is in the drive when you press RETURN).

If you have been making a new clip-art file then it is now available for use in your documents in exactly the same way as the clip-art files which accompany the PrintBox program.

IMPORTING TEXT

PrintBox is not designed primarily as a word-processor, although it has some of the functions found in those programs.

It may sometimes be convenient, therefore, to prepare text using a program such as PenDown which has full word-processing facilities. PrintBox allows you to load such text straight into a dottybox while creating or editing a page.

First prepare your text using PenDown or another word-processor. Save it onto a disc.

Now enter PrintBox and select 'New page' or 'Edit page'. Create a dottybox into which you wish your text to flow.

Press ESCAPE and from the 'Disc' sub-menu select 'Text'. You will be asked for the filename that you gave your work when you saved it. Type it in and press RETURN.

[NOTE : PrintBox needs the full name of the file. When you save a PenDown file you may call it "Story", for example. However, PenDown adds a prefix to your name. In front of "Story" it will put "T." The full filename is, therefore, "T.Story". Make sure that you put "T." in front of any PenDown filename you enter.

IMPORTING TEXT

Other word-processors may do the same with other letters. To check if they do, when you have saved your file type *CAT and press RETURN. You will get a catalogue of the filenames on the disc and can check whether they have prefixes.]

The next message will ask you "ASCII or PenDown? (A/P)" If you used PenDown type "P". Any other word-processor type "A". As soon as you press RETURN your text will flow into the dottybox.

Putting text into more than one box

It is possible to flow text into two dottyboxes. As soon as one is full the text will continue into the other.

To do this open a dottybox and 'Mark' it using red function key f5. Use the arrow keys to move the dottybox to a new position then continue as explained above. The text will first flow into the marked box and then into the dottybox.

The only restrictions are that the dottyboxes must be the same size (it is impossible to change size once the box is marked) and that both boxes must be visible on the screen (the screen will not scroll once a box is marked)

This text has been prepared using PenDown and loaded into two PrintBox dottyboxes.

The PrintBox font used is STYLE.

Points to note

The text that flows into the boxes will be in whichever font you currently have selected in PrintBox, irrespective of the font that was used to create the text in your word-processor. However, not all PrintBox fonts contain every character.

For instance, if you try to import text containing lower case letters using a font that only has upper case, the computer will beep at you and you will end up with a document which has letters or whole words missing.

Each font is printed out in full at the back of the PrintBox Ideas Book, so it is easy to check the characters that each font contains.

IMPORTING TEXT

If you import a PenDown file it will be loaded into PrintBox in the exact format in which it was created ; new lines, tabs, justification etc. ASCII files will be word-wrapped by PrintBox and new lines will be respected but all other formatting will be ignored.

When creating a dottybox make sure that it is as many characters wide as the text that will flow into it. If it is too narrow the ends of the lines will be lost.

Beware of this particularly if you are using a large PrintBox font which can only get a few characters on each line. If you want to use large fonts it is a good idea, if possible, to set the line length in your word processor to a low value.

CONVERTING PENDOWN FONTS

PrintBox comes with a set of discs which contain numerous different fonts including many familiar to users of PenDown. However, you may have created your own PenDown fonts .

The program disc supplied with PrintBox contains a utility program which allows you to convert medium or large PenDown fonts into PrintBox fonts or clip-art files.

A PrintBox font may contain up to 95 characters (one for each of the possible typed characters). A clip-art file may contain up to 10 graphics (one for each of the red function keys).

A PrintBox font file can contain all the characters from a PenDown font. A clip-art file can only contain a selection.

Load the conversion program by placing the program disc in the drive and holding down SHIFT while pressing an releasing BREAK. Select 'Convert a PenDown font' and press RETURN.

Take out the disc and replace it with the one containing the PenDown font.

CONVERTING PENDOWN FONTS

You are asked for "PenDown font name:"
Type it in and press RETURN
Next type in the "PrintBox file name" and
press RETURN

You are asked whether you wish to create a
font file or a clip-art file. Type 'F' or 'C'.
Press RETURN.

If you select 'F' you have the option of con-
verting all the characters in the font or just
a selection. If you decide on a selection you
will be shown each character in turn and
given the opportunity to select or discard it.



If you select 'C' you will be shown a list of the characters which exist in the PenDown font and then asked one at a time which ones you want. Each choice will be allocated to a red function key in the order in which you make the selection. First choice to f0, second to f1 etc.

When you have finished your selection the converted font or clip-art file is ready for use in a PrintBox document.

Points to Note

It is a good idea to create your PrintBox font or clip-art file on the same disc as the PenDown font you are converting, especially if you have a single disc-drive. It avoids a lot of very tedious disc-swapping.

If you have a double disc-drive, separate discs can be used. However, when you are asked for the names of the PenDown font and the PrintBox font you must specify which is in which drive.

eg If you are converting the 'Jupiter' font then

"PenDown font name: 0.F.Jupiter"

"PrintBox file name: 1.Jupiter"

0 and 1 are the numbers of the disc drives.

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Next type in the "PrintBox file name" and
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CONVERTING PENDOWN FONTS

You must use the full name of the font.

PenDown font names are usually preceded by "F." To check the exact name type *CAT for a catalogue of filenames on the disc.

Grabbing Screens

PrintBox's screengrab facility will work on any screen which is in mode 1 or mode 4, that is medium resolution on the BBC machines. Any other mode screen will result in nothing happening when you try to use it.

When editing a page it is possible to load in a screen which was grabbed by a program other than PrintBox. Before loading PrintBox only checks the length of the file (it should be &2800 for a mode 4 screen or &5000 for mode 1) . It is up to the user to ensure that the grabbed screen was in one of these modes. Screens of the wrong mode will still load but they may not look as expected.

Managing Font and Clip-art Files

Font files containing lots of large coloured characters may cause problems. The largest block of memory available on the Master 128 to accomodate a single font file is &4000. If a file grows beyond this length it will be useless. To prevent this the Font and Clip-art Editor sets a lower maximum at &3C00. Any attempt to increase a file's size beyond this will result in the error "File too big".

When you use the Font and Clip-art editor to save a sprite or put one into a font or clip-art file, the program scans the sprite to see whether any colour other than black and white has been used. If not it is saved in mode 4. With colour it is saved in mode 1.

Saving in mode 4 takes up half the space of mode 1. This can be useful if you are using a Master and disc space is tight. The space needed to store black and white sprites 'cut' from a

TECHNICAL TIPS

document with a dottybox can be halved by loading them into the Editor and re-saving them.

On BBC 'B's all sprites are saved in mode 4 and any colours appear as black.

* (Star) commands can be entered from within the Font and Clip-art Editor. This could be useful if you wanted to load a single existing sprite from disc and put it into an open font or clip-art file. Messages scroll quickly on one-line beneath the editing box.

When using the Editor you may get "Can't extend" errors in trying to save sprites to an open font or clip-art file.

There is not much that can be done about this once it has happened. It is a limitation of the BBC DFS filing system and can lead to the annoyance and frustration of losing work. The best cure is to prevent the error from happening. Do this either by ensuring that the file you have open is the last one on the disc. Or, even better, make it the ONLY one on the disc.

If it does occur, the last sprite put into the file will be corrupted. Delete it or you will get end-of-file errors when you try and access it. Compact the file (f7 key) when you have finished editing

To be on the safe side always make a backup copy before editing a font or clip-art file.

When you use f7 to compact a font or clip-art file PrintBox creates a temporary file which it calls 'PBtemp'. Do not use this name for your own files.

ERROR MESSAGES

None Found

- (1) When sampling, no fonts or clip-art were found on the current disc, in the current directory.
- (2) When removing a font or clip-art file there was none in memory.

Empty file

When sampling, a font or clip-art file was found with no defined character or clip-art in it.

File Too Big

- (1) When loading a font or clip-art, there was insufficient space in memory.
- (2) In the font and clip-art editor, when putting a character or sprite to file, the file would have become too big to have later been loaded into PrintBox.

File already loaded

When loading a font or clip-art, the name typed is the same as a previously loaded file.

Black and white only on this computer

An attempt was made to change colours on a BBC Model B.

No clip-art in memory

The "Art" option was selected from the page editor menu when there was no clip-art loaded.

No box!

When importing text or cutting an area of the screen the dotybox must be active.

Not found

- (1) An attempt was made to open a file for input (e.g. a page to edit, a font or clip-art to load etc.) and the file could not be found.
- (2) An attempt was made to remove a font or clip-art file from memory and it could not be found.

ERROR MESSAGES

Wrong kind of file

The named file was not of the right kind for the specified action (e.g. trying to load a font and naming a page file).

No room

PrintBox can accomodate up to 16 fonts or clip-art files at one time (given enough memory). This error occurs if you try to load the 17th.

Won't fit!

(1) When pasting a piece of clip-art, the incoming piece would not have fitted the screen (i.e. it would have overlapped at the top or right edge; the bottom left corner is determined by the cursor position).

(2) When loading a piece of clip-art into the Font and Clip-art Editor the piece exceeded the 7x7 character cells maximum that the editor can manage.

Printer not ready

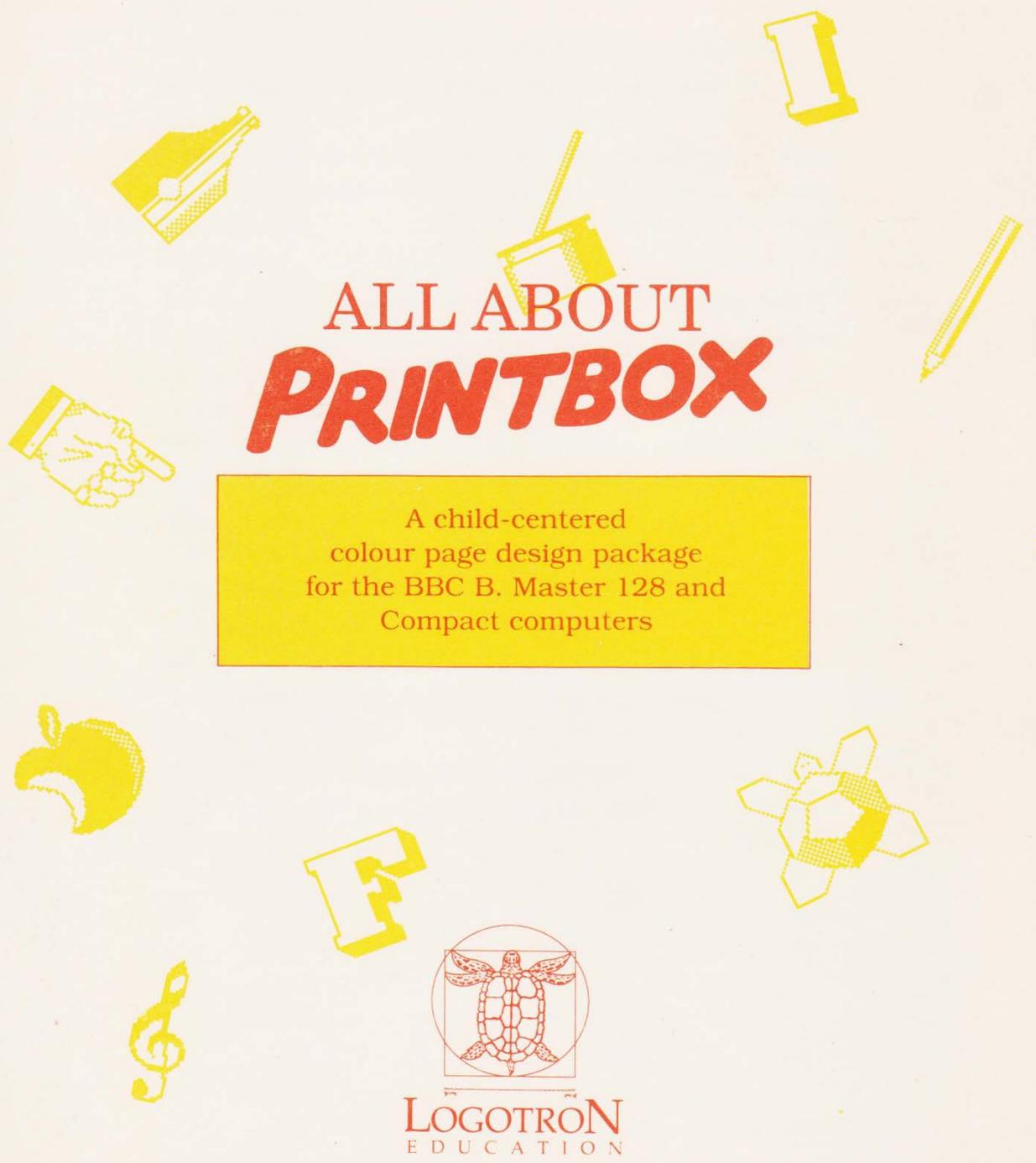
Your printer is switched off, out of paper, or off-line.

No file open

An attempt was made, in the Font and Clip-art Editor, to put or get a character or clip-art when no file was open.

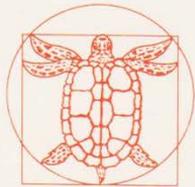
Not designed yet

In the Font and Clip-art Editor, an attempt was made to get from an open file a character or clip-art which had not been designed.



ALL ABOUT **PRINTBOX**

A child-centered
colour page design package
for the BBC B. Master 128 and
Compact computers



LOGOTRON
EDUCATION