USER
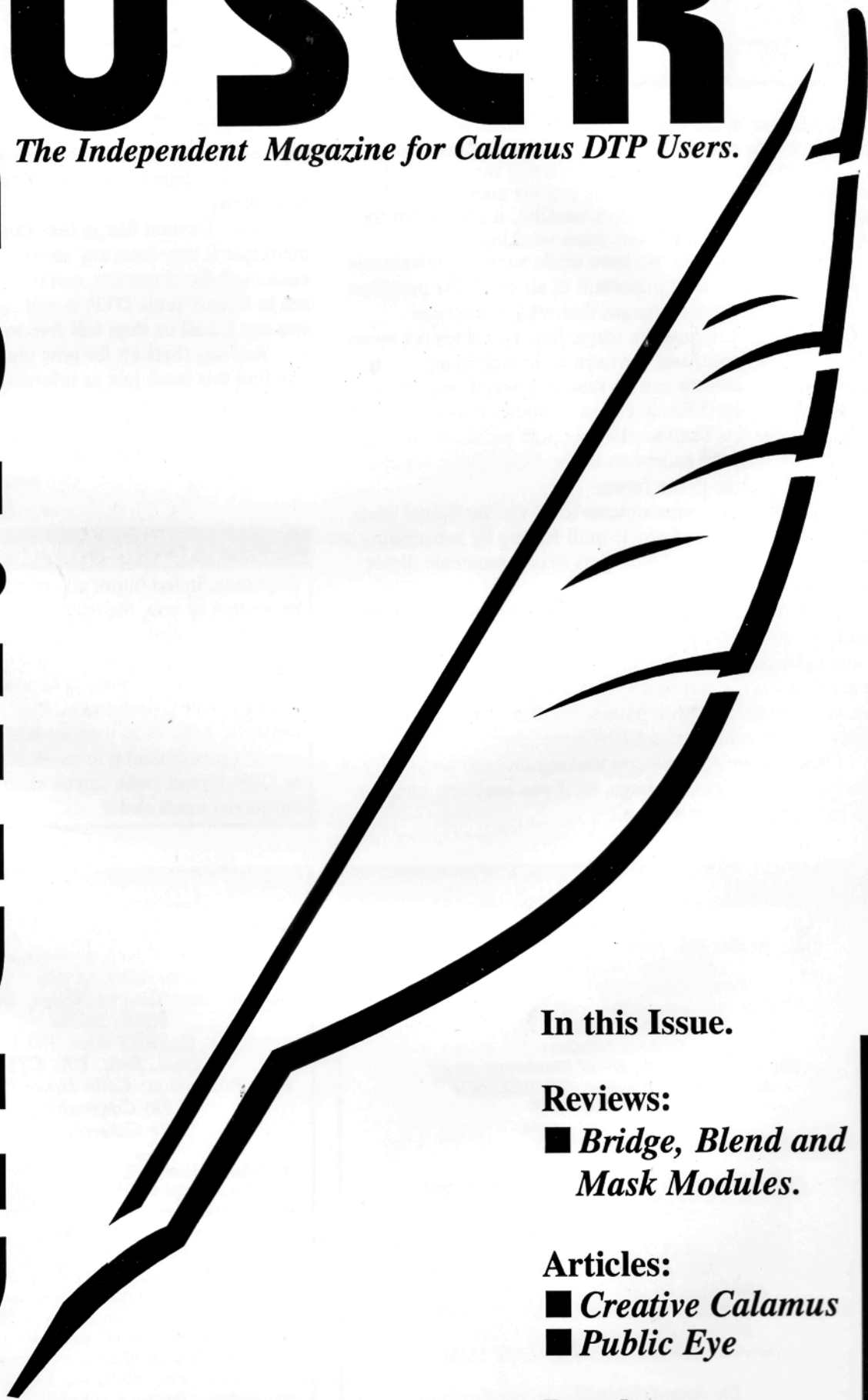# CALAMUS

The Independent Magazine for Calamus DTP Users.

In this Issue.

Reviews:
- ■ *Bridge, Blend and Mask Modules.*

Articles:
- ■ *Creative Calamus*
- ■ *Public Eye*

Regulars:
- ■ *News Desk*
- ■ *Q and A*
- ■ *Hints & Tips*

Issue 5.

LET'S TALK

Welcome once again to yet another informative read (they are your words not mine). Well a lot has happened since we last went to press.The most notable being the arrival of several new versions of Calamus and yet another SL upgrade (see new desk for more details), it seems that the back room boys at DMC have been working hard.

Since the last issue we have made some improvements here in the office, most important of all being the purchase of a DX4-100 PC which means that we can now use Calamus NT to produce the magazine. This does not mean that the TT is redundant, far from it. In fact trying to use two computers at once can be fun. Any way I would not sell that for all the TTea in China. Another reason for getting the PC has been to offer support for all the versions of Calamus with the exception of the Magic Mac version, which may change in the future.

For those who communicate to us via the World Wide Web we have increased our E-mail facility by subscribing to CompuServe, thereby allowing us to communicate direct with DMC Publishing Inc.

In addition we are launching a new News service for magazine subscribers with an E-mail address, called D-mail (Direct Mail). To complement the magazine we will be sending via the Internet a news letter direct to their E-mail address. So if you have subscribed and wish to receive our D-mail then send us a message.

On a similar note, we are looking into the possibility of haveing our own internet page, so if you have any ideas or can help , drop us a message.

I would like to finish by welcoming to the magazine any new US or Canadian readers who have subscribed via our new US distributor, The Round Table DTP Services of New Jersey.

Also, I would like to take this opportunity to remind them that if they have any ideas or wish to contribute to the content of the magazine, can they please send them to us, not to Round Table DTP, it will only cost you a stamp or if you can Email us then feel free to do so.

Anyway thats all for now until the next issue. We hope you find this issue just as informative as the previous one.

Regards
Steve Llewellyn,
Editor.

Adding to the Content.

Hopefully, in the future all articles in this magazine will be written by you, the users.

Anyone reading this magazine can make a contribution to it; no matter how small it may be.

If you do wish to make a contribution to the content of this magazine (News Items, Q & A, Hints & Tips Reviews, Articles as long as they are Calamus related), can you please send it to us on a 720k disk in either ASCII or CDK format (with screen shoots if poss). It will make our job so much easier.

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Information & Disclaimer.

NEWS DESK

NEWS DESK SPECIAL.

Calamus 95 has arrived.

To coincide with the late August release of Microsoft's long awaited upgrade to Windows, DMC Germany are releasing a special version of Calamus to run in conjunction with Windows 95.

Called the Welcome Edition, this new member to the Calamus household has finally brought our favourite DTP package onto the PC platform and as you would expect includes all the usual features that Atari users have come to know, plus more.

As with the NT version, DMC have packed the 95 version with a large number of modules which many Atari users would normally have to purchase separately. These include: Save−able Clipboard, Blend, Mask, StarScreening (up to 720 dpi) and the Toolbox module. Whilst, on the PC side EPS files can be directly imported via a special module which is then placed into a uniframe. Also included are two printer modules which allows Calamus 95 to output a document via the Print option to TIFF 6.0 or BMP bitmap format

To take full advantage of the operating system there is support for many of the windows features, such as Drag & Drop (for Copy/Paste/Move) and OLE (Object Linking and Embedding) which enables other applications to interface with Calamus via the uniframe.

When it comes to the import and export drivers. Calamus 95 as you would expect, comes complete with the usual set, namely:, CVG, CVD, CRG, CRD, TIFF, PCX, IMG, MAC, TARGA, GIF ESM, CTX, CTD, and ASCII. In addition, a large number of PC related driver have been added, to offer support for the following formats: JPEG, Photo Shop EPS, Photo Shop 2.5 native files, Kodak Photo CD, WMF, RTF, Lotus Ami Pro, Word Perfect, MS Word and MS Write.

Unlike the NT version, this version of Calamus 95 has several limitations and some missing features, most notable being: the absence of Skewed Text and an output limit of 750 DPI. Whilst there is no paper manual, DMC have provided comprehensive assistance via the Help menu which most will find just as informative.

On the topic of document compatibility DMC have endeavoured to maintain a close level compatibility between Win 95/NT and SL, this has be reinforced by the use of CFN fonts as well as the PC standard, TrueType fonts.

When it comes to the cost of this new addition to the Calamus family, this is where the faithful Atari users will cringe. JCA Europe are for a limited period, offering Calamus 95 including all the aforementioned drivers and modules for the sum of £149.00 inc VAT. Which makes it £50 cheaper than the Atari version without all those modules. A demo is also available from JCA Europe Ltd for any Win95 user to try out or for those with a PC with CD Rom, it can also be found on the cover CD of several PC magazines.

To compliment this new version, DMC will soon be releasing a number of additional modules some of which are already available for the Atari SL version, these include: Bridge, Line ART, Photo FX ,StarScreen Pro (above 720dpi), and Transparents. We hope to bring you more information on these new additions in the next issue.

New upgrades to SL.

Hot news from DMC Germany , is that a new version of Calamus SL is set for release: This latest SL upgrade (Dated 08.95) for the Atari platform as you would expect includes the usual performance enhancements and transparent cleanup (bug fixes), most visible being the update of the RTF Import/Export and the TIFF 6.0 export driver which now work perfectly as we found out when we recently received our upgrade from Canada.

Also included are the updates to several of the existing modules (Colour Sep/ Raster Gen/Doc Converter) and the addition of four new modules, namely; CLINE allows the colour of the guidelines to be changed; CQUAD calculates the exact space between objects; SWATCH tracks the time spent doing a Job and JUGGLER (see fig 1) offers faster font preview and loading of complete families. DMC have also included the option to use Black Overprint but as yet we are not sure what it does.
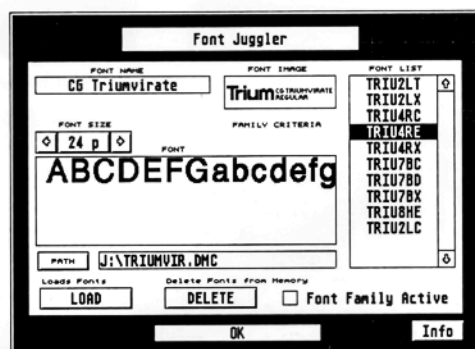

Fig 1. Using the Font Juggler module, any Calamus CFN font can be previewed before loading.

A special version of SL for use with the Magic MAC was set for release at the same time as the new Atari version, but was withdrawn at the last moment, due to computability problems. When it does come it will contain additional features including 1200 dpi output, PostScript output, integrated Bridge 2.0 functions, Photoshop 2.5 and Photo CD drivers, long filename capability, plus compatibility with current Atari documents format. For anyone wishing to use Calamus on the MAC via the MAGIC MAC operating system, it is expected to cost 150 US$ when it is finally released.

At present there has been no word from the UK Distributors, JCA Europe, on a UK release date or pricing for Atari version, should anyone wish to upgrade direct from Canada then DMC Publishing are offering the Atari SL upgrade for 29.95 US$ (from the 94 version) or 79.95 US$ (from the 93 version) also add a 20 US$ shipping charge, just send your serial number and master disks.

New SL modules and drivers.

With the announcement of the latest upgrade to the Atari SL version of Calamus by DMC, comes the release of two new SL modules and two SL drivers.

3D SteroMagic Module.

If you enjoy going cross eyed whilst trying to see those impossible 3D Stereograms, then this playful module is for you.

The new 3D StereoMagic allows the creation of 3D Stereograms and other magical 3D illusions in monochrome, grey scale or colour, via three different creation features: Random Dot Stereograms, Random Texture Stereograms and Repeating Object Random Texture Stereograms. This module is available from DMC Publishing in Canada for US$50.00.

PhotoFX Module.

Not wanting to be left behind by Adequate Systems 'Filter' module. DMC have produced their own Special Effect module). PhotoFX (see fig 2) allows the application of Special Effect Filters to bitmap images via four filters: Sharpen/Blur, Effects, Emboss and Generic (Matrix).

The Sharpen/Blur filter allows the increase of detail or to blur the current selected image, depending on the values selected. Whilst the Effects Filter create a variety of special effects such as texture, exposure and image streaking. The Emboss filter creates an embossed effect which can be applied to any image in one of eight directions.

Using the Generic Filter you can create your own filter effects via a user defined mathematical matrix which can offer infinite possibilities.

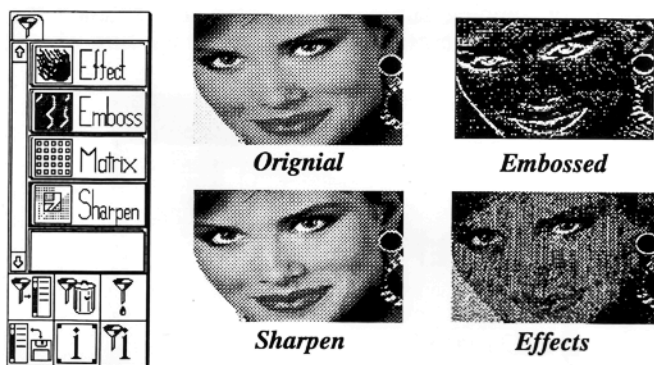This module is available from DMC Publishing in Canada for US$50.00.

Orignial   *Embossed*

Sharpen   *Effects*

Fig 2. Here's an example of some of the effect which can be produced from DMC's new PHOTO – FX module.

New SL drivers.

In their endeavours to make Calamus more compatible with more graphic file formats, DMC have developed the Photo Shop import and export driver.

Whilst this new driver supports the older version 2.5 native format, it can also support some of the features from the newer version 3.0 format. This driver is available from DMC Publishing in Canada for US$

With graphic formats in mind, DMC have recently extended SL's import capability to include that of the Kodak Photo CD format. The new driver will support all 5 resolutions depending on memory availability, in 24bit (16 million), 8bit (256) colours or 256 greys. This driver is available from DMC Publishing in Canada for US$19.95.

Module Upgrade.

In addition to the aforementioned new SL modules. DMC have upgraded two of their best selling modules, Bridge and Line ART.

Bridge version 2.0 now boasts rewritten PostScript functions for optimum output, improved TIFF output and the addition of Photoshop 2.5 output (see the module review on page ??? for more details).

Line Art, version 1.5, contains a number of new features that should be of assistance in both creation and editing of vector objects. There is a new Toolbox command group which includes relative positioning in both absolute and relative measurement options and more, whilst the gradient fill section has been improved in both speed and functionality.

In terms of features you can now change the angle of gradient fill with real time preview for any of FOUR gradient types: circular, rectangular, linear and the new conical style. Any objects, text paths or groups can be filled with a gradient. The gradients can be viewed as new fill patterns.

There are new options for gradients, which include: angle of gradient and the offset of start and end positions in the gradient object, whilst Uniframes (i.e. StarScreened frames), can now be imported into vector objects.

These are just a breif description of the features which have been added to this new version of the Line ART, there are lot more, but there is not enough space to mention them all ', so we will be including a more in depth review in the next issue.

For anyone who already has either of these two modules, the upgrades are available via DMC Publishing, Canada.

The Bridge module can be upgraded at no extra charge, whilst those using Line ART module 1.0 can upgrade to version 1.50 for US $50.00 plus US $ 20.00 shipping

More Adequate Modules.

You may recall in Issue 3 we interviewed Adequate Systems, a new company from Germany, which is made up of ex-DMC programmers.

Well plenty of paper has ended up in the bin since we last spoke to them, so we thought it was about time we spoke to them again. As you would expect those German programmers have not been idle and have recently released two more modules (see fig 3) to join the three modules previously mentioned in issue 3.

The first offering comes in the shape of their own replacement text editing module for SL. EDDIE, has been designed to replace the under powered PKS Write and offers a large array of features, many of them new. The most notable of these features being ; a powerful Undo function which is controlled via VCR styled icon set, a very powerful Search and Replace function, Cut/Copy/Paste to and from GEM's own Clipboard, and use of the mouse pointer to highlight text. The cost of EDDIE to the German User is 250DM.
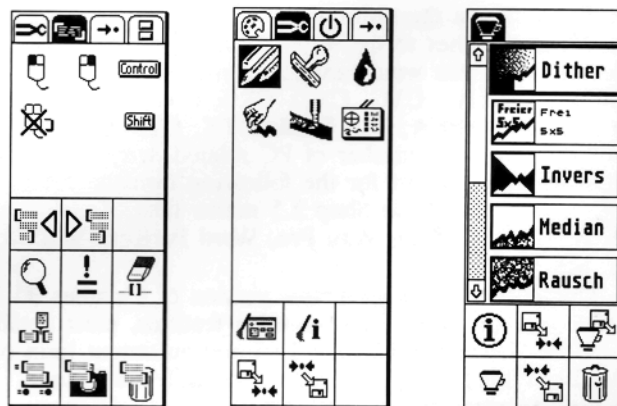

Fig 3. EDDIE, PAINT and FILTER module adds more power to SL.

The second new module offers the option to load and save Adobe EPS, Photo Shop and Corel Draw CDR files which could be a life saver for anyone wishing to use Calamus files on other applications on the PC or MAC.

In addition, to the aforementioned new modules, Adequate Systems have taken over the German marketing of the CALPLOT module which allows Calamus SL to output to a plotter or vynal cutter. Also new from Adequate Systems is a printer driver , which allows Calamus to utilise any printer set up through GDOS (150DM).

Whilst I was talking to them I asked them about compatibility with Magic MAC, and was told that all the modules work quite well with the MAC operating system with only a few minor problems, such as namely long file names which can easily be worked around. On the subject of modules for Calamus Win 95/NT, Adequate Systems will not be producing 95/NT modules until the full impact of the 95/NT version on the German market is known.

To date there are no established UK or USA distributors for the Adequate modules, but the latest news indicates that several software distributors are currently in negations for the franchise. Until this is resolved, demo versions of Eddie, Filter, Merge and Paint modules are available on two disks from us for £5.00.

New Pack improves Productivity.

Hot on the heel of the User to User hints, Calamus User have added another set of useful disks from DMC Publishing to their collection.

The Calamus Productivity Pack comprises of a selection of Document Templates, Raster Settings, Colour Curves, Fonts, Document Setups, Reference Text files and Vector Clip Art. All of which have been designed to provide a valuable reference to any SL, Win 95 or NT user.

Whilst the original templates where produced in US Letter format, UK users will be please hear that Calamus User have reformatted many of these documents into the more favourable A4 format. These Templates include document for Business, Personal, Music, Invoices, Purchased orders and much more.

The Calamus Productivity pack is available from Calamus User on several disks and will cost UK users £ 15.00 inc P/P (European users must add a further 50 pence to their order).

Users new Outline ART manual.

For anyone who has recently taken advantage of the special pricing on DMC's Outline ART 3.0 they must have been disappointed not receive a proper manual. Well help is at hand from UK user, Mike Hoskins.

His own home grown manual spans 100 pages and covers every part of this complex program in great detail. It should come as a welcome help to both first time and experienced users alike. If anyone is interested in purchasing a copy, then please send a D/D Disk and a cheque for £ 5.00 Inc P/P (UK sterling only) made payable to Mike Hoskins and send it to: Mike Hoskins, 110 Bridle Way, Canford Bottom, Wimborne, Dorset, UK, BH21 2UX.

EC Verter becomes Commercial.

For any one who has used the EC Verter from Norway, you will be pleased to hear that after more development this usefully vector file converter has been released by the Nottingham based FaST Club as a commercial program.

XCHANGE (see fig 4) as it is now known, will convert CVG (version 1.0 Mono) and OL (outline ART 3.0) to and from; WMF (Window Meta 3.0 up to true colour), AI / EPS (Adobe Illustrator), EPS (Aldus Freehand), WPG ("Word Perfect Graphics) and Like it's predecessor, the XCHANGE can convert either single files or complete directories. All this for the sum of £ 14.95. For more information on this useful new utility, contact: The FaST Club.
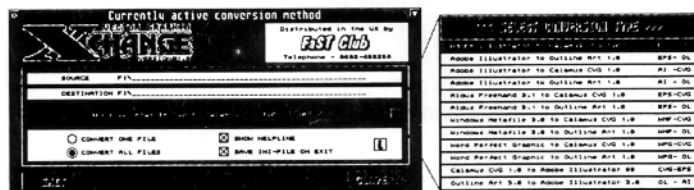

Fig 4. For anyone wishing to ustilise all those PC vector files, FaST Clubs, Xchange is the ticket.

NEWS FLASH.

The Latest on the Digital ART (including DA Layout, DA Vector Pro, DA Picture and Scanner software GT LOOK) products, is that the UK Distributor has now changed from Croydon based CGS to Atari specialist System Solutions. For more details on upgrades, ring 0181-369-3355.
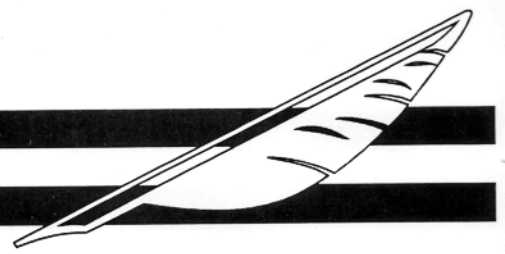
For those using the German shareware vector art package, Kandinsky. There is good new, a new version (2.02e) is now available which supports the importation and exportation of Calamus vector CVG v1.0 (mono) files. For more details contact Joe Connor on 01206-852602 or 65 Mill Road, Colchester, Essex, CO4 5LJ, UK.

Border Bundles v 2.7

When we started this series back in issue two, we began by reviewing the original version of the Canadian utility Border Bundles. Since then Canadian programmer Gregg Rodgers has come up with a new version which as you would expect includes several new features. The most notable of these being the ability to easily create Crop marks for use within 1.09/n, S and early version of SL; and the extension of the number of borders within the library file (See fig 5).
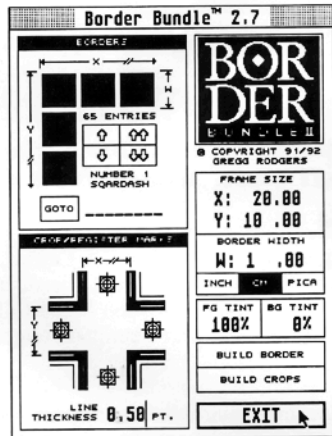

Fig 5. For 1.09/n users, creating Crop marks could not be more simpler.

The most interesting addition to this shareware utility must be the librarian add-on which now allows the user to include their own border elements within the library file.

Whilst it has been possible with the previous version to utilise your own borders, the librarian makes life much easier (see fig 6) as long as you follow the guidelines which are included in the accompanying documented text file. Basically, you have to create two files, the first being the BRD (a renamed CVG file) which is made up of 16 vector objects (8 foreground / 8 background), this file should then be placed into the library folder. The second file, a bitmap representation of the Vector objects (usually produced using a Snapshot program) in BL3 Degas brush format (equalling 574 bytes) is then loaded into the librarian for processing into a new library file. Whilst at first this sounds very complex, if you follow

Fig 6. By double clicking on the Graphic Area, the bitmap representaion can be editted.

the guidelines in the Text file you should have no problem utilising your own creations.

So is this new version worth upgrading to? I would say yes. For any one using an old version of Calamus the Crop marks will be invaluable, whilst most SL users will probably not touch this, as this feature can easily be included from within SL. When it comes to the extension of larger library files and the Librarian utility, avid users of this border generator will find these to be a welcome addition.
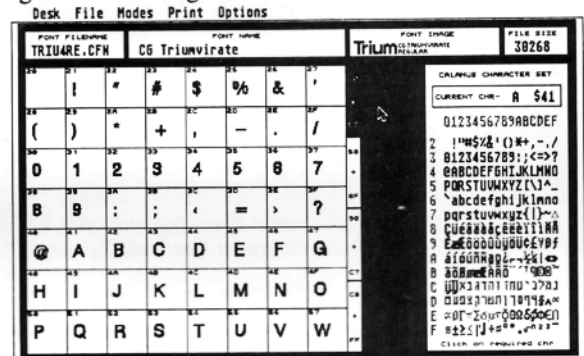
CFN Check.

When it comes to Calamus related programs, there is no shortage of font utilities. So with this in mind lets take a look at yet another home grown CFN related program. CFN Check, like most programs of its type, has been designed mainly for displaying and printing out pre-loaded fonts.

So what makes it different from the rest? Well I must say that of all the programs of this type I have seen, CFN Check is by the far the best written. From the moment you start the program you can see that the Programmer Peter Hibbs, has spent a lot of effort writing this utility, and you must give him top marks for the features, this is one area where Peter has not held back.

Once the font has been loaded, which can take about 10 seconds, CFN Check can then be set to display the result in one of three modes. By selecting the Single character mode further characteristic can be selected to appear on screen, including Kerning and Guidelines.

By choosing Multiple Character mode the full character set can be rapidly displayed. This feature is very useful if you want to quickly check a font for available characters.

Finally, there is the Text mode which has been designed with the programmers amongst us in mind. For those with the

knowledge of machine code, the inner workings of the font can be displayed in either ASCII or Hex format.

When it comes to printing, this is where CFN Check really excels itself. From within the Print menu the user can choose whether to output either the current font or a number of pre-selected fonts, all of this via two styles of layout. Whilst the first layout has been designed to display the complete character set, the second (which is re-definable via another menu) allows a total of six fonts (including relevant information) to be printed onto an A4 sheet.

Unfortunately, Peter has only supported two types of printers, the HP laserjet and HP desk jet, which is great if you have one of these printer or your printer supports their emulation's, otherwise your stuck to viewing only.

As I previously mention this program is well written and performs the task which it has been designed for very admirably. If you need to printout all the fonts in your collection, then this program is for you.. The down side for some users; are support for the only two printers and the mono 640 x 400 resolutions restriction. It's shame Peter has not developed it further to include TT and Falcon resolutions. Maybe the next version will make up for these short falls.

Q AND A

Future Upgrades?
Mr D. Dodds, Edinburgh.

Have you heard anything about the nasty rumour I heard on my local BBS, that DMC are no longer supporting non windows 95 versions of Calamus with new printer drivers etc? I hope not as it would seem to be just one more nail in the TOS platform's coffin!

Reply from DMC Publishing Inc, Canada.
Atari got out of the computer business over two years ago. There is definitely a limit to how much longer DMC or anyone else will continue to support anything on the Atari. If you consider the number of people that are happily using their Calamus 1.09N let alone Calamus SL, then start figuring where we derive income to continue Atari support. It's not new sales. There aren't enough to pay for anything. It can only be updates and upgrades and each time people bought less and less. The end of Calamus support on the Atari platform will be the direct result of the erosion of the Atari market past the point under which it is viable. It's gone past that point already but we still manage to do little things here and there. My direct response to your query is to recommend that Atari Calamus people buy the Windows 95 version of Calamus, period. It's time.

CALAMUS 95 problem.
Mr P. Stokes, Derby.

For a long time, I have used both 1.09n and then SL. So when I recently purchased a new Pentium PC. I decided to take advantage of JCA Europe's offer for the windows 95 version of Calamus. Whilst I have had no problems when loading in my SL documents into Calamus 95. I have found that sometime I get a damaged Document structure , code 16 when I try to load them back into SL. I have the latest version of SL (10.94) so there should be no problem with the document version.

Thanks for sending us our first Calamus 95 question. We have come across a similar problem when trying to load into SL documents which have been generated from the PC version. We found that the problem can sometimes be caused by the use of TrueType fonts, so the best thing to do, is to substitute the TT font with an appropriate CFN font and then save the document.

New Upgrade?
Mr J. Brooks, Hampshire.

I have just received my new upgrade to Calamus SL, which I may say arrived without any addition to the manual. Whilst setting up the paths options I noticed that there are two new additional paths Colour lines and Help. Can you tell me what these are for?.

We were fortunate to receive our upgrade directly from DMC Canada which included several additions to manuals namely the Pagetool, System, Focolton modules and the Printer Generator. With reference to the Help path, according to DMC publishing, there is a module called Help which offers on line help within SL and is shipped with SL as it is in France and Germany. But because DMC have not translated the help files to English, the module was not shipped in the US or the UK The Colorline path refers to where the Colorline (*.CD3) files are to be found. These are used to adjust the colours between what you see and what is printed on a colour printer.

Faulty S with HPDJ drivers.
Mr B. Wiltshire, Somerset.

When I am trying to print to my Hewlett Packard DeskJet 550c from Calamus S2 (27.07.93). The Print Parts (within the Document drawing dialogue box which appears after pressing the print button) instead of decreasing as they are calculated, they actually increase and eventually Calamus reports that it is out of memory. In addition to trying the drivers which I received with the package. JCA Europe have supplied me with an additional set of drivers which produce the same fault. Can you help?

Even though we do not have either a full version of S2 or a HPDJ. We have managed to reproduce your problem using the Demo version of Calamus S2 with the HPDJ550C driver by setting the TEST button (within the print configuration dialogue) to on. We have also tried the HPDJ1200 driver as well and we have experienced the same fault. In addition we tried SL and there was no problem printing there. We have also tried the Epson Stylus driver and many other colour and B/W printer drivers without any problems. So we can only surmise that you have discovered a major bug, whether it is within S2 or the HPDJ colour driver we cannot say.

Star Driver.
Mr G. Dir

As a recent newcomer to Calamus I am experiencing a problem trying to obtain a decent printout from 1.09n via my Star 9 pin LC10C colour printer. Do you know if there is a suitable printer driver available and were I may obtain it?.I may add that I am only interested in black and white output, as 1.09n does not support colour.

Like most dot matrix printers, the Star LC10C includes an Epson emulation mode which allows the user to output via a Epson compatible driver. As your printer is a 9 pin then I suggest that you try the FX80.CPD Epson driver which should be found within the 'printer' folder on your Calamus 1.09n master disk. If you were using a 24 pin printer then I would suggest you try using the 'EPSON__LQ.CPD' which is an Epson 24pin driver.

Flexie Text Effect.

1.09/n / S /SL / Win 95/NT.
This innovative hint was designed by Martin Stubbings for use in all the versions of Calamus and for his efforts he will receive a CU voucher for £ 20.00.

STAR HINT

Creating a Flexie Text effect in Calamus without using Outline Art or a similar program is quite easy even if it is a rather slow process. By following the steps below it is reasonably quick and I am sure others will have their own suggestions to add.

STEP 1. Select text centred in the text ruler command group.

STEP 2. Create a text frame slightly larger than the size of a single letter in the font size you plan to use.

STEP 3. Duplicate the frame (They should be physical copies), making a frame for each letter.

STEP 4. Create a piping chain between all the frames. Doing this enables changes in pointsize or font to be made much more easily if or when you change your mind!

STEP 5. With the first frame selected open the text editor and type in the text vertically, with a return between each letter. (This pushes each letter into the next frame)

STEP 6. Close the text editor. (If the text is obscured by arrows indicating the piping chain select frame boarders invisible from frame display command group).

STEP 7. Hopefully you will now have one letter in eachframe (see fig 7 below).
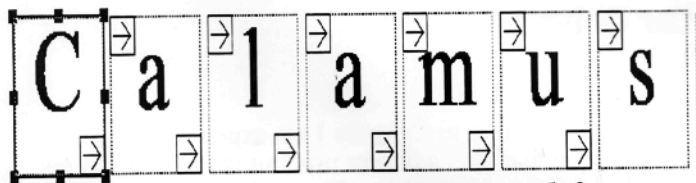
Fig 7. There should be one letter in each frame.

If there are no letters the point size is too large for the frames. These can either be enlarged individually or more quickly, the point size can be reduced. If the first frame in the chain is selected any change to the size, type−face or style will alter all the letters.
If there are two letters per frame, the frames can be reduced in size or the letters enlarged.

STEP 8. Now to the text−rotation itself! This is best calculated and adjusted by eye, if necessary,later. Here I am using, for the:
C 75°, a −50°, l − 30°, a − 5°, m − 335°,u − 310°, s − 285°.

STEP 9. To position the letters. Create a circle. (Need reminding how? See Calamus User, Issue 4, Hints & Tips)

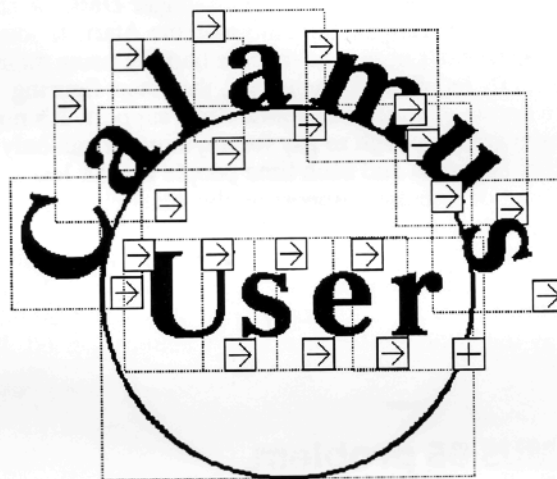**STEP 10.** Finally, position the letters around the circle (see fig 8).

Fig 8. Now you can see the Flexy Text start to take shape.

To view the effect, rather than moving the circle, select raster area invisible in the frame display command group. This saves repositioning the circle.

Note: A plain type face is usually most effective. Italics are particularly poor used in a circle.
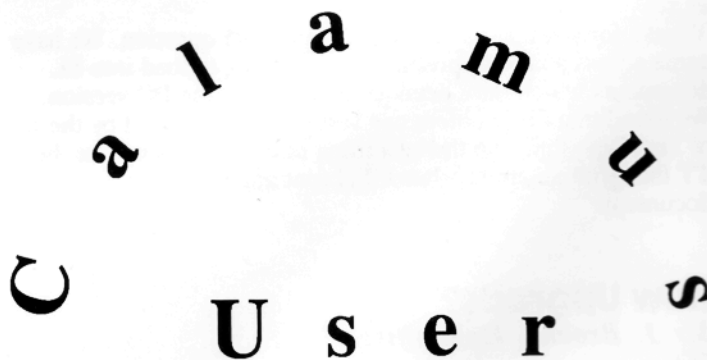
Final, The Flexy Text is ready for use.

STAR HINT

Vectored Text.

SL only. (1.09/N and users see below).
Using text which has been converted into a vector object can sometimes be useful. So for those of you who do not use a vector package like Outline ART or DA's Vektor, here is a simple way of producing what we called Vectored Text from within SL.

Before we start here are examples of the icons you will need to use to conclude this hint:

Text Frame		Frame Special Function	Create frame
Raster Graphic Frame		Optimize Frame Size for Printer	Vector Module
Vector Frame		Crop Image	Shrink Frame to Oobject Size

STEP 1. First, create a text frame, enter some text and set the point size at about 150 pt.

STEP 2. Then print—out the page at 600 dpi / A4 size using the GEM IMG bitmap printer driver

STEP 3. Next, create a raster graphic frame and import the resulting IMG bitmap print—out.

STEP 4. Now, Click on raster frame, then go to Special Functions within the Frame Tool Functions menu. Click the Crop Image icon and apply it around the text.

STEP 5. Next, whilst with the Special Functions, making sure the raster frame is still active, click on the Optimize Frame Size for Printer.

STEP 6. Now, execute the Speedline module and configure as seen in fig 9. Then click on OK and the resulting Continue button when the vectorising process has completed.
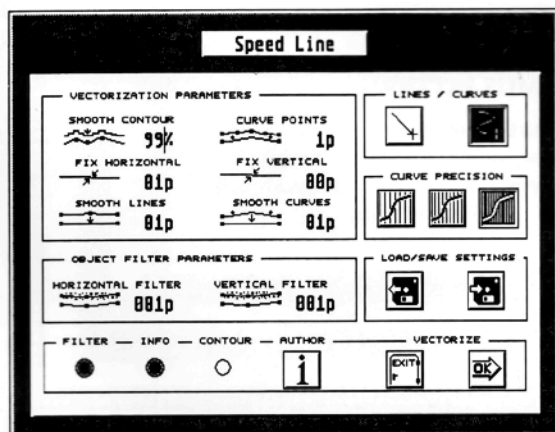
Fig 9. here you can see the speed module set for optimum performanace.

STEP 7. Finally, click on the resulting vector frame and then on the Shrink Frame To Object Size icon which will re—size the frame and reduce any excess space.

You should now have Vectored Text which can be played within the vector module.

If you use 1.09/n or S (which can not vectorise bitmaps) then try using the first three steps and then use an external vectoriser such as Avant Vektor or Convector.

Here are some example of what can be done with Vectored text from within the Vector Module.

Distort Vertical.

Distort Horizontal.

Slant Vertical.

Slant Horizontal.

Slant Vertical plus Rotate.

CREATIVE CALAMUS

Practical borders to frame your work are always in style, so let's see what Calamus 1.09N has to offer. Your first reaction is to choose from several of the geometric raster plane shapes readily available to us, but you will soon find that their corners are pretty ugly and distorted at the larger sizes. Granted, they can also be rendered as a various selection of dash style borders, but you will find that in heavier weights they leave a lot to be desired. My first approach to the problem was to see if we could dress them up with pattern fills. The big problem is how to make those pattern fills look good in a border application, and I found that there are very few that fill the bill. What you must remember is that pattern fills don't change in size, even though they appear to do so at different screen sizes. Use the "Normal Size" screen setting for the closest fidelity to their final output.

Shown in the first selection are a few pattern fills that do work fairly well if you choose "exact" border weights. The pattern used in Border 1 survives pretty well at 18 pt. width, but you still have to adjust the top and bottom carefully to avoid irregularities. Border 2 gives you great little diamonds in both the X and Y coordinates, but only at exactly 8.5 pt. width (the width and height of a single diamond). This border must be carefully adjusted in order to trap perfect rows of diamonds. Working at "Normal", if you adjust until you have one diamond in the border width, you will come very close. Border 3 at 11.5 pt. will capture a three row checkered pattern. You would be wise to "lock" these touchy borders once you have captured them, so they don't accidentally get misaligned. Best of all is Border 4 which seems to work fairly well with any width border because of its loose-weave nature.

The second selection of borders does not rely on patterns, but gives us a variety of other options. The outer full depth frame is simply a 4 pt. border with a 1 pt. inside it, for an everyday pleasant effect. Border 5, enclosing the first group, is a 4 pt. black frame with 50% drop shadow, offset 6 pts. Border 6 is an attempt to get the most out of your type fonts and is simply a series of 18 pt. Arc 25 cap O's overlapped by using a -6.5 pt. letterspacing command. This are fast and
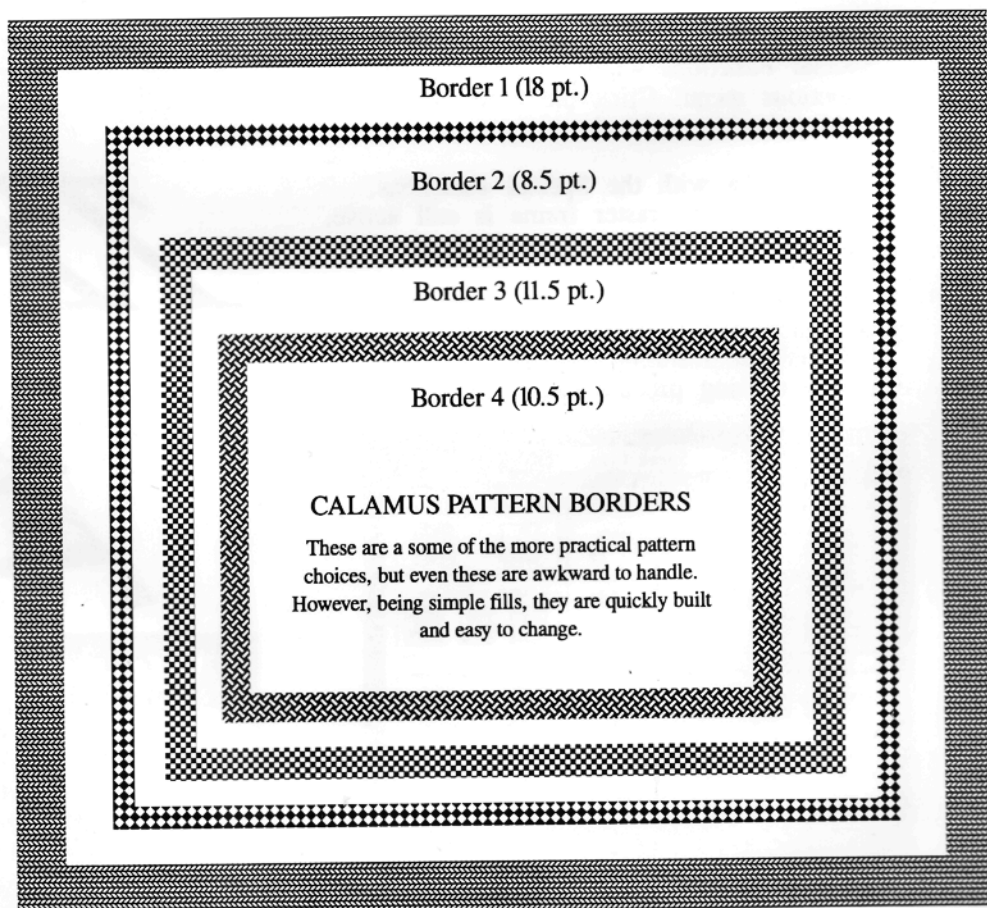
easy to produce by simply holding the "O" key down and letting it rip. They can then be rotated 180 degrees for the sides, and produce acceptable corner butts.

A sampling of three Dingbat borders are shown in Borders 7, all in 18 pt. with -3.5 letterspace. All three will stack and join well when rotated 90 degrees for side borders. Border 8 consists of a blunt Calamus star shape made by using an overweight overweight border of 6 pt. weight and a 50% screen fill. You would be wise to build these in groups of 3 to 5 on a 400% screen using the "Snap To Horizontal Guideline" command to automatically align them. Then Group them and Copy as many as you need, snapping them all to the guideline.

Border 9 is made up of a bold 20 pt. round cornered rectangle with a 4 pt. white duplicate surprinted for effect. You are forced to centre it on the wider black border to keep the radii aligned evenly. A stretched out rhombus shape with 2 pt. screened border and black fill is used to create Border 10. They are

then aligned carefully, grouped and there you have your horizontals. The vertical portions would be built in the same manner, with a diamond rhombus added to each corner for dressing. Border 11 is a similar approach, but using square shapes with 4 pt. borders interspaced with white gaps. Border 12 is made up from simple black circles with an offset smaller white circle that acts as an decorative hilite.

The last group of borders is boxed with Border 13. This is a standard 6 pt. inward beveled rectangle, screened at 50% so as not to over power any copy within it. The screened circles were added to the corners to try and give it a little more pizazz. Border 14 is a grouping of extremely compressed triangle shapes, each one carefully placed to line up and space properly. Again, build a batch of four or so, group them and copy enough for the length of border line you require. The 4 pt. black box at either end will work well as corner pieces to hold it together. With Border 15 we are trying for a linked chain effect by using 6 pt. screened round cornered rectangle shapes, interlaced with 6 pt. screened round-ended horizontal lines. Its about as close as you are going

Border 1 (18 pt.)

Border 2 (8.5 pt.)

Border 3 (11.5 pt.)

Border 4 (10.5 pt.)

CALAMUS PATTERN BORDERS

These are a some of the more practical pattern choices, but even these are awkward to handle. However, being simple fills, they are quickly built and easy to change.

to get, and comes off very well. Border 16 is the most memory hungry beast of the bunch, mainly because of the abundance of compressed 0.5 pt. ovals. Establish the width of border required and build your original oval to that width. Then copy a number of times and lap each oval halfway over its neighbour. Group a batch of them and repeat until you have the length required. Build the vertical borders in a similar manner and add a 0.5 pt. square in each corner if needed. This is a very delicate border and would work well on certificates and guarantees, or the like, where you want a very delicate and ornate effect.

As you can see from these few examples, there is an endless supply of border possibilities open to you if you care to take the time to develop them. The hardest part will be the choice of corner elements, which are always hard to create so that they look just right.

Shown below are some more 14 pt. border pattern fills that also work fairly well. So take the time to experiment and see which ones appeal to you.
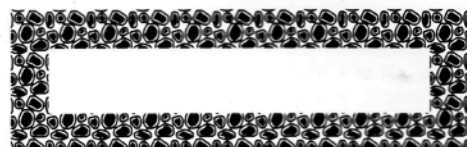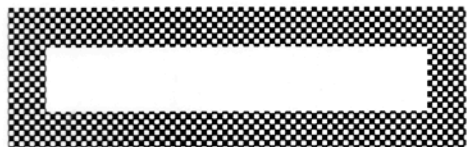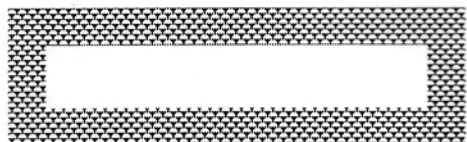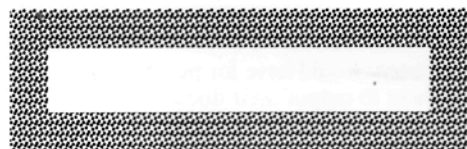
Border 5 (Black 4 pt. plus 50% drop shadow)

Border 6 (Series of 18 pt. Arc 25 cap O's with -6.5 letterspace)
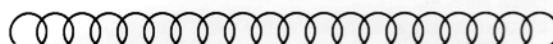
Borders 7 (Dingbats at 18 pt. with -3.5 letterspace)

Border 8 (Blunt star shape with 50% screen)

Border 9 (Basic 20 pt. border with 4 pt. white overprint)

Border 10 (Stretched rhombus with 2 pt. screen border)

Border 11 (Black square with 4 pt. screened 50% border)

Border 12 (Black circles with white circle implant)

Border 13 (Bevelled 6 pt. rectangle with circles added)

Border 14 (Compressed triangles with 4 pt. corner squares)

Border 15 (Rounded 6 pt. rectangle with round-end 6 pt. line)
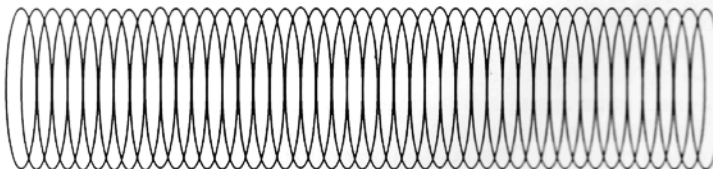
Border 16 (Compressed 0.5 pt. ovals overlapped)

Since we first published the list of SL modules in the last issue, we have received several requests for more information on them. With this in mind and with the help of DMC Publishing Canada, (who supplied the modules) we decided to include a review of some of these modules. In the first part of this two part review we will start by taking a close look at three of these modules.

Bridge Module.

When DMC originally designed Calamus they not only produced an exceptional DTP package, they also went against the industrial standard; Postscript, by incorporating their own innovative Page Description Language. Whilst this allowed Calamus to display and print the document at greater speed, DMC's biggest problem was that they had isolated their users from utilising the already established Postscript format.

Even after Calamus became established, DMC were still convinced that their PDL was much more superior than Postscript (which no one can deny) and would not entertain the idea of offering downward compatibility to this ageing language. But with a growing number of user demanding this option, DMC eventually succumbed and so the Dataformer module was born.

Unlike it's later successor, the Dataformer actually was released as two modules, with one offering the output of documents via several Raster Graphic formats, and the other supporting Vector output including Postscript.

The main problem that early Dataformer users encountered was the slowness of output and excessive size of the files, with the final output invariably requiring a large media device to store it on. So after many upgrades and some success, DMC returned to the drawing board and came up with a redesigned version which we now know to be the 'Bridge' Module.

From the beginning, the main purpose of this module (and of course it's predecessor) has been to offer file compatibility between Calamus and other packages. This is achieved via four Command Groups (see fig 10): Dataformer, Postscript, Raster Graphic converter and Vector converter.
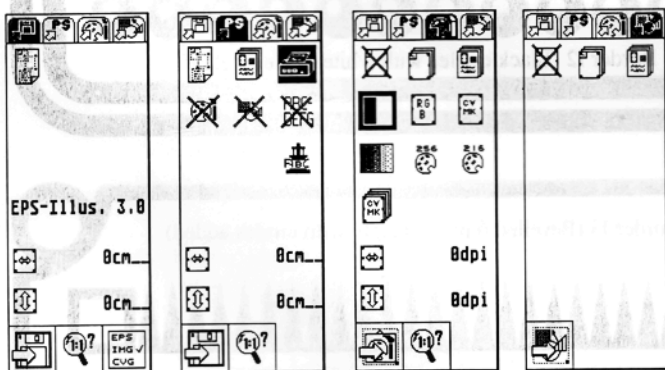
Fig 10. The bidge module uses four command groups to output frames and pages to a number of formats.

Dataformer.

So, lets start by taking a look at the Dataformer section. This command group is by far the main powerhouse when it comes to output from within the Bridge module. From here a single frame or complete page can be output to a number of bitmap or vector formats (see fig 11). Whilst most of these formats originate from the Atari platform, in the main, it is the PC and MAC based formats which will probably get the most use.

With this in mind, the DMC programmers have laboured hard to maintain a high level of format compatibility. This is evident when using the TIFF, BMP, PCX, PSD, HPGL and EPS formats which easily stand the test of most PC packages. Unfortunately the AutoCad DXF format is a bit of a let down and still requires some more work before it can be classed as useable.

Bitmap Formats:			
CALAMUS	*.CRG	TIFF	*.TIF
GIF 87a	*.GIF	Enhanced Simplex	*.ESM
IFF (ILBM)	*.IFF	Targa	*.TGA
GEM Image	*.IMG	Windows Bitmap	*.BMP
Paintbrush	*.PCX	StaD	*.PAC
Neochrome	*.NEO	Degas	*.PI?
Doodle	*.PIC	GFA Blockformat	*.GFA
Aim	*.AIM	RAW	*.RAW
Adobe Photoshop	*.PSD		
Vector Formats:			
CALAMUS	*.CVG	Illustrator 3.0	*.EPS
GEM Metafile	*.GEM	HPGL Plotfile	*.PLT
Autocad	*.DXF		

Fig 11. Bridge supports not only the Atari but also PC and MAC based formats.

The only absence on the PC side is the lack of support for Windows own vector WMF format, which I suspect may be included in Win NT/95 version of the Bridge. When it comes to outputting using the raster graphic format the user has the option of setting several parameters such as DPI and the number of bit planes, these can include single levels of RGB or CYMK for colour separations. In the case of the TIFF format, the CPU format and the use of LZW Compression can be set to increase the level of file compatibility.

It's good to see that DMC have included their CVG (v1.0 and 1.1) and CRG formats, thereby offering compatability between different versions of Calamus. In addition, they have made it possible for users of other packages such as DA Layout, DA Vector and Pagestream to utilise the Calamus vector files.

Postscript.

The main reason that most users would have for purchasing this module, will be to enable them to output their documents to a postscript file or device. Whilst the Postscript command group is similar to the Dataformer in that it can export either single / groups of frames or an entire page, there is an added option of outputting multiple pages. Also available from the nest of icons are the options to: Exclude raster graphics, vector graphics or text and compress Text.

When it finally comes to exporting the frames or pages, there are a number of further options (see fig 12.) which need to be set, including Colour Depth, No of pages and the addition of a file header. If Raster Graphics are to be included then the required DPI must be entered. Finally, there is the choice between sending the resulting data direct to a Serial (plotter) or Parallel (printer) device or alternatively out to Disk as PS file for use at say, a Postscript Bureau.
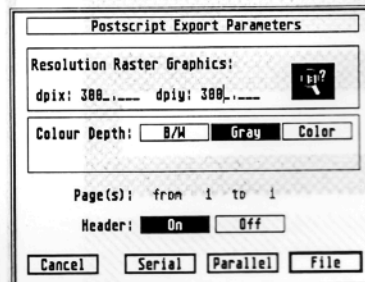

Fig 12. Exporting Postscript requires several options to be set.

Raster Graphic Converter.

Whilst the two previous Command Groups are designed for exporting frames and pages out of Calamus. The bitmap converter's sole purpose is to take any single, group or page of frames, irrespective of type and convert it into a raster graphic frame for

use inside the document. As with the Dataformer, before the converter can start it's work the user must first set the resulting DPI and bit plane which can include: 1 bit mono, 8 bit colour or greyscales, 24 bit colour, 32 bit colours and CYMK separated which requires the Colour Sep module to be installed.

One interesting application that this command group can be used for is to convert a Raster Graphic with one bit plane into that of another. For example: 24 bit RGB colour to 8 bit 256 greyscales. This feature can be very useful, especially as it has always been abscent from the past SL upgrades.

Vector Converter.

From within this command group any single frame or multiple frames, with the exception of the Raster Graphic Format (similar to the Dataformer) can be converted into a vector frame, which can then be modified using the vector tools. Whilst this converter doesn't have many, I find it very handy, especially when I want to convert Text into a Vector object (for more flexible sizing). We have used this method a lot within the magazine as you can see with the page headings.

When it comes to working results all of the bitmaps formats and most of the vector files including the HPGL, CVG and GEM worked very well, we did experience some problems with the Text, Line and Shape colours when importing EPS file into Corel Draw 5 and as we previously mentioned the DXF caused a lot of problems. On the subject of file size, even the most simple test file which as a CDK may normally only occupy a modest amount of hard disk space can end up becoming a very large file, especially when it comes to postscript.

Which conveniently bring us on to this topic. Unfortunately, we could not test this feature, so we will just have to take DMC 's word when they say it does works. Mind you if any of you have access to a postscript device, and wish to test it for yourself. Then please send us a disk and we will send you some simple test files for you to try out. So is the Bridge worth getting hold of, well that depends on your needs. If it is important for your documents to be exported to other formats including Postscript, then the Bridge is invauable, otherwise don't bother. I must say that I use it rather a lot for outputting CVG files as EPS. Also I find the vector converter very useful especially when converting text as previously mentioned.

Mask Module.

The mask modules, along with a few others first made it's appearance at the 1992 German Atari show in Dusseldorf (see issue one). But like most of DMC's additional modules, the 'Mask' has been absent from the UK market for some time.

So what is masking? Basically, Masking is the process of cropping selected areas of a graphic to produce special effects. This is usually achieved within specialised software, with the resulting masked image being saved and then imported as a bitmap.

However, there are some problems with this method: loss of quality is probably the most noticeable, especially with typefaces; interference patterns can result when pictures of different resolutions are mixed. Another main draw back with this method is that masked images cannot be edited or manipulated once imported, which mean that any changes must be done within the original masking software. So with the modular system of Calamus in mind , it was logical for the programmers at DMC to produce a module which could not only create this effect but also edit it at anytime. Whilst the Mask module looks very simple with it's three basic functions , the effects that this powerful graphics tool can produce can be very complex and stunning.

Creating a masked image requires at least two frames: a source frame and a masking element. Usually the source frame contains an imported bitmap graphic, whilst the masking element can be any Calamus frame type, for example a text frame in a piping chain, a group of objects or even another masked image. In addition it is also

Source Frame   *Masking Element.*   *Result, a masked*
(Raster Graphic)   *(Vector Object)*   *Heron*

possible to use multiple frames as a masking element.

For anyone who uses Calamus for serious work, such as product packaging, magazine publishing or complex colour leaflets, then this module is a must.

Blend Module.

For along time anyone using Didot, DA's Vector or Layout have been able to create a colour or greyscale graduate fill as a TIFF file which can then be used to great effect. This method has always been looked on as being the more superior way of producing graduate fills over the inferior vector method. With this in mind and not wanting to be out done by the competition, DMC have produced the Blend module which easily achieves the same results as the DA bolt on.

Using the Blend module could not be more simple, just create an empty raster graphic frame, then select between the two blend styles: Linear and Circular. By choosing the Linear blend (see fig 13), the user can set the start, middle and end colours, the direction, the angle and resulting DPI resolution. Whilst the Circular (see fig 13) offers the choice of setting the start, end and background colours, the pattern of the circle and resolution. By selecting the Reverse feature on either of the two types the colours in the resulting blend can switched.

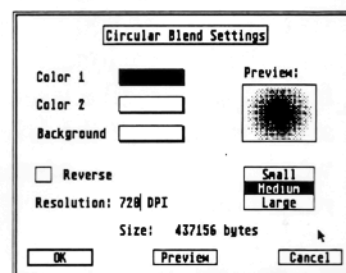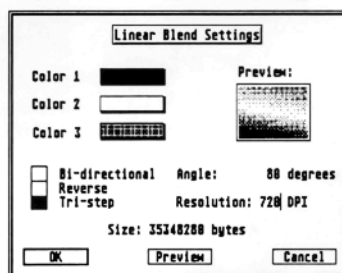As you would expect creating a blend using a high resolution can be

Fig 13. There are two styles of Blends to choose from; Linear and Cirular.

both time and memory consuming. So an additional preview feature has been included within the two setting dialogues to give an idea of what the final resulting blend will look like I must say that the results are very impressive but if you already have DA's Vektor then
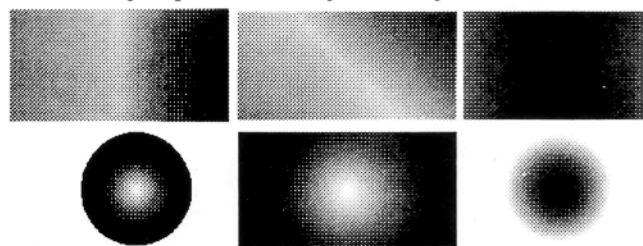
don't bother duplicating the purchase. Otherwise if you use Calamus SL then you couldn't go wrong by adding this module to your collection, but make sure you have the memory and hard disk space to use it.

If you wish to order any of these modules, they can be obtained