USER

The Independent Magazine for Calamus DTP Users.

CALAMUS

Issue 6.

ATARI
COMPUTING

The launch issue of **Atari Computing** features sixty A4 pages crammed with quality editorial. We're delighted to feature contributions from Graeme Rutt, Jon Ellis, Nial Grimes, Mark Baines, Denesh Bhabuta, Kev Beardsworth, Colin Fisher–McAllum, Harry Sideras, Howard Carson, Xav, Carl Löfgren, Thomas Binder, Al Goold, Chris Good, Ed McGlone, Roy Goring, Neil Martin, Richard Spowart, Chris Holland and Steve Llewellyn.

We've signed a deal with the two leading disk based magazines, **AtariPhile** and **Maggie** to publish regular sections within the magazine. If you've never seen a disk magazine before we think you'll be amazed to find out what you've been missing!

Issue One will be launched at the forthcoming Atari shows so why not come along and meet us? The shows will be held on Saturday September 28th in Birmingham and Sunday September 29th in London. For more details contact: **Goodman International Telephone: +44 (0)1782 335650.**

Issue One Highlights

* **News and gossip** put together by Graeme Rutt.

* **Reviews** including HD–Driver by Jon Ellis, Deadlands by Nial Grimes, Kandinsky v2.5 preview by Kev Beardsworth, E–Copy review by Colin Fisher–McAllum.

* **PD/Shareware** reviews of Start Me Up!, AppLine, CoMa, 7up, Warp, Maggie 20, INcontrol by Joe Connor, Denesh Bhabuta, Carl Löfgren and other reviewers.

* **MagiC v4** review by Kev Beardsworth and preview of MagiC v5 by Thomas Binder.

* **Music and MIDI** primer by Ed McGlone.

* **RSC file editing** introduction by Mark Baines.

* **Introductions to Comms** by Harry Sideras and Colin Fisher–McAllum.

* **User group reports** co–ordinated by Al Goold

* **AtariPhile, Maggie** and **Calamus User** guest pages

* **DIY project** to add a joypad to any STe

* **Q&A** and **letters** pages

* **And much more!**

If you think we're mad consider these facts...
- Atari machines can be purchased and repaired on a shoestring
- Atari machines can produce superb printed output
- Atari machines can surf the Internet and run BBSs
- Atari machines can form the nucleus of a digital music studio
- New software of better quality than ever before is still being released!

That doesn't sound like a dead platform to us! The Atari platform has been emulated by just about every other platform, we're owners of cult machines! Have you ever noticed ex–Atarians animatedly talking about the 'Good old days' it's a feel good factor missing from all the current machines. We don't need a new platform but we do need information and a printed magazine is undoubtedly the best way to ensure we see in the millenium!

Apart from a darn good read the other thing most of us like is some new software to play with. The **Reader Disk** concept offers all readers the chance to get their hands on the hottest new software around along with exclusive versions not available anywhere else. We intend to offer one Reader Disk to accompany each issue, buy it or not, the choice is yours! What we need, now more than ever before, is your support. It's going to be tough to keep going so we're initially planning bi–monthly releases – but this could change, it's really up to you! Instead of wishing us luck buy an evaluation copy today! Post the payment and coupon below to: **Atari Computing Group (A|C|G)**
73 Bentinck Drive, TROON, Ayrshire, KA10 6HZ

Please send me an evaluation copy of Atari Computing. I enclose a cheque/postal order for the sum of £3 made payable to the Atari Computing Group. Please deliver my magazine within 28 days to:

Name ....

Address ....

Postcode ....

Daytime telephone number ....

*Editors*Spot

Wa\elcome to the new look issue. As you can see, we've introduced quite a number of changes, the most notable being the adoption of the folded format and the use of a new page layout style. We hope that you agree, that this gives the magazine a more professional look.

In the last issue we commented that we had just acquired a PC and that we were hoping to use Calamus NT to produce this magazine. Well the Atari diehards amongst you will be pleased to know that production of the magazine is still centred around SL on our TT. The reason for this is that, whilst the PC version contains many more features than the Atari equivalent, it still lacks many of the extra modules such as Line ART which we have used extensively within this issue. However this doesn't mean that we have given up on the PC version, far from it.

We have recently obtained access to the Internet and hope to utilise this service by creating our own web site. In the mean time we have been surfing around and have discovered many Calamus related sites. Naturally the first we came across was the DMC Home page. As you would expect it was all in German, but it did give us some clues to the status of Calamus within Germany and included a current price list. Next, we moved on to the Adequate Systems site, were we fared better as the site contained an English page which made life much easier. It was very informative and lead us to contact Adequate Systems for more information for this issues News Desk. From there we travelled across the big pond to the US where we found the home page of our US distributor The Round Table DTP Services. As you would expect it contains information on our magazine.

Finally we dropped in on the web site of MGI Software Corp. Unfortunately, it is the PC version of Calamus which dominates this site, with no mention of the Atari to be seen, but it is still worth a visit, especially if you use the PC version.

For those who may wish to visit these sites, they are:

DMC Gemany: *http://www.dmcpublishing.com*
MGI Software Corp: *http://www.mgisoft.com*
Adequate Systems: *http://www.geld.com/as*
The Round Table DTP Service: *http://users.aol/darrent*

Any way that's enough from us for this issue, we hope you enjoy the new look layout.

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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Info & Disclaimer

NewsDesk

NEWS DESK SPECIAL
MGI TAKE OVER

The latest news is that Calamus has changed hands. As most of you are aware, from the beginning Calamus has been developed and marketed by Design Marketing Communications GMBH of Germany.

Now all that has changed with the news that the rights to Calamus has been sold lock, stock and source code to a new Canadian Company, MGI Software Corp. On closer examination we have discovered that MGI Software are no strangers to Calamus even though they are a relatively new company. This is explained by the fact that a large core of their staff are made up of ex-DMC Publishing employees, with ex-President of DMC Publishing Nathan Potechin at the helm.

Nathan explained that the object of this new company is to change the way people interact with photos, video and on-line worlds by becoming a market leader in the next generation of easy-to-use, innovative multimedia, Internet and electronic publishing, software tools. Natural, Calamus will play an integral part in this plan.

We have recently learnt that all the in-house development for the Windows versions has been moved from Germany to Denmark, whilst development for the Atari platform remaining securely in the hands of DMC. This was confirmed when we contacted DMC, who informed us that an upgrade is close to completion, which will contain some very interesting new features and is expected to be available towards the end of October, so watch this space for more! In addition we have discovered that JCA Europe no longer holds any sole agreement to distribute DMC products within the UK.

However, MGI have confirmed that Ingram Software of Milton Keynes have been appointed as the new UK Distributor for MGI products, which only includes the PC versions of Calamus in the line up. This means that at present there is no Official UK distributor for the DMC products including the Atari versions of Calamus.

All is not lost though, we at Calamus User have approached DMC and are currently looking to taking over the distribution of their products within the UK. Naturally we will keep you informed on any developments.

LATEST FROM ADEQUATE

DMC are not the only German company who have recently been productive. The ex-DMC programmers who make up Adequate Systems have also been hard at work, enlarging their own collection of Calamus addons. To complement the array of SL modules already available, the guys from Adequate have recently announced the release of yet more modules and printer drivers to enhance the productivity of Calamus.
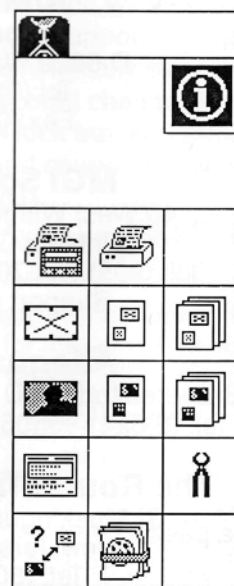
EDDIE 2 Module. 300DM (£130.00).

First on offer is an upgrade to their replacement text editor, Eddie. This has received a major overhaul which includes improvements not only within the general handling, but also the removal of some dialogue boxes which are no longer required. In addition, the search and replace feature has been enhanced, making it more flexible and powerful whilst maintaining ease of use. A new features has been added which allowing the overtyping of a highlighted block as any character is typed, this is a familiar feature on many PC or Mac texted-based packages. Also included is the addition of Text markers which can be jumped to via a single key stroke.

High Resolution Data Module. 500DM (£ 215.00)

This module is a must for those who use high resolution bitmap images within their documents. As this type of document can become very large and slow to redraw, the HRD module (see Fig 1 below) reproduces the images as low resolutions replacements and then places the originals into a folder which can then be recalled when they are require for printing.

Also included within the module is a feature for taking all those external images and all the fonts require by the document and placing then onto a folder on another media such as a removal hard drive or JAZ drive. This is especially useful for those wishing to send their documents to a bureau service.

Fig 1

Helplines Module. 150DM (£ 65.00)

The Helplines module allows the user to position Helplines and Guidelines accurately by entering numerical setting, therby offers an alterative to the less-accurate mouse. In addition there is a feature for saving pre-positioned Helplines and Guidelines which can be re-loaded later for use within any document.

Wacom Art Pad 2 driver. 150DM (£ 65.00)

Adequate Systems have also developed a driver to work in conjunction with the Wacom Art Pad 2 graphic tablet. This supports many of its features, including pressure pressure sensitivity.

Fig 2

```
TIFF-Druckertreiber        DEMO-Version  3 / 29.04.96
                           (C) 1995-1996 ADEQUATE SYSTEMS
Formatbreite:   21.00000 cm
Auflösung
  150 H  150
  300 H  300
  600 H  600
  900 H  900
 1200 H 1200
  635 H  635
 1270 H 1270
 300 H 300 dpi
Software:     Unbestimmt
Kompression:  LZW
Bildtyp:      CMYK (True Color)
NEU   LÖSCHEN
Pfad: E:\
Name automatisch
OK    SICHERN   LADEN   ABBRUCH
```

Future products.

So what does the future hold for Adequate Systems, in development terms? Raymond explained that they are currently putting the finishing touches to a new printer driver which will allow Calamus to output to any HPJL-language compatible Printer. This would be very useful for those using printers which support higher resolutions such as 1200dpi and have no printer drivers of their own. Also in the pipeline is a module which will import both EPS and PS (postscript Level 1) files directly into Calamus. At present, they can only import text as vectors, but they hope that a future version will allow the PS text to be edited as Calamus text. This will be a godsend to anyone wishing to import a document from Quark or Pagemaker. All they need now is a PS file.

On the subject of Windows 95 and Windows NT modules Raymond told me that, whilst Adequate Systems have had many enquiries for Windows versions of their modules, currently they have a problem in that MGI have told them that the Danish development team have no written developer's documentation which makes their task near impossible.

Since we last reported on the developments from Adequate Systems, there has been no news on the appointment of a UK distributor for their products, which is a shame as many of them would be very useful. As usual we will keep you informed of developments as and when they happen.

NVDI Printer driver. 200DM (£ 85.00)

One of the most interesting developments from Adequate Systems is the completion of an NVDI printer driver. As you can imagine this allows Calamus to output documents to Colour (RGB 24 bit only) or Mono printers using the NVDI print engine instead of the Calamus equivalent.

The main advantage is that NVDI supports a lot more printer drivers than Calamus does. This will be very useful to those who have problems getting hold of drivers for new printer models. The driver is reported to work with all versions of NVDI which will be especially useful to those using Calamus on the Magic Mac operating system. Now they can print directly from Calamus to their Apple script printer by using the supplied driver; this includes network printers too.

On the subject of speed, it is debatable whether the NVDI system will speed up the output. However when it comes to quality, this is where the NVDI excels. Raymond of Adequate Systems informed us that when they tested the driver on an Epson Stylus 2 they were surprised by the high quality produce by the NVDI Epson Stylus driver over that of the Calamus native driver.

TIFF Printer driver. 400DM (£ 170.00)

Whilst users of the Windows 95 version have had the benefit of a TIFF printer driver from the beginning, Atari SL users have not had this luxury, so, due to popular demand, Adequate Systems have produced their own driver which allows a document to be output as a TIFF bitmap image (See Fig 2). This driver supports the version 6 format and a large number of resolutions such as 300/600/1200/2400 dpi, as well as LZW and Packbit (RLE) Compression and all colour and mono planes, including 1/8/16/24/32 bit.

Postscript Level 2 printer driver. 600DM (£ 255.00)

This driver will support output to level 2 Postscript via a file, and has been designed mainly with those using typesetting in mind. It takes full advantage of all the features that level 2 has to offer.

Question & Answer

Colour Printing.

Q *From Bob Yates, Radcliffe-on-Trent.*
My setup currently consists of a pair of STE's (4Mb), an H–P Laserjet III, a mono monitor (Atari SM125 hi–rez). I have recently obtained a second hand Canon BJC–600 colour printer; I have also located a printer driver suitable for outputting from Calamus SL to the printer. The only thing that worries me slightly is whether it is practical to print in colour without being able to see colour on the monitor? I have a feeling I'm overlooking some vital factor.

A *Reply From Mike Hosking.*
The important ingredient in these circumstances is your printer driver. Provided that is compatible (in colour) with your printer, the paper will output from your printer in colour despite the fact that you see the image in monochrome.

This happens to me frequently, when I am running SL on my machine (Falcon030) in mono and, at some stage, need to output from the printer, in my case a Stylus Color II, in colour. Provided I load the correct driver (I do, on occasions, forget!) the printed output is in colour.

OLA 3 Colour Tables.

Q *John Nicholls, Birmingham.*
Whilst using the latest version of Outline Art 3, I have experienced a problem loading some colour (.CFT) tables. Whilst some update the colour list, others do not appear to load at all. Can you help?
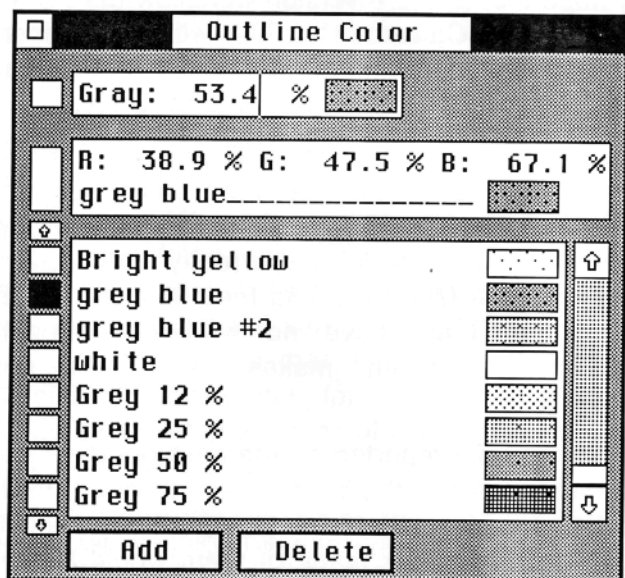
A
I think I know what the problem may be. Whilst Outline Art 3.0 can load colour tables generated from SL, it can only handle those which have been saved from earlier SL versions. When the DMC programmers updated SL in 1994 and included Spot Colour, they changed the format of the colour tables. So I suspect that the colour tables you are having problems with are generated from a later version of SL.

PKS Write & MagiC.

Q *Colin Watson, atari.st/dtp CIX.*
I've just started running the August 95 SL version. I've already discovered that PKS Write does not work properly, especially under MagiC. However there are no problems under TOS 4.04 on my Falcon. I get a strange "screen–grabbing" effect in the window and it then will not close. Are there any patches available in similar vein to CALAPAT.TOS to fix this problem?

A
We have contacted DMC on this subject who confirmed that they are aware of this problem. Unfortunately they told us that there is no Patch available to resolve this. However they did explain the cause of this problem and a possible cure.

The problem lies deep within PKS Write in that it can only use a particular window handle within the AES library inside GEM to display the text editor. Should there be an active window on the MagiC desktop when Calamus is run, then PKS Write will play up. So before you run Calamus, make sure that all active windows are closed. Also whilst in conversation with Adequate Systems, they commented that there is a similar problem with MagiC MAC and PKS Write and suggest if anyone is suffering, they should invest in EDDIE their replacement Text editor.

More Colour Problems.

Q *Tod Wilson, Northumberland.*
After reading up on the subject of using ADORNMENT COLOURS from the SL manual, I attempted to try the points I had learnt, but found this option was 'greyed out' within the Colour table dialogue. Can you tell me what I've done wrong? I am using the 1993 version of Calamus SL with a H–P DJ550 inkjet Printer.

(A) You have not done anything wrong. This feature (also known as SPOT COLOUR) has been abscent from both the 1992 and 1993 versions of SL (along with several other documented features). This all changed with the release of the 1994 version, which reinstigated this absent feature. We suggest you upgrade to the latest (1995) version if you need this feature.

Printer Problem.

(Q) *Mr J. Waters, London.*
I recently purchase the a H-P DJ540 inkjet printer and have found that the page size has been setup for US letter size instead of UK/Continental A4. I have tried printing from Calamus SL with the page size set to A4 using the H-P DJ 550 driver, but every time the printer outputs a page, it cuts off the last few lines, i.e the printed area is still set at US letter format. Have you any ideas on how to get around this and can you tell me if there is an SL driver for this printer.

(A) You have become a victim of the modern disease whereby printers are controlled via software rather than those dinky little DIL switches of yesteryear. However all is not lost. Find someone with a PC (ideally the dealer from whom you bought the printer) and ask them to run the software which is supplied with the printer and which allows you to setup the page size A4. I had a similar problem when I first got my H-P LJ4L and I know of several others who have experienced similar difficulties.

As far as I know there is no driver for this printer, but if the HPDJ 550 driver works then stick with it.

NVDI & Calamus.

(Q) *Joe Williams, London*
I am thinking of purchasing the latest version of NVDI. What I would like to know before taking the plunge is; will NVDI aid the Calamus screen redraw?

(A) Unfortunately, Calamus (inc 1.09/n /S/SL) does not rely on any GEM routines for redrawing the working document area; instead the program utilises it's own internal routines. However all is not lost, NVDI will speed up the redraw of all GEM based routines including Dialogue boxes and Icons within Calamus.

Also with the forthcoming release by Adequate Systems of the NVDI printer driver (see NEWS DESK) purchasing NVDI will not be wasted when it comes to Calamus SL.

1.09n Landscape Printing.

(Q) *John Knight, Didcot, Oxfordshire.*
I produce a local A5 magazine via a 4Mb Falcon with 1.09n outputting to a HPLJ 5L. To satisfy my local print shops requirements, I have to output each page with the RASTER setting within the Print dialogue box set to ON and X 4 which should give a larger spread of raster dots. I use an A4 landscape page setup to produce a double A5 page which is rotated when printed. My problem is; when I try to output at 600 dpi my machine hangs up. Can you help me?

(A) Unfortunately there is no way to cure this internal fault which lies within Calamus 1.09/1.09n.

All I can suggest is that you upgrade to SL which includes a module called the Raster Generator which will allow you to adjust the pixel spacing. I have tested this problem using SL with my HPLJ 5L without encountering any problems, but I must warn you it can be a very memory hungary operation on both the computer and the printer.

Calamus S Upgrade?

(Q) *Mr M. Shaw.*
Some time ago I received a letter from JCA Europe with reference to the availability of the New upgrade for SL. Whilst I read with interest about it's enhancement and new features, I found this of little help to me as I use Calamus S2. Is there a similar upgrade my version?

(A) According to DMC they have not supporting Calamus S/S2 for some time now. However they did say that can offer an upgrade path for 1.09 and S/S2 users to upgrade to SL. So I suggest you contact JCA about this.

We have always questioned the existent of the S version since it's introduction, as it seemed pointless producing and supporting two version of the same program, when all DMC had to release was a cut-down version of SL with a reduced number of modules. This would allow users to enter the Calamus world at a greatly reduced price and to purchase additional modules as needs/wallet dictated. This was the case with DMC publishing.

Hints & Tips

Projected Text in OLA.

`OLA 1` `OLA 3`

Recently, Mr Gray from Weston-Super-Mare, Somerset wrote to us asking if we could explain in simple terms how to produce distorted text using OutLine Art 1.0 (abbrevated to OLA 1). So as usual we are happy to oblige.

Whilst this hint was produced using OLA 1, OLA 3 users should find it will work equally well with their version.

Step 1.
First create a Text object using the **MODIFY OBJECT DIALOGUE** box (icon), first making sure that the **Object:Rotated Text** Icon (icon) and the **Add Object** icon (icon) are highlighted.

Step 2.
Once you have entered the text, loaded a font and adjusted the various settings to your own requirements. Click on the **OK** button and you should now have a active frame containing the **Text Object**.

Step 3.
Next, click on the **Transform Object** icon (icon), which converts the **Text Object** into a **Vector Object**.

You should now be ready to construct the **Control Path Object** which will be used to distort the **Vector Object**. Before you continue, make sure the **Vector Object** frame is de-activated.

Step 4.
First, making sure that the **Object: Control Path** icon (icon) is selected, choice either the **Line To** (icon) or **Curve To** icon (icon), in-conjunction with the **Add Element** icon (icon) and construct the vector shape which you wish to use as the **Control Path Object**.

Step 5.
Once you are happy with your vector shape, select the **Mark Corner** icon (icon) and starting with the second point, click on each corner until the shape is marked with a number, the corner you start with should have the circled number 2 by it (see **Fig 1** below).

Fig 1
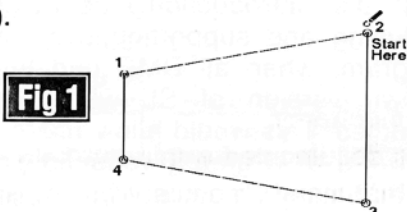
Step 6.
Now, click on the **MODIFY OBJECT DIALOGUE**, followed by two clicks on the **OK** Button.

You should now have a net like shape, this is the **Control Path Object**.

Step 7.
Next, select both the **Control Path Object** (icon) and the **Vector Object** (TEXT IN HERE) followed by the **Transform Object** icon (icon) this will result in the appearance of the **TRANSFORM OBJECT** dialogue box (see **Fig 2** Below). Now, click on the **OK** button, this should result in the distorted text.
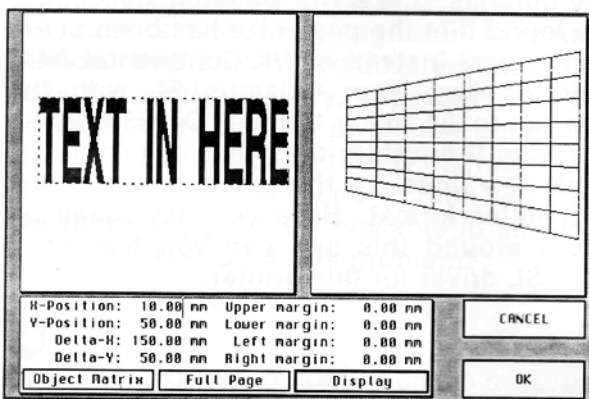

X-Position:	10.00 mm	Upper margin:	0.00 mm
Y-Position:	50.00 mm	Lower margin:	0.00 mm
Delta-X:	150.00 mm	Left margin:	0.00 mm
Delta-Y:	50.00 mm	Right margin:	0.00 mm

Object Matrix | Full Page | Display | CANCEL | OK

Fig 2

Step 8.
Finally, before you save the result you must first delete the **Control Path Object** (icon).

During the development of this Hint we got a bit carried away, so we have included some of the results from our creative flow (see below). Please note the position of the **Mark Corner** icon (icon), in each example, this signifies where the first marker should be applied.
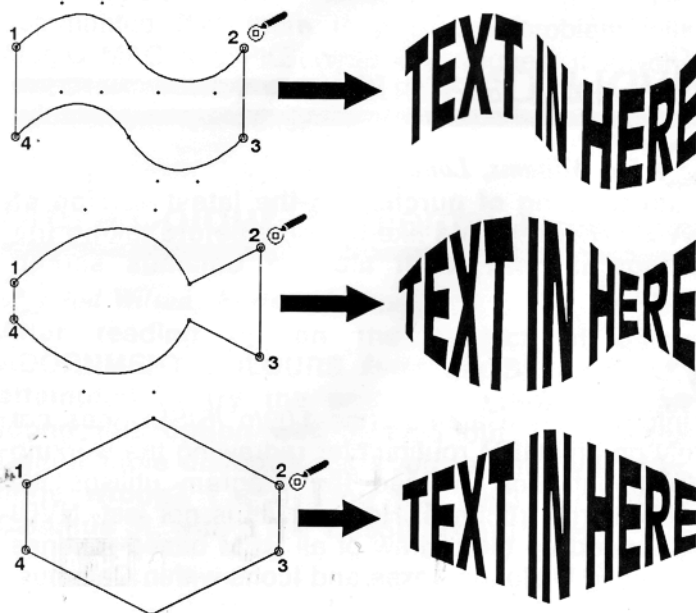
Diagonal & Distorted
Headings

| 1.09 | 1.09N | S | SL | WIN 95 | WIN NT |
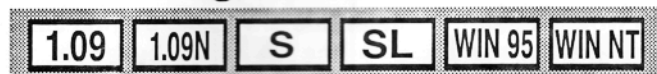
Whilst playing with Calamus one evening we discovered a simple way of producing diagonal and distorted Headings by using the kerning option. First we start with the Diagonal Heading.

Step 1.
First, create a Text Frame (▦) or a Rotated Text Frame (▦) if you are using 1.09/1.09n.

Step 2.
Then type in the required text for the heading and set the font attributes, such as size, colour, style.

Step 3.
Next, create a Line Frame (◻) using a diagonal line which should start from the first character (see **Fig 3** below) within the Text Frame. This will act as a guideline which will ease the kerning procedure.
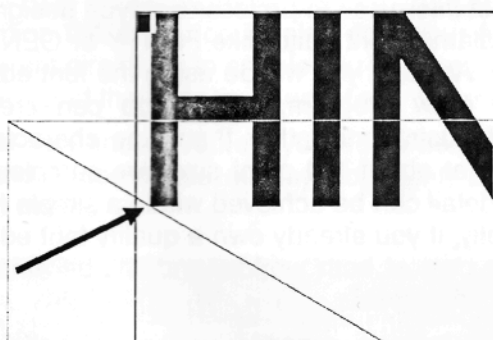
Fig 3

Step 4.
Activate kerning (ESC), Now using the Shift or Control and the Arrow keys you can now start kerning each character. Remember to stop at the guideline!

Once you have completed the heading it should look similar to that in **Fig 4** below, don't forget to remove the guide line before using the heading.
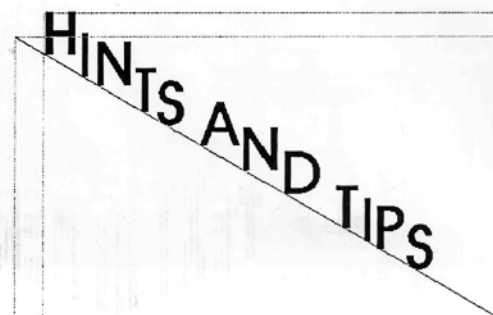
Fig 4

Now we can continue to produce the Distorted Heading:

Step 5.
First, rotate the frame by entering the desired angle and clicking on the **Rotate** icon (▦).

Step 6.
Next, create a guideline starting from the bottom of the first character using the guidline (·····+) icon (within the (▦) group). This again will make the kerning much easier.

Step 7.
Now, selecting the **Text Style** module (▦) and start kerning each character. Toggle between the **Frame** module (▶) and the **Text Style** module until the all the characters are level.

Finally, you should have Distorted Heading ready for use (see **Fig 5** below).
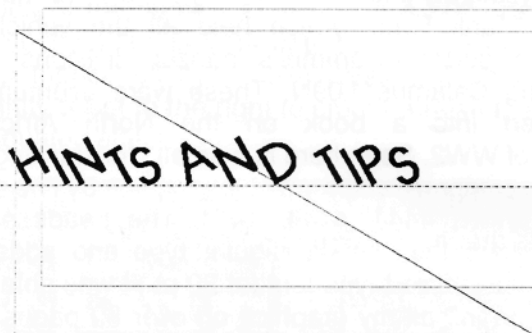
Fig 5

Vectorising Within Calamus 95.

| WIN 95 | WIN NT |

Whilst exploring the Windows 95 version of Calamus, we discovered a useful feature within the Vector Module.

This function allows the contents of any Text, Line or Raster Shape frame to be imported into the Vector Editor, which can then be modified in a similar manner to that of the Atari version.

All you have to do is select the chosen frame, click on the **Open Vector Editor** icon (▦) and the converted vector equivalent will appear inside the editor window. Once you are happy with your creation, click on the **Close Vector Editor** icon (▦) and the contents will be placed into a vector frame.

This feature is documented within the help system, we have found that many Calamus Win 95 users who we have spoken to, are not aware of this useful feature.

Creative *Calamus*

By George Bradford

UNUSUAL USES FOR SPECIALIZED FONTS

Every Calamus user has his favorite collection of type fonts, and the available supply continues to grow daily. For this reason many of us wonder why anyone would want to go to all the trouble of designing their own fonts. To be honest, unless you understand type design, you can get pretty frustrated using a font editor.

However, there is an alternative use for that vector font editor that does not require the expertise of a type designer. Since each character in a font is an outline drawing of that specific letterform, there is nothing to say it has to be type oriented. Draw a chicken if you want, or better yet, some sort of logo or dingbat that you are lacking. Above and beyond this, I would like to suggest a practical use for specialized fonts which may appeal to people with specific interests, such as bird watching, dog breeders, family tree researchers, etc.

As for myself, my interest in military history led me to design a "Tank Font" which held all the vehicles required to portray Rommel's panzer divisions on paper using Calamus 1.09N. These were eventually incorporated into a book on the North African campaign of WW2. Seen here is a small clip showing a single tank company which was typed in line by line as: mmmF33, 11111, 4444, 4444, 4444. The heads and subheads were then set in regular type and added. Using this specialized type font (at 30 pt.) I was able to literally "type in" all my graphics on over 80 pages of divisional organization charts.

PARENTS			PROGENY	
I	PS + PS =		PS	
II	PS + TRS =		PS	M
III	TRI + PS =		M	TRS

The speed, uniformity and ease of altering sizes gave this method a great advantage over other options. The big joy was the ease with which you could go back into the font editor and alter any vehicle at any time if required. Each vehicle was given a key position and then I spent an hour building a chart showing which vehicle was on each key. With this chart in front of me I had no problem at all typing in what I wanted.

For those not interested in professional type design, a low priced Calamus font editor like FONTY or GENUS would suffice. Actually, you will be using the font editor as a simple draw program, where you can create key-oriented illustrations rather than type characters. Shown below, at about 100 point size, are samples of what kind of detail can be achieved within a simple font editor. Naturally, if you already own a quality font editor you have the best of both worlds, and will be able to achieve even finer detail.

If you don't have a scanner, you might consider tracing a screen sized representation of your object on cling film or any clear acetate and adhering it to your screen. You can then use this as a template from which to trace your shape. Once you have your basic shape and proportion correct, you can then move into a larger zoom screen to clean up the finer details. Another great feature is that since there may not be too many characters/illustrations in the fonts you build, they will hardly intrude on your available memory.

Tank Company 4 (medium)
Company HQ Section

1 Light Platoon

3 Medium Platoons
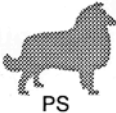
PARENTS   CHILDREN   GRAND CHILDREN

EMBOSSED TYPE

As serious Calamus users we are always searching for new and different ways to display type, and one of the simplest, yet most impressive is the embossed effect. This can be either the simulation of raised (in low relief) or recessed (intaglio), and the two are so similar that the eye may sometimes see both at the same time, depending on how the mind interprets the image. For the moment we shall assume that raised type is the effect we are looking for, and the following examples will be examined step by step.

EMBOSS:

First create a 38% background rectangle at any size you want. Using a fairly bold typeface, set the word in black. Now copy it twice (Alt-C) and change one to opaque white and the other to 38% grey (using the "Style Menu", bottom right icon on the "Font Size & Style Menu".) Place the white type on your grey rectangle first, and then the black type, with it offset slightly to the right and down a bit, then the grey type is centred vertically and horizontally over these two so that white shows on the left and top, and black shows on the right and bottom. If you find it difficult to select and move the 3 components, use "place to back" (Alt-B) to rotate the the layers from front to back as you position them. You could also drag your frames out in different directions to enable you to access the different layers, and then tidy them up later.

For very fine movement you would be wise to use the X and Y coordinate display (top right) and keystroke your moves.
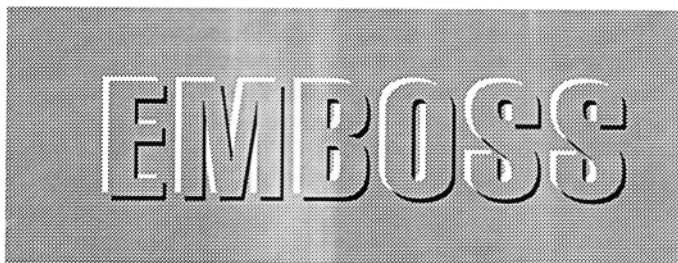
TYPE:

This is a much simpler and less effective way of getting a raised effect. A 50% background, black type, and a 25% grey copy placed over it, offset to the right.
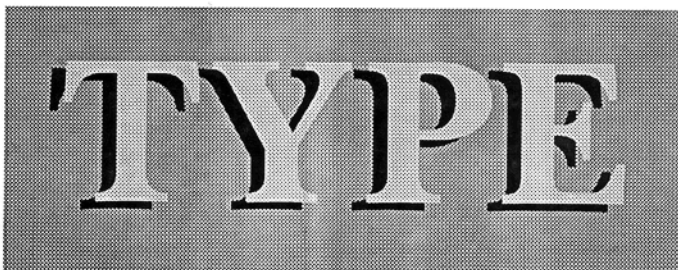
TARTAN:

This version uses several tone values and type sizes to achieve a raised effect. The background shape is a 62% grey, and on this surface we place two layers of type. The bottom type is 67 point white with a 25% outline of 2.0 point thickness, and 4.0 point letterspacing. The top layer of type is 60 point with zero letterspacing, a 62% fill and 2 point 88% outline. In this effect the 67 point lighter type is allowed to hang out on the left side to achieve a graduated effect shoulder.

BALLAD:

Set in 66 pt. Cherry Baskerville Bold, this is a stacked series of the same size word on a 50% background. The bottom one is 62%, with the middle one 88%, and then topped off by a 25% version. Each of these is slightly offset to the right to create a raised, and almost graduated effect.

As I mentioned, when exact placement of type over type is required, you would be wise to utilize the X/Y coordinates shown in the top right corner of your screen. With this feature you can note the coordinates of the type's position, and then position another copy of it by watching these coordinates. Naturally, you can type in your desired coordinates and hit return to reposition your type.

From what you have seen here it will be obvious that there are numerous ways to create the raised effect, and if you experiment you will most certainly find your favorite version. However, keep in mind that the best typefaces for the embossed effect are the plain broad, bold or blocky ones. With these you tend to get more flat surface area showing, and this accentuates the raised effect. You should also consider your final output device, whether it be an imagesetter, laser printer, or dot matrix. Each of these will give better or poorer results, so choose the proper raster screen value to suit the output device.

RASTER SHAPES

Most of us have come to accept the simple raster plane shapes made available to us in Calamus Desktop, and like myself, I'm sure you wished at times that the selection was larger. Well it is, if you are willing to push the envelope to the extreme and see what's hidden in the depths of this program.

I discovered the bonus features shown here when I accidentally selected the wrong border weight for a small star shape and strange things appeared. Being intrigued with what I saw, I decided to probe deeper and check out the possibilities of the other raster plane shapes, and what you see here are only some of the results. I have no doubt that there are more offbeat graphic effects hiding within the program, so don't hesitate to experiment and see what else can be found.

From what I have seen, the border line appears to thicken to the inside of the shape only, and not outwards whatsoever, contrary to many other programs, which tend to thicken equally on both sides of the line. Also, a broad outline does not come to a sharp point, but results in a blunt, sawed-off mitre, giving the star shape aesthetically pleasing flat tips. At the same time, an extremely overweight border line tends to grow inward until it actually passes out the opposite side of the shape, creating some rather ungodly effects.

All you have to do is pick and choose the ones you like, and build a sheet full of them with brief notes on how you achieved the shape. The one thing you must keep track of is the dX/dY sizes of the frame, since these determine the exact pattern. As you can see by the limited sampling I have supplied, they just might be the answer to your prayers.

The first example shown here came so close to representing a heraldic shield that I couldn't resist giving it the place of honour. As noted, it was built using the star shape with a 210 point screened border with no fill. You will have to work carefully with this one since it proved to be very sensitive to frame adjustments and altered its state radically with even the smallest movements in either the X or the Y direction. The single solid black down shadow seemed the best choice for my purposes, but the other shadows give different effects also. Although one of my favourites, this was one of the last shapes I discovered, after much trial and error, so I am sure there are even more ingenious effects still to be discovered.

The strangest revelation I encountered was the fact that the triangle pointing right, will produce a blunt stubby arrow pointing left, and vice versa. (See "FIRE EXIT" example). This is obviously due to the overweight lines stumbling over each other in one way or another. Naturally, this stubby arrow effect would be easy to create in the normal manner, but it is an interesting experiment.

The horizontal round-ended shape could also be made with circles and a wide rectangle, but once mastered, this overweight border method is faster and easier to alter, since it can be done with simple commands. (See "ATARI JOURNAL" example). You just choose the shape, click on 40 point screened border with black drop shadow, and then stretch it the desired size. If you stretch it deeper than 80 points high, you may have to enter a fill command also, since an gap will appear in the centre.

One of the most versatile raster plane shapes proved to be the "flash", simply because of its irregular outline.

This example was done using the star shape and applying a 210 pt. screened border, plus drop shadow. It is very sensitive to proportion changes, so adjust the frame carefully until you achieve the desired shape. This one has heraldic characteristics with shield-like proportions.

Size dX: 3.44 by dY: 3.44 inches.

As can be seen by "The Log Cabin" example, when stretched sideways it produces a very pleasing free shape to work within. One of the many "ungodly" shapes possible by using the overweight line is shown in the "Wild Fire" example. By forcing the border weight to 110 points I was able to come up with a great freeform splash on which to overprint. By altering the border weight gradually you can produce any number of these offbeat shapes, but only a limited number of them are truly pleasing and professional looking.

Another shape that gives great results is the inverted bevel rectangle shown in the "WOODSMAN" and "FIRST" examples. Here again, you can overdo it and get some crazy effects that are far from practical, however, if you pick and choose you will find numerous

useable ones also. I think the "seal" effect would be great for the bottom of a letter or certificate, and with a simple ribbon hanging from the bottom, it could really go places. (The ribbon could be built easily in Calamus by using a rectangle and two triangular shapes.)

I should mention that I could get very little response from the more orthodox shapes like the normal rectangle, rectangle with inverted square corners, the circle, the octogon, and the rhombus. Possibly due to their symmetry these shapes tend to distort into little more than boxy shapes, and I gave up on them.

One important point that should be mentioned about these borders is the fact that although some of them are quite ornate and complex looking, they only average out to about 3K of memory per border effect. So when it comes to screen refresh, they don't hang you up in the least.

With regard to the type overprinted on these shapes, much of it has been given the outline commands only available in Calamus version 1.09N and beyond. You will also find that some of these overweight border effects may display quite differently on the Full Page, Normal and User Defined size screens. The 200% zoom was by far the most accurate representation, and possibly greater enlargement would be even more exact. Whatever your opinion of this mischief, it's certainly worth a peek.

Round cornered rectangle with 40 pt. screened border, and no fill.

ATARI JOURNAL

3.41 x 0.66"

Star shape with a 20 pt. screened border and fill, plus 6 pt. drop shadow.

3rd

1.20 x 1.20"

WELCOME
DEAR FRIENDS

Expanded, with 6 pt. shadow.

2.23 x 1.06"
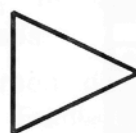
Right triangle with a 38 pt. screened border, 14 pt. left shadow and no fill.

FIRE EXIT

3.54 x 0.84"

Flash shape with a 16 pt. pattern border and 25% fill.

The Log Cabin

3.17 x 1.13"
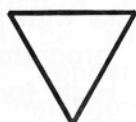
Triangle shapes with an 18 pt. screened border and varying fill.

1.05 x 0.78"

2.41 x 0.78"

Flash shape with 60 pt. and 110 pt.screened borders respectively, the latter producing a dramatic effect. No fill in either of these two.

FINE LEATHER GOODS

1.28 x 2.20"

Wild Fire

2.46 x 1.90"

2.45 x 0.65"

WOODSMAN

FIRST
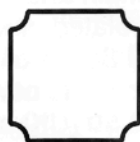
Both inverted bevel rectangles with a 40 pt. screened border and no fill. The white circle on the "seal shape" was added later.

0.94 x 0.94"

Public*Eye*

Calamus Table Generator V1.12

After reviewing the latest version of Border Bundle in the last issue, we continue by taking a look at another CVG based utility.

The CALAMUS TABLE GENERATOR (or CTG as it's abbreviated to), is a shareware program which originates from Poland and was developed by Michal Setlak who lives in Warsaw. As the title implies, its sole function is to construct and generate tables which can be saved as CVG (Calamus Vector Graphic) files, for use within Calamus.

To construct a table, the user must first creating a number of horizontal cells. As these are created, a sets of coordinates at the top left hand corner inform the user of the size (in CM) as the table grows.

An array of icons (see **Fig 1** below) assists the user to create, edit or delete any individual cell or a complete row. In addition, there are a number of setting which can either adjust the size of any cell or row of cells and controls the line thickness.
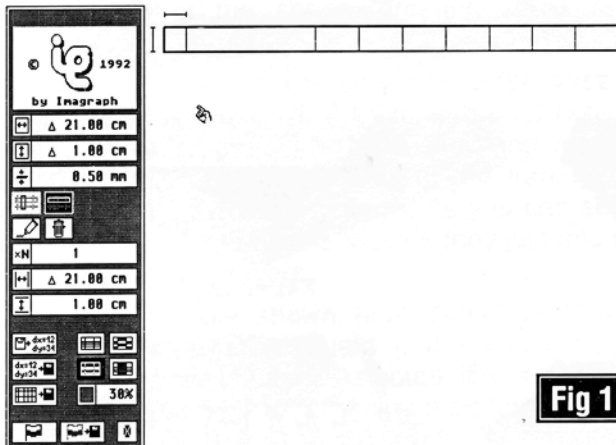
Fig 1

When the user is happy with the first row of cells, another icon is selected to allows the row to be duplicated thereby building the table. Once again as the table grows the previously mention coordinates inform the user of the resulting size. At any time during this process any row can be re-sized to make it vertically larger (See **Fig 2**).

Once satisfied, the user can choose to save the table as either a CVG file or a CTG native file which can be re-loaded later for refining. Unfortunately, because of the way CTG generates the resulting CVG table, there is no way to edit it. This is due to the fact the generator stores all the vector elements as one vector object. If you try
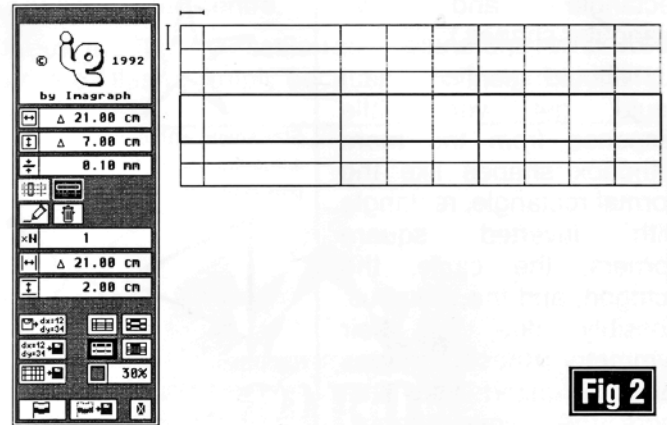

Fig 2

loading one into any CVG based vector art package, this point will become more apparent.

When it comes to system compatibility, CTG appears to works on most Atari machines including the TT and Falcon which is surprising when you consider that it was written using the aging GFA Basic 3.0. As with most Calamus related PD and shareware programs, CTG will only operate in either ST High (on an ST/STE) or TT medium resolution (16 cols x 640x460) that's if you have a TT or Falcon.

There is no doubt that pre-generated tables can greatly assist the creation of Calamus documents such as invoices, order forms etc and CTG preforms this task admirably.

As far as we are aware this is the only version of this program currently available, but we have contacted Michal on the subject and are awaiting a reply.

Module *Focus*
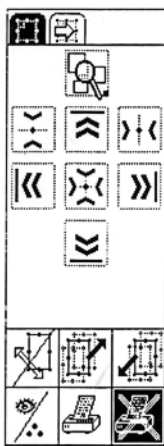
By Mike Hosking

TOOLBOX MODULE

When I graduated from Pagestream to Calamus some years ago, there was a feature within PGS2 that I missed. This was the ability to align frames of all sorts within a page; although Calamus had a magnetic frames facility, I didn't find it very easy or intuitive in use.

With the advent of Calamus's Toolbox Module that has changed. All sorts of alignments can be achieved with the added bonus that, as usual, you are able to introduce the alignment facility into Calamus when you require it, and remove it afterwards to free up memory. In addition, the module has one or two other uses.

When first loaded the screen displays two Command Groups. The Move Frame CG is the alignment portion of the module. No matter what type of frames in which combination, this will align them horizontally, vertically, to the left, right, top or bottom. Of particular use is the ability concentrically to arrange frames, so that you can now achieve graphics perfectly centred within tram—line frames. Selected frames can be zoomed to full monitor size, can be moved to the front or back, or can be copied to your master page. To cut down screen redraw times, the contents of any frame can be suppressed on—screen (the contents will appear in any printout), although having said that, there is even an option to suppress the printout of any frame (see **Fig 1** below).
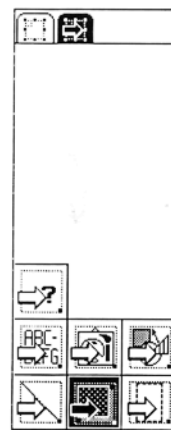
Fig 1

The second Command Group is dubbed the Convert Frame CG. As its name implies, it will convert any type of frame to any other (see **Fig 2**). Thus, instead of needing to delete a given frame, swap modes, and create a different type of frame, this can now all be achieved from one screen.

Conclusion: All in all a useful module which, arguably, ought to be on the core module lineup of any user. Of particular value for poster or flyer production, where its frame positioning continues the Calamus tradition for accuracy.

Fig 2

Pricing: Prices for the Toolboxs module differ depending on your local distributor:

USA/Canada/Australasia:50 US$
Germany/Europe:98 DM (£42.00)
UK=Unknown

Since wriiting this review we have learnt that there is an upgraded version en-titled Toolbox Pro and is available in Germany for 298 DM. We will update you as and when we get more details.

Productivity Pack one for SL.

£15.00

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 re-formatted many of these documents into the more favourable A4 format. These Templates include documents for Business, Personal, Music, Invoices, Purchase Orders and much more.

USER to USER Hints Vol 1,2 & 3.

£ 10.00 Per Volume.
£ 25.00 all 3 Volumes

The USER to USER programme has been highly successful in both the USA and Canada, and is now available to European Users of Calamus SL through the Calamus User Magazine.

USER to USER files are written by Calamus SL owners like yourself. The authors have presented their work to assist other users and, at the same time, have earned discounts on their own future purchases from MGI Software in Canada. This is hoped will be continued throughout Europe. Each volume contains lots of useful hints, tips and tutorials, and are highly recommend to everyone, regardless of their experience with Calamus SL.

Mix 'N' Match PD Fonts.

£ 3.00 Per Disk.

CALAMUS USER is at present building a definitive library of Calamus PD fonts and have at present over 650 fonts listed on our database which is growing every day. An ascii text file containing the current list of fonts in our library can be obtained from us directly by send a blank disk and 2 x 1st class stamp.

Any of the listed fonts can be purchased from us on a Mix 'N' Match basis. All there is to it. You pay £3.00 and choose any 20 fonts.

SERIOUS TYPE Font Collection.

£ 3.00 Per Disk.
£ 20.00 Any 8 Disks.
£ 64.00 All 32 Disks

If you are looking for new fonts for use with Calamus, but don't want to pay a fortune, then look no further than our Serious Collection. The Serious Type Collection includes over 330 Calamus fonts available on 32 disks and offer quality fonts at an affordable price.

These fonts can be used to give any document the look that will stand out from the crowd. Many of the fonts in this collection are included as whole families, something that other collections tend to neglect.

## Productivity Pack one for 1.09.

£15.00

For those using Calamus 1.09 and 1.09n who may feel left out by the release of the SL Productivity Pack. We are pleased to announce the release of the 1.09 and 1.09n compatible version. This unique pack comprises a selection of Document Templates, Fonts and Vector Clip Art.
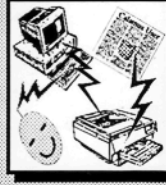
The Definitive Calamus PD Font Guide.

£10.00

With the large quantity of Calamus fonts currently available within the public domain and the great interest shown in our own Mix 'n' Match PD font collection, we at Calamus User have endeavoured to produced a definitive guide which, we hope, includes most of the PD fonts currently available. This A4 Guide has been designed so that each entry shows all the characters available within that font, thereby making it easier for the user to choose the right font for any job. Also included is a list of duplicated, incomplete and fatally damaged (i.e they won't load) fonts. Furthermore as more PD fonts become available, we will be releasing an upgrade, to update this definitive font guide.
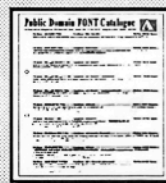
The Outline ART 3 Guide.

£10.00

For anyone using DMC's Outline ART 3.0, our printed guide will be a welcome addition to this vector art package. Originally produced by Calamus user Mike Hosking, this disk-based guide was available as a Calamus SL (94 version) document. This format caused problems for some potential user.

Firstly, the user would require the latest version of Calamus SL (94 or 95 version) to load and output this document to their printer, thereby restricting it's output to those with the later versions. Secondly, the printed output would only contain a single sided page per sheet thereby making the final printed guide rather sizeable. So to overcome these problems, we at Calamus User have re-produced this guide in a A5 hard copy format which is ready to be placed into any standard A5 binder, thereby offering a useful reference to all OLA 3 users.

SERIOUS ART Vector Clipart Collection.

£ 3.00 Per Disk.
£ 20.00 Any 8 Disks.
£ 64.00 All 32 Disks

The Serious ART Collection at present includes over 100 disks of Black & White and Colour images in Calamus CVG format (with more to follow). All of these have been designed to add impact to any Calamus document, and because they are in vector format you will be able to scale them to any size without losing their original quality.

Each disk has been Categorised for ease of use and at present Include;

Aircraft(5), Animals(8), Banners(1), Birds(3), Borders(2), Business(6), Cartoons(15), Cats(3), Celebrations(4), Children(3), Computers(1), Design(8), Dogs(3), Education(2), Fantasy(22), Food(8), Headlines(2), Household(4), Insects(1), Landmarks(9), Law(4), Leisure(3), Men(62), Medical(6), Military(4), Music(3), People(9), Religion(4), Sealife(), Ships (3), Signs(6), Space(4), Sport(11), Travel(2), Tools(3), Transport(11), Xmas(4). *(No of Disks)*

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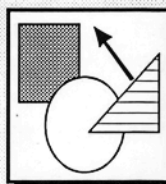
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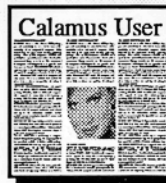
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