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BANNER GENERATOR

PERSONAL DEVELOPMENT

Print one-liners up to 6 inches high and 80 characters long
(ages 8 and up)

by **John Daigle and Steve Bittrolff**

Requires: ATARI BASIC Language Cartridge

ATARI 825 80-Column Printer or equivalent printer

Cassette version (1):
(APX-10040)

ATARI 410 Program Recorder
16K RAM

Diskette version (1):
(APX-20040)

ATARI 810 Disk Drive
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Edition C

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Introduction

OVERVIEW

With BANNER GENERATOR you can print one-line messages of any length and of varying letter heights and widths. All you do is key in your message and then answer four prompted questions. You can print messages of normal character intensity or extra dark (if you have an ATARI 825 80-Column Printer). You can use any of three different fill character methods: (1) print the message with one fill character (e.g., the character "#"); (2) print each output character using that character as the fill character (e.g., "A's" for the letter "A" and "R's" for the letter "R"); or (3) print a short word as the fill character (e.g., the word "FAREWELL"). You can also reproduce banner-size ATARI graphics characters. However, you can't use graphics characters as fill characters.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge
ATARI printer or equivalent printer

Cassette version

16K RAM
ATARI 410 or ATARI 1010 Program Recorder

Diskette version

16K RAM
ATARI 810 or ATARI 1050 Disk Drive

Getting started

LOADING BANNER GENERATOR INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the slot of your computer.

2. If you have the cassette version of BANNER GENERATOR:

a. Connect your program recorder to the computer and to a wall outlet.

b. Turn on your computer and your TV set.

c. Slide the BANNER GENERATOR cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.

e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The program's first display screen will appear on your TV screen.

If you have the diskette version of BANNER GENERATOR:

a. Have your computer turned OFF.

b. Turn on your disk drive.

c. When the BUSY light goes out, open the disk drive door and insert the BANNER GENERATOR diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one drive.)

d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

USING BANNER GENERATOR

The first display screen looks approximately like this:

```
                BANNER GENERATOR PROGRAM
ENTER MESSAGE FOR THE BANNER
?  --
                COPYRIGHT 1981 ATARI
```

You type in the one-line message you want printed in response to this prompt. Your message can be as long as 80 characters and you can also use any ATARI graphics characters.

CHOOSING CHARACTER INTENSITY

After you press the RETURN key, the prompt for letter intensity displays:

```
NORMAL (N) OR DARK (D)?  ---
```

If you're using an ATARI 825 80-Column Printer, you can select extra dark lettering instead of normal intensity. The program achieves this darker intensity by stepping only half spaces instead of full spaces between fill lines. On all other printers, you must enter N for "normal".

CHOOSING CHARACTER HEIGHT

After you press the RETURN key, the prompt for character height displays:

```
CHARACTER HEIGHT (1-10)?  --
```

You can estimate the height of your letters by multiplying the number you choose by eight. That is, if you enter 10 in response to this prompt, your output letters will be 80 characters high (approximately six inches).

CHOOSING CHARACTER WIDTH

After pressing the RETURN key, the prompt for character width displays:

```
CHARACTER WIDTH (1-10)? __
```

You can estimate the width of your letters by multiplying the number you choose by eight. That is, if you enter 4 in response to this prompt, your output letters will be 32 characters wide.

PROPORTION OF CHARACTER HEIGHT TO WIDTH

A good rule of thumb is to make your characters twice as high as they are wide. For example, if you specify character height of 8, then specify character width of 4 for nicely proportioned letters. (Exception. If you're using the DARK option, then make your letters the same height and width--e.g., if your character height is 8, then make your character width 8 also).

CHOOSING THE FILL CHARACTER(S)

After you press the RETURN key, the final prompt displays for desired fill character:

```
BANNER CHARACTER FILL:  
1 - ONE CHARACTER  
2 - MESSAGE (n CHAR. MAX.)  
3 - LETTER CHARACTER
```

Enter 1 if you want your message printed using the fill character you specify. For example, if you want your message to print using "#" as the fill character, then enter a 1 and answer the resulting prompt as follows:

```
ENTER CHARACTER? # <RETURN>
```

Enter 2 if you want your message printed using a short word (printed repeatedly). The maximum number of characters is the same as the character height you specified.

For example, if you chose a character height of 8, then you might want to use the fill word "FAREWELL" (assuming it's an appropriate message!). You would then enter 2, press RETURN, and answer the resulting prompt as follows:

```
ENTER MESSAGE? FAREWELL <RETURN>
```

If you choose a word shorter than your designated character height, the program prints the word and uses pound signs (#) to fill in the remaining characters to the character height limit. For example, if you chose a character height of 10 and you wanted to use the fill word "HAPPY", then each fill character unit would consist of:

```
HAPPY#####
```

If you choose a word longer than your designated character height, the program truncates the word at the character maximum displayed in the prompt. Enter 3 to specify that the program is to print each output letter using that letter itself as the fill character. For example, for the message "IT'S FRIDAY!", the program will use "I's" to print the letter "I", "T's" to print the letter "T", apostrophes to print the character "'", and so on. (Note. You can't use this option if your message contains graphics characters since the program doesn't support graphics fill characters.) This option has no follow-up prompt. With these prompts answered and your printer turned on, the program now takes over and prints your message!

PRINTING YOUR MESSAGE

As the BANNER GENERATOR program prints your message, it displays the current letter it's printing and it notes at the bottom of the screen all the options you chose. A sample of this screen is:

```
   HHH  HHH
   HHH  HHH
   HHH  HHH
   HHHHHHHH
   HHHHHHHH
   HHH  HHH
   HHH  HHH
   HHH  HHH
```

NORMAL PRINT, 8 X 4 MATRIX

CHARACTER: H

TEXT: HI!

The letter display doesn't take into account the character height and width you choose. It simply represents the current letter. In this example, we chose normal character intensity, a character height of 8 and a character width of 4, and the message (TEXT) is "HI!". The current character being printed is "H".

SAMPLE APPLICATION

BANNER GENERATOR PROGRAM

ENTER MESSAGE FOR THE BANNER
HI!

NORMAL (N) OR DARK (D)? N

CHARACTER HEIGHT (1-10)? 8

CHARACTER WIDTH (1-10)? 4

BANNER CHARACTER FILL:

- 1 - ONE CHARACTER
- 2 - MESSAGE (8 CHAR. MAX.)
- 3 - LETTER CHARACTER

OPTION? 3

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(Sample message appears on the next page.)



ATARI Program Exchange
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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Use (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From



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