
The News Station

(C) 1986 by Alan Reeve

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Congratulations on your purchase of what we feel is the finest typesetting program available for Atari 8-bit computers. With it you will have the power to design signs, posters, notices, brochures, advertisements, and other literature that will have that high-quality, professional look. With The News Station mixing text and graphics will present no problem. Print Shop(tm) icons, picture files, and even different fonts can be used. Before using the News Station master disk I would recommend that you write protect it, and fill out your warranty card (please note that this is version 2.1) and return it to us. If you have any questions or comments on the News Station please feel free to drop us a line, as we are always looking for ways to improve our products.

* Loading Instructions *

To load The News Station:

- 1) Turn on your TV/Monitor, disk drive, and printer.
- 2) Insert The News Station master disk into drive #1.
- 3) Turn on your computer.
- 4) The News Station will load.

The News Station is organized into two parts. Part 1 allows you to create plates. Every printed page is composed of these plates (2 across, by 4 down). On each plate you can engrave your messages or graphics, and then save them to print with The Press. Part two is called The Press and it allows you to select the eight plates you wish to print, and then prints them to a printer.

Part I * Plate Editor

The plate editor allows you to combine your text and graphics on plates. These plates can be saved and loaded as well as printed with The Press (described later).

* Commands List *

The Plate Editor has two modes of operation. These are text mode, and graphics mode. When the News Station first loads you will be in the text mode. Your screen will be divided into two parts. At the top will be your (currently blank) plate. At the bottom will be two status lines, as well as a selection line. Pressing Control-G will move you into the graphics mode, and Pressing Control-T will move you back into Text mode.

* Text Mode *

The following commands apply to text entry.

INVERSE Key-

This allows you to use the special graphics (Control) characters that are built into your computer. When you first press Inverse a small C will appear on the second status line indicating that the graphics character set is active. You must press at least one key before hitting Inverse again to exit into normal character entry.

Most Keys-

Most keys such as letter, numbers, and punctuation marks allow you to enter text above the cursor on the plate.

To use the following command you must press the Control key in conjunction with them:

A (Atari Font)-

Switches you back to the Ataris built in font without erasing your alternate font from memory. The word ATARI will appear on the first status line when you do this.

F (Font load)-

This command gives you access to load any of the standard 9 sector fonts into memory. A few sample fonts are contained on this disk for you. When this option is selected you will be given a list of the fonts on the disk in drive 1 at the bottom of the screen for you to select from. Use the arrow keys to select a font (or Control arrow to select even faster) and position the fonts you wish to load in the center and press RETURN. Loading a font does not activate it. See Control-U (Activate Font). Fonts are identified with the extender .FNT.

I (Inverse)-

Activates and deactivates inverse type for text entry. The word INVERSE will appear on the second status line when you are using Inverse video.

L (Line Spacing)-

This command allows you to set the amount of space between your lines). Your choices are 7, 8, and 9 and are indicated on the first status line. For the most noticeable results type a lower case g with the ATARI character set active, and the switch to a line spacing of seven and type a capital T directly beneath it.

M (Margin)-

This command allows you to set your left margin (the column that the cursor moves to when you hit RETURN).

P-

This command moves your cursor up one (scan) line.

W (Width)-

This command allows you to set your characters width (1-8).

H (Height)-

This command allows you to set your characters height.

U (Use font)-

This command activates a font that has been loaded with the Font Load option.

V-

This command will load a standard ASCII (text) file onto your plate. If the text goes off of the right side of the plate or off of the bottom of the plate it will not be shown (or used). Text files loaded with this option must have an extender of .TXT.

;-

Moves your cursor down one (scan) line.

Keys such as the arrows, tab, and backspace all perform their normal functions.

* Graphics Mode *

Hold down the Control key when you use the following commands.

B (Print Shop Icons)-

This command allows you to load Print Shop icons onto a plate. The size of your Print Shop icon is determined by the width command and can range from 1 to 3. The current cursor position will be the upper left hand corner of the icon. Select your icon as you would select a file, and load it by pressing RETURN. The icon named on the left will load. When you see your icon you can press RETURN to accept it, or ESC to choose another icon. To abort loading a Print Shop icon press ESC from file selection. If you are using icons from The Print Shop of The Print Shop Companion you must copy them to a separate data disk.

C (Color)-

This command switches your drawing color between black(1) and white(0). Your current color is indicated on the second status line.

D (Directory of pictures)-

This command gives you a directory of standard 62 sector picture files, and loads them onto your plate. Picture files are identified by the extender .PIC. Only the top 5/6 of the picture will fit on the plate.

J (Joystick)-

Allows you to use a joystick plugged into port 1 to draw with.

K (Koala Pad)-

Allows you to use a Koala Pad plugged into port 2 to draw with. Press the left button on the pad to plot points, and the right button to choose which side of the plate to draw on.

P (Plot point)-

This command plot (or erases pending on your selected color) the point that your cursor is on.

In addition to these command you may use the arrow key to move your drawing dot a pixel at a time.

*** General Commands ***

ESCAPE-

Exits to The Press providing that The News Station is in drive 1.

Control-X (Initialize disk)-

Initialize a disk to save and load plates from.

Control-S (Save plate)-

Saves a plate to the disk in drive 1. You must supply an eight character filename to save the plate as.

Control-R (Read/Load plate)-

Loads a plate from the disk in drive 1.

Control-T (Text mode)-

Enter text mode.

Control-G (Graphics mode)-

Enter graphics mode.

Shift-Clear (Clear page)-

This erases your entire page from memory.

Additional Information-

The News Station uses the highest graphics resolution possible with an Atari 8-bit computer. When using this resolution artifactualing may occur. This means that you may see red and blue dots on the plate. Do not worry, these dots merely indicate dot patterns, and your pages will print fine.

When making file selections you will be given a directory of files at the bottom of the screen. Use the arrow keys to select a file (Control Arrow to move faster), and RETURN to select a file. Pressing ESC aborts. The filename in the middle is the one that is selected by pressing RETURN.

Part II * The Press

Once The Press loads up you will be given a list of five printers that you can use. Select the appropriate one, and you will be prompted to insert a plate data disk into drive 1. Using the up and down arrow keys you will fill up the grid with the plates in the order you wish to print them. Once you select your eighth plate your page will be printed. Press ESC to abort.

* Commands *

ESCAPE-

Returns to the Plate Editor provided that the News Station master disk is in drive one.

Control-N (New Data Disk)-

This allows you to change data disks once you have started selecting plates.

1 and 2 (Drive Select)-

These commands allow you to read plates from drives one or two.

The Press does not allow you to print a portion of a page. To do so save a blank plate from the plate editor, and then select it when printing. You can use the same plate twice.

The printer drivers included are:

- 1) Star SG-10
- 2) ProWriter
- 3) Epson (RX-80, Panasonic, Citizen)
- 4) Gemini (Epson MX-80, Gemini 10X)
- 5) Atari XMM 801

The last two printer drives print a thinner page that do the other three. Users of drivers 1 and 3 may also use drives number 4 for different results.

WARRANTY-

The News Station comes with a Warranty that the media will be free from defects for a period of thirty days. If you find that your disk is defective within this period of time and it is not due to the users neglect we will replace it free of charge. Outside of this time period there will be a \$2 fee. The user may also purchase a backup copy for \$5. This warranty only applies to registered owners.

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News Station 3.0 Addendum

The version of News Station in this package is our latest version as of 03/18/88. Below you will find a list of changes made in this version to improve it.

- * Loads faster

- * Not protected, allowing users to make as many backup copies as they wish. Please be sure to create a backup copy as soon as possible.

- * Clear Option in News Station no longer reinitializes current parameters.

- * When loading off of the disk with the Plate Editor Control-D will now toggle the disk drive to read from allowing users with two drives to use both of them.

- * The Press now contains a customer print driver builder. To use select option 7. The write protect on the News Station master disk must be off for this. You will be prompted for:

High Pin (T/B)-

This means which pin on your printer's print head is the highest value. Top or Bottom. If you are unsure and can't locate this in your manual (look in the graphics section for a picture of a print head with the numbers 1,2,4,8,16...128 next to it) enter T for Top. This will be the case 99% of the time.

Initialize printer codes-

The control codes to Initialize the spacing of the lines for your printer.

Send printer codes-

The control codes issued before send 640 bytes worth of graphics data.

Line feed codes-

The control codes needed to return your printers print head to the left margin and down one line.

To find these codes look in the back of your printers manual. While it will be cumbersome to first find these codes and it may take a little bit of time pending on your computer knowledge and the organization of your printer's manual once you have completed a functional driver you will never have to do it again as the driver will be saved on your News Station disk. Custom printer drivers can also achieve special effects with current printers that function well with one of the five pre-configured printers.

To use your custom driver use Printer 6 (Other).