

Introduction

Welcome to Home Publisher, the easy-to-use GEM-based desktop publishing system for the home and the small office. Home Publisher presents an 8 1/2" by 11" page in the computer upon which you can freely combine text and graphics, then quickly print out the final result. Your text can use various styles and formats, and Home Publisher also gives you a number of useful and/or decorative fonts for headlines. You can import graphics from other programs such as Degas, Elite or video digitizers, or draw directly on the page. You can import text by loading a disk file into a window whose size and shape you set, then placing it on the page. And because all commands use the mouse to manipulate GEM windows, dialog boxes, and drop-down menus, the only time you need type anything is when entering text. What could be simpler? No techniques or techniques in your computer's manual. By reading this manual as you work with the program you'll soon find yourself quickly and easily turning out professional-looking documents or catchy, attractive newsletters and brochures that jump off the page.

System Requirements

Atari ST with 1 Megabyte of memory (minimum)
Monochrome monitor
Double-sided floppy disk drive (minimum)
Dot matrix printer

Installation

Home Publisher is not copy-protected for your convenience. Make a copy of the enclosed disk from which to work, and put the original away for safekeeping. Since the program disk uses a special 10-sector format, you may not be able to use the standard desktop disk copy procedure. If you don't have a special copy program like PROCOPY, use the file copy technique to back up the disk. Please do not give out copies of this program so that we can continue to bring you fine products at low cost. To run Home Publisher from a hard disk simply copy all files from the release disk to a folder (named, for example, HP) on any partition. Home Publisher will default to this folder for all file selection.

Special Notes

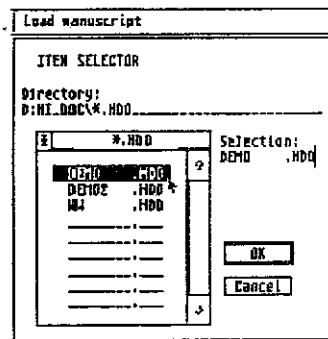
Home Publisher uses the system screen dump facility for High Speed printing, so before printing you must have the CONTROL.ACC (or DESK1.ACC) desk accessory loaded, and then install Printer accessory must be set to the proper number of pixels per line (960 for most ten-inch printers). See your ST Owner's Manual for details.

- Although Home Publisher is a GEM-based program, it does not work with GEM desk accessory programs--it disables them. For best performance do not use Home Publisher with desk accessories loaded.

- When the Home Publisher program first begins you're working on a 'negative' view of the page. Drawing (and typing) appears in white 'ink' on a black page, which is the opposite of a normal white page containing black ink. The principal reason for doing this is to reduce eye fatigue by minimizing glaring white area. Whenever you'd like to see the page in a 'positive' view, use the Screencolor command from the Print menu.

- Please be aware of the use of the Undo command. Whenever you make a change you can restore the page to its previous condition by selecting Undo from the Graphics menu.

Item Selector Techniques



The GEM Item Selector used by Home Publisher to select all data files is found in many programs for Atari ST computers. In case you're unfamiliar with its usage, here's a brief explanation.

You can use the Item Selector to load or save a file in any directory available on your system; RAM disks, hard drives, or whatever. The Item Selector consists of three parts: the Directory line; the directory window; and the Selection line; plus two exit buttons labeled OK and Cancel.

To change the search specifier at the right end of the Directory line (i.e. Load ASCII always looks for *.DOC files), click on the Directory line and edit it to any other

extender or simply *.* for all files, then click inside the directory window for a new listing. If you only want to use a different directory on the current drive, use the mouse to maneuver up and down the directory tree via the 'close box' and folder names in the directory window within the Item Selector. If you want to use a drive other than the program default which first appears on the directory line, click on the line, press the Esc key to clear the line, then type the drive letter followed by a colon (:). Then click on the 'title bar' of the small directory window within the Item Selector.

The Item Selector's directory window works like the GEM Desktop's directory windows in View As Text mode, and shows all files and folders in the current directory, displaying the current path in its title bar. If there are more files than can appear in the window, scroll using standard techniques as outlined in your Owner's Manual. To select an existing file whose name appears in the Item Selector directory window, simply double-click on the filename or click once on the filename, then press Return, Enter, or click on the OK button. To save a file under a new name, click on the Selection line and change it to the desired name, then press Return or Enter, or click on OK. If the filename is less than eight letters long and you need to enter an extension, type a period (.) to get to the extension part of the Selection line.

Reference Section

Screen Controls

When Home Publisher first starts, you're can see the top half of a blank 8 1/2" x 11" page in the computer. You can start drawing and/or entering text immediately if you like. In addition to the menus from which most commands are activated, there are two small arrows in boxes in the upper right hand corner of the screen. Since you can only see part of the page at a time, use these arrows to scroll up and down on the page to work on different parts. Click on the up arrow to move the page up behind the screen 'window' (i.e. to view lower parts of the page) and use the down arrow to move up on the page. The letter immediately to the right of the pair of arrows indicates the currently selected drive (see Files menu).

Home Publisher's different functions are organized into the following menus:

Files
Blocks
Text
Graphic
Print
Headline

This section discusses each command in each of these menus in turn.

Files Menu

Home Publisher uses a number of different types of file, including manuscript, graphic, ASCII text, windows, and blocks. Whenever you load or save a particular type of file, Home Publisher looks in the corresponding folder by showing that directory in the Item Selector. All necessary folders are provided on the enclosed program disk. If you wish to store data on a drive other than the one from which the program is run, first make sure that drive contains all necessary folders, then use Select Drive to set the data drive.

Sel. Drive

To change the drive used for data files to one other than that from which the program is run, click on Select Drive from the Files menu. A small dialog box appears with six small boxes containing the letters A through F. Click on the letter that corresponds to the drive which contains your data files, then on the O.K. button. From that point on activating any of the other commands in the Files menu will open the appropriate folder on the drive you've selected. The currently selected drive letter always appears in the

upper right corner of the screen. You can temporarily change the source or destination for data files via standard Item Selector techniques (see above).

Load Manuscript

An 8 1/2" x 11" full-page document created with Home Publisher is called a manuscript. You can load a manuscript from disk by selecting Load Manuscript, then selecting a manuscript file via the Item Selector, which defaults to the HI_DOC folder on the current drive and to .HDO for the file extension. If the file is found loading progress is graphically depicted on the screen via a small dialog box.

Save Manuscript

Use this command to save on disk an 8 1/2" x 11" page created with Home Publisher. Use standard Item Selector techniques (see above). The program defaults to the HI_DOC folder on the current drive for manuscript files. You needn't type in the .HDO extension when saving a new file, as the program provides it for you.

WARNING: The program does not request verification when you save the current manuscript under an existing filename--the old file is immediately replaced with the new.

Load Graphics

Home Publisher maintains a separate buffer or memory storage area called the Library for pictures used in manuscripts. Once loaded, use the Pick Up from Library command from the Blocks menu to copy all or parts of the picture into your manuscript. You can use pictures from as many different sources as you like in your manuscript by loading them successively into the Library and clipping the desired portions onto the main page. Although Home Publisher will load any graphic file, only those that have been saved in Degas' uncompressed high-resolution format (.PI3) will appear properly when loaded.

After selecting this command use standard Item Selector techniques to choose a graphic file to load. Home Publisher defaults to a folder named DEGAS.PI3 on the current drive.

Load ASCII

Home Publisher maintains a separate text buffer for loading short ASCII text files from word processors or text editors. ST programs that can generate such files include First Word (and Plus), Word Writer, ST Writer, Word Perfect, and most others. Consult your word processor's manual or publisher for instructions for generating such a file, which should contain no special characters other than single carriage return/line feed combinations at the end of each line of

print uses the current Screencolor setting; that is, the printout uses the same color scheme as the document on the screen. Finally, to use High Speed print you must use one of the following types of printer: IBM, Epson, Epson-compatible, or Atari SMM804.

Final print, on the other hand, uses a custom printer driver, so you can use it with most types of printers. Final print yields a darker printout, but takes longer. You can also adjust the general contrast. Finally, Final print always prints black on white, regardless of the current Screencolor setting (see below).

Printing in General

Whichever of the three print commands you choose, the subsequent procedure is the same. After selecting whether to print the entire page, the current view, or the current block, a dialog appears offering the choices Cancel and Start Printing. If you select the latter, the next dialog offers the choices Cancel, High Speed, and Final Print. If you choose High Speed printing begins immediately. If you choose Final Print, however, you're next presented with the Contrast Selection dialog offering the choices Normal, Dark, and Extra Dark. In all dialogs click the left mouse button on the small box next to your choice.

Manuscript

This command prints the entire page. See Printing in General above for details.

View

This command prints the portion of the page that's currently visible. See Printing in General above for details.

Block

This command prints the current contents of the block buffer (see Block Menu above). See Printing in General above for details.

Screencolor

Home Publisher works only in monochrome, so there are only two screen colors; black and white. The default screencolor mode is black on white to minimize eyestrain, as explained in the introduction. But all printouts in Final mode use black ink on a white background, as with most normal publications. To reverse screen colors and see your document in black on white, use the Screencolor command.

List on Screen

This command lets you preview your manuscript by displaying a miniaturized version of the full page on the screen. An idiosyncrasy of the program requires that you scroll the page after making any changes before using this command, or else the changes won't appear on the full-page view.

Printer Install

If you're using an Epson, Epson-compatible, or Atari SMM804 printer with Home Publisher you needn't bother with this section. If you're using another printer you'll need to go through an installation procedure. Home Publisher comes with drivers for these printers:

Citizen 120D
NEC P6
Star SG10
Star NL10

If you own one of these printers you need only load the appropriate driver before printing. Select the Printer Install command, at which a dialog appears showing the current driver and offering the choice Load or Cancel. Select Load to display a list of printer driver files in the HI_PRINT folder on the disk appears in the Item Selector. Select the appropriate file--you're ready to print.

If your printer doesn't appear on the above list, see the section Creating a Printer Driver below.

Headlines Menu

Tutorial

Home Publisher includes over thirty custom-designed special fonts (character sets) for use in one-line text blocks called headlines. To create a headline follow these step-by-step directions:

1. Select Load Font from the Headlines menu, then select a font to load with the left mouse button, then click on the OK button to load the font.
2. To view all characters available in the loaded font, select Show Font from the Headlines menu. Click the left mouse button to exit. To use a different font, return to step 1.
3. Select Make Headline to enter text in the selected font.
4. The program switches temporarily to the headline entry screen with a line for text entry from the keyboard across

text. Limit imported text files to no more than thirty lines.

Home Publisher defaults to the DOCUMENT folder in the current directory for loading ASCII files and a .DOC extender for filenames. After you select the ASCII text file to be loaded, Home Publisher displays its contents on the screen as it is loaded, showing the current format. Use the Import Text command (see Text menu) to move the loaded file into a window, which can then be placed on the page.

IMPORTANT: Home Publisher has no text formatting capabilities, so you must use your word processor to pre-format text files for use in Home Publisher. For example, if you want a three-inch wide column with text justified left and right, it must appear that way in the ASCII file generated by your word processor.

Load Windows

Home Publisher maintains ten separate text windows for text entry by hand or importing from ASCII files. The contents of these windows are stored separately in memory from the manuscript. This command lets you load a set of ten windows which were saved previously with the Save Windows command below. The program defaults to the HI_WIND folder in the current directory for windows files, and uses the .HTX file extension. All ten windows are loaded with this command.

NOTE: Any current window text is deleted whenever you load a new set of windows.

Save Windows

This command saves the contents of all ten of Home Publisher's windows in a single file, and defaults to the HI_WIND folder for file storage. You needn't type the .HTX file extender when saving a new file, as the program provides it for you.

Load Block

This command loads a block previously saved with Save Block (see below) into Home Publisher's graphic buffer. Defaults to the HI_BLOCK folder on the current drive.

Save Block

This command saves the current contents of the block buffer as an .HBL file in the HI_BLOCK folder on the current drive.

Erase

This command removes the current manuscript from memory and clears the page. After selecting Erase, click on OK Do It to

confirm that you want to erase the page, or if you decide to keep the page after all click on Cancel to abort the Erase operation.

Quit

Use this command to exit the program. After selecting Quit, click on Yes to confirm that you want to exit the program or on No to change your mind and return to the program. If you've neglected to save the current manuscript before exiting, the Quit dialog also lets you 'Save First' to store the file on disk.

Blocks Menu

A block is a rectangular image of any size up to the full screen. Home Publisher maintains a single block buffer. You can select a block from the Library image (see Load Graphic in Files menu) or from any part of the main manuscript, or load blocks that have been previously saved using the Save Block command (Files menu). Once you've selected a block, you can perform various manipulations on it including bending, stretching, inverting (black to white and vice-versa), and others all of which are detailed below.

Remember that there's only one block buffer, so whenever you pick up a new block the old one is gone. If you'd like to reuse a block later, use Save Block from the Files menu to make a permanent copy on disk.

NOTE: To undo the most recent block operation, select the Undo command from the bottom of the Graphics menu.

NOTE: The default mode for placing blocks is Soft mode, which means that you may still be able to see part of what was 'behind' it (if anything) before you placed the block; that is, the block is placed 'transparently'. You can also use Hard mode, in which the block replaces anything that was there previously, or Invert mode, which places a 'hard' negative image of the block. Use the Graphics menu to select the mode.

IMPORTANT: Most commands in this menu involve first selecting a block, then perhaps manipulating it, then placing it on the manuscript page. Whenever the program wants you to select a block from the manuscript, the arrow-shaped mouse cursor turns into a pair of crosshairs whose point of intersection you control with the mouse cursor. In addition, the top border becomes a ruler marked off in centimeters. To select a block, click and hold the left mouse button on the upper left corner of the block, and while holding the mouse button down, drag the mouse down and to the right. When your block is outlined, release the mouse cursor.

When placing a block the program allows you to position the cursor so that part of the block is invisible off to the side or bottom of the page. If you place a block in this way, only the part that's visible when you press the mouse button appears on the final page.

Pick Up from Library

Allows you to pick up a block from the separate graphic buffer called the Library. Load images into the Library with the Load Graphic command from the Files menu.

When you select this command, Home Publisher switches the screen to a view of the current Library image. The arrow-shaped cursor becomes cross-shaped. First position the mouse cursor at the top left corner of the block. Select the block by pressing and holding down the left mouse button, then dragging down and to the right. Note that a dotted-line box shows the extent of the selected block as you drag. When you've selected the full block, release the mouse button. Next the program switches the screen back to your manuscript page. Move the mouse and you'll see your block move around the screen. When the image is in the desired position, click the left mouse button to deposit a copy of the block on the page.

Pick Up from Manuscript

Allows you to copy any part of the manuscript page (up to one full screen in size) to the block buffer, in preparation for manipulation using the Bend or Zoom commands, placing elsewhere on the page, or saving.

Select the block using the technique outlined above in the paragraph labeled IMPORTANT:. This automatically copies the selected image into the block buffer and places a copy at the mouse cursor ready for placement. If you don't wish to place the image immediately click the right mouse button to return to normal operation.

Put on Manuscript

This lets you place a previously selected (or loaded) block anywhere on the manuscript page. First position the page so the target area is visible, then select this command. A copy of the block appears on the page--position it with the mouse, then press the left mouse button to place the image. Use Undo from the Graphics menu if it doesn't look right after placement, or before placement simply click the right mouse button to abort the operation.

Move

Use to erase a block from one part of the page and position it elsewhere on the screen. If you don't wish to reposition the block click the right mouse button after picking up the block. This works well for erasing large rectangular parts of the page.

NOTE: A block picked up with Move is not copied into the block buffer. Use Pick Up from Manuscript (above) to make further copies of the block later.

V-Image

Use to flip vertically part of the manuscript page up to full screen size. After you select the block it is flipped in place. Use Undo from the graphics menu to restore the screen.

H-Image

Use to flip horizontally part of the manuscript page up to full screen size. After you select the block it is flipped in place. Use Undo from the graphics menu to restore the screen.

Inverse

Makes a negative image of part of the manuscript page--black becomes white and vice versa. The block is inverted in place.

Bend

Allows special effects with a previously selected block. You must first load an image into the block buffer with Load Block, Pick Up from Library, or Pick Up from Manuscript commands (or from a text window or the headline window).

After you select Bend, a special bending screen appears with the selected block centered. Experiment with clicking the left mouse button on different parts of the screen for different effects. When you find a bending effect you like, click on the small box labeled 'EXIT' in the lower right corner of the screen. At this point the former block image is replaced by the newly 'bent' one, with a copy ready for you to place on the page by clicking the left mouse button. To avoid having to do so, click the right mouse button. You can then subject the block image to further bending or stretching.

Zoom

Allows special effects with a previously selected block. You must first load an image into the block buffer with the

commands Load Block, Pick Up from Library, or Pick Up from Manuscript (or from a text window or the headline window).

After you select Zoom, if a block is selected a dialog box appears allowing you to select 50%, 100%, 200% or 300% for either vertical or horizontal stretching/reducing, or both. Click on the appropriate boxes, then on OK to confirm. To Cancel set both to 100%, then click on OK. If you confirm, you'll see the transformation take place, after which a copy of the resized block appears at the mouse cursor ready for placement. To avoid immediate placement click the right button. The block buffer now contains the resized block image.

Text Menu

As mentioned above, Home Publisher uses ten separate GEM windows for text entry and placement on the page. Only one window can be active at a time, but closed windows always retain their contents unless erased. To enter text from the keyboard, first use the Open Window command (see below) from the Text menu, then type the text. Home Publisher windows don't automatically wrap text at the end of a line--press the Return key to get to the next line when typing several lines. Use the arrow keys or the mouse to move the text cursor in the window. The Delete and Backspace keys also work normally. You can resize a window any time by clicking and dragging on the size box in the window's lower right corner.

Import Text

Use this command to place any portion of a text file loaded with the Load ASCII command (Files menu) into any of Home Publisher's ten windows. When you choose this command, if you've previously used Load ASCII from the Files menu you're presented with the Open Window dialog box (see below). Select a window to contain the loaded text.

Next you're placed in the Import Text window. At the top is a ruler marked off in characters, with margins set at 5 and 70. You can reset these by pointing at either marker and clicking and holding the left mouse button and sliding left or right. At the right edge is a scroll bar. Scroll down by clicking the mouse on the upper arrow, or up by clicking on the lower arrow. You can also scroll through the text by sliding the clear part of the scroll bar vertically.

To place any or all of the text in the selected window, click once with the left mouse button at the top of the block, and again at the bottom. The block is then placed in the window. Reshape the window as you like, then click on the its close box in the upper left corner. Position the block then place it on the manuscript page by clicking the left mouse button.

Open Window

Selecting this command invokes a small dialog box listing Home Publisher's ten text windows, which are numbered 0 through 9. An asterisk (*) appears to the right of any windows that contain text. Click on the window you wish to open for text entry or editing with the left mouse button.

While a text window is open, click the right mouse button anywhere to open the Text Type & Format dialog box. This lets you set various text attributes as well as line and character spacing, and is discussed in detail under the heading Type & Format below.

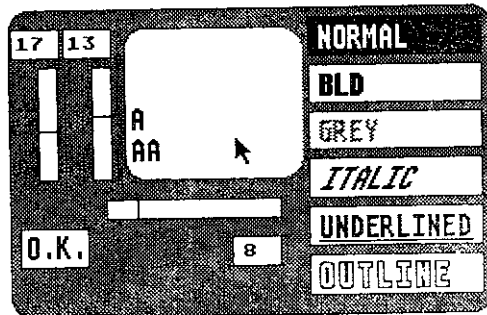
When you're finished entering text in a window, click the left mouse button in the close box in the window's upper left corner. A copy of any visible text is placed at your cursor for placement, as well as copied into the block buffer. If you don't wish to place the text right away, click the right button to return to normal mouse operation. The window retains any text, and can be reopened for editing or placing again at any time.

Erase Window

Use this command to wipe a window clean of any existing text in preparation for new text. Operation is similar to that of Open Window above. Select the window you wish to erase from the dialog box with the mouse pointer, then verify the erasure or cancel.

Type & Format

Selecting this command from the Text menu invokes the same dialog as pressing the right mouse button with a text window open. In either case, changing the text style via the buttons on the right side of the box affects only text typed after the change, while changing character size and spacing and line spacing via the sliders on the left side of the box affects all existing text in windows.



Type & Format Dialog

For character style of subsequently typed text you can choose one of the first three entries and any combination (or none) of the other three in the righthand column of buttons. That is, text can be normal, light, or bold, but not any combination of those. However, you may combine the underline, italic and outline styles any way you like. Click on the different boxes containing style names and examples to see how they affect the example characters in the small window in the center of the dialog. To change the example character type any key on the keyboard.

To change character spacing for the entire window click and hold down the left mouse button on the vertical line in the horizontal box under the example character window, and move the mouse sideways. Note the two characters on the bottom line of the example character window change constantly to reflect the current setting. Also note that you can overlap characters a great deal, although this does reduce legibility. Also, if you change character spacing and then click on OK, the current text window's width has been reset appropriately. The range of character spacing is from 2 to 42.

The lefthand vertical slider controls line spacing while the righthand one controls character height and width, and the two are interdependent. That is, the program won't allow you to set line spacing to be less than the character height, thus preventing lines of text from overlapping vertically. Experiment with the different settings of both of these sliders, observing effects in the example character window.

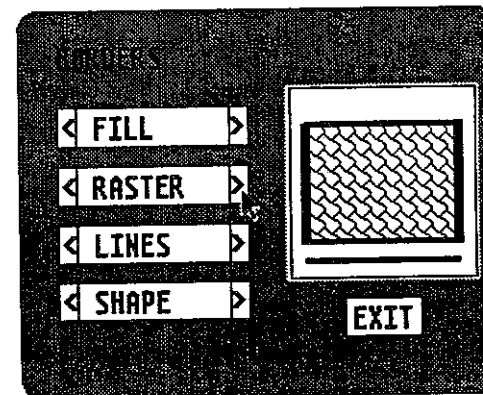
To exit the Type & Format dialog click on the OK button.

Graphic Menu

Home Publisher includes a drawing program that lets you create filled shapes or borders, straight lines, and freehand drawing with a variety of brushes. The final three graphics commands affect the way in which placed blocks and shapes interact with existing material on the page.

Borders & Fills

Selecting this command opens a dialog box that lets you select attributes for four different aspects of Home Publisher's Put Border command. From here you can set Fill type, Raster type, Line thickness, and border Shape.



Border & Fill Dialog

To change any attribute, click on the arrow at the left or right side of its name on the left side of the dialog box. Click lightly to change styles one at a time or hold down the mouse button to change continuously. The example shape and line on the right side of the dialog change simultaneously to display graphically the current settings.

Changing the Fill setting is useful only if Raster has been set to either of its two non-solid settings. One setting gives a range of fancy monochromatic fill patterns, while the other gives a range of crosshatch patterns.

Raster has four settings--solid fill, no fill, fancy pattern,

or crosshatch pattern.

Line has five settings, from very thin to very thick.

Shape has three settings--square-corner rectangle, round-corner rectangle, and oval.

Put Border

Use this command to draw a border or filled shape on the manuscript page in the style that has been set in the above command, Border & Fill. Position the mouse cursor at the upper left corner of where you wish to place the shape, then press and hold the left mouse button while dragging down and to the right. When the border is the right size and shape, release the mouse button to place it. Note that you cannot draw a single border larger than the viewable area of the page on the screen. This command is affected by the Mode commands at the end of this menu--see Graphics Modes below.

Draw

Allows fine line freehand drawing on the manuscript. After selecting this command the word Draw appears at the top of the screen and the mouse cursor turns into a pencil. Press and hold the left mouse button while dragging the mouse to draw. While this command is active, the word Draw appears at the top of the screen. To exit this command, click the right mouse button. If you make a mistake, after clicking the right mouse button click on Undo before doing anything else to remove everything since last invoking the draw command.

Lines

Use this command to draw straight lines anywhere on the manuscript. After selecting the command, click and hold the left mouse button on the line's starting point, then drag the mouse to the ending point and release the button. To change the line's thickness, use the Borders and Fills command. While this command is active, the word Lines appears at the top of the screen. After you draw a line, the Lines command automatically deactivates, so you must select it again to draw another line.

Eraser

Use to erase parts of the drawing. When this command is active the mouse cursor appears as a small eraser and the word Eraser appears at the top of the screen. Hold down the mouse button and move the mouse to erase parts of the manuscript under the mouse cursor. When you're finished erasing, press the right mouse button. As always, selecting Undo restores the version of the manuscript just before the last change.

Brush

Lets you use different sizes and shapes of brush for freehand drawing on the page. Selecting Brush brings up a graphic menu of brush shapes on the screen. Select any brush shape by clicking on it, then use it to draw on the screen by holding down the left mouse button and moving the mouse. If you move the mouse very quickly the brush strokes will 'separate', yielding a fragmented line. When the Brush command is active the word Brush appears at the top of the screen. Click the right button to quit drawing.

Graphics Modes

This is a discussion of the commands:

Softmode
Hardmode
X-mode

These commands affect how blocks and filled borders that you place on the manuscript appear. Only one of the three can be active at a time.

In Softmode you may still be able to see part of the background--what was 'behind' it (if anything) before you placed the block; that is, the block is placed 'transparently'. With Hard mode the block or filled border replaces the background. X-mode places a 'hard' negative image of the block--that is, all blacks and whites are reversed. Use the Graphics menu to select the mode.

Undo

Use this command whenever you've made an undesirable alteration to your manuscript. Undo simply restores the state of the manuscript prior to the most recent change. Note that you cannot undo the Undo command; you can't automatically restore a change that's been wiped out with Undo.

Print Menu

Use the commands in this menu for printing part or all of the current manuscript, or the current block, or for changing the screen color settings. Home Publisher uses two printing modes: High Speed print and Final print.

High Speed print uses the standard ST screen dump routine. This means that the printout is fast, but not of the highest quality of which the printer is capable. High Speed print is also subject to the current printer settings in the Install Printer desk accessory, about which you can find more information in your ST Owner's Manual. Also, High Speed

the top, and a slider for setting the pitch or spacing below.

5. Type in your headline. Most fonts give you numbers and upper and lower case letters, though none has punctuation. Use the Backspace key to erase errors or text from previous headlines.

6. Now set the pitch (character spacing) for the headline text. Click and hold the left mouse button on the thin vertical line in the horizontal slider below the text entry line, and move the mouse left and right. Note that the text spacing changes immediately as you slide, and the new pitch size is shown in the small box below the slider.

IMPORTANT: Do not widen character spacing so much that characters at the right end of the line 'drop off' the end. If this happens, shorten the spacing by moving the pitch slider to the left to bring the rightmost characters back onto the screen. If characters on the right end of the line don't appear, you won't be able to place the headline on your manuscript.

7. When you're finished typing the headline and setting the spacing, click the right mouse button anywhere on the screen to proceed. A dialog box appears requesting Height of Headline. The three settings are Normal, 0.5x Normal (half height), and 2X Normal (double-high)--select one by clicking the left mouse button on the small box next to your desired choice.

8. Next the program places you back on the manuscript page, with the headline appearing at the mouse cursor. Position the headline with the mouse, then press the left mouse button to place the headline on the page. To avoid placing the headline, click the right mouse button.

The headline you've entered remains in the headline screen (and buffer) until you enter a different one. Thus you can experiment with the same text in a variety of fonts by simply loading in different fonts, then selecting Make Headline to view the results.

Load Font

Loads a special font (stylized set of characters) from disk. Home Publisher fonts can only be used in headlines. The program searches the HI_FONTS directory for files with the .FNT extension. Select one from the Item Selector by double-clicking on the desired file name.

Show Font

Switches to an alternate screen that simply shows all characters in the currently loaded font. Click the left

mouse button to continue.

Make Headline

Switches to the headline text entry screen. See the step-by-step headline tutorial above for details.

Put Headline

Once you've created a headline with Make Headline, select Put Headline to place the current headline at the mouse cursor. Position the headline with the mouse, then press the left button to place it or the right button to abort the operation.

Copy to Block

Home Publisher uses separate buffers, or storage areas, for blocks and headlines, though both are basically graphic images. Copy to Block simply copies the image in the current headline buffer to the block buffer. From there you can perform the block operations Bend and Zoom on the headline.

Creating a Printer Driver

Included on the Home Publisher disk is a program called PRCREATE.PRG which you can use to create a driver for almost any dot matrix printer. Before you initiate the process of creating a printer driver, get out your printer's manual and look up the hexadecimal control codes for the following operations:

- standard linefeed--usually 0A in hexadecimal
- number of microfeed linefeeds. Most graphics printers' smallest possible linefeed is usually 1/216" or 1/144". You must determine by experimentation the best linefeed quantity, or number of microfeed linefeeds per line of graphics, for your printer. For printers capable of a 1/216" linefeed, 22 microfeeds is a good starting point. If your printer isn't capable of microfeed, enter 01 in response to the microfeed prompt.
- code for one graphics line of 640 pixels (dots) at 80 dots per inch

When the program asks you for control codes, enter them on one line in hexadecimal notation, separated by commas. Each hexadecimal number should consist of two digits. Also find out the number of pins on your printer's print head. When you look up the code for a line of graphics, ignore any parameters included in that command. For example, if your manual specifies graphics code as follows (N stands for the number of dots):
LPRINT CHR\$(27);CHR\$(42);CHR\$(4);CHR\$(N-(N*256));CHR\$(N/256)
you should enter only the first three numbers (27,42,4) in

hexadecimal (1B,2A,04); the final two numbers setting the number of dots are generated by Home Publisher.

When you run PRCREATE.PRG you're prompted for five pieces of information for the printer driver, and then for the name for the driver file. Here's an example run of PRCREATE for use with a Panasonic KX-P1080i printer (you type in what's after the question mark on each line):

The printer's name is (max. 8 characters) ? 1080i
Code for normal linefeed (8 dots) ? 0A
Code for microfeed (1 dot) ? 1B,33,16
Code for 1 line of 640 dots at a
density between 70 and 90 dots per inch ? 1B,2A,04
How many needles does the head have [1] 8 or 9 needles
[2] 16 needles
[3] 24 needles

(press the appropriate number key)

When you respond to the last question, you're presented with an Item Selector prompting you to save the file in the HI_PRINT folder. Enter a filename, whereupon the new printer driver is saved. If you click on Cancel instead, you're asked if you really want to quit. If you press the N key the program restarts from the beginning, but if you press the Y key the program ends and you're returned to the desktop. Then, when using Home Publisher, load this driver with the Printer Install command.