

*** User Feedback ***

Nobody knows what to do next better than you. We have a wealth of ideas for new features to go into MicroDesign, but we'd like to get them into some sort of order of priority. Can you help? Good. Then fill in the rest of this page with useful and realistic suggestions and send it to us now! (Useless and hopelessly-out-to-lunch ideas will be recycled as programmers' coffee mats).

TEXT EDITOR

Overall Rating

New Features _____ Priority _____

TYPESETTING

Overall Rating

New Features _____ Priority _____

GRAPHIC DESIGN

Overall Rating

New Features _____ Priority _____

PAGE LAYOUT

Overall Rating

New Features _____ Priority _____

PRINTING

Overall Rating

New Features _____ Priority _____

MANUAL

Overall Rating

New Features _____ Priority _____

SERVICE & SUPPORT

Overall Rating

*** User Feedback * User Feedback * User Feedback * User Feedback ***

THE

MICRO DESIGNER

ISSUE 1

Published in Ulterior October 1989

First Issue FREE to Registered Users

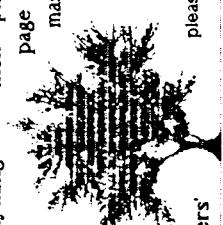
Creative Technology (MicroDesign) Ltd.

Dear User ...

WELCOME to this first issue of The MicroDesigner, a new occasional publication from Creative Technology for users of MicroDesign2. In this initial edition we have information on the latest improvements and additions to the program (along with details of how to obtain upgrades), as well as news of library releases, and features on getting the best from MicroDesign2, the most powerful and versatile of PCW design & publishing packages.

The MicroDesigner comes to you from the creators of MicroDesign2 as part of our continued program of customer support, and this first issue is free to all users! We hope to produce issues roughly quarterly, with No.2 being published around the New Year - please let us know if there's anything in particular you'd like to see in it. (There's also a questionnaire on the back cover for you to tell us what you think of the program and what you think we should put in it next - we value our users' comments highly as an integral

part of the continuing development of MicroDesign.) The MicroDesigner was (predictably!) entirely designed and laid out using MicroDesign2 on an Amstrad PCW8512, and was printed with a Centronics PP8 laser printer as A4 pages which were then photographically reduced (except page 12) to A5 size as the final master artwork.



In future we will need to know where our users are to stay in touch, so if any of you haven't yet returned your User Registration Card, please do so to get the best support. If you didn't get one, please just fill in the details on page 15.

CREATIVE TECHNOLOGY

*** News * Features * Advice * Upgrades ***

NEW EXTRA FONTS DISC

THIS month sees the release of the first of a planned series of releases by Creative Technology of new library discs to supplement MicroDesign2. The imaginatively titled Extra Fonts Disc No. 1 is a superb new collection of fonts supplied as .MDF files along with larger typefaces supplied as .MDA files for cutting and pasting into headlines (in sizes up to 150pt).

In all 14 new fonts are supplied as .MDFs in various sizes from 18pt to 32pt, including standard styles as well as more decorative ones, and a Cyrillic Times typeface at 22pt. All the fonts are complete 96-character set implementations. Also provided, as .MDAs, are seven huge

headline typefaces, including fully half-pixel-edited Times, Guardian and Broadway typefaces among others, in sizes up to 75 (150) pt. As can be seen from the panel below, the fonts are of the very highest quality (as you might expect from the creators of MicroDesign), and the results from using them will add a truly professional finish to your work.

Priced at £14.95, Extra Fonts Disc No 1 is only available from Creative Technology. Further details & order form on pages 14-15. ■

This font is called Baghdad
 This is Calligraphica This is Schwabacher
 This one is called Celtic
 This is Outrigger This is Brush

Some of the fonts supplied on EXTRA FONTS DISC No 1

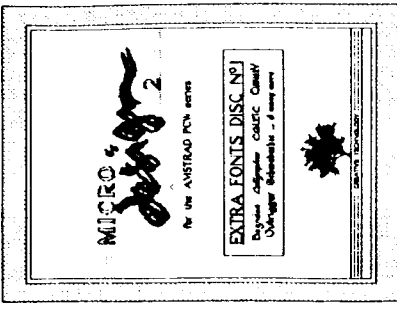
THIRD PARTY SUPPORT FOR MICRODESIGN2

ALSO RELEASED this month is new MD-compatible material by Exemplar Design and HD Designs, both established suppliers of PCW DTP and graphics material.

Exemplar Designs offer MD CLEARTEXT, a collection of fonts created expressly for MicroDesign2, especially for use with the dedicated PCW printer. The fonts have been designed to provide clear and readable body text in particular, and are an excellent supplement to those supplied with MicroDesign.

HD Designs announce HD6, their sixth disc of MicroDesign2-compatible .CUT files. Containing a wide range of artwork, this expands their existing catalogue of PCW library material. All their Stop-Press-compatible releases are suitable for use with MicroDesign2.

Publicity for both of these releases is on pages 12-13 of this issue. Please note that these adverts are carried for your benefit, and we have no commercial connection with either of these suppliers. While we can honestly say that we have never heard any complaint against either company, we can't be held responsible for your dealings with them, and would like to know what you think of their products and service. ■



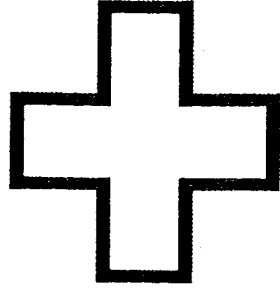
VERSION 1.12 COMPLETED

OCTOBER 1989 sees the release of MicroDesign2 PCW version 1.12, which brings the program up to a new and even higher standard. Along with the eradication of one or two teething 'bugs' in the v1.10 release, this new version comes with an extra utility TASCOPY for users of Tasword PCW to transfer their text files to MicroDesign.

Particularly for those with versions 1.00-1.07, the latest version offers a considerable improvement in power over the earlier ones, most especially with the addition of new Print Queue commands such as #CODES, which allows the direct control of printer functions (including colour-change and reverse-feed on printers suitably equipped). There are also other corrections (those who have encountered a problem with a mouse in the Load/Save CUT operations will be relieved to hear that that one has been found and expunged) and further imports etc.

The v1.1x release has also brought a new logo & package, and a new improved spiral-bound User Manual which can be obtained by existing users if desired. For details of how to obtain an upgraded program copy or manual, see page 15. ■

A basic summary of the additions, improvements and bug-fixes incorporated in versions up to v1.12 ...

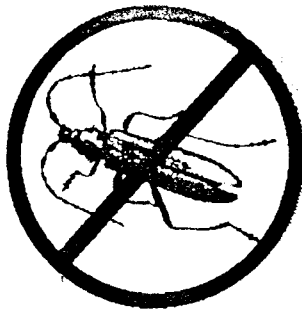


ADDITIONS

- ▶ Improved Return to CP/M on Quit v1.06
- ▶ Addition of ROMBO .VID Imports
- ▶ Addition of Print Queue functions #NEW #CODES #CURRENT v1.10
- ▶ Automatic Printer Reset removed v1.11
- ▶ TASCOPY added v1.12

BUG FIXES

- ▶ Loco2 Import ~~✗~~
- ▶ Protexr Ruler Import ~~✗~~
- ▶ Mouse Scroll ~~✗~~ in Load/Save CUT
- ▶ Multiple Tabs/Indents ~~✗~~
- ▶ Protexr File-End ~~✗~~
- ▶ 9512 & AMX Mouse ~~✗~~



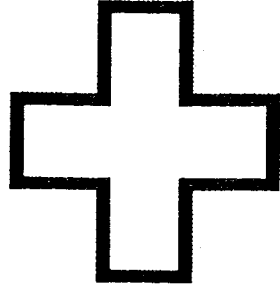
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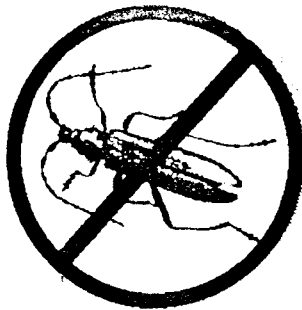


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- ▶ Protexr File-End ~~✗~~
- ▶ 9512 & AMX Mouse ~~✗~~



Dear Hamish

Creative Technology's very own Agony Uncle fathoms the unfathomable, sorts out your sticky ones, and untangles some Gordian knots ...



Dear Hamish ...

MY AMX MOUSE is giving me a bad time. Sometimes (and I can't work out what causes it) the mouse simply refuses to do anything at all, and no matter how loudly I shout at it, I can't wake it up! Help me please before I gnaw my toes off ...
Mr A., Dipswitch

Hamish Says ...

I cured mine by striking it firmly behind the right ear with a rolltop herring, but a more conventional solution if this occurs is to QUIT, then re-run the program by typing MD B [RETURN] (unless it is an AMX mouse modified to work with a hard drive). *This (occasional) problem has been cured in v1.2.*

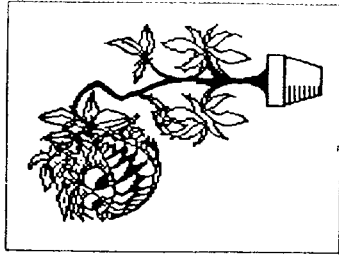
Dear Hamish,

I have terrible spots. Please help me - what can I do? *Samantha (age 12)*

Dear Samantha ...

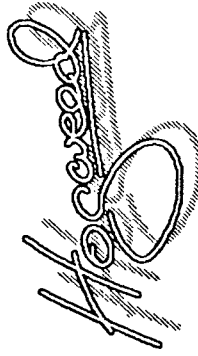
A Transparent Patterned Rectangle placed over your face in EXOR mode should help, but be careful! it doesn't take bits off your ears. *Hamish*

HELLO and welcome to the first of a series of Helpful Hints, a sort of Extended Advanced User Guide to Getting Even Better Results from MicroDesign2 PCW, where the Horrible Hogweed bestows upon you the benefits of its experience in using MicroDesign. Featured in this first issue of The MicroDesigner are the creation of "drop-shadows" (for that Macintosh feel!), and the rudiments of colour printing using a Star LC-10 or similar four-colour printer ...

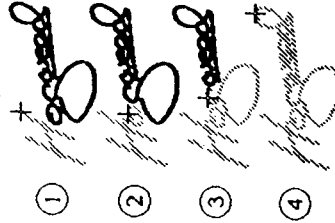


○ DROP SHADOWS ○ DROP SHADOWS ○ DROP SHADOWS ○

ONE of the most recognisable, and often over-used, DTP printer effects is the so-called "drop-shadow" as used here on my signature. Although MicroDesign2 PCW cannot currently implement this directly as part of typesetting (but we're working on it), it is a relatively simple affair to achieve this effect with a couple of graphics operations as follows ...



as well have been generated using a scanner (eg MasterScan), or been drawn directly using a mouse. The first stage is to create a second copy of the design using Block Copy (in Layout or Design depending on the size of the image to be shadowed). Having done this, the second copy should now be converted to a patterned version to become the shadow, which can be achieved in two different ways:



The original signature ...



.. was created years ago using a short BASIC program on an Amstrad CPC6128, but might just

OR invert the entire image using **Block Invert**, cover the same area with a **Transparent Patterned** No-outline **Rectangle** using the **INVERSE** of the pattern you want, and then **re-Block Invert** it again.

① **BLOCK INVERT** to ...



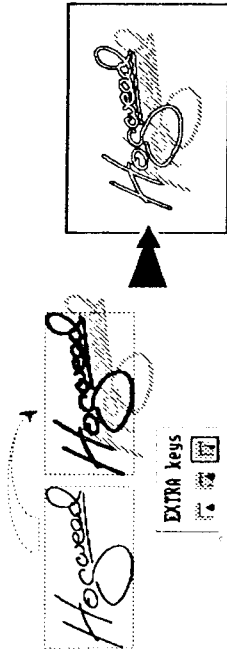
② **RECTANGLE** over same area



③ **re-INVERT** to ...

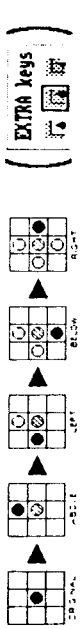


BUT, I hear you cry ... surely the signature as shown originally is an outline, not solid as shown so far? Well, yes it is. This final touch is added by **Block Copying** a thinner version of the signature over the design in **EXOR** mode:



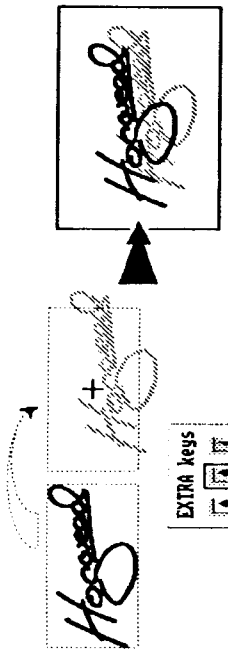
In fact, this thinner version was the original signature, and the fatter version from which we started was generated from it as follows ...

Firstly, Store the design as one of blocks 1-4. Then paste it back down over itself a number of times in **Transparent** mode, each time offset slightly differently. •For **ONE** pixel's extra thickness all round, the **Stored** block should be re-pasted over itself one pixel above its original position, then one pixel to the **left** of its original position, then one pixel **below**, then one pixel to the **right**. Thus each pixel becomes five ...

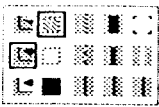
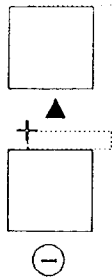


If the design is **Inverted** first, then the above is followed, and the result is **re-Inverted** again, this will produce a **THINNER** version

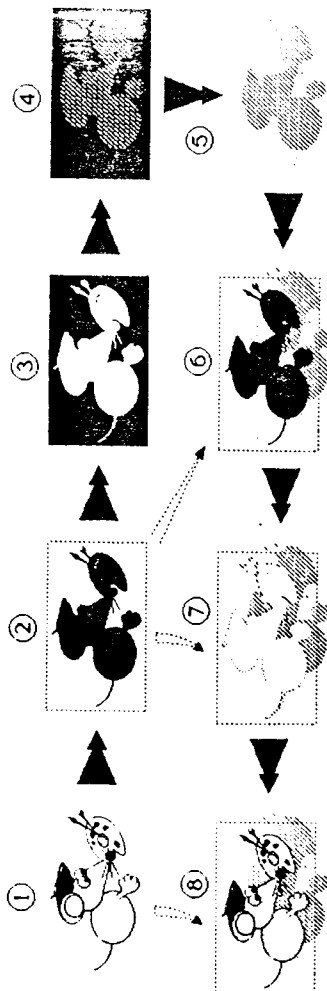
THEN [] now that we have the shadow constructed, all that we have to do is to **Block Copy** the original solid signature back over it in **Transparent** mode (but slightly offset up-and-left) to complete the design ...



OF COURSE, adding a drop shadow to a simple rectangular area (like the panel round the **O** at the beginning of this paragraph) is a very simple process. All that is needed is two **Rectangle** operations (**Patterned**, **Transparent**, no **Outline**) ...



BUT when shadowing a design which is only an outline, it must be turned solid before making the shadow from it, and an extra stage is required to 'knock holes out' of the shadow before copying the original over it ...



- 1) The original design
- 2) Use several **Block Floods** to create a solid version (and make a second copy)
- 3-5) Use the technique described on the previous page (**Invert-Rectangle-Invert**) to create a shadow
- 6) **Block Copy** the solid version from 2 over the shadow in **Transparent** mode
- 7) **Block Copy** the solid version from 2 over the shadow **AGAIN**, but this time in **EXOR** mode to make the hole
- 8) **Block Copy** the original design over the resultant **PARTS** of shadow to produce the final result.

This last technique is particularly useful if preparing the shadow as a separate 'overlay' for colour printing. This seems to bring me to my next subject with a neatness of link of which even Douglas Adams might be proud ...

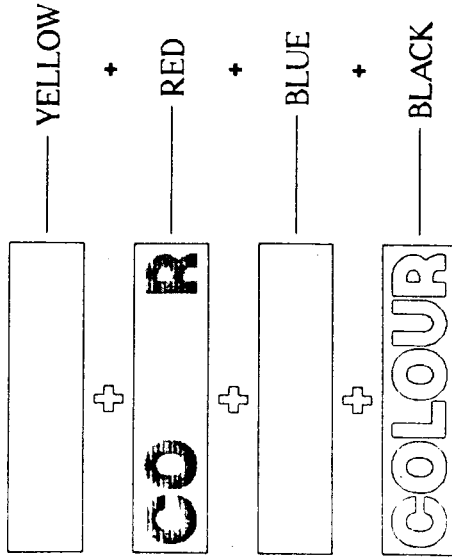
○ FOUR-COLOUR PRINTING ○ FOUR-COLOUR PRINTING ○

The Rudiments of Four-Colour Printing

The basic principle of four-colour printing is that any colour can be printed using a combination of yellow, red, blue and black ink. These can be combined in simple pairs to produce three other basic colours -

RED + BLUE - VIOLET
 RED + YELLOW - ORANGE
 BLUE + YELLOW - GREEN

So to print a rainbow image, we have only to assemble a separate 'overlay' for each of the four colours, and then print all four on top of each other ...



These four overlays combine to produce the final seven-colour image. Further different shades can be generated too by combining different dot-patterns in each colour to produce e.g. bluer violets or yellower greens.

RED + BLUE - VIOLET
 ORANGE GREEN + YELLOW

5

continued ...

of two different colours (Red+Yellow-Orange etc) - rather than designing a separate overlay for each of the seven eventual colour mixes. However, moving the print-head across the carriage to flip the ribbon up and down, which slows it down TERRIBLY. In order to allow SEVEN colours to be generated, but Orange, Green and Violet are in printer, the best bet is to use MicroDesign to design just four overlays, one for each of the four basic ribbon colours. You can design efficient use of the Violet bits, and then convert them very simply into Red, Blue & Yellow overlays at the last minute.

The Star LC-10 has software control to allow SEVEN colours to be generated, but Orange, Green and Violet are in printer, the best bet is to use MicroDesign to design just four overlays, one for each of the four basic ribbon colours. You can design efficient use of the Violet bits, and then convert them very simply into Red, Blue & Yellow overlays at the last minute.

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Making Overlays

THE USER MANUAL explains briefly (page A2-6) about making separate colour overlays. By way of example ...

Suppose we want to print the word COLOUR mostly in black, but with the letter L in orange ...

COLOUR

The first stage is to generate the complete design as one image and save it on disc or make a Block Copy of it to somewhere safe on the page.

SAVE OR COPY

COLOUR

Then ... add some corner markers or similar to define an overall printable area for each overlay. This will make the calculation of reverse line feed sizes MUCH easier later on.

COLOUR

Then ... REMOVE the L (using Block Erase or Flood), and save the result as e.g. BLAKBITS.MDA

COLOUR

Next ... RELOAD (or Block Copy) the original complete design back over the same place but in EXOR mode, thus producing just the corner markers and the L, which we can now save as e.g. REDBITS.MDA

COLOUR + L

We now have two separate images on disc - BLAKBITS.MDA and REDBITS.MDA - which we will now print using a Queue ...

Making up a Queue

NOW THAT WE have our separated images BLAKBITS.MDA and REDBITS.MDA, we need to get MicroDesign to drive the printer through the sequence of printing one colour, winding back up the paper, printing the second colour, winding back up, etc ...

The first stage in the Queue will be to select BLACK printing:

*CODES 27 r 0 \overline{x}

Then we need to print the black overlay:

*BLAKBITS.MDA \overline{x}

Then we need to reverse back up the paper. In order to know how far to reverse, we need to know how long (in Page lines) the image is. This is where the corner markers come in: not only is it easier to measure the length including the markers, but they also ensure that all the overlays are the SAME length (which isn't vital), but helps enormously to ward off nervous breakdowns).

In this particular case, my markers encompassed a total length of 66 lines on the MicroDesign page, and we now need to convert this into a reverse feed command for the printer. The printers we are using generally use the sequence 27 j x where x is the number of 1/216" to back-feed, and the following table shows how many 1/216" should be used for each MicroDesign line:

Print Scale	1	3/4	6
FULL	4 /216"	2 /216"	1 /216"
HALF	2 /216"	1 /216"	-
QUARTER	1 /216"	-	-

No figures are given for Sideways (Landscape) formats, because the position is rather different ... think about it! Please note also that with 24-pin printers the 1/216" unit becomes a 1/180" so you will have to multiply the no of 1/216" by 180/216 to convert!

So in this case, supposing that we are printing at FULL scale from a 256k Upright page (Format 4), we must rewind 2/216" for each line, and with an image 66 lines long, we need a total of 132/216". This will appear as:

* CODES 27 j 132 \overline{x}

And finally we have to print the orange bit. This can either be done by sending the code to the printer for orange, then giving the filename, OR ... print the whole bit once in yellow, then once in red:

*CODES 27 r 4 \overline{x} to select yellow

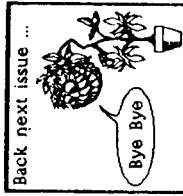
*REDBITS.MDA \overline{x}

*CODES 27 j 132 \overline{x} to rewind again (same length)

*CODES 27 r 1 \overline{x} to select red

*CURRENT \overline{x} to reprint same

We now have a complete queue for this job. Print it!

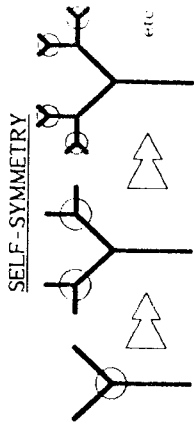


The Roots of Our Tree

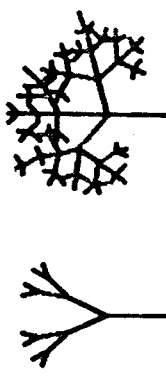
IN THIS FIRST of a series of articles on subjects of peripheral relevance to MicroDesign (but in which you might be interested) we explain how computers were used to 'grow' our Creative Technology tree.

Using computers to emulate Nature's processes is not exactly a new idea, as academic researchers in particular have been doing so for years, but very little direct use has been made of the techniques in the humbler 'home computing' field. This seems strange, as the principle on which Natural processes generate, for example, most plant structures (including trees) is that of *self-symmetry*, which is ideal for computer emulation.

By saying that the process is self-symmetrical, we mean that each stage of division of the structure (as the branches fork into smaller and smaller branches) is a repeat of the previous division stage, which is in turn a repeat of the stage before it etc etc. Thus, in computer terms, we only have to write a program to perform ONE branching operation, and we can then call that program repeatedly to make it go on branching and branching until the divisions become too small to see.



VARYING PARAMETERS



Each forks into 2
Narrow spread

Each forks into 3
Wider spread
Less regular

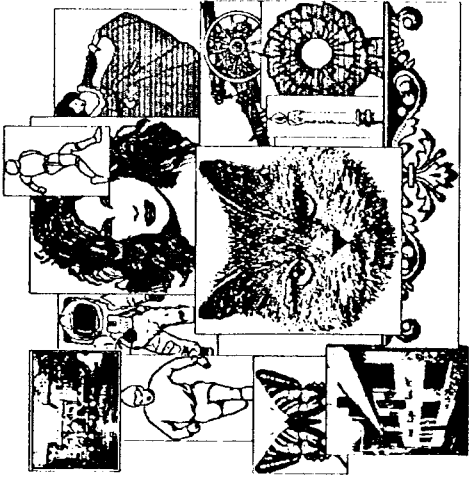
THE FINAL DESIGN



We wrote a program to pick these random numbers and draw the resultant trees which allowed 'real-time genetic manipulation' of the trees' development, and we adjusted one that the program grew until we had the basic shape of our logo. We then converted the image from our program to a MicroDesign .MDA file and performed a few Block Copy operations to make the final design.

So now you know!

Every Picture Tells A Story CLIP-ART FROM HD DESIGN



HD1 "CLIPS & FONTS"

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100.s of clip art graphics, including, cats, dogs, cars, buildings, advertizing aids and many more. Plus a font of over 90 designs for border and trim construction.

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HD5 "PAGE MAGIC"

This disc has a selection of figures, portraits 14 ready made decorative frame, and page decorations.

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A disc crammed full of cartoon characters and faces.

£12.50 each including P&P

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The MicroDesigner

Issue 1

md CLEARTEXT

Whole-pixel fonts for PCW MicroDesign

What you see is what you get...

Exemplar Design's new font collection produces exceptionally clear 256k pages on the dedicated PCW matrix printer.

As indicated in Appendix II of the MicroDesign user manual, the dedicated printer cannot do full justice to Creative Technology's "half-pixel" fonts.

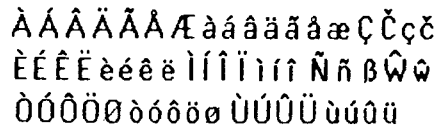
MD CLEARTEXT is based on a whole-pixel design system which provides true "what you see is what you get" resolution on all printers, including the PCW model.

These examples of CLEARTEXT output were produced on a standard PCW printer in the 256k "A4 upright" format.

Excellent results can also be obtained in MicroDesign's 256k "A4 sideways" format.

The main CLEARTEXT fonts can be adapted to include accented characters, chosen from supplied sets.

RIGHT: A SET OF ACCENTED CHARACTERS FOR THE FONT ON THE LEFT.



PRICE £13.50 FROM:

EXEMPLAR DESIGN

P.O. Box 683 Bath BA1 1XU

PCW DTP

This page was reproduced at ONE-to-ONE scale from built-in PCW printer output.

The MicroDesigner

Issue 1

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From the creators of **MicroDesign**

EXTRA FONTS DISC N°1

A superlative new collection of fonts for use with **MicroDesign2**, the very best in PCW desktop publishing and graphic design.

Baghdad 32pt ← These typefaces supplied as .MDF files

Brush 26pt

Calligraphica 25pt

Celtic 29pt

CURNER 24pt

Niblick 29pt

Outrigger 30pt

РУССКАЯ 22pt

Schwabacher 25pt

Sherrwood 27pt

Sossage 27pt

Tablet 26pt

Times 22pt

Hobbly 18pt

These supplied as .MDA files

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Birdway40

Grdian44

TABLET40

Times 38

Times 50

Times 75

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Please enclose your old Master Program Disc **FREE**





TICK **V1.1 USER MANUAL**
You do NOT need to return your original Manual. **£10.00**

TICK **EXTRA FONTS DISC** **£14.95**

All prices include VAT and postage & packing. TOTAL **£**

I enclose a cheque payable to Creative Technology

Please debit my credit card no

Expiry Date /

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Registration Details Please fill this in if you haven't yet registered for full user support:

Program Version No. Serial No.

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Send to: **CREATIVE TECHNOLOGY 10 Park Street Uttoxeter Staffs ST14 7AG**

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