The Desktop Publisher

User guide

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All about your Desktop Publisher

Desktop publishing is a term used to describe a method of producing drawings and text, laying them out electronically and printing the result – all from the same system. With such a program it is possible to produce smart, professional newsletters, reports, leaflets and such like, exactly as you want them with a minimum of skill or expertise.

The Desktop Publisher (DTP for short) is an all-in-one typesetting and artwork package for the PCW, designed for use with a mouse or from the keyboard. It consists of three modules, each of which performs a series of specific tasks.

The three modules are:

- A Page Editor
- A Text Editor
- A Graphics Editor

This manual shows how to use each of these in order to give the best possible results.

The Page Editor

To design a page you must first get a rough idea of how you want it to look. For instance, you need to know how much space you wish to devote to text and graphics. The Page Editor helps you to do this by displaying a representation of the finished page showing the positions of text and graphics windows that you have created to your own dimensions. It also allows you to move these around the page until

the layout is exactly as you require it.

These windows can be processed at any time using the Text or Graphics editors. When everything is complete and to your liking, the page can be printed out in either draft or NLQ (near letter quality) format.

The Text Editor

Text windows are processed with the Text Editor. It contains all the functions required to make formatting and justification as simple as possible. Character styles such as bold or italic are displayed on the screen exactly as they will be printed out.

When sufficient text has been written to fill a window, a message is displayed so that you can extend the window if you wish. You can also import text in the form of Ascii files created using Loco-Script or other word processors such as WordStar.

The Graphics Editor

The Graphics Editor simplifies the production of clear, accurate drawings, graphs and charts. With it you can:

Draw freehand
Create single or multiple lines and rays
Draw boxes, triangles and ellipses
Paint or fill areas in a variety of patterns
Edit detail by magnifying areas
Copy or move areas
Create enlarged text.

In addition you can incorporate images taken from the Rombo Digitiser or Dart Scanner and reduce or enlarge them to fit a pre-defined graphics window.

Getting started

You can operate DTP using either a mouse or the keyboard. On power up the package is set for keyboard control. This can be easily changed to cater for a mouse using the Options menu (see later).

If you intend to use a mouse, first make sure it is plugged in with the machine switched off.

Next load CP/M by placing your Amstrad system disc in drive A and switching on the computer. When it has finished loading your screen will display the A> prompt. At this point remove the disc and insert your DTP disc. Type:

DTP

and press Return.

Once the software has loaded (this takes a little while so be patient) a row of menu options will appear at the top of the screen.

Of menus and pointers

DTP is a drop-down menu-driven system. This means that rather than having to learn and remember various command sequences to get the program to perform a specific task, you select the option you require from the list (menu) displayed on the screen, using a pointer.

To do this you simply move the pointer to the desired item, which will then be shown in reverse colour. Then press the Select (Enter) key, or the mouse Select button. From now on we will refer to this action as 'clicking', which is standard mouse

Keyboard Designations

F Fine movement key   **C** Cancel key

S Select key   **↑** Pointer movement keys

O Options key   **E** Edge movement key

terminology.

You move the pointer using either the arrow keys (with Shift pressed for a slower rate), or the mouse. Pressing Alt and one of the arrow keys will cause the pointer to move immediately to the edge of the screen dependant on the arrow key pressed. For example Alt + ↑ will move to the top of the screen.

To cancel a menu, click on the Cancel option within the menu, or hit either the Can or Relay keys. Throughout the DTP package pressing these keys will always take you back to the start of an operation. You can see the functions allocated to the keys in the diagram opposite.

The drop-down menu system is an extremely simple and safe way to perform your tasks, so feel free to experiment. Rest assured that there is nothing you can do to damage the software. If you do happen to make a mistake, the software will inform you and no action will take place.

Note that when you save your data, you have saved a file and not a program. Therefore it has to be loaded via the appropriate Load option from the menu. It will not work if you attempt to run it.

The Options menu

You can go directly to the Options menu at any time. You activate it by pressing the Paste key (or combined mouse buttons). It offers facilities to invert the screen, change the default drive (for twin-drive systems) and provides functions for use with the mouse.
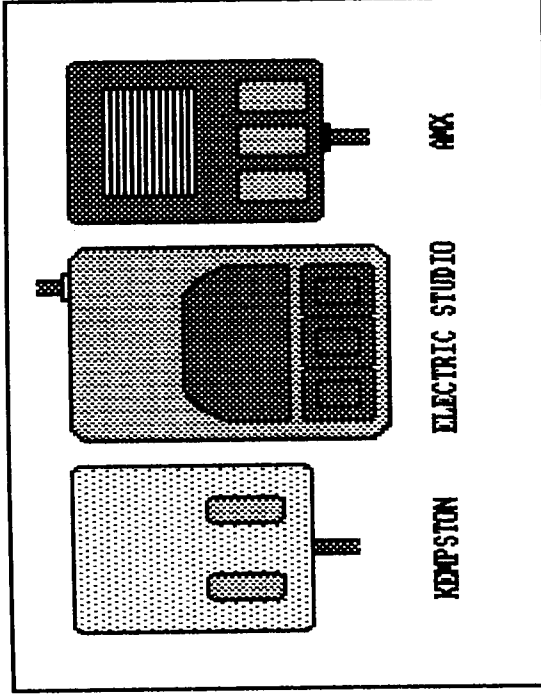
The mouse

If you intend to operate DTP under mouse control, you must use the Options menu to initialise it and select the correct kind of mouse. Once you have done this you will be able to move the small pointer around the screen using the mouse instead of the keyboard. You will be able to save this configuration if you so wish, so that on subsequent occasions when you use DTP it initialises for mouse use automatically.

To select menus and options with the mouse, move the pointer to the label and click the left-hand button. The right-hand button is used for cancelling. If you are fortunate enough to have a middle button fitted to your rodent, you can use this to bring up the Options menu. To obtain the Options menu with a two-button mouse, click the left-hand button while keeping the right-hand button pressed.

Also in the Options menu are the Pad Area choices, which allow coarser or finer movement of the pointer. The best way to find out their effects is to experiment with different settings.

While every effort has been made to ensure the accuracy of the program and manual, we cannot accept responsibility for any imperfections in them. Our policy is one of continuous improvement and we reserve the right to change any part of DTP.

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KEMPSTON   ELECTRIC STUDIO   AMX

Use the Options menu when you wish to operate The Desktop Publisher under mouse control

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Learning the ropes

The object of this section of the manual is to provide you with immediate hands-on experience in using DTP's three editors. In order to do this we have included a ready-made page file on the disc along with some text and graphics windows.

You can use these to experiment with some of DTP's facilities. Further information on all options, including those mentioned briefly in this section, can be found in the main part of the manual.

Setting up

If you intend using a mouse for input, the first thing you must do is initialise the system for it. Press the Paste key to produce the Options menu and use the arrow keys to move the pointer to select Mouse. A subsequent menu allows you to select AMX, Kempston or Electric Studio.
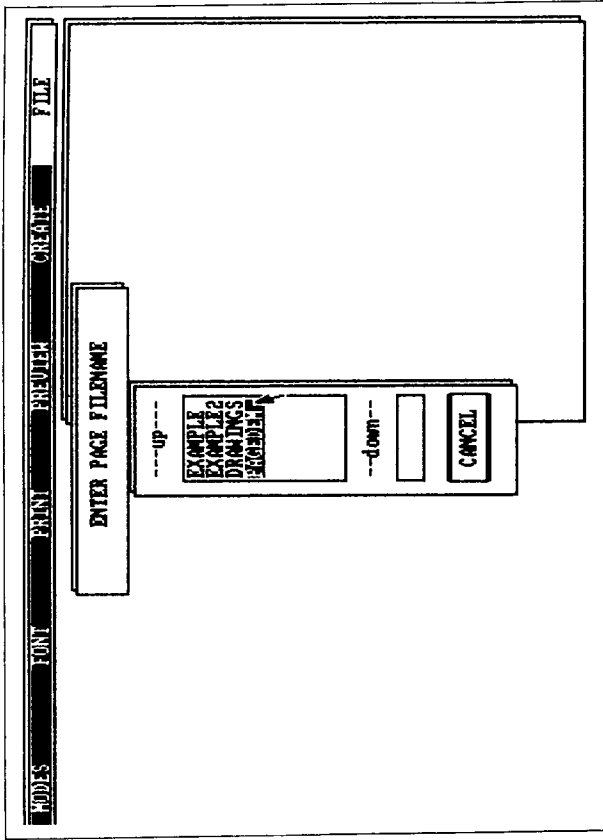
Editing a page

The Page Editor is the section around which everything else revolves. It is where text and graphics windows are created, where the page layout is manipulated and from where the finished copy is printed. Therefore it is logically the best place to start. To get into it simply click Edit Page on the top line of the opening screen.

During our experiments we will not save anything to disc, so you can position windows anywhere you wish and draw whatever you want. You can abandon it when you've finished.

Loading a page

To begin with we'll load in the sample page from the disc and try out some of the functions in the

Loading a page is simply a matter of clicking on the filename required

Page Editor to see how to manipulate the page layout. So first of all, turn the disc over.

To the right of the screen you will see a rectangular box which represents the A4 page you will be editing. Select File from the top line and choose the Load option from the drop-down menu.

A list of filenames will appear from which you should click on the file PAGEDEM. This will be loaded and you will see three small rectangular boxes positioned on it.

These are text and graphics windows: The graphics windows are shown empty, while text windows are filled with lines. Each line represents a line of text that will be printed on the final copy.
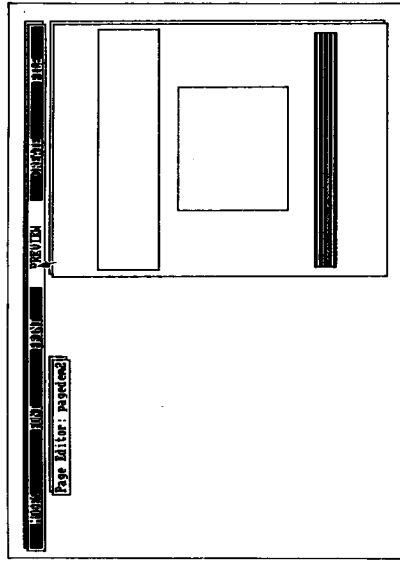
Moving windows

Windows can be repositioned anywhere on the page. To try this out, click Modes and choose the Move Window option. Click on the rectangular graphics window and you will be able to "pick it up" and move it round the page.

By clicking again you can put it down anywhere, even inside another window. Alternatively, clicking Cancel will return the window to its original position.

For this exercise, pick up the window and centre it at the top of the page, a short distance from the top edge. Now pick up the second graphics window (the square one) and middle it under the first.

Now deal with the text window in exactly the same way. You'll find that you can't position it with the pixel accuracy that you could the graphics window, as it falls automatically on a character boundary in order to be printed correctly. Place this

window a short way up from the bottom edge. Your page should now look like the diagram above.

Just like the page you are editing, all windows are individually identified when they are created. To see the names allocated to the files on the disc, choose the Show Window Name option from the Modes menu and click on the window you want to identify. Try each one in turn to reveal its filename – you'll need this information later.

Name that window

Deleting windows

Now we'll try deleting windows from the page. Select Delete Window from the Modes menu then click on the window you want to remove. This does not erase the file from the disc, but just removes any reference to it from the page. Try this out now on each of the three windows you have just positioned.

When you've carried out this exercise correctly you will have a completely blank page. To recover the situation we could reload the whole page, but here's an ideal opportunity to try out the option to add individual windows.

Adding windows

To add a window you select either the Add Graphics Window or Add Text Window option from the Modes menu. Click where you want to locate the top-left corner of the window, bearing in mind that you can always adjust its position afterwards. Click again and you will be prompted for the filename of the window you wish to add.

So, to bring back our sample page:

Click on Add Graphics Window
Click location for top-left corner
Click, then select GRADEM1
Click on Add Graphics Window
Click location for top-left corner
Click, then select GRADEM2
Click on Add Text Window
Click location for top-left corner
Click, then select TEXTDEM

Your page should now be as it was before you started to experiment with the Delete option.

It is worth mentioning here that the only way you can see the contents of any window in full size is by loading it into the appropriate editor or by printing the full page. However, you can see it in reduced form using the Preview option. As we are shortly to use the Text and Graphics Editors we'll also take this opportunity to view the page contents by printing it out in draft form.

First check that your printer is set up and ready, select Draft Quality from the Print option on the top line and the page will be printed out. When printing has finished, follow the prompts to re-install the system disc.

So far we've seen how windows are created, positioned, moved, deleted and added to a page. Now we can take a look at how the contents of the windows are developed in the appropriate editors. To start we'll look at the Text Editor.

Editing text

To get into the Text Editor you first need to select Edit Text from the top line of the main menu screen to which you will have just returned. Click the File option and select TEXTDEM from the list of filenames displayed. The Text Editor's work area will now appear with the file you have selected ready for editing.

Moving around

Move the pointer into the Text Editor window and click Select. The pointer will be replaced by a cursor. From now on text will be entered from the keyboard at this cursor and deleted using the Delete keys.

The cursor is controlled by the arrow keys as normal, with the mouse inoperative. Try deleting some of the existing text and entering some of your own by inserting it into the original or adding it to the end.

Character styles

You can type on the screen in different styles such as italic or bold. To do this, click Cancel and use the pointer to select the Styles option. Choose Bold and click again to bring back the text cursor.

Try typing again and you will see that the text appears on the screen in bold. Now use the menu to remove bold, and enter some more text, this time selecting the Italic option. All styles are shown on the screen more or less as they will appear when the page is finally printed out.

Now you've experimented with the Text Editor we'll move on to look at how graphics windows are made up.

Editing graphics

To get into the Graphics Editor you first need to leave the Text Editor. Get back to the main menu by clicking File and Abort without saving.

The layout

Click the Edit Graphics option to initialise the Graphics Editor and click GRADEM1 in the list of filenames.

A drawing will be displayed on the screen: On its left is the patterns menu which contains the designs with which you can paint or fill areas. On the right are the different brush shapes you can use when painting.

So that you can have a clean area to experiment on, you must first remove the previous picture from the screen. Select the Clear option from the top line then either Screen or Window from the drop-down menu – it doesn't matter which for this exercise.

Now click Tools. The drop-down menu that appears contains all the facilities available to you for editing graphics and you select one by clicking the option you require. We'll try some of them out.

Painting

First click the Brush option. Move the pointer over the drawing area, click Select. When you move you will paint the currently selected pattern using the

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currently selected brush shape. These are indicated at the bottom left and right of the screen. Pressing Select or Cancel will stop the painting operation to allow you to move the brush to a different area.

Try out some of the different brush shapes and patterns by simply clicking an alternative in the appropriate menu. If you select the pattern representing the screen background, this will provide an ideal means of wiping out errors, with the option to reduce the size of the eraser from the brush shapes menu. Once you are happy with the paint operation, clear the screen as before.

Drawing lines

Now let's try out the line drawing facilities. Select Line from the Tools menu, then click the start and end points of the line. Note that the line is not fixed – you can move it to the position required and click again to fix it.
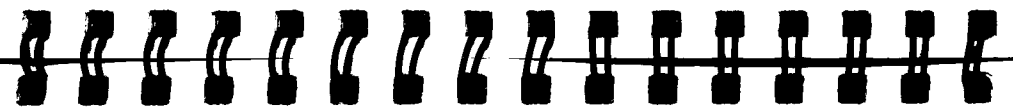
You can experiment here with the facility to lock lines in the position they are initially drawn. Bring up the Options menu, then click on Line Lock: A small arrow alongside will indicate that this is now on. Now draw a new line and note how it is immediately fixed in the position you draw it.

Return to the Tools menu, select Rays, and providing Lock is still on you will be able to draw a series of lines radiating from the same point.

Once you've got the hang of drawing lines, fixed or otherwise, clear the screen and we'll move on.

Drawing shapes

Before we start with shapes, bring up the Options menu and click on Line Lock. The small arrow will disappear as the option is turned off.

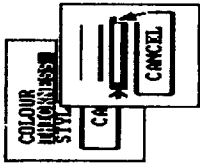Now select Box from the Tools menu. Click the

POINT
LINE
LINES
RAYS
BOX
TRIANGLE
ELLIPSE
FREEHAND
BRUSH
INVERT
MAGNIFY
FILL
COPY
MOVE
TEXT
CUT
PASTE

CANCEL

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You can draw
shapes and fill
them with
patterns . . .

. . . and lines
of varying
thickness in 16
different styles

point where you want the top-left corner then move and click the opposite corner and an outlined box will appear.

As with line drawing the box's position is not fixed, so you can move it to any position on the screen then click to fix. Note that outlined box drawing has the same options available as line drawing. Try changing the line thickness and style using the options in the Line Style menu.

The other shapes in the Tools menu work in a similar way. Try the triangle and the ellipse — they're just as easy to produce.
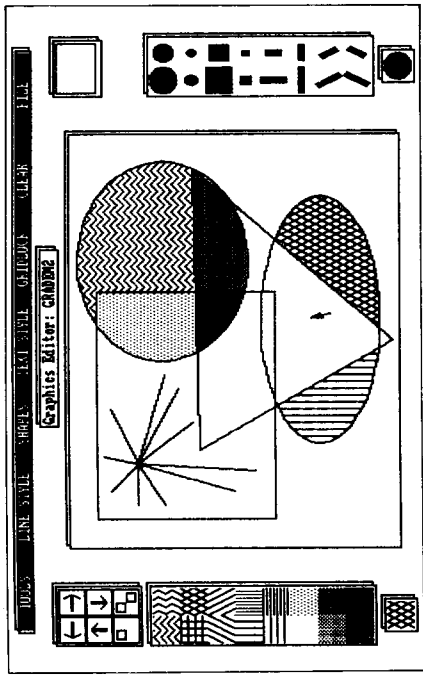
The only thing to watch out for is that when you are drawing an ellipse, you first pull a rubber-banded box to the size of the ellipse required. So if you want to draw a circle, remember to create a square first. Try it and see for yourself.

Fill

While you've got a variety of shapes on the screen it's an ideal opportunity to try out the Fill option. This is used to fill an outlined shape with the current pattern.
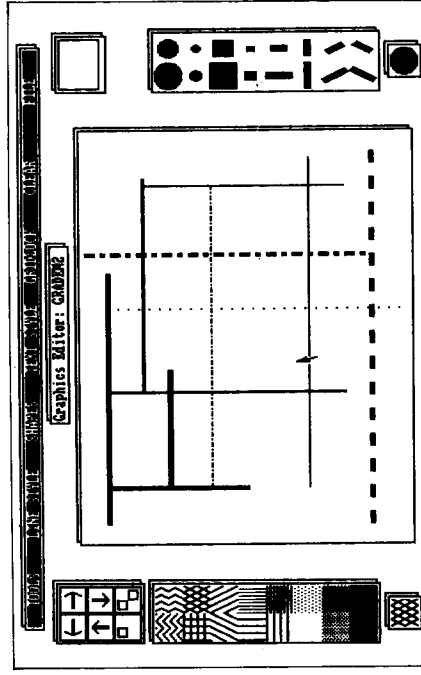
Test this by choosing the Fill option from the Tools menu and place the pointer inside one of the enclosed shapes on the screen. Click Select and the shape will be filled.

Note that if there is any gap in the shape's outline the fill pattern will leak out. You'll see this happen if you attempt to fill any shape which has been created using a dotted outline. In this case click Cancel to stop it.

Once you're happy with the fill options clear the screen again and we'll try some freehand drawing.

Each time you click a new copy will be drawn. Try it out several times then click Cancel to finish and clear the screen as before.

Text

Enlarged text can only be produced within the Graphics Editor. You can create areas just like the heading you saw on our sample page. In fact if you select the File option, then load the GRADEM1 window you can see what this looks like.

In order to create some of your own you will first have to load a font using the Read Font option in the Text Style menu. Now clear the screen again, then click on the Text option in the Tools menu. To use this facility you first pull a box the size that you want each character. As before, click the first corner, move, then click the opposite corner.

Now move the box to the point you want your characters to start and click again. Anything typed from the keyboard from now on will appear on the screen at your chosen size. Click Cancel to finish.

Use the Text Style option on the top line to write in different directions. For instance, clicking on Up will allow you to write up the screen; clicking Left will allow you to enter text from left to right, that is, upside down. Try out the various options.

Once you have experimented with all these options you should be confident enough to attempt to create your own page. To save your work as you go along, remove the system disc and replace it with one that you can write to.

We have only looked at a few of DTP's facilities in this tutorial section. There's much, much more to come in the main part of the manual.

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CURRENT FONT
 * NONE *
READ FONT
RIGHT
DOWN
LEFT
UP
INVERSE
 CANCEL
```

Freehand drawing

Proper freehand drawing is only really efficient when using a mouse, due to the way that your Amstrad reads its keyboard.

Select Freehand from the Tools menu. Use the pointer in exactly the same way as with painting except that your alternative options are in the Line Style menu instead of different patterns and brush shapes.

Clicking Select will draw as you move, while clicking again will halt the drawing operation. Just move around the window drawing lines wherever you wish. Using these lines you can now try out the magnify facility.
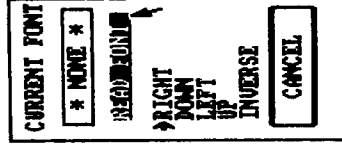
Magnify

Select Magnify from the Tools menu. Move the pointer on to the drawing area, click once and a box will appear. This is your "magnifying glass". Move it to an area of the screen you would like to enlarge and click Select. Your chosen area will now be displayed in enlarged form. You can set or unset individual pixels by clicking on them. Notice that any changes you make appear on the drawing so you can see what effect they are having. Click Cancel to finish.

Copy

You can copy any area of the screen to another area using this facility. First choose Copy from the Tools menu. Pull a box the size you require by clicking the first corner, then move and click the opposite corner. Move the box over the area you want to copy and click again.

Now move the box to a different part of the screen, click again and the area will be copied.

DTP's main features

This part of the manual contains full details of all the options available within the DTP package. It is split into sections for ease of use, and these are dealt with in the following order:

- The Options Menu
- The Page Editor
- The Graphics Editor
- The Text Editor
- The Font Editor
- Disc Filing options

The Options menu

This menu contains functions which affect operations in all areas of the DTP package. It can be called up at any time by pressing the appropriate mouse button(s) or the Paste key. The new configuration for all options can be saved to the system disc if required so that on subsequent use of DTP the default settings meet your requirements. The options available are as follows:

Mouse

If you wish to operate the package under mouse control you must use this option to initialise your particular rodent. Until you have selected a particular brand of mouse you can only move the pointer using the keyboard. The AMX, Kempston and Electric Studio mice are currently supported.

Pad Area

This is used to adjust the distance moved by the pointer for a given distance moved by the mouse.

A selection from the Clip-Art supplied with The Desktop Publisher

The Page Editor is used to design the initial layouts of your pages, and contains the necessary options to create and move Graphics and Text Windows. There are also facilities available for previewing and printing out the final page, and for saving and loading files to and from disc.

The Modes menu

Add Graphics/Text Window

These options are used to add ready-prepared graphics or text windows to the page being edited. If a window is added to a position where it will overlap the edge of the page it will automatically be moved to the nearest allowed position.

To use this option simply click the pointer anywhere within the page boundary, click the window name from the displayed list, move the window to the required position then click again to fix.

If Line Lock is enabled, the initial click of the pointer should be at or near the top-left hand corner of the position required for the window, bearing in mind that if the position is not quite correct it can be adjusted using the next option.

Move Window

Graphics and text windows can be moved about on the page being edited. Graphics windows may be placed anywhere on the page, pad area permitting. Text windows may only be positioned on 10-pitch

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Pad area A is the coarsest; pad area E is the finest. Coarse pad areas are useful for rapid movement but cause the pointer to move in large less-controllable steps. Fine pad areas are useful for freehand drawing or detailed work.

Drive A,B

The current drive for disc operations is selected here. Drive M is not supported as this is reserved exclusively for DTP's own use.

Line Lock

Functions which use rubber-band outlines such as creating windows, shapes and lines have a facility to immediately lock in position the initially defined shape if this is preferred.

Under normal circumstances you can define a box or line, then move it to the required position before actually setting it. This situation can be altered by toggling Line Lock on and the object will be drawn immediately, locked in position.

Invert

The foreground and background colours of the screen display can be inverted any time.

Bear in mind that the printing process inverts the colours so that what was white on black is printed as black on white and vice versa. This option is therefore particularly useful in the Graphics Editor as it allows you to see your drawings and characters on the screen as they will be printed on the paper.

Save

Changes to the initial configuration of any of the above facilities can be saved to the system disc if required. This means that on subsequent use of the DTP package the default settings will meet your requirements.

selected from the Font menu. There is also a minimum width for text equal to two 10-pitch characters. To use this option, simply click the top-left corner of the window and pull the bottom-right corner to create the size of window you require. Now click again and move the window to the required position. Click again to fix it and enter a filename when requested.

Show Window Name

The filename of any window can be discovered by clicking the window on the actual page. It is a good idea to give windows descriptive filenames to make identification easier – for instance HOUSEPIC rather than DRAWING1 is much more use on a disc full of filenames.

Show Text Window Font

This is used to display the font used by any text window. Once you have created a text window this is the only way you can find out what font was chosen other than by printing out the page.
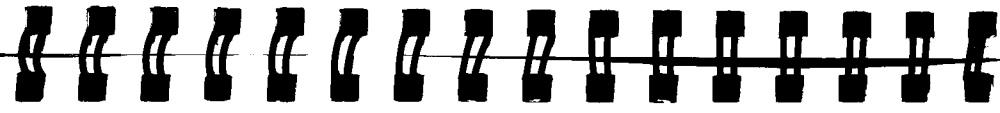
The Fonts menu

These fonts exactly match those used by the LocoScript word processor and are as follows:

Pica:	10 characters to the inch
Elite:	12 characters to the inch
Condensed:	17 characters to the inch
Double Pica:	5 characters to the inch
Double Elite:	6 characters to the inch
Double Condensed:	8.5 characters to the inch

Click to select the font required. Text windows created from now on will all use the selected font.

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character boundaries so that all text on the page lines up correctly. The best way to lay a page out therefore is first to locate all text windows, then initialise and position the graphics windows which can be manoeuvred more accurately. Windows may overlap if required.

Remove Window

To use this option, click the window to move, move it using the mouse or cursor keys, then click again to fix in its new position.

This option is used to delete windows from the page being edited. However, removing a window does not erase it from the disc which means that the window can be used again on a different page if required. Windows can only be erased from the disc using the Disc Filing options (see later).

To operate this function, just click on the window.

Create Graphics/ Text Window

This option is the one used to originate a blank graphics or text window for use within the appropriate editor. When created it will be saved to disc as soon as you enter the filename and will remain in existence until erased using the Disc Filing options.

After establishing the shape and size of the window you will be able to move it around before fixing it within the limitations described in the Move Window section.

It's worth noting that graphics windows take up a lot of memory – in fact more than ten times that of an equivalent sized text window. As a guide a graphics window 5cm × 10cm square will require about 3k of memory.

Text windows are created using the current font

Using Preview will give you an idea of the final appearance of your page

The Print menu

Draft Quality

This option is used to print, in draft quality, the page being edited. An average page printed in this format will take about three minutes. As some graphics information is lost when draft printing its main use should be limited to checking that the paper is lined up and graphics and text blocks are correctly positioned before printing in Near Letter Quality mode.

Near Letter Quality

Used to print, in near letter quality, the page being edited, with an average page taking about fifteen minutes to process. Because the print option accesses the disc to process the necessary window information, when either of these options is selected there is a slight processing delay before the printer actually bursts into life.
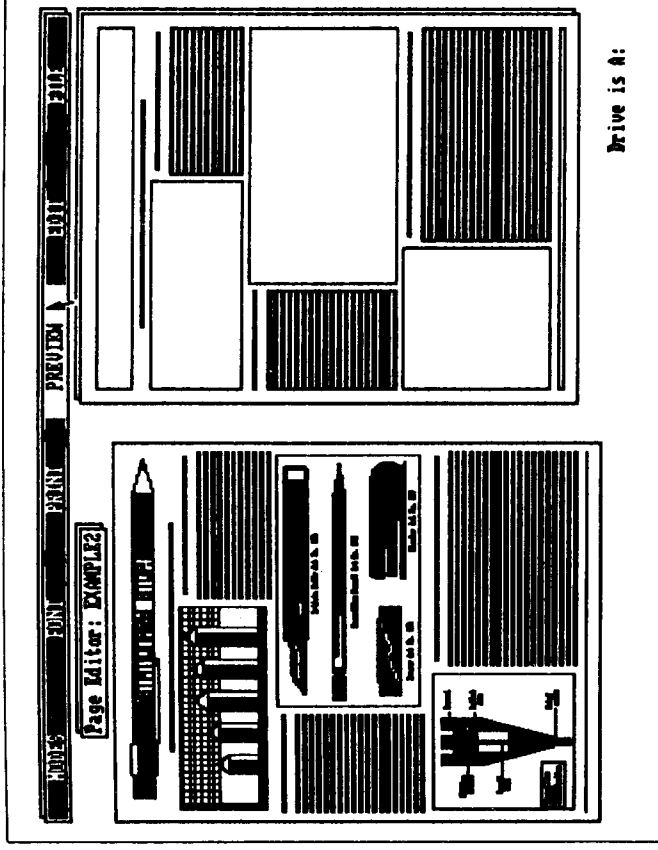
Printer-type option

Provides facilities for you to choose between the Amstrad PCW printer (default), and any Epson compatible used with the standard PCW centronics interface.

The Preview option

Reduced representations of the graphics windows on the page layout being edited can be displayed when required.

Previewing a page displays the contents of the graphics windows in miniature rather than just the window outlines and gives you a better idea of how the finished product will look when printed out. Text windows are still shown as a series of lines.

The Create option

Unless you are loading an existing page, this will be the first operation you carry out, to create a blank page for editing, and on which to initialise your graphics and text windows. To enter a filename click the input box at the bottom of the drop-down window above the Cancel option. Filenames may be up to eight characters long with each page taking up 1k of memory on the disc.

You can only create graphics and text windows when actually in the process of editing a page, but once the windows have been created the page can be dispensed with by aborting if it is not needed. In this way you can create text and graphics windows which are not associated with a particular page but which can be used later with any.
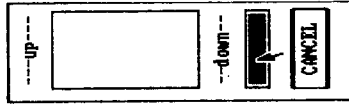
An important point to remember though is that a page must always be on the same disc as the windows used by it.

The File menu

Save and Exit Used to save the page being edited using the original filename, and leave the Page Editor. Make sure that your data disc is in the current drive.

Save and Continue Used to save the page being edited under the original filename, without leaving the Page Editor. Use this function to save the page you have been editing before loading a new one.

Save as Used to save the page being edited but under a different filename. This allows you to save the page

without over-writing the original file. Simply click on the empty box in the drop-down window and input the filename required.

Abort Used to leave the Page Editor without saving the page being edited. Useful if all you want to do is examine a page.

Load Used to load an existing page for editing. The page name will appear at the top-left of the layout when it is loaded.

Click the filename required from the drop-down list displayed. Should there be more files than will fit in the window the list can be scrolled by clicking on the direction labels.

Using the Graphics Editor

The Tools menu

Within the Tools menu are many of the options you will need to enable you to produce excellent quality artwork. These options are simple to use and can each be accessed by clicking on the required label in the drop-down menu.

Point This is used to plot individual points on the screen. Because on the PCW a pixel is twice as high as it is wide, a point in DTP is plotted two pixels wide by one pixel high so that it looks square. Points may be plotted in normal or inverse colours and in different thicknesses selected from the Line Style menu. The Style option has no effect here.

Line

This is used to draw a line between two points using the current settings in the Line Style menu.

To draw a line simply click the start of the line, click the end of the line, and move the line to the position required. Click once more to set it in position.

Lines

This is used to draw lines from point to point continuously. For this function to work correctly Line Lock must be toggled on in the Options menu. Using lines you can draw shapes other than those provided in the Tools menu. If you don't have a mouse and therefore can't use the freehand mode easily, with practice and patience you can draw curves by moving in small steps.

Rays

This option is ideal for drawing lines which radiate from a central starting point, such as for adding segments to a pie-chart. Just as with the Lines option, this only works correctly with Line Lock toggled on.

To use it, click the central point, then move and click the end of the first line. This will be drawn and a second line will begin from the starting point. Move and click the end of the second line. This will be drawn and a third line will begin from the starting point and so on.

Box

Squares and rectangles can be drawn using the current settings in the Line Style and Shapes menus. These can be useful for drawing bar charts, in which case using a coarse Gridlock setting will be of assistance.

To draw a box simply click the top-left corner, move and click the bottom-right corner.

Triangle

This is similar to the Box option and is used to draw triangles using the current settings in the Line Style and Shapes menus. Using a solid triangle in the background colour is a good way of erasing things in awkward places. Also, because most shapes can be made up of a number of them, triangles are useful for creating areas of shading where fill cannot be used.

Click the first corner, move and click the second corner, then move and click the third corner. Move the triangle to position required and click to set.

Ellipse

Circles and ellipses can be drawn using the current settings in the Line Style and Shapes menus. A rubber-band box is used to define the size of the shape which will be drawn to fit snugly inside it.

We can demonstrate this option and some of the others, by drawing a simple pie-chart:

First you need to draw a circle with a central point. To do this, select a coarse Gridlock with a 2:1 ratio (8,4 or 16,8) and place the pointer where you want the centre of the pie-chart to be. Now plot a point using the Point option from the Tools menu. You can now draw an outlined circle around the point you have plotted using the same Gridlock setting. Now turn Gridlock off and from that central point use the Rays option to create the pie-chart segments.

For routine use click the top-left corner, move and click the bottom-right corner and move to the position required. Click again to set.

Freehand

This is used to draw a line following the movement of the pointer using the current settings in the Line

The Magnify
option: First
position the
hover box . . .

. . . then you
can edit the
area pixel by
pixel

Style menu. This option is really only useful if you have a mouse, although it can be used instead of the Line option with a coarse gridlock setting.

To get a smooth line you will need to use fine pad areas and Gridlock set to off. Thicker lines take longer to draw and therefore need to be drawn more slowly to get a smooth curve.

Brush

Used to paint areas in freehand using the current brush shape and pattern selected from the menus displayed on the left and right of the screen. This option is again most useful with a mouse.

Magnify

You can enlarge selected areas and edit them pixel by pixel. When you select this option the pad area is temporarily set so that each key press of the keyboard moves the pointer by one (magnified) pixel. Even if you have a mouse, with a fine pad area defined, you may still find it easier to use the keyboard for editing purposes. Magnify will not work on very short windows.
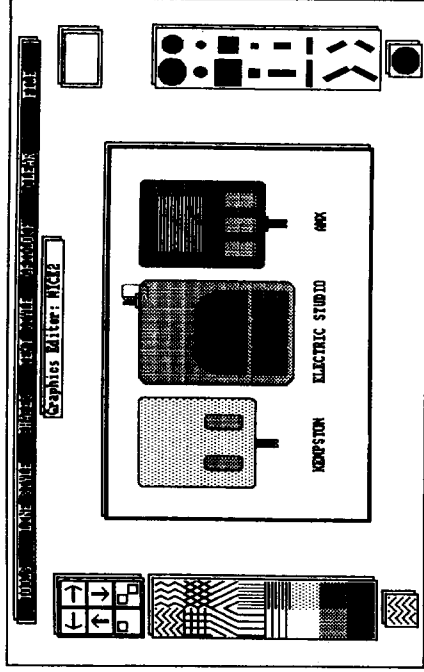
To operate, click on the area of the window to be enlarged and a hover box will appear. Move the box over the area you want to magnify and click again. You can now toggle pixels on or off by clicking them.

Fill

Enclosed areas can be filled using the currently selected pattern. Note that any gap in the outline of the area you wish to fill may allow the pattern to escape. To allow for this, or just in case you don't like the pattern after you have used it, it's a good idea to use the Save and Continue option first. Bear in mind also that the fill may be stopped at any point by clicking Cancel.
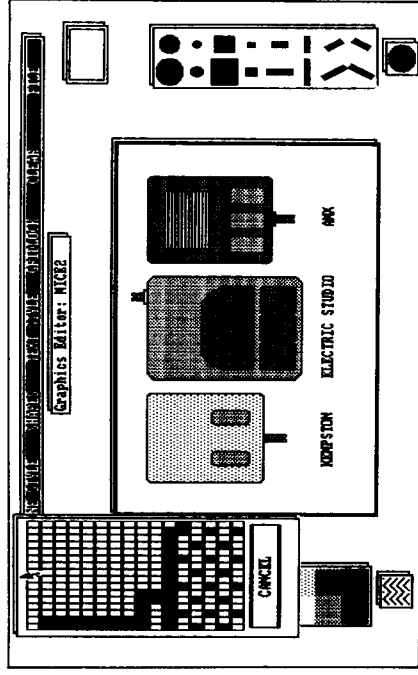
The fill does not always succeed completely on complicated shapes – in this case just fill areas left blank separately.

Fill will work on any black shape surrounded by white or white shape surrounded by black (such as text). Make sure the pointer is placed inside the border of the shape you wish to fill otherwise you may fill the border rather than the area inside.

To fill an area just place the pointer inside the area and click.

Copy

This is used to create a copy of any selected area of a window in a different position in that window. Copy literally duplicates the defined area in the new position.

You can create multiple copies of the same area, and it is also another good way of correcting mistakes by copying a blank area to the parts you want to erase.

To operate, click the top-left corner of the area to copy, move and click the bottom-right corner, then move the outline over the area you want to copy. Click to fix it and move the outline to the area to copy to. Click again and the area will be duplicated. Move to the next location and click again for another copy and so on.
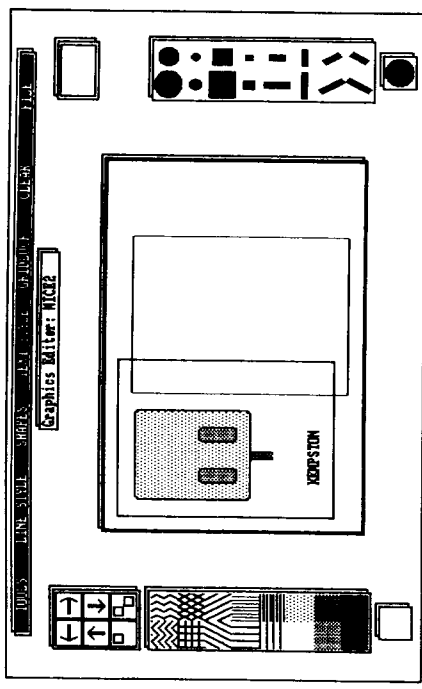
Move

This option works in exactly the same way as Copy, the only difference being that the original area is erased once the copy has been made.

Text

This is used to write text using the options selected from the Text Style menu. Note that if you haven't loaded a font yet (using the Text Style menu) this option will not work.
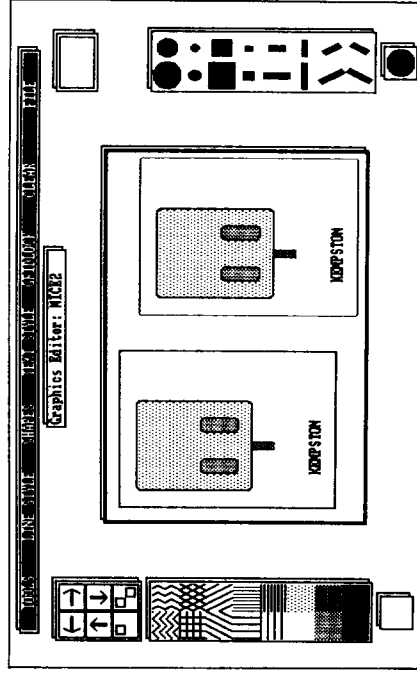
The Copy option: Move the outline to the position to copy to . . .

. . . and the area will be duplicated

The Invert option: Move the outline over the selected area...

...click and the colour will be inverted

Text is useful for labelling graphs and charts and for producing larger and fancier characters for headings and such like.

To use this option click the top-left corner of desired character position, move and click the bottom-right corner and move the outline to the position required. Click again and the outline will change into a box cursor. You can now type characters, delete them and move the cursor in character steps using the cursor keys. An 8 × 8 gridlock setting is recommended for the neatest shape of text.

Invert

Used to invert the colour – either of a small section or the whole window. To invert a window that can't be displayed all at once, invert the first section then move the window and invert the second section and so on.

To operate, click the top-left corner of the area to invert, move and click the bottom-right corner, then move the outline over the area you want to invert. Click again and the area will be inverted.

Cut

Used to create a copy of a selected area of one file and save it to disc. It can later be added to another file using the Paste option. Cut only works up to the size of the displayed part of the window being edited.
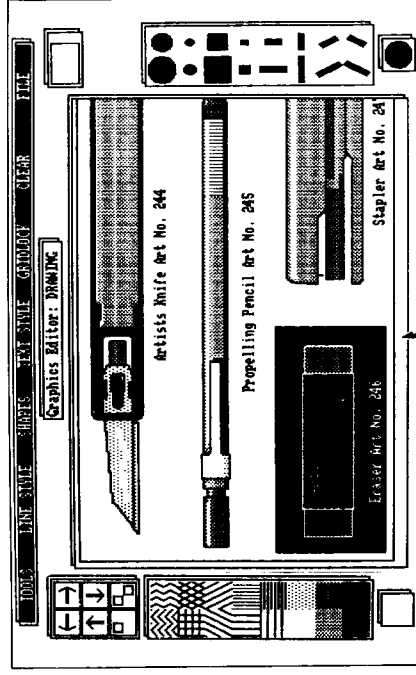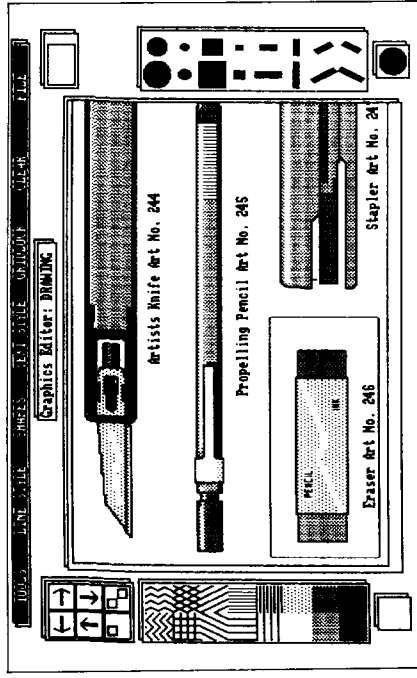
This is the ideal option for making full use of the page of Clip-Art supplied on the disc with DTP. Small areas can be cut and any bits of artwork not required can be erased after the drawing has been pasted into its new window.

To use, click the top-left corner of area to cut,

The Line Style menu

Colour Line colour can be altered by selecting between background and foreground. As in other options this affects only the colour used by line drawing and has no effect, for example, on brush or fill modes.

Thickness The thickness of the line can also be doubled or tripled. When drawing lines or boxes the rubber-band outline will appear thin regardless of line thickness selected. When the line is drawn it will be widened evenly on both sides of the rubber-band outline.

Style The style of lines can also be changed between 16 different combinations of dots and dashes. Choosing, for example, a simple dotted line, the dots will be placed at different distances apart depending on the line thickness selected. This is so that the proportions are always correct as the dots themselves become larger.

The Shapes menu

Outlined, solid, or outlined and solid shapes can be chosen. Drawing outlined and solid boxes is a good way of creating bar charts. A solid box in the background colour can be used to erase areas of a picture or, using a pattern, to create large areas of shading.

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move and click the bottom-right corner, then move the outline over the area you want to cut. Click again and enter a filename when requested.

Bear in mind that when creating the box, the step sizes along both axes are predefined, and you may not be able to make it the exact size.

Paste Used to scale and import windows from disc on to the window being edited. You can add any graphics window to the one you are editing, and scale it up or down to fit. If you try to add a window which is larger than the screen or the window you are editing it will be scaled down automatically to fit. You will still be able to scale it down further if you wish.

You can use this option to add pre-defined shapes such as kitchen fitments or electrical symbols to your drawings. The best way of creating pre-defined symbols is to draw several in a larger window and then cut them out and save them separately. Remember to delete the larger window from the disc (using the Disc Filing options) when you have finished or you will rapidly run out of space. Choose names carefully so you will know which is which when you want to use them later. It is a good idea to keep pre-defined shapes on a disc of their own.

To use, click the top-left corner position of the window to add, click the window to add from the list. Move the top-left corner of the window outline to the position required and click again. Move the bottom-right corner to scale and click once more. The window will now be scaled and added.

TOOLS | LINE STYLE | SHAPES | TEXT STYLE | GRIDLOCK | CLEAR | FILL

Graphics Editor: CHART

Creating this useful chart was child's play using the Gridlock option

The Text Style menu

Read Font This is used to load the font required from one of those supplied or one of your own created using the Font Editor.

Fonts need not contain letters: You could for instance, create a font consisting of electrical components. Alternatively you might prefer to design different logos in place of letters.

Right, Down, Left, Up Text can be set to go in any direction on the screen using this option. The text cursor will be automatically moved in the chosen direction each time you type a character. If you try to type beyond the edge of a window a new line will be started. If you type on a window which is larger than can be displayed at once, the window will be scrolled when you reach the edge.

Inverse This option is used to select reverse text mode in which the background and foreground colours of the text are inverted. So on a black screen you could opt for black text inside a white border.

OFF
X:2   Y:1
X:4   Y:2
X:8   Y:4
X:8   Y:8
X:16 Y:8
X:16 Y:16

CANCEL

The Gridlock option

Used to set the gridlock size. Gridlock is useful for instance, where you need to create images with accurate proportions such as graphs or charts.

Normally if you move two pixels left or right on the screen this is the same distance as moving up or down by one pixel. Gridlock options are therefore supplied that allow you to step by twice as many pixels on the X axis than the Y.
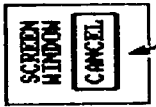
The Clear option

This is used to clear the window or the area of window displayed on the screen. Clearing the screen will blank only that part of the window which you can see. Clearing the window clears not only the screen but the remainder of the window (stored in the computer's memory) as well.

The File menu

Save and Exit Used to save the window being edited using the original filename, and leave the Graphics Editor. Make sure that your data disc is in the drive.

Save and Continue Used to save the window being edited under the original filename, without leaving the Graphics Editor. Use this function to save the page you have been editing before loading a new one.

Save as Used to save the window being edited but under a different filename. This allows you to save the window without over-writing the original file. Simply click on the empty box in the drop-down window and input the filename required.

Abort Used to leave the Graphics Editor without saving the window being edited.

Load Used to load an existing window for editing. The window name will appear at the top-left of the layout when it is loaded.
Click the filename required from the drop-down list displayed. Should there be more files than will fit in the window the list can be scrolled by clicking on the direction labels.

Miscellaneous options

Various patterns and brush shapes can be selected from the menus displayed down the left and right sides of the screen. The box below each displays the current selection.
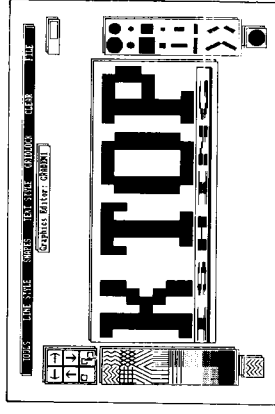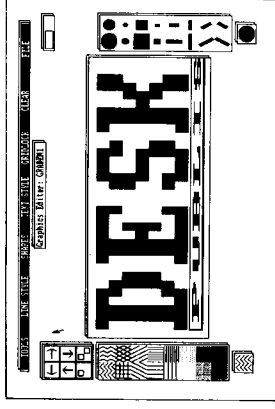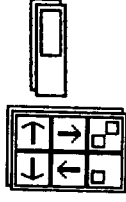
Patterns and Brush Shapes

These are used to scroll around the window being edited. If the window you are editing is too large to be displayed all at once you will need to scroll from one part to another.

Movement arrows and Window position indicator

At the top-right of the screen is a diagram of a box within a box. The outer box represents the window you are editing while the inner box shows the part you can see on the screen.

At the top-left of the screen there are four direction arrows. Clicking on one of these will cause the indicator box to move in the direction selected. The window will not actually be scrolled, however, until you click the 'move' icon at the bottom right of the arrows. Clicking the bottom-left box will reset the indicator to its starting position.

Using the position indicator to view the area of window not on the screen

The Edit Ruler option

Tab stop positions on the ruler can be altered using this option. Tabs are generated using the Tab key and appear as a right pointing arrow in the text. If you hit the Tab key when the cursor is beyond the last stop on the ruler it will be ignored. Note that in some cases removing or adjusting tab stops may cause tabs in the text to be removed.

Adjusting the ruler will cause the cursor to be returned to the top of the text. To use: Move the cursor on the ruler to the required position and hit the Tab key to toggle the tab stop on or off.

The Format menu

Right Justify This is used to set right justification for the window and causes the entire text in a window to be padded out with sufficient spaces to give both left and right even margins. If you select right justify while editing a window, existing text will not be re-formatted until the cursor is moved down beyond the end of the window or the window is saved.

Centre Justify Text can be centered on the cursor line using this option. If you alter a centred line it will need to be re-centred. You can also hit +C to centre a line as in LocoScript.

Window Length Lock This is used to lock the current window length setting. Under normal circumstances when you save a text window it will be automatically adjusted to the number of lines of text.

This means that if you create a text window in the Page Editor that is, say, ten lines long but only

Using the Text Editor

The Text Editor contains all the options needed to process text, ranging from file handling to formatting and style selection; from ruler line alterations to importing text from other word processors.

The Style menu

This is used to select the character style required using either Bold, Italic, Underlined, Superscript, or Subscript text.

Character styles are displayed on the screen as near as possible to their actual appearance when printed. Styles may also be selected by pressing the + and – keys as in LocoScript (enable/disable italic: +/–I, bold: +/–B, superscript: +/–SR, subscript: +/–SB, underline +/–UL).

As an example, to write HELLO in bold you need first to click the bold option from the Style menu (or hit +B) to turn bold on, then type HELLO and finally click the bold option in the Style menu again (or hit –B) to turn bold off.

Alternatively you could type HELLO first and then position the cursor over the H, turn bold on as above, move the cursor to the O then turn bold off again.

You can select more than one style at the same time. Style codes are attached to the first and last characters of the words affected.

To refresh the screen styles manually just hit +R.

type five lines of text, the window will be automatically shortened to this new length.

Now it may be that you hadn't finished editing the window and wanted to add some more text later to fit exactly in the original window. Or it may be that you particularly wanted to leave the space for something later.

Using this option will retain the original length of the window even though there is not enough text to fill it yet.

Please note however, that if you type more text than will fit in the original length the option will be overridden and the window will be saved to the new extended length.

The Add Text menu

Text can be incorporated into a window from either another window or directly from an Ascii flie.

To add text created with LocoScript for instance, you first need to convert the file to Ascii using f7 Modes, and put it in group 0, making sure to end the filename with the .ASC extension.

When you wish to add text from another text window any formatting is removed and the text is re-formatted to fit, but character styles are retained.

The File menu

Used to save the window being edited using the original filename, and leave the Text Editor. Make sure that your data disc is in the current drive.

Save and Exit

RIGHT JUSTIFY
CENTRE JUSTIFY
...
CANCEL

TEXT WINDOW
ASCII FILE
CANCEL

STYLE   EDIT RULER   FORMAT   ADD TEXT   FILE
Text Editor: TEXT3

The drawing on the left shows the construction of the propelling pencil introduced this month.
As you can see it is very simple in construction although requiring high precision manufacturing for the sliding sleeve and collet jaws. The jaws themselves are made of nylon rather than brass as in older designs, and are moulded in one piece reducing considerably the machining required.
In order to achieve the friction required the jaws need to be treated after moulding in a chemical bath. The lead guide and sleeve are the only parts which are still made in metal, and production costs are therefore kept to a minimum.
Catalogue prices will be published shortly, but as a guide the 100 off factory cost is £34-95.

STYLE   EDIT RULER   FORMAT   ADD TEXT   FILE
Text Editor: TEXT

DESK TOP PUBLISHING is the term used to describe a method of producing drawings and text, laying them out electronically and printing the result all from the same system. With such a system it is possible to produce smart, professional newsletters, reports, leaflets etc, exactly as you want them and with a minimum of skill or expertise required.
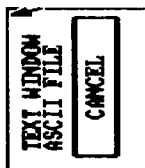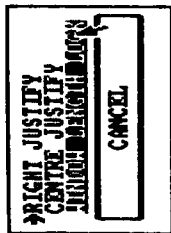
Two examples of how right justification gives both left and right even margins

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Save and Continue   Used to save the window being edited under the original filename, without leaving the Text Editor. Use this function to save the window you have been editing before loading a new one.

Save as   Used to save the window being edited but under a different filename. This allows you to save the

General notes

Formatting: Lines are normally formatted as you type, but if you go back and correct some text this will only be completely re-formatted when you move the cursor beyond the end of the corrected paragraph (indicated by the left pointing arrow).

Saving a window will automatically format any unformatted paragraphs. You can't change the font used by a window, but you can add text from a window with a different font. The font is then changed to the one used by the window being edited.

Window length: When you type more lines of text than will fit the length of a new text window a message will appear to tell you this. Should you wish to retain the original window size, the text must be edited to fill the window without bringing up the message.

When you save the window its length will be automatically reset to the number of lines of text you have typed (unless you have selected window length lock).

window without over-writing the original file. Simply click on the empty box in the drop-down window and input the filename required.

Abort   Used to leave the Text Editor without saving the window being edited. Useful if all you want to do is examine a window.

Load   Used to load an existing window for editing. The window name will appear at the top-left of the layout when it is loaded.

Click the filename required from the drop-down list displayed. Should there be more files than will fit in the window the list can be scrolled by clicking on the direction labels.

Using the Font Editor

The DTP package has a useful built-in Font Editor. Using it you can quite easily extend the range of fonts supplied on the disc, by creating some of your own.

When you select the option you automatically enter the Graphics Editor with the Magnify option enabled and Gridlock set to X=16:Y=16. This ensures that the outline box moves a character block at a time.

First select a font from the drop-down list displayed. The whole font will then be presented as the contents of a graphics window ready for editing.

Creating a new font is then simply a matter of using the magnifier as a character definer to set

and unset pixels as required. When complete the font can then be saved to disc for later use. Bear in mind that unless you wish to overwrite the original font file, you must save with a different filename using the Save as option in the File menu.

The Disc Filing section

The Disc Filing section contains all the facilities you'll need to maintain your files – cataloguing, renaming, copying and deleting.

Rename   This is a simple way to give page and window files alternative titles. However, it is important to note here that if you rename a window, any page references to it will not be updated. This means that when you next edit a page that used the original window name it will fail to find it. You will need to use the Add Window option with the new filename in order to replace it.

Copy   You can generate a copy of a file on the current drive using this facility – useful if you want to create a window which is a modified version of an existing one.

Copy will not allow you to go from one disc to another. To do this you need to load the file into the relevant editor and save it again after swapping the disc. To copy from A to B on a dual-drive system you should load the file into the relevant editor and change the default drive in the Options menu before saving it again.

Delete   Used to erase a file from the disc. Note that references to a deleted window will remain in pages.
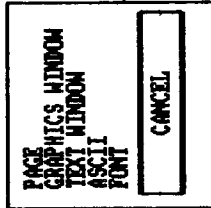
The full range of fonts supplied with The Desktop Publisher

Printing

In order to print a page, DTP accesses the data disc for each window file needed by the page, so the disc must be in the current drive.

Before printing, the software sets the PCW printer to expect continuous paper-feed so if you are using a single sheet you won't be able to access its entire length because of the way the paper is held. This means you must leave at least one inch at the bottom of the page free of windows.

Also bear in mind that with any printer using single sheets, the paper slips slightly as it is fed through, making printouts somewhat shorter than with continuous stationery.

Pad areas

Pad area alteration not only affects the mouse but also the keyboard. For keyboard operation pad area E is recommended.

Changing the size of windows

If you find the need to reduce the size of a graphics window because your artwork doesn't fill it competely, the best way to go about this is to cut out the area of the drawing which will be saved to disc under the filename you choose. Then all you need to do is erase the original name from the disc and rename the cut-out to the original.

Similarly if your window turns out to be too small for your graphics, you can paste the whole area into a larger blank window created for the purpose. You should erase the original and rename the new

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which used it. This means that if the page is edited later it will look for (but not find) the deleted window name. Saving the page subsequently will automatically remove the reference to the deleted file.

Catalogues selected filetypes on the current drive.

Directory

```
PAGE
GRAPHICS WINDOW
TEXT WINDOW
ASCII
FONT

CANCEL
```

General notes

Filenames: Filenames in the same group such as text windows, cannot have the same name, however you can use the same name for files in different groups.

This means, for instance, that you can have a text window and a graphics window with the same name. Filenames can be up to eight characters long but full stops, colons and spaces are not allowed. Other characters such as underscore and minus are not suppressed but may not be acceptable to CP/M commands such as PIP.

You don't have to specify file extensions and they are not displayed. However, they are set automatically by the program to allow it to distinguish between different filetypes.

The DTP disc has not been protected against copying and it is therefore advisable to make a backup copy. Text and graphic data however should not be saved to the DTP program disc. A separate formatted disc is recommended for this.

When Line Lock is enabled, rubber-band boxes or lines will be fixed in position as soon as they are defined. If Line Lock is disabled the box or line can be moved before its position is set by clicking.

The Page Editor

	Function	Operation
CREATE	Creates a new page, replacing the one in memory without saving it.	Enter filename and press Return or Enter.
FILE Abort	Abandons edit without saving and Returns you to main menu.	Click to select.
Load	Loads a page for editing purposes, replacing the one in memory without saving it.	Click on filename required.

Disc errors

window so that the Page Editor can find it.

The same applies to text windows should you need to increase the width (the length will change automatically provided Window Lock is set to off).

Mistakes when handling your discs may generate the following non-fatal disc errors and their meanings are explained.

File not found: Attempting to access a file not present on the disc in the current drive.

File exists: Trying to give a file a name that already exists on the disc in the current drive.

No disc space: The disc in the current drive is full.

Disc error: Any of the following — attempting to write to a write-protected disc, attempting to exceed the maximum number of filenames allowed (64 for drive A, 256 for drive B), any disc failure.

To continue, just remove the cause of the error and re-select the appropriate operation.

Should you try to access a disc which is not present on the current drive, DTP will display the message:

Insert disc in drive.

To continue, comply with the instruction, press Cancel, and the operation you originally selected will continue without loss of data.

	Function	Operation
Add Text Window	Used to add a text window to page being edited.	Move pointer to where you want the top-left corner of window to be placed and click. Then click on filename.
Create Graphics Window	Used to create a new graphics window. Note this option will only function when a page is being edited.	Move pointer to where you want top-left corner of window to be placed and click. Pull to create window size required and click again. Enter filename and press Return.
Create Text Window	Used to create new text window. Note this option will only function when a page is being edited.	Move pointer to where you want top-left corner of window to be placed and click. Pull opposite corner away to create window size required and click again. Enter filename and press Return.
Move Window	Used to position windows on the page being edited.	Click on window to be moved. Move window. Click to fix.

	Function	Operation
Save as	To save a file under a different name.	Click to select, then input filename.
Save and Continue	Saves file being edited under original filename without returning to main menu. Used to save previous page before loading or creating a new one.	Click to select.
Save and Exit	Saves file being edited under original filename and Returns to main menu.	Click to select.
FONT	To select an alternative text font for a window.	Click on required option.
MODES Add Graphics Window	Used to add a graphics window to the page being edited.	Move pointer to where you want the top-left corner of window to be placed and click. Then click on filename required.

The Graphics Editor

	Function	Operation
CLEAR	To clear entire window or area of window currently on screen.	Click on option required.
FILE	To load, save, or abort file.	Click on option required.
GRIDLOCK	Allows pointer to move only on specified grid positions.	Click on required grid option.
LINE STYLE Colour	Defines line colour.	Click on foreground or background.
Style	Defines line style.	Click on required style.
Thickness	Defines line thickness.	Click on required thickness.
PATTERNS	Defines patterns for Brush, Fill and Shapes options.	Click on required pattern.

	Function	Operation
Remove Window	Used to remove a window from page being edited. Note this does not erase file from disc but merely removes reference to it from page.	Click on window to be removed.
Show Window Name	Displays name of text or graphics window.	Click on window required.
Show Text Font	Displays font used by text window.	Click on text window required.
PREVIEW	Displays a reduced image of the page.	Click to select.
PRINT Draft	Used to print page being edited, in draft form.	Click to select
Near Letter Quality	Used to print page being edited, in near letter quality.	Click to select.

	Function	Operation
TOOLS Box	Draws outlined, solid, or outlined and solid box.	Click top-left corner then opposite corner and box will be drawn.
Brush	Provides painting facility using brush options.	Place pointer where you wish to start painting and click. Move to paint. Click Select or Cancel to release brush.
Copy	Provides copies of an area in other positions on drawing.	Uses a rubber-band box to define area to be copied. Click top-left corner then opposite corner and area will be copied when you place box over area you wish to copy to and click.
Cut	Cuts and saves area to disc.	Uses a rubber-band box to define area to cut. Click on top-left then opposite corner. Enter filename and press Return.

	Function	Operation
SHAPES Outline	Provides for shapes to be drawn as outlines using current options chosen from Line Style menu.	Click on option.
Outlined and Solid	Provides for shapes to be drawn solid and outlined using current options chosen from Line Style and Patterns menus.	Click on option.
Solid	Provides for shapes to be drawn solid using current pattern selected from Patterns menu.	Click on option.
TEXT STYLE Read Font	To load required font.	Click and select font.
Right, Down, Left, Up	To select direction for text.	Click required option.
Inverse	To select inverse text mode.	Click to select.

	Function	Operation
Lines	Draws lines continuously from point to point.	Click at beginning and end of line and it will be drawn. A new line will be started where last line ended. Line Lock must be enabled for this option to work correctly.
Magnify	Provides for editing of individual pixels.	Move pointer to approximate area you wish to magnify and click. The box that appears is your 'magnifying glass'. Move it over area to be enlarged and click again. A magnified image of that area will appear on left or right side of your drawing. Clicking on a pixel will cause it to invert. Actual drawing will be updated as you do this allowing you to see results before you exit. To exit, click Cancel.

	Function	Operation
Ellipse	Draws outlined, solid, or outlined and solid ellipses.	Uses a rubber-band box to specify dimensions. Click top-left corner, then opposite corner and ellipse will be drawn.
Fill	Provides for filling outlined areas with current pattern.	Place pointer inside area you wish to fill and click. Abort by clicking Cancel.
Freehand	Provides for freehand drawing using line styles and thickness variations.	Place pointer where you wish to start drawing and click. Move to draw. Click to release pen.
Invert	Inverts selected area.	Uses a rubber-band box to define area to be inverted. Click top-left then opposite corner of area.
Line	Draws a straight line between two points.	Click at beginning of line, then end of line and line will be drawn.

	Function	Operation
Text	Provides for text to be added to drawing.	Move pointer to position you wish text to start and click. Move to expand box outline to size of character you require and click again. You can now start typing. Abort by clicking Cancel.
Triangle	Draws outline, solid or outline and solid triangle.	Click at first, second, then third corner and triangle will be drawn.

The Text Editor

	Function	Operation
ADD TEXT Ascii File	Used to incorporate text from a simple Ascii file, into a window.	Click on filename required.
Text Window	Used to incorporate text from another window into one being edited.	Click on filename required.

	Function	Operation
Move	Copies a defined area from one part of drawing to another, then erases original.	Uses a rubber-band box to define area to be moved. Click top-left corner then opposite corner and area will be moved when you place box over area you wish to move to and click.
Paste	Pastes another window on to window being processed.	Move pointer to location that top-left corner of window is to be pasted and click. Click on window name required and a rubber-band box will be drawn to the size of window being processed. Click again.
Point	Plots individual points.	Move pointer to position and click.
Rays	Draws multiple lines from a single point.	Click at beginning and end of line and it will be drawn. A new line will originate from start point of last line.

Disc Filing

	Function	Operation
COPY	Creates a copy of a file on current drive.	Click filetype then filename. Enter new filename when prompted and press Return.
DELETE	Deletes file from disc.	Click filetype then filename.
DIRECTORY	Catalogues disc in current drive.	Click filetype to be catalogued.
EXIT	Returns to main menu.	Click to select.
RENAME	Renames file.	Click filetype then filename. Enter new filename when prompted and press Return.

	Function	Operation
EDIT RULER	To create or reposition tab stops on ruler line.	Move cursor to tab stop then press Tab key to set or unset.
FILE	To load, save or abort file.	Click option required.
FORMAT Right justify	Right justifes all text in window.	Click to select.
Center justify	Centres text on current line.	Click to select or press +C.
Window Length Lock	Prevents window length from automatically being shortened to number of lines entered from keyboard.	Click to select.
STYLE	To select alternative text styles and to allow text to be printed in a variety of directions.	Click on option required.

The Options Menu

	Function	Operation
Drive A Drive B	Selects current drive.	Click drive required.
Invert	Inverts screen colours.	Click to select.
Line Lock	Causes all functions which use rubber-banded boxes or lines, to be drawn as soon as defined.	Click to select.
Mouse	Used to configure DTP for AMX, Kempston, or Electric Studio mouse.	Click mouse required.
Pad Area	Used to set distance pointer travels for a given mouse movement.	Click area required.

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The perfect companions for The Desktop Publisher