

SCREEN.BAT, the command line would be PICTURE SCREEN.BAT then press the ENTER key. Of course if PICTURE.COM is on the M: drive and the BAT file is on the A: drive the command line would be M:PICTURE A:SCREEN.BAT and then press the ENTER key. If the PICTURE program is run without a file name the program will look for a file named PICTURE.BAT on the default drive.

The PICTURE program BAT commands are:

FILENAME Load the picture file.
CLEAR Clear the screen.
BRIGHT Turn the screen bright.
DARK Turn the screen dark.
WAIT Causes the program to wait. The wait command is followed by a space and number, e.g. WAIT 2 the bigger the number the longer the wait.

PRESS The program will display the message PRESS A KEY and wait for a key press.
REPEAT Go to start of file.

All commands are on a separate single line.

The REPEAT command will cause the program to go to the start of the command file and repeat the commands again. The program can be terminated by pressing the STOP key, the program will terminate when it has completed the current task.

A typical PICTURE BAT file would be:

```
CLEAR  
BRIGHT  
ART001.SPC  
WAIT 1  
DARK  
PRESS  
ART002.SPC  
WAIT 5  
CLEAR  
BRIGHT  
ART003.SPC  
PRESS  
REPEAT
```

PRINTING THE SCREEN FILES.

The files saved by GRAB, SNAP & SNAPSHOT can be loaded into and printed using the Stop Press or MicroDesign programs.

If you wish to load a file into Stop Press the file must have the file extension 'SPC' and it is loaded as a Stop Press canvas. See the Stop Press manual for full details.

MicroDesign 2 loads the screen files using the 'Load AREA' menu option. Press '1' again to select file area type, select file type type '6 - Screen.*', and then load the file in the normal way. See your manual for more details.

One thing to note, MicroDesign only loads the first 31 screen lines. This is usually acceptable as the PCW's 32nd line is normally used for the 'PTR' menu line, or for prompts such as 'Drive is A:'.

Please get in touch with us if you require information about how to transfer graphic files to a 'PC' computer or converting PCW graphic files to 'PC' file formats such as PCX or TIFF.

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Grab, Snap & Snapshot were written by Allen Giles. Picture & and the file conversion programs were written by Dave Greenhough. With special thanks to Rex Last, Editor PCW User Magazine.

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PCW Presenter

THE PROFESSIONAL IMAGE CAPTURE AND PRESENTATION SOFTWARE SUITE FOR THE AMSTRAD PCW

PCW PRESENTER is a collection of programs intended to help you make and present professional illustrations from the PCW screen. The screen illustrations can be printed, used in a DTP program such as MicroDesign, viewed on screen or even made into a rolling screen demonstration.

The programs on this disk fall into three areas: capturing the PCW screen, converting screen files saved by other programs and a picture slide show program.

In this documentation it is assumed that the user is competent in the use of CP/M programs. The use of CP/M utility programs such as PIP or DISCKIT are not described. However, if you do need help please phone for general advice.

*A note for 9512 users with 3" disk drives.
3" disks are normally supplied on Amstrad 8256 170k format disks. The 9512 can read programs and files from a 170k disk. You should copy the contents of this disk to 9512 format before use. The programs on this disk can be copied using PIP or 8000COPY. Disckit supplied with the 9512 cannot copy a 170k format disk. Please phone if you need advice.*

Capturing the PCW screen

The PCW screen can be captured using either GRAB, SNAPSHOT or SNAP programs.

GRAB

GRAB is a RSX (a Resident System extension). It sits in memory waiting to be called into action. When it is called upon it saves the current screen display to a disk file.

To load GRAB into memory, type the CP/M command line:

```
GRAB {filename}
```

To deactivate GRAB and remove it from memory, type the command:
GRAB

If you do not specify a disk drive name in the filename, GRAB remembers the disk drive from when you entered the command and saves the screen file on that disk drive.

To specify a different User Group number, issue the GRAB command from within that User Area. To enable GRAB.COM to be used from any user area, it should be SET to have SYS attribute. The full set of commands you may have to type might then be:

```
SET GRAB.COM [SYS]
```

USER 4
GRAB B:PICTURE.001

which would cause screens to be saved to PICTURE.001 (and successively numbered files) in User Group 4 on drive B.

If you include a number in the filename, each time you cause the screen to be saved the numeric part of the name will be incremented by one. If the name was 'A1', for example, screens would be saved to 'A1', then 'A2', 'A3', 'A4', 'A5', 'A6', 'A7', 'A8', 'A9', then 'A0', then 'A1' would be overwritten by the next saving, then 'A2' and so on. If a non-numeric filename is used, each successive save overwrites the same file.

To actually cause a screen to be saved you can press one of the following three key combinations:

ALT+EXTRA+SHIFT
ALT+EXTRA+ENTER
ALT+EXTRA+RETURN

The screen is saved only if pressing one of the key combinations causes the target program to make a BDOS / BIOS call to the CP/M operating system. If the GRAB is successful the PCW will beep once, when the GRAB is complete the PCW will beep once again. The saved screen file is 23k (24k on a high density disk), please ensure that the disk as sufficient free space for each grabbed screen file.

GRAB will not work with all programs, it all depends on the program in question. Some programs are not written in such a way as to allow for the presence of an RSX program. These programs may not load or will overwrite the area of memory where GRAB is stored. These problems are not the fault of the GRAB program but rather a case of trying to squeeze too much into the PCW memory or because the target program was not written to be used with an RSX. If the target program will not load or operate correctly use the SNAP program instead. It is a little bit more long winded to operate but will work with any program that will operate with the FLIPPER program.

Try not to initiate GRAB while a program is engaged on some disk activity, as the use of the disk by GRAB may cause some potentially confusing conflicts.

If GRAB ever drops out displaying a BDOS error message, first disable the currently active GRAB by using the command: GRAB without a filename. Then you can safely re-initiate GRAB with a filename.

SNAPSHOT

SNAPSHOT.COM makes an immediate dump of the CP/M screen to a file named A:PICTURE in user area zero, and exits through the BDOS warm boot.

SNAPSHOT is intended to be chained directly from a running program where a programmer wants to copy the screen image.

SNAP

SNAP.COM is a program which unscrambles the screen data from a FLIPPER 3 'Flipsave' file, and produces a 'Screen' file.

To use this program you must have the use of the FLIPPER 3 program and you must have a disk drive large enough to store a full 'Flipsave' file of the required Flipper environment. For a typical 256k environment you need 258k of free space on a disk drive!

Using FLIPPER, Load the target program into one FLIPPER environment. It is a good idea to minimise the environment size used for the target program. At the point you wish to save the screen from the target program, use the FLIPPER menu to make a 'Flipsave' disk file. When Flipper makes a 'Flipsave' file, it gives the file name the extension '.F3S'. The file can be saved on 'A' drive or 'B' drive, but ensure that the disk drive is large enough for the file.

The SNAP program will extract the screen data from the 'Flipsave' file. To run the SNAP program, type a CP/M command of the general type

SNAP {source file name} {optional destination file name}

The SNAP program assumes that the file it is to process will have the extension 'F3S'. The screen file which SNAP produces can have any extension. For example SNAP B:PIC1 will read file B:PIC1.F3S, identify whether it is a LocomoScript 2 or CP/M dump, find the roller RAM, transfer the screen data from the file to the visible computer screen unscrambling it as it goes, then save that to disk under the name B:PIC1.

The unscrambled screen is shown to you, so that you can check that SNAP is working and you have selected the correct file.

You can use a file extension on the first file name, this is used for the screen file, so SNAP B:LOCO.PIC reads B:LOCO.F3S and outputs the screen to B:LOCO.PIC.

But, giving a second file name is a more complete way of changing the name for the screen file, as SNAP B:SAVE A:SCREEN.001, which would read B:SAVE.F3S and put its screen in file A:SCREEN.001 on the other drive.

If you specify file type .F3S on a single file name, then the original 'Flipsave' file is deleted and replaced by the extracted screen file, with the same .F3S extension. As in SNAP B:LOCO.F3S, when you will notice that the named file shrinks to a size of 23k (24k on a 720k disk). It is unlikely that your 'Flipsave' file will be in any user area other than zero, SNAP always accesses the current user area, and will produce its screen file in the same user area - you can use PIP to subsequently copy it to another one if required.

Converting picture files

This part of the disk contains five programs which will convert picture files from one program format to another, the five programs are:

LHDSTOP.COM converts from Letta Head Design format to Stop Press 'SPC' format.
STOPLHD.COM converts from Stop Press 'SPC' format to Letta Head Design format.
LOGOSTOP.COM converts from Logo format to Stop Press 'SPC' format.
STOPLOGO.COM converts from Stop Press 'SPC' format to Logo format.
MOSTOP.COM converts from Mini Office graph format to Stop Press 'SPC' format.

We have used the Stop Press 'SPC' format as a common or standard file

format, and the same file format is used by GRAB, SNAP & SNAPSHOT. If you wish to convert a Letta 'LHD' file to a Logo 'PIC' file, convert the file to Stop Press format using LHDSTOP and then convert the new file to Logo using STOPLOGO.

MicroDesign users please note that MicroDesign can read and write the Stop Press 'SPC' format files, MicroDesign calls these files 'SCREEN' files. Please see your MicroDesign manual (page 3-17 in my MD2 manual) for full details.

We have also included an extra program MOCUT.COM which will convert a Mini Office Graph file to a Stop Press / MicroDesign 'CUT' file.

All these programs operate in a similar way. Run the program, from the CP/M prompt. For example, if you want to run the MOSTOP program, type MOSTOP and press the RETURN key.

Once the program has loaded, enter the name of the file to be converted. Enter a different file name for the new converted file.

Please note that, these programs will not check for the correct file extension in the file name. Some programs insist that a graphic file must have a certain file extension, a Logo picture file must have the file extension 'PIC', a Letta file must have the file extension 'LHD', a Stop Press file must have the file extension 'SPC'.

These programs will not allow any screen display or editing of the files but rather the file is simply converted from one file format to another.

ERROR MESSAGES

The programs will report the following error codes;

DW - No disk or directory space

EX - General disk error

IF - Invalid file name

ME - Error writing file, normally the disk directory is full

If other error codes occur, please phone for advice.

The PICTURE slide show

PICTURE.COM will display any Stop Press 'SPC' file, MicroDesign 'screen' file or Letta-Head 'LHD' file on the screen. Note: MD2 screen type files or files saved by GRAB, SNAP & SNAPSHOT must use the file extension 'SPC' (e.g., SCREEN.SPC)

The program has two modes, the first mode just displays the picture on screen. Call the program, from the CP/M prompt, adding the picture file name to the end of the command line. For example; if the picture file is called ART001.SPC, the command line would be PICTURE ART001.SPC then press the ENTER key. Of course if PICTURE.COM is on the M: drive and the picture file is on the A: drive the command line would be M:PICTURE A:ART001.SPC and then press the ENTER key.

The second mode is far more interesting. The program will display any number of screen pictures one after another and will even accept some commands.

Program commands are placed in a ASCII text file with the file extension BAT. An example file, PICTURE.BAT, is on the disk. This ASCII text file can be viewed or edited using the RPED program on your system disk.

Call the program, from the CP/M prompt, adding the BAT file name to the end of the command line. For example; if the BAT file is called