LC10 Font Editor Guide

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COLLABORATORS			
	TITLE : LC10 Font Editor Guide		
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Chapter 1

LC10 Font Editor Guide

1.1   main

LC10 FONT EDITOR

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LC10-Font editor is a program that allows you to change the appearance of
the fonts that your Star LC-10 printer uses.
There are 2 versions of the program on the disk, one for editing draft
fonts and one for editing N.L.Q. fonts.

Legal Notice <--- Read this before using the program.
Distribution
Shareware Registration
Using the program
Using the fonts
Installing to a H.D.
The Future
Send me your fonts!!
And Finally...

1.2   Installing the font editor on your Hard Disk

For the font editor to work it needs the 'AMOS.LIBRARY', if this is not
already on your hard drive you must copy it across from this disk.
COPY DF0:LIBS/AMOS.LIBRARY LIBS:
Once this is done installing is just a matter of putting the two programs
anywhere you wish on your hard drive.
When loading and saving fonts the program always looks for the file path
'SYS:LC10-FONTS'. So it would be a good idea to create this directory on
your hard drive. If you want to store your fonts in a different location
you can, the program does not need the 'SYS:LC10-FONTS' path to work.

1.3   And Finally...

As I like programming for a hobby I am always writing crappy little
programs that no one will ever use just for something to do. I would much
rather write a program that other people are going to use. So, if you feel
there is a program/utility that should be available on the P.D./Shareware
market that currently isn't available then write and tell me. If I think
it is a good idea too then I will write it.
Alternatively if you have a P.D. program that although is a good idea,
is really craply written and bug ridden send it me. I may write a newer
better version if I feel one is justified.
Please don't write with suggestions of demo creators/rippers/copiers or
other such stuff, I think the Piracy Scene has produced too many of these
programs already.
Send ideas to.. Mike Archer
29 Holbeck Avenue
Marton
Blackpool
Lancs
FY4 4LS

1.4   Send me your fonts!!

If you design any fonts using this editor (NLQ or DRAFT) send them to me
and I will include them on any future release. You will be fully credited
for designing the font, and I will send you the latest version of the font
editor free of charge.
Send your fonts to.. Mike Archer
29 Holbeck Avenue
Marton
Blackpool
Lancs
FY4 4LS

1.5   The future of LC10 editor

I would like to update the LC10 font editor in the future with some more
features. If I do the registration password will be the same as the
current version you are using, so you won't need to register again simply

get the new version from a P.D. library or wherever. Whether I actually
do release a new version really depends on how many people register. It's
pointless me upgrading a program if nobody is using the thing anyway!!
Here are some features I may include in future releases, if you have
ideas on how these features could be better, or if there is any other
features you would like to see then please let me know.
» Make the font convert utility resize the font so it fits the font grid
perfectly. Possibly could automatically select ascender/descender to
get the font as big as possible.
» Include a mask character definition, this will appear behind the actual
character grid and will contain a basic shape that you are basing your
font design on.
» Include functions for drawing lines, arcs, boxes and circles.
» Convert NLQ fonts down to DRAFT and vice versa.
» More preferences aswell as the colour palette editor.
» Preview the whole font on screen as it would appear on your printer.
» Your suggestions ?...

1.6   Legal Notice

This program is provided for a very low cost, because of this there is
absolutely no guarantee provided with this program. Although every care
has been taken to ensure that this program functions correctly, if it does
go wrong and it causes damage to your computer, printer, disks or whatever
then the cost of repairing such damages must be paid for by you.
In the unlikely event that this program does go wrong please write to me
and let me know the exact details of the fault, then I can correct it.

1.7   Distribution Rights for this Program

LC10 font editor is copyrighted software, it may not be used or
distributed by anybody unless they observe the following conditions...
1) The programs and documentation provided must not be changed in any way.
2) The programs and documentation are distributed together on the same
disk, or within the same archive file.
3) The password you are given upon registration must not be disclosed to
any other user.
As long as these conditions are met, the programs and documentation may
be distributed by any means possible. This includes PD Libraries, Bulletin
Boards, CD Rom Compilations and Magazine Coverdisks. If you are going to
distribute this on a C.D Rom or Magazine please contact me first to make
sure you have the latest version of the program.

1.8   Shareware Registration

This program is shareware, this means that if after trying this program you decide you would like to use it regularly then you are morally obliged to send the author payment for using the program. No features have been taken out of this program for unregistered users, so you can try the program fully. (I do hate `save disabled' demo versions of programs!)
If you are using this program as an unregistered user then everytime you select a gadget you will have to put up with a Shareware Notice appearing on the screen for 15 seconds. When you register you will be given a password, entering this password at the start of the program will stop the shareware message from appearing and you will be free to use the program with no interruptions.

U.K. Registration

Non U.K. Registration

1.9   Registering as a user

To register will cost you £3, you should send this to...

Michael Archer

29 Holbeck Avenue

Marton

Blackpool

Lancashire

FY4 4LS

You can send a cheque, postal order or £3 worth of 1st class stamps.

You can send cash if you want, but I can't be held responsible if it goes missing in the post.

1.10   Registering as a user if you live outside the U.K.

I recognise that people who live outside the U.K may have difficulty in getting a cheque/post order to me and getting currencies converted can be costly, so I have the following solution...
If you live outside the United Kingdom then instead of sending me £3 simply send me 3 disks containing some of your favourite software, games, or demos.
This only applies to people not living inside the United Kingdom, anybody in the U.K. sending me disks will simply have them returned with no

password. (Sorry, but I do need the money!)

Send your disks to.. Michael Archer

29 Holbeck Avenue

Marton

Blackpool

Lancashire

FY4 4LS

ENGLAND

1.11   Using the program

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1.12   Print view box

This box shows a graphical representation on how the current character

will be printed when it is downloaded to your printer.

1.13   gadgets

COPY DBLX TEST INFO
SWAP DBLY HELP
FLIP-X CONV
FLIP-Y LOAD
NEG SAVE
CLR NEW
UNDO COLS EXIT

1.14   The character editing grid

This grid is used to define the look of the currently selected character.
To change a square to black simply click on it with the left mouse button.
To clear a square simply click on it with the right mouse button.
While you are defining your character you will notice that some of the
dots change from black to grey. Your printer is incapable of printing two
dots next to each other, the dots shown as grey will not be printed. The
program let's you define the dots still as it makes it easier editing and
the NEGATE function would not work if the grey dots were not there.
More details of this limitation can be found in your LC10's manual under
the section on defining your own fonts.

1.15   The scroll gadgets

This gadget has four directional arrows on it. Clicking on any of these
arrows will scroll the whole of the current character definition in that
direction. Any characters that scroll of the edge of the grid will be put
back onto the opposite side of the grid.

1.16   message

This is the message box, any errors or informative messages will be
displayed here.

1.17 chars

This grid shows all the characters that are available for editing. The character shown in white is the one that you are currently editing on the main grid. Any characters highlighted in yellow, are ones that have been edited and will be downloaded to your printer. Any Other characters in the grid will be printed using the printers ROM font.

Clicking the left mouse button on a character will select that character for editing in the main grid.

Clicking the right mouse button on a character will `de-select' that character, in other words, it's definition won't be downloaded to the printer. This effectively wipes that characters definition. However, if you select that character for editing again in the current session the old definition will be restored.

1.18 Copy Character

This will copy the current character to any other character in the font. The character you have copied the definition to will be automatically selected for download.

1.19 Swap Characters

This will swap the definitions of the currently edited character and any other character in the font."

1.20 Flip Horizontally

This will flip the character definition so it's left side becomes the right and vice versa.

1.21 Flip Vertically

This will flip the character definition so it's top becomes the bottom and vice versa.

1.22 Negate image

This will negate all the dots in the character definition. (IE: change
them to the opposite of what they were.
This may give some strange effects on characters that have been designed
with alternate dots missing to allow for the LC10's printing limitations.
For example character's designed with Jeff Tullen's Font Editor (CLU #17)
This is an unavoidable problem, but it should work okay with fonts designed
on this editor.

1.23 Clear Definition

This will clear the current font definition. You should only use this
function to clear the grid before designing a new font. Using this
function to erase a character definition will not work, as the character
will then be defined as a blank space when you download the font. Instead
you should de-select that character by clicking on it with the right mouse
button.

1.24 Undo

Undo will restore the character back to how it was when you started
editing it. Undo will only remember the definition of the character you
are editing from when you started editing it, not from when the character
set was loaded.

1.25 Convert Amiga Font

The convert function will convert a normal Amiga Disk Font into an LC10
printer font. All characters in the font will be converted, but as the
LC10 should only let you download a maximum of 78 characters, you will have
to deselect some of the characters first. The font will not be resized, it
will be taken pixel by pixel.
NOTE: In the manual for the LC10 it states that only 78 characters
definitions may be downloaded to the printers RAM. However I have found
that my printer allows me to download all the definitions, I do not know if
your printer will restrict you to 78 characters or not, you will just have
to try more and see what happens.

1.26   Load a font

This will load a previously saved LC10 font from disk. It will also
load fonts saved from Jeff Tullen's LC10 Font Editor (CLU #17). If you
know of any other font editors who's font files will not load into my
program, write and let me know then I can include that font format in a
future update.

1.27   Save a font

This will save the currently defined fonts out to a file. This file can
be downloaded into your printers RAM simply by copying the file to `PAR:'
For example:-
COPY SciFi.NLQ to PAR:
Always copy to the `PAR:' device, never `PRT:'. The `PRT:' device
inserts it's own control codes which will corrupt the font definition.

1.28   new

This command will erase all the definitions for the current font and
de-select all the characters.
Because this command is so destructive it must be confirmed by clicking
the mouse pointer on the message box along the bottom of the screen.

1.29   exit

This will exit the program. Any changes you have not saved will be lost.
You must confirm EXIT by also clicking the mouse pointer on the message
box along the bottom of the screen.

1.30   dblx

This will Double the width of the left hand side of the current
character so it fills the whole grid. Any dots on the right half will be
lost. A test will be done first to see if dots will be lost and if this is
the case, you will be asked to confirm the operation first.

1.31 dbly

This will Double the height of the top half of the current character so it fills the whole grid. Any dots on the bottom half will be lost. A test will be done first to see if dots will be lost and if this is the case, you will be asked to confirm the operation first.

1.32 Test Font

This button will download the current font to your printer and then print the character set out for you, followed by a bit of text.
When using this make sure your printer is set up properly as if it isn't the program will freeze up. As soon as you set your printer up properly it will unfreeze and carry on printing. This is an unavoidable problem due to the fact I have to use the parallel port directly to download the font, and thus I don't get the printer device's errors back if the printer doesn't respond.

1.33 Edit Colours

This function will allow you to edit the screen colours. Once you have set the screen colours to your own preferences you may save them as the default colours. The default colours are shared by both the draft and nlq versions of the font editor, they are stored in the file `S:LC10-ED.COLS'.

1.34 Ascender/Descender

This button will toggle between two states. It indicates whether the current character is an ascender or a descender.
If a character is an ascender then it will be printed normally on the line. If a character is a descender then it will be printed two pixels lower than usual. The main use of this function is for characters such as 'g' or 'y', it gives you those extra dots under the line for their tails, obviously two dots aren't enough, but they're handy if your designing a large font.

1.35 Help Mode On/Off

This button will toggle help mode on and off. When help mode is on none of the gadgets will have any effect, instead clicking on them will bring up a description of what that gadget does.

1.36   Information

This button brings up a screen of information about the font editor

1.37   Using the fonts

Once you have defined a font for your printer you will want to use it.
The font file the LC10 Font Editor saves out is in a format ready to be
downloaded to your printer.
All you need to do is simply copy the font file to the PAR: device.
(or SER: if you have attached your LC10 to the serial port somehow)
EG: COPY SYS:LC10-FONTS/BOLD.NLQ PAR:
You should always copy the font files to the PAR: or SER: device.
Never send them to the PRT: device. Data sent to the PRT: device will
be changed by your printer driver before it is sent on to the PAR: or
SER: device.