

ANSI DeSiGnEr 2.1

COLLABORATORS

	<i>TITLE :</i> ANSI DeSiGnEr 2.1		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ANSI DeSiGnEr 2.1

1.1 ANSI DeSiGnEr 2.1

```
ANSI DeSiGnEr 2.1
© MDB PrOdUcTiOnS
```

```
Copyright
Screen
Library
Example
Contact
```

1.2 Copyright

```
(C) Copyright 1993-94 MDB Productions. All Rights Reserved
```

1.3 Screen

The user screen is devided into three parts.

```
Part 1 is the text input area.
```

```
Part 2 is the library area.
```

```
Part 3 is the action area.
```

1.4 Part 1

Part 1, the text input area, is the place where you can type three lines of ten characters which whill be transformed to ANSI later on. Also a destination file must be specified. This can be done by using the file requester.

1.5 Part 2

This part gives you information about the active library. Its name, version and the characters available are displayed.

There is also a possibility to use another ANSI font, by activating an external library. First type in its name or use the file requester. Then load the external library. When the library is correct, the new library information will be shown.

See also: `Library`

1.6 Part 3

Yes, here the action starts.

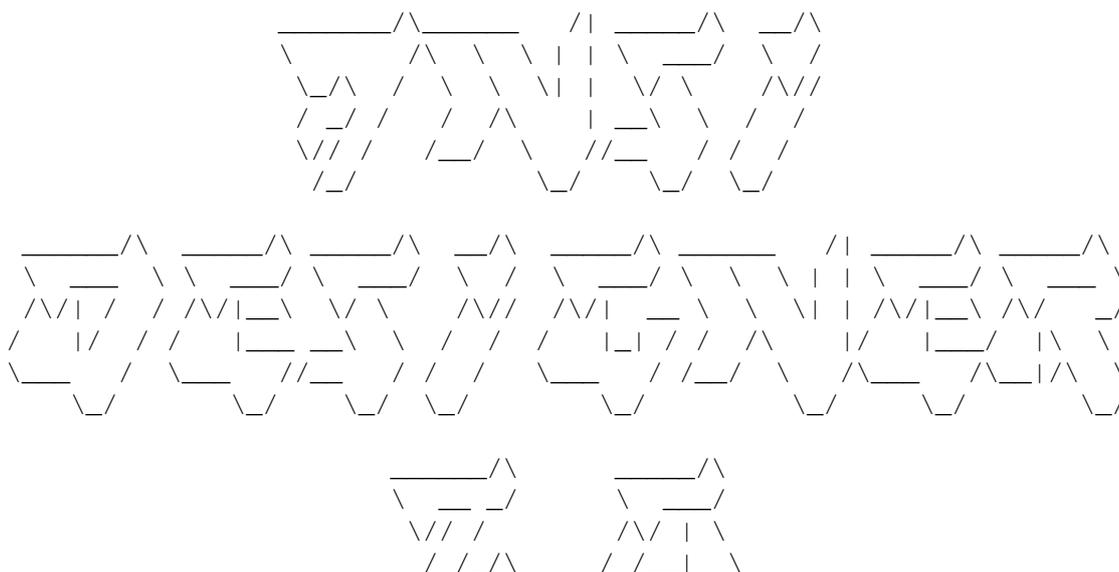
- o `START` transforms the ASCII lines to ANSI and writes the file.
- o `ABOUT` just a little note.
- o `SHOW` show the ANSI result.

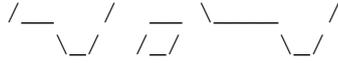
Last and least the status messages will be printed here.

1.7 Library

Not implemented yet.

1.8 Example





1.9 Contact

Yes, contact me:

MDB Productions
PWA-park 93
3905 CC Veenendaal
The Netherlands
08385 - 29239

It is also possible to make special external libraries for you. Just send me a plain ASCII file with all the ANSI chars. I will convert it for you for free.