PAGEFOX

PAGEFOX

The Clever Fox

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Content:

CAUTION!

Always switch off the computer to insert and to remove the module! If the module is plugged in or unplugged while the computer is switched on, the module and the computer may be damaged!

DEAR USER!

A new computer application has been making a splash recently: Desktop Publishing. This means the complete creation of all kinds of printed matter (letters, advertising, brochures, invitations, etc.) on the computer, including the layout, variation of the fonts used, and the integration of graphics. Although some conventional word-processing programs already offered such possibilities, there were many restrictions, and the final result was usually only seen when it was printed out. In desktop publishing, on the other hand, you do the complete design on the screen and see the result there just as it will be printed out later. WYSIWYG means in computers: "What you see is what you get".
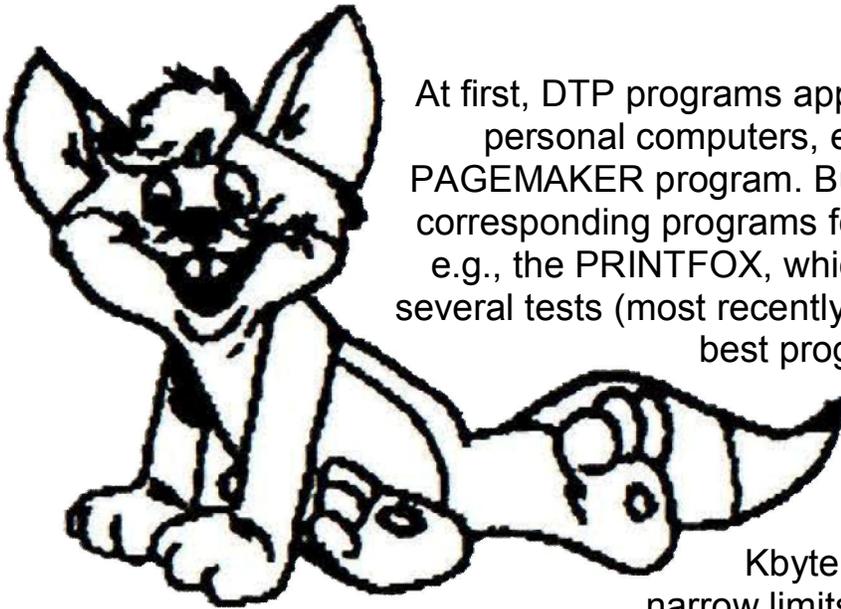
At first, DTP programs appeared only for the "big" personal computers, e.g., the well-known PAGEMAKER program. But soon there were also corresponding programs for the Commodore 64, e.g., the PRINTFOX, which was recognized in several tests (most recently in 64er's 11/87) as the best program of this genre. But DTP is a very memory-intensive affair, and the C64 with its rather small 64 Kbyte working memory sets narrow limits. PAGEFOX is now pushing these boundaries! Together with the 100 Kbyte memory expansion module, the PAGEFOX offers convenience and capabilities that are quite similar to the programs for PCs.

Compared to its "little brother" PRINTFOX, the PAGEFOX not only offers a whole host of new capabilities, it has also become much easier and more convenient to use. PAGEFOX has a so-called user interface, which was first introduced by Apple on the Macintosh and has since been implemented in a similar way by many programs on different computers. The idea here: You no longer enter the commands on the keyboard by using any combination of letters that you first have to remember. Rather, there are menus in which all available commands are represented by symbols, so-called icons.
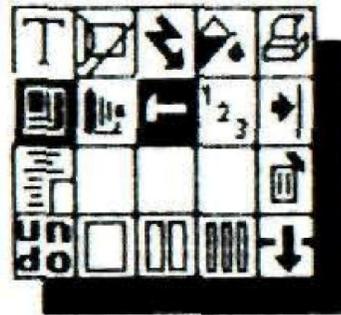
To select a command, you move the cursor, so to speak the "index finger", with the mouse on the desired icon and click on it, i.e., you press a button on the mouse. With a good user interface, such as that of the PAGEFOX, this philosophy is not limited to the simple input of commands. To delete a picture in a layout, just click on this picture and then the bin, the symbol for all delete functions. Or to define the area for the text, you do not need to first calculate and create complicated formatting instructions, but you simply open a "rubber box" in a reduced representation of the entire page, the corners of which you define with two mouse clicks.

But despite all these simplifications, you won't be able to use a complex and powerful program like the PAGEFOX perfectly after a few minutes. Especially as a beginner in DTP, you will have to take a few hours to familiarize yourself with the operation of the individual parts of the program before you can print out your first, demanding work.

Like PAGEFOX itself, these operating instructions are divided into three large parts:

The Text Editor
for entering and editing the text and its appearance,

The Graphics Editor
to create and edit graphics and,

The Layout Editor
to arrange text and graphics on the page.

Each of the three large chapters is introduced by an overview of the tasks and capabilities of the respective program part.

The operating instructions themselves were created entirely with the PAGEFOX. It thus serves as a demonstration of the diverse possibilities of the program, and in addition, what is explained in the text is directly illustrated by an appropriate layout.

There is also a floppy disk on which a number of demos are included, which is referred in the operating instructions. Just by analyzing these demos ("How did he do that?") you can learn a lot about using the PAGEFOX.

And now have fun publishing with the PAGEFOX!

Grafing, October 87

Installation

First you have to insert the PAGEFOX module into the expansion port of the C64, with the label facing up. It is very important that you **must switch off** the computer to insert or remove the module; otherwise the computer and module can be damaged.

After switching on the computer, or pressing the reset button if available, PAGEFOX starts immediately, and you are in the layout editor.

If you do not need the expansion port for other modules, you can always leave the PAGEFOX module plugged in, because it can be switched off by software. If you want to move from the module to normal Basic, click on the field at the bottom right in the menu, or enter the command C = Q (Commodore key and Q) on the keyboard. The following graphic shows you all menu fields and commands with which you can switch between the three editors, and exit or restart PAGEFOX.
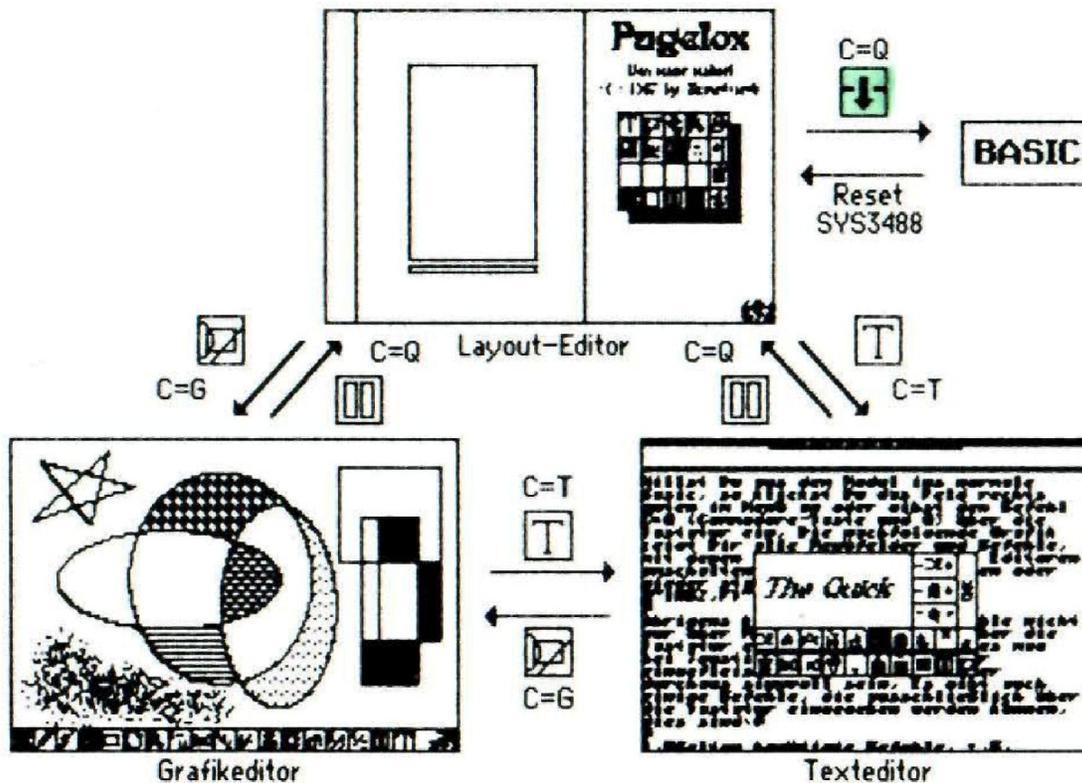
Incidentally, almost all commands can be entered not only via menus but also via the keyboard. This may be sensible for joystick controls or for die-hard keyboard operators. There are also some commands that can only be entered using the keyboard, e.g., very rarely required commands (color selection, acceptance of new full patterns), commands where the cursor has to be at a certain point (set zero, graphic tab), and commands that bring a clear speed advantage over the corresponding menu commands (jump to certain places in the graphics memory).

If you have left PAGEFOX (accidentally or deliberately), you can restart it with a Reset or with the Basic command SYS 3488. However, the SYS command only works if you haven't loaded or typed in any other program in the meantime. In this case, all data (graphics, text, and layout) are retained, so nothing is lost. Now PAGEFOX is not one of the programs that crashes easily, but if it should happen (because maybe the little brother has jolted the module), this property is very valuable. Of course, you also need a reset button, which you should definitely buy if you don't have one yet. For non-hobbyists, there are versions for connecting to a user port or serial bus (make sure that the port is implemented!). For hobbyists a "clean" installation reset is described in the appendix.

If you want to switch directly to Basic when switching on or when resetting, without going through the PAGEFOX, keep the Commodore button pressed while switching on or while resetting. If you have installed a floppy speeder in your computer that has such reset combinations, these have priority over the PAGEFOX. You may have to use the speeder's reset function, e.g., the space key on SpeedDOS or DolphinDOS.

Cursor Control

You need a mouse or a joystick to control the cursor. A proportional mouse provides the best results, since the cursor precisely follows the movement of the mouse. A joystick is also possible, but the control is much more laborious, because you can only move the cursor horizontally, vertically, or diagonally, and it has no influence on the speed of movement. With joystick control, the cursor accelerates, as with the Hi-Eddi [drawing program], so that fine maneuvering is just as possible as jumping over long distances. But the control comfort of a proportional mouse can never be achieved with a joystick. This also applies to the mice, which simulate a joystick, that have been offered quite cheaply lately. Their control properties are very unsatisfactory, so even a joystick is preferable to them.

PAGEFOX supports the Scanntronik / NCE mouse and the Commodore 1351 proportional mouse. The first must be operated together with the Scanntronik mouse interface; otherwise, it will block the keyboard. With both mice, none of the mouse buttons must be pressed when switching on or plugging in; otherwise, they will switch to joystick mode.

Interface

Scanntronik/NCE   Commodore 1351
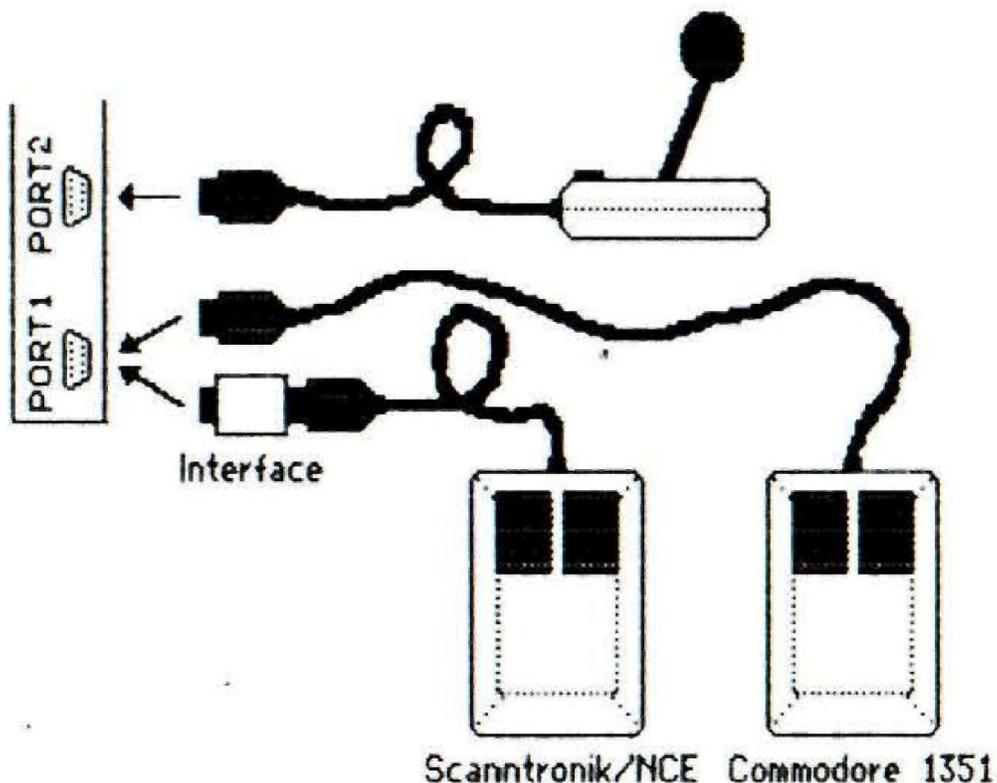
PAGEFOX automatically recognizes whether and which mouse is plugged in and activates the corresponding driver. The Commodore 1351 must be plugged in before the computer is switched on or at least before a reset so that it can be recognized. The Scanntronik / NCE mouse, however, should only be inserted after the program has started.

In addition to a mouse that must be connected to port 1, a joystick in port 2 can be used as an alternative or in addition. Mouse and joystick can be operated simultaneously without switching.

The right mouse button corresponds to the fire button on the joystick and is the predominantly used button, e.g., to click on a command or object, to fix rubber boxes and lines, or to draw. The left mouse button has different special functions depending on the editor; you will generally need it less than the right one.

THE GRAPHICS EDITOR

The graphic editor has to perform several tasks in PAGEFOX. First, it is an absolutely top class drawing program, which provides you with a lot of ease and performance in the creation of drawings, plans, and graphics. Secondly, it is a photo laboratory, because on a floppy disk you can save the graphics in the desired shape and size in order to then integrate them into the layout. And thirdly, in the graphic editor you can examine the finished page before printing, because you see it there exactly as it appears later on paper.

There is still some of the good, old HI-EDDI in the PAGEFOX graphic editor, but a lot is new. The most visible innovation is the menu bar, which, divided into three switchable menus, makes all commands accessible but is so narrow that it does not obstruct the drawing area to the size of a peephole, as is the case with other menu-overloaded programs. Anyone who has operated PAGEFOX with a proportional mouse can voluntarily do without keyboard input.

What is new is that the memory expansion also includes an amount of graphics memory – 640 * 800 points, a complete DIN A-4 page, corresponding to 8 screens – more than with any other graphics program for the C64. Overview functions with reductions to 50% and 25% ensure that you do not lose track of so much memory.

Also new are a series of powerful commands, such as the move command, in which the object to be moved remains permanently visible and can be pushed to its destination with pinpoint accuracy. Also new is the pattern function with 20 patterns that can be superimposed, or the ellipse function, the convenient text function for directly typing in smaller texts, the rubber lines, etc..

The Menus

In order not to unnecessarily restrict the drawing area by many menus, the commands and patterns have been divided into two menus and a pattern bar, of which only one can be seen in the menu bar at the bottom of the screen. The three menus are switched with the left mouse button. If you only have one joystick, move the cursor to the very bottom of the screen, and press the fire button.

Here is the meaning of all the icons in the menus:

1. Menu Bar

Undo — Freehand Drawing — Thicker Brush — Lines — Rectangles — Circles & Ellipses — Fill Areas — Spray Function — Move — Text Function — Get — Append — Stamp — Erase — Zoom/Sprite Editor — Reduction 50% — Layout Editor — Text Editor — Coordinate Display

2. Menu Bar

Undo — Erase — Entire Page — Scroll Move — Move 8 Points — Move 1 Point — Or-Link — Exor-Link — And-Link — Dot Grid — Invert — Load — Save — Disk Commands — Print — Coordinate Display

Pattern Bar

All icons are explained in detail on the following page.

UNDO:
This makes it possible to undo a failed manipulation. In most cases, only the last intervention is taken into account, e.g., the last drawn line, the last filled area, or the last move operation is deleted. In contrast, with the draw command it would be pointless to delete only the last set point. For this reason, as with spray and the sprite commands, all manipulations are deleted here since the corresponding mode was selected. The UNDO command loses its effect when scrolling in between or calling the full page function.

The Drawing Modes

The following 14 icons represent the drawing modes. If you click on one of these icons, it will be highlighted by inverting. You can now execute the corresponding function in the drawing field, e.g., set points or draw lines.

Draw Freehand:
Pencil and brush represent the freehand sign. A point is set when the right mouse button is pressed, or a field of 3 * 3 points is set with the brush. If you hold the button pressed, you can draw, paint, or write freely.

Deleting points is a little different than with Hi-Eddi, where you always had to press the SHIFT key. The following rule applies to PAGEFOX; if you press the mouse button at a point where a point has not yet been set, i.e. the background is empty, PAGEFOX assumes that you want to set a point here. It continues to set points as long as you hold the button down, even if you draw over points already set. PAGEFOX does not simply invert but decides what it should do based on where you press the button. If a point has already been set at this point, PAGEFOX switches to Delete mode and remains there until you release the button. If you accidentally get into the wrong mode - delete instead of set or vice versa - you simply press the button a second time, then PAGEFOX switches to the other mode.

Lines:
In this mode you set the starting point with the first mouse button press and the second with the end point of a line. A rubber line follows the cursor between the two button presses, so that you can see the line before the final placement.

To draw a contiguous line, simply press the mouse button twice at each kink [i.e., bend in the line]. For rays, press the function key F7 after each line. The cursor then jumps back to the starting point of the line, from where you can draw the next line.

To delete a line, you must also press the SHIFT key with the first mouse button press. However, you will rarely succeed in deleting a (slanted!) line exactly. Deleting a line is useful, however, if you want to draw a line in an already filled area.

Rectangles:
With the first press of a button you define any corner point of the rectangle, the second indicates the diagonally lying corner. Here, too, the cursor is followed by a rubber rectangle and the deletion is the same as for lines, namely with SHIFT when the first mouse button is pressed.

Circles and Ellipses:
The first key press determines the center point, the second x and y radius. If the cursor is exactly next to, above or below the center
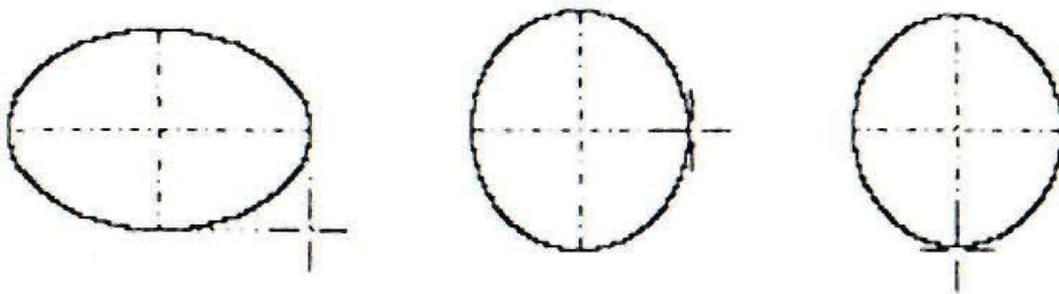
point, i.e. on the x or y coordinate itself, a round circle is drawn - at least according to pixels. When printed, however, it becomes an egg. To get a round circle there, you have to draw an ellipse on the screen. The coordinate display described later will help you do this.

Fill in Areas:
To do this, simply place the cursor somewhere in the area to be filled in, and press the right mouse button. You can cancel the function by pressing the button again if the whole screen threatens to fill up due to a hole in the border. Of course, such a mishap can be easily remedied by UNDO. Just as empty areas are filled, set areas can also be deleted. To add a pattern to the filled or deleted area, simply click on it, but more on that later.

Spray:
This function simulates a spray can. At the push of a button, dots are randomly placed in the vicinity of the cursor; the longer you press, the denser. If you press the SHIFT key with the mouse button at the same time, points will be deleted again. This is especially necessary to open up [the dots] if you have sprayed too tightly at one point.

Text Function:
For headings or smaller texts, and above all for labeling graphics, it is useful if you can also type text directly into the graphic. Once you have selected the text function, you first type in the desired text (maximum one line). You can use the DEL key to delete the last character; there are no other editing functions. The text is now attached to the cursor as rubber text. You can place it anywhere by moving the cursor, by entering CTRL E, CTRL B and / or CTRL H in bold, wide and/or tall, and with CTRL Z you can switch one after the other through the twelve character sets in the module. Use the cursor keys or click the arrows to determine the direction in which the text should be written. The text is finally fixed in the graphic by pressing the right mouse button.

Character set 1 also has some special scientific characters, e.g., required for labeling circuit diagrams. The corresponding keyboard layout can be found in the appendix.

Move:

The move function for moving, copying, mirroring and rotating areas is one of the most powerful but also the most complex of PAGEFOX, which is why we want to deal with it in more detail.

First you have to click two diagonal corners of the desired area with two keystrokes, whereby a rubber box frames the detected area. This rubber box only follows the cursor in 8-point steps, because the area can only be defined in this resolution. If you have created a bit too much with it, you can easily delete it afterwards.

By choosing the first corner, you already determine whether the area should be mirrored. PAGEFOX folds, mirrors, or rotates the area so that the first clicked corner is on the top left. For example, if you click the top right corner first, PAGEFOX mirrors [the area] vertically.
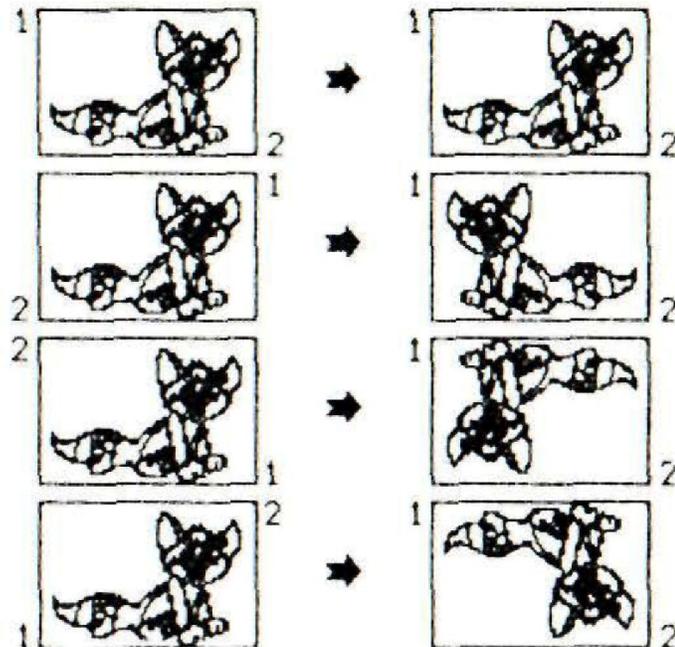
After the second mouse click, PAGEFOX switches to the second menu bar, because all the commands you need are there now. At the same time, the captured area is copied onto a second level, which sticks to the monitor like a film over the normal graphics memory, so that the object to be moved remains visible at all times.

The icon with the four arrows and the 8 is now inverted, which means that you can move the object by clicking on the four (large) directional arrows.

If you click on the 8, it will go out. Now, as usual, you can use the directional arrows to scroll the visible section over the entire graphic. The object remains stationary, like a spot on the lens of a camera. You can also use the full-page function or the keyboard (everything is still explained!) To select a different screen section within the graphic, the "slide transparency" with the object on it is retained.
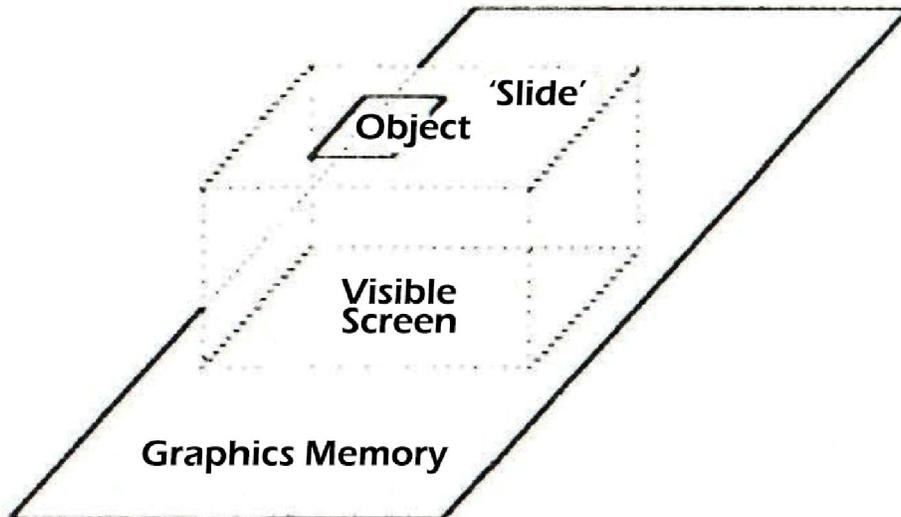
During this film phase, you have further manipulation options; you can erase the background behind the object by clicking on the bin.
You can use it to delete the source area immediately after marking it, or if you have steered the object to its target position, you can make room there. If you place the object on an undeleted background, you can choose how the object and background should be linked. The three icons, which represent the link, serve this purpose.

With the OR link, the background and object are completely superimposed, as when two slides are placed on top of one another [with one blocking the image of the other]; with Exor, deleted areas are set out against each other; and with And the areas mask each other, like when there are two slides on top of each other.

If you have moved the object to its approximate target position, you click on icon that has the 1 with the four arrows, and now you can move the object with the arrows pixel by pixel until it fits snugly. You should only make this fine adjustment last; otherwise, there are problems with the accuracy of the fit of the deletion function.

The object is finally fixed by a third mouse click anywhere in the drawing field or by selecting a drawing mode.

With UNDO you can abort the move command, i.e., remove the object, or take an already fixed object out of the graphic. UNDO does not go further back, i.e., deleting the background cannot be undone! Think carefully before you click the Trashcan during a move operation.

Sprite Commands:

These commands are probably the most obvious leftovers grandfathered in from Hi-Eddi. Together with PAGEFOX's mouse control, you get improved handling, because with a sprite as a freely-definable brush and an accurate mouse, you can do a lot. If you are not familiar with Hi-Eddi, here are the commands:

Get:
At the push of a button, the screen section enclosed by the frame cursor is transformed into a sprite. PAGEFOX then automatically switches to Append mode, in which you can use the sprite as a brush.
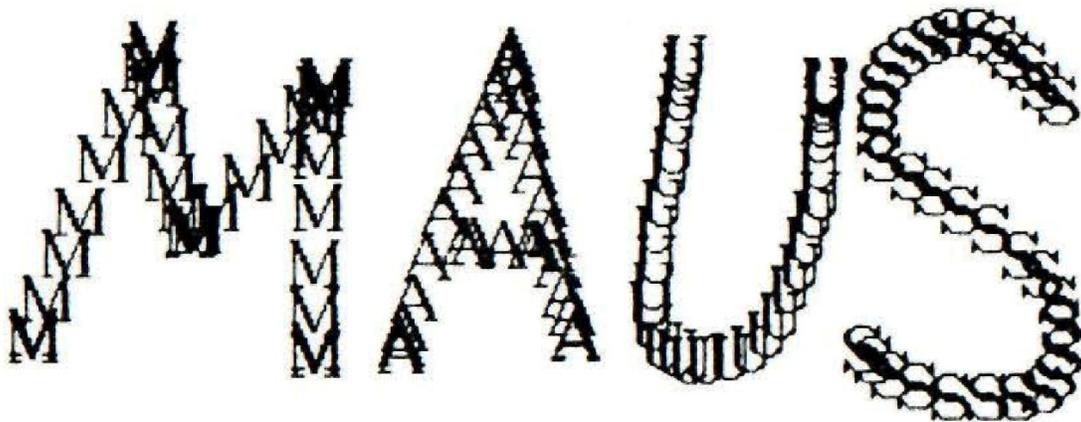
Append:
The sprite is used here as a stamp or brush, with which you can draw using the mouse or joystick. Deleting is also a snap – invert the screen, draw, invert again. The commands Get and Append are also the most important when working with construction sets, that is, a stock of symbols, e.g., for electrical circuits. With Get you get the elements from the set and insert them into your project.

Stamp:
Like Append but the background is first deleted before insertion. The sprite is stuck on the screen, like a stamp.

Erase:
Here the sprite becomes a sponge that erases everything it passes over when the mouse button is pressed. If the sponge is too big or small, PAGEFOX offers many other options for deleting something. As already described above, you can delete using an arbitrarily-shaped brush using Append and its inverting trick. For the fine work, there is a pencil and a brush, shown at the very beginning of the menu bar. The best way to delete connected areas is with a full command. And for large-area erasure, you use the Move command; mark the area, delete the background using the Trashcan, and remove the object using UNDO.

Zoom Function and Sprite Editor:
The icon represented by eyeglasses has two different functions, depending on which drawing mode is active when clicked. If it is one of the four sprite commands, you get to the sprite editor in which you can edit the sprite in a greatly enlarged representation, e.g., to create a brush shape. On the other hand, if another drawing mode was active, you will go into zoom mode. In this mode, a sprite frame appears again as a cursor; at the push of a button, the area covered by it is also enlarged in its original size, so that you do not lose the overview.
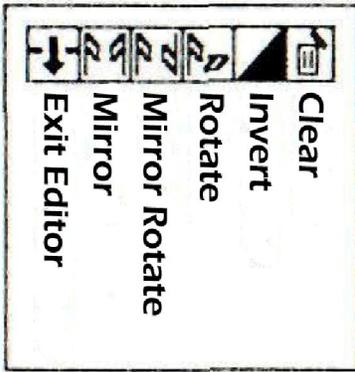
The menu of the sprite or zoom editor is self-explanatory. You can mirror the sprite to the vertical, rotate it by 180 or 90 degrees (in the latter, the right 3 columns are lost), invert, and clear. The coordinate display in the sprite / zoom editor shows the current cursor position relative to the top left corner. You can exit the editor by using the left icon or by pressing the left mouse button.

Reduction by 50%:
With this function, the area around the current screen is halved. On the one hand, this serves as an overview, in which you only see half the page, but you can see more details than in the full-page function. On the other hand, you can use it to reduce the size of images that are too large for your layout. If you only use the function at a glance, you have to undo it with UNDO.

Exit Graphic Editor:
The two penultimate icons are used to switch from the Graphic Editor to the Layout or Text Editor.

The Coordinate Display:
It shows you the x and y coordinates of the cursor on the entire page. The zero point is initially at the top left; the point at the bottom right has the coordinates 639 and 799. You can make any position the new zero point by entering "0". This also works with the full-page function; with load, save, and print; and in the Layout Editor, where the coordinate display in function is also everywhere. You can also switch the display to millimeters by clicking on it (but only for 9-pin printers). With this you can, e.g., draw an ellipse so that it becomes round when printed. At the center, you press 0, and then place the cursor so that the x and y coordinates show the same millimeter value.

Clear:
By clicking on the trashcan, the currently visible section of the graphics memory is deleted. In the object phase of the Move command, the background behind the object to be moved is deleted. As already mentioned, the latter cannot be undone with UNDO. There is a function to erase the entire graphic memory in the layout editor (empty the format).

Full Page Function:
After clicking the corresponding icon, PAGEFOX shows you the entire graphics memory, i.e., the entire DIN A-4 page, reduced to 25%. The current screen is marked by two flashing corners. You can move this marker as desired by using the mouse or joystick, and jump to any position on the page by pressing a button.

Arrow Icons:
With the four arrows you can scroll the visible section over the entire page. With the Move command, they are also used to move the object, and in the text function you use them to specify the writing direction.

Move Options:
The two icons with the 8 and the 1 have already been explained in Move; they are used to switch the function of the arrow icons between a scrolling 8-point and 1-point shift. The three fields for the logical links Or, Exor, and And have two functions in addition to their Move command function, namely when mixing images from a floppy disk and when superimposing patterns.

Point Grid:
This turns a point grid on and off, which is particularly helpful when drawing curved, 3D objects, like tarpaulins. Its grid corresponds exactly to the resolution with which the source area is captured with the Move command.

Invert:
Inverts the visible screen. Is particularly useful in combination with other commands (e.g. Append).

Floppy Disk Commands

Load:
To load a graphic, first you will get the directory of the inserted floppy disk. Use the mouse, joystick, or cursor keys to move the cursor to the name of the file you want, and then press the right mouse button. SPACE will bring up the next page of the directory if it doesn't fit the screen all at once. If there are no further entries, you can return to the Graphics Editor. So, you can view the directory of the diskette without loading anything.

After specifying the file name, you have the choice between "Load" and "Mix". When loading, the graphic covers the background; when mixing, the graphic is logically linked to the background. You determine the type of linkage (Or, Exor, And) by clicking on the corresponding icon, as has already been explained with the Move command.

You can choose between the two options by clicking on the desired option, i.e., placing the cursor on it with the mouse, joystick, or cursor keys and pressing the right mouse button, fire button, or RETURN.

Then PAGEFOX displays the whole page and marks the image to be loaded with two flashing corners. You simply slide this to the desired location using the mouse, and press the mouse button. Of course, you can cancel the function at any time with STOP.

PAGEFOX loads images in the formats of Hi-Eddi (+), Superscanner II, Printfox , and of course its own. If you try something different, e.g., to load a text file, PAGEFOX reports with the error message, "Filetype?".

Save:
After clicking the Save icon, a small sub-menu appears in which you click on the format in which you want to save a graphic. The following three options are available:

■	**Printfox / Super Scanner Full Picture**
▪	**Screen**
▮	**Pagefox Format**
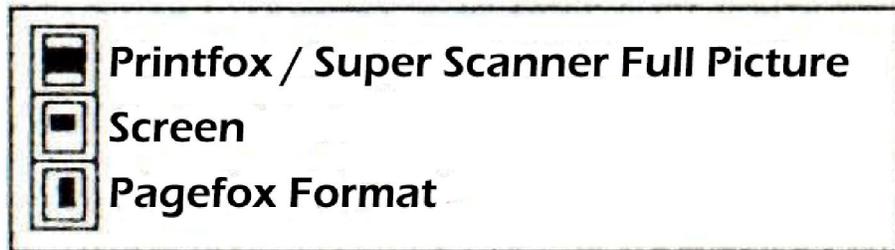
Printfox / Super Scanner Full Picture:
Includes 320 * 200 points and is also compatible with Superscanner II and Printfox. If you enter a "0:" in front of the file name, it will be saved in Hi-Eddi format, which is uncompressed.

Pagefox Format:
You may already be groaning about a new format! But in connection with the new layout concept, it was necessary to introduce this format. The size and shape of the graphic can be freely selected, from 8 x 8 points to the entire page. The files also have additional data that is necessary for the contour set. Of course, the graphics are also compressed to reduce loading time and space on the disk.

After you have clicked on the desired format, the full-page display appears again. For the screen or full image format, you will see the two corners again. Like in Load, you can capture the desired section with two mouse clicks and a rubber box, similar to the rectangle function or Move. As with Move, you can also choose whether the area should be mirrored, rotated, or tilted by selecting the first corner. In this way, it is possible to mirror graphics of any size, which is not possible with the Move command restricted to the size of the screen.

For the graphics that you want to use in your layouts, it is best to always save the graphics in Pagefox Format. As in a photo laboratory, you simply use a rubber box to cut out the desired graphics with a bit of margin, not too tightly so that nothing is snipped off but also not too generously; otherwise, the text will unnecessarily dodge wrap the graphic. You only need the other two formats for data exchange with other programs.

Send Disk Commands:
If you click on the diskette symbol without an arrow, you can send a command to the floppy drive, for example, to format diskettes (N: DISKNAME) or to delete files (S: FILENAME).

To the Printing Press

When it comes to printing, PAGEFOX is at its best. Three quality levels (the highest even bringing a small increase compared to the super quality of PRINTFOX), global printing of multi-page documents, and multiple and label printing are just a few key points. In addition, the printer routine has been written in such a way that it can control all Commodore and (to some extent) Epson-compatible printers without a complicated adjustment procedure.

PAGEFOX offers two printing functions – in the Layout Editor and in the Graphics Editor. The difference? The function in the Layout Editor is used to print multi-part documents (global printing), whereupon any number of text files are automatically loaded, formatted, and printed out. In the Graphics Editor, on the other hand, you can print the graphics memory or a section of it.

After clicking the printer icon, PAGEFOX again serves you the full page view, and as with Save, you mark the section to be printed using a rubber box. In contrast to Save, there is basically no mirroring or rotation here, so it doesn't matter which corner you click first.

The Printer Menu

After highlighting your choices, you get to the Printer Menu, which is identical for both print functions of the PAGEFOX. The possible entries are shown in five lines; for each line you can select an option by clicking on it. The individual lines have the following meaning:

Low Medium High Shinwa MPS
PAGEFOX divides the printer into three categories:

1. Epson-compatible printers that can print up to 1920 dots per line in graphics mode. This includes all 9-pin printers from Epson and Star as well as a whole range of compatible ones, e.g., from Panasonic, Fujitsu, Citizen, etc. If you use one of these printers, you can choose the quality with which you want to print: With **Low**, printing is done with only 640 dots per line, but that's the quickest way. With **Medium**, PAGEFOX prints 1920 dots per line, which is somewhat slower, especially when using the serial bus. Finally, **High Quality** brings the highest quality, because here each line is printed twice with 1920 dots, which results in a resolution of 1920 * 1600 dots on the whole page. But it takes the longest.

With some limited Epson-compatible printers (e.g., Star NL-10 with Commodore module, MPS 1000) Low will not work, here you have to switch to Medium.

2. **Shinwa** CP-80 and compatible, e.g., BMC BX-80, Mannesmann MT-80, and Commodore MPS 802 with graphic ROM II.

3. **MPS** 801 and 803 and all compatible. These printers can only print 480 dots per line. So you cannot use the full width of the graphics memory.

Auto Line Feed, Line Feed:
This sets whether the printer automatically pushes the paper forward or expects the corresponding character from the computer. If the printer interrupts the hardcopy with blank lines, you have to click **Auto Line Feed**. On the other hand, if the entire hardcopy is on one line, switch to **Line Feed**.

Left Middle Right
This line is only important if you are printing out an area that does not take up the full width of the graphics memory. Then you can determine the position of the printout on paper by clicking on the desired option.

Standard Paper Length
This menu item is only interesting for multiple or global printing. In the **Standard** setting, the paper is then pushed one full page from print to print, usually 12 ". If you click on **Paper Length**, you can enter any length (in lines), e.g., 9 for the usual 1.5 " labels. You then have to be careful that what you want to print really fits on a label.

Start: Simple Multiple
Once you have made all the settings, you can start printing by clicking on the last line. With **Simple** the printer starts immediately and creates a printout; with **Multiple** PAGEFOX only asks for the desired number and then automatically produces as many printouts.

You can interrupt the printing process with STOP. PAGEFOX then asks whether you want to cancel or continue with what you choose by clicking on it.

A word about the printer connection – a printer with a Centronics input is best connected to the user port via an interface cable. This is the cheapest, most reliable, and fastest solution. However, PAGEFOX also operates printers connected via hardware interfaces if they have a linear channel under a secondary address of 1 or can at least be set (fixed) so that the data is transferred from the computer to the printer without any errors. The interface must also be able to transfer lines with up to 1920 bytes, which older Gorlitz interfaces cannot do. But remember, when using the serial bus, the printout is slower than via the user port. For a fast printer, this can be a factor of 2 or more in High Quality mode, in which PAGEFOX sends up to 400 Kbytes to the printer.

Pattern Function

If you want to add a pattern to something, simply click on the desired pattern in the pattern bar. You are by no means limited to the full function, but you can sample everything, which you could undo with UNDO. For example, you can create a dotted or dash-dotted line or a rectangle, you can pattern text in the text function, or you can use the Move command to cut out any section of a graphic. Simply mark the area, delete the background, insert the area again with a third click of the mouse, and then select the pattern.

But that's not all. You can overlay any number of patterns by simply clicking on the desired pattern one after the other. You can define the way in which the patterns are overlaid with the three icons for Or, Exor, and And. This means you have hundreds of different, full patterns available. And if that is still not enough for you, you can create your own pattern. By using SHIFT P, all 20 patterns are reassigned. The new patterns must be in the first twenty 8 x 8-dot fields on the left at the top of the screen. The best way to see this is in the graphic file MUSTER.PG on the demo disk.
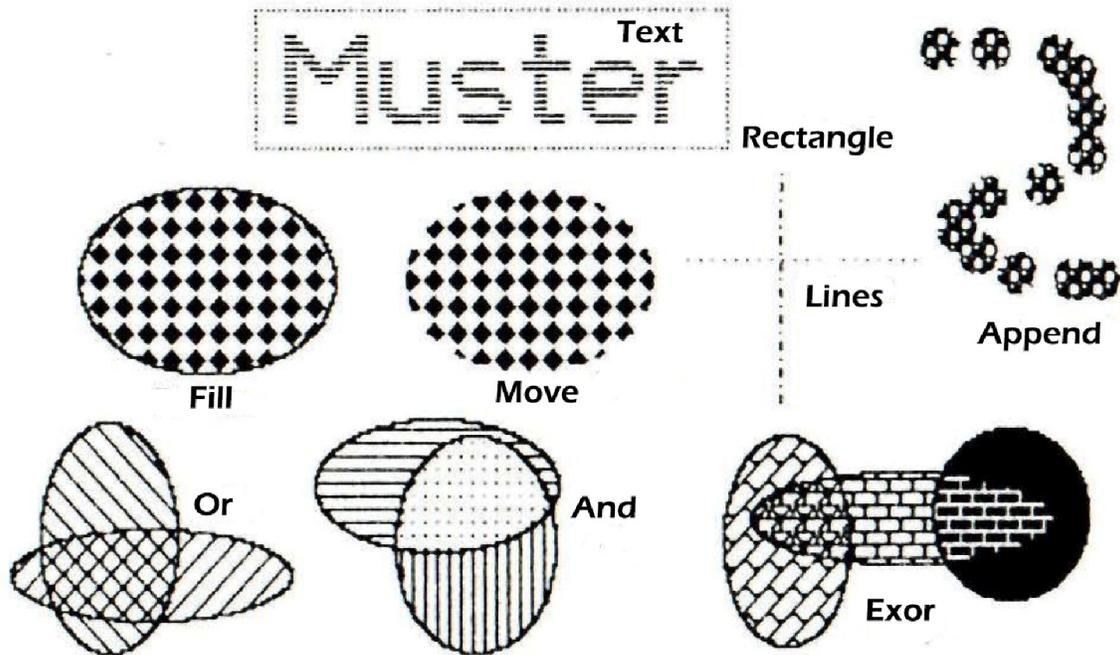
Keyboard Shortcuts

As you already know, there are some commands that can only be entered using the keyboard. You already know two of them – setting the zero point coordinate with 0 and replacing patterns with new ones by using SHIFT P. Here are the rest:

F1 / F2: Construction Set
When working with a Construction Set (see Get / Append), it could be extremely burdensome; you would have to scroll back and forth between the set and the edited point or jump back and forth via the full-page function. However, there is a simpler way. You have to load the set, e.g., in the bottom corner of the graphics memory, and there you push F2. This position is now saved as a Construction Set. With F1 you can now jump to the set from anywhere in the graphics memory at lightning speed. By pressing F1 again, you come back exactly to the point from which you called the set.

F3 / F5: Choice of Colors
With the two middle function keys you can set foreground and background colors for the Graphic Editor. The same colors are used in the Layout Editor, but you can set them separately for the Text Editor.

F7 / F8: Graphic Tab
This function was briefly pointed out in the Line command. The first mouse click is saved for lines, rectangles, circles, and move; with F7 you return to this position. This allows you to easily draw rays or concentric circles. With F8 you yourself can also save the current cursor position.

1-8: Jump to Position in Graphics Memory
If the selection of screen positions using full-page function or scrolling is not fast enough, you can jump directly to the 8 screens that make up the whole page by entering a number from 1 to 8.

1	2
3	4
5	6
7	8

THE TEXT EDITOR

The Text Editor is used to enter and edit the text. It is largely command-compatible with Vizawrite and, apart from a few extensions, is identical to the text editor of the PRINTFOX.

Additional characters that determine the typeface are inserted in the text in the Text Editor. The desired character set is defined in a format line, and control characters are used to select the options – Bold, Double High, Double Wide, Underline, Sub- and Superscript, Italics, Shadow, Outline, 3D Outline, and Relief. All these characters can either be entered directly via the keyboard or via a menu in which the selected typeface is immediately visible. So, you don't have to remember the characters.

There are also control characters for centering a line, for indenting, text tabs and numeric tabs, for automatic page numbering as well as format line commands for the line and character spacing, for the spacing of the contour set, for switching on the automatic hyphenation, and for reloading additional text files during linked printing.

Compared to PRINTFOX, there are no commands for placing the text. The arrangement of the text, the deletion of pictures, the type of sentence, or the definition of tab stops – all of these things, which had to be calculated in complicated format lines with PRINTFOX, are entered in the Layout Editor in a simple and easy way with PAGEFOX.

Of course, all editor commands of a good word-processing program are also available: deleting, moving and copying of precisely definable blocks, searching and replacing, and loading and saving of texts and text areas. You can enter all of these commands using the menu or keyboard.

Text Entry

First, a preliminary remark for PRINTFOX users. Since the text editors of PAGEFOX and PRINTFOX are identical except for two details, you can skip this chapter. The differences – if the cursor is on a paragraph end (thick arrow) or text end (thick dot) when deleting with the DEL key, the character in front of the cursor is deleted. Otherwise, as before, the character on which the cursor is positioned will be deleted. This new feature makes it easier to correct typing errors in insert mode. The second difference concerns the function keys F1-F4. Since the text in PAGEFOX is no longer divided into pages, there are no more commands to scroll through. With F1 / F2 you now scroll back and forth on screen, and with F4 you mark any text position to which you can return with F3 at any time.

Now the instructions for beginners. First of all, you have to go to the Text Editor, which is done by clicking on the field with the large "T" or by entering "C= T". The first three lines of the now visible text screen are used for display, e.g., for floppy error messages or for dialog with the program. In the second line you can enter the name when saving a file or the desired text when searching and replacing. In the third line you can see whether the CTRL or Commodore key was pressed and whether the large font mode is active. The remaining 22 lines are used for text input. At first you only see a blinking cursor and a thick dot. The cursor always shows you where you are, i.e., where the typed letters appear. The thick point is the end of the text. As you will find out later, you can enter several such points, which then mark the end of a text field.

If you now type in a few words, you will find that the thick dot moves and always stops at the end of the typed words. And pay attention when you type a word at the end of a line; if it no longer fits in the current line, it will be brought completely to the next line. This is called "word wrapping"; it makes the text easier to read compared to simple text programs that simply cut off the words at the end of a line.

Keyboard Layout

The keyboard layout represents a mixture of American and German keyboards, as is utilized by other programs, too. The umlauts as well as semicolons and colons are in accordance with German standards. The characters < and > are activated with SHIFT = and C= = and the ampersand @ is on C= *. The ß is on £ and the symbol § is on SHIFT *. All other characters correspond to those printed on the keyboard.

The specification C= = means that you first have to push the Commodore key at the bottom left of the keyboard and then the key =. It doesn't matter whether you hold the Commodore key or press the two keys one after the other. The same applies to the CTRL key. The third line shows whether one of these two keys has been pressed and that PAGEFOX is still waiting for the second key to be entered. If you accidentally pressed one of the two buttons, you can cancel the waiting state with STOP, just as you can use it to cancel all commands and return from the sub-menus.

Cursor Control

The cursor is moved in all four directions with the cursor keys, as you probably already know from Basic. The screen will scroll when you hit the top or bottom. For larger cursor movements, there are the function keys F1 and F2, which shift the visible section by 18 lines. If you press F4, PAGEFOX remembers the current cursor position, and you can return to it at any time with F3. With F5 and F6 you quickly get to the beginning or end of a line, and with SHIFT RETURN, you go to the beginning of the following line. HOME moves the cursor to the top left corner of the screen, or if it is already there, to the beginning of the text. With CLR (i.e., SHIFT HOME) you get to the end of the text.

The cursor can also be moved using the mouse or joystick, but in the Text Editor, where you need the keyboard anyway, you will prefer the cursor keys. The menu is called up with the right mouse button but more on that later.

Insert, Overwrite, Delete

If you type in something, then position the cursor again at the beginning of these words and type in something again, the old characters will be overwritten. Now you also want to add something to the text after the fact. For single characters you do this with the INST key (SHIFT DEL). With INST, a space is inserted into the text. You can type in new characters in the resulting space.

To insert larger amounts of text, most word processors offer an extra insert mode in which the typed characters make room for themselves. PAGEFOX works a little differently: There are two special characters that cannot be overwritten. These are the end of the text (the thick point, entered with CTRL P) and the end of the paragraph (the thick arrow pointing to the left, entered with RETURN). If you type text "on" one of these characters, it moves and pushes the following text in front of you. This will insert the typed text. So if you want to insert something in the middle of the text, you could enter a paragraph end (RETURN), place the cursor on it, type in the text, and then delete the RETURN. However, to save you typing, there is the input command F7, which does exactly the above: It inserts a RETURN at the current position and places the cursor on it. At the end of the insertion, pressing F7 again removes the RETURN.

There are also two ways to delete characters. You can delete individual characters using DEL. The character on which the cursor is positioned is then deleted. The two characters above (end of text marked with thick point and the paragraph end marked with a thick arrow) also have an exception here. If the cursor is on one of these characters, the character in front of the cursor is deleted. This makes it easier to correct typing errors when inserting or typing in new text (you don't have to go back with the cursor keys).

You can only delete an end of text with the command F8 described in the following paragraph (but not the last one that marks the end of the text memory), or the end of the paragraph with F8 or F7 (as at the end of an insertion).

To delete larger areas, use the function key F8; cursor to the beginning of the area to be deleted, press F8, cursor to the end and RETURN. Which brings us to the next section:

Block Operations

You already have one block operation – Deleting using F8. The other two block commands Move (Move, C= M) and Copy (Copy, C= C) work in a similar way. First, you place the cursor on the first character of the area to be deleted, moved, or copied. You are not limited to entire lines, as with simple text programs, but you can specify the area precisely. Then you type the desired command, i.e., F8, C= C or C= M. You can also call these commands via the menu. Simply press the right mouse button and click the desired icon in the bottom row of the menu. A detailed explanation of the menu is given in a later chapter.

Then PAGEFOX asks you to place the cursor at the end of the area. There you press RETURN or the right mouse button. The highlighted area is highlighted in color during the marking. You can use all the commands described in the "Cursor Control" chapter to move the cursor so that you can quickly mark larger areas. For example Do you want to delete all text? Place the cursor at the beginning of the text, enter F8, then CLR, and RETURN. After marking you have to specify with Move and Copy where the area should be moved or copied. You can cancel the block operations at any time with STOP. Even if you move the cursor to the starting position while marking, the operation is canceled.

If you accidentally deleted a larger area, do not panic: With all block operations, the captured area is stored in a buffer from where you can retrieve it as often as you like with C= LEFT ARROW. However, this only works as long as the menu has not been called up in the meantime, a floppy operation has been carried out, or the text editor has been exited.

Capital Letters

If you want to write several words in capital letters, it is quite tedious to have to constantly press the SHIFT key. The SHIFT-LOCK key offers a remedy here, but it now has the disadvantage that no numbers and not all punctuation marks are available. PAGEFOX therefore has a CAPS-LOCK function, a SHIFT-LOCK for letters only. With C= UP ARROW, this function is switched on and off and displayed in the third line. CAPS is also important in connection with the Search and Replace function.

Search and Replace

Search and Replace, or find and replace, as it is called in English computer language, is one of the most useful facilities of a text program. After entering C= F, you can type in a sequence of up to 32 characters, which is then searched for in the text, starting from the current cursor position. RETURN ends the search term. If you are looking for a character string with a paragraph end, i.e., a RETURN, enter it with CTRL RETURN. It is not possible to move the cursor using the cursor keys, but you can use DEL to fill the last character from the text, starting from the current cursor position. In this way you can quickly transfer longer terms to the input line. The superfluous characters, which may be copied into the input line, can be quickly deleted with DEL.

Once PAGEFOX has found the string, it places the cursor on it and asks whether it should continue searching. If you enter RETURN, the search will continue, with each string found you will return to the write mode. If the sequence is no longer found, the cursor remains at the current position, and the input line is deleted.

Replace is very similar. After C= R, you first enter the search term and then the new term, which should be used in the text instead of the old one. If PAGEFOX finds the search term, it places the cursor in front of it and asks whether it should replace it. If this is not the case, push SPACE and the search will continue. With a RETURN, the term is replaced and the search continues. Any other entry results in the Replace command being canceled, except for one. With SHIFT RETURN, all search terms are replaced automatically, i.e., without asking, until the end of the text.

Find and Replace can also be selected via the menu. The symbol for the Find command is a mushroom; for the Replace command the small part of the mushroom ...

If you select the Find or Replace command again, the last search or replace term appears in the input line. You can do this with RETURN. If you enter another character, the old term is automatically deleted.

Finding certain strings or words is made even easier by two special features of PAGEFOX.

PAGEFOX normally pays attention to upper and lower case, e.g., in the search term "Die", PAGEFOX only finds exactly this little word "Die" but not "DIE". If on the other hand, the CAPS function is activated, upper and lower case are ignored, so PAGEFOX would accept all of the above terms. The CAPS function can also be switched on or off while entering the search or replacement term.

Another specialty is the joker (wildcard), which you can enter with CTRL J. If this wildcard appears in the search term, any character is accepted for it during the search. An example – the search term "H <CTRL J> nd" fits both "hind" and "hand".

Floppy Disk Commands

In the Text Editor there are three commands for accessing the floppy disk drive, namely for loading text (C= L, shown in the menu as a floppy disk symbol with an arrow pointing away from the floppy disk), for saving text (C= S, floppy disk symbol with an arrow pointing towards the floppy disk) and for sending diskette commands (C= D, diskette symbol alone).

With Save you can either save the entire text or just a section of it. For the latter, you have to place the cursor at the beginning of the area before entering the command; marking the area then works the same way as for the block operations. Then enter the file name in the input line. The file name should be written entirely in capital letters, so that the directory can be read by Basic or other programs without any graphic characters and the like; PAGEFOX therefore automatically switches on the CAPS function when entering the file name, so you don't need to worry about capitalization yourself.

When saving a text or area, a series of additional data is automatically saved in the same file, namely the current printer parameters, the screen colors, and the entire layout of the page created in the Layout Editor. So you do not need to enter the printer settings and screen colors once each time, because after loading a text you have created, these parameters are set correctly immediately. You don't have to save the layout as a separate data file either; it is always included with the associated text.

To Load a text, first you are shown the directory of the inserted floppy disk. Use the mouse, joystick, or cursor keys to move the cursor to the name of the file you want, and then press the right mouse button, the fire button, or RETURN. Pressing the left mouse button or SPACE brings up the next page of the directory on the screen, unless there is only one page to the directory. If there are no further entries, you will return to the text screen. So, you can view the directory of the diskette without loading anything.

After specifying the file name, you have the choice between "Load" and "Mix". With "Load" the file, including the layout, colors and printer data, is brought into the computer; any text that may already be in the computer is deleted along with the layout. When "mixing", however, the text from the disk is inserted at the current cursor position into the text already in the computer, and the layout, printer data, and colors are not loaded.

You can choose between the two options by clicking on the desired option, i.e., placing the cursor on it with the mouse, joystick, or cursor keys and pushing the right mouse button, fire button, or RETURN.

A good DTP program is characterized not only by the fact that it is easy to enter texts, but above all by the fact that it can load existing texts, regardless of the format in which they are available. This is not so easy, especially on the C64, because it uses two different types of code, none of which corresponds to the ASCII standard common to other computers. But with PAGEFOX, this is not a problem.

Let's start with the simplest case. Text of "little brother" PRINTFOX is, of course, adopted without any problems, including all control and special characters. Only the format lines of the PRINTFOX are no longer understood by the PAGEFOX; you can delete them, except for the font selection commands. You have to re-enter the layout of the page in the Layout Editor. The reverse works the same way. PRINTFOX can load texts from PAGEFOX, although the format lines are then missing.

In the case of other text files, PAGEFOX does not initially know the format in which this file is readable. Therefore, it gives you four options to choose from, of which you click on the desired one. Let's start with the first one –

VIZA: Files of the well-known and widely used word processor VIZAWRITE are readable, including German special characters and all control characters. This is not the case with the following. Control characters are not used as a matter of principle, since they have a different meaning for VIZAWRITE and for PAGEFOX. Umlauts and the ß are only usable if they are coded in accordance with the ASCII standard in the program in question. Unfortunately, this is rarely the case, which is why manual post-processing of the text is usually necessary. The same applies to the format lines for VIZA files as for PRINTFOX; they have to be deleted.

ASCII: This is the standard format in the computer world. PRINTFOX and PAGEFOX use it, and data exchange with other computers (dial-up, BBS's) has you deal with texts in this format.

CBM-ASCII: Generic and lower-case letters are interchanged in this Commodore variant with the standard ASCII. This format is used by STARTEXTER and TEXTOMAT; even files created from Basic (e.g., LIST on diskette) are saved in this format.

SCREEN CODE: e.g., used by WORDPRO. For programs that are not listed here, you just have to try out which format fits. In general, you will load every text file into PAGEFOX, because there is no other format than the ones presented here (yet?).

If you accidentally specified a graphic file or some other non-text file instead of a text file, PAGEFOX naturally thinks it is an unknown text file and therefore asks for the format. In this case, you cancel the load operation with STOP.

Finally, the command C= D for sending diskette commands is available, for example, to format diskettes (N: DISKNAME) or to scratch files (S: FILENAME). Here, too, the CAPS function is switched on, since the floppy drive only understands the commands in capital letters.

Show Free Space

PAGEFOX offers you a space of almost 9000 characters for your texts. This is not much compared to other word processors, but since only one page is processed on the computer anyway, that's enough, because you will hardly get more than 9000 characters on one page. With C= SPACE you can find out how many characters there is space for.

Color Choice

With C= and any function key, you get into the color selection mode, in which you can use the four function keys to set the colors for the font, background, frame, and marking, according to your taste. With STOP you get back into write mode.

Incidentally, this color choice only applies to the text screen; for the graphics screen of the graphics and Layout Editor you can set your own colors.

Version Number

With C= V you can call up the version number of your PAGEFOX. These operating instructions have been written for V1.0. If there are changes in the operation of later versions, they can be read in a text file on the enclosed floppy disk. So, check whether you have a file there, e.g., with the name "V1.1.PT". Then you can load it and read it.

Separation

Especially with multi-column layout and justification, it is important that a lot is separated. Otherwise there are short lines or long gaps. A good DTP program will therefore help you to separate words. PRINTFOX already had a lot to offer, e.g., the separation suggestions without control characters. But what PAGEFOX can do about separation is a small sensation for a home computer. **Automatic separation according to German grammar!**

But let's start with the simpler options. Spaces and hyphens are generally considered to be separators. If this is not desired, e.g., on DIN A4 paper, you can use protected spaces and hyphens that are entered as SHIFT SPACE or SHIFT - and appear underlined on the screen. You should also use protected spaces to indent the first line of a paragraph, because unlike normal spaces, these are not stretched when justified.

Then there are the separation suggestions already known from PRINTFOX, which are entered in capital letters in the middle of the word. This makes the most sense for compound words, where you simply capitalize the initial letters of the individual words. Example: TrennVorSchlag (which means "separation suggestion"). PAGEFOX then knows that it can separate this word if necessary in hyphenation, "Trenn-vor-schlag". The capital letters in the middle of the word are naturally printed as small letters. Compared to the "soft hyphens" common in many programs, this method has the advantage that you do not have to type in any additional control characters, and the text remains clearer.

If you wanted an uppercase letter to be printed in the middle of the word, e.g., PageFox, put a joker wildcard (CTRL J) in front of the Fox. You must enter PageFox as Page <CTRL J> Fox. At the same time, PAGEFOX also sees the wildcard itself as a separation suggestion, so that the above example is separated into Page-Fox if necessary. So, you can use the wildcard everywhere as a separation suggestion where the capitalization method fails, e.g., in a completely capitalized word; PAGE <CTRL J> FOX becomes PAGE-FOX if necessary.

Now we come to automatic hyphenation. It is switched on with the format line command "- = 1", and switched off again with "- = 0". Format lines are only dealt with in detail in a later chapter, but here is a brief explanation. A format line begins with the control character CTRL F and is closed with RETURN, which can contain one or more commands of the form "Character = Number", the character specifies the command and the number the argument. Example of a format line that activates automatic hyphenation for the following text:

CTRL F - = 1 RETURN

In the text below, PAGEFOX then independently separates the words according to German grammar, if necessary.

Now you may say, "Wonderful, but why do you still need separation suggestions?" You still need them, because German grammar is full of exceptions; also when it comes to separation, you learn at school that you never separate. And what about the word Sams-tag (Saturday)? In addition, there are many foreign words, especially in technical, scientific texts, which are often separated irregularly. In a nutshell... No separation program separates 100% correctly; everyone makes mistakes. There are separation programs on the large PC's that work with an exception dictionary, but even there you have to write in all exceptions that you use in your own texts.

PAGEFOX has no dictionary of exceptions; that would be too demanding for a home computer. Nevertheless, the success rate is over 90%. In order for you to reach 100%, you have to help PAGEFOX with separation suggestions. For this purpose, hyphenation suggestions take precedence over hyphenation, i.e., If PAGEFOX finds a separation suggestion, it also follows it and does not separate it.

How do you go about it? First of all, you could type in the text without any suggested separations, then format it in the graphics memory and read it there, or quickly make a test printout in low quality. You correct the separation errors that you may then discover in the Text Editor by inserting separation suggestions and only then make the final printout.

However, you can save yourself correction work if you insert separation suggestions at the points where PAGEFOX incorrectly separated what you typed in the text. You will then be playing with the exception lexicon yourself. Here are the most common PAGEFOX separation errors:

1. Compound words in which the second word begins with a vowel: Ver-arbeitung (which means processing or workmanship), Text-editor (Text Editor), hin-ab (down).

2. The suffixes Lich and Los, if there is a b, g, k, or p in front: kläg-lich (pitiful), farb-los (colorless).

3. The prefix, followed by a l or r: Auf-lauf (casserole), auf-rufen (call).

As you can see, generally it is compound words that PAGEFOX has problems with, including the previously mentioned Samstag (Saturday). After a while, you will surely get a feeling for where PAGEFOX separates incorrectly, and by inserting a few separation suggestions, you can achieve a success rate close to 100% as soon as you type.

Font Selection and Formatting

The Menu

So far, the menu of the text editor has only been mentioned briefly. But now, when choosing the font, we want to take a closer look at it, because that is what it is primarily intended for. The menu for operating the text editor is not absolutely necessary; however, all commands, control characters, and format lines have been simplified in the menu, because you do not have to remember all the control characters and font numbers or look in the instructions, and the menu also shows you the last typeface. You can reach the menu, as already mentioned, by pressing the right mouse button or the fire button on the joystick. The following graphic explains the individual fields of the menu.

	Select Character Set	Copy
	Outline Variation	Typeface
	Shadow Variation	Into Text

Typeface Window

New Font, Bold, Double Width, Double Height, Underline, Italic, Outline, Shadow, Superscript, Subscript

Delete, Copy, Move, Search, Replace, Load Text, Save Text, Disk Commands, Layout Editor, Graphic Editor
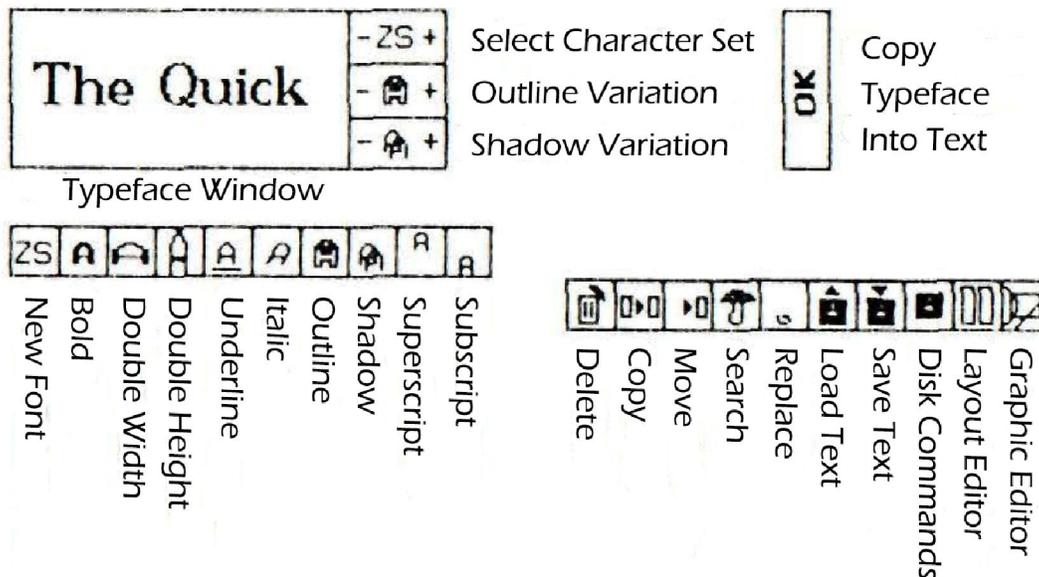
The bottom row contains commands that have all been explained in previous chapters. In the row above you see all possible font variations, which you activate by clicking; the field in question is then inverted and can be deactivated by clicking again. You can see the effect of all variations (except for superscripts and subscripts) in the large typeface window.

The first field in the penultimate row with the designation ZS has a special mission. If this field is clicked, the character set shown in the typeface window is also adopted in the text. On the other hand, if it is not clicked, the set variations are applied to the character set that are valid in the text, which does not have to match the one shown in the typeface window. You determine which character set appears there by using the uppermost of the three fields next to the typeface window. With ZS + or ZS - you can switch forwards and backwards through the twelve character sets available in the module. Here is an overview of these character sets:

ZS1: 9 Punkte hoch
ZS2: 9 Punkte hoch, schmal
ZS3: 10 Punkte hoch
ZS4: 10 Punkte hoch, schmal
ZS6. 7 Punkte hoch, klitzeklein
ZS10: 13 Punkte hoch
ZS11: 13 Punkte hoch, schmal
ZS16: 16 Punkte, kleine Antiqua
ZS20: 18 P., große Sans Serif
ZS30: 20 Punkte, große Antiqua
ZS40: 21 P., Arnold Böcklin
ZS60: 19 Punkte, Futura

With the other two fields next to the typeface window, you can fine-tune the options Outline and Shadow. So that you see an effect when clicking on these fields, the corresponding option in the penultimate row must also be activated, of course. Let's start with Outline. Here you can set the width of the border. Usually, it is 2, i.e., on each side the text is one point thicker:

normale Outline

If you use a mouse to reduce this margin to 1 or 0, there is no margin on the right side, and the text appears as a relief. If the edge is enlarged up to a maximum of 8, the right edge becomes thicker, creating a 3D effect:

Relieff, 3D-Outline, immer dicker

With Shadow you can adjust the distance of the shadow from the actual characters. Values from 2 to 8 are useful. Shadow works especially well with the larger character sets; with smaller ones it is somewhat chaotic.

Shadow mit 3 und 5 Punkten Abstand

Of course, all variations can be combined as desired. If you calculate Relief and 3D-Outline as your own options and omit Sub / Super, there are 9 variations, resulting in 2^9 = 512 combinations + 12 character sets making over 6,000 possibilities!

To get the typeface set in the menu in the text, simply click on the OK field. PAGEFOX then inserts the necessary control characters and the possibly required format line (for a new character set) into the text. This takes place at the beginning of that word, or in the case of a character set, at the beginning of the line in which the cursor was when the menu was called. It is therefore important to position the cursor on the desired text **before** calling up the menu.

If you have also chosen font variations, PAGEFOX will ask you to mark the end of the area to be influenced. For example, to do this, place the cursor on the last word of the passage that you want to display in bold or underlined and press RETURN or the right mouse button. PAGEFOX inserts a CTRL R at the end of this word, which switches off all variations. The selected character set remains active until another is entered, on the other hand.

If you want to leave the menu without choosing any command or typeface, simply click anywhere outside the menu.

Control Characters

In the previous chapter you learned how to choose the font by using the menu. There was already talk of format lines and control characters without this being explained in more detail. We want to make up for this now, and you will also learn about other options that cannot be selected via the menu.

Let's start with the control characters. These are non-printable characters, i.e., they are not visible in the ready-to-print text but have an impact on the typeface or formatting. They are always inserted when you enter them, so they do not overwrite any other character. Here is an overview of all control characters, followed by detailed explanations:

Font Variation:

CTRL E	Bold
CTRL B	Double width
CTRL H	Double height
CTRL U	Underline
CTRL K	Italic
CTRL O	Outline
CTRL W	Shadow
CTRL (UP ARROW)	Superscript
CTRL S	Subscript
CTRL R	Reset (all options off)
CTRL Z	Character set change in one line

Formatting Control Characters:

RETURN	Carriage return
CTRL P	End of a text field
CTRL T	Tab
CTRL I	Indent
CTRL .	Numeric tab
CTRL C	Center a line

Others:

CTRL F	Start of a format line
CTRL J	Joker (Wildcard, separation suggestion)
CTRL N	Automatic page numbering
CTRL (LEFT ARROW)	A spacing adjustment (in kerning)

Font Variation:

The characters CTRL E to CTRL S are options that are switchable between on and off. For example, in Underline you switch on with CTRL U; a second CTRL U switches it off again. To switch off, you can also use CTRL R, which applies to all active options. The control characters CTRL O and CTRL W can be followed by a number from 0 to 8 to vary the Outline and Shadow options. If the number is missing, PAGEFOX takes the default value 2.

CTRL Z is used to change the character set in the middle of a line. Since you will rarely need this, this control character is not provided in the menu. The format line command "z" is used there, which can only change the character set at the beginning of a line. The CTRL Z must be followed by a number that specifies the desired character set. If a number is to be printed immediately after the character set change, this must be separated from the character set number by a wildcard (CTRL J); otherwise PAGEFOX would interpret the number to be printed as the character set number. Example:
<CTRL Z>11<CTRL J>22 results in the number 22, shown with character set 11.

If you omit the number after CTRL Z, the system automatically switches back to the character set before the last change. This is quite useful for switching to a new character set for a short time and then reactivating the old one. A sensible application example is the change to a smaller character set for superscript or subscript, e.g., X^3 + Y^2, H_2O. You can find out how to do this in the SUBSUPER.PT file on the demo diskette.

Formatting Control Characters:

RETURN:
The end of the paragraph means that a new line is started for the words that follow. In addition, the last line of a paragraph is not stretched in justification.

CTRL P:
In the Layout Editor, there are text frames into which the text flows when formatting. If a frame is full, the text automatically flows into the next frame. However, it is often desirable to start a new frame if the old one is not yet full. For example, if you define a frame for the heading, the following text should be placed in the first text column and not in the heading frame if there was still space, of course. This is done by the control character CTRL P; it ends the current text field and tells PAGEFOX to let the following text flow into a new text frame.

CTRL T and CTRL . :
PAGEFOX provides you with two different tab control characters for setting up tables. CTRL T shifts the following text until the next tab stop, so it results in a normal, left-aligned tab. On the other hand, for CTRL . the following characters only move to the right so far that the next point, the next comma, space, or RETURN is exactly on the tab position. CTRL . is therefore a right-handed or numeric tab, e.g., suitable for building number tables. This could look something like this:

<div align="center">Normal Tab</div>

Right-justified
100.-
7568.90
+456
8124.90

The tab stops are defined in the Layout Editor. Up to 15 tab stops are possible, the first by the first CTRL T or CTRL . on a line, the second is jumped to by the second, etc.. So, tables with a maximum of 15 columns can be built.

CTRL I: While CTRL T only causes the subsequent
                           text to be shifted once to the
                           next tab stop, CTRL I also applies to all
                           subsequent lines until the next
                           paragraph end (RETURN). These lines are an
                           example of an indentation.
                           You can find more in the file TABS.PT on the
                           demo disk.

CTRL C:
This means that a line - namely the one in which CTRL C is written - is exactly centered. CTRL C takes precedence over the type of justification set in the Layout Editor (justified, left-justified, or right-justified) and is therefore ideal for headings, as you can see in this operating manual.

Other Control Characters:

CTRL F:
Start of a format line. See next chapter.

CTRL J:
The "Joker" wildcard has several functions, which have already been explained in detail in previous chapters. It serves as a separation suggestion, as a separator for numbers or capitalization in the word, and as a wildcard when searching and replacing.

CTRL N:
If several pages are linked together, PAGEFOX replaces this control character with the consecutive page number. This is quite useful, because when you create a multi-page document, you usually do not know which number a page will be given.

CTRL (LEFT ARROW):
Similar to CTRL Z, CTRL O, or CTRL W, this control character must be followed by a number. PAGEFOX then adjusts the spacing back by the specified number of pixels. This is especially necessary to draw the characters closer together in characters that create a lot of empty space (e.g., the capital T). Example:

Tea Tea ALTAIR ALTAIR

After the T of Tea, an adjustment was made by 4 points; with the ALTAIR (a star in the constellation of Aquila... not a typing error!), there was an adjustment before and after the T by three points, which improved the typeface. Naturally, this technique, which is called kerning, will only be used for large character sets and headings.

Format Lines

Format lines must start with a CTRL F and end with a RETURN. They influence the following text and are therefore usually at the beginning of the text, less often in the middle or at the end. In a format line, separated by spaces, there are commands in the form of "character=number". To give you an idea of what such a format line looks like, here is an example:

<CTRL F> z=4 v=3 -=1 k=12 RETURN

This looks very complicated at first, but to clarify, here is an overview of all possible commands that can be used in one format line:

Format line commands:

z	Character set number
h	Character spacing
v	Line spacing
-	Hyphenation
"	Reloading a text file
k	Spacing in the contour set (form set)
n	First page number

Character set number:
You can use it to specify the character set in which the following text should appear. You are by no means limited to the 12 character sets of the module, but you can use character sets from diskette, e.g., reload the one on the character diskette or one created using CHARACTERFOX (see appendix). The format command with its control character is preferable to CTRL Z, because it is faster and appears more clearly in the text. If you do not enter a character set, character set 1 is used as the default.

Character spacing:
This allows you to determine how many points are free between the characters, i.e., horizontally. Normally you do not have to worry about this, as the character set selection (command z or CTRL Z) automatically sets a suitable spacing for the respective character set. You only need the command h if you want to set a distance other than the suggested distance.

Line spacing:

With v you indicate how many dots remain between the descenders of a line and the ascenders of the following line. Professionals use the macabre term, "bullet", for this. This paragraph was written with v=1, the rest of the page with v=2 (this is also the default value), and the rest of the operating instructions with v=3. Values from 0 to 32 are possible.

Hyphenation:

This command was dealt with in a previous chapter. With -=1 you switch on the automatic hyphenation; with -=0 you switch it off.

Reloading a text file:

PAGEFOX always only has one printed page in the computer. If you want to create a multi-page document, you have to save each page as a separate file on disk. However, so that you can print it out, there is a global print function in the Layout Editor that loads, formats, and prints as many pages as you want. For this purpose, the name of the following must appear in each file, in quotation marks in a format line at the very end of the text, e.g.,

CTRLF "FILE2.PT" RETURN

Don't forget to write the file name in capital letters. You can find information on creating multi-page documents in the appendix.

Spacing in the contour set (form set):

With the contour set, the text flows along the shapes of the graphic. With the command k you can determine how close horizontally the text should get to the graphic. The default value is 8 points; values from 4 to 32 are possible. You only need to specify multiples of 4, because this is also the resolution for the contour set.

First page number:

The automatic page numbering (CTRL N) usually starts with number 1. If you would like another number, you can specify this with the format line command "n".

The Layout Editor

Now we come to the heart of PAGEFOX, the Layout Editor. You can place text and graphics here, in a representation of the entire page which is reduced to 25%,

With a rubber box, you can open frames of any shape and size at any point into which the text flows. If a frame is full, the text automatically flows into the next one; you determine the order by clicking on it. Frames that have already been placed can subsequently be enlarged, reduced, or moved. You also specify the type of sentence in which the text is formatted and where tab stops are located.

You can place graphics simply by moving them with the mouse or joystick to the desired position on the page. The text flows around a graphic fully and automatically, either around the outside of the graphic frame, or if desired, in a contour set, directly along the shape of the graphic.

Before the Layout Editor is explained in detail, a short remark about the term "formatting", which is used often and in different ways in connection with PAGEFOX. The meaning mainly depends on **who** formats.

1.   If **you** format, then it means all your inputting with which you determine how and where the   text should appear. This includes defining the text frames, the type of sentence, the tabs, and the   indentations. The typeface also has to be added, because depending on the size of a typeface,   the text takes up more or less space, which in turn affects the arrangement of the entire page.

2.   If **PAGEFOX** is formatting, it means that it arranges the text on the page according to your   input, i.e., line wrapping and column breaks, and "printing" text and images to the graphics   memory.

The Menu of the Layout Editor

You can see an explanation below of all the icons of the Layout Menu. The first line contains two icons to switch to the other two editors as well as three icons to start formatting and for global printing. In the second line you will find the five operating modes in which the currently active – there can be several at the same time – are highlighted (inverted). The second and third lines contain various other commands.
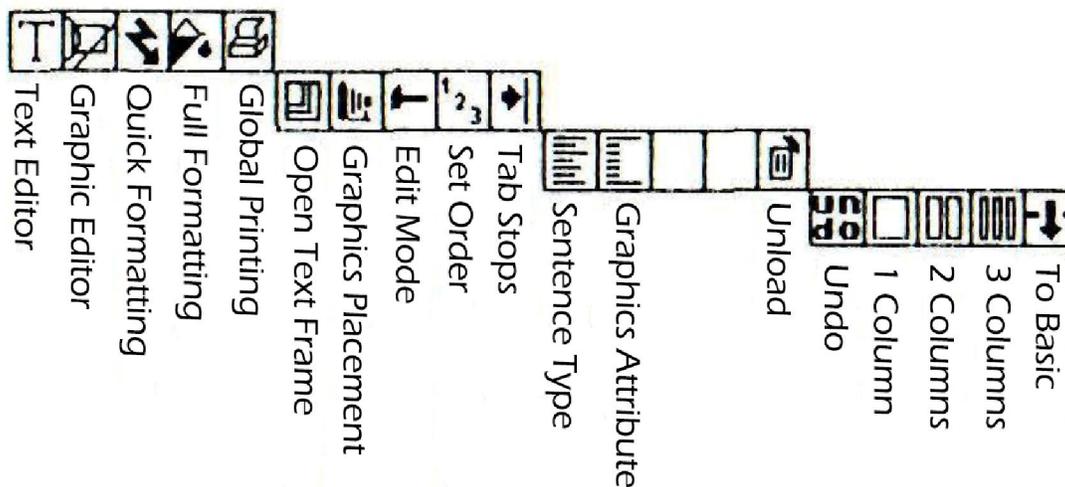
Let's skip the formatting commands that you only need to complete the process, and let's start with the modes.

Text Frames

If you have clicked on the corresponding icon, you can draw up text frames anywhere on the page and in any form. As with the rectangle function in the graphics editor, the frames are set by two mouse clicks on two diagonal corners. It doesn't matter which corner you click first. Text frames can also overlap. When formatting, PAGEFOX takes care that no text is created by printing several text frames on top of one another, because an already occupied text frame serves to block the area for further text.

Graphics

Placing graphics works the same way as loading them in the Graphics Editor. After clicking on the camera icon, PAGEFOX shows you the directory of the inserted diskette; click on the desired graphics file. Then you place the graphic, indicated by two corners, within the page with a click of the mouse. This means that PAGEFOX knows where to load the graphic when formatting.


Edit Mode

You now know how to put new text frames and graphics on the page. But you can also do a lot with existing text frames and graphics; we'll want to use the generic term "objects" for these two from now on. In this way, you can re-open existing text frames in order to enlarge, reduce, or move them. Graphics that have already been placed can also be moved later. In the case of text frames, you can specify the type of sentence (justified, left-aligned, or right-aligned) the text should be formatted in and where tab stops should be in the frame. With graphics you can specify whether the text should flow all the way around the graphic or ignore it entirely. And finally, you can also delete objects.

Before you can edit an object, you have to specify which object it is. To do this, simply click on the desired object in Edit Mode (select hammer icon). If you have a mouse, you can save yourself clicking on the hammer and immediately select the object with the **left mouse button**, regardless of which mode is currently active.

To click on an object, place the cursor in the middle of it, if possible. PAGEFOX then looks for the next center. Of course, you might also place wrongly. Therefore, you should never place objects in such a way that their centers coincide; then you will not be able to differentiate them later. If you clicked on an object, it flashes briefly for confirmation, and next to the hammer icon, the text frame or graphic icon is inverted, depending on the selected object.
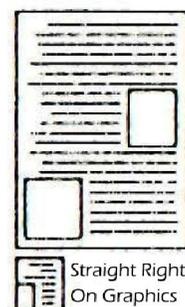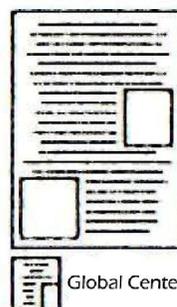
If you clicked on a text frame, you can now open it again. The old frame remains until the new one is defined by the second mouse click; only then does the old one finally disappear. For example, this makes it very easy to adjust by one or two units wider, narrower, longer, or shorter. You will need such manipulations if the text no longer fits or to stretch a small snippet.
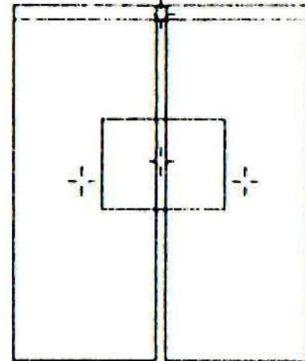
With the appropriate clicks, you get a 2-column layout with heading and graphics.

Sentence type:

Now we come to the menu field directly below the text frame icon. This allows you to specify the type of sentence in the text. In the case of a newly-defined text frame, an X initially appears there, which means that no sentence type has yet been defined. If you click this field several times, 8 icons appear in succession for the types of sentences available:

Left-Aligned   Justified   Centered   Right-Aligned

Straight Left On Graphics   Outer Straight   Global Centered   Straight Right On Graphics
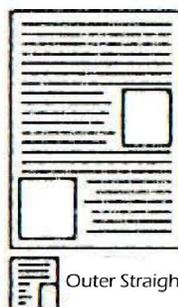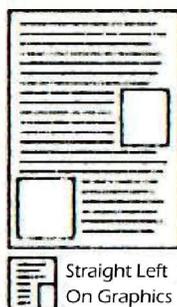
In addition to the four basic types, there are four combinations of different types of sets which allow a sophisticated layout design. You can see an example of centering with the inclusion of graphics on pages 4 and 5 of these instructions.

With a multi-column layout, you only need to specify the desired sentence type in the first column. Then this automatically applies to all other text frames, unless another type of sentence is defined there. If you do not specify a sentence type at all, everything will be formatted in the left-aligned, ragged right set.

Tabs:
To set tabs, first click on the desired text frame and then the tab icon. Now only the specified frame is displayed, and if available, the tabs as vertical lines within this frame. By clicking on the desired position, you set a tab stop; by clicking again, you can delete it. You can delete all tab stops at once by using the trashcan. A maximum of 15 tab stops are allowed. As with the sentence type, the tab stops also apply automatically to all subsequent frames, unless otherwise defined.

Graphics:
Now to the graphics. If you clicked on a graphic, you can move it and reposition it elsewhere. It then disappears from its old position.

Below the camera icon, you will see another icon that shows whether the text should flow around the area occupied by the graphic, whether it should follow the shape of the graphic exactly in the contour set, or whether to ignore all of it. Later you can write inside the frame. Of course, you are then responsible for ensuring that the text does not overwrite the graphic. You can intentionally write text in a graphic, too. Outline font is best suited for this.
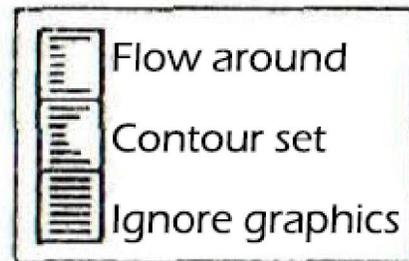
Frames (or large graphics) see p. 63

Contour Set only works on the outer contours of a graphic; you have to use a graphic in the new PAGEFOX format for this. If you want to use the contour set in a frame (e.g., floral wreath), cut the frame in two halves so that the inner contours become outer contours. However, keep in mind that the number of contour graphics on one side is limited. There can be a maximum of 8 contour graphics on one side. Secondly, their total height must not be higher than two pages, if you were to put them all on top of each other. In plain language, two frame halves over the entire height of the page are already the maximum. The spacing, how close the text can get to the graphic, can be determined in the Text Editor with the format line command "k". Take a close look at the files on the demo diskette; there you will find many suggestions, tips, and tricks.
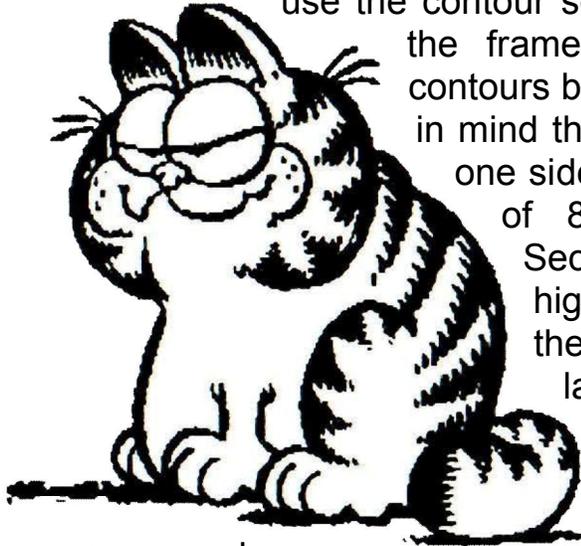
Sequence (Order)

If one frame is full, the text flows into the next one. PAGEFOX uses the order in which the frames were created. But often the frames have been mixed up, e.g., by laying a frame for the heading over one of the standard layouts that can be called up. Then you have to redefine the order. To do this, click on the corresponding icon, whereupon PAGEFOX shows you the saved sequence by flashing the frame. You define a new one by clicking on the frames one after the other in the desired order with the **right mouse button**; otherwise, you will enter Edit mode.

Clear

There are several ways to delete something. Just click on the trashcan to delete the whole layout. You delete a single object by first clicking on it (with the left mouse button or via Edit mode) and then the trashcan. In Tab mode you can delete all tabs of a text frame by using the trashcan, as you already know. And finally, there is a function to erase the entire graphics memory. However, since this is a very dangerous operation (it cannot be undone with UNDO), you have to click twice, first on the icon for full formatting, then the second time on the trashcan. So, the whole thing is "Clear formatting".

UNDO

As in the Graphic Editor, you can also undo the last operation in the Layout Editor. However, note that this is not necessarily visible. For example, if you don't like that a sequence changed, UNDO will restore the old one, which you will only see after clicking the 1-2-3 icon. The same applies to sentence types, graphic attributes, and tabs.

Standard Layouts

You yourself can easily create any layout. Although the coordinate display (with zero point and millimeters) helps you with the exact placement, it takes some time and mental arithmetic to create one, e.g., a multi-column layout so that all columns and borders are the same width. That is why there are ready-made, standard layouts for one, two, and three-column sets, which you can load up by clicking on them. You can then change or expand this layout according to your wishes, e.g., insert graphics or define a text frame for headings. You can put the heading text frame over the other frames, because PAGEFOX does not care if frames overlap. You just have to enter a new sequence (order) so that the heading frame is the first to be placed and that its area is off-limits for further text.

Formatting

PAGEFOX knows two types of formatting:

With **quick formatting**, only the line and column breaks are calculated, and the lines are displayed as lines. The graphics memory remains untouched. This function serves
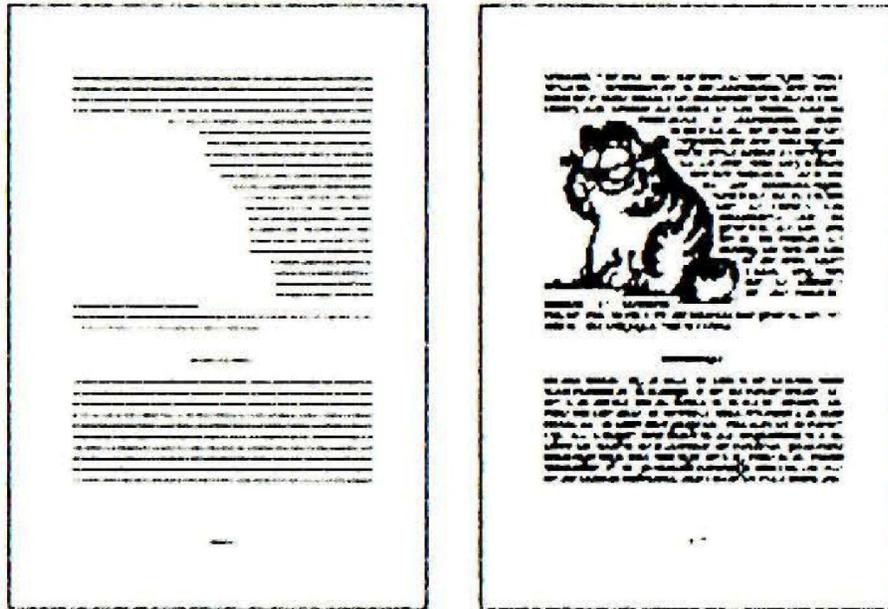
| Quick formatting | Full formatting |

to provide you with a quick overview so that you can see whether the text fits into the intended frame, whether it is too long (or the frame is too small) or too short. If the text does not fit into the frame, the error message "No more space" appears. If you then switch to the Text Editor, the cursor is at the very beginning of the text which PAGEFOX can no longer fit.

With **full formatting**, the text is only "printed" into the graphics memory and the graphics reloaded. This command is somewhat dangerous, because the graphics memory is reloaded. Since this command is a bit dangerous (the graphics memory is deleted; it cannot be reversed.), you have to click the corresponding icon twice. After formatting, PAGEFOX shows you the whole page in a reduced form exactly as it looks on paper. Due to the reduction in size, the text is not legible and details are not recognizable, of course. However, you can now go to the Graphics Editor and view and print out the finished page in its original size.

PAGEFOX should contain any file necessary for formatting, e.g., if the graphic, character set, or text to be reloaded cannot be found, the LED on the disk drive flashes, and PAGEFOX shows the name of the desired file. At the press of a key, PAGEFOX then makes a second attempt to load, i.e., you insert the diskette with the file, and it continues. Only when PAGEFOX fails on the second load attempt does the formatting stop. You can also cancel the formatting yourself at any time by using STOP.

Global Printing

Starting from the text file that is in memory, PAGEFOX formats the text (full formatting, of course), prints it, loads the next one (which is specified at the end of the text in a format line), and so on until a file arrives in which nothing is reloaded. The printer menu has already been explained in the Graphics Editor, and the format line command for reloading has been explained in the Text Editor. This command is only effective for global printing; with quick or full formatting, no further files are loaded.

Error messages

No more space: Was already explained on the previous page.
Disk Error: If the formatting was canceled because a file was not found even after two attempts to load it.
Layout? If you try to format a text without a layout.

Creation of Printed Materials

If you have read the instructions up to here, then you know all the commands of the three PAGEFOX editors and have the necessary tools to create your first works. If you're still not sure how to do it, here's a little guide.

First of all, you need text and graphics, the raw material for every printed material. You could type in something yourself or use characters or existing files, e.g., from PRINTFOX or SUPERSCANNER II. However, for your first attempts, it is recommended to get files from the demo disk. There is also a finished layout, so you can see what it looks like. You can then tinker with the existing layouts, e.g., moving the graphics, enlarging or reducing the columns, etc.. It's easier than having to do everything yourself. It is best to start with the file name, BEGINNER.PT. This is a simple two-column layout with a heading and a graphic in it. The other disk files mostly deal with special applications (e.g., tabs, the contour set) and give tips and tricks not only for beginners but also for advanced users (e.g., SPERR.PT).

Multi-page Documents

Once you have printed the first one-page on paper, you may want to print something with multiple pages. Although PAGEFOX is hardly the right program to write an entire book with, PAGEFOX can be used to produce smaller brochures, booklets, or the like. Very well... this operating manual is the best proof of this.

As you already know, you have to create a separate text file on the disk for each page. This makes the directory a bit long for larger printing projects, but thisshouldn't bother you.

The best procedure is this. First, you type in the text for the first page or a little more and create the layout. If you have found the text where the first page ends by trial formatting (quick formatting!), at this point add the reload command, i.e., the format line with the file name of the following file. In this form, you can test format it again, now with full formatting, because the "no more space" error is gone. The text that is in the text memory after the reload command is ignored during formatting.

If the first page is OK, then save it. To do this, place the cursor at the beginning of the text and use the "Area" option to save only the area up to and including the reload command. You do not need to save the text afterwards, because it goes to the second page. Now you delete the area just saved. It may be useful to start with existing format lines in which you define the hyphenation or the line spacing, not to delete because you need them again at the beginning of the second page. The layout of the first page is also preserved, and from this you need at least some parts, like the most important text frames or frames for footers and headers. For objects not required, you simply delete out the graphics. Now you continue typing the text and proceed with the second page in exactly the same way as with the first, etc..

Since you can always see how quickly the text fits on the page (thanks to quick format), you will soon start typing "on layout". This means that if the last line of a paragraph no longer fits on the page, you canthen try to squeeze it in somehow, e.g., by slightly increasing the length of the text frame, arranging the graphics differently (pushing them a little further to the edge), or just reformulating the text so that it becomes a little shorter. This does take a bit more work, but the result is that few paragraphs, sentences, or even words cross page boundaries. The counterexample is in many magazines where you suddenly find small print in the middle of the sentence and in the middle of your happy flow of reading, "Continued on page 123" …

Of course, you have to be aware that the text, as you format it, has to "stand" to some extent. If you make even major changes to the text that require a new page break, this means a lot of work. So if you are not yet sure about the final text, it is better to type in the whole text first, save it in several (unformatted) files if necessary, and then load ("mix") these back into the computer when you have the final formatting.

Use of Frames

Pagefox

Von Hans Haberl

(C) 1987 by Scanntronik

1. Create text layout.
2. Reload the frame file and place it with the fire button.
3. Click the hammer icon.
4. Place the crosshairs as in the picture above. Press the fire button. The selection icon now appears under the hammer icon.
5. Select the desired icon with the cursor.
 (Contour set. Avoid ignoring the dimensions.)
6. Push it back to the layout with the cursor and fire button.

Appendix

Keyboard commands

Graphic editor:

←	Undo
D	Draw
SHIFT D	Thicker brush
L	Insert lines
R	Rectangles
C	Circle
P	Paint, Fill
J	Spray
M	Move
T	Text
G	Get
A	Append
S	Stamp
E	Erase
Space	Zoom/sprite editor
W	Wide, Reduce
C= Q	Layout Editor
C= T	Text Editor
K	Coordinate display (mm)
C= CLR	Clear, delete
↑	Full page function
CRSR	Scrolling
SHIFT M	Move object
F	Fine shift
O/X/U	Shortcut
.	Dot grid
I	Invert
C= L	Load
C= S	Save
C= D	Disk command
C= P	Print
0	Set zero
1-8	Jump to position
F1/F2	Construction Set
F3/F5	Color choice
F7/F8	Graphic tab
SHIFT P	Adopt pattern

Text editor:

F1/F2	Scroll (browse)
F3/F4	Mark position
F5/F6	End/Start line
F7	Insert
F8	Delete, clear
C= M	Move
C= C	Copy
C= F	Search
C= R	Replace
C= L	Load
C= S	Save
C= D	Disk command
C= Q	Layout Editor
C= G	Graphic Editor
C= ←	Get block buffer
C= ↑	Caps
C= CLR	Free memory
C= F1	Color choice
C= V	Version

Layout Editor:

C= T	Text Editor
C= G	Graphic Editor
V	View, quick form
FF	Full formatting
C= P	Global printing
B	Box, text frame
C= L	Load image
E	Edit
S	Sequence
T	Tab stops
A	Exclusion,attribute
C= CLR	Clear
←	Undo
1/2/3	Standard layouts
C= Q	Quit, Basic
0	Zero point

Special Characters

If you already know PRINTFOX, then you are also probably familiar with its special international characters. PAGEFOX can also process these characters, but they have been left out of the module character sets so that more character sets have space. Only ZS1 has some Greek and scientific special characters, e.g., for labeling circuit diagrams (text function in the Graphic Editor). The character assignment corresponds to character sets 5 and 15 of the CHARACTERFOX diskette. If you want to use the special international characters, you have to load a corresponding character set from diskette. Below is a list of where the international and scientific special characters are on the keyboard. The special international characters always appear on the Text Editor screen.

Keyboard:	International:	Scientific:
C=2	„	ω
C=A	à	α
C=E	è	ε
C=I	ì	Δ
C=O	ò	Ω
C=U	ù	μ
C=,	ç	૪
C=N	ñ	ժ
C=/	¿	∫
C=1	¡	Σ
SHF ←	→	∞
SHF ↑	↓	π
C=8	»	»
C=9	«	«
C=:	[	[
C=;	]	]
SHF £	£	£

– 65 –

CHARACTERFOX

CHARACTERFOX is an extremely powerful and easy-to-use character set editor that allows you to create your own character sets. It has already appeared for PRINTFOX, but since the character sets are compatible, it also fits perfectly with PAGEFOX. In addition to the editor, there are 25 character sets on the diskette (18 of which are new, compared to the module character sets), many embellished frames, and magnificent initials. On the following page you will find some demos.

The following should be noted in connection with CHARACTERFOX character sets. PAGEFOX needs the appropriate character spacing for each character set, since it automatically sets this when selecting the character set. With newer versions of CHARACTERFOX (you can LIST line number 2), this information is already available in the character sets; for character sets created by yourself, C= H is used to set the character spacing. With older CHARACTERFOX disks, you have to set the character spacing in PAGEFOX by using the format line command "h".

Filename Identifier

So that you do not get mixed up with the different files (texts, graphics, different formats), it is advisable to identify the file type with a suffix to the name, as is the case with pro applications (e.g., MS-DOS, Unix). As a suggestion, here is how suffixes are already used in part in previous Scanntronik programs:

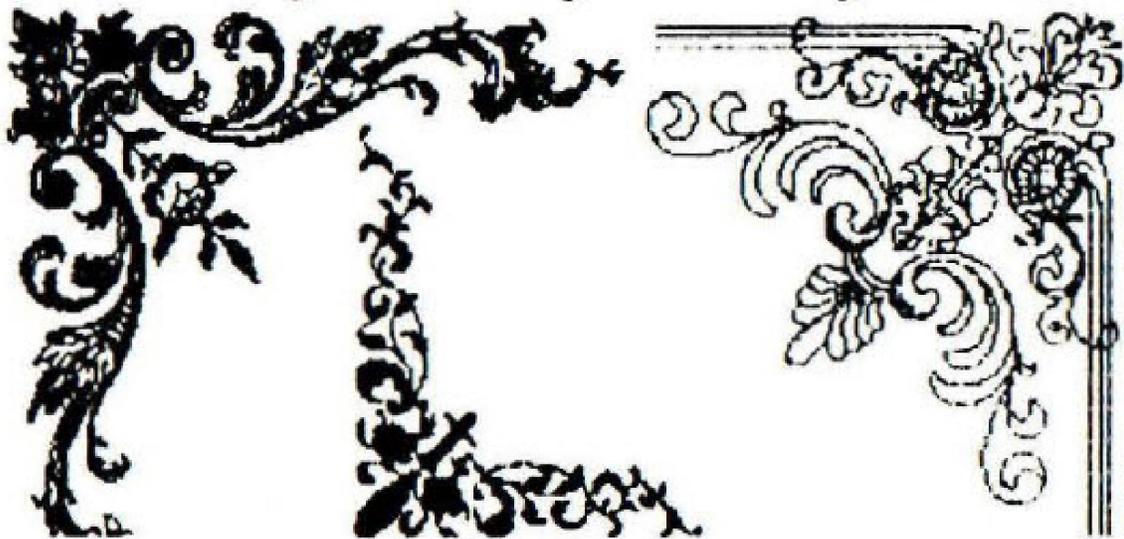|	
.FT	Printfox text file
.PT	Pagefox text file
.BS	Printfox/Superscanner screen graphics
.GB	Printfox/Superscanner overall picture
.PG	Pagefox graphics

Neue Zeichensätze:

Kleine, *Mittlere* und Große

Altmodische und **Futuristische,**

Prunkvoll Gotische und

Märchenhafte, in verschiedenen Größen

Zierliche und Effektvolle

Gerade und *Kursive*

Und herrliche Rahmen:

Snapshot

A useful function for testers and all who want to write about PAGEFOX is the snapshot function. SHIFT RESTORE saves a snapshot of the current screen, including all menus, etc., at the current location in the graphics memory. From there you can print it out or save it to use it in a layout. Snapshot works in all editors and at any time. After a snapshot, you are in the Graphics Editor.


Clean Reset

Now a tip for hardware hobbyists. As already mentioned, a reset button on the C64 - not only in connection with the PAGEFOX - is an extremely useful feature. Such a reset is usually implemented by using a push button, connecting it to a reset line, and routing the line to various computer ports for ground. However, this has a disadvantage; every switch bounces, i.e., it generates several, spiked pulses when switching. The CPU and the other chips need a reset pulse of a certain minimum length so that they can perform a flawless reset. When the button is pressed, an impulse of sufficient length is generated, but when it is released, a few spiked impulses can occur, which the CPU or other chips absorb, but there is no clean reset or a reset at all. That's not too bad, because pressing the button a second time usually works, but it's not ideal. The floppy drive especially seems to be a bit more sensitive here, because it often does not do a reset when it should (the reset line of the computer and the floppy drive are connected, so that a computer reset always affects the floppy drive).

The perfect reset (only for hobbyists; you'll lose your warranty!) looks like this. The button pulls pin 8 of the IC's U20 (timer 556, trigger input) towards ground. This IC serves as a monoflop and also generates the switch-on reset. The button now simulates a switch-on process and creates a clean reset without spiked impulses.

Supplement to operating instructions, pages 55 and 56:

Since there have already been some inquiries on the subject, here is an addendum to items that are not clearly described in the operating instructions.

The two icons for sentence type and graphic attribute only work if a text frame or a graphic has been clicked in Edit mode. How to click on an object is described on page 54. If no object is clicked, both icons are empty.
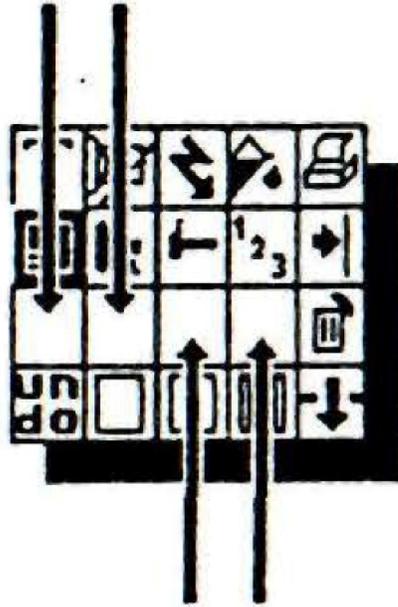
The two icons next to it (3rd and 4th icon on the 3rd line) are always empty and have no function. The layout menu printed in the advertisement in the 64'er magazine and on the advertising sheet (the three middle icons are shown there) comes from a previous version of PAGEFOX and is no longer current.

And another note. The text before a format line or a CTRL P must always be closed with a RETURN. Otherwise, a capital letter following the format line or the CTRL P is printed out in small letters.