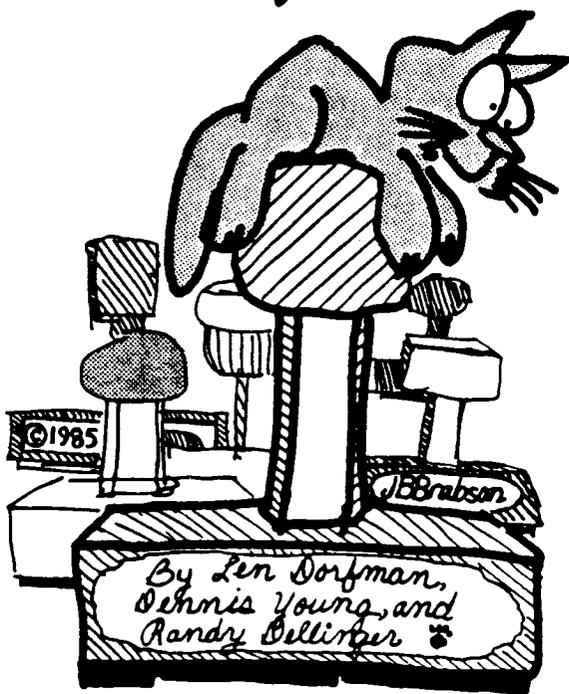
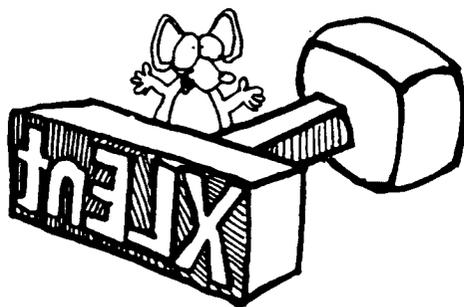


# RUBBER STAMP

*A Collection of Truly XLEnt Creative  
Utilities for the Atari Home Computers*



REQUIRES  
48K



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## RUBBER STAMP

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by

Len Dorfman, Dennis Young & Randy Dellinger



AND NOW A WORD FROM OUR V.P....

RUBBER STAMP is the latest creatility package in XLENT's "Printware" series. RUBBER STAMP is designed to allow you to have creative flexibility over Graphics 8 screens. RUBBER STAMP stands alone as a unique application, or as a perfect adjunct to XLENT Software's TYPESETTER, PAGE DESIGNER and MEGAFONT II+.

RUBBER STAMP also serves as a bridge from Broderbund's Print Shop to XLENT products. RUBBER STAMP has the first 16 x 16 character set editor available on the Atari.

If this is your first XLENT Software product, we strongly suggest that you consider some of our other xlent products. If you want to print out your RUBBER STAMP creations in multiple sizes, MEGAFONT II+ is the perfect program. MEGAFONT II+ is one of the most comprehensive graphics dumper & lister programs on the market.

To put two RUBBER STAMP screens on a single page, use PAGE DESIGNER. PAGE DESIGNER will let you stack 2 graphics 8 screens and add text. You can fit up to 8 ICON's onto a single PAGE DESIGNER page. PAGE DESIGNER also has a KoalaPad converter program to convert your MicroIllustrator files into standard graphics 8 files.

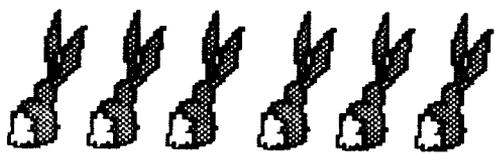
TYPESETTER produces the highest resolution of any program available for the Atari. All work created with PAGE DESIGNER or RUBBER STAMP can be directly loaded into TYPESETTER. TYPESETTER will allow you to put many icons on a single page and add several other special features to your creations. TYPESETTER comes with 2 versions on the SAME DISK. One utilizes the full 128K memory of the 130XE, while the 48K version will run on the Atari 800, 800XL, 1200XL and upgraded 400 and 600XL.

We strongly encourage everybody to use our products to produce personal, club, church, business and other organizational flyers, ads and brochures. XLENT's Printware series provides a very low cost, high quality graphics environment. If you know people who are producing flyers, ads, etc., please show them our products.

Our staff is currently working on more powerful graphics packages to run on the Atari ST series of computers. Until then, you possess the only computer and software capable of producing the quality of output that you can now enjoy.

Michael C. Barnes  
Vice President, XLENT Software

P.S. Jennifer Brabson would like to thank all of her well-wishers who have asked for her picture or who have proposed marriage.



## WHAT IS RUBBER STAMP?

RUBBER STAMP is a collection of 4 programs that can be used to create exceptional graphics. Each program has unique capabilities which give you different tools for working with graphics 7+ & 8 screens.

XLENT Software has been experimenting with the COMPUTEREYES Video Acquisition System from Digital Vision. We've been able to add special effects to digitized pictures, plus RUBBER STAMP's inverse option creates an attractive print image.

## THE RUBBER STAMP CONCEPT

When you're using the RUBBER STAMP text and graphics editors, you are working with a graphics 8 screen made up of 24 rows and 40 columns. The screen that appears in the editor window is 5/6ths of the graphics 8 screen. This means that only 20 of the 24 rows are visible. Some functions in the editors can affect the hidden four rows and some don't.

The editor window also represents four of TYPESETTER'S sketch pad screens. A TYPESETTER sketch pad is 10 rows by 20 columns. We refer in this documentation to each fourth of the screen as an icon, sketch pad or pad. They are numbered as follows: 1 - upper left pad, 2 - upper right pad, 3 - lower left pad, and 4 - lower right pad.

The editor screens are very similar in design. There is a ruler at the top and bottom screen. There is also a message window at

the top. It will tell you which editor you are in and provide other status information.

## GETTING STARTED

Find your joystick, KoalaPad or Touch Tablet and plug it into joystick port one. If you have all three, still plug only one in. You will need it for the GRAPHICS EDITOR. Remove all cartridges. Put the RUBBER STAMP disk into drive 1. Turn on your disk drive and then your computer. Don't forget to hold down the OPTION key if you own an XL or XE computer. The program will begin with the title screen.

Press the SELECT button to highlight your choice, then press START to load the program. You will see the message "PROGRAM LOADING" at the bottom of the screen. Whichever choice you make, you will get to another menu.

## THE MAIN MENU

When you boot up, the title screen will display 5 choices.

EPSON/COMP  
PROWRITER/COMP  
TEXT 16X16  
EDITOR 16  
CONVERT ICON

Press SELECT to make your choice and then press START to begin running the program.

EPSON/COMP and PROWRITER/COMP. These options are the standard text and graphics editors. The text editor lets you change fonts styles and sizes. The graphics editor loads graphics 7+ & 8 screens and TYPESETTER icons. Pictures can be squeezed, stretched, copied and more. Many printers fall into the Epson compatible category.

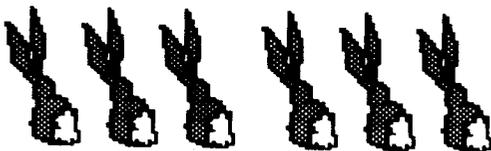
TEXT 16X16. This is a special text editor for using fonts created with the EDITOR 16 option. The fonts have a better resolution because they are designed on a 16x16 matrix. There is also a proportional spacing option when using these fonts. Plus, use this option to flip your pictures for printing T-shirt transfers.

EDITOR 16. This is the 16x16 matrix character set editor. Fonts created here will have a smoother look when printed out.

CONVERT ICON. Have an old Print Shop disk laying around? Use this option to convert those icons into useful TYPESETTER icons and graphics 8 screens.

#### EPSON/COMP or PROWRITER/COMP

When you've loaded either of these options you will see the IN/OUT FUNCTIONS menu. Use the up and down arrow keys to move the highlight bar to your selection. Press RETURN to activate the selection.



DIRECTORY --> AUTOLOAD  
CHARACTER SET LOAD  
RUBBER STAMP SCREEN LOAD  
RUBBER STAMP SCREEN SAVE  
SKETCH PAD ICON LOAD  
SKETCH PAD ICON SAVE  
PRINT OPTION  
FORMAT DATA DISK  
EXIT TO TEXT EDITOR  
EXIT TO GRAPHICS EDITOR



If you change your mind about a choice, hit ESC to abort it.

The first 6 functions follow similar rules. When you activate one of them, a window will open that echos your choice with the prompt "DRIVE #1". To access Drive 1, hit RETURN. To access Drive 2, hit the "2" key. The prompt will change. To return to Drive 1, type "1".

After you pick the drive, you will be prompted for "FN:". Type in the filename as it exists on the disk or for the SAVE options, what you want to call it. Use standard Atari filename format. Should you get an IO error (i.e. #170 - File Not Found or #138 - Device Timeout) you will be prompted to hit the START key to recover. If you've just switched disks, try to load or save again.

DIRECTORY --> AUTOLOAD lets you read the disk directory. After making a drive selection, you can "step through" the directory by repeatedly hitting RETURN to get each individual entry. You can stop at any time by using ESC.

You can also AUTOMatically LOAD a font or RUBBER STAMP screen. When the file you want to load appears in the window, press the SPACE BAR. You will be prompted with "(F)ont or (S)creen?" Hit "F" to load a font or "S" to load a RUBBER STAMP, 16x16 or other graphics 7+ or 8 screen.

CHARACTER SET LOAD. You can use any standard altered Atari character set. If you own TYPESETTER or PAGE DESIGNER, you can use the font files on those disks. There are several commercial and public domain character set editors available. Plus, check your local users group library for fonts (or call White Lion Software). We regret we did not have enough room on this disk to include a selection of fonts.

RUBBER STAMP SCREEN LOAD. Load in a screen previously created with RUBBER STAMP. Also screens saved from the TEXT 16X16 editor and any other graphics 7+ or 8 saved in the standard format. If you have KoalaPad or Atari Artist screens, you will have to save them in the 62 sector format. If you have PAGE DESIGNER, use the K-CONVERTER. For a "freebie" converter, try Rapid Graphics Converter by Charles Jackson published in ANTIC, November 1985.

RUBBER STAMP SCREEN SAVE. Save the current screen in memory to a disk file. This file is saved as a standard graphics 8 screen. Make sure that you have at least 62 sectors free on your disk.

SKETCH PAD ICON LOAD. Load in TYPESETTER icons (Sketch Pad files.). After you put in the filename, you will be prompted for the

quadrant to load it to. Pick "1" for upper left, "2" for upper right, "3" for lower left or "4" for lower right. You can continue to load in more icons by pressing RETURN or ESC to pick another function.

SKETCH PAD ICON SAVE. Save part of the RUBBER STAMP screen as a TYPESETTER icon. After you type in the filename, select the portion of the screen you want saved as an icon.

PRINT OPTION. Print the RUBBER STAMP screen or labels. Select "S" or "L". The screen dump will print the hidden 4 rows. If you choose to print labels, you can print from 1 to 99 of them. Use the up and down arrow keys to change the number. Then press RETURN to start printing. Labels are the first 9 rows of the RUBBER STAMP screen. They will print out continuously for the number selected. NOTE: MEGAFONT II+ may be used to printout these pictures in multiple sizes.

NOTE: Some Epson compatible printers use a different line spacing when doing graphics. If you have stripes when you print, try a different printer type. An inverse letter will appear to the left of "Print Option" indicating the active printer driver.

CONTROL-E	Epson
CONTROL-G	Gemini
CONTROL-M	Mannesmann Tally

FORMAT DATA DISK. Use this option to format a blank disk. Be very careful to remove your program disk before formatting as this formats the disk in drive 1 only.

EXIT TO TEXT EDITOR. This will take you to the RUBBER STAMP standard text editor.

EXIT TO GRAPHICS EDITOR - This will take you to the RUBBER STAMP graphics editor.

There are many commands in the text and graphics editor. We will give you a summary of what each does. The best way to understand them however, is to just try them out.

### STANDARD TEXT EDITOR

The message window will display "THE RUBBER STAMP." The right side of the window has 4 status indicators. The ROW and COL tell you the cursor position. "H" is the current character height and "W" the current character width you are using.

Most of the special features found in the TEXT EDITOR are activated by hitting the CONTROL key in combination with a letter (for example, CONTROL-S). Usually the case of the character is unimportant, however, if a command doesn't seem to be working, try it as a normal uppercase letter.

Use the normal Atari inverse toggle to double the number of effects you can achieve.

ESC. Escape has 2 functions. Normally it will return you to the I/O FUNCTIONS menu. It will also let you abort a function you change

CONTROL-G. Go to the GRAPHICS Editor.

SHIFT-CLEAR. Erase the entire screen. Press RETURN to clear the screen and ESC to abort.

CONTROL-E. Erase a portion of the RUBBER STAMP screen. Select the pad number to erase or "B" to erase the 4 hidden rows. your mind about.

CONTROL-M. Toggle on or off the pad grid. This guide will show you which pad you are working in.

### Screen Movement

These commands affect the entire screen including the hidden part. When you move the screen, anything that "falls off" the edge will wrap to the other side, therefore no information is being lost.

CONTROL-P. Move the screen 1/8th of a character to the right. Use this to put characters anywhere between the "normal" column positions. Shift back using CONTROL-Q.

CONTROL-Q. Move the screen 1/8th of a character to the left. Shift back using CONTROL-P.

CONTROL-U. Move the screen up 1 scan line. In addition to letting you adjust the page, this function allows you to "write between the lines" in a literal way. Since you are only moving upwards 1/8 of a normal sized character at a time, you can place characters at seven additional vertical levels on each normal row. Move back using CONTROL-V.

CONTROL-V. Move the screen down 1 scan line. Move back using CONTROL U.

### Built in Character Sets

CONTROL-A. Activate the standard font set.

CONTROL-B. Activate the special graphics character set. These can be used for designing borders.

CONTROL-C. Activate the control character set. This is the normal Atari graphics characters.

### Working With Character Sets

Use the cursor keys (CONTROL and ARROW key) like normal to move the cursor around the screen. All the cursor keys are bound by the screen edge, this means that when you get to the edges, the cursor will not return to the other side.

BACKSPACE. The backspace works normally with characters that are 1 column wide and 1 row tall.

SHIFT-INSERT. Move the cursor down 1 row.

SHIFT-DELETE. Move the cursor up 1 row.

CONTROL-INSERT. This function lets you insert a column wide space at the cursor, shifting all characters to the right of the cursor column. The number of rows shifted is the same as the height in effect. If H=4, 4 rows will be moved 1 column over. You can continue to insert blanks until there is a character in column 40. The character size doesn't matter.

CONTROL-DELETE. Delete a column wide space at the cursor. The number of rows affected is governed by the height currently in effect. The only restriction is no deletion when the cursor is in column 1.

## Special Effects

CONTROL-H. Change the height of the character using this function. Your choices are from 1 to 8 rows high and this will be flashed in the Message Window. Use the keyboard to make your entry. The current height of the character is found after the "H" on the right side of the window. If you choose an illegal number, a message will prompt for the right choices.

CONTROL-W. The width of the character is changed using this function. There are 4 different widths. The number of columns that correspond to each width is as follows:

W=1	1 column
W=2	2 columns
W=3	4 columns
W=4	8 columns

If you pick an unknown width, a message will prompt with the correct choices. The current width is after the "W" in the message window.

CONTROL-O. The Overlay function lets you write a character to the screen without erasing what is already there. These can be useful when writing text onto a graphics image. THE CONTROL-O combination acts as a toggle--that is, you are either turning the function on or off. The messages "Overlay set" or "Clear overlay" will appear in the message window.

CONTROL-R. The Rotate function allows you to type characters that are rotated 90, 180 or 270 degrees. The first time you hit CONTROL-R, the characters are rotated 90 degrees. Repeated selection of CONTROL-R rotates the characters back to a normal position. When using rotated characters, an "R" will appear in the Message Window with

arrows indicating the degree of rotation. Sometime if you exit to the I/O Function menu, then return, the rotation message will disappear although you are still rotated. You can rotate any size character.

CONTROL-I. This function allows you to "italicize" (slant) from 1 to 20 rows at the same time. The characters you want to italicize should be on the screen before beginning this function. After keying CONTROL-I, the message window will echo "Set Italics." You will then be prompted to place the cursor at the "Start position." Use the CONTROL-RIGHT ARROW and CONTROL-LEFT ARROW keys to position the cursor at one end of the characters you want to "italicize", then hit the RETURN KEY. Now, use the CONTROL-ARROW keys to establish the "End position" being prompted for. The next prompt is "number of rows:01." Use the CONTROL-UP ARROW and CONTROL-DOWN ARROW keys to regulate the counter. You must have 1 column to the right of the characters being slanted for each 1 row high that you want to italicize. If there are not enough columns to execute the command, "Not enough room" will appear in the message window. Hit RETURN to slant the characters.

This sounds more complicated than it is. Try the following to get an understanding of this function.

1. Clear the screen.
2. Enter your name with the height set at 2.
3. Hit CONTROL-I.
4. Position the cursor under the first letter in your name. HIT RETURN.
5. Position the cursor under the last letter in your name. HIT RETURN.
6. Hit the CONTROL-UP ARROW key one time (the counter is now 2.) HIT RETURN.

7. Watch the screen.

8. Start at step 1 again but try italicizing only 1 row.

CONTROL-S. This function allows you to type with horizontal slices taken out of the characters. Hitting CONTROL-S turns on this function. You will be prompted with "Slice (2)W or (4) W?". You can type sliced characters with H=3 and w=2 or H=6 and W=4 only. Pick 2 or 4 and the program adjusts the character size. Hit CONTROL-S again to turn off the slice function. The slice function will work with any character set or its inverse.

## THE GRAPHICS EDITOR

The graphics editor in RUBBER STAMP shares many of the basic features with PAGE DESIGNER and TYPESETTER'S SKETCH PAD. The new features that work with the pad concept make this a powerful new tool for creating pictures.

The Graphics Editor drawing functions are listed in the window at the top of the screen. You will need a joystick, KoalaPad or Touch Tablet to draw with.

Use your joystick or pen to select options by moving the cursor up to the message window. When the upside down V appears, move it under the drawing option you wish to select and press the trigger or tablet button. To return to the drawing pad, move the cursor down. If you are using a joystick, fine control of the cursor position may be obtained by using the arrow keys.

Pressing RETURN will toggle on the guidelines that divide the RUBBER STAMP window into TYPESETTER Sketch Pads.

"(KEY)" means to press the key on the keyboard.

#### Handler

(KEY)

- A Select Atari Touch Tablet.
- J Select joystick.
- K Select KoalaPad.

A "A", "J" or "K" will appear in the right side of the message window.

#### Drawing Options

(KEY)

- F Fill
  - S - Solid fill
  - V - Vertical stripe fill
  - H - Horizontal stripe fill
  - C - Fine checker board fill
  - D - Wide spaced dot fill
  - L - Alternating line & dot fill

If you start to fill by mistake, hit the SPACE BAR to stop the fill function.

- P Plot is a continuous drawing line. Using Color 0 with plot works like an eraser.

(KEY)

- 1 - Brush width 1
- 2 - Brush width 2
- 3 - Brush width 3

- DR Draw is a point to point line drawing. Pick a point, fire button, pick a second point then fire again and your line is drawn.

COL Color 1 = draw and 0 = erase  
in draw or plot mode

(KEY)

P - Toggle from color 1 to 0

CLR Erase the screen.

EX Exit to the text editor.

C Circle function.

O Sphere function.

Q Box function.

The Circle, Sphere and Box functions have a height and width adjustment. The number after the function is the current width, and the number following the "H" is the height. Select the center of your shape with the fire button--the cursor will stop flashing. Use the "+" and "\*" to adjust the height and the "=" and "-" keys for the width. When you're satisfied, press the fire button again. Your shape will only be drawn if it fits in the graphics 8 work area. This means part of it can be drawn to the hidden part of the screen.

The next series of commands are activated from the keyboard.

#### Movement Between Editors

ESC. The escape key will return to the I/O menu.

SHIFT-CONTROL-T. Exit to the text editor.

Remember that the RUBBER STAMP window can be divided into 4 TYPESETTER size Sketch Pads. The Pads are numbered as follows: 1. Upper Left, 2. Upper Right, 3. Lower Left and 4. Lower Right.

### Window Commands

These commands affect the entire RUBBER STAMP window. Some of them will also change the hidden part of the screen.

I. Inverse the screen--light becomes dark and vice versa. If you're working with Computereyes, this will make those pictures look better when you print them.

CONTROL-D. Shrink the window by half--your image becomes half as tall and fits in the upper half of the screen.

CONTROL-H. Reduce the width of the window. The visible image is compressed to fit into the left half. (The new image is in Pads 1 and 3.)

CONTROL-K. Shrink the whole window into Pad 1. This lets you create icons from your KoalaPad, Atari Artist and other graphics 7+ and 8 pictures.

8. Move the screen left 1 vertical scan line at a time.

9. Move the screen right 1 vertical scan line.

CONTROL-8. Move the screen up 1 scan line.

CONTROL-9. Move the screen down 1 scan line.

CONTROL-8 and CONTROL-9 let you move the hidden part of the screen into the RUBBER STAMP window.

When moving the screen, images that "fall off" one edge will appear on the other side.

#### Pad Commands

R. Reverse the image in Pad 1.

S. Switch Pad 1 with Pad 2.

U. Turn Pads 1 and 2 upside down.

CONTROL-B. Doubles the height of the the upper half of the window. Pads 1 and 2 expand to fill the entire window.

CONTROL-C. Copy the upper half of the screen to the lower half. (Pad 1 copies to Pad 3 and Pad 2 copies to Pad 4.)

CONTROL-M. Copy Pad 1 to Pad 2.

CONTROL-Q. Expand Pad 1 to fill the RUBBER STAMP window. This lets you create Graphics 8 screens from your icons.

CONTROL-W. Expand Pads 1 and 3 to fill the Screen.

CONTROL-Z. Mirror image Pad 1 to the whole screen. When you mirror image, the following will happen--Pad 1 will be reversed, Pad 2 is the original Pad 1 and Pads 3 and 4 are reflections of Pads 1 and 2.

## Pad Movement

6. Move Pads 1 and 2 down 1 scan line.

7. Move Pads 3 and 4 up 1 scan line.

CONTROL-2. Move Pad 1 to the right 1 column at a time.

CONTROL-3. Move Pad 2 to the left 1 column.

CONTROL-4. Move Pad 3 to the right 1 column.

CONTROL-5. Move Pad 4 to the left 1 column.

As with the window movement commands, if it "falls off" the edge, it appears on the other side.

Len and Dennis designed the graphics editor with the hopes of giving the user a bundle of flexible screen commands.

## TEXT 16 X 16

Back to the main menu. If you were using another RUBBER STAMP option, you may need to reboot to get back to the main menu. Text 16x16 has 3 basic functions: 1)Load in the special 16x16 high resolution fonts, 2)Rotate a screen segment by 90 degrees clockwise and 3)Use the special fonts for proportional printing. One unique feature, is the reversing of screen images which can then be used for making T-shirt transfers.

When you select TEXT 16x16, the program will load in and you will see an I/O screen very similar to the one loaded for the first 2

options. A special 16x16 font will automatically be loaded for you to use. This set has only the capital letters redefined. Use the up and down arrow keys to move the highlight bar to your selection. Press RETURN to activate the selection.

```
DIRECTORY --> AUTOLOAD
16 X 16 CHARACTER SET LOAD
TEXT 16X16 SCREEN LOAD
TEXT 16X16 SCREEN SAVE
SKETCH PAD ICON LOAD
SKETCH PAD ICON SAVE
FORMAT DATA DISK
EXIT TO TEXT EDITOR
```

If you change your mind about a choice, hit ESC to abort it.

The first 6 functions work just the same way as for the standard RUBBER STAMP text and graphics editor. The Autoload option will load in any standard graphics 7+ or 8 screen or 16x16 font. The Text 16x16 Screen load will handle any standard graphics 7+ or 8 screen. The screen saved is a standard graphics 8. The 16x16 screens are the same as RUBBER STAMP screens. This means you can load in pictures you've created, add high resolution text and then reload them into the graphics editor to shrink them down into icons.

You can format a blank disk in drive 1 using the menu selection. REMEMBER to remove your RUBBER STAMP disk first.

Exit to Text Editor will put you into the special 16x16 text editor. A 16x16 character occupies 2 rows in height and 2 columns in width. The special editor automatically

adjusts for this height and width difference. Therefore you can use the cursor (arrow) keys and the Insert and Delete keys like in the standard editor.

There are several special functions available in the 16x16 text editor.

ESC. Return to the I/O menu. It is also used to abort some of the special functions.

CONTROL-M. This toggles on or off the guidelines that divide the screen into 4 TYPESETTER Sketch Pads. The icons may sometimes be labeled with letters. A-Upper left, B-Upper right, C-Lower left and D-Lower right.

CONTROL-O. Toggle the overlay function on or off. When overlay is on, you can type letters over the picture without wiping out what's underneath.

The next 3 overlay functions will let you preview the results and then decide whether to make them permanent or not.

CONTROL-A. Overlay Pad 1 onto Pad 3.

Control-B. Overlay Pads 1 and 2 onto Pads 3 and 4. This overlays the top half of the window onto the bottom half.

CONTROL-C. Overlay Pads 1 and 3 onto Pads 2 and 4. This overlays the left half of the screen onto the right half.

#### Screen Movement

CONTROL-P. Move the screen 1 vertical scan line to the right.

CONTROL-Q. Move the screen 1 vertical scan line to the left.

CONTROL-R. The rotate function will let you turn a portion of the image 90 degrees clockwise. After you pick CONTROL-R, you will be prompted to set the rotation window size. Use the CONTROL key and the UP and DOWN arrow keys to adjust the window. The window is the same number of rows and columns up to 20 x 20. When you're satisfied, hit return to rotate the image in the window. The image is turned 90 degrees in the rotation window.

CONTROL-U. Move the screen 1 scan line up.

CONTROL-V. Move the screen 1 scan line down.

CONTROL-X. Reverse the full screen image from left to right. This will also reverse the hidden part. Use this option to create screens that can then be dumped with heat transfer ribbons to make T-shirt transfers.

CONTROL-Y. Reverse the full screen from top to bottom--in essence flip it over. These files can also be used for transfers.

### Proportional Printing

We've added the ability to use the 16x16 fonts with proportional spacing. Proportional spacing is when the space between the letters is the same. You must be careful when using this feature. The characters are actually being drawn to the screen. Therefore, to erase a letter, you MUST return to the normal mode. Also, when you reach the end of the line, use the CONTROL and ARROW keys to return to the beginning of the next line.

SHIFT-CONTROL-P. This will activate the proportional print mode. Hold these keys until the screen blackens, and then hit RETURN. A "P" will be displayed on the right side of the message window. TYPE CAREFULLY!!!

SHIFT-CONTROL-R. This returns you to the regular text mode from proportional. Hold these keys until the screen blackens and then hit RETURN. A "R" will appear in the message window.

To see the difference proportional spacing makes, type a phrase in regular mode. Then press SHIFT-CONTROL-P to go to proportional mode. Retype the same phrase underneath the first line. You will see that it will take up less space because of the spacing between the characters.

## EDITOR 16

Welcome to the world of high resolution fonts. With this character set editor, you now have 256 dots you can control when designing a character. Randy Dellinger has given us a utility that goes beyond the ordinary altered character set. To get to the editor, you must start at the main menu. You may need to reboot to get to the main menu. When the 16x16 Editor is loaded, you will notice that it is written in ACTION! Because Randy used ACTION!, the editor responds very quickly.

If you know what kind of printer you have, select it, otherwise pick none. If you remember later on, you're lucky, you'll get a chance to change your mind. By the way, if you have a joystick, plug it in.

The Character Editor screen is divided into 2 parts. The left side is a grid marked at the left and top edges with numbers. These numbers are just guides to help you. The right side of the screen is the menu.

You can use either a joystick or the arrow keys to edit a character. Use the fire button or space bar to toggle the bits on or off. If you use a joystick, you can change a long line of bits by holding down the fire button and moving the stick.

NOTE: Make sure you have at least 33 sectors of disk space before editing a new character set, otherwise go back and format a disk first.

Now for the commands. To pick a command, use the letter that is displayed in inverse on your screen.

CLEAR. Use the SHIFT and CLEAR keys together. This will erase everything in the edit window.

ESC. This will abort all the changes during the current edit of the character in the window and let you select another character to edit.

EDIT NEW CHAR. Press "E" to select a new character to edit. You will see the prompt "CHARACTER TO EDIT 1 = !" at the bottom of the screen. The number is the ASCII value for the character to the right of the equal sign. Pick the character you want to edit by moving the joystick or the right and left arrow keys. Fire the button or press RETURN when you find your character. HINT: The ASCII values will go up to 127 and then wrap back

around to 0, so you can go backwards from 0 to find a character.

**INVERT.** This will change all the light bits to dark and the dark bits light.

**LOAD.** This lets you load 2 kinds of character sets.

1 - LOAD 16 x 16 CHARACTER SET

2 - EXPAND 8 X 8 CHARACTER SET TO 16 X 16  
16x16 character sets use up 33 sectors of disk storage. Picking "2" will let you take a standard Atari 8x8 character set and blow it up to fit the 16x16 matrix. A character is blown up by doubling the bits.

At the prompt for the character set, you can type in the filename or "#" to abort this command. If you can't remember what you called your character sets, don't worry. Randy has built in a directory option. Just press RETURN at the filename prompt and answer the drive # prompt.

**SAVE.** This lets you save the high resolution character set you've just designed. As with the "LOAD" command, you can abort it or check the files already on your disk.

**PRINT.** This command will only appear if you've selected a printer type. This means that if you picked "none" for printer type, you won't see it. If you've finally remembered what kind of printer you own, go to the "New printer" command first. The print command will print the character in the edit window. To see all the characters, go to the 16x16 Text Editor and type them out.

CURSOR SPEED. You can control how fast the cursor moves around the edit window. If you've got quick reflexes, set the number lower. The higher the number, the slower the cursor will move.

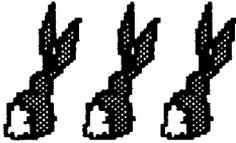
UNDO. This will abort all the changes during the current edit of the character. Unlike "ESC", "UNDO" will let you continue to edit the same character.

CONTROL plus ARROW KEYS. To move your character around the edit window, use the CONTROL key and the arrow for the direction you want to move. Don't worry, if you make the character "fall off" one edge of the window it will appear on the other side.

NEW PRINTER. Go look at your printer. Now that you know what kind you have, pick "N" to install it.

QUIT. This will let you quit the editor. To go back to RUBBER STAMP's menu, reboot the computer. Don't forget to save the font you were working on.

P.S. If you're having trouble coming up with new fonts, we've got 2 suggestions. First, Ira Brickman of White Lion Software is designing a set of 16x16 fonts (See appendix for info.). And if you're cheap, like some of our staff, we'll let you copy the character set editor and give it to your friends. One condition--we want to see the sets you create. (The file is EDIT16.ASM and can be loaded from DOS.)



## CONVERT ICON



And now for what you've all been waiting for--a new use for your Print Shop icons. Our thanks again to Randy Dellinger for giving us a new use for that disk that's been lying around. Randy used ACTION! again, so this another speedy utility.

You can do several things from the Converter menu. We'll go over them one by one.

1. PRINT SHOP DIRECTORY. You MUST do this before you can convert any icons. Because Print Shop has a nonstandard directory, Randy has numbered all the entries. So, you need to get the right number for the icon you want. You do have the option to print this list on your printer. Otherwise, use CONTROL-1 to control the listing.

2. LOAD PRINT SHOP ICON. Now that you know what number your icon is, you can load it into the converter. Answer the prompt for the picture number and then you will see it in a little box on your screen. When you're ready to continue, hit RETURN.

3. SAVE AS TYPESETTER ICON. Put a normal formatted disk in your drive before saving a TYPESETTER icon. Now type in the name you want to call this new icon. We recommend that you use a 3 character extension such as ".PAD" to identify them. If you forgot what's on your disk you can get a disk directory. Plus make sure you have 15 sectors of free disk space. You will see the icon redrawn to a TYPESETTER size box and then saved. To center the icon, go to the RUBBER STAMP Graphics Editor.

4. LOAD A TYPESETTER ICON. This option lets you load in different icons so you can view them.

Before you ask, no we can't reverse the process from TYPESETTER into PRINT SHOP. TYPESETTER and RUBBER STAMP use a larger area for developing icons and therefore have a greater resolution. Too much of the icon's detail would be lost if we converted it.

GRAPHICS EDITOR COMMAND SUMMARY	
A	- Atari Artist
F	- Fill patterns
I	- inverse
J	- Joystick
K	- KoalaPad
P	- Color 0 or 1
R	- Reverse Pad 1
S	- Switch Pads 1 & 2
U	- Flip Pads 1 & 2
1	- Pen width
2	- Pen width
3	- Pen width
6	- ↓ 1 scan line, P1 & 2
7	- ↑ 1 scan line, P3 & 4
8	- ← 1 scan line
9	- → 1 scan line
CONTROL B	- double height
CONTROL C	- P1 → P3, P2 → P4
CONTROL D	- Vertical shrink
CONTROL H	- Horizontal shrink
CONTROL K	- Shrink window to icon
CONTROL M	- Copy P1 → P2
CONTROL Q	- Expand icon to window
CONTROL W	- Horizontal expand
CONTROL Z	- Mirror image
CONTROL 2	- Pad 1 → 1 column
CONTROL 3	- Pad 2 ← 1 column
CONTROL 4	- Pad 3 → 1 column
CONTROL 5	- Pad 4 ← 1 column
CONTROL 8	- ↑ 1 scan line
CONTROL 9	- ↓ 1 scan line
SHIFT CONTROL T	- Text editor
ESC	- I/O menu

## REPLACEMENT POLICY

The original diskette is guaranteed against defects due to faulty materials or workmanship for ninety (90) days from the date of purchase. If you are having problems, please return the diskette to us and we will replace it. Please include the date and place of purchase.

To obtain a backup copy, please send \$5.00 and the serial number of your program (located on the disk label) to us. The \$5.00 is to cover the cost of media and shipping. For those outside the U.S. and Canada, please include additional funds to cover postage.

Problems Printing? If you do have problems, and we hope you don't, please send us a copy of your problem and an explanation of when it occurred. Please include information about your system along with the version and serial number of your program disk.

A ■■ B ■■ C ≡ D ■■ E ■■ F ☒ G ≡≡ H ≡≡  
I □□ J ≡≡ K ≡≡ L ≡≡ M ≡≡ N ≡≡ O ≡≡ P ≡≡  
Q ≡≡ R ≡≡ S ≡≡ T ≡≡ U ≡≡ V ≡≡ W ≡≡ X ≡≡  
Y ≡≡ Z ≡≡  
a ■■ b ≡≡ c ■■ d ≡≡ e ≡≡ f ≡≡ g ≡≡ h ≡≡  
i ≡≡ j ≡≡ k ≡≡ l ≡≡ m ≡≡ n ≡≡ o ≡≡ p ≡≡  
q ≡≡ r ≡≡ s ≡≡ t ≡≡ u ≡≡ v ≡≡ w ≡≡ x ≡≡  
y ≡≡ z ≡≡

**GRAPHICS FONT FOR  
RUBBER STAMP, PAGE DESIGNER & TYPESETTER**

## ACKNOWLEDGEMENTS

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The 16x16 Character Set Editor and Icon Converter programs were written using ACTION! ACTION! is a Trademark of Action Computer Services. Portions of this program are (c) 1984, A.C.S.

Many thanks to Ira Brickman, Tom Jarrell, Johnny Masuda, Jennifer Brabson, Richard Rognlie, Jan Iverson, Mike Barnes, Linda Kubota-Barnes, Jonathan Buckheit, George Adamson and everyone else who helped with suggestions and artwork.

We welcome any written comments or suggestions that will help us provide you with the software you want. Send them to:

XLENT SOFTWARE  
Dept. C  
P. O. Box 5228  
Springfield, Virginia 22150

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## APPENDIX A



### IDEAS & SUGGESTIONS

RUBBER STAMP can be used in a lot of different ways. We found that everybody had their own favorite RUBBER STAMP utility.

If you need some help designing icons or character sets, check out cross-stich and other needlework books. The designs will already be laid out on a grid making it easy to transfer.

You can also make icons from parts of graphics 8 screens. Combine simple icons to make more complex ones.

Making T-shirts are fun...NO, you don't stick your T-shirt through the printer. There are special heat transfer ribbons and carbons available. One source for ribbons is I/O Design, Inc., 19 Lafayette Street, Rumson, NJ 07760, (201)747-0943. To make larger transfers, use MEGAFONT II+ to print your design.

		PICTURE DISK TRIO: \$20.00
SOFTWARE PRESENTS		ICON DISKS EACH: \$10.00 (3 AVAILABLE)
PICTURE DISKS AND ICON DISKS BY J.B. BRABSON		
*** ADD \$2.00 FOR SHIPPING & \$2.00 FOR C.O.D.'S		

## APPENDIX B

### ICONS & IDEAS FOR SALE

Icon and font disks are available from Ira Brickman, Johnny Masuda and Jennifer Brabson. Please contact them to order their artwork. If you live in the same state as Ira, Johnny or Jennifer, please include the appropriate tax.

Johnny has 4 icon disks available. They are computer icons, military icons, alphabet icons and international icons. Each disk is \$9.95 plus \$1 for shipping. Order all 4 disks for \$35.00. Write to Johnny Masuda at MasudaSoft, 8503 Linside Way, Springfield, Virginia 22153.

Ira has created several volumes of disks. Icon disk #1 and Font disk #1 are each \$9.95 + \$1 for shipping. Graphics Library #2 is comprised of 3 disks of icons for \$29.95 + \$2.50 for shipping. Specially created for RUBBER STAMP's 16x16 text editor is Hi Res 16 Font Library, a 2 disk set of 24 text fonts and 1 graphics font with over 80 border designs. The price is \$26.95 + 2.50 shipping. Contact Ira Brickman at White Lion Software, P.O. Box 357, Ridge, New York 11961. When ordering icons, ask for RUBBER STAMP compatible disks.

Jennifer "Not Pictured" Brabson is still not pictured, but you can buy her artwork. See her ad for details. Write to Jennifer c/o XLENT Software, Dept. JBB, P.O. Box 5228, Springfield, Virginia 22150.

Just a reminder that all the icons are also compatible with TYPESETTER. You can use the 8x8 fonts with MEGAFONT II+, PAGE DESIGNER and TYPESETTER.



### EDITOR 16 COMMAND SUMMARY

CONTROL A - Overlay P1 → P2  
CONTROL B - Overlay P1&2 → P3&4  
CONTROL C - Overlay P1&3 → P2&4  
CONTROL M - Pad grid  
CONTROL O - Overlay  
CONTROL P - → 1 line  
CONTROL Q - ← 1 line  
CONTROL R - Rotate window  
CONTROL U - ↑ 1 line  
CONTROL V - ↓ 1 line  
CONTROL X - Vertical flip  
CONTROL Z - Clear screen  
SHIFT CONTROL P - Proportional space  
SHIFT CONTROL R - Normal space  
ESC - I/O menu



### TEXT EDITOR COMMAND SUMMARY

CONTROL A - Standard font  
CONTROL B - Graphics font  
CONTROL C - Control Char font  
CONTROL E - Pad erase  
CONTROL G - Graphics Editor  
CONTROL H - Height  
CONTROL I - Italics  
CONTROL M - Pad grid  
CONTROL O - Overlay  
CONTROL P - → 1 line  
CONTROL Q - ← 1 line  
CONTROL R - Rotate  
CONTROL S - Slice  
CONTROL U - ↑ 1 scan line  
CONTROL V - ↓ 1 scan line  
CONTROL W - Width  
CONTROL Z - Clear screen  
ESC - I/O menu



*Presenting...*  
The XLent Staff



(not pictured: Jennifer Brabson)