PRINT MASTER is an amazing program for the Amstrad CPC464/664/6128 computers. It allows ordinary Epson compatible printers to print superb quality professional text in a variety of styles and sizes.

Print Master also allows you to print high quality screen dumps in varying sizes and shades. Print Master also has a useful 16k interrupt driven printer buffer.

Print Master contains 4 programs, Ascprint, Printer, Util and Designer along with a variety of different fonts.

IMPORTANT:- Print Master may not function correctly with various peripherals attached. Should any part of this package fail to work, please remove all peripherals except printers, joysticks and disc drives.

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PRINT

This program adds 4 new commands to basic:-

!LPRINT This command is used to print text to the printer. It has one parameter, a string. On a 464, text is printed in the following manner:-

$$A\$ = \text{"MESSAGE"} :: LPRINT, @ A\$$$

If you have a 664 or 6128 you can use:-

$$!LPRINT, \text{"MESSAGE"}$$

The former style will be used throughout the rest of this manual.

The command can be used like any other BASIC command. (Note that the variable name is arbitary - any string variable can be used. The "!" symbol is (shift)@''). If an empty string is sent ('' '') then nothing is printed. Note that the £ sign is obtained by sending character 127 rather than the keyboard £ sign. E.G.

$$!LPRINT, \text{"THE COST IS"} + CHR\$(127) + \text{"50."}$$

The SIZE command determines the width of the printed characters. There are 3 sizes, 0,1,2. 2 is the default setting with 119 characters per line. Size 1 gives double width characters with a maximum of 59 per line, and size 0 gives quadruple width of 29 characters per line. The SIZE command is used as following:-

$$!SIZE,2$$

If you try to print a string with more than 119 characters in mode 2, or more than 59 characters in mode 1 or more than 29 characters in mode 0, then nothing at all will be printed.
!INVERT is used to make text printing in white on black instead of black on white. If used twice, printing will revert to normal.

!ULINE is used to underline text and is used in the same way as !INVERT.

To load fonts into the computer (e.g. Flash), type:-

$$LOAD \text{"FLASH"}, \&9400$$

DESIGNER

This program allows you to create and alter your own fonts. Each font consists of 96 characters. The first 95 of these correspond to the on-screen characters 32 to 127. Character 96 corresponds to the £ sign.

Once the program has loaded by typing .. RUN "DESIGNER", you will be asked for the name of the existing font to alter. If you want to design a totally new font, just press (ENTER). After a short pause, you will be asked to enter a character to alter. Type this in and press (ENTER)

The character will then be displayed on a large grid, with a smaller grid appearing in the bottom right, showing how the character will appear on the printer. In the top left hand corner is an asterisk which shows your position on the grid. You can move round the large grid using the cursor keys or joystick. To fill in or delete a dot, press the (COPY) key. To store a character in memory, press (ENTER). Typing "X" abandons the character and "S" saves the whole font to disc.

ASCPRINT

This is a program that will print an ascii text file onto the printer in quality print. Run the program by typing:-

$$RUN \text{"ASCPRINT"}$$

You will then be asked the name of the file to be printed (which must not be more than 300 lines) and the width of the left margin (in size 2 character spaces). The file will then be printed.

If you are using a single disc drive system, then the file that you want to be printed, must be on the same disc as PrintMaster. It is important to make a backup copy of the PrintMaster disc before you save anything onto it. If you are using a twin drive system, run the Ascprint program from drive 'A', and put a disc with your Ascii files on it into drive 'B'. When prompted for the name of the file to be printed, enter "B:name", where "name" is the files name.

When printing a file, if Ascprint comes across a line starting with a bar command (the "!" or bar symbol is obtained by pressing SHIFT & @ on the keyboard), it will not be printed, but interpreted as a command which can by any of the following:-

!INVERT   Inverts all printing until another !INVERT command is used.
!SIZE s   Three different sizes of print can be used with Ascprint. Size 2 is the smallest and size 0 is the largest. The maximum number of characters available on a line in size 2 is 119, whereas a maximum of 59 are available in size 1 and 29 are useable from size 0. If more than the maximum number of characters are present on a line, then that line may not be printed.

!ULINE	Underlines all text until another !ULINE command is issued.
!FONT	Load in a new font from disc. The command is used as follows:-

!FONT name

The "name" refers to the name of the font that is to be loaded. 10 fonts are present on the PrintMaster disc. These are:- Chicago, Countdown, City, Flash, Gothic, Helvetic, Imprint, Peignot, Stencil and Standard.

!PAGE	Moves on to the next piece of printer paper.
!INPUT	Allows text to be input from the keyboard and printed at that line.
!NORMAL	Reverts back to the printers normal printing mode. By issuing a font command, printing will print in the specified font.

All of these commands must be at the very left hand side of the line. Please reset any left margins. Any text that appears on the same line as one of these commands will be ignored. When printing out a file, if you find that spurious text appears at the end of the file, add a handfull of spaces to the end of the document.

USING ASCPRINT WITH PROTEXT

Ascprint will only handle pure Ascii files. The Protext word processor (from Arnor Ltd) can be forced to save files in Ascii format. Instead of using the SAVE command from within Protext to save your files, use the PF command in exactly the same way as you would use the Save command. Please leave the top two lines of any file created with Protext blank.

POSTER

The POSTER program has been designed to allow you to print headlines & banners in a much wider range of sizes in order to create posters. Poster follows exactly the same commands and operating instructions ASCPRINT, the only two differences being that only 250 lines of text can be printed and a new command, "!HEAD" (for headline) had been added. The new command requires 3 parameters and is used in the form:-

!HEADABC
text

The three parameters a,b,c give the HEAD command the following information:-
A. This first parameter is the new size parameter, which can be 0,1,2 or 3 (with 3 being a bolder equivalent to 1). This size functions independantly of the standard !SIZE command.
B. This is the width multiplier and must be in the range 1 - 7.
C. This is the height multiplier and may be 1,2,3,4,7 or 8. (8 gives 14 times the normal height).
TEXT only the line of text following the "HEAD" command will be printed in the stated size.

When using the POSTER program, when it finds a !HEAD command, full details of the parameters etc will be displayed on your screen. Please look at & print out the file "DEMO3" which is on the PrintMaster disc.

THE 4 DEMO FILES

On the PrintMaster disc are 4 demo files named DEMO, DEMO1, DEMO2 & DEMO3. Please print them out using Ascprint to see exactly what Ascprint is capable of. You may also load them into your word processor and see exactly how the printout was produced. Demo3 must be printed out using "POSTER".

UTIL

This utility program adds 5 new commands to basic. These new commands can be used like any other basic commands.

!DUMP	Dumps the screen regardless of mode to printer. Only pixels displayed in INK0 will be left white, all other pixels will be printed out in black.
!CDUMP	Dumps any characters on the screen to the printer.
!GDUMP	Dumps any MODE 0 screen to the printer using 16 shades of grey to represent the 16 screen colours available in this mode.
!BUFFON	This initialises the 16k interupt driven printer buffer. On a 6128, the 16k used is part of extra 64k of memory. On a 464 or 664, the 16k is from memory locations 16384 to 32768. Do not use this buffer in conjunction with the !DUMP & !GDUMP commands.
!BUFFOFF	This turns off the 16k buffer.

CUSTOMISATION

The 5 programs on the PrintMaster disc have been written to be compatible with Amstrads own DMP2000 printer and any fully Epson compatible printer. Some printers do not use the same control codes as Epson printers. For this reason we have written two programs that between them will allow you to setup PrintMaster to suit your printer. UTILCUST will allow you to customise the UTIL part of PrintMaster & ASCUSTOM will allow you to customise the Ascprint, Print & Poster parts of PrintMaster. When loaded, please follow the on screen instructions that these programs provide, in order to setup PrintMaster to suit your printer.

DOUBLE LINEFEEDING

If when using PrintMaster, your printer insists on performing a double line feed, then run the customisation programs (see above), and enter the default values for all inputs except the line feed code, where a value of zero should be entered.

THE FONTS

20 fonts are provided on the disc. They are:-
CHICAGO   COUNTDOWN   CITY   FLASH   GOTHIC   HELVETIC
IMPRINT   PEIGNOT   STANDARD   STENCIL   BUSINESS   SEE THRU
TYPIST   FLOWING   FIGARO   BROADWAY   OUTLINE   SHADOW   RULED
PATTERNS