

# Max-10 Upgrade Addendum as of 7/6/88

This document describes the upgrades to Max-10 version 2. These fall into several areas: improvements in operation, font and file upgrades, columnning on printout and Page Preview, and arrow key enhancements.

An important thing to note about the new version is the rearrangement of menu entries. All Clipboard stuff is now in the Edit menu, and you can now set the disk drive number that will be used for the Clipboard in the Edit menu.

A new function has been added to the File menu: Font Set... This enables you to load up a font set from any disk at any time instead of having to restart the program. You can reload the original font set by putting the program disk in drive 0 and loading STDFONTS/P8. (All font set loading takes place in drive 0.)

If you have a 128K computer, you may be asked to reinsert the font or program disk (that is, the disk with the font set you are currently using) into drive 0 before printing commences-- you should leave it in the drive till printing is finished (or aborted by pressing BREAK), since Max-10 will need to reload the fonts after printing.

Note that, even though you can easily swap font sets, your document can still only use the fonts in one font set at a time. Also, the layout (and especially the page break points) may change if you switch fonts in an existing document.

File upgrades include the ability to set the Clipboard drive number separately from the File (that is, Save RamClip, Paste File, Load, etc) drive number. Font sets are only loadable from drive 0.

You may toggle the display of character 127 on and off in the Style menu so it can be used as a non-breaking space. Toggling it on enhances editing and lets you use it as the ASCII "garbage character" as usual. The character can now be generated with ALT Spacebar to reflect its new use.

Another key upgrade involves the use of the arrow (up, down, left, and right) keys in combination with the ALT and CTRL keys.

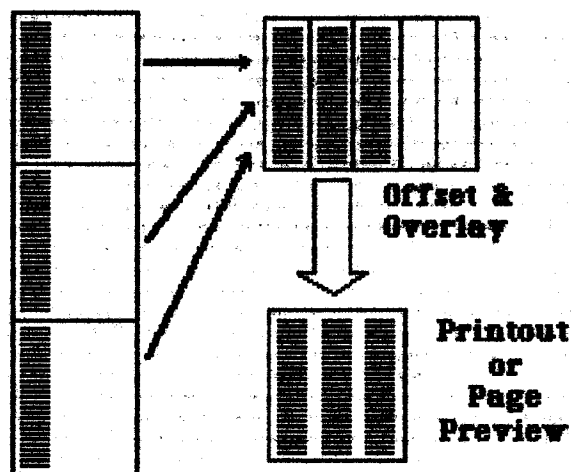
The left and right arrow keys can be used to move the caret (the flashing insertion point) in combination with the CTRL key, and to extend the caret into a selection range in combination with the ALT key. You could consider them to be equivalent to clicking or shift-clicking.

The arrow-key move functions are designed for fine adjustments, rather than major selections, so use the joystick or mouse as usual for any big changes in edit position.

The up and down arrow keys are used for scrolling, as an alternative to the scroll bar. The CTRL key and an up or down arrow key scroll by lines, and the ALT key scrolls by screenfuls (about 1/4 page).

### New Columning Features:

A major upgrade is the ability to use columns in your printed output. Two or three columns can be used, either automatically or as page overlays. These allow very sophisticated output to be printed.



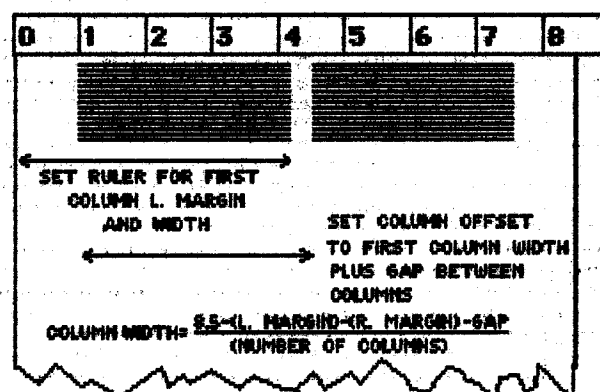
3 sequential "pages"

Columning in Max-10 works by "overlying" several pages. An offset for the second and (optionally) the third page makes one

long, narrow column at the left of the screen come out as multiple columns. This offset can be set in the new Define Columns... dialog box (in the Layout menu). The offset is used as-is for the second column, and twice the offset is used for the third column.

Deciding on the proper settings for columning takes a little calculation. For example, let's say you wanted 1" left and right margins, and a 1/4" gap between 2 columns. We can figure the width of the columns and offset like this:

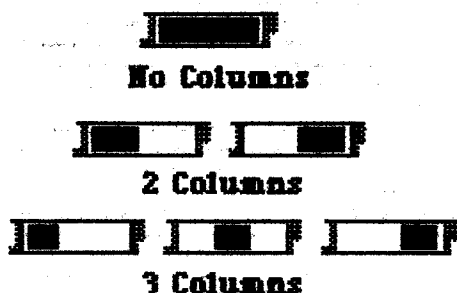
The page is 8 1/2" wide, and we have 2x1" margins, which leaves 6 1/2" for the columns. Subtracting the 1/4" gap between columns leaves 6 1/4" for the columns themselves. Dividing by the number of columns (2) gives us 3 1/8" for the column width, so we set the right margin on our ruler to 1" + 3 1/8", or 4 1/8". The left margin on the ruler is the same as the page left margin-- 1".



The column offset is the column width (3 1/8") plus the gap between the columns (1/4") or 3 3/8".

When we set these in the ruler and in the Define Columns... box, we can check the results on Page Preview.

You may have noticed the small white box with the black bar to the right of the page number at the bottom left of the screen. This allows you to see what column of the printed output page you are editing. Two or three "column pages" will have the same page number, and the column box shows graphically what part of the printed page the present "column page" will appear in, as well as the number of columns.



Automatic columns are very straightforward to produce, and there are many other "special effects" that can be implemented, such as headlines and pictures that span several columns. I'll describe how to achieve these in a later section.

#### Columning Special Effects:

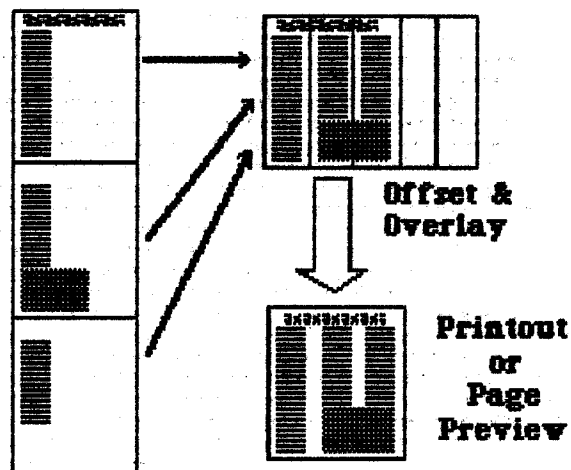
Columns are easy to do automatically, but this method has some limitations. The whole document must have the same number

of columns, and only the header or footer goes across the whole page.

So... what do you do if you want, say, a banner headline at the top, or a picture that takes up both the second and third columns at the bottom? This requires some tricks.

To create the banner headline, set up a wide, centered ruler at the top of the first column for the headline, with a ruler for the column itself below it. When you reach the top of the second (and third) columns, insert white space using a few presses of the ENTER key to push the columns down below the headline.

Use the same font for the blank lines as the headline so the columns line up at the top properly. Since Max-10 considers white to be transparent when assembling columns, the headline will show through the other columns.



Creating the two-column picture is just as easy: paste the picture into the second column so that it fits at the bottom of the page, and make it wide enough to go to the right margin of the page (the width of both columns, plus the gap between the columns). Now continue to fill in the third column. Use Page Preview to see when you are at the top of the picture, then force the end of the third column by inserting a page break.

This is just two samples of the many ways to use Max-10's columning tools. Another way would be to use it to freely combine text and pictures, even overlapping them, or putting a graphic border around the text.

To produce such effects in the past, it was necessary to print out graphics on a sheet of paper, then print text using a word processor. Or, you would have to cut and paste pieces of a newsletter or document together, then photocopy it to get the final result.

Max-10's columning, when used with a columning offset of 0, will overlay 2 or 3 pages on top of each other before printing. Since you can move text by adding blank lines or adjusting a ruler, and pictures can be sized and dragged sideways, you can put the text, say, on the first page and the pictures on the second.

Page Preview will instantly give you feedback on how your layout will look. And the output will print with one pass through the printer.

Because Max-10 can be used to produce documents with banner headlines, columns, and graphics, comparisons with "desktop publishing" programs are inevitable. Also, since Max-10 has full editing, search and replace, etc. it can be compared to other word processors.

In actuality, Max-10 is both of these. It uses a graphic form of editing, has extraordinary display speed, and supports very sophisticated features as a word processor.

Compared to present "desktop publishing" software on the Color Computer, Max-10 boasts exceptional printing quality, in most cases exceeding your printer's built in fonts. Print speed is also about 2 to 4 times faster than most of these programs.

While using columning etc. in Max-10 may seem more difficult than using a "desktop publishing" program, you can actually get more flexibility this way (even overlaying text and graphics), and enjoy integrated word processing, multiple pages, and high-quality output too.