

# Your Handy Teletext40 Editor How To Guide

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The aim of this article is to help you create teletext pages with the Teletext40 online editor in a matter of minutes. If it all seems a bit daunting, think of your teletext canvas as a slightly more (less?) advanced version of your computer's paint program or even a piece of paper. The only difference here is that you must 'program' the page to tell it where you want to add text or graphics using special character codes.



Those are character codes around the edge of Harry's face.  
They tell the software when to change colour or switch between text and graphics.

## Programming graphics

Firstly, find 'reveal character codes' (pictured right, labelled 'a') in the right hand toolbar and click it. We haven't added any codes yet, so nothing should appear!

Using the arrow keys, move the rectangular cursor to the extreme top left of the canvas. Now, choose from one of the seven coloured graphic options (pictured right, labelled 'b') to add a character code.

Move the cursor to the first column of the next row and repeat the process. Keep adding graphic codes until each row has been programmed. You can now use your page in the same way as a digital paint program.

First press escape then the following:			
lowercase		uppercase	
r	red text	red graphics	R
g	green text	green graphics	G
y	yellow text	yellow graphics	Y
b	blue text	blue graphics	B
m	magenta text	magenta graphics	M
c	cyan text	cyan graphics	C
w	white text	white graphics	W
d	normal height	double height	D
f	steady	flash	F
h	release graphics	hold graphics	H
i	insert row	delete row	I
n	black background	new background	N
q	hide codes	show codes	Q
s	contiguous graphics	separated graphics	S
v	reveal off	reveal on	V
x	no grid	grid	X
z	redraw screen	clear screen	Z
[	narrower screen	wider screen	]

## Adding text

First press escape then the following:			
lowercase		uppercase	
r	red text	red graphics	R
g	green text	green graphics	G
y	yellow text	yellow graphics	Y
b	blue text	blue graphics	B
m	magenta text	magenta graphics	M
c	cyan text	cyan graphics	C
w	white text	white graphics	W
d	normal height	double height	D
f	steady	flash	F
h	release graphics	hold graphics	H
i	insert row	delete row	I
n	black background	new background	N
q	hide codes	show codes	Q
s	contiguous graphics	separated graphics	S

You may have noticed that you can add capitalised text and certain punctuation marks in the aforementioned 'graphics mode'. But to add lower case letters or numbers, there is a dedicated 'text mode' that can be programmed in much the same way as the graphics.

Simply insert a 'text mode' character code to the start of a line by selecting one of the seven coloured text keys (highlighted in the picture to the left).

## Unleashing your inner teletext artist

Although we are inserting graphic or text codes at the start of each row, it is actually possible to place them anywhere on the grid. Be aware, however, that any space containing a character code will remain blank and uneditable – this is a limitation of the 1970s technology!



*Here's a quick tip... use thick black outlines to hide blank character code spaces.*

## Notes on troubleshooting

- You can **delete a misplaced character code** by highlighting that space with the arrow keys and hitting the space bar or just overwriting it with a new character code.
- Undo a mistake** by hitting your browser's back button and refreshing the page. You can also 'save' your page by bookmarking it or copy-pasting the URL to a safe location.

## Sharing



You can save your page as a bitmap image by right clicking the canvas and selecting 'Save Image As', or share your page on the web by copy-pasting the full URL from your browser – all page data is stored right there in that very long URL!