



**UNLOCKED and
UNPROTECTED**

Compatible with

- Apple IIe
- Apple II+
- Apple II



Apple Mechanic **TYPEFACES**

26 NEW FONTS for use with our Apple Mechanic's Xtyper and Hi-Writer programs. All of the fonts are proportionally-spaced, with each character positionable anywhere on either Hi-Res screen. Most of the type styles on the disk are in **FULL 96-CHARACTER FONTS**, and every character, from "!" to "□", is editable with Apple Mechanic's Font Editor program. An easy-to-use hi-res Type-Display utility is also included on the disk.

PLUS **BEAGLE MENU**: A unique greeting program that displays **ONLY THE FILE NAMES YOU WANT** on the screen (for example, only Locked-Applesoft files, or only Binary files) for quick one-key cursor selection. Many other features— Space-on-Disk, Load/Block option, forward and backward catalog paging, and optional hidden sector-numbers. Beagle Menu is a **MUST** for your program collection!

TYPEFACES is unprotected and copyable. Beagle Bros' Apple Mechanic programs are recommended for displaying the type fonts on this disk. **BEAGLE MENU** catalog utility will operate with all normal-DOS 3.3 disks.

BEAGLE MENU

by Bert Kersey

BEAGLE MENU will display only the file names you want on the screen for one-key cursor selection. As fate would have it, Beagle Menu is practically worthless when used with the Typefaces disk, so LOAD Beagle Menu and SAVE it onto another disk (preferably one with lots of Applesoft programs on it), and play around. BEAGLE MENU WILL PROBABLY NOT WORK IF YOU HAVE NON-STANDARD DOS IN MEMORY. To get standard DOS in memory, boot a normal disk like Typefaces or your System Master.

PROGRAM LINE 100 determines which file names will be displayed in the menu. Load Beagle Menu and type "LIST 100" (return). You might see—

```
100 S=1 : B=0 : A=1 : I=0 : T=0 : U=0
```

S, B, A, I, T and U stand for Sector-numbers and Binary, Applesoft, Integer, Text and Unlocked files. A number 1 means DISPLAY that file-type; Zero means DON'T DISPLAY it. In the example above, Sector-numbers to the left of each file name WILL be displayed; Applesoft files WILL be displayed; Binary, Integer and Text files will NOT be displayed; and Unlocked files will NOT be displayed. For almost ALL practical purposes, you should LEAVE VARIABLES B AND T SET TO ZERO.

Change Line 100 and SAVE THE PROGRAM before you run it. When you run Beagle Menu, it stores each "page" of file names in memory, then lets you select a program. You will see Page 1 on the screen with an inverse "cursor" to the left of the top file name. To move the cursor, use the Left and Right Arrow keys. If you move the cursor beyond the first or last file name, Beagle Menu will look for another page to display. Play around and you'll see.

Pressing Return will execute the program at the cursor. Applesoft or Integer files at the cursor will be RUN; Text files will be EXEC'd (probably inappropriate from a menu program); and Binary files will be BRUN. But wait a minute— Many Binary files are NOT MEANT to be BRUN, but BLOADED instead. If you BRUN a stored picture-file, for example, you will "crash" into the monitor, receiving a asterisk-prompt and a flashing cursor.

Typing "L" will LOAD an Applesoft or Integer file (wiping out Beagle Menu, of course), or BLOAD a Binary file. A BLOAD won't necessarily be obvious; for example, BLOADing a hi-res picture or type font won't SHOW you the picture or font, it will just load it into memory. But then that's another subject.

Typing "H" will display the HELP Page. "Help" pretty much explains the rest of Beagle Menu's functions, so I won't cover them here.

In response to the comments I have had so far on this program—

Q. Why don't you display Free Sectors all of the time?

A. Because free space is a fact you don't usually need to know when running a menu program. The less information on the screen, the better, especially for non-computerers (a good reason not to display sector-numbers).

Q. Why not include other functions, like Lock, Unlock and Rename?

A. I'll leave that for you to do. It kind of seemed like over-engineering to me, maybe best included in some other program.

Q. Is this a Public Domain program?

A. Heck NO!

TYPEFACES for Apple Mechanic

The typefaces on this disk are designed to be used with our Apple Mechanic's XTYPER and HI-WRITER programs. Each font name is preceded by a right-square bracket ("]"; typed with a shift-M). Every character of each typeface is stored as a hi-res shape in a 96-shape Shape Table. Due to space restrictions, some larger fonts contain fewer than 96 characters.

FONT DISPLAY

To see a hi-res display of any complete shape font, run the program called "FONT DISPLAY" on the Typefaces disk. Font Display will read all Binary file names from a disk that begin with a right-bracket, and display them in menu form. After displaying the selected font, Option C will let you add (or delete) SHAPE NUMBERS or KEYBOARD CODES above each character in the font. The Shape Number is the number that will Draw or Xdraw the character on the screen (as in "DRAW 38"). The Keyboard Code tells you which key will produce that character when read by Xtyper or Hi-Writer. Check out the Apple Mechanic instruction book for more details.

If you have a hi-res Printer Dump disk (like "Zoom Grafix") AND a printer with hi-res capabilities (like an Epson with Grafrax), you can make a printout of any shape font with its codes for reference. The font "]MINI" was used for the small code characters. If it is too small (illegible) for your purposes, use the normal-sized "]ASCII" as a code font. Just change CODE\$ in Line 90 of the Font Display program. "]ASCII" is the same as Apple Mechanic's "]Small Standard" font, except the four arrows were replaced with normal ascii characters.

PROBLEMS & SOLUTIONS

P. Blurry, plugged-up characters.

S. You are probably using a TV SET instead of a computer monitor. Due to Apple's hardware, hi-res detail is sometimes lost or blurred on color televisions. As a rule, most fonts look best in White type (Hcolor 3) on a Black background (Hcolor 0). By the way, there is NO way to make the small fonts readable in Hcolors 1, 2, 5, or 6.

P. The Font Display program won't display a font in its menu.

S. Maybe you didn't start the font's name with a right-bracket (shift-M). Rename it, and it should work fine.

P. Other fonts on the market aren't compatible.

S. That's right; they are completely different animals. Apple Mechanic's shape fonts support proportional spacing and are more attractive, at the expense of memory space. Remember, you can create any font or character you want with Apple Mechanic's Font Editor, and/or you can combine shape fonts and other fonts in the same hi-res image.

FONT SAMPLES

(26 typefaces and a Font Display program are included on the disk.)

1BACEB EDAONRISHDLFC123
1BROADWAY: ETAONrish123
1BROADWAY STRIPES: abcd
1CHOMP: ETAONRISHDL1234
1COMPUTE: ETAONrishdl123
1FATSO: ETAONRISHDL1234
1LEFT-SHADOW: ETAON123
1OUTLINE: ETAONrishdlfc123
1PENMAN: Etaonrishdlfcm123
1200LOO: ETAONRISHdlfc123
1FATSO/SMALL: ETAONRISHDLFCMUGYP12345678
1JAGGED/SMALL: ETAONRISHDLFCMUGYPWBVKX1234
1OUTLINE/SMALL: ETAONRISHDLFCMUGYP123

In case you're interested, the order in which letters are most commonly used is—
ETAONRISHDLFCMUGYPWBVKXJQZ
...we think.



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