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### Banner Messages

Several years ago I bought a book of BASIC games published by Creative Computing. All of the programs in the book are now classics; one of them, "BANNER", is a program that prints any message in giant letters on your printer.

In this program, the letters are coded by eight numbers per letter. I was totally mystified by how the program new the shape of the letters by using these numbers. Then, one day recently, I realized how it was done. The principle used is the same as the method used to define letters or programable characters on the C-64 or Vic 20.

With a character set easily available on my C-64, I decided to write my own Banner program. The result is here. The program runs in the lower case mode, so you can use uppercase text, lower case text, and some graphic characters (the ones on the left of the keys) in your messages.

When the program asks you for horizontal and vertical expansion, the message looks best with a vertical value twice as big as the horizontal. The largest vertical expansion possible is 9, but there is no limit on horizontal. You are now asked to select solid or character--solid prints the

message with reverse spaces while character uses the character being printed to draw each character. You can select a line feed for those printers that require it in the next option.

Line 420 tells the program where to get the character set from; it is set at 55296. If you have other character sets, you can have the Banner program use them by changing the 55296 to the memory location of your character set. This is useful, for example, if you have an Old English character set.