

# Additional Type Sets

*Additional Type Sets is a collection of character sets created for use with our Complete Graphics System program. The sets can be converted for use in our Cat Graphics program by utilizing the converter routine supplied with Cat Graphics. The small type sets are compatible with the DOS Toolkit from Apple Computer, and may also be used as replacements for the character set used by the Picture Painter of The Graphics Magician.*

## **Back Up Copies**

*Additional Type Sets is supplied on an unprotected disk, and the first thing to do is make a backup copy for normal use, and put the master away in a safe place. That way, if you accidentally (or on purpose) make any changes to the sets you will still have an original version.*

## **Using Additional Type Sets**

*To use any of these character sets with The Complete Graphics System, simply follow the directions in the section on Text in the CGS manual about alternate character sets. This program provides a means of accessing the entire character set even if your computer doesn't normally have lower-case characters. If you have a newer Apple, of course, all the ASCII characters are more easily available with the shift key.*

*To use the small sets with The Graphics Magician you must follow the directions in the GM manual on changing the character table used with the Picdraw routines or the Hprint routines. No conversion of the characters is needed.*

*To use the type sets with Cat Graphics you need to run the conversion routines on the Cat Graphics disk. They are a little slow, but they work just fine.*

*We have not included full pictures of the character sets with this package because of space considerations. With a little experimentation or by loading the sets into one of the compatible character editors, you can see the complete sets.*

## **Type Set Storage**

*Most sets include 96 characters — upper and lower case as well as all the special characters. Some of the large sets may only have 64 characters because they don't include lower case. These are: Barnum, Oriental, Train, and Egyptian 1. Naturally, the actual character printed by each key depends on which set you are using.*

*The sets are stored in standard ASCII sequence, going from ASCII value 32 to 127. A chart showing the ASCII character codes and what they stand for can be found in your CGS manual, Applesoft manual or in almost any other programming manual.*

*The character sets are stored as standard binary files. The small sets take up 768 bytes of memory each and the large require 3,072 bytes, or four times as much. This makes sense, because the large characters are twice as tall and twice as wide as the small ones.*

*The sets are made up of groups of eight bytes. In the small sets, each group of eight bytes makes up one character. In the large sets, each group makes up one-fourth of a character, and four groups in a row make up one large character. The groups correspond to the upper left, upper right, lower left, and lower right, in that order. This allows the same basic plotting routine to work for both sizes of characters.*

## **Please Note**

*Additional Type Sets is not a program itself, which is to say it doesn't do anything on its own. It requires a high resolution character plotting program, such as the one in The Complete Graphics System, to draw the characters on the screen. The disk does NOT have any DOS on it, so attempting to "boot" the disk will be rather disappointing, but no harm will result.*

*Additional Type Sets contains all the character sets that used to be on our Additional Fonts and Character Sets disk plus a couple of others. However, the format of the large sets has been altered to work with the new version of the Complete Graphics System and is incompatible with the old Complete Graphics System II. If you have the old CGS II you must update to our new version to use the large character sets. Call or write for information on doing this.*

## Large Type Sets

APPLE<sup>2</sup>

BARNUM<sup>3</sup>

BLOCK<sup>1</sup>

BROADWAY<sup>1</sup>

CELTIC<sup>1</sup>

CHARLESTON<sup>1</sup>

COUNTDOWN<sup>2</sup>

CREEPY<sup>4</sup>

EXPANDED<sup>2</sup>

HELPUTER<sup>7</sup>

ITALICS<sup>1</sup>

LAUGHS<sup>5</sup>

MIDSIZE<sup>8</sup>

NORMANDIA ITALIC<sup>1</sup>

OLD ENGLISH<sup>2</sup>

ORIENTAL<sup>1</sup>

QUOTE<sup>1</sup>

RAISED<sup>1</sup>

SHADED<sup>1</sup>

SHADOW<sup>1</sup>

SHADOW 2<sup>3</sup>

SPACE FONT<sup>1</sup>

THREE-D<sup>2</sup>

~~TERRAIN~~<sup>6</sup>

UNCIALS<sup>1</sup>

## Other Large Types Sets

<i>Arabic</i>	<i>Hebrew 1</i>
<i>Egyptian 1</i>	<i>Hebrew 2</i>
<i>Egyptian 2</i>	<i>Russian</i>

## Small Type Sets

ASCII	OUTLINE
BYTE	PINOCCHIO
COLOSSAL	PUDGY
COUNT	ROMAN
FLOW	SHARDU
GOthic	SKINNY <sup>2</sup>
HELPUTER	SLANT
MIRROR	SCOP
NORMAL <sup>2</sup>	PSIDE DOMM

## Other Small Type Sets

<i>APL<sup>2</sup></i>	<i>Greek 2</i>
<i>Cyrillic</i>	<i>Hebrew<sup>2</sup></i>
<i>Esperanto</i>	<i>Katakana</i>
<i>Greek 1<sup>2</sup></i>	

## Credits

*Type Sets have been contributed by the following people/groups:*

- 1 A.P.P.L.E., The Apple PugetSound Program Library Exchange*
- 2 Ron and Darrel Aldrich*
- 3 Richard Adams*
- 4 Doug Smith*
- 5 Elizabeth Riggle*
- 6 Chuck Bilow and Robert Cavey*
- 7 Rick Incrocci*
- 8 Ame Flynn*