



**STRATEGIC
SOFTWARE**

The Largest & Most Innovative Producer of Coleco ADAM™ Software Products.

NewsMAKER

Program Operation Manual

A program designed for use with the
Coleco ADAM Family Computer System.

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MASTER COPY

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Warranty Notice

The enclosed program is designed to operate using **revision 79** SmartBASIC™ and a revision 80 ADAM™ memory console. The enclosed program **Will Not** operate properly without having the correct revisions of SmartBASIC™ and the ADAM™ memory console.

To know what revision of SmartBASIC™ you have, load SmartBASIC™ into memory and type **print peek(260)** at the ready prompt and press **RETURN**. The revision number 79 should then appear. To know what revision ADAM™ memory console you have, turn your ADAM™ on and press the **CONTROL** key and the **R** key simultaneously while in the electronic typewriter mode. The revision number **R80** should then appear below the Roman Numeral **IV** at the bottom of the screen.

If the revisions that you own are not correct and the enclosed software does not operate properly please contact Coleco™ Industries. **Do Not** Immediately assume that the enclosed program is defective.

This product was purchased AS IS and the expressed warranty will ONLY cover the following defective problems for a period of ninety (90) days from the date of purchase: Data Pack / Disk mechanical failure, I/O ERRORS, unreadable data due to recording failure.

VALID defective Data Packs or Disks **should be returned to the following address** for immediate repair or replacement (please include your return address as well as the nature of the problem):

Parallel/Strategic Warranty Support
P.O. Box 8185
Turnersville, NJ 08012

Please DO NOT send any products directly to Strategic Software's headquarters, as this will **DELAY** your replacement. If you do require warranty support, Strategic Software **MUST** have the enclosed Product Registration Card on file. Please send it in Immediately.

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Getting Started

You have just purchased a product that will allow you to quickly and easily create your own newsletters, catalogs, presentations, forms, reports, proposals, articles, manuals, etc., as well as any other document where precise text and picture placement are important.

This type of document creation is called electronic desktop publishing. This is a new and extremely popular field which was, until now, restricted to Apple and IBM computers only.

Strategic Software, the largest and most innovative developer of Coleco ADAM software products, has created NewsMAKER which brings this exciting and limitless capability to the ADAM family computer system.

First, turn your ADAM on. Insert the NewsMAKER program data pack into data drive one, then pull the reset switch towards you. The data pack will begin to spin, and a copyright notice will appear. After a few moments, the NewsMAKER command menu as well as a large rectangle will appear on your screen.

All of the NewsMAKER command menus operate the same way. In other words, the way in which you select a command or function in one module is the way you select it in another.

This is the command menu that you should see at the bottom of your screen:

MAIN MENU:

>EDIT LOAD SAVE OUTPUT QUIT

Commands are selected by pressing the SPACE-BAR and high-lighting the key word representing the command of your choice.

Once this word is high-lighted, press the RETURN key to execute the command. This may also be accomplished by simply pressing the first letter of the desired key-word.

For example. Instead of high-lighting EDIT and pressing RETURN, you could just as easily, press E to do the same thing. Command menus and key-words will be referred to frequently throughout this manual.

Creating and Editing Blocks

A block is a rectangular area that appears on your document page which holds either text or a picture. It is easier to manipulate, move, and resize areas, or blocks as they are referred to, than to worry about individual words or picture dots.

A block format can be specified as text or picture, sized, and positioned on the page. Whatever the block is currently holding will be printed on the page, in that size, and in that position whenever you tell NewsMAKER to print the document.

The rectangle that appears before you, represents a scaled down version of an 8 1/2 x 11 page. All block placement and size representation, for the document that you are currently working on, will appear in this area on your screen. By looking at this scaled down page, you will know immediately how large each block is and what its position is in relation to the page.

CREATING A NEW BLOCK:

In order to create a new block, select EDIT from the MAIN menu. The EDIT menu will then appear, and you will be presented with five additional choices. Select NEW from this menu. NewsMAKER will then ask whether the block will contain text or a picture. Select TEXT or PICTURE. NewsMAKER will then ask you to position the block on the page. A small bracket will appear on your screen. This represents the upper left-hand corner of the block. By pressing the arrow keys on your keyboard, you can move this corner anywhere on the page. Once you have reached your desired position, press the RETURN key. PLEASE NOTE: Blocks cannot be positioned on top of other blocks.

NewsMAKER will then ask you to size the block. By pressing the right arrow key, you can make the block wider. By pressing the down arrow key, you can make the block longer. For text, the wider the block is, the more words will fit on a line, and the longer it is, the more lines will appear. For pictures, the larger the block is, the more visible the picture will be. Size the block, and press RETURN.

If the block is to contain text, NewsMAKER will ask to select the type of flow you desire. If there is more text than the block can hold, and you wish this excess text to flow into the next block automatically, select OPENED. If you do not wish any excess text to flow into the next block, select CLOSED. For text to flow the next text block MUST be completely empty.

If the block is to contain text, NewsMAKER will then ask you to choose the type of justification. If you would like the right edge of the block to be smooth like a newspaper column, select RIGHT. If you would like it to be uneven like a typewritten page, select NONE.

The contents of the block must then be filled. Select CONTENTS from the edit menu. If the block is to contain text, the screen will clear, the cursor will appear in the upper left-hand corner of the screen, and two command messages will appear at the bottom.

This is the text editing mode of NewsMAKER. This mode operates much like your SmartWRITER word processor. Simply type in the text that you would like to appear in the block. When the cursor gets to the end of the line just continue typing, longer words will automatically be brought down to the next line. Press RETURN only when you wish to end a paragraph. You can move the cursor around to edit existing text by using the arrow keys.

If you wish to insert spaces at the cursor and push any text after the cursor to the right, press the UNDO key. If you wish to insert lines at the line that the cursor is on, press the INSERT key. If you wish to delete the line that the cursor is on, press the DELETE key. If you wish to delete the character that the cursor is on, press the BACKSPACE key. If you wish to move the cursor to the beginning of the text, press the HOME key. If you wish to move the cursor to the end of the text, press the HOME and DOWN ARROW keys simultaneously.

If you have edited a paragraph and have added words to it or changed the length of existing words, you must move the cursor to the beginning of the paragraph and press SmartKEY I. NewsMAKER will then reformat the paragraph so that its appearance will look normal.

When you have finished typing in the text for that block, press SmartKEY II and you will be returned to the EDIT menu. Please note: the block size must be large enough for all of your text to be displayed, otherwise it will flow into the next EMPTY text block. If its flow was set to OPEN, or only the text that can fit within the block will be DISPLAYED.

If the block is to contain a picture, NewsMAKER will ask you to select the drive that it will load the picture file from. Picture files are created with the NewsEDIT module. Please note: this picture file must be NewsMAKER compatible. If you are using a SignSHOP picture file, you must first convert it with the NewsEDIT module.

Insert the disk or tape that contains the picture file and select the appropriate drive. NewsMAKER will display a directory of that disk or tape and ask you to enter the desired picture file name. Enter this name and press RETURN. NewsMAKER will then proceed to load the picture into the block and return to the EDIT menu. Please note: the block size must be large enough for the entire picture to be DISPLAYED, otherwise, the picture will look distorted when VIEWED (NOT PRINTED).

EDITING AN EXISTING BLOCK:

If you wish to edit an existing block, you must first select it. You may select a block by pressing either the LEFT ARROW key or RIGHT ARROW key to highlight it. The block that is currently selected will be displayed with a white border, all other blocks will be displayed with a dark red border. Keep pressing the arrow keys until the desired block is highlighted. In order to help you, the blocks type (TEXT/PICT) will also appear at the bottom of the screen.

In order to change or edit the blocks CONTENTS, select CONTENTS from the EDIT menu. Follow the procedures for entering a blocks contents as described above.

In order to change a blocks SIZE, select SIZE from the EDIT menu. Follow the procedures for sizing a block described above. Please note: blocks cannot be sized over one another.

In order to change a blocks POSITION, select POS from the EDIT menu. Follow the procedures for positioning a block described above. You may move the selected block through other blocks In order to get to a different position on the page, DO NOT worry about erasing the other blocks borders, they can be redrawn at any time by pressing the SPACE BAR. Please note: blocks cannot be positioned over one another.

In order to change a blocks text FLOW, select MORE from the EDIT menu, then select FLOW. Follow the procedures for selecting a blocks text flow, described above.

In order to change the blocks JUSTIFICATION, select MORE from the EDIT menu then select JUSTIFY. Follow the procedures for selecting a blocks justification described above.

If you wish to COPY the contents of one block into another, select MORE from the edit menu then select COPY. NewsMAKER will then ask you to select the block that you wish to copy the contents from.

Use the arrow keys to highlight the desired block and press RETURN. NewsMAKER will then ask you to select the block that you wish to copy the contents to. Use the arrow keys to highlight the desired block and press RETURN.

PLEASE NOTE: At times the screen may become slightly distorted with graphic blemishes. This is a defect in the ADAM'S graphic chip, it cannot be helped.

Press the SPACE BAR to refresh the screen.

When you have finished editing or creating blocks, press the ESCAPE key to return to the main menu.

Loading a Document & Blocks

In order to load a document file, its blocks, and its blocks' contents into memory, select **LOAD** from the **MAIN** menu. NewsMAKER will inform you that any document that is currently in **MEMORY** will be lost. Select **CONTINUE**. Insert the disk or tape that contains the document file that you wish to load and select the drive that NewsMAKER will load it from.

NewsMAKER will then display a directory of the disk or tapes contents and ask you to enter a file name. Enter the file name of the document that you wish to load and press return. NewsMAKER will proceed to load the file into memory and then return to the **MAIN** menu. Its block sizes and positions will appear on the screen in the same state in which it was saved.

PLEASE NOTE: We suggest you load and look at the document file called 'samplepage' which is included on the NewsMAKER program tape. It will give you an idea of what can be done with NewsMAKER.

For your convenience, we have also included a pre-formatted document file called 'newsletter*' which is already set up as a simple columnar newsletter. All you have to do is add a headline to the contents of the first block and add text to the contents of the second block.

Saving a Document & Blocks

In order to **SAVE** the document in memory, along with its block positions, sizes, and contents to a disk or tape, select **SAVE** from the **MAIN** menu. NewsMAKER will inform you to insert the disk or tape that the document file will be saved to.

Insert this disk or tape and select the appropriate drive. NewsMAKER will then ask you to enter a name that It will use to store the file under. Enter this name and press **RETURN**. NewsMAKER will then return to the **MAIN** menu.

Viewing & Printing a Document

If you wish to see a graphical representation of your document before it is printed to paper, select **OUTPUT** from the **MAIN** menu and select **VIEW**. A scaled down version of your document will be displayed on your screen Just as it will look when it is printed to paper. The information that appears will be the contents of each block. If the block is not large enough for all of its contents to be displayed, it will appear with a border around it. This border will **NOT** be printed, it is just to warn you. For precise alignment, the **VIEW** feature should be used frequently. After NewsMAKER has finished drawing your document, press any key to return to the **MAIN** menu.

If you wish to print your document to paper, make sure there is a version of it on a disk or tape. Select **OUTPUT** from the **MAIN** menu then select **PRINT**. NewsMAKER will inform you to insert the program tape and then to select the drive that it is in. Select the appropriate drive, and NewsMAKER will proceed to load the NewsPRINT module.

After a few moments, the NewsPRINT **MAIN** menu will appear. You will be presented with three options. Select **PRINT**. NewsPRINT will ask you to select the drive that will hold the tape or disk containing the document file that will be printed. Select the appropriate drive. Insert the tape or disk that contains the document file you wish to print and select **CONTINUE**. NewsPRINT will then display a directory of the tape or disk and ask you to enter the name of the file that you wish to print. Enter this name and press **RETURN**. NewsPRINT will then inform you to ready the printer by inserting a piece of paper. When the printer is ready, select **CONTINUE**. NewsPRINT will load then desired file into memory and then format it. When NewsPRINT has finished formatting the file it will proceed to print the text portion. If the document contains any picture blocks, NewsPRINT will ask you to re-insert the paper and to select **CONTINUE** when ready. The paper **MUST** be aligned to the original insertion point, otherwise your picture blocks will not be position properly.

When NewsPRINT has finished printing your document It will return to the **MAIN** menu. From there, you may return to NewsMAKER, or quit to SmartWRITER.

PLEASE NOTE: We suggest you print he document file 'samplepege' which is included on the NewsMAKER program tape. It will give you an idea of what can be done with NewsMAKER.

Creating & Editing a Picture File

A picture file is loaded in as the contents of a picture block. If you wish to create, convert a SignSHOP picture file to NewsMAKER format, or edit a picture file, select **QUIT** from the NewsMAKER **MAIN** menu. Select **NewsEDIT**. NewsMAKER will inform you to insert the program tape and then to select the drive that it is in. Select the appropriate drive, and NewsMAKER will proceed to load the NewsEDIT module.

After a few moments the NewsEDIT **MAIN** menu will appear and you will be presented with five options.

NewsEDIT will allow you to custom design your own pictures, logos, designs, head-lines, tag lines, and integrate them with your NewsMAKER documents. The picture files that are created, may be saved or loaded in either NewsMAKER or SignSHOP format. This means, that if you own the SignSHOP program (another Strategic Software product which allows you to custom design signs, notices, banners, greeting cards, and letterheads), it is possible to include SignSHOP picture files, which you may have created or purchased separately, within your NewsMAKER documents as well.

CREATING A NEW PICTURE:

In order to create a picture for the first time select CREATE from the NewsEDIT command menu. NewsEDIT will then ask you to enter a name for this picture. Enter this name and press RETURN. NewsEDIT will then ask you to enter the height of the picture matrix. This figure may be 1-50. Enter the desired height and press RETURN. NewsEDIT will then ask you to enter the width of the picture matrix. This figure may be 1-79. Enter the desired width and press RETURN.

The screen will then clear and a small blinking cursor will appear in the upper left hand corner. X and Y coordinate guides and the current font style will also appear at the bottom of the screen.

A picture is made up of a pattern of characters called pixels. Most newspaper pictures are made up of groups of very small dot-like pixels. Pixels are represented by capital X's which appear on the screen. If you selected 30 for the picture width, then you may plot (place) a maximum of 30 pixels across. If you selected 45 for the picture height, then you may plot (place) a maximum of 45 pixels down.

The cursor will tell you where the next pixel will be placed in the matrix. You may move the cursor around the matrix by using the arrow keys located on the right side of your ADAM'S keyboard.

You may plot a pixel at a specific position by pressing the SPACE BAR once. If you would like to erase a pixel that already exists, place the cursor at the desired position and press the SPACE BAR again. The SPACE BAR works like a light switch. Press it once to plot a pixel, and press it again to erase a pixel.

We suggest that you work from the center of the matrix so that your picture will appear centered when it is printed. For example if the picture width is 30 and the height is 30, start plotting outward from X coordinate 15 and Y coordinate 15.

NewsEDIT can automatically plot a fully formed character in one of two type styles wherever the cursor is currently positioned. Select the desired character style (font) by pressing SmartKEY I. The font style indicator will change at the bottom of the screen accordingly. Then, simply press the key on the keyboard which corresponds to the character that you wish plotted. That's all there is to it! You can create headlines or tag lines this way and combine plotted text with graphics to create logos.

If you wish to see how your picture file will look when it is printed press SmartKEY II and a scaled down graphical representation will appear. Press any key to return to the editing screen.

When you have finished designing your picture press ESCAPE to return to the MAIN menu.

EDITING A PICTURE:

You may return to the editing matrix at any time from the MAIN menu, by selecting EDIT. You may return to the MAIN menu from the editing matrix, by pressing the ESCAPE key.

SAVING AND LOADING PICTURE FILES:

You may save your picture by selecting SAVE from the MAIN menu. Then select the format which the picture file should be stored under. Select SignSHOP. If this file will be used with the SignSHOP program, or NewsMAKER, if this file will be used with NewsMAKER documents. NewsEDIT will then ask you to select a drive that the picture file will be written to. Select the appropriate drive and Insert a tape or disk. Select CONFIRM to continue. NewsEDIT will proceed to save the picture file on your disk or tape and return to the MAIN menu.

If you would like to load a previously created or unfinished picture file, select LOAD from the NewsEDIT MAIN menu. NewsEDIT will ask you to select the format that the picture file was saved under, either NewsMAKER or SignSHOP. NewsEDIT will then ask you to select a drive to load the file from. Insert the disk or tape containing the picture file and select CONFIRM. NewsEDIT will then display a directory of that disk or tape and ask you to enter a file name. Enter this name and press RETURN. NewsEDIT will proceed to load the picture into memory. You will then be asked to wait a moment while NewsEDIT creates the editing matrix.

We suggest that you load and look at the picture files included on the NewsMAKER program tape. This will give you some idea of how the NewsEDIT module works.

LEAVING NewsEDIT:

When you are finished using NewsEDIT select QUIT from the MAIN menu. Then select the desired destination and follow the screen instructions.

Other Popular Strategic Software Products Available For Your ADAM Family Computer System:

ProofREADER - The wait is over. Never be embarrassed by spelling mistakes again! ProofREADER, the only high-speed spelling checker for the ADAM is now available. Auto-loading. 100% machine language. Lightning fast. Works just like spelling checkers for Apple and IBM. Checks SmartWRITER, MultiWRITE, and ASCII document files of any size. Includes a dictionary file which contains a specialized list of more than 5200 of the most commonly used English words. Create your own customized dictionary files that fit your writing style. Automatically displays suggested spellings on screen and replaces word with suggestion chosen. Contains many more features. Should be in every ADAM owners library! This is a must have!

SignSHOP - An all-time favorite! Turns your ADAM into a complete printing center. Has hundreds of uses. Allows you to custom design & print signs, notices, flyers, announcements, invitations, greeting cards, letterheads, and oversized banners. Modeled after Print Shop. Variable positioning commands, two type styles, seven banner sizes, two print qualities. Integrate picture files with anything that you design. Includes ten ready-made picture files. Design your own picture files with the picture editor. Produces stunning, near dot-matrix resolution on your standard ADAM printer. You will be amazed with the results. One of the most popular programs for the ADAM! For a great combination, use SignSHOP with CompuCards color stationary.

MicroWORKS - The most powerful business software ever designed for the ADAM! Includes the five most commonly used programs on one digital data pack. Completely integrated. Modeled after Lotus 1-2-3™ and AppleWorks™. Each module can exchange and use information from the other. Includes: MicroWRITE, the text editor. Create reports, form letters, memos. etc. MicroFILE, the data base. Keep track of clients, mailing lists, inventories, produce mailing labels and customized reports. MicroCALC, the spreadsheet. Devise budgets, project profits instantly, keep track of expenses and investments. MultiPlan formula compatible. MicroEDIT, the picture editor. Create your own designs and illustrations and include them within your documents. MicroGRAPH, the business graphics generator. Produces stunning Hi-Res bar, line, or pie charts from data base or spreadsheet figures. MicroWORKS comes TurboCharged and loads in seconds! This may be the single, most useful program that you can own.

MultiWRITE - A professional word processing system providing 64 column display capability. An alternative to SmartWRITER. Works like word processors for the IBM & Apple II. Uses your standard ADAM hardware to produce a true 64 column display screen without the need to purchase an expensive 80 column board. Converts SmartWRITER files to MultiWRITE format. On-screen features include line centering, underline, variable tabs & margins, word-wrap, move & copy, horizontal scrolling, line counter, and much more! Also features right justification, mid line insertion, variable line spacing, paragraph reformatting, etc. Extremely easy to operate. Compatible with ProofREADER spelling checker. Goes beyond simple capabilities of SmartWRITER!

Product List Continued...

NewsMAKER - Desktop publishing finally comes to the ADAM! NewsMAKER is the first easy-to-use page layout system designed exclusively for the ADAM. Allows you to create your own newsletters, catalogs, presentations, forms, reports, proposals, articles, manuals, etc. Variable sized text and picture block formats. Position text or pictures anywhere on the page. Text editor included. Automatic or manual text flow control. Right justified column for newspaper effect. Reformats text to fit any size block. Includes SignSHOP compatible picture files within columns of text to give your document that professional look. Create your own headlines or tag lines using special oversized character styles. Graphically preview your document before it is printed. Includes SignSHOP compatible picture editor, so you can design your own illustrations. Produces stunning output on your standard ADAM printer. A must for user groups, clubs, businesses, or any newsletter producing organization!

PaintMASTER - The most powerful high-resolution graphic design program ever created for the ADAM! Allows you to create sophisticated drawings, colorful presentations, and high-definition designs. Nothing to remember, all commands displayed on your screen as icons. Turns your joystick into a mouse, a simple point-and-click is all it takes! Works just like MacPaint™ on the Macintosh™. Includes 20 brush sizes and styles, 16 foreground and background colors, auto shape & straight line formatting, multiple border & line thicknesses, mix text and hi-res pictures on same screen, move and copy selected areas. Print out any hi-res picture on your standard ADAM printer. Saves pictures to disk or data pack. You don't have to be an artist to use PaintMASTER!

TurboLOAD - Data drive too slow? Then soup-it-up with TurboLOAD! Programs that used to take several minutes, will now load in seconds. TurboLOAD will increase the performance of your disk or digital data drives by as much as 1000%. Data drives will now approach disk drive speeds! Easily converts most SmartBASIC programs to an exclusive TurboCharged format. Disk drive owners can expect even faster results. Also includes File Organizer & File Index utility programs. Delete, rename, undelete, lock files, print alphabetized report of all data pack and disk contents at the touch of a button, and much more. A complete disk/data drive utility system that no ADAM owner should be without!

Attention Program Authors:

Strategic Software is now currently seeking high-quality Coleco ADAM software (in the area of recreation, business productivity, and home productivity) for publication. If you think that you have created commercially acceptable software written in machine language or SmartBASIC, or would like to create software based on our designs, which lives up to the reputation that Strategic Software has earned as the largest and most innovative developer of Coleco ADAM software products, then you should contact us immediately. Our royalty and acquisition rates are some of the most competitive in the industry. You may be surprised as to how much your "part-time" creations may be worth!

Send ONLY your samples and documentation to the following address:

Strategic Software
Product Evaluation Dept.
424 East John Street
Lindenhurst, NY 11757

PLEASE NOTE:

Samples and documentation WILL NOT be returned.
DO NOT attempt to contact us, we will contact you if we like your work!