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Special thanks to Clifford Gross, Robert Lee,
Bill Sheppard, Craig Steiner, and Chris Wareham.

Daisy-Dot II is in the public domain and may be freely
distributed in its original form.

All donations will be thankfully accepted. For contributions of
\$10 and above, one will receive the Daisy-Dot II disk and full
printed documentation. Send all correspondence to:

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INTRODUCTION

Daisy-Dot II (DDII) is a complete environment for printing near
letter quality text with Epson and Star compatible printers.
Based on the original Daisy-Dot, the tremendous quality of
DDII's output and the many new formatting features infinitely
improve the printing capabilities of your Atari 8 bit system.

The DDII system consists of three independent programs, written
in C with machine language routines. The DDII Print Processor
(DDIIPP) is the main program, from which text files are printed
out. The DDII Font Editor (DDIIFE) is a full-featured editor
for designing and editing DDII fonts. The DDII Font Utilities
program (DDIIFU) converts standard Atari fonts to DDII format
(the original version of this utility was written in BASIC by
Robert Lee) and also creates italicized versions of existing
fonts.

COMPATIBILIY

DDII supports the following system configurations:

- Atari 400/800/600XL/800XL/1200XL/65E/130XE with minimum 48K
- Epson EX/FX/JX/LX/MX III/RX 9 pin printers
- Star Gemini/SG/NP/NK 9 pin printers

- DOS 2.5, SpartaDOS, SmartDOS, MyDOS, and most other DOS's

DAISY-DOT II PRINT PROCESSOR

The DDIIPP prints out text files in near letter quality using a variety of proportional fonts. DDII uses a special technique of making two passes for each printed line. After the first pass, the page is advanced minimally and then a second pass fills in the gaps. This varies from standard double striking in that each pass is not identical, but is a different set of formatted text. The result is high density text that is difficult to distinguish from that of a typewriter or laser printer.

Many formatting features are available from a menu or can be implemented through commands that you type inside the text file. These powerful options include the ability to select the pages of a file to be printed, set the number of copies, chain text files together, change fonts within a file, set graphic density, change horizontal spacing, center lines, fully justify text, block text to the right, underline text, print double-width text, print in boldface, set proportional tabs for tables or charts, and include pictures within your text.

DDIIPP will work with almost any word/text processor, including PaperClip, AtariWriter Plus, Xlent's First Word Processor, and the public domain Textpro, which is available through user groups, BBS's, or from me for \$5 (to cover costs).

RUNNING THE PROGRAM

Included with DDII is Atari DOS 2.5. If you wish to use a different DOS, copy the desired DOS files to the disk. The DDIIPP is on Side 1 of the DDII disk as an "AUTORUN.SYS" file. When booting, after DOS loads, DDIIPP loads automatically. After loading, drive 1 is scanned for either of two printer configuration files. Two files exist on your disk under the name "STAR.CNF" and "MX.CNF". If you are using a Star Gemini/SG, rename "STAR.CNF" to "STAR". Some newer Star printers are 100% Epson compatible; experiment, and if this is the case, configure DDII for standard Epsoms and NOT for Star printers. If your printer is an Epson MX III, rename the "MX.CNF" file to "MX". DDIIPP searches only for files with

these names, and disregards their contents. Thus, any file with the correct name will work. If neither of these configuration files is located on the disk, DDIIPP will configure itself for Epson EX/FX/JX/LX/RX models. If you are using a different Epson compatible, experiment to see which, if any, configuration suite your printer.

The DDIIPP file may also be loaded with the 'Binary Load' option from DOS menu or in command form with SpartaDOS.

FONT ENTRY

When the DDIIPP executes, you are first prompted to enter the name of the DD font you wish to print the text file with. Enter 1-8 for a directory. Type in the "Dn:" if the font is on a drive other than 1. The ".NLQ" extender doesn't need to be typed in. If a file other than a DD font is entered, DDIIPP responds with Error #999 (this occurs in all DDII programs).

DDII fonts are entirely compatible with fonts from the original Daisy-Dot. New fonts may be created or existing ones edited with the DDII Font Editor. Atari fonts can be converted to DDII format or existing DDII fonts can be italicized with the DDII Font Utilities program. The following fonts are included on Side 1 of the DDII disk:

ARCIFORM.NLQ

```
!"#$%&'()*+,-./0123456789;:<=>?@ABCDEFGHIJKLMN
OPQRSTUVWXYZ^_abcdefghijklmnopqrstuvwxyz
```

BLOCK.NLQ

```
!"#$%&'()*+,-./0123456789;:<=>?@ABCDEFGHIJKLMN
OPQRSTUVWXYZ^_abcdefghijklmnopqrstuvwxyz
```

BOARDS.NLQ

```
■▣▤▥▦▧▨▩▪▫▬▭▮▯▰▱▲△▴▵▶▷▸▹►▻▼▽▾▿
▹►▻▼▽▾▿▹►▻▼▽▾▿▹►▻▼▽▾▿▹►▻▼▽▾▿
```

BROADWAY.NLQ By B. Sheppard

```
!"#$%&'()*+,-./0123456789;:<=>?@ABCDEFGHIJKLMN
OPQRSTUVWXYZ^_abcdefghijklmnopqrstuvwxyz
```

CATSBY.NLQ By C. Gross

```
!"#$%&'()*+,-./0123456789;:<=>?@ABCDEFGHIJKLMN
OPQRSTUVWXYZ^_abcdefghijklmnopqrstuvwxyz
```

OHIO.NLQ

```
!"#$%&'()*+,-./0123456789;:<=>?@ABCDEFGHIJKLMN
OPQRSTUVWXYZ^_abcdefghijklmnopqrstuvwxyz
```

OLDENG.NLQ By C. Gross

```
!"#$%&'()*+,-./0123456789;:<=>?@ABCDEFGHIJKLMN
OPQRSTUVWXYZ^_abcdefghijklmnopqrstuvwxyz
```

OLDWEST.NLQ

!"#\$%&'()*+,-./0123456789;:<=>?@ABCDEFGHIJKLM
NOPQRSTUVWXYZ[_abcdefghijklmnopqrstuvwxyzi

ROMAN.NLQ

!"#\$%&'()*+,-./0123456789;:<=>@ABCDEFGHIJKLM
NOPQRSTUVWXYZ[_abcdefghijklmnopqrstuvwxyzi

SALOON.NLQ By C. Gross

!"#\$%&'()*+,-./0123456789;:<=>@ABCDEFGHIJKLM
NOPQRSTUVWXYZ[_abcdefghijklmnopqrstuvwxyzi

SANSERIF.NLQ

!"#\$%&'()*+,-./0123456789;:<=>@ABCDEFGHIJKLM
NOPQRSTUVWXYZ[_abcdefghijklmnopqrstuvwxyzi

SCRIPT.NLQ

!"#\$%&'()*+,-./0123456789;:<=>@ABCDEFGHIJKLM
NOPQRSTUVWXYZ[_abcdefghijklmnopqrstuvwxyzi

SUB.NLQ

!"#\$%&'()*+,-./0123456789;:<=>@ABCDEFGHIJKLM
NOPQRSTUVWXYZ[_ABCDEFGHIJKLMNOPQRSTUVWXYZI

SUPER.NLQ

!"#\$%&'()*+,-./0123456789;:<=>@ABCDEFGHIJKLM
NOPQRSTUVWXYZ[_ABCDEFGHIJKLMNOPQRSTUVWXYZI

TEXT FILENAME ENTRY

After the font loads into memory, you are prompted for the text file you wish to print. Enter 1-8 for a corresponding directory. Again, include the "Dn:" if the file is not on drive 1. No extender is assumed nor appended to your entry. The specified file is not accessed at this point.

WHAT IS A TEXT FILE?

Text files used by DDII should be preformatted with a word processor through a "Print to Disk" function. This is different from saving the file in that when saving a file, the text is stored exactly as it is in your word processor's buffer (no margins added, lines aren't divided according to margins, etc.). However, when printing to disk, the resulting file is perfectly formatted, just like output to the printer. The following are instructions for printing to disk with common word/text processors:

PAPERCLIP - Use the [CTRL] [SHIFT] [O] (letter O) command. At the prompt for the output device, enter the name of the desired output file. Answer 'N' to the prompt about sending control characters. Answer the remaining prompts however you wish.

ATARIWRITER PLUS - First select item 'P' from the main menu to print. When it asks if it should print to the printer, reply 'N'. Type in the name of the desired output disk file (with the "Dn:". Next, select item 'C' from the printer selection menu, the Atari 1027 (no matter what printer you really own). Answer the following prompts as desired.

XLENT'S FIRST WORD PROCESSOR - Select the print function from the main menu. Reply 'D' when it asks whether to print to printer, screen, or disk. Type in the desired filename and enter the following prompts as desired.

TEXTPRO - Use the command [CTRL] 'P' and type in the filename for desired output. Make sure you type "Dn:" with the filename.

The DDIIPP prints only the 91 standard keyboard generated characters. Any control or inverse characters are ignored.

If the selected file is not a text file, DDII will most likely not even attempt to print it.

Check the Question and Answer section for more text file tips.

GLOBAL FORMATTING

Once a font has been loaded and a text file has been specified, the global formatting menu is displayed. The menu is used to change the format, or appearance, of the output. Formatting options selected from this menu remain fixed throughout the entire printout unless changed locally by commands that you include within your text, as discussed later.

The first letter of each available option is highlighted. Press the corresponding letter to change the option. The current value is displayed to the right of each menu option. The following are all the formatting choices available from this menu:

[F]ONT

Press 'F' to change the current font. From the prompt, pressing 1-8 and [RETURN] will display a disk directory of the corresponding drive. To retain the font in memory press [RETURN]. Otherwise, type in the name of the desired font; it will load into memory.

[T]EXT FILE

Press 'T' to change the text file to be printed. Enter 1-8 and [RETURN] if a directory is desired. Press [RETURN] at the prompt to retain the current filename or type in the new one.

[D]ENSITY

Press 'D' to cycle through the available graphic densities. If you are using a non-MX Epson or Star printer, four densities are available: single (density 1), double (2), double draft (3), and quadruple (4). If DDII is configured for an Epson MX printer, only single and double density are available.

Density is the term for describing how close together dots are printed. Single density allows a maximum of 480 dots per line. Double density can accommodate up to 960 dots per line. Double draft density is also based on 960 columns per line; it is faster than normal double density, but can't print consecutive adjacent dots. Quadruple density prints up to 1920 columns per line, but it too can't print adjacent dots in the same row.

Because density affects the distance between each column of dots, the size of characters and the amount of page space used varies. For example, double density text is twice the width of and takes up twice as much horizontal space as the same text printed in quadruple density. Likewise, single density text appears twice as wide as double density text.

For most practical purposes, you will want to use double density (density 2). This density, which is the default density, provides the most feasible size and accuracy for the majority of tasks. The main body of this documentation is in double density. Single density is a good choice when very wide characters are desired, or maybe when you want to fill up a page with text formatted in 40 columns. Double draft density is a good choice when you need a quick prinout, as it is twice as fast as regular double density. Quadruple density can be used for fitting a bunch of characters on one line. Quadruple density works best with fonts without much detail, such as Sans-Serif or Block.

Single Density (Density 1)

Double Density (2)

3Double Draft Density (3)

4Quadruple Density (4)

[S]PACING

Press 'S' to change the character spacing, or the number of blank columns between each character. This value can be anywhere from 0 to 20 columns. Enter the new spacing value and press [RETURN] or press only [RETURN] to keep the current value.

In general, a spacing value of 2 to 4 is most practical. The default spacing value is 2 columns (as is the main body of this documentation).

