

FUNTEXT - a teletext frame creation and display program

to run on a Beeb Master 128 or B

*exec !boot to begin

You should see "command" in the bottom right corner of the frame and a block-style cursor on the left. Type D and 0 (zero) or any number up to 17, then return, to Display a blank page. The cursor will move to the top of the frame and you are now in edit mode (as indicated bottom right).

You can now create a frame containing text and/or graphics, using the appropriate control characters. When the page is finished (or during construction) it should be stored in memory: press Escape to re-enter the command line and type R for Replace and the frame number (return).

A file of up to 18 pages - 0 to 17 - may be created in this way, but they are only in the Beeb's volatile memory until saved to disc; to do this, type S in the command line, enter the disc drive number (return) and the number of pages to be saved (return) and a file name (return). Note: the pages saved will be from page 0 upwards.

To load a file from disc, Escape to the command line and type L, then enter the drive number and the file name. The file will be loaded from Page 0. (You may get a "Syntax" error message but this can be ignored).

You can use * Operating System commands from the command line. So you could, for example type *drive <number>, *. for a disc catalogue and *load <filename>.

Enter H in the command line to display a Help page of the basic commands and editing features. A couple of other features not listed:-

Holding down the Tab key and using the arrow keys will move a line or part of a line up or down, right or left.

When constructing graphics, CTRL + @ will turn the cursor into a sixcel matrix; enter the shape you want using the six keys nearest the arrow keys on the Master keyboard - ie those showing ^ \ [_ :] Each key press will fill in one of the six sectors; when you've achieved the shape required move the cursor on and create your next shape - or turn the feature off with CTRL + p. It may take a bit of getting used to; the alternative (which takes even more getting used to!) is to learn which graphic shape is produced by which key - s, for example, will create a double line, p a single line, while F0 creates the full character-space blob. Most keys produce a shape of one sort or another when preceded by graphics control codes.

When writing text, set an indent (I in the command line) and switch on word wrap (W) then you can type away without overwriting control codes in the first column/s.

You can add a title or other details to a page in row zero, after the arrow. Typing ? in the command line will display an index of the pages in memory and titles, if any

If you are creating an animation, create your first page and Replace (R) it as, say, page 0, then modify it and Replace Page 1; modify it further then Replace Page 2; modify that and Replace Page 3, and so on, until you have a sequence of up to 18 pages, each one slightly different from the one before it. (Don't forget to Save your work to disc). You can check your animation by typing N or B in the command line to scroll forwards or backwards through the pages (hold the key down to display the pages in very quick succession). Of course you could continue the animation across

several 18-page files if you wish. There is a simple example file on the disc called "grumpy".

If you intend to use the display program to run your animation you must give each frame a timing in the top right hand corner of row zero, in seconds and/or tenths of a second, eg 5.0 (five seconds) or 0.5 (half a second) or 0.1 (a tenth of a second). The figures must be as far to the right as they will go. To run the animation, type X in the command line; this will load a menu - follow the instructions to specify the file or files you want to run (return after each entry; up to 10 files can be entered but just hit return without entering anything if you don't want to fill a slot). Type C to start the display. When it ends, press Escape and C to run it again or E to return to the editor.

Note: the display program as written assumes that the files to be run are on Drive 1 of a double floppy drive, but you could probably easily modify the BASIC element of the program - called newdem - for a different configuration.

Note: I compiled this program to suit my own purposes as a teletext professional, so it did what I wanted it to do and I knew its ins and outs well - but other users might find faults I wasn't aware of. Feel free to point them out or ask questions. Email: ian.irving@tiscali.co.uk or use the mail form on 4-Tonline.uk

*Have fun!
Ian*

Screen shots of a file called "ccodes" that can be loaded from the program disc



p1 →

RED KEY FUNCTIONS

gr = graphics

F0		
F1	+ SHIFT	+ CTRL
New background	Red text	Red gr
F2		
Separated gr	Green text	Green gr
F3		
Contiguous gr	Yellow text	Yellow gr
F4		
Hold gr	Blue text	Blue gr
F5		
Release gr	Magenta txt	Magenta gr
F6		
Black background	Cyan text	Cyan gr
F7		
Conceal	White text	White gr
F8		
Double height	Flash	
F9		
Normal height	Steady	

← command