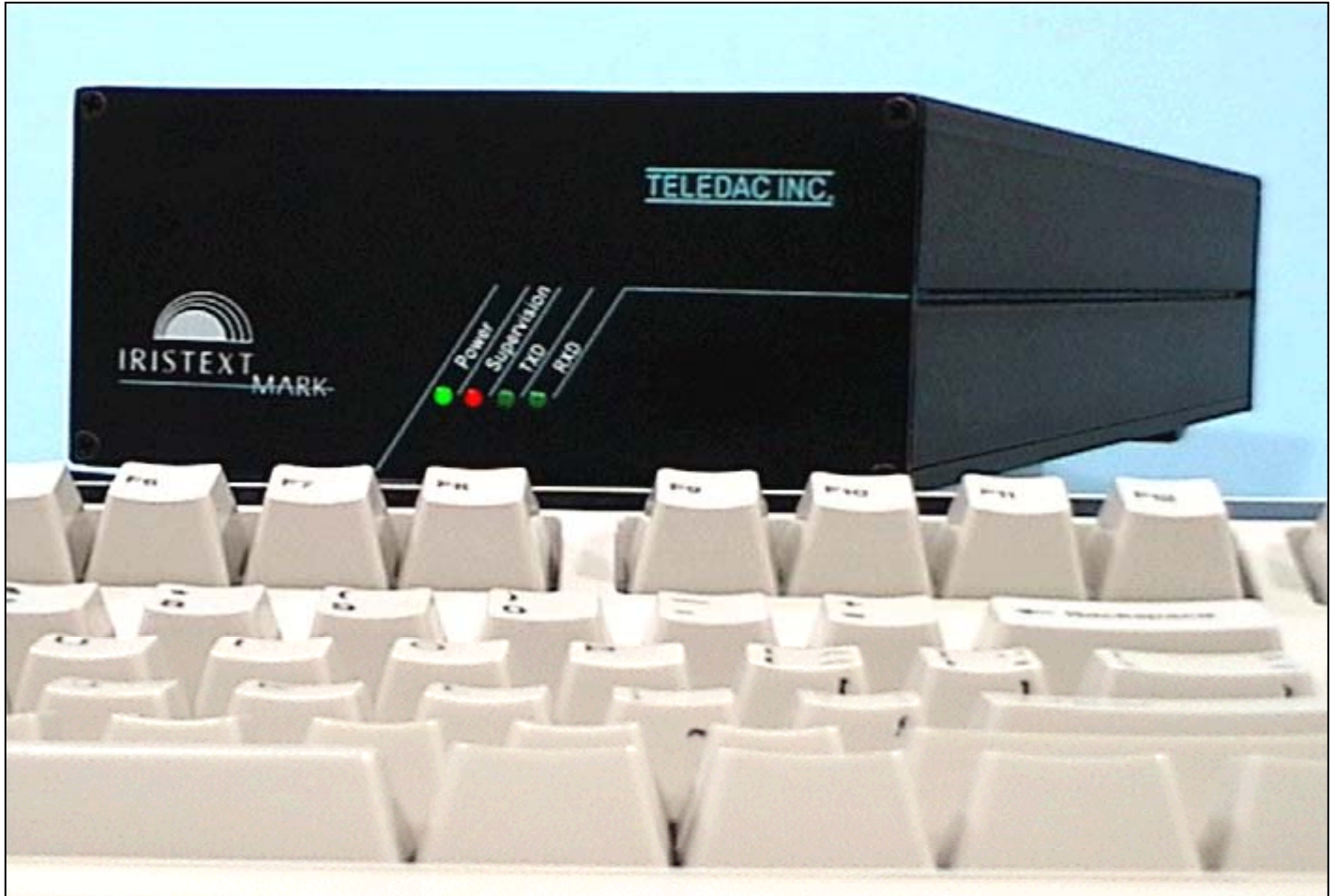


CHARACTER GENERATOR / VIDEO BILLBOARD



LEARNING GUIDE

Version 4.93

TELEDAC INC.

Toll Free: 1-888-659-6362

Web site: www.teledac.com

TELEDAC INC.

**Industry Canada
compliance statement**

This equipment does not exceed Class A limits per radio noise emissions for digital apparatus, set out in the Radio Interference Regulation of Industry Canada. Operation in a residential area may cause unacceptable interference to radio and TV reception requiring the owner or operator to take whatever steps are necessary to correct the interference.

**Avis de conformité aux
normes du ministère
Industrie Canada**

Cet équipement ne dépasse pas les limites de Classe A d'émission de bruits radioélectriques pour les appareils numériques, telles que prescrites par le Règlement sur le brouillage radioélectrique établi par le ministère Industrie Canada. L'exploitation faite en milieu résidentiel peut entraîner le brouillage des réceptions radio et télé, ce qui obligerait le propriétaire ou l'opérateur à prendre les dispositions nécessaires pour en éliminer les causes.

**Federal Communications Commission (USA)
Compliance Statement**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

TELEDAC INC.

LEARNING GUIDE

IRISTEXT MK-II

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LEARNING GUIDE

IRISTEXT MARK-II

1-INTRODUCTION TO IRISTEXT MK-II

1.1 How to use the learning guide

This guide is made of 12 sections plus appendices. It will help you understand IRISTEXT MARK II through the completion of different exercises leading to the creation of more complex messages.

Section 1 is devoted to the introduction to IRISTEXT MARK II. New users who will be responsible for the system's implementation need to read all sections of this guide.

Users having to do changes on a system already implemented need, at least, to read sections 1.4 to 1.12, 2.1 to 2.5, 3.1 to 3.3 and 4.1. Afterward, they will be able to refer to the proper sections for the changes to be made. The main functions of the system can be easily located in the table of contents and in the reference index.

⇒ Note: The different subjects on the use of IRISTEXT MARK II are introduced progressively based on prior knowledge required for learning. The individual responsible for the implementation must absolutely read section 2.8 before starting, because the optimal message creation method differs from the required learning sequence of functions on which this guide is based.

1.2 Conventions

This guide uses many conventions defined hereunder. The same conventions are used on IRISTEXT MARK-II help screens.

Entry of keys and text

-All keys are typed in bold. For example, **erase page (F6)** describes the "erase page" key.

-The text to be entered is also typed in bold, but between apostrophes. For example, type **'advertising message'** means to type the "advertising message " text.

-A text or a character referred to will be put between quotation marks. For example, "Select fonts" refers to the title of a sub-function.

Keys sequence

.When you must press two keys successively, they will be separated by a comma. For example, **F5, Enter** means press first the **F5** key, release it, then press the **Enter** key.

.When you must press two keys concurrently, the two keys are joined by a plus sign "+". For example, **Ctrl + End** means holding **Ctrl** pressed while the **End** key is being depressed, then release both keys.

.When you must press a numerical keyboard key, it will be preceded by the **KEYPAD** word and a space. For example, **KEYPAD Home** means the **"7/Home"** key of the numerical keyboard (see 1.4, next page, numerical keyboard for more details.).

.In this guide, key sequences to which reference is made to continuously, will be expressed after an initial detailed explanation, according to the following symbolic convention: **[F8, '9050', Enter]**. The sequence is enclosed in brackets, "[]". Commas are used to separate successive operations. This sequence means: press the **F8** key, then type **'9050'** and finally press the **Enter** key.

.In a sequence enclosed in brackets, [], a word or string of words between quotation marks refer to a function called by a key that has sub-functions. For example, **[F12, "Screen format", 'T', 'Y']** means that the **F12** key calls automatically the "Screen format" function from which you type **'T'** (for "Title") and the choice is confirmed by **'Y'**. "Screen format" is then only a reference for the reader.

Speed keys

Allow direct access to a function much faster than going through menus and sub-menus.

Example: instead of doing **[F12, →, C]** you do **Alt+R**.

Speed keys are shown like this:

Alt + R

See Appendix D for full table of speed keys.

Usage of infinitive vs imperative

When a text starts by an active infinitive proposition, it is part of a general description and the reader does not need to enter the keys and sequences described within. For example: to select a colour, press the key. When the reader has to perform an exercise, the imperative will be used in the text. For example: choose colour 'F', press the **read page (F8)** key.

1.3 Setup instructions

- Connect the "Edit" video output to your editing video monitor and then to your display network of video monitors or to the video input of your CATV modulator..
- Connect the keyboard cable to the "Keyb/Clav" receptacle.
- Plug the A.C. power cord.
- The unit will beep, the green "Power" light will come on and the red "Supervision" light will start flashing once per second.
- Three short "beeps" will be heard simultaneously to confirm the connection of the keyboard.
- The unit is automatically in the display cycle.
- While the unit is displaying pages, you can accelerate the display by pressing on the **Page Up** key.

1.4 The keyboard

Refer to figure 1 of this guide's appendices describing the main parts of the keyboard.

The Esc (1) key allows you to exit at any time from any help window, function or sub-function menu. The area (2) contains the **F1** to **F12** function keys. Observe the keyboard template inserted above these keys; the functions described on the template can be obtained by pressing the corresponding key on the keyboard. Warning lights are found in area (3). Area (4) is the KEYPAD, (abbreviated name for "keyboard pad"); the numerical keyboard that looks like a calculator keyboard. To use IRISTEXT MARK

II, notice the **Home**, **End**, **Pg Up**, **Pg Dn**, **↑**, **↓**, **→**, **←** keys of area (4) which are superposed on the numeric keys. When we refer to the numerical keyboard keys in this guide, they are always preceded by KEYPAD and a space. They have to be differentiated from the regular navigation and erasing keys located in the areas (5) and (6). In this guide's text, the keys are simply referred to by their graphical description like **Insert**, **Home**, **↑**, **←**, etc.

1.5 Accessing IRISTEXT MK-II functions

⇒ Pages 9500 to 9999 must be free to facilitate your learning. If you are not the first person to use this unit it is possible that this range of pages has been used, then make sure to relocate these pages elsewhere.

If it is the first time the unit is being used, this range of pages is free.

To stop the unit from displaying in order to edit, you must press the **edit/display** key (scroll lock key).

1.6 Basic feature of the editing screen

Press the "**edit/display**". The editing screen displays the last page worked on before switching to the display mode. Refer to Figure 2, Appendix C..

In order to visualize on your screen this exercise - page shown in Figure 2, Appendix C - you have to memorize the page by transferring it from the resident memory (ROM) onto the editing memory. Proceed: [**F8**, '**R9501**', **Enter**, **F5**, '**9501**', **Enter**], in other words, press **F8**, then type '**R9501**', press the **Enter** key, Press **F5**, then type '**9501**' and finish by pressing the **Enter** key.

The basic command information is shown on the command line (1) in blue at the bottom of the screen. The page number (3) is located in the centre of the command line. Page 9501 is displaying the background of the resident page R8750 as identified between parentheses. The blue background is composed of horizontal stripes in relief.

The page display time (4) is 0 seconds. When a page has a display time of "0", it is kept in the unit's memory but is not shown in display mode. On top of the screen, under the first character of the text, the cursor (6) is found while at the bottom of the screen the text is ended by the end of page indicator ♦ (8). The hard return indicator ↵ (7) is specified 5 times.

The actual font of the character pointed by the cursor is shown in (2). The area (5) is used to enter the text of the message to be displayed. Finally, tab stops (9) are shown as

small white dots on the top part of the command line.

Press the **command line** key (**F2**). Notice that the command line disappears together with all symbols except the cursor. This allows the user to preview the look that the screen will have in display mode. Press **F2** again.

1.7 The function keys

Start by pressing the **Help** key (**F1**). A small blue window named "HELP" appears on the screen while a larger grey window named "HELP WINDOW" shall appear on the lower part of the screen. If the latter does not appear, press a second time on the **Help** key (**F1**).

Then, use **↑** and **↓** to move the selection bar under the following titles:

- Function keys
- Symbols
- Glossary

Now simply select "Function keys" by moving the selection bar under the "Function keys" title and press **Enter** to get a detailed explanation of each keyboard function key.

⇒ **Note:** Alternately, you could have pressed the keyboard key corresponding to the letter underlined in red on each title function.

Example: press **'F'** for "Function keys".

Another window appears at the top of the screen. A relevant message for the selected key will appear on the lower window. Now press the **F2** key. The message in the lower window changes and describes the selected function "F2: command line". For now just read the help information quickly in order to get familiar with the following function keys without paying too much attention to details:

- F1 to F12, edit/display** (scroll lock key).
- Esc, Tab, Caps Lock, Shift, Ctrl, Alt** (or **AltCar**).
- Backspace, Enter, Insert, Delete, Home, End, Page Up, Page Down**.

To exit, press **Esc** twice.

1.8 The symbols

Press again on **help** (**F1**). As in 1.7 above, select the "Symbols" title. Then, press **↓** to scroll down line by line the information on all the symbols. The sandglass is the last symbol of the list.

Press **Esc** to exit.

1.9 The glossary

Do as in 1.8 above to select the glossary: **F1**, (type **'G'**) or (selection bar under "Glossary" and press **Enter**). The glossary is a short description of technical terms used in the help windows and pop-up menus. Again, at this point, it is not necessary to learn all the details. You may return to it whenever needed.

Press **↓** to scroll down, line by line, or on **Page Down** to scroll down page by page. To go up, use **↑** or **Page Up**.

Please note that you can have a quick access to a term by typing its first letter. For example, type **'P'** to obtain a description of "Pixel".

Press **Esc** to exit.

1.10 Feature of the editing screen with many options

To get page 9901, proceed as follows: [**F8, 'R9901', Enter, F5, '9901', Enter**]. Press again on the **F8** key. The magenta command line appears at the bottom of the screen which confirms that you are in Read page mode. Refer to figure 3 (Appendix C).

The edit screen shown on figure 3 includes the majority of IRISTEXT MARK-II functions. The command line (1) is shown again, but this time in "read page" mode (to move to another page). The calendar-clock line (2) is displayed on top of the command line. The user selects it or not. Different display formats of the calendar and the clock are available. The end of the text is once again marked by the indicator ♦ (3).

At the top of the screen, we find the area reserved to display the title (7). If the express message option was activated, it could scroll across the same screen area (the title no longer being visible in its entirety). The end of title indicator ♦ (5) determines the end of the last title line. The text displacement command indicator (6) on the title line moves the title line horizontally and/or vertically. Two other text displacement command indicators are also found in the message's text. The indicator on the first line (8) moves the entire text downward, while the indicator on the second line (9) moves the text downward from the second line only. A background pattern (4) has been added to some lines of the screen.

End by pressing **Esc**.

1.11 Help while working with a function

Help is also available while you are performing most functions. For example, we suggest that you study the **status** command (**F4**) as follows: make sure the editing cursor is on the screen by pressing **Esc** twice (a beep may be heard if the cursor is already on the screen). Press **F4**, **status** command, to obtain the status. A blue window titled "STATUS" will appear. If the help window at the bottom of the screen has not appeared, press **help** (**F1**).

As in 1.7 above, move the selection bar with ↓ and ↑ to get familiar with each part of the "status" function.

End by pressing **Esc**.

Using the same principles, you may freely navigate through all IRISTEXT menus. See **F8**, **F9**, **F10**, **F11** and **F12**.

1.12 Customer support

TELEDAC offers to users of IRISTEXT MARK, free telephone assistance on all questions relating to installation, usage or trouble-shooting. Calls will be answered from 9:00 am to 5:00 pm eastern time. It is always easier to answer your questions when you can access the unit while you are on the phone. Before calling, check the revision number of your unit and the value of the "checksum" (see section 8.1-C).

To contact us:

TELEDAC INC.
Customer Support
635, De Lanoue, IDS
Montreal, QC, H3E 1W1
Toll free: (888) 659-6362
Web site: www.teledac.com

Model: IRISTEXT-MARK-II

Serial number: _____

Option(s)included: _____

Purchase date: _____

P.O. number: _____

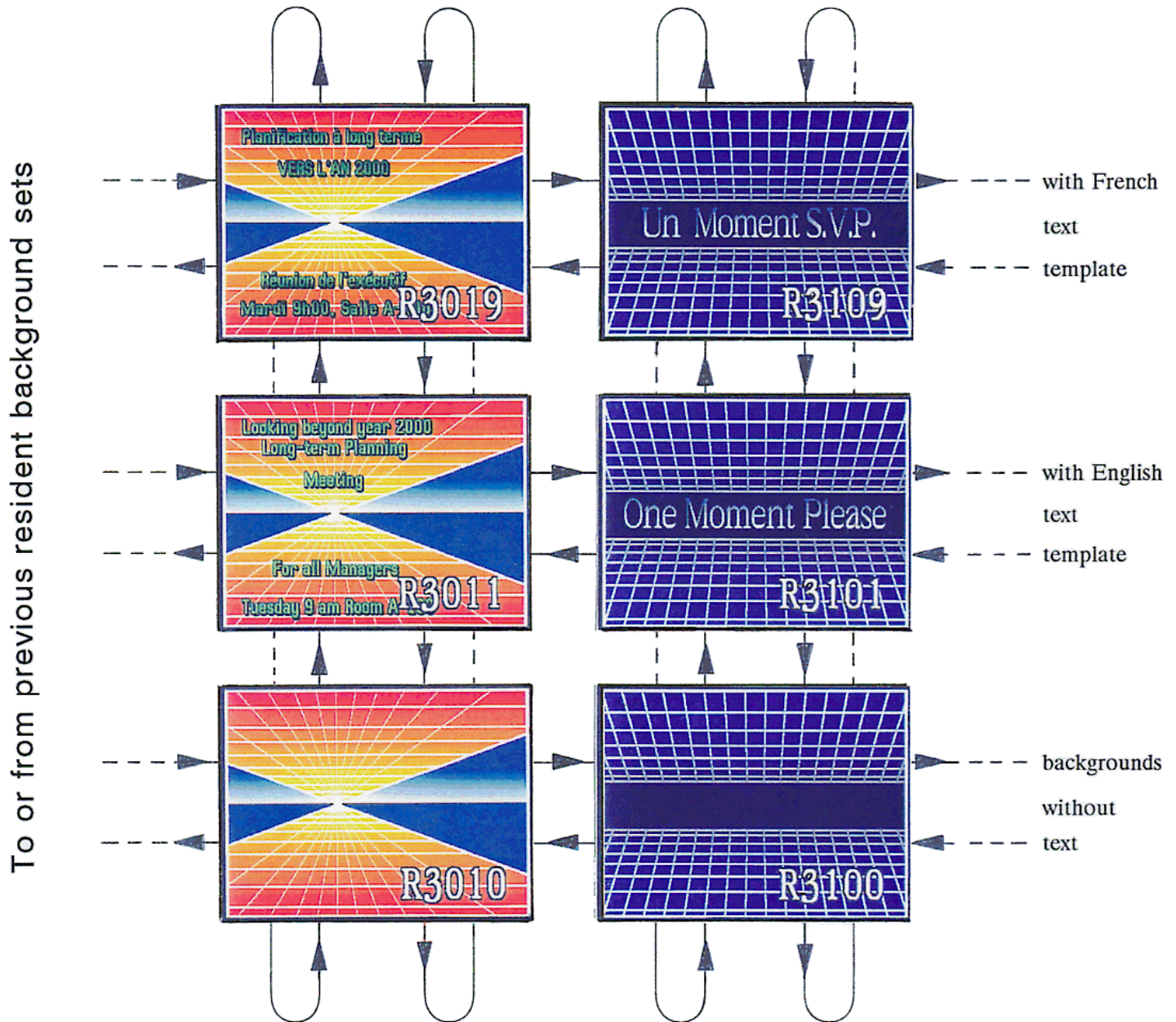
Installation date: _____

Your representative: _____

1.13 Returning to display mode

Go to section 2 or return to the display mode: Press **edit/display** (scroll lock key) and type 'S'.

NAVIGATING THROUGH THE RESIDENT BACKGROUND



- To preview resident pages as in above example, do:
[F8, 'R3011', Enter] and then use → or ← successively to move from a set to the next and ↑ or ↓ to get or not the required text template. Press [Esc] to exit or [Enter] to transfer it into a page number of your choice
- To preview and select a background under a text page which is already created, do: [F11, R, '1000', Enter] and then use → or ← successively to visualize the backgrounds along with your text. Press [Esc] to exit or [Enter] and confirm the modification.

LMK-II RESIDENT BACKGROUND SELECTION TABLE: PAGE 1 OF 3

To get same background without text, remove 1 from any number above
ex.: R4400 instead of R4401

LMK-II RESIDENT BACKGROUND SELECTION TABLE: PAGE 2 OF 3

Antique Shop Ads <small>For a 5 x 7 inch area (approx.) The use of 1981 is recommended on the background of each slide.</small> R5021 (R5041)	ANNOUNCEMENT <small>New California Hours: Monday-Friday 7 am - 7 pm Weekend 8 am - 5 pm</small> (R5121) R5141	Notice <small>Tab-Time</small> <small>Information on 6 lines.</small> R5191	Community Billboard Activities... R5201
COMMUNITY BILLBOARD Midwinter Activities... R5281	Title Line R5301	REMINDER Today is the deadline for returning your working hours survey request. R5311	Municipal Library New Titrage For The Youth --- Starting December --- By Your Projects R5461
TITLE ON 2 LINES <small>For a 5 x 7 inch area</small> R5561	JOB OFFERS R5651	REGIONAL RESULTS (R5751) R5781	REGIONAL RESULTS R5791
Art nouveau Style Title <small>The use of 1981 is recommended on the background of each slide.</small> R5821	Art nouveau Style Title <small>The use of 1981 is recommended on the background of each slide.</small> R5841	Art nouveau Style Title <small>The use of 1981 is recommended on the background of each slide.</small> R5861	Art nouveau Style Title <small>The use of 1981 is recommended on the background of each slide.</small> R5891
BUSINESS PLAN Videocassette <small>For a 5 x 7 inch area (approx.) The use of 1981 is recommended on the background of each slide.</small> R5951	Marketing Plan Results: Model T R5961	N/U	N/U
Title Line R6141	Centered Title Here <small>For a 5 x 7 inch area</small> R6201	Centered Title Here <small>For a 5 x 7 inch area</small> R6221	Centered Title Here <small>For a 5 x 7 inch area</small> R6241
Centered Title Here <small>Message on 3 Lines</small> R6261	Centered Title Here <small>For a 5 x 7 inch area</small> R6281	N/U	N/U
Title on 2 Lines <small>For a 5 x 7 inch area</small> R6301	TITLE <small>For title and special text on 2 lines</small> <small>Information on 6 lines.</small> R6321	TITLE <small>For title and special text on 2 lines</small> <small>Information on 6 lines.</small> R6341	TITLE <small>For title and special text on 2 lines</small> <small>Information on 6 lines.</small> R6361

To get same background without text, remove 1 from any number above
 ex.: R6300 instead of R6301

LMK-II RESIDENT BACKGROUND SELECTION TABLE: PAGE 3 OF 3

Test Results: R7011	THE LINE R7181 (R7191)	TEST RESULTS R7411 (R7421)	N/U
TITLE ON 1 LINE R8011	TITLE ON 1 LINE R8021	TITLE ON 1 LINE R8201	TITLE ON 1 LINE R8251
Title on 2 lines (R8331) R8351	TITLE ON 1 LINE R8371 (R8381)	N/U	N/U
TRISTEXT 4000 R8511 (R8521)	14:04:19 -5°C Thursday, January 18 GOOD MORNING R8551	TITLE R8561	Title Text on 5 lines with horizontal Centering R8601
TITLE ON 1 LINE R8631	SPECIAL INFORMATION Test on 6 lines R8661	1753 THEBOLD AGAGUK R8681	CENTERED TITLE R8711
Internal Video Software Community Development and Outreach Site Internal Communications and Information in Public Space The City of Toronto R8751	One Moment Please R8771	FORECASTS TORONTO SUNDAY MONDAY TUESDAY Cloudy Clearing Sunny Max: +1° Max: +2° Max: +4° Min: -12° Min: -8° Min: -5° Prec: 150 -1°C R8801 14:22:18	Sample Page with Multiple colour Gradation R8821
TITLE ON 1 LINE R8851	TITLE ON 1 LINE R8871	TITLE ON 2 LINES (R8901) R8911	TELEDAC INC R8941
TITLE ON 1 LINE R8961	Pictogram for hard of hearing R9111	N/U	Resident pages file: SRRESIPA.MCD 95/09/26 R9991

For more details on resident pages refer to sections 2-, 2.0, 2.2 & 6.4.

Note: Some colors have been altered by printing process.

2- NAVIGATION AND PAGE STRUCTURE

SUMMARY

- navigation between pages
- new page creation
- page display time modification
- implementation methodology
- page organization in memory
- page schedule

We assume that the user has read section 1 of this learning guide and has familiarized himself with the keyboard keys and help windows. Make sure to be in edit mode (**F14**).

You will find two kinds of pages in the IRISTEXT MARK-II memory:

- Editing/display pages (or regular pages)
- Resident background pages.

Editing/display pages (regular pages)

Regular pages are stored in the non-volatile memory created either by copying a resident page or any editing/display page or created by default; these pages are numbered from 1 to 9999.

Resident background pages

Please refer to the resident background selection table given in the two previous pages of this guide.

These pages are preprogrammed in the permanent memory and consist of graphic illustrations and/or colour gradations and text examples with their attributes. The user can copy a resident page onto an editing/display page which can be modified simply by replacing the text example by a new message. This process is time saving because it enables to keep most of the composition work already preprogrammed in the example. (Text style, colour, spacing, etc.)

The resident background pages are numbered from R0010 to R9999. Each resident page ending by a 0 (zero, Ex.: R3010) consists of background without text. Each background is also supplied with preprogrammed examples of text and attributes using the corresponding page number ending from "1" to "9", i.e.:

"R3011" is an English text example using the "R3010" resident background;

"R3019" is a French text example using the "R3010" resident background.

2.0 Navigating through the resident pages

Please refer to the two previous pages of this guide showing the resident background selection table. The first six screens are interconnected by arrows to outline how one can navigate to preview those pages with or without text examples.

To access the resident page set, use **F8**, the **Read page** function, followed by the chosen resident page number (ex.: R3010), thereafter you can navigate through the resident pages by using the → ← navigation keys. Once you have decided on a background you can move through the corresponding examples by using the ↑ ↓ navigation keys.

Exercise to preview resident pages with English text.

This exercise must be done from a regular editing page.

To enter the editing page 9501, follow these steps: [**F8**, '**9501**', **Enter**, **Esc**], press the **Read page** key (**F8**), the command line displays the following information:

Read page 9501+ ↑ ↓ → ← PgUp, PGDN or number

Figure 2.1

Type '**R**', a window will appear in the middle of the screen, type '**1061**' then press the **Enter** key. Page "R1061" (Express Delivery) is on your screen. Now press →, page "R1061" is replaced by page "R1131". Pressing again → will show "R1201" as outlined in the selection table (see previous pages of this guide). The

next → will bring you to an index page not shown in the table. These index pages are inserted in order to explain how similar pages were grouped together.

Continue to preview more pages until you get to page "R3101". Now as you press ↑ or ↓ successively, pages "R3105", "R3109", "R3100" will be displayed: "R3100" (without text), "R3101" (one moment please), "R3105" (TELEDAC INC.), "R3109" (un moment s.v.p.).

After coming back to "R3101" (one moment please) continue to visualize through the various pages (Press →) up to "R5141". Press **F1** to consult the help window while you are in the **F8** mode. Press **F1** or **Esc** to return to the original page. If you wish to access directly a specific page, press **R** followed by the number.

Type: [**R0051**, **Enter**]. R0051 has the colour bar with "Channel identification" and the time marked in the right hand lower corner.

⇒ Warning: if you forget to type the **R** before your page number, the unit will exit from resident pages, do: [**F8**, **R**] to return to resident pages.

Pressing **F5** while a resident page is on screen will allow you to store it as a regular editing/display page. Then, simply enter the page number you desire for that new page.

The following exercise will transfer resident page "R0051" in display page no. 9501. (press [**Esc**] to do it from page 9501):

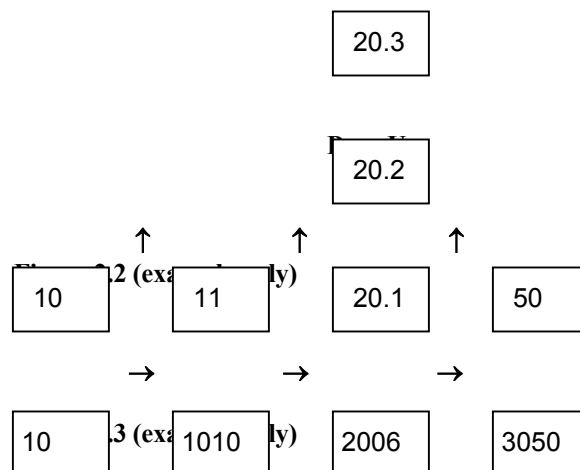
[**F8**, **R0051**, **Enter**, **F5**, **9501**, **Enter**, **Enter**].

2.1 Navigation between editing/display pages

To navigate between the editing/display pages, use the "Read Page" (**F8**) function. You can either type the desired page number (from 1 to 9999) or navigate with the ↑ ↓ **Page up**, **Page down** keys (see Figure 2.2).

The arrow keys → ← allow a fast jump (approx. 1000 pages, see Figure 2.3). At any time the **Esc** key interrupts the "Read Page" function and returns the unit in edit format at the page displayed by the command line.

Page Up



To navigate within pages, you have six options, press **F8** and **F12** to obtain the following options:

- all pages
- pages with display time = 0
- normal pages
- hidden pages
- terminated pages
- scheduled pages

Note that by default you are in the Δ mode which is "To see all Pages".

Note: If you have the Image+ and/or T-Audio option(s), when you use the down arrow ↓, the sound and the images may be interrupted in order to allow a faster navigation through the pages.

A- All pages

Move to page 9501: [**F8**, **9501**, **Enter**].

To move to the next or preceding page, consult the command line at the bottom of the screen. With ↑ or **Page Up**, see the next page in memory in ascending order. Inversely, ↓ or **Page Down** calls the preceding existing page. In this access mode, the command line shows during 3 seconds the display time of the new page (in blue), then returns to the format described in figure 2.1. When the last page of the list is obtained, by pressing once more on ↑ or **Page Up**, the first page of the list appears. Conversely, with ↓ or **Page Down** used at the first page of the list, the last page of the list appears. Press **Esc** to terminate and to return to edit mode.

B- Pages with display time = 0

Allows you to read pages which are not displayed

because their display time is set at 0. To navigate between pages, do and observe [F8, F12, B, ↑, ↓ or Page up, Page down, Esc].

C- Normal pages

Allows you to see all pages which have a display time superior to 0 with a non-terminated schedule and not hidden: [F8, F12, C, ↑↓, Page up, Page down, Esc].

D- Hidden pages

Allows you to read pages which do not appear in the display cycle and keeps in memory the display time of these hidden pages (see section 2.6): [F8, F12, D, ↑↓, Page up, Page down, Esc].

Note: When you receive the unit, there is no hidden page.

E- Terminated pages

Allows you to read pages with a terminated schedule but still in memory. This is for future use with a new schedule if desired. To navigate between terminated pages, do and observe [F8, F12, E, ↑, ↓ or Page up, Page down, Esc].

F- Scheduled pages

Shows all pages with a specific schedule. To navigate between pages, do and observe: [F8, F12, F, ↑, ↓ or Page up, Page down, Esc].

2.2 Creating a new page

Once a page with a good presentation has been created it contains a lot of features and selections. It would be a waste of time to repeat all these selections every time a new page is created. IRISTEXT can automatically carry all these selected features from one page to the next. The way this is done will vary with the method used to create the new page.

New pages may be created by one of four methods, either:

- a) by copying a resident page,
- b) by copying an existing page,
- c) by keeping all selected features without text,
- d) by using an empty page.

A- Copying the content of a resident page

To create a new page with the features and attributes of a resident page:

1- choose a resident page [F8, 'R...', Enter, →, ←] and then use ↑↓ to select the text example;

2- copy the content into an editing/display page, press F5 followed by the number on which you wish to copy the "R" page. Press Enter to terminate.

Exercise: [F8, 'R3101', Enter, F5, '9501', Enter].

B- Copying the content of an existing page

This method creates a new page by copying the contents of an existing page into a new one.

All the following features, if they exist in the page, will be duplicated in the new page:

- 1- Display time, mode and transition effect;
- 2- Graphic element created in the page;
- 3- Text formatting and justification;
- 4- Background colours and gradations;
- 5- Display time, mode and transition effect;
- 6- Specific display schedule;
- 7- Reference to another page or to a resident page;
- 8- Clock calendar, and weather information display;
- 9- Title.

As an exercise press the **save page (F5)** key. A window appears in the center of the screen (Esc to cancel the command). Type '9508' in the black section of the window; the unit is prepared to save (copy) the content of page 9501 into page 9508. Press Enter. The content of page 9501 is now copied into page 9508. Note the new page number (9508) in the command line.

If the chosen destination page already contains a message, IRISTEXT warns the user and asks to confirm the replacement. Confirm by pressing Enter or by typing 'Y' (to cancel, either press Esc, or type 'N' or position the selection bar under "No" and press Enter).

C- By keeping all selected features without text

This method, compared to the previous one, will give very similar results except that all text contents and graphic elements present in the existing page (item 1 and 2 above) will not be carried in the new page.

All other features (items 3 to 9 in the list above) will be duplicated in the new page. The font selected for the first part of the text and all its attributes such as colour, spacing, border and italic will be the active font to start typing with.

This method can be used every time you ask for a free page number.

As an exercise press the read page (**F8**) key. Type '9506'. Press **Enter**. A warning message appears on the screen asking how to create page 9506. Answering "Yes" creates a page with the attributes of page 9508.

If the screen is showing text at this point, page 9506 already existed; start over using an empty page of your choice. (Select a free page number).

D- By using an empty page

If you use this method you will create an empty page and a minimum of text attributes created by default. The method can be used every time you ask for a free page number as in the previous exercise, but answering "No" to the question about keeping the attributes from the current page.

The following attributes are selected by default:

- Font: Corpus Christi 49, white;
- Colour background blue;
- Display time automatic
- Text justified to the left.

Exercise: [**F8**, '####', **Enter**, 'N', **Enter**].

above must be a free page number.

2.3 To obtain next page

Return to page 9501 [**F8**, '9501', **Enter**, **Esc**]. Press again the **F8** key; the command line turns magenta. Press **Enter**. This option obtains the next page, existing

or not (current page number + 1). A warning window appears asking to confirm the creation of the new page. For the time being, type 'N'; the empty page 9502 appears.

2.4 Previous page (F7) function

The previous page (**F7**) function is used to return to an already revised page.

Return to page 9501 [**F8**, '9501', **Enter**, **Esc**]. We will use the previous page (**F7**) function to return to the page where IRISTEXT MARK was, before page 9501; press **F7**. Return to page 9501 by pressing again on **F7**.

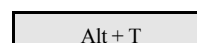
2.5 Page display time

You are on page 9501. Press the status (**F4**) key. A blue window titled "STATUS" appears. With ↓, move the selection bar under "Page display time".

When you select this option a sub-menu appears offering the choice between Automatic or Manual. If you select "Automatic", the time is set according to the number of characters in the page and to the selected display rate. The calculated time will be updated automatically whenever text is added or deleted in the page. (For more information see Display Rate in Section 8.1-G)

With the "Manual" option a window appears in the screen center; type '05' then press **Enter** to activate the display of the screen to "5 seconds". The command line now displays "T=5 sec.". Return the value of the display time to "0" [**F4**, 'T', 'M', '00', **Enter**].

Speed key:



2.6 Display page

This option allows you to hide or display a page without modification. This selection is done through the "Status and schedule" function. When you choose not to display a selected page do: [**F4**, **D**, **N**] and you will see an asterisk appear on the left side of the display time as follows: T=*5 sec. In order to read these pages refer to section 2.1D. If you wish to activate hidden pages, do: [**F4**, **D**, **Y**] and then the asterisk will disappear.

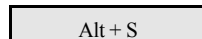
Exception: only the weekly display schedule can show a hidden page (section 12.3).

2.7 Page specific schedule

Pressing on **F4** you will notice the display scheduling item. Press **i**, then on **Enter** and select 2. At the bottom of the screen you can read the instructions for entering the schedule as desired for your page. You are allowed to enter up to 20 events. This page will not be shown outside of the specified event(s).

Once you have typed it, press **Esc** or **Enter** and save the modifications. You will notice that the top line now indicates ACTIVE. Press **Esc**. Once the schedule is saved, you can deactivate the schedule by pressing on 1. Press **Esc** to exit.

Speed key:



Note: This schedule is specific to this page only. Moreover, the schedule will have no effect if the page is hidden or if its display time is zero.

2.8 Implementation method

When implementing IRISTEXT MARK, the user must plan the page format, the text disposition (considering the use of the express message, the title line, the clock/date line, the temperature) and how to allocate page numbers.

- Page creation

As mentioned in section 1.1, the optimal method to create messages differs from the required sequence for learning the functions.

Some functions have precedence over the text or move it downward. You must preferably specify these functions before entering the text of the message itself:

1. the express message (section 7.2) covers the part of the text on which it scrolls. The set-up of your pages depends on how you will use the express message and the title line (section 7.1). Generally, configure the title line to occupy the same area as the express message so that, when the express message is activated, no part of the title line is visible. Note that on pages without title lines, the top of the screen covered by the express message will not be visible while the express message is activated;

2. the title line (section 7.1) can occupy up to 1/4 of the top of the screen and pushes the message text downwards.

3. the calendar and clock line (section 7.3) occupies the bottom of the screen. If this line is added to a page with text up to the last line, the lines covered by the calendar and clock line, are pushed in the overflow screen (see section 3.3.A). Plan ahead to finish the text of the message before the area occupied by the calendar/clock line;

Once these "Screen format" specifications are defined (**F12** key), save this page to be used as the basis from which to create the message pages to be displayed. We suggest using page number 9998, to specify the background and the basic font for the text.

To create messages, copy your "formatted" page into the page to be added, then enter the text without justification or vertical centering. After that, select the fonts, character colours and underlining. Then justify and/or center the text, according to your needs. Next modify the background (colour, patterns).

Finally, readjust the text positioning with the displacement or tab functions and specify the page display time and display reveal mode.

- Page number allocation and display cycle

9999 page numbers are available to store up to 1200 pages in your IRISTEXT MARK. All active pages are displayed continuously in a cycle. Pages are shown based on ascending numerical order.

Therefore, you must make sure that the screens are in proper numerical order. To ease the maintenance of page numbers, it is suggested to leave 10 page number intervals between display pages. If you need to insert pages, it will not be necessary to copy many pages elsewhere, and then create the required message.

⇒ Avoid creating pages in the range 9500 to 9999 used as tutorial pages for this learning guide.

Move to section 3 or return to the display mode:
Press **edit/display** (scroll lock key) and type 'S'

3- ENTER AND CORRECT TEXT IN EDIT MODE

SUMMARY

- navigation keys
- erasing keys
- entry of text lines
- correct text
- displacement of text
- search text in saved pages

NAVIGATION AND ERASING KEYS TABLE

NAVIGATION

→	:moves cursor one character to the right
←	:moves cursor one character to the left
↓	:moves cursor down one line
↑	:moves cursor up one line
End	:moves cursor on the last character of the current line
Home	:moves cursor on the first character of the current line
End,End	:moves cursor to the bottom of the current screen
Home,Home	:moves cursor to the top of the current screen
End,End,End	:moves cursor to the bottom of the last overflow screen
Home,Home,Home	:moves cursor to the top of the working screen
Page Down	:moves cursor to the next overflow screen
Page Up	:moves cursor to the previous overflow/working screen

NAVIGATION AND ERASING

Backspace	:moves cursor one character to the left while erasing
------------------	---

ERASING

Delete	:erases the character pointed by the cursor
Ctrl + End	:erases from the cursor to the end of the line
Ctrl + Home	:erases from the cursor to the beginning of the line
Ctrl + Page Down	:erases from the cursor to the end of page indicator ♦
Ctrl + Page Up	:erases from the cursor to the beginning of the page

Insert	:toggles between "Insert" and "Typeover" modes
---------------	--

3.1 Basic navigation keys

Copy page R9501 onto page 9511 [**F8**, '**R9501**', **Enter**, **F5**, '**9511**', **Enter**]. Page 9511 is displayed on the screen. The cursor should be positioned on the left top corner of the screen.

Press →: the cursor moves to the right one character at a time. Keep on pressing and move past the first line. The cursor will change line.

Press ←: the cursor moves to the left. Move the cursor

back under the "D" of "Demonstration".

Press ↓: the cursor moves down one line. Stop at the "IRISTEXT 4000↩" line.

Press ↑: the cursor moves up one line. Return to the top of the screen.

Use ↓ and → to move the cursor under the "X" of "IRISTEXT". Press **Home**; the cursor positions itself at the beginning of the line under the first "I" of "IRISTEXT". Press **Home** once again; the cursor is

positioned at the beginning of the text. Press **End**; the cursor moves to the end of the current line. Press **End** once again; the cursor moves to the end of the text.

A key can be pressed and held in order to repeat the function rapidly, instead of typing the same key many times successively. For example, press ← and hold the key depressed; after a 1/2 second delay, observe the speed at which the cursor moves. Release the key; the cursor still moves on for some time. This key repeating ability speeds up your work. However, it is not recommended to use this capacity on erasing keys, for example, because after releasing the key, too many characters may be erased.

3.2 Save page / entry of text lines

A- Working screen / save page

When editing a page, the original of the page is still saved in the non-volatile memory of the unit. An image of the original page is placed in the working screen (volatile memory). The original of the page will be replaced by the information contained in the working screen only when the save page (**F5**) function is called to save the modifications.

Press **F5**; observe the window in the center, the number of the current page is already shown. It is also possible to save your work in another page by entering the number of a new page; the content of the working screen will be copied into the new page while the content of the current page in memory will not be updated. To complete the operation, press **Enter** (**Esc** to cancel the operation).

IRISTEXT MARK warns the user automatically when a request is made to move to another page and the content of the working screen differs from the information in memory for the current page; do as above to confirm the saving of the current page.

Never forget that the memory of the working screen is volatile. When entering or modifying a complex screen, it is recommended that you save the changes at regular intervals or after each major change.

B- To insert / type over text

There are two text entry modes: "Insert" and "Typeover". In "Insert" mode, the cursor has a flat shape and is positioned under the character. In "Typeover" mode, the cursor has a rectangular shape and covers the character. To change mode, press the **Insert** key. Make

sure that the "Insert" mode is selected (cursor under the character) to start the following exercise.

We need to create a new page to enter our text. To create this page, press "read page" (**F8**), type '**9512**', press **Enter** and confirm the creation with the attributes of page 9511 by pressing **Enter**. The page is displayed on the screen. Press **Esc** to edit the page. Enter the following text from the top of the screen, without concerning yourself with typing mistakes or formatting:

'Demonstration screen. This screen highlights a few characteristics of Iristext 4000'.

We will modify this text to obtain the following end result:

"Demonstration screen. This basic screen highlights only some characteristics of IRISTEXT 4000."

Using the navigation arrows, move the cursor under the "s" of the second "screen" of the text. Type "**basic**" and a space. The word is inserted in front of "screen". Move the cursor under the "f" of "few". Press the **'Insert'** key; we are now in "Typeover" mode, as evidenced by the cursor shape. We will replace "few" by "some". Type '**some**'; the word is typed over the characters previously written. Go back in "Insert" mode and press the **space bar** once to add a space between "some" and "characteristics". Then position the cursor under the "s" of "some" and type '**only**' and a space. Rewrite "Iristext" in capital letters in "Typeover" mode.

Save your text by pressing the **save page (F5)** and **Enter** keys.

C- Hard return and word integrity

First call back page 9511 [**F8**, '**9511**', **Enter**, **Esc**]. This text is similar to the one that you have just entered in section 3.2-B.

Observe that the symbol ↵ forces a new line, no matter how many characters there are on the line. You have also observed that when entering text, IRISTEXT MARK constantly monitors the integrity of the words, preventing a word to be cut in two after a line change. Because of the word integrity function ability, the user enters the text in a continuous fashion. Then, the user positions the hard return indicators ↵ where they are required in the text with the **Enter** key: header line, end of paragraph, word to be singled out on a line. If the cursor is positioned under the ♦ at the end of the text, ↓ creates also a hard return and → moves the ♦ as well

as the space bar.

3.3 Navigation keys (continuation) and erasing keys

A- Overflow screen

When the working screen is too small to show the complete text as a whole, the system automatically creates one or more overflow pages. Copy page R9516 [F8, 'R9516', Enter, F5, '9516', Enter]. Consult the command line. The page number is 9516.1; this indicates that the page includes several screens and ".1" means that it is the first screen. With ↓, move towards the bottom of the screen until it changes colour and then, consult the command line. You are now in the overflow screen, page 9516.2. Do as above to move to page 9516.3. This function is mainly used to ease editing after an overflow. Furthermore, it allows you to create a long message that needs to be linked and used as an express message.

Note: Except for express messages, it is not recommended to keep a page with overflow as a part of it will not be shown in display mode.

Stay in page 9516. Return to the top of the first screen using ↑.

To work on overflow screens, there are 2 other navigation keys and 2 key combinations. The **Page Down** and **Page Up** keys let you navigate screen by screen. Press **Page Down**; you are at the top of the second screen. Press again on **Page Down**; you are at the top of the third screen. Press a third time on **Page Down**; you are at the end of the text in the third screen. Do the same with **Page Up** to return to the top of the first screen (**Page Up** 2 times).

Press **End** three times in a row: the cursor is positioned at the symbol at the end of the last overflow screen. Do the same with **Home**: the cursor returns to the top left corner of the first screen.

When using the **read page (F8)** function, **Page Up** and **Page Down** keys let the user read the overflow screens one by one: for example, you could read page 9516.1, 9516.2, 9516.3.

B- Erasing

To erase, 2 keys and 4 combinations of keys can be used. Copy page R9521 onto page 9521 [F8, 'R9521', Enter, F5, '9521', Enter]. Make sure to be in "Insert"

mode (cursor under the character).

To erase, the erroneous character can either be typed over, or removed and replaced by the proper character. Move the cursor between "Demanstroton" and "screan".

There are two spaces; erase one with the **Delete** key. Now, we will type over the "a" of "demanstroton"; move the cursor under the "a". Press **Insert**, type 'o'; the "o" replaces the "a". Move the cursor under the "o" of "tro"; press **Insert** to get back in "Insert" mode. Press **Delete** then type 'a'; first the "o" was deleted, then it was replaced with the "a". The method you select depends on the situation, the objective being to minimize the number of keys to be pressed.

In "Insert" mode, the **Backspace** key erases the preceding character and closes the line. In "Typeover" mode, **Backspace** erases only the preceding character. Move the cursor under the second "r" of "errasing". Press **Backspace**. The character on top of the cursor is erased. **Backspace** is mainly used during text entry to correct the last character typed when it is erroneous.

Now correct the following words on the screen:

"screan" by "screen" (Typeover mode)

"practic_" by "practice" (Insert mode)

"correxting" by "correcting" (Typeover mode)

"IRIS~~text~~" by "IRISTEXT" (Typeover mode)

Move the cursor under the "a" of the second "allows". We will erase the word with a combination of 2 keys. Press simultaneously the **Ctrl** and **End** keys, the end of the line is erased. Move the cursor under the "T" of "The balance". We will now erase all the text from the cursor to the end of the text; press simultaneously the **Ctrl** and **Page Down** keys. All the text from the cursor to the end of the page indicator ♦ is erased (if overflow screens were present, they would have also been erased at once).

Move the cursor under the space preceding the word "allows". We will erase the beginning of the line in which the cursor is positioned. Press simultaneously the **Ctrl** and **Home** keys; the content of the line preceding "allows" is erased and the cursor is now located under the "a" of "allows". Now press simultaneously the **Ctrl** and **Page Up** keys; the text from the cursor and up is erased, including the "a" of "allows".

3.4 Erasing pages (F6)

To erase only a page, press the **erase page (F6)** key and the **Enter** key twice. The first **Enter** confirms the

number of the current page on the line "First page number:". The second **Enter** does the same on the line "Last page number:". The window is then replaced by a blue confirmation window; confirm the erasing by typing 'Y' or by pressing **Enter**. Since our tutorial page 9521 is now too damaged, we will erase it. Press the **F6** key, **erase page**. A window appears in the center of screen. The number of the current page appears on the line "First page number: 9521". Press **Enter** twice and confirm the erasing. After the erasing, observe that the default attributes are called: blue background, "Corpus Christi 49" font and white characters. Now you can enter a new text if required.

The **erase page (F6)** function is also used to erase several pages at a time. After pressing the **F6** key, enter the number of the pages to be erased by following the instructions on the screen. Do as follows to erase pages 9501 to 9516 [**F6**, '**9501**', **Enter**, '**9516**', **Enter**, 'Y'].

3.5 Correcting text: an additional exercise

Frequently, you will need to modify existing text to create new ones. Move to page R9531 [**F8**, '**R9531**', **Enter**]. This is the ad that you broadcast for your customer "Provincial Restaurant". You need to modify the message to promote the lunch time buffet. This is the new text for your customer's ad.

"Provincial Restaurant


We offer during the week a lunch time buffet including:

- soup or juice
- one entrée
- the main course
- the salad bar
- one dessert
- one beverage

Meal price: \$8.95 plus taxes




Served from 11h30 to 14h30

For reservations: 555-5555"

Outlined below is the most efficient way to modify the text of the message. To start, copy page R9531 onto page 9531 [**F5**, '**9531**', **Enter**]. Move the cursor under the  of the third line; press **Delete** to erase the third line. Move the cursor under the space before "we"; press simultaneously the **Ctrl** and **Home** keys. Switch to the "Typeover" mode (**Insert** key). Type 'W'. Move the cursor under the "à" and type '**during the week a lunchtime buffet including:**'. You still need to erase "hes from:". Press simultaneously **Ctrl** and **End**.

Move the cursor under the "C" of "Canada". Return to

the "Insert" mode and press **Ctrl+End**. Type '**soup or juice**'. Move the cursor under the "M" of "Mediterranean". Press **Ctrl + End**. Type '**one entrée**'. To type the accented "é", as explained in Appendix "A", press **Ctrl+Alt+F2** to obtain the French keyboard (two beeps will confirm the change of keyboard), type 'é' by pressing the "? / É" key, press **Ctrl+Alt+F1** to return to the English keyboard (one beep will confirm the return to English), type the last 'e'. Move the cursor under the "I" or "Italy". Press **Ctrl+End**, type '**the main course**'. Move the cursor under the "p" of "plus". Press **Ctrl+End**, type '**the salad bar**'.

We now have three lines to add and one line to modify. Move the cursor under the  from the line following the "- the salad bar" line by pressing  once. Press **Tab**, type '**one dessert**' (for details on the "Tab" function, see section 5.1). Press  once more. Press **Tab**, type '**one beverage**'. Press **Enter** once. Now type '**Meal price: \$8.95 plus taxes**'. In "Typeover" mode, modify the hours to read '**Served from 11h30 to 14h30**'. Save the page [**F5**, **Enter**]. Copy page R9536 to page 9536 and compare it with page 9531. [**F8**, '**R9536**', **Enter**, **F5**, '**9536**', **Enter**].



Conclusion: It is often easier to modify an existing message than creating a new one.

⇒ **Note:** Avoid correcting part of a text in an overflow screen, and then moving it back to the working screen since many text formatting functions covered in the next sections of this guide are not supported in the overflow screens. The overflow screen is mostly used to bring back in the working screen a word that was too long at the end of the page. While doing corrections, first eliminate from the old text the empty lines used for spacing, then enter and correct the new text. At the end, add the required spacing lines.

3.6 Search text

This function is used to quickly and automatically locate any information within any page in memory.

Instead of reading every page stored in memory with the **F8** function, you can specify to the "Search text" function a sequence of up to 30 digits consisting of characters, numbers and spaces. The unit will stop automatically at each page where at least one occurrence of the sequence exists.

Move to page 9500 [**F8**, '**9500**', **Enter**, **N**, **Esc**]. Then, press the **menu (F12)** key. A grey window appears at the top of the screen. With  and , move the

selection bar under "Utility", then select the "Search text" function from the sub-menu. The grey window "Search for text" appears on the screen. There are three selection parameters to specify:

1. sequence: this is the sequence of digits to search for; the unit keeps in memory the sequence that was called last;
2. ignore capitals and accents: "YES" or "NO";
3. starting page: the search is done from the specified page to page 9999. The unit, by default, enters the current page number in that field.

Take for example the "Provincial Restaurant" exercise on which we worked in page 9531. If, before starting your work, you did not remember the page number where the text was, you would have called the "Search text" function and you would be in the "Search for text" window where we are now. If the unit has no sequence in memory, it will position the cursor directly on line 1, ready to enter the sequence; otherwise, the cursor flashes at the end of the line "Select (1 to 3):" type '1' to position the cursor on line 1. The best way to locate your text would be by selecting the word "Provincial". To make the research as complete as possible and, to select all forms of text derived from "Provincial", type in the black box of line 1 a shortened string like 'Provi' to do your research, then press **Enter**. Type '2' and observe the parameter "YES" and "NO" changing on line 2; select "YES". Type '3', '9500' as the starting page for the search then press **Enter**. To start the search, press **Enter** (**Esc** to cancel the command and return to the edit mode). If there is an occurrence of the sequence, the unit displays the page where it first happens; follow instructions at the bottom of the screen to resume the search, return to the search menu or stop the search command to return in editing mode. At the end of the search or if there is no occurrence, a blue window advises you that there is no occurrence of the sequence. Press **Esc** twice to exit the "Search for text" function.

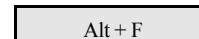
With this function, you can do repetitive changes on many pages. For example, you want to change the "Provincial" word from the name "Provincial Restaurant" to another word. You will do a search for "Provincial" with a sequence like "Provi". At the first occurrence of the sequence, press **Enter** to return in editing mode; correct the text. Select again the "Search text" function; IRISTEXT MARK will ask to confirm the modifications of the current page before calling the "Search text" function. Since the current page number appears by default on line 3, you simply need to start the

search once more. Do the same until the last occurrence of the sequence.

Note: If you have the Inuktitut syllabic characters option, you can search a sequence of syllabic characters. To specify syllabic search hold down the **CTRL** and **ALT** keys while pressing the **F3** key.

Use **CTRL+ALT+F1** or **CTRL+ALT+F2** to return to either English or French character set.

Speed key:



Now erase pages 9531 and 9536.

Move to section 4 or return in display mode:
Press **edit/display** (scroll lock key) and type 'S'

4- HANDLING OF TEXT ATTRIBUTES FUNCTIONS

SUMMARY

- attribute selection
- attribute modification
 - character fonts
 - character spacing
 - character colours
 - underlining
- delete an attribute
- text displacement

Section 4 consists of a string of subjects with related exercises in order to familiarize yourself with the text attribute functions. Pages that are the result of each exercise are included in your IRISTEXT MARK memory. You will be able to compare your exercise work with the actual outcome. Furthermore, you will be able to start each exercise with the appropriate page from the memory of the unit.

Text attribute definition: Text attributes are used to control the look of text on screen. Attributes can be added for:

- character size, spacing, positioning and colour;
- character font style
- character enhancement with italic, bold and edging
- underlining

4.1 Text attribute functions selection principles

Move to page R9551 [**F8**, '**R9551**', **Enter**] and copy the message to the page 9551 [**F5**, '**9551**', **Enter**]. Repeat this exercise and copy page R9541 on page 9541. This simple text already has some text attributes. To modify or to add a text attribute, use the **text** function (**F9**). Press the **F9** key. A dark blue window appears showing the applicable sub-functions. The first, "Add an attribute", is used to specify additional attributes.

The **text** function (**F9**), checks the attributes affecting the portion of the text at the cursor position. Under the first line, "Add an attribute", the **F9** function lists all the attributes already specified and on which modifications can be done.

4.2 Font selection

A font determines the shape and the size of a character. IRISTEXT MARK offers a choice of forty-eight (48) font combinations. To view them remain in page 9541, press **F9**, choose "Add an attribute", then in the "Add an attribute" window, go to "Select fonts", the unit displays a page with various fonts. The font shown in a yellow rectangular field corresponds to the one pointed by the cursor on your editing page. Consult them all by using **↓**, **↑**, **Page Up**, **Page Down**, **Home**, and **End**. If you want to view the text example beginning at the right of the table, press **→** and **←**. Press **Esc** to exit.

A- Global choice / font modification

A font can be modified globally when there is a font attribute specified. Press again **F9**. Choose "Modify/delete font". The command line shows the following information:

Font Fargo 38 4 pixels

Figure 4.2-A

The selection bar is positioned under the field "Fargo 38" font which means that it can be modified. "4 pixels" means 4 additional spaces of 1 pixel each are added to the normal spacing of the font. Consult the "Attribute modification" help window by pressing **F1** then return to the "Attribute modification" screen with **Esc**.

Press **↓** once. The characters have changed globally; it is still a "Fargo" font, but smaller (Fargo 26). Press **↓** again. The "Dom Casual 46" font is now specified. Press **↓** or **↑** to see all the available fonts in this message.

Refer to figure 3 (in appendix "C"), you will notice that "Fargo 38" is used mostly but with a shadow. Choose the "Fargo 38" font with a shadow by pressing [**F12**, **S**]. Press

Enter. Confirm modification". The font is now modified globally.

B- Modify character spacing

Keep on working in page 9541. Spacing can also be modified between characters. Press again **F9** and choose "Modify/delete font". If required, refer to the "pixel" definition in the glossary. To modify the character spacing, the selection bar has to be moved under the field "4 pixels": press **Tab** or KEYPAD **→**; the selection bar is now positioned under the field "4 pixels". Press **↑**, the spacing value changes to "5 pixels" and the text spacing has increased. You can have up to +63 pixels or -5 pixel spacing. For this text and for the selected font, 8 pixels will cause an overflow condition. Change the value of the spacing to -2 pixels; press **Enter** and confirm modification.

To compare your work with page 9551; save page 9541, then read page 9551. With the **F7** key, alternate between the two pages and compare [**F5**, **Enter**, **F8**, '9551', **Enter**, **Esc**, **F7**, **F7**, **F7**...]. Erase page 9541.

C- Multiple fonts on the same page

Return to page 9551 [**F8**, '9551', **Enter**, **Esc**]. To add a font attribute to the "IRISTEXT 4000" line, position the cursor under the first "I" of "IRISTEXT". Press **F9**, select "Add an attribute" then "Select fonts". The "FONT SELECTION" table appears. To obtain quickly the "Roman 78" font with outline, type "R" for "Roman" and "7" for "78". Now the selection bar is positioned under the "Roman 78" font, press **Alt+S** to remove the shadow, press **Alt+O** to add the outline. Press **Enter**.

The first "I" of "IRISTEXT 4000" has changed font; to specify up to where the change of font is effective, there are 2 methods: character by character or line by line. Press **→**; the "R" changes font. Press again **→**; the second "I" changes font. Press **End**; the remainder of the line changes font. Press **Enter** to complete the font addition. A confirmation window appears, confirm with "Yes". The font is added. Now change the spacing of the new font: [**F9**, **f**, **Tab**, **↓**, **↓**, **Enter**, **Y**]. Save page 9551 [**F5**, **Enter**]. Copy page R9556 on page 9556 and compare with page 9551, [**F8**, 'R9556', **Enter**, **F5**, '9556', **Enter**, **F7**, **F7**,...]. Then erase page 9551.

Copy page R9561 to page 9561 [**F8**, 'R9561', **Enter**, **F5**, '9561', **Enter**]. Page 9561 differs from page 9556 because of the presence of **↵** at the end of each line. This way, we compel the unit to keep constant the content of words of each line while changing fonts. As an exercise, we will change the font of the part of the text starting by "This" and

ending by "of"; we will specify a larger font. Position the cursor under the "T" of "This" to add another font (a third one). Press **F9**, select "Add an attribute" and "Select fonts". Press **Alt+S** to remove shadow. Choose "Dom Casual 46" by typing **'D'**, **4**, **↓** and by pressing on **Enter**. The "T" changes font.

To change the font of the first line, press **↓**; the cursor positions itself under the "d" of "and" on the second line. Press **↓**; the second line splits in two. The cursor is now located under the "n" of "many"; press **End**; the font addition is completed. Confirm in order to be able to change the character spacing afterwards [**Enter**, **'Y'**, **F9**, **'F'**]; press **Tab** and **↓** to change the character spacing to 1 pixel. The text is now shown on three lines, the content of each one being the same as before because of the hard returns specified at the end of each line. Adjust the spacing to "3" pixels. Return to the original page [**Esc**, **N**, **F8**, **N**, **Esc**].

4.3 Modify/delete font - Add attributes

- Add Bold

Remain in page 9561, move the cursor under the I of IRISTEXT, press **F9**, select Modify/Delete font, press **F12** and choose **Bold**. The window now reads as follows: (note: to move the selection bar use the **Tab** key)

Bold	Width (1,0)	Next attribute
------	-------------	----------------

Bold = added attribute

Width (1,0) = can be modified with **↑ ↓ → ←**

Next attribute = with **↑** or **↓** shows other attributes of the pointed text.

Press **Enter** to save modifications.

To remove this attribute, press [**F9**, **f**, **F12**, **B**], press **Delete** and confirm.

- Add Italic

Remain in page 9561, move the cursor under the I of IRISTEXT, press **F9**, select Modify/Delete font, press **F12** and choose Italic. The window is as follows:

Italic	Angle:2	Incline	Next attribute
--------	---------	---------	----------------

Italic= added attribute

Angle: 2 = modify the incline angle

Incline = left or right with **←** or **→**

To remove this attribute, press [**F9**, **f**, **F12**,**I**], press **Delete** and confirm.

- Add Outline

Still in page 9561, move the cursor under the I of IRISTEXT, press **F9**, select Modify/Delete font, press **F12** and choose **Outline**, the window indicates the following:

Outline	Width:2	Colour: B	Next attribute
---------	---------	-----------	----------------

Outline = added attribute

Width = modify with → or ←

Colour = can be changed with ↑ or ↓

To remove this attribute, press [**F9**, **f**, **F12**, **O**], press **Delete** and confirm.

- Add Shadow

Still in page 9561, move the cursor under the I of IRISTEXT, press **F9**, select Modify/Delete font, press **F12** and choose **Shadow**, the window indicates the following:

Shadow	Width:	Posit:	Colour:	Mode	Next attribute
--------	--------	--------	---------	------	----------------

Shadow = added attribute

Width = modify with → or ←

Posit = can be changed left or right with ↑ ↓

Colour = can be changed with ↑ or ↓

Mode = standard or offset shadow, toggle with ↑ ↓

To remove this attribute, press [**F9**, **f**, **F12**, **S**], press **Delete** and confirm.

4.4 Choosing character colour

A- Global choice / colour modification

IRISTEXT MARK offers a choice of 15 colours for the characters according to the valid palette. Press **F9**. Select "Modify/delete colour". The command line shows the following information:

Colour = F

Figure 4.3-A.

The selection bar is positioned under the "F". With ↑ or ↓, sample on the screen the 15 available colours for the active palette. Pressing **F12** and **Enter** displays, at the bottom of

the screen, the active colour palette. To remove the colour palette from the screen, press again **F12** and **Enter**. If you know the desired colour, you can type directly the corresponding number (1 to 9, A to F). Type 'E' (yellow), press **Enter** to select the colour, then confirm the selection.

B- Multiple colours for characters

Stay in page 9561. First, change the global colour to "F" (white) [**F9**, **'L'**, **'F'**, **Enter**, **'Y'**]. We will change the colour of "IRISTEXT 4000" only. To do so, we will **add** a colour attribute to this part of the text. Move the cursor under the first "I" of "IRISTEXT", press **F9**. Choose "Add an attribute", then "Colour of characters". The "Characters colour" window appears. Type 'E' (yellow), then press the **Enter** key. The first "I" is now yellow. Furthermore, the command line gives an instruction message. As with font attributes, you can use → and **End** to select the part of the text to be coloured with the new colour (← and **Home** to undo).

Complete your selection for the line, confirm the addition of the attribute and save the page [**End**, **Enter**, **'Y'**, **F5**, **Enter**].

Copy page R9571 on page 9571 and compare it with page 9561, [**F8**, **'R9571'**, **Enter**, **F5**, **'9571'**, **Enter**, **F7**, **F7**,...]. Erase pages 9556, 9561 and 9571.

4.5 Underline

A- Add an underline attribute

IRISTEXT MARK can underline different parts of the text; the user can select the location, the width and the colour of the underlining. You must first specify which parts of the text will be underlined; then, **add** attributes. As a second step, the underline attributes are modified. Copy page R9581 to page 9581 [**F8**, **'R9581'**, **Enter**, **F5**, **'9581'**, **Enter**].

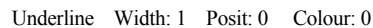
We will first underline the "IRISTEXT" line. Move the cursor under the first "I" of "IRISTEXT". Press the **F9** key, choose "Add an attribute", then "Underline". The first "I" is underlined with the same colour as the character above it. Once again, an instruction message appears on the command line, press **End**. The underline is now specified. Observe that the cursor is positioned under the ↵ which means that the spaces are also underlined. Press **Enter** and confirm the underlining. If the user needs an underlining longer than the text, spaces must be added accordingly after the text.

To underline only part of a line, move the cursor under the first "t" of "title line"; a second underline attribute will be added. Choose "Underline" as was done above [**F9**, **'A'**, **'U'**].

With →, move the cursor to the ↩ positioned after the "e" of "title line". Confirm the selection. Then erase page 9581.

B- Modify an underline attribute

Copy page R9591 onto page 9591 [**F8**, '**R9591**', **Enter**, **F5**, '**9591**', **Enter**]. We will modify the aspect of the underlines. Move the cursor under the first "t" of "title line". Press the **F9** key. Observe the underline attribute added to the list. Move the selection bar under "Modify/delete underline", read the help window and then press **Enter**. The following information appears on the command line:



```
Underline Width: 1 Posit: 0 Colour: 0
```

Figure 4.4-B

Press again on **F1** to read the help window "Attribute modification" then press **Esc**. The selection bar is positioned under the "Width:1" field; this means that you can modify the value of this parameter. When an underline is first added, its parameters assume the minimum values as in figure 4.4-B. Press ↑ or ↓ to change the value of the width from "1" to "15". Set the width value at "2".

Now we will move the underline downwards. Press **Tab** or **KEYPAD →**; the selection bar is moved to the "Posit: 0" field. The value of the position can vary from "0" to "15". Press ↑ or ↓ to set the value of the position field to "3".

Finally, we will change the colour of the underline. Press **Tab** or **KEYPAD →**; the selection bar is positioned under the "Colour: 0" field. Colour "0" means that the underline colour is linked with the colour of the character that is underlined: colour "0" of the underline changes when the colour attribute of the character is modified. With ↑ or ↓, select colour "E".

To complete, confirm the modified parameters [**Enter**, '**Y**']. Next, modify the underline parameters of the "IRISTEXT" line to the value "Width: 5 Posit: 15 Colour: 9". Erase page 9591.

4.6 Delete an attribute

Copy page R9601 to page 9601 [**F8**, '**R9601**', **Enter**, **F5**, '**9601**', **Enter**]. To delete an attribute, the user simply needs to select in the **text** (**F9**) function the applicable option and press **Delete**. For example, to delete the underline under "IRISTEXT", move the cursor under the first "I" of "IRISTEXT", press **F9**, select "Modify/delete underline", **Enter**, press **Delete** and confirm the deletion.

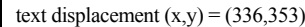
Call **F9** again; the fourth line "Modify/delete underline" is

no longer present, since the underline attribute has been removed. Then erase page 9601.

4.7 Text displacement

The "Text displacement" function is one of the functions that make fine adjustment of text presentation possible. This function will move a text block that starts with the character pointed by the cursor and ends before the character preceded by another displacement attribute. Many displacement attributes can be specified in the same text. Consult page R9611 to view the exercise to be completed.

Copy again page R9601 onto page 9601 [**F8**, '**R9601**', **Enter**, **F5**, '**9601**', **Enter**]. Move the cursor under the "4". We will now add a text displacement attribute to the word "4000". Press **F9**, select "Add an attribute", then move the selection bar under "Text displacement". Consult the help window then press **Enter**. The command line shows:



```
text displacement (x,y) = (336,353)
```

Figure 4.6

"x" represents the horizontal value (in pixels) of the cursor position (horizontal displacement) and "y" the vertical value. With → and ←, change the value of "x" to "318", then with ↑ and ↓, change the value of "y" to "316". "4000" superimposes the underline. Confirm the parameters [**Enter**, '**Y**']. Compare your work with page R9611.

The main usage of the "Text displacement" function is to vary the vertical positioning of a text, a line, a word or even a character (for example: H²O). When an horizontal displacement is made, only the first line of the block can be moved. The "Tab" function that will be covered in section 5.1 allows the horizontal displacement of a block of text.

The other particular feature of the "Text displacement" function is when a text block position is defined with the displacement attribute, its position is fixed on the screen, whether a line is removed or not. Return to page 9601. Remove the ↩ from the second line; all the text before "4000" has moved upwards, but "4000" stayed fixed in the position defined by the "Text displacement" attribute. The usage of this function occurs only at the end of the text editing in order to improve the message appearance.

4.8 Relative Text displacement

Move the cursor under the first letter of the text you wish to displace, press **F9**, Add an attribute, Relative text displacement. With the →, ←, ↑, ↓ you can move the text in the four directions.

As in "Text Displacement" this function allows you to improve text presentation.

Unlike the "Text displacement" attribute described in 4.7, its position is not fixed on the screen. It will be moved according to preceding displacement attributes or if text is added or removed.

Erase page 9601 then move to section 5 or return to the display mode:

Press **edit/display** (scroll lock key) and type 'S'

5- TABULATION, JUSTIFICATION AND VERTICAL CENTERING

SUMMARY

- set tab stops
- horizontal text displacement with tab function
 - justification types
 - "line" mode justification
 - "area" mode justification
- vertical centering of a page
- text entry with justification and centering attributes

5.1 Tab

The "tab" function has two main applications:

- 1- to allow text entry and presentation in columns;
- 2- to move a block of text horizontally (the "Text displacement" function moves only one line of the block horizontally).

A- Set tab stops

Shown in figure 5.1-A is the text in 3 columns to be entered using tab stops (do not start right away; see the example in page R9621):

↩
WEATHER FORECAST
MONTREAL ↩
↩
→THURSDAY→ FRIDAY→ SATURDAY↩
→Cloudy→ Clearing→ Sunny↩
→Max.: +1→ Max.: +2→ Max.: +6↩
→Min.: -10→ Min.: -4→ Min.: -1 ❖

Figure 5.1-A

Copy page R8800 onto page 9611 and choose Fargo 38 font [F8, 'R8800', Enter, F5, '9611', Enter, F9, A, F, F, ↓, Enter]. Type [↩, 'WEATHER FORECAST', ↩, 'MONTREAL', ↩, ↩]. (If you wish to type the major E acute (É) of "MONTREAL", refer to Appendix "A".) Modify the font spacing to "-3" pixels [F9, 'F', Tab, ↓, ↓, ↓, ↓, Enter, 'Y'].

With the cursor positioned under the ❖, type the following sequence without worrying about the appearance of the screen; [Tab, 'Cloudy', Tab, 'Clearing', Tab, 'Sunny', ↩].

Now we will set the tab stops. Press the **editing functions**

(F10) key, then select "Set tab stops". Four vertical lines appear on screen; consult the in context help window (F1 key, Esc to quit). Because the first vertical line is dotted, we can modify the position of the first tab stop. With ← and →, move the first stop between the "M" and the "O" of "MONTREAL". Observe that while the word "Cloudy" moves left together with the first tab arrow, the first two lines of the text have not moved. Hence, with the "tab" function, only the parts of the text pointed by a "→" are moved. Press **Tab** or KEYPAD → to allow the modification of the second tab stop (Shift + Tab or KEYPAD ← to select from right to left). Align the second tab stop between the "E" and the "C" of "FORECAST", then select the third tab stop. This stop being too much to the left, we will remove it by pressing on **Delete**. Observe that "Sunny" has aligned itself with the last tab stop, which we will leave in that position for the time being.

To activate a tab stop, we use the **Insert** key (maximum of four (4) tab stops). Positioned at the third tab stop, press **Insert**; the activated tab stop superimposes the previously selected tab stop (dotted vertical line). With →, separate the stops. You cannot move a tab stop to the left of the preceding stop; verify by pressing repeatedly on ← to try to move the fourth tab stop to the left of the third tab stop. Press **Delete** to remove the fourth tab stop.

Press **Enter** to terminate and confirm the modifications.

B- Correct and move text with the tab function

The screen is in edit mode again and the command line shows only 3 tab stops. Position the cursor under the ❖. Press the **Tab** key; the cursor has moved under the "C" of "Cloudy" on the next line, aligned with the first tab stop. Type 'Max.: +1', then press **Tab** again. The cursor moves directly under the "C" of "Clearing" on the next line, aligned with the second tab stop. Complete the entry of the last two lines of the text of Figure 5.1-A with **Tab** to align each column and **Enter** at the end of the line "Max.:+1...".

Position the cursor under the fifth ↩ of the text from the top. Type the following erroneous line: [Tab, 'WEDNESDAY', Tab, 'THURSDAY', Tab, 'FRIDAY']. To correct, position the cursor under the first "→" of the line: press **Delete**. The "→" is removed; by using **Delete**, remove "WEDNESDAY". Observe that "THURSDAY" and "FRIDAY" have moved left and are aligned with the first and second tab stops. Position the cursor under the ↩ of the "→THURSDAY→FRIDAY↩" line, press **Tab** and type 'SATURDAY'. If in the preceding section you did not move the last tab stop, the "AY" of "SATURDAY" will overflow the line. Call again the "Tab" function [F10, 'S']. Press twice on **Tab**, the third tab stop line becomes dotted. Press ← as long as "A" and "Y" are not attached again to "SATURDAY" on the preceding line.

Save your modifications and compare your work with page R9621 [F8, 'R9621', Enter, F8, '9610', Enter, F7, F7]. Afterwards, erase pages 9610 and 9611.

C- Text with numbers in columns

To enter a text with right justified columns of numbers similar to figure 5.1-C, you must use a non-proportional font that has an equal spacing between characters (by contrast, the columns of figure 5.1-A are left justified).

" Stock prices ↩		
Title→	Aver→	Volume↩
→	price↩	
AAZ Inc. →	2.25→	10000↩
AZZ Inc. →	4.50→	150000↩
ZAA Inc. →	18.75→	2000❖"

Figure 5.1-C

IRISTEXT MARK allows you to enter right justified columns of numbers when using the Corpus Christi 29f and 49f. As an exercise, try to reproduce figure 5.1-C on your screen. First, enter the 5th line by pressing on the **Tab** key after "AAZ Inc." and by pressing **Tab** again after you completed typing "2.25". Then, call the "Tab" function, remove the first tab stop, leave the second stop where it is, remove the third one and move the last one about two characters to the left. Confirm the tab stop modifications. Enter lines 6 and 7 as you did for line 5. To right justify the columns, add with the space bar, spaces in front of the "2.25" and "4.50" prices and in front of the values "10000" and "2000".

You can also move the entire price column to the right with the "Tab" function or by typing an equal number of spaces

after the first "→" of each line. Position the cursor to the first character of the screen and try to complete the entry of lines 1 to 4. Use the **Tab** key for lines 3 and 4.

5.2 Text justification

By justification, we mean the horizontal centering of each text line. Four justification methods are possible: left, center, right and total. To justify a text, press **F10**, then select "Justification of text". In context help is available in each work mode.

A- "Line" mode justification

This mode allows the change of justification for the line pointed to by the "line cursor".

Copy page R9631 onto page 9631: [F8, 'R9631', Enter, F5, '9631', Enter]. Press **F10** (editing functions), then position the selection bar under "Justification of text"; consult the help window (**F1** if the "HELP WINDOW" is not displayed). Select "Justification of text"; when the function is called, the unit always forces the "line" mode. Press again on **F1** to consult the in context help window for the "line" mode then leave the help window [Esc]. To justify in "line" mode, enter the letter of the type of justification desired for the line. Type 'C'; line 1 is now center justified and the "line cursor" is positioned on the second line. Type 'C' again. Complete the page by center justifying lines 1 to 4, left justifying lines 5 to 7 (type 'L'), right justifying lines 8 to 10 (type 'R') and total justifying lines 11 to 14 (type 'T'; left/right on the command line).

Save the modifications by typing **Esc** or **Enter** and confirm. Then erase 9631.

B- "Area" mode justification

This mode allows you to increase or decrease the area delimited by two (2) "area cursors" and to change globally the justification of the area.

• Global justification

Copy page R9631 but this time onto page 9636. Call again the "Justification of text" function: [F10, 'J']. Press **Tab** or **KEYPAD →**; consult the command line and observe that you are in "area" mode. Press **F1** to consult the in context help for the "area" mode, then leave the help window [Esc]. Moreover, a vertical line has appeared to the left of the screen between the two (2) "area cursors" located at the top left and the bottom left of the screen. To change the global justification, press **KEYPAD ↑**, **KEYPAD ↓** or type the letter of the desired justification. Type in turn 'C', 'R', 'T'

and 'L' and observe the changes on the screen.

- More than one area, with different justification

Method: to create areas, first a line has to be justified in "line" mode to the desired format, reposition the "line cursor" on the newly justified line, switch to the "area" mode and extend the area to the desired size.

Exercise: In page 9636, still in "Justification of text" function, we will create a center justified area for lines 1 to 4. Type while starting in "line" mode [**Tab**] and on line 1, [**C**, **↑**, **Tab**, **↓**, **↓**, **↓**, **Tab**]. The screen now has two areas: lines 1 to 4 center justified and lines 5 to 14 left justified. Keep the area of lines 5 to 7 left justified. Right justify lines 8 to 10 by positioning the "line cursor" on line 8, then type: [**R**, **↑**, **Tab**, **↓**, **↓**, **Tab**]. After having positioned the "line cursor" on line 11, type the following sequence for the area between lines 11 to 14: [**Tab**, **T**, **Tab**].

- Extend or reduce an area

Once an area is defined, its size can be modified. In "line" mode, the "line cursor" must be moved to the target area, then switched to the "area" mode. With **↑**, **↓**, **Home** and **End**, extend the justification area. Starting with the previous exercise, we will extend the left justified area from line 3 to line 12. Position the "line cursor" on line 5, switch to the "area" mode, then type [**↑**, **↑**, **↓**, **↓**, **↓**, **↓**, **↓**]. All this area is now left justified.

Type **Shift** + **↑** three times and observe. When reducing an area, the unit imputes to the line removed from the area the justification attribute of the first line next to the former area.

This is why lines 10, 11 and 12 return to a total justification even if line 10 was right justified (line 12 has taken the attribute parameters of line 13, and so on).

Erase page 9636.

5.3 Vertical centering on page

The function "Vertical centering of page" positions a text in the center of the screen. Copy page R9561 onto page 9641 [**F8**, **R9561**, **Enter**, **F5**, **'9641'**, **Enter**] then remove the first **↵** of the text. The sub-function "Vertical centering on page" is part of the editing functions. Press **F10** and type 'V'; a "VERTICAL CENTERING" window appears on screen. Confirm the centering; the text is now vertically centered. Add a **↵** under the "Demonstration screen" line, the text is automatically centered vertically. When all the lines of the working screen are filled, the sub-function "Vertical centering on page" has no visible effect. To remove the vertical centering, return to the "Vertical

centering of page" sub-function. Observe that in the window a "No" has replaced the "Yes". Press **Enter** or type "N" to cancel the vertical centering.

5.4 Text entry with justification and vertical centering

Erase page 9641 but stay in page 9641 [**F6**, **'9641'**, **Enter**, **Enter**, **'Y'**]. Specify a global center justification [**F10**, **'J'**, **Tab**, **'C'**, **Enter**, **'Y'**]. Next specify vertical centering [**F10**, **'V'**, **'Y'**]. Observe that the **◆** symbol is positioned in the center of the screen. Start to type the text of figure 5.4 and observe how the characters appear on screen.

"
TEST OF **↵**
VERTICAL CENTERING **↵**
AND **↵**
CENTER **↵**
JUSTIFICATION **◆**"

Figure 5.4

The text is automatically center justified while the text is vertically centered as the lines are added.

Erase page 9641.

Move to section 6 or return to the display mode:
Press **edit/display** (scroll lock key) and type 'S'

6- BACKGROUND, SELECTION AND MODIFICATION

SUMMARY

- "line" work mode
- "area" work mode
- colour line by line
 - colour palette
 - patterns
 - pattern colours
- combining colour line by line and patterns
 - precomposed resident backgrounds
 - colour gradation
 - graphics
- combine pages

6.1 Background selection general principles

The **background (F11)** function is used to add or modify backgrounds. The background is made up of colours and patterns behind each text line. **Menu (F12)** enables afterwards to get to the choice of patterns in each work mode.

A- "Line" work mode

This mode is used to change the background attributes of the line of text pointed by the "line cursor".

B- "Area" work mode

This mode is used to extend or reduce the screen delimited by the two (2) "area cursors" and to change globally the background attributes for the area.

⇒ **Note:** In this section, the term "type and observe" means to enter the sequence specified after the colons while observing the changes on the screen and on the command line.

6.2 Colour line by line

A- Line by line

Copy page R9661 onto page 9661 [**F8, 'R9661', Enter, F5, '9661', Enter**]. Call the **background (F11)** function, read the help window and choose "Colour line by line". Observe the command line and the colour palette; you are in "line" mode as shown on the command line ("Line mode"). Therefore you have one (1) "line cursor" at the top of the screen; consult the in context help for the "line" mode [**F1**]

then quit the help window [**Esc**].

- Change the colour for all the lines

Method: in "line" mode, specify for each line of text the desired colour of background by typing directly the letter of the colour. As soon as the colour of the line is changed, the "line cursor" positions itself downward on the next line. Repeat to cover the screen in full.

Exercise: in page 9661, in the "Colour line by line" function, type and observe: [**'B', 'B', '1', 'B', '2', '2', '2', '2', 'B'**].

- Change the colour of one line

Method: in "line" mode, position the "line cursor" on the line to be modified then type the desired colour.

Exercise: position the "line cursor" at the "Demonstration screen" line, type **'4'**. The colour of the header changes.

- Change the colour of some successive lines

Method: combine the two previous methods. Position the "line cursor" on the first line to be changed, type for each line the selected colour.

Exercise: position the "line cursor" on the "This screen..." line. Type and observe: [**'3', '3', '3', '1'**].

- Save the modifications

Method: in "line" or "area" mode: **Esc** or **Enter**, then confirm in the "COLOUR LINE BY LINE" confirmation

window.

Exercise: from the previous exercise, press **Enter** and type 'Y'. Afterwards, erase page 9661.

B- By area

Copy page R9671 onto page 9671 [**F8**, '**R9671**', **Enter**, **F5**, '**9671**', **Enter**]. Call the "Colour line by line" function [**F11**, '**L**']; when calling this function, the unit always forces the "line" mode. Change mode, either by pressing **Tab**, **KEYPAD** → or **KEYPAD** ←. Press **F1** to consult the in context help window for the "area" mode then return to the "line" mode [**Esc**, **Tab**]

- Change area

Method: before working in an area, first position in "line" mode the "line cursor" within the area to be modified, then switch to the "area" mode.

Exercise: page 9671 is presently composed of 3 background areas. In page 9671, in "Colour line by line" function, the "line cursor" positioned on top of the screen, press **Tab**; you are in the first area, which is coloured dark grey. To go to the second area of the screen, type and observe [**Tab**, ↓, ↓, ↓, **Tab**], you are now in the second area. Observe on the left of the screen the two (2) "area cursors" and the arrows "↑" and "↓" at the top and bottom of the screen. You are in "area" mode in the second area of the screen. Again type and observe: [**Tab**, ↓, ↓, ↓, **Tab**]. You are in the third area at the bottom of the screen. Return in "line" mode [**Tab**].

- Change the colour of an area

Method: in "line" mode, position the "line cursor" on a line of the area. Switch to the "area" mode, modify the colour with **KEYPAD** ↑, **KEYPAD** ↓ or by typing directly the number of the colour.

Exercise: from the preceding exercise, position the "line cursor" on the line "This screen...". Switch to "area" mode by pressing **Tab**. Type '4'. Observe that the colour has changed on all 3 lines of the area.

- Change the size of an area

Method: in "area" mode, ↑ extends the area upwards one line at a time while ↓ extends the area downward one line at a time. **Home** extends the entire area upward, **End** downward. **Shift** + ↑ reduces the size of the area from the bottom, **Shift** + ↓ from the top. When an area has been forced to a screen's end and then the size of the area is

reduced, a black background (without attributes) appears.

Exercise: from the preceding exercise, still in "area" mode, type the following sequence and observe: [↑, ↓, **Shift** + ↓, **Shift** + ↑]. Then, force the area to the top and the bottom of the screen and observe: [**Home**, **End**, **Shift** + ↑, **Shift** + ↓, **Shift** + ↓, **Shift** + ↓].

Erase page 9671.

- Add an area in a page

Method: in "line" mode, position the "line cursor" at the beginning of the area to be added, change the colour of this area (line), return the "line cursor" to the preceding line, switch from "line" to "area" mode, then extend the area.

Exercise: copy page R9661 onto page 9661 [**F8**, '**R9661**', **Enter**, **F5**, '**9661**', **Enter**]. We will create an area with the lines starting with "This screen" and finishing with "characteristics of". Call the **background (F11)** function, then choose "Colour line by line". Move the "line cursor" at the line starting with "This screen...". Type and observe: [**4**, ↑, **Tab**, ↓, ↓, **Tab**]. Cancel the modifications [**Esc**, '**N**'].

- Change a colour globally

Method: in "area" mode, when the area covers completely the page, type the desired colour.

Exercise: still in page 9661, type and observe: [**F11**, '**L**', **Tab**, **KEYPAD** ↑, '**4**', **KEYPAD** ↓, **Tab**].

Erase page 9661.

C- Palette selection

Method: for each background line, a selection of background colours can be made amongst 3 palettes of 15 colours each. From the "Colour line by line" function, either in "line" or in "area" mode, by pressing on **F12**, a "COLOUR LINE BY LINE" window appears on screen. Choose "Pattern selection"; 3 colours palettes appear on the screen together with a small selection window.

Select a palette. As soon as the selection is completed, the unit returns in the "Colour line by line" function, changes the colours according to the activated palette and shows the selected palette for the line. When a palette is changed, the colours for the characters and underlines are adjusted to the new palette. This way, different colours can be chosen for the characters and underlines other than the basic colour palette.

Exercise: copy page R9671 onto page 9671 [**F8**, '**R9671**', **Enter**, **F5**, '**9671**', **Enter**]. Move the "line cursor" in the middle area [**F11**, '**L**', ↓, ↓, ↓, ↓]. Switch to the "area" mode [**Tab**] and call the "COLOUR LINE BY LINE" window [**F12**], then position the selection bar under "Palette selection". Press **Enter**. Select "Supplementary palette 2" by typing '**2**'. Burgundy is now the background colour, the "F" colour for the characters and the "E" colour for the underlines correspond respectively to the dark grey and the light grey of "Palette 2". Type '**8**' to change the background colour. Then, exit the "area" mode [**Tab**] and press ↑ once. Observe that the "Palette 0" is still specified for the background lines that are not blue. Position the "line cursor" on the "Demonstration screen" line. Type and observe: [**F12**, '**L**', '**1**']. The colours of the line are switched to the colours of "Palette 1".

Erase page 9671.

6.3 Background patterns

A- Line by line

Copy again page R9661 onto page 9661 [**F8**, '**R9661**', **Enter**, **F5**, '**9661**', **Enter**].

- Add a pattern to a line

Method: after the **background** (**F11**) and "Colour line by line" functions have been called in "line" mode, position the "line cursor" on the line of text where a pattern is to be added. Call the "COLOUR LINE BY LINE" sub-function by pressing the **F12** key, then choose "Pattern selection". Select the desired pattern, either with ↓, ↑, ←, → or by typing directly the pattern number, followed by **Enter** to complete the selection. The pattern appears on screen.

Exercise: in page 9661, type and observe [**F11**, '**L**', ↓, ↓, **F12**, '**P**']. The pattern selection table appears on screen. Press **F1** to consult the in context help. Exit the help window and select pattern 1 [**Esc**, '**1**', **Enter**]. The "Demonstration screen" line is now displayed with a pattern and the "line cursor" stays pointed on this line. Observe the 3 fields on the right of the command line: C1=2 C0=0 T#1. "C1" is the colour of the pattern (the green stars), "C0" is the background colour of the pattern (in black) and "T#" indicates the number of the pattern.

- Alternate between colour and pattern

Method: the **space bar**, either in "line" or in "area" mode, permits you to toggle between the colour background and the pattern background.

- Duplicate a pattern over some lines

Method: in "line" mode, position the "line cursor" on the selected line and press the **space bar**.

Exercise: still in page 9661 and in "line" mode, the "line cursor" positioned on the "Demonstration screen" line, type and observe: [↓, ↓, **space bar**, ↓, **space bar**, ↓, ↓, **space bar**, ↑, ↑, **space bar**, ↑, **space bar**]. As a net result, a pattern has been added only to the "IRISTEXT 4000 ♦" line.

- Many different patterns on the same page

Method: for each text line, proceed as if a pattern was added on one line.

Exercise: position the "line" cursor" on the "This screen..." line, type and observe: [**F12**, '**P**', '**6**', **Enter**, ↓, **F12**, '**P**', '**14**', **Enter**].

Exit the "Colour line by line" function and do not confirm the modifications [**Esc**, '**N**'].

B- By area

- Add a pattern globally

Method: if the page has one area only, call the **background** and "Colour line by line" functions. Switch to the "area" mode, then with **F12** call the "COLOUR LINE BY LINE" window. Choose "Pattern selection" and specify the desired pattern. The pattern will then cover the whole page.

Exercise: in page 9661, after completing the preceding exercise, type and observe: [**F11**, '**L**', **Tab**, **F12**, '**P**', '**6**', **Enter**, **Shift** + **Tab**]. A pattern has been added globally. Note that **Shift** + **Tab** permits to move from right to left on the command line fields.

- Add an area with a pattern

Method: in "line" mode, add a pattern on one line, then switch in "area" mode to extend the area.

Exercise: from the preceding step, type and observe: [↓, ↓, **F12**, '**P**', '**1**', **Enter**, **Tab**, ↓, ↓, ↓, ↓, **Shift** + **Tab**].

C- Change a pattern or the colours of a pattern

Method: either for a line or an area, the field modifications are done in "area" mode.

- Change a pattern (T#)

Method: in "line" mode, position the "line cursor" at the area to be modified. Switch to "area" mode. Position the selection bar under the "T#" field. Change the pattern number with KEYPAD ↑, KEYPAD ↓ or by typing directly the number. Modify the other fields if needed or switch out of the "area" mode.

Exercise: from the previous step, still in the "Colour line by line" function, in "line" mode, position the "line cursor" on the "This screen..." line, type and observe: [Tab, Tab, Tab, KEYPAD ↑, '20', Enter, Tab].

- Modify the pattern colour (C1)

Method: the first time that a pattern is added in a page, the pattern colour "C1" is always "2". As long as this colour is not modified, all the patterns added have colour "2". To change the "C1" pattern colour, proceed as above but move the selection bar under "C1".

Exercise: from the preceding exercise, type and observe: [Tab, KEYPAD ↑, '8', Shift + Tab].

- Modify the pattern background colour (C0)

Method: the "C0" colour is black by default, colour "0". It is modified like the "C1" colour.

Exercise: from the preceding step, type [Tab, Tab, KEYPAD ↑, KEYPAD ↑, '1', Tab, Tab].

- Change the pattern colour palette

Method: in the "Colour line by line" function, either in "line" or "area" mode, call the "COLOUR LINE BY LINE" window with the F12 key, then "Palette selection". Proceed as in the background colours section.

As it was the case for the background colour palette changes, all the colour attributes of a line or of an area affected by the palette change will be displayed according to the new palette.

Exercise: from the preceding exercise, type and observe: [Tab, F12, 'L', '1', Shift + Tab]. Erase page 9661.

6.4 Precomposed resident backgrounds

The I-MK-II unit is delivered with a group of pre-composed backgrounds contained in its permanent memory. To copy one of these backgrounds on one of the regular editing/display pages, do:

- use **F8**, the **Read page** function followed by the chosen resident page number (ex.: R3010), thereafter you can navigate through the resident pages by using the navigation keys → ←. Once you have decided on a background you can move through the corresponding examples by using the navigation keys ↓ ↑.

- look up section 2.0 for an efficient method to navigate within the resident pages;

- the "search function" explained in section 3.6 searches also through the text in the resident pages. It is an efficient way to locate any page; just remember a key word either in the resident page index or in the sample pages;

- once you have selected a resident page, press **Enter** or **F5** and the number of your regular editing page. Confirm with **Enter** or exit via the **Esc** key.

Replacing a background under a text page already created:

To preview and select a background under a text page which is already created, do: [F11, R, 'R1000', Enter] and then use → or ← successively to visualize the backgrounds along with your text. Press [Esc] to exit or [Enter] and confirm your modification.

Resident background pages index

Resident background page R11 contains a general index of groups of resident pages contained in the I-4000-Se unit.

The first page of each of these groups contains an index specific to this group.

Example: in section R0501-0999, page R0501 contains an index specific to this group.

6.5 Retrieving graphics & gradations from resident pages

Most of the time resident backgrounds are used in the reference mode as in the previous section. Referring to a resident page is very efficient because graphics and colour gradations are not transferred in your regular page but only referred to. On the other hand, referring to a resident page makes it impossible for you to modify its graphics or colour gradations.

Retrieving graphics from a resident page

This will extract the graphic elements of a resident page and copy them in your actual editing page. Once this is done,

you will be able to modify it at will by using graphic functions such as zoom, flip, rotate, etc.

Graphics can be retrieved by the "merge 2 pages" function as explained in section 6.8.A and demonstrated by an exercise at the end of the graphics section (6.7.U). Make sure that your selected resident page number ends by a zero, ex.: use R4600 instead of R4601.

By using the merge page selection menu, it is possible to add the resident graphic elements to those already present in your actual editing page. On the other hand the background colour selection must come either from your editing page (basic page in the table) or your resident page (selected page in the table).

Retrieving only colours and gradations from a resident page

Do as in the previous paragraph but in the merge page selection table, select "Yes" only for the background from the selected resident page.

6.6 Colour gradation

This feature refines and allows creative colour presentations giving perspective.

Method: copy page R9661 unto 9661; through the **F11** function select "Colour gradation", by doing so, you will obtain a command line with 5 parameters. Use the **Tab** key to point the desired one:

```
001 Colour=7 Y1=0 Y2=163 Zone Repeat= 0
```

001 = colour gradation number, use **Keypad** ↓ ↑ to change to another gradation

Colour = selected colour for gradation which must be used previously in the background, graphic or text.

Y1 = beginning of determined zone for gradation, use ↓ ↑

Y2 = end of determined zone for gradation, use ↓ ↑

Zone = moves the gradation zone up or down, use ↓ ↑

Repeat = is used to repeat a zone a number of times, use ↓ ↑.

the second part of the command line appears with 6 other parameters after you press **space bar**; use the **Tab** key to point the desired one:

```
R1=13 G1=13 B1=13 R2=13 G2=13 B2=15
```

R1, G1, B1 = starting colour of the gradation (upper part of

zone), use ↓ ↑.

R2, G2, B2 = ending colour of the gradation (lower part of zone), use ↓ ↑.

Refer to the following chart of colours with the RGB values to be used in order to obtain a specific colour gradation.

Note: R, G and B are for Red, Green and Blue used as primary colours in colour television. Each primary colour having 16 levels, 16 x 16 x 16 (4096) different combinations can be obtained.

To exit press **Esc, N**.

<u>R, G, B COLOUR TABLE</u>			
DESIRED COLOUR	VALUE TO USE		
	R=	G=	B=
White (100%)	15	15	15
Grey (75%)	12	12	12
Grey (50%)	8	8	8
Grey (25%)	4	4	4
Black (0%)	0	0	0
Red	12	0	0
Wine red	6	0	3
Pink	12	6	12
Salmon	12	8	8
Orange	12	6	0
Yellow	12	12	0
Bronze	11	9	4
Light yellow	12	12	6
Beige (skin)	11	9	8
Light brown	11	8	5
Medium brown	9	6	4
Dark brown	7	4	2
Green	0	12	0
Light green	6	12	6
Turquoise	0	12	8
Sky blue	0	12	12
Blue	0	0	12
Royal blue	0	6	12
Violet	6	0	12
Magenta	12	0	12

Exercise: in order to know what background colour is used, do **F11** then **L**, note the colour which is 8 in this case, press **Esc**, do not save modification. Now type and observe: [**F11, C, ↑, Tab, ↓**... until Y1 value gets to 55, **Space bar, ↓** until 0, **Tab, ↓** until 12, **Tab, ↓** until 0, **Tab, ↓** until 6, **Tab, ↓** until 0, **Tab, ↓** until 12]. In the upper part you obtain a green gradation and violet for the lower part.

Press **Space bar** twice, **Tab**, **Tab**, use ↓ ↑ to extend the colour gradation.

Press **Tab**, use ↓ ↑ to change the position of the colour gradation.

Press **Tab** and use ↓ ↑ to repeat the colour gradation.

⇒ **Note:** you can access the Colour gradation function within the graphic editor via the **F11** key.

6.7 Graphics

With this function you can create/modify your own graphics or modify the pre-composed backgrounds of the resident pages. Press **F11** and select **Graphics** by pressing **G**.

A- Graphic elements priority

The graphic elements of a page are displayed according to a priority order. If you look at Figure E1, you will notice that graphic element 1 is last in the priority order and graphic element 3 is first. Whatever the position on the screen of graphic element 3, it will be displayed on top of graphic elements 1 and 2. Graphic element 2 will always be displayed on top of graphic element 1.

Therefore consider the priority order when using the graphic editor. You can change this priority order as explained in section 6.7-E.

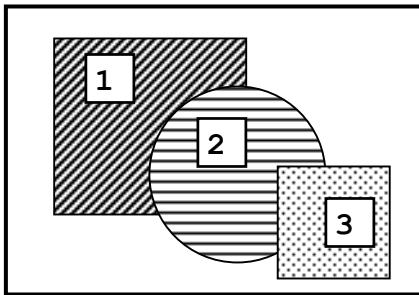


Figure E1

B- Create a graphic element

General

Press **Insert** or click the right mouse button to obtain the selection table with different graphic elements. You will notice that some graphic elements are empty, full or full with outline; to alternate just press **space bar** or click the middle mouse button.

To choose one of the graphic elements, use the → ← ↑ ↓ to move the yellow cursor on the desired element and press **Enter** to confirm the selection or point the arrow cursor on the desired graphic element using the mouse and click the left button to confirm.

As an example choose an empty rectangle. Once it appears on screen, the command line at the bottom of the screen changes to this:

XX Position (x,y) (other parameters)

XX= (Priority) number of the graphic element (see section 6.7-A)

Position (x,y)= Position of the origin point of the graphic element.

Use the **Tab** key to move the white cursor of the command line between "Position" and the other parameters. Use the → ← ↑ ↓ or the mouse to modify the pointed value.

Press the **space bar** once or twice to see the second part of the command line:

Pen (x,y) Mode Colour = XX

Pen(x,y) = Allows you to change the thickness of the outline of a graphic element

Mode = Allows you to display a pattern in the outline

Colour XX = Colour of the outline (0 to 15)

Use the **Tab** key to move the white cursor of the command line. On the "Pen(x,y)" selection, use the → ← ↑ ↓ to change the thickness of the pen (visible only on an empty graphic element). When the cursor is on the "Mode" selection and that you wish to have a pattern, press the ↑ key and the command line changes to this:

Pen (x,y) Mode C1 = XX C0 = XX T#X

C1= Pattern colour (0 to 15)

C0= Colour of the pattern background (0 to 15)

T#= Pattern number (0 to 40)

Press again the ↑ key to go back to the mode without pattern or use the **Tab** key to have the cursor on the pattern colour, the pattern background colour or the pattern number and use the → ← ↑ ↓ keys to change their values.

When the graphic element has the desired appearance, press **Enter** to save it or **Esc** to cancel the graphic element.

Note: With the full rectangle, circle, oval, pie chart and

polygon, there is a third part of the command line with parameters to change their colour.

Mode	Colour = XX
------	-------------

Mode = Allows you to display a pattern inside the graphic element.
 Colour XX = Colour of the graphic element (0 to 15).

Using the mouse with graphics

With the mouse you can easily modify any graphic element(s) on screen.

To change the position of one of the point of a polygon, a polyline or a multiple curve, use the mouse to point it with the mouse cursor, then click the left button. Change its position with the mouse and click the left button again to exit. You can click the middle button to add a point while working on an element's point.

To change the position of a circle, an oval, a rectangle or a pie chart, use the mouse to point it with the mouse cursor, then click the left button. Use the mouse to change its position. To change the dimension, hold down the right button and move the mouse. When done press the left mouse button again.

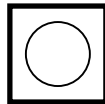
When the mouse cursor is not pointing on a graphic object:

the middle mouse button gives access to the block selection and paste menu;

the right mouse button allows access to the graphic object selection table. Once in this mode, you can use the middle button to alternate between the empty, full or full without line object.

The left mouse button will select the last graphic object you have worked on.

Circle

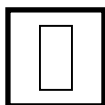


The command line at the bottom of the screen reads:

XX	Position (x,y)	Diameter (z)
----	----------------	--------------

Diameter (z) = circle dimension

Rectangle



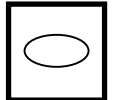
The command line at the bottom of the screen reads:

XX	Position (x,y)	Dimension (x,y)
----	----------------	-----------------

Dimension= height and width of the rectangle

Note: If you wish to obtain a perfect square, the height dimension must be superior by 20% (22.7% precisely) to the width dimension: example of dimension:
 (120,100) approximately
 (368,300) precisely

Oval



XX	Position (x,y)	Dimension (x,y)
----	----------------	-----------------

The command line at the bottom of the screen reads:
 Dimension= horizontal and vertical dimensions of the oval

Pie chart



A pie chart is a part of an oval beginning from the center toward its outline. The command line at the bottom of the screen reads:

XX	Pos (x,y)	Dim (x,y)	Org XX	Ln XX
----	-----------	-----------	--------	-------

Pos (x,y)= Position of the oval origin point where the pie chart is drawn

Dim (x,y)= Dimension of the oval axis

OrgXX= Position of the pie chart in degrees (0 to 360)

LnXX= Angular dimension of the pie chart in degrees (0 to 360)

Polygon



A 2 point polygon (line) appears on the screen and the command line at the back of the screen reads:

```
XX N (2) P1 (x,y) P2 (x,y)
```

N(2)= Indicates the number of points used to build up the polygon

P1 (x,y)= Position of the point P1 of the polygon

P2 (x,y)= Position of the point P2 of the polygon

Use the **Tab** key to move the white cursor to the different selections of the command line.

Use the **Ctrl** + **→** **←** **↑** **↓** keys or the **Ctrl** + **mouse** to move all the points of the polygon on the screen.

With the cursor on the "P1 (x,y)" selection, use the **→** **←** **↑** **↓** keys or the mouse to move the P1 point on the screen.

With the cursor on the "P2 (x,y)" selection, use the **→** **←** **↑** **↓** keys or the mouse to move the P2 point on the screen.

If you wish to add a third point to the polygon, you must use the **Tab** key to move the cursor to the "P2(x,y)" selection and press **Insert** or click the middle mouse button, the command line will read:

```
XX N (3) P2 (x,y) P3 (x,y)
```

N(3)= The number of points in the polygon is now 3

P2 (x,y)= Position of the point P2 of the polygon

P3 (x,y)= Position of the point P3 of the polygon

A third point, P3 has been added to the polygon and this point is superposed on the P2 point. Use the **→** **←** **↑** **↓** keys or the mouse to move this point on the screen. The command line displays the position of only 2 points at the time. These 2 points are identified by graphic markers "." (see Figure A1):

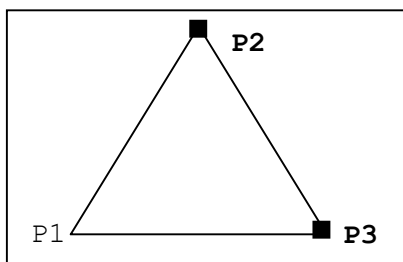


Figure A1

If you wish to change the position of the P1 point, you must use the **Tab** key to move the cursor to the "N(3)" selection and use the **↑** **↓** keys to change the position of the graphic markers "." to the P1 point, so you can modify it after (see Figure A2). If you have a mouse go to section 6.7-B "Using the mouse with graphics" because it is easier to modify this graphic element using a mouse.

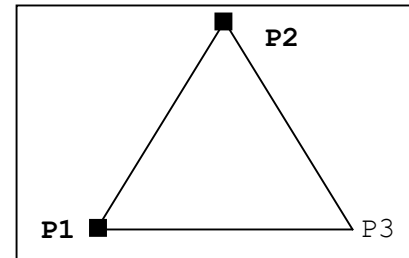


Figure A2

Polyline



A line with 2 points is displayed on the screen and the command line at the bottom of the screen reads:

```
XX N (2) P1 (x,y) P2 (x,y)
```

N (2)= Indicates how many points there are in this polyline

P1 (x,y)= Position of the point P1 of the polyline

P2 (x,y)= Position of the point P2 of the polyline

Use the **Tab** key to move the white cursor of the command line to the different selections.

Use the **Ctrl** + **→** **←** **↑** **↓** keys or the **Ctrl** + **mouse** to move all the points of the polyline on the screen.

With the cursor on the "P1 (x,y)" selection, use the **→** **←** **↑** **↓** keys or the mouse to change its position on screen.

With the cursor on the "P2 (x,y)" selection, use the **→** **←** **↑** **↓** keys or the mouse to change its position on screen.

If you wish to add a third point to the polyline, you must use the **Tab** key to move the cursor to the "P2(x,y)" selection and press **Insert** or the middle mouse button, the command line will read:

```
XX N (3) P2 (x,y) P3 (x,y)
```

N(3)= The number of points in the polyline is now 3

P2 (x,y)= Position of the point P2 of the polyline

P3 (x,y)= Position of the point P3 of the polyline

A third point has been added to the polyline and this point is superposed on the P2 point. Use the → ← ↑ ↓ keys or the mouse to move this point on the screen. The command line displays the position of only 2 points at the time. These 2 points are represented with graphic markers "" (see Figure B1):

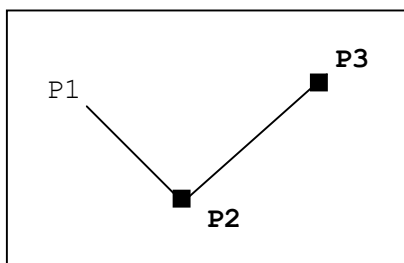


Figure B1

If you wish to change the position of the P1 point, you must use the **Tab** key to move the cursor to the "N(3)" selection and use the ↑ ↓ keys to change the position of the graphic markers "" to the P1 point, so you can modify it after (see Figure B2). If you have a mouse go to section 6.7-B "Using a mouse with graphics" because it is easier to modify this graphic element using a mouse.

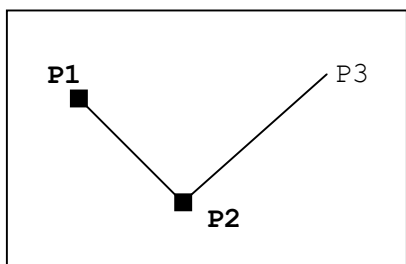


Figure B2

Arc of oval



An arc of an oval is a part of the outline of an oval. The command line at the bottom of the screen reads:

```
XX Pos (x,y) Dim (x,y) Org XX Ln XX
```

Pos (x,y)= Position of the oval point of origin

Dim (x,y)= Dimension of the oval axis

OrgXX= Position of the arc in degrees (0 to 360)

LnXX= Angular dimension of the arc in degrees (0 to 360)

Note: If you wish to draw a circular arc, the height dimension must be superior by 20% (22.7%) precisely) to the width dimension. Example:

(384,320) approximately

(393,320) precisely

Multiple curve



A curve appears on screen and the command line at the bottom of the screen reads as follows:

```
XX N (X) P1 (x,y) P2 (x,y) PC (x,y)
```

N(x)= Indicates the number of curve(s)

P1 (x,y)= position of the P1 point

P2 (x,y)= position of the P2 point

PC (x,y)= position of the point defining the curve

Use the **TAB** key to move the white cursor of the command line on its different selections.

Use the → ← ↑ ↓ to change the value of the pointed selections.

To add a curve, press **Insert** or click the middle mouse button.

The graphic markers indicate on which curve you are working on. To use another curve use the ↑ pointing the N (x) selection.

Use the **Ctrl** + \rightarrow \leftarrow \uparrow \downarrow keys or the **Ctrl** + **mouse** to move all the points of the multiple curve on the screen.

Fill function

FILL

This function allows you to fill the intersection of empty graphic elements (see figure C1). The fill is done in the area with the same colour and according to the priority order of the graphic elements. For this reason, it is generally preferable to use this function last, with the top priority.

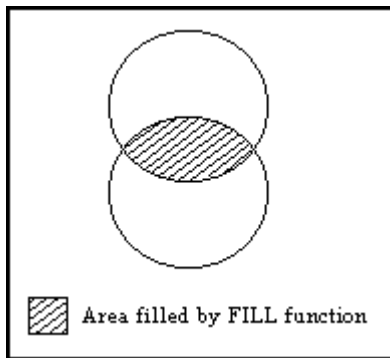


Figure C1: "Fill" function

Move the graphic cursor (see figure D1) with the \rightarrow \leftarrow \uparrow \downarrow keys or the mouse in the area you wish to fill.



Figure D1: graphic or mouse cursor

Then, press **Insert** or click the right mouse button and choose the "Fill" option with the yellow cursor and confirm with **Enter**. The command line reads:

XX Fill Area (x,y)

XX= Priority number of the graphic element
Fill area (x,y)= Position on screen of the "Fill" function

Press **space bar** to see the second part of the command line:

XX Mode Colour = XX

Mode= Allows the use of a pattern instead on the fill function

Colour= Colour of the "Fill" function

Point

This function allows you to draw one of many identical points on the screen. The bottom of the screen reads as follows:

XX N (x) PX (x,y) . . .

N (x)= indicates the number of points.

PX (x,y) = Position of the point X

C- Erase a graphic element

To erase a graphic element, use the \rightarrow \leftarrow \uparrow \downarrow keys or the mouse to point the element (see Figure D1) with the graphic cursor (for an empty element, the cursor must touch the outline of the element), then press **Delete** and confirm the modification.

D- Block selection

This function is used to select a block of graphic element(s). It can be: zoom, rotate, flip... To do so, press **F3** or click the middle mouse button and press 'S'. An empty block will appear on the screen and the command line will read:

Block Origin (x,y) Dimension (x,y)

Origin (x,y)= Position of the block with graphic elements

Dimension (x,y)= Dimension of the block

Use the **Tab** key to move the white cursor on the command line and use the \rightarrow \leftarrow \uparrow \downarrow to change the position and dimension of the block. Then, press **Enter** to confirm. If you have a mouse use it to change the block's position. To change the dimension use the mouse and hold down the right button.

All the elements included in the block will have small graphic markers "" meaning that they will be affected by the change.

To view only the element contained in the block, press the **space bar**. Press it again to return to the graphic mode.

This allows to verify the content of the block.

To add an element to the block, move the graphic or mouse cursor (see figure D1) on it and press **Insert**, this element is now a part of the block.

To remove an element of the block, move the graphic or mouse cursor (see figure D1) on it and press **Delete**. This element is no longer part of the block.

Once your block selection is terminated, press **Enter** and confirm the selection or **Esc** to cancel it.

To zoom the block go to section 6.7-L;

To flip up-down the block go to section 6.7-M;

To flip left-right the block go to section 6.7-N;

To duplicate the block go to section 6.7-O;

To move the block go to section 6.7-P;

To rotate the block go to section 6.7-Q;

To delete the block go to section 6.7-R.

E- Change the priority order of graphic elements

Refer to section 6.7-D to select your block of graphic element(s), press **F12** or click the right mouse button, select the "Position" menu, then:

press **T** for the top priority;

press **B** for the bottom priority;

press **S** for the selected priority, then use the $\uparrow \downarrow$ to choose the position of the block and press **Enter** to confirm.

F- Graphic cursor styles

You have the choice between 5 styles for the graphic cursor. The arrow is selected by default (see Figure D1).

To choose another one: press **F12**, select the "Parameters" menu, press **C**. A blue window appears with 5 styles:

- Press **A** for the target: "⊕";
- Press **B** for the cross "+";
- Press **C** for the point: "⊙";
- Press **D** for the arrow (by default);
- Press **E** for the crossing lines.

G- Graphic marker styles

This function allows you to choose between 2 sizes for the graphic markers displayed on one or many graphic elements selected.

To choose a size, press **F12**, select the "Parameters" menu and press **M**. A blue window appears with 2 options:

- Press **A** for a 12 x 12 rectangle (by default);
- Press **B** for a 6 X 6 rectangle.

H- Origin point

This function allows you to choose the position of the origin point of a graphic element. The origin point can be either:

- in the center of the graphic element
- in the upper left corner of the graphic element

To alternate between the 2 options: press **F12**, select the "Parameters" menu and press **O**.

I- Graphic over text

This function positions a graphic element over the text of a page (normally the text is always over the graphics). Use the **Keypad ↓**, **Keypad ↑** keys to move the graphic markers " " on the chosen graphic element. Then, do: [**F12**, **→**, '**O**']. Now this graphic element is displayed over the text. If you look on the command line, you will see a "*" displayed at the right of the priority number.

XX *

XX= Priority number of the graphic element

*= Confirms that this element is displayed over the text.

If you wish to reposition the graphic element under the text, just repeat the steps above.

J- Modify an existing graphic element

To modify a graphic element you already created, use the $\leftarrow \uparrow \downarrow$ keys or the mouse to move the graphic cursor (figure D1) on the chosen graphic element and press **Enter** or click the left mouse button. Refer to section 6.7-B for the editing commands of the graphic elements.

K- Select a graphic element superposed on another

If you wish to modify one of 2 superposed graphic elements, use the → ← ↑ ↓ keys or the mouse to move the graphic cursor (see figure D1) on the selected element and press **Enter**. The command line at the bottom of the screen will look like this:

XX *

Use the **Keypad, Home, End, ↑, ↓** keys to move the graphic markers "" on the element you wish to modify and confirm with **Enter**. Now you can modify the graphic element.

L- Zoom a block

Select a block of graphic element(s) (see section 6.7-D), press **Alt + Z** and use the → ← ↑ ↓ or the mouse to point at one of 9 zoom markers and press **Enter** or the left mouse button.

Use the → ← ↑ ↓ or the mouse to change the size of the block and confirm with **Enter** or the left mouse button.

When done, press **Esc** and confirm modifications.

M- Flip up-down a block

Select a block of graphic element(s) (see section 6.7-D), press **Alt + ↑** or **Alt + ↓** to flip up-down the block.

When done, press **Esc** and confirm modifications.

N- Flip left-right a block

Select a block of graphic element(s) (see section 6.7-D), press **Alt + →** or **Alt + ←** to flip left-right the block.

When done, press **Esc** and confirm modifications.

O- Duplicate a block

Select a block of graphic element(s) (see section 6.7-D). Press **Ctrl+D**, then use the → ← ↑ ↓ or the mouse to move the duplicate and confirm with **Enter** or the left mouse button. To exit, press **Esc** and confirm.

P- Move a block

Select a block of graphic element(s) (see section 6.7-D), press **Alt+M** then use the → ← ↑ ↓ or the mouse to move the block and confirm with **Enter** or the left mouse button. To exit press **Esc** and confirm.

Q- Rotate a block

Select a block of graphic element(s) (see section 6.7-D), press **Alt+R** then use the → ← ↑ ↓ or the mouse to point one of the 5 rotation markers then press **Enter**. Then use the → ← ↑ ↓ or the mouse to rotate the block and confirm with **Enter** or the left mouse button. To exit press **Esc** and confirm.

R- Delete a block

Select a block of graphic element(s) (see section 6.7-D), press **Delete** and confirm.

S- Graphic element conversion

This function allows you to change the presentation of a graphic element, example: change an empty circle into a full circle.

Use the → ← ↑ ↓ or the mouse to move the graphic cursor on the desired graphic element and press **Enter** or the left mouse button. Press **F12**, a list of conversion choice(s) will appear according to the graphic element. Select the conversion by pressing the underlined letter of the choice you wish to use.

T- Cut-paste a block

This function allows you to cut a block of graphic element(s) from a page. This block then can be pasted into another page. **You can transfer graphics from one page to another.**

To cut the block: Select a block of graphic element(s) (see section 6.7-D), press **Ctrl+X**.

To paste the block: Press **F3** or the middle mouse button and select "Paste". Then you can zoom, flip, duplicate, rotate or move the block. When done, press **Esc** and confirm modifications.

U- Exercise

In this exercise you will copy the resident page R1060 (see figure N1) on a regular editing page.

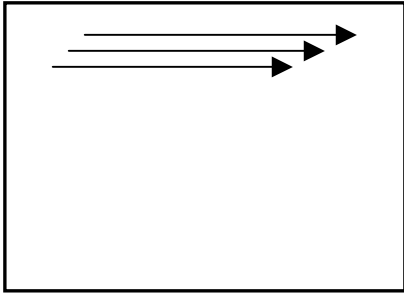


Figure N1

Then you will modify this page to get familiar with the commands of the graphic editor. This exercise must be done from an empty page.¹

¹ If necessary, refer to section 2.2.D to create an empty page.

- 1- To merge the graphics from the resident page R1060 with your basic page, do: [**F11**, '**2**', '**M**', '**R1060**', **Enter**].

Then press **F12** to get the merge page selection menu where graphics and background should be selected to come from the selected page (R1060). Once your selection is done press **Enter** twice and confirm the modification with **Yes**.

- 2- Return to the graphic editor: [**F11**, '**G**', **Y**].
- 3- You will change the colour of the tip of the red arrow. Use the **→** **←** **↑** **↓** keys or the mouse to move the graphic cursor on the tip and press **Enter**. The command line will read:

```
7 N(3) P1 (619, 86) P2 (639, 110)
```

Press the **space bar** to access the second part of the command line:

```
7 Mode Colour = 12
```

Press **Tab**, the white cursor of the command line is now on "Colour=12". Use the **→** **←** **↑** **↓** keys to change it.

Press **Enter** to finish.

- 4- To exit the graphic editor, press **Esc**. A blue window appears and asks if you wish to save the modifications.
 - If you answer "Yes" the page will keep the modifications.
 - If you answer "No" the page will change to the way it was before the modifications.
 - If you choose "Cancel", you will go back in the graphic editor.

V- Cursor speed for the mouse

When using the mouse, if you find the displacement speed of the graphic cursor too fast, maintain the **Alt** key while using the mouse, this will slow down the displacement speed of the graphic cursor.

6.8 Combine 2 pages

A- Merge 2 pages

This function allows you to:

- replace the text of a page
- replace the background of a page
- add or replace graphics of a page

to do so press: [**F11**, **2**, **M**].

Then press **F12**, a grey window will appear showing the merge page selection for the background, the graphics and the text. Use the **Tab** key to move the black cursor to the desired selection and use the **spacebar** to change its status. When done press **Esc**.

Use the **↑** **↓** keys or type the page number to be merged and then press **Enter** and confirm modification.

Note: This function can also be used to merge graphics from a resident page with your actual page.

B- Reference

This function allows the current page to use another page for its background, then the current page does not need graphics with the result that the page uses a lot less memory space.

To do so, press [**F11**, **2**, **R**], then with **↑** or **↓** select the reference page or if you know the exact number ##### or

R####, type it then press **Enter**. To end, press **Esc** and confirm modifications.

When you use a reference page, this number appears in parenthesis beside the page number on the command line.

Moreover, if you display this page in "Read page" mode (see section 2.1) you will see a "+" beside the page number to indicate that this page uses a reference.

The **Delete** key allows you to erase the reference previously activated.

6.9 Custom colours

This function allows you to modify one or many colours of the background.

To activate the custom colour editor, do: [**F11**, **U**]. The command line at the bottom of the screen is now as follows:

`Colour=x* RGB (R=xx G=xx B=xx) HLS (H=xx L=xx S=xx)`

Use the ↑ ↓ to choose the colour (0 to 9, A to F) you wish to modify.

Press the **space bar** to display or not the pointed colour in full page.

Press **Enter** to modify the pointed colour; a white cursor appears on the command line at the bottom of the screen.

RGB: Red, Green, Blue, primary colours of the light (0 to 15).

H:Hue, adjusts the colour value between 0 and 360 degree(s) (0=red, 120=green, 240=blue, 360=red).

L: Luminosity, amount of white and gray (0 to 100%).

S: Saturation, amount of colour (0 to 100%).

*: Present if it is a custom colour.

Use the **Tab** key to move the white cursor on the different parameters of the command line and the ↑ ↓ to change the values.

Press **Esc** twice to exit and confirm modifications.

7- SCREEN FORMAT

SUMMARY

- create/modify the title
- activate/deactivate a title
- create/modify an express message
- activate/deactivate the express message
- activate/deactivate the calendar or the temperature
- activate/deactivate the clock
- combine the title line with an express message
- cover the title line with an express message

7.1 Title

A- General

IRISTEXT MARK II can display a title at the top of the screen. This unique title is common to all pages and is activated or not independently for each page. The title does not have a background colour; instead it is superimposed on the background created in each page. The height of the title line varies from 27 to 100 scan lines (roughly 1/16th to 1/4th of the visible surface of the screen).

B- Activate/deactivate a title

. Create a title

When a title is not specified in the unit, first it must be activated in a page and then edited. Everything is done with the "Title" sub-function, accessible through the "Screen format" function of the **menu (F12)**. To activate a first page with title line, the sequence to be performed is as follows: [**F12**, "Screen format", **T**, **Esc**, **Y**].

When there is no activated title, a line without text with an end of text indicator appears on top of the screen. To edit a new text, proceed as if you were modifying it (see section 7.1-C To edit a title).

Your unit is delivered with a title line already specified: "Title line: IRISTEXT MARK". Therefore, it is not required to create one; simply modify it.

. Activate/deactivate a title in a page

When a title is already activated in the unit, read the page in which to activate it and type the following sequence: [**F12**, "Screen format", **T**, **Esc**, **Y**]. Copy page R9701 onto page 9701 and activate the title. Note that all the text of the page

has been pushed downward. The title line has now taken its background attribute from the top of the screen.

To remove a title from a page, do the following sequence: [**F12**, "Screen format", **T**, **D**]. The screen returns to its previous format.


C- Edit a title

The title has its own attributes for the fonts, the colours of characters, the underline, text displacement and justification that must be edited in title editing mode with the same functions as regular text (**F9** or **F10**). However, the background editing is done in text editing mode with the **F11** function, thus outside the title editing mode.

Method: a title must be activated in the page where you want to edit it. There are 2 access methods:

1- from the **menu (F12)**, select "Screen format", "Title" and "Title edition";

2- by positioning the cursor on top and at left of the text editing screen, press **↑**; the "Title" window appears and choose "Title edition". This is also an alternative method to remove the title by selecting "Remove title".

Exercise: still in page 9701, activate again the title [**F12**, "Screen format", **T**, **Esc**, **Y**]. This is a typical example of what happens when a title is added to a page that is already complete. Remove the first  of the screen; the text moves upwards but the background and justification specifications remained on their respective lines. Hereafter we will supply a screen corrected and set-up to receive the title line and the clock/calendar line; erase page 9701 then copy page R9711 onto page 9711. At this point, do not question the appearance of the screen; when the exercises of section 7 are completed, the screen will have the

appearance of figure 3 in Appendix C.

Activate the title [**F12**, "Screen format", **T**, **Esc**, **Y**]. The cursor positioned on top and to the left of the screen, press **↑**, type **T**. You are now in the title editing mode, as indicated on the command line. The area reserved for the screen is comprised between the two (2) "title cursors". The area reserved for the title can be adjusted. At first, depending on the specified font, the unit allows the minimum space to display the title. Call the "Area" function by pressing on **F12** and typing **A** to modify the size of the title area with **↑** and **↓**. To exit the "Area" mode press **Esc** and confirm the modifications. (Do not save the modifications for now).

To exit the title editing mode and save the mode functions, press **Esc** and confirm the modifications. (Do not save the modifications for now).

Still in page 9711, we will modify the background of the title to obtain an identical format to figure 3 in Appendix C. Call the **background (F11)** and "Colour line by line" functions, position the "line cursor" at the title line by pressing once on **↓**, press the **space bar** to obtain the colour background, type **9** for the blue colour. Press **Enter** and confirm the modifications. Thus, the background colour attributes for the title must be specified page by page. Furthermore, even though the title is removed from a page, the background colour attribute is kept in memory as long as the background of the page is not modified. Compare your work with page R9721, then erase page 9711.

7.2 Express message

A- General

The "Express message" continuously circulates information anywhere on the screen. The message is composed of up to 5000 characters. The text can be entered on one page with overflow screens or on several pages. The user defines all attributes in regards to the "Express Message", i.e. colour and width of background, font size and colour, the first and last page. No other attributes can be used, i.e. underline, spacing, shadow.

All attributes defined in the draft of the "Express message" are disregarded including clock/weather/temperature lines. The "Express message" has priority over the text normally displayed in this area.

B- Activate/modify an express message

- Define an express message

Call the "Screen format" (**F12**) function, select "Express message" and consult the help window (**F1**), press **Enter**. A grey window appears with the information of the last sequence used (only one sequence can be used at a time):

- the font
- the text colour, the background colour
- the background height
- position on screen
- display mode (crawl or wipe)
- the "Express message" draft pages (first #) (last #)
- sequence status (refer to section 12.3.H)
- master status (refer to section 12.3.H).

Use the **Tab** key or **← →** keys to point the parameter you want to modify and use the **↑ ↓** keys or type numbers - consult each "help window" (**F1**) for the various parameters.

To memorize a modified sequence, press **F5** and confirm.

To copy the pointed sequence to a different sequence number, press **F5**, type the new number and press **Enter**.

To erase one or more sequence(s), press **F6**, type the numbers (from 2 to 99 inclusively) and confirm (sequence 1 cannot be erased).

To go to the previous sequence you have worked on, press **F7**.

To see the preprogrammed sequences list, press **F8**, use the **↑ ↓** to see each sequence.

If the I-GNLK option is installed in your system, press the **S** key to activate the semi-transparency to the background line of your Express message. See section 11.2. Notice that an **S** will appear at the right of the selected background colour. Press **S** again to deactivate the semi-transparency.

Press the **T** key to activate transparency on the background line of the Express message. Notice that a **T** will appear on the right of the selected background colour number. Press again **T** to deactivate the transparency.

To exit, press the **Esc** key and confirm the modifications.

Speed key:

Alt + X

C- Express message cycle time/stop function

Call again the "Express message" sub-function [**F12**, "Screen format", **X**]. A window "EXPRESS MESSAGE" containing four lines appears on the screen. The first line, "Express ACTIVE", indicates the page(s) presently used to store in memory the express message. The second line, "Cycle time", indicates the total time the message takes to unfold once. The third line reads "Stop Express message". Type **S** to stop the express message. The fourth line is used to change the parameters of the express message, see section 7.2-B.

D-Express message by default

If all pages containing the express message are erased by mistake, the following message will appear (if express message is active):

«««««« Express Message line »»»»»»

Please refer to the 2 previous sub-sections to modify or to stop the express message.

7.3 Clock/calendar/temperature

A- General

The sub-function "clock-date-temperature" offers a choice of different display formats for the time and the date anywhere on the screen. The format selection can be different for each page if desired. The temperature formats will be displayed only if the "I-TEMP" option is installed in the unit. This sub-function is available through the **menu** (**F12**) and "Screen format".

B- Enable/disable the calendar

Do [**F12**, **↓**, **C**, **F12**] and select option 6 for the format presentation. Make your choice, then using **Tab**, **↑↓** on the command line, it is possible to modify the font, colour and position.

The **L** key allows you to do a left justification of the selected format.

The **R** key allows you to do a right justification of the

selected format.

The **C** key allows you to center on the line the selected format.

Press **Esc** and confirm modifications.

To disable the calendar, do:

[**F12**, **↓**, **C**, **F12**, **2**, **Delete**, **Enter**, **Y**].

C- Enable/disable the clock display

To activate the clock, do: [**F12**, **↓**, **C**, **F12**] and choose option 5 for the format of presentation. Make your choice, then using **Tab**, **↑↓** on the command line, it is possible to modify the font, colour and position.

The **L** key allows you to do a left justification of the selected format.

The **R** key allows you to do a right justification of the selected format.

The **C** key allows you to center on the line the selected format.

Press **Esc** and confirm modifications.

To remove the clock, do:

[**F12**, **↓**, **C**, **F12**, **1**, **Delete**, **Enter**, **Y**].

D- Enable/disable the temperature display

If the temperature option is installed in your system you can activate it as follows: [**F12**, **↓**, **C**, **F12**] and select option 7 for the format presentation. Make a selection and then using **Tab**, **↑↓** in the command line, it is possible to change the font, colour and position.

The **L** key allows you to do a left justification of the selected format.

The **R** key allows you to do a right justification of the selected format.

The **C** key allows you to center on the line the selected format.

Press **Esc** and confirm modifications.

To remove the temperature, do:

[**F12**, **↓**, **C**, **F12**, **3**, **Delete**, **Enter**, **Y**].

E- Enable/disable barometric pressure display

If the barometric pressure option is installed in your system you can activate it as follows: [**F12**, ↓, **C**, **F12**] and select option 8 for the format presentation. Make a selection and then using **Tab**, ↑ ↓ in the command line, it is possible to change the font, colour and position.

The **L** key allows you to do a left justification of the selected format.

The **R** key allows you to do a right justification of the selected format.

The **C** key allows you to center on the line the selected format.

Press **Esc** and confirm modifications.

To remove the barometric pressure, do:
[**F12**, ↓, **C**, **F12**, 4, **Delete**, **Enter**, **Y**].

Speed key:

Alt + C

Take care not to over reduce the screen format as it may cause an overflow to a following screen which will not be displayed.

This function has no effect on the position of graphic objects. Erase page 9701.

Move to section 8 or return to the display mode:
Press **edit/display** (scroll lock key) and type 'S'

7.4 Screen format for text

This function allows you to define a zone where text can be edited and displayed on a selected page.

Copy page R9701 in page 9701. Do: [**F12**, ↓, **f**, → (10 times)], this operation changes the position of the zone, do: [**Tab**, ← (14 times)], observe the new selected format.

Notice that the title (see section 7.1 to activate) is always incorporated in the zone with the text and if it is activated after having reduced the screen format, there may be an overflow.

The **C** key allows centers the zone.

The **D** key returns the zone to its default setting. The default setting corresponds to a safe titling space recommended by the S.M.P.T.E.⁽¹⁾. In this case a 10% border makes sure that the information will be visible on all television sets used in North America.

In closed circuit applications where all television sets or video screens of the same type are adjustable and accessible, sometimes it is possible to reduce this border to about 5% or 7% in order to display more information.

⁽¹⁾ S.M.P.T.E. Society of Motion Picture and Television Engineers.

8- SYSTEM AND DISPLAY MODE

SUMMARY

- language of operation
- font table selection
- page diagnosis
- system and page status
- adjust the clock and the calendar
 - display rate
 - display mode
- change the page display mode
- video 2 status

8.1 System

The "System" function is accessed through **menu (F12)** and manages the system's tools. While in section 8, copy page R9501 onto page 9501 [**F8**, '**R9501**', **Enter**, **F5**, '**9501**', **Enter**]. Press **F12**. If the help window appears at the bottom of the screen, press **F1** then **Esc** and observe the changes on the function line on top of the screen. Now you can locate a function by typing directly the letter of the selected function. Type '**S**'. A sub-function selection window appears. Press **Esc** again; the function line is activated instead of quitting the **menu (F12)** completely. This mode allows you to work faster when help windows are no longer required. Press **F1** again.

A- Language of operation

From the "System" function, consult the help window. Type '**L**'. To select the user's language for messages and help window, type '**F**' or press **Enter**. Press **F12** again; the function menus and the command line messages are now displayed in French. Furthermore, the keyboard configuration changes for the French keyboard (see Appendix 'A'). Return your system to the English mode [**→,→, 'L', 'A'**].

B- Pages diagnosis

Do [**F12, →, →, ↓**]. Read the help window and type '**P**'. Press any key to exit.

C- System status

Do [**F12, →, →, ↓, ↓**]. Read the help window and type '**S**'. An "IRISTEXT MARK-II SYSTEM STATUS" window appears. This window provides the following information:

1. Display rate
2. Available sectors in memory
3. Revision level of your unit
4. The value of "checksum" and confirmation of proper operation of the unit.

For each line of information, there is a corresponding help window (**F1**) that you can consult by positioning the selection bar on each line with **↑** and **↓**. **Esc** to exit.

D- Page overall status

If you wish to know the overall status of your pages, press **F4**, then **Q**, a short message appears indicating calculation of pages status and afterwards gives the list.

E- Clock and calendar

Do [**F12, →, →, ↓, ↓, ↓**]. Read the help window and type '**A**' twice. The "Adjust time/date" window appears; to adjust, consult the in context help window [**F1**], then exit the window [**Esc**]. Time is shown in the format "12 AM, 1 AM, 2 AM,..., 11 AM, 12 PM, 1 PM,..., 11 PM", so to switch from AM to PM, press **↑** or **↓** as long as AM/PM has not changed value. **Esc** or **Enter** to confirm and exit.

F- Daylight saving time

Enter [**F12, →, →, A**], a clock/calendar window is displayed "daylight saving time adjust". If the text reads: "daylight saving time adjust: manual", press **D** to change over to automatic mode. If your region does not support the annual time change, press **Esc** to exit without modification.

Daylight saving time is from 1st Sunday of April at 2:00 A.M. until the last Sunday of October at 2:00 A.M.. (During daylight saving time the clock is advanced by 1 hour.)

G- Display rate

The display rate value is used by the automatic page display function. This feature calculates display time in proportion with each page content. Consequently, all pages using the automatic display time will be affected.

The display rate can be selected from one (1) to 99 characters per second (c/s). For example: a page containing 200 characters will be timed at 20 seconds if the display rate was originally set to 10 c/s.

The display rate is set to 10 c/s by default. A larger value will accelerate automatic pages. This function also has a minimum time which can also be changed.

To change the display rate do [**F12**, →, →, **D**] a first window appears with the display rate already set at 10 c/s, this is the value by default and can be changed. Press **Enter** and a second window shows "Minimum page display time" of 5 seconds which can also be changed, press **Enter**.

8.2 Display mode

The **edit/display** (scroll lock key) function is used to alternate between the editing mode and the display mode. Press it. A window with several choices appears.

A- Start the display cycle

Starts the display cycle from the first valid page. To activate, type '**S**'.

B- Resume the display cycle

Returns you to the display cycle, continuing where you left off before editing. To activate, type '**R**'.

C- Select the starting page

Specifies a starting page number. Consult the help window, then type '**P**'. A "DISPLAY CYCLE" window is used to specify the desired starting page followed by **Enter** to start the display cycle.

D- Freeze a page on display

After you type **F** for freeze, a window appears on which you must indicate the page number you wish to freeze on

display. Thus this is the only page to be displayed as long as the freeze is not cancelled. To do so, return on **F14** and select another option.

E- Select the display range limits

This option allows you to select a specific range of pages to be displayed in the normal display cycle, the window requires the first and last page # to be displayed. But the schedule may display pages out of the display range limits.

F- Previous page (F7)

Allows you to access the last displayed page before switching to the editing mode; this function is available only after the user has just left the display mode before starting page editing; in editing mode allows you to go back to the page you have worked on before.

8.3 Page display mode

IRISTEXT MARK-II offers ten display modes. Call the **status (F4)** function, then position the selection bar under "Display mode". Consult the help window then type '**M**'. A "Display mode" selection window appears; to sample each mode, type the desired page display mode. When calling the **read page (F8)** function, confirm the page's modifications. Then leave the current page with ↑ and return to the page with ↓; the page will appear on screen according to the selected mode. You can also remove the command line by pressing on **F2** to better visualize the display simulation. **Esc** to exit. Erase page 9501.

To return to edit mode, press **edit/display** (scroll lock key) and type '**S**'.

9- BACKUP

SUMMARY

- installing the "I-PCTX" software on a "PC" computer
- archiving pages from IRISTEXT MARK-II to a "PC" computer
- restoring pages from a "PC" computer to IRISTEXT MARK-II
- archiving and restoring titles

With the "I-PCTX" option, the backup of IRISTEXT MARK-II pages can be done on a computer of the "IBM PC" type or compatible using the MS-DOS operating system, version 2.1 or above.

9.1 Installation and backup principles

A- Supplied material:

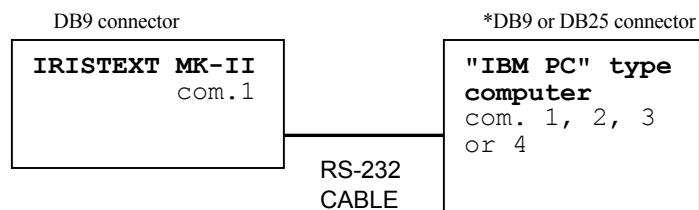
- a diskette (5 1/4" 360k or 3 1/2" 720k) containing the IRISTX.EXE file and other files of demonstration pages.

B- Required hardware:

- "IBM PC" type computer with MS-DOS 2.1 or above;
- RS-232 cable (see figure 9.1 below).

C- Installing:

1. Connect the IRISTEXT MARK-II unit to the computer using the RS-232 cable



* A NULL-MODEM ADAPTOR MAY BE REQUIRED

Figure 9.1

2.a- On a hard disk drive: create a directory to backup files. Copy in it the IRISTX.EXE software; the software copies and reads the data in the directory in which it is installed.

2.b- On a floppy disk: copy the IRISTX.EXE software on another diskette then back up the files on that diskette.

9.2 How to back up pages on a micro-computer

A- Running the program

To activate the IRISTX.EXE program on the computer, type:

IRISTX F N (key: ENTER or RETURN)
└┐
optional

<u>option</u>	<u>description</u>	<u>by default</u>
F	French text	English text
N	monochrome screen	current video mode

B- Keys used to navigate the menu

T To access the TRANSMIT menu

R To access the RECEIVE menu

P To access the PORT menu

O To access the OTHERS menu

→ To select the next menu to the right

← To select the next menu to the left

↑ In a menu, to position the selection bar one choice higher

↓ In a menu, to position the selection bar one choice lower

ESC To cancel a selection or exit a menu

ENTER To activate a selection

C- Backup pages

Select IRISTEXT MARK's "communication" mode [**F12**, →, "comm.", **Enter**]. A window appears indicating that the unit is in communication mode (**Esc** to exit). On the computer, select "Receive" then "select and receive in the file". A window requests the name of the file; type a name according to the DOS convention (ex.: CMAS9301.IRI) followed by **Enter**. The software asks for the 1st page to backup; type a page number from 1 to 9999 (or **Enter** for all pages), **Enter**, type the number of the last page, then **Enter**. The backed up page numbers appear in the receive window when they are received. Observe the "txd" and "rxd" lights that flash in front of IRISTEXT MARK II. A "beep" advises the user when the data transmission is completed, a "Transfer complete..." message appears in the "Receive" window and the "Received status" window pops up on the right side of the screen; you can at this point add a "Comment to save with the file:" then press **Enter**. The program calls back the operations menu.

D- "Parameters" window and "Port" function

The "Port" function is used to select the input/output ports and the data transmission speed. The modifications appear in the "Parameters" window. Here is how to interpret them:

Line 1: COM# xxxx Baud

Line 1 displays the communication port used on the computer together with the data transmission speed (XXXX Baud).

Line 2: Address = 0

Line 2 displays the IRISTEXT MARK II communication address used to communicate (always 0).

Line 3: TX file = -----,---

Line 3 displays the name of the selected file that contains the data to be transmitted to the IRISTEXT MK-II unit.

Line 4: RX file = -----,---

Line 4 displays the name of the selected file that will receive

the backed up data from IRISTEXT MK-II unit.

9.3 Restore archived pages to IRISTEXT MK-II

Set the IRISTEXT MARK-II in "communication" mode (see 9.2-C). Next, on the computer, select "Transmit", "Transmit the file" and then "List of files". The list of files of the current directory appears in the alphabetical order in the "List of files" window. Using the ↓ and ↑ keys, choose with the selection bar the file to be transmitted. Note that you could also enter the first letters of the name of the file to position the selection bar on the first file corresponding to the typed letters, then with ↓ and ↑ position the selection bar under the name of the file to be transmitted. Press **Enter** to select the file to be transmitted. As for the reception, specify the first and the last page to be transmitted, then press Return. The data transmission starts. A "beep" advises that the data transmission has ended; press any key to exit the transmit function.

9.4 Back up or restore the title and system status

The title is kept in memory of IRISTEXT MARK-II in page 10000. To back up the title, we suggest you to create a separate DOS file with a .TIT suffix and having the same name as the main file to which the title is related. Take the example of Section 9.2-C, CMAS9301.IRI; the main file will have the CMAS9301.IRI name while the related title file will have the CMAS9301.TIT name. Since the list of the files to be transmitted appears in alphabetical order, it will be easy to identify the title file related to the main file to get back to the IRISTEXT MARK-II.

To back up the title and system status, select "Receive" then "Receive status", press **Enter**, the name of the title file and **Enter**. Page 10000 will be automatically backed up.

The schedule is kept in page 10100, the systems status in page 10104. The 99 possible sequences of the Express message are memorized in page 10105.

To restore, proceed as if it were a regular file (section 9.3).

9.5 Change directory

This command allows you to navigate between the directories containing the IRISTEXT backup files.

Select the "Others" menu by pressing **O**.

Select "Change directory" by pressing **D**.

If you have the name and the path of the directory, press **M**

and type it.

Otherwise press **D** to access the directory tree.

Note: If you have created new directories, press **Alt + C** (**Alt + A** or **B** for diskette) to refresh the directory tree.

9.6 Check pages

This command allows you to see the list of the pages contained in a IRISTEXT backup file.

Select the "Others" menu by pressing **O**.

Select the "Check pages" menu by pressing **C**.

Use the ↓ ↑ to point the desired file and press **Enter** to see the list of pages.

Press the **Pause** key to stop the scrolling of the list and press any key to resume the scrolling.

9.7 Export pages

This option allows you to convert an "Iristext backup" file into an "ASCII" text file.

To do so, press **O** to access the "Others" menu, then press **E** to access the "Export pages" function.

A list of all the "Iristext backup" files will be displayed on screen. Use the ↓ ↑ to point the selected file and confirm with **Enter**.

An "Export pages" window is displayed on screen.

The first line displays the name of the "Iristext backup" file that will be converted.

The second line allows you to type the "ASCII text" file name (the cursor is presently on this line), press **Enter** to confirm.

The third line allows you to select the first and last page you wish to convert. Type the numbers and confirm with **Enter**.

The fourth line allows you to modify the page separation; you can type any character and you can use the following options:

\\P - displays the page number;

\\F - adds a form feed;

\\N - adds a new line (carriage return 1 line feed).

Press **Enter** and confirm to start the conversion.

9.8 Import pages

This option allows you to transmit an "ASCII text" file (4500 characters maximum) in one of the 9999 pages of an Iristext-Mark-II.

To do so, press **O** to access the "Others" menu, then press **I** to access the "Import pages" function.

A list of all the files in the current directory will be displayed on screen. Use the ↓ ↑ to point the selected file and confirm with **Enter**.

An "Import pages" window is displayed on screen.

The first line displays the name of the "ASCII text" file that will be transmitted.

The second line allows you to type the page you wish to transmit to the "ASCII text" file (the cursor is presently on this line), press **Enter** and confirm to start the transmission.

10- COMMUNICATIONS

SUMMARY

- local communication between two MK-II units
- communication with a telephone line

This chapter explains the options which can be selected in order to communicate with a remote unit, either local or via telephone line using a modem.

Speed key:

Alt + R

10.1. Local communication between 2 MK-II units

Installing

Connect the RS-232 cable between the two I-MK-II units as follows:

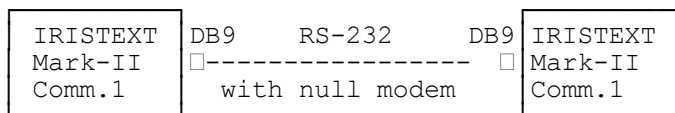


Figure 10.1

1- Transmit a group of pages

Allows you to transmit one or many pages to the remote unit. Do and observe: [F12, →, C, 1], a window asks for the first and last page numbers to be transmitted.

2- Receive a group of pages

Allows you to receive one or many pages from the remote unit. Do and observe: [F12, →, C, 2], a window asks for the first and last page numbers to be received.

3- Erase a group of pages

Allows you to erase one or many pages in the remote unit. Do and observe: [F12, →, C, 3], a window asks for the first and last page numbers to be erased.

4- Receive the status

Allows you to receive the remote unit:

- title
- system status
- one or many tables (0 to 99) of the weekly schedule
- express messages

To do so, press [F12, →, C, 4].

A grey window will appear with the 4 selections mentioned above. Use the ↓ ↑ keys to point the desired selection and press the **spacebar** to activate. A yellow dot will appear at the left of the selection when active.

When your choice is made, press **Enter**.

Another grey window will appear with your selection (up to 4), press **Enter** to confirm reception.

5- Transmit the status

Allows you to transmit to the remote unit:

- title
- system status
- one or many tables (0 to 99) of the weekly schedule
- express messages
- clock/calendar

To do so, press [F12, →, C, 5].

A grey window will appear with the 5 selections mentioned above. Use the ↓ ↑ keys to point the desired selection and press the **spacebar** to activate. A yellow dot will appear at the left of the selection when active.

When your choice is made, press **Enter**.

Another grey window will appear with your selection (up to 5), press **Enter** to confirm transmission.

6- See remote status

Allows you to receive information on the status of the remote unit concerning its:

- page on screen
- next page to be displayed
- normal pages display limit
- number of pages in memory
- express message status
- memory available
- revision number and checksum
- clock/calendar

To do so, press [F12, →, C, 6], after a brief moment a blue window will appear with the information mentioned above.

7- Display cycle menu

Do and observe: [F12, →, C, 7], a blue window appears with a list of display cycle options. The remote unit display cycle will be changed according to your selection.

8- Communication parameters

This option allows you to change the communication speed in both the local and the remote unit. Do and observe: [F12, →, C, 8], a blue window appears showing a choice of communication speeds. If you have no changes to make, press Esc.

10.2 Modem

A- Installing

Connect the two I-MK-II as shown in figure 10.2.

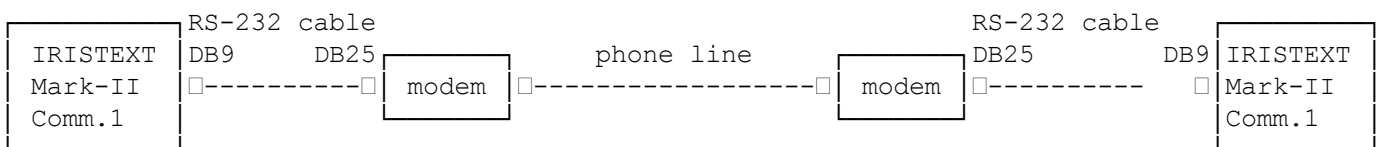


Figure 10.2

B- Dialling a telephone number

On a page first type **T**, this command will dial the phone number using "TONE DIALLING" or type **P**, if you are using "PULSE DIALLING" followed by the phone number you want to dial.

A comma "," placed between any digits of the phone number will insert a pause before dialling the next digit. Delays are not usually required except in some cases; for example: when going out of the local office telephone exchange.

Place the cursor over the "**T**" or "**P**" preceding the phone

number and type: [F12, →, M, D].

After the modem finishes dialling and the communication is established, the modem generates a tone indicating that you have access to the communication line.

From this moment on, you can execute any communication commands that are contained in the communication menu. Refer to 10.1-1, 2, 3, 4, 5, 6 and 7.

We recommend to start each remote communication with the "See remote status" command. It will give you a report on what is going on in the remote unit. Refer to 10.1-6.

C- Hanging up the telephone line

To hang up the phone line do: [**F12**, →, **M**, **H**].

D- Characteristics of modem

This is the list of characteristics that your modem* must have to function correctly:

- communication speed 300, 1200, 2400, 9600 or 14400 bauds
- fully Hayes compatible
- "Touch Tone" or "pulse dialling" composition
- RS-232C interface

* Recommended modem: GVC-14400

E- Initialize modem

Allows you to program the modem with the default value:

- auto answer
- answer after first ring

To initialize the modem, do: [**F12**, →, **M**, **I**].

If you wish to change these values, go to section 10.2-F.

F- Program modem

Allows you to change the programming of the modem, example: number of rings to answer,...

To program your modem, do: [**F12**, →, **M**, **P**].

Refer to your modem user's manual for available functions.

Examples of programming:

-type **ATS0=2** (the modem will now answer after 2 rings);

-type **AT&W** (write configuration to modem memory)

Speed key for modem menu:

Alt + M

11- TRANSPARENCY

SUMMARY

- inlaying of text and graphic objects
- express message
- semi-transparency background

This chapter is applicable only if the I-GNLK (GEN-LOCK) option is installed in the IRISTREXT MARK-II system.

To do so:

- point the desired area (see Colour line by line section 6.2)
- press **S** to activate the semi-transparency
- press **S** again to deactivate the semi-transparency.

To exit, press **Esc** and confirm modifications.

11.1 Inlaying of text and graphic objects

This option is used to inlay text and/or graphic objects on an external video signal.

In a selected page, press **F11**, **T**. A colour palette will show at the bottom of the screen, it is numbered as follows:

0 1 2 3 4 5 6 7 8 9 0 A B C D E F

This palette offers a choice of 16 colours available for this page.

By pressing a number or a letter corresponding to a colour of the palette, a **T** will appear under the number or letter selected. All text or graphic objects contained in the page using this colour will be made transparent, that is, replaced by the external video signal.

To remove the transparency on a colour of the palette, press again on the number or letter chosen.

To end, press **Esc** and save the modifications.

11.2 Express message

In the "Express message" mode (see section 7.2-B), if you press the "**T**" key, it will give transparency to the background line; if you press the "**S**" key, you obtain semi-transparency. To go back to normal mode, press again the selected key ("**T**" or "**S**").

11.3 Semi-transparency background

This function allows you to activate the semi-transparency on one or many areas of the background in the current page.

12- WEEKLY: DISPLAY SCHEDULE

SUMMARY

- edit a scheduling table
 - select date
 - select day
- example of weekly schedule
 - verify schedule

This software allows IRISTEXT MARK-II to program in advance the display sequence of pages and the Express Message.

The scheduler can control groups of pages as a whole. It is compatible with the page specific schedule which may be used to control more specifically some of the pages within a group. For more details on page specific schedule (page per page), refer to section 2.7.

12.1 How to use Display Schedule

The display schedule can use up to 100 tables. Each table can be programmed with 2 validation dates.

It is possible to program, in each table, days to be displayed in a week, example: every Sunday, every Saturday, etc.

A table can contain up to 1500 characters. The display schedule is limited to 5000 characters. The display schedule uses page 10100 in memory and can be filed like any other pages with the IRISTX.EXE software (see chapter 9).

If a specified page in the display schedule has a display time equal to 0, or the specific schedule of this page is terminated (see section 2.7) or with an invalid date, it will not be displayed in the display cycle.

If no event is possible in a sequence, the sequence is ignored and the screen displays "One Moment Please". The display range limit has no effect on the display schedule (see section 8.2.E).

A maximum of 100 events is allowed for the display schedule of one day.

To activate or deactivate the Display schedule without erasing the table content: do: [**F4, I, W, F12**]. You can see a menu appear on the screen with the first choice displaying:

Display schedule: (XXXXXX)

XXXXXX: Active:

the weekly display schedule is active

XXXXXX: Inactive:

the weekly display schedule is inactive

To change the status of this line, press '**D**', then press **Esc** to exit and confirm modification.

12.3 Edit the display schedule

To edit one of the tables in the display schedule, do: [**F4, I, W**]. A grey table will appear on the screen.

Speed key:

Alt + W

A- To navigate between tables

To navigate from one table to another, there are 4 options:

- a) See all the tables
- b) See the terminated tables
- c) See local tables
- d) See remote tables

12.2 Activate or deactivate the Display Schedule

- **See all the tables**

To see all the tables in memory, press **F8**. You can either type the number of the desired table (0 to 99) or use the **↓↑**, **Page up** or **Page down** keys to navigate between them. At all times, the "Esc" key allows you to exit this function and return to the edit mode.

- **See the terminated tables**

Allows you to see the table with a terminated schedule.

To navigate between the terminated tables, press **F8**, **F12**, **B**, then use the **↓↑**, **Page up**, **Page down** keys to navigate. The "Esc" key allows you to exit this function and return to the edit mode.

- **See local tables**

Allows you to see the local tables (see section 12.3-J).

To navigate between the local tables, press **F8**, **F12**, **C**, then use the **↓↑**, **Page up**, **Page down** keys to navigate. The "Esc" key allows you to exit this function and return to the edit mode.

- **See remote tables**

Allows you to see the remote tables (see section 12.3-J).

To navigate between the remote tables, press **F8**, **F12**, **D**, then use the **↓↑**, **Page up**, **Page down** keys to navigate. The "Esc" key allows you to exit this function and return to the edit mode.

B- Modify the date of a scheduling table

To modify the scheduling date of the table currently displayed, press **Tab** until the cursor is located on the date line. Then, type the starting and ending dates of the table. The letter X can be used instead of the month or the year to repeat the table each month or each year.

Two date entries are available for each table. When done, use the **Tab** key to go to another function of the table.

C- Modify the active days of the week in a table

This function allows you to select the days of the week where the table will be active, ex: every Monday, every Saturday...

By default, all days are inactive. To select one or many specific days, press **Tab** until the cursor is located on the "day" line. Then, with the **←→** keys go to the desired days and press the **space bar** key to activate or deactivate the specific days. A day is active when the colour of its lettering is white and inactive when it is grey. To terminate, press the **Tab** key to switch to another function of the table.

D- Erase one or many tables

To erase one or many tables, press **F6**. A window appears in the center of the screen. The table number currently pointed appears on the line "First table number" (0 to 99):XX", you can change it if you wish to erase another table. Press **Enter**, now the cursor is on the second line "Last table number (0 to 99):XX" and the table number written on the first line is copied on the second line. If you wish to erase one table only, press **Enter** and confirm the modification. If you wish to erase several tables, change the number for the last one you wish to erase, example: if the number of the first table is 10 and the number of the last table is 20, all tables between 10 and 20 inclusively will be erased. Then, press **Enter** and confirm modifications.

E- Save table

A table in the course of editing or modification is not effective as long as it is not saved.

To save a table, press **F5**. A window appears in the center of the screen with the table number to be saved, press **Enter**.

F- Copy the content of an existing table

To copy the content of an existing table on another, press **F5**. A window appears in the center of the screen with the table number. Type the destination page number where you wish to make a copy then press **Enter**. The copy is made and you can now see this new table.

G- Commands used in the schedule tables

Here is the list of commands which you can use in the scheduling tables. Use the **TAB** key to move the cursor at the lower part of the table below the "Dates" and "Days" lines. A green line counter will appear at the top right corner of the window. This counter indicates which line you are currently on, as only 9 lines of the table can be seen on the screen at the time.

1- Time command

Note that the time command uses a 24-hour format, ex: 13:00, 14:00.

12:45 the event will be executed at 12:45:00, when the currently displayed page will be terminated. If the Express message is the only event specified, it starts immediately on the currently displayed page.

12:45:23 Identical to the preceding format but with the seconds specified.

12:45* The event will be executed at exactly 12:45:00, whatever the remaining time left in the currently displayed page. The "*" symbol must immediately follow the time.

12:45:16* Identical to the preceding format but with the seconds specified.

XX:40 Indicates that the event will be repeated every hour (00:40:00, 01:40:00, ..., 23:40:00).

When the time format is correct the colour is yellow. Otherwise, the colour is white.

2- Events command

P1234 page 1234 will be displayed on screen even if it was hidden previously (section 2.6).

P12-56 pages between 12 and 56 inclusively will be displayed on screen even if they were hidden previously (section 2.6).

N displays the normal page cycle, i.e., all pages included in the display range limits (see section 8.2.E) which are not hidden (see section 2.6) with a display time different from 0 and with an active specific schedule (see section 2.7).

T terminates a sequence of events. If a "N" precedes this command, the normal display cycle is displayed, otherwise the last page to be displayed will be frozen on screen. The events following the "T" will not be interpreted.

R3 the following command will be repeated 3 times, example: R5 P20-30, pages 20 to 30 will be repeated 5 times.

(...) parenthesis are used to define a sequence of events to be repeated, example: R2(P5, P15, P3), pages 5, 15 and 3 will be repeated 2 times.

[...] brackets are used to add comments.

X1 activates the Express message with the previously selected page(s) (99 sequences available).

X=0 stops the Express message at the end of its cycle.

X=0* stops the Express message immediately.

3-Example of a scheduling page

11:50 P234 P1000-1100
13:00 N
14:00 R3 (P4000 P50-80) P2134 N T
17:30 R5 (P22 R3 P1-10 P8) P2134 N
18:00 X1
19:00 X=0
19:40 P9000-9500 R5 X4
22:45 P12
23:00 N

Interpretation:

11:50 The sequence of events "P234 P1000-1100" is repeated until 13:00.

13:00 The preceding sequence is terminated with the current page displayed and then the normal display cycle continues until 14:00.

14:00 The "P4000 P50-80" sequence is repeated 3 times and followed by page 2134 and ends with the normal display cycle. The normal display cycle will continue until 17:30.

17:30 The sequence between parenthesis is repeated 5 times (page 22, page 1 to 10 and page 8, 3 times), then page 2134 page is displayed, the normal display cycle is displayed and the sequence starts again until 19:40.

18:00 The Express message (X1) is activated. This event does not affect the preceding event at 17:30.

19:00 The Express message ends when the cycle is terminated. If you wish to stop the Express message immediately without waiting the end of the cycle, you must use the "x=0*" command.

19:40 The Express message (X4) is repeated 5 times and starts when the first page (between 9000 and 9500) is displayed on the screen.

22:45 Page 12 is frozen on the screen until 23:00.

23:00 The normal cycle starts.

H- Express message status

Sequence status:

to activate or deactivate a particular sequence of the express message;

Master status:

to activate or deactivate the sequences. When deactivated no express message, even so specified in the display schedule will be displayed.

To exit the weekly display schedule, press **Esc** and confirm modifications.

I- Activate or not a table

This option allows you to activate or deactivate one or many table(s) of the weekly display schedule without having to deactivate the whole schedule.

In the selected table press **F12**. A blue window appears at the top of the screen. The second line displays:

Specific table: XXXXX

Active: the selected table can be used by the weekly schedule.

Inactive: the selected table can not be used by the weekly schedule.

Press **S** to toggle the status of the line.

Press **Esc** to exit without modification.

J- Local or external table

This option allows you to choose if one or many of the 100 weekly schedule tables are to be used in "Local" mode (use in display mode in this I-4000 unit) or in "external mode" (used by remote I-4000 unit when transmitted).

In the selected table press **F12**. A blue window appears at the top of the screen. The third line displays:

Table status: XXXXX

Local: this table will be used by the weekly schedule of this IRISTEXT MARK-II unit.

External: this table will be used (when transmitted) by the weekly schedule of a MK-II remote unit. See section 10.1-5.

12.4 Verify the schedule for a specific date

This command allows you to verify the schedule for a specific date. This is very useful when more than one tables are active for a specific date.

To do so, press [**F4**, **I**, **W**, **F12**, **C**]. A grey window will appear on the screen with two choices: the first one allows you to select the date to be verified; press **1**, then modify the date and press **Enter** to exit.

The second choice allows you to select the page number where the verification for the selected date will be memorised. Press **2**, select the page and press **Enter** to exit.

Once the date and page number are selected, press **Enter** to generate the page or **Esc** twice to exit the command.

After pressing on **Enter**, the screen will display a schedule for the selected date in the selected page. You can see the list of events in chronological order for all the active tables for the selected date. Each entry begins with the table number where the line of events is contained.

Press **Esc** twice to exit.

The generated page will not be displayed and can be erased with the "Erase page" command (see section 3.4).

12.5 Express message with weekly schedule

To validate the express message weekly schedule, enter the commands [**F12**, **↓**, **X**], a grey window appears allowing the definition of the sequence parameters (total of 99 different sequences, see section 7.2-C).

a) Sequence status: this command is used to validate or cancel a sequence;

b) Master status: Active/inactive - this command allows the scheduling of valid sequences or cancels all the sequences schedule.

To access the different parameters, use the **Tab** key or **←** **→**, then use the arrows **↑** **↓** to change the value of the selected parameters.

APPENDIX "A-1" - Accents usage / special characters

The IRISTEXT MARK II keyboard is configured according to the "User's language". Here is how to obtain the French accents and special characters when the keyboard is configured in French. (See section 8.1 User's language).

é: É key

É: Shift + É key

ç: , , c

Ç: , , C

`: ` then the desired letter, in lower case or in capital

^: ^ then the desired letter, in lower case or in capital

": " then the desired letter, in lower case or in capital

To write only the accents ` ^ " , press the key twice in a row

On top of the keys on which 3 or 4 symbols are printed, only left symbols are available in English. These symbols are, from the top and the left of the main keyboard: ~ ` @ # ^ { [] \ " ' < , > . ? / . On top of the same keys, the symbols on the right are available only in French. They are, in the same order as above: | # " / ? ^ ^ " , > < ` ` ' , . . É. In both languages, the symbol on top of the key is accessed by pressing the Shift key.

In editing mode, the keyboard configuration can be changed while keeping the same language for the messages. To obtain the French keyboard, do **Ctrl + Alt + F2**. To return to the English keyboard, do **Ctrl+Alt+F1**.

Both in English and French, there are other symbols in front of some of the keys. They are available by pressing Alt and the key. These symbols are, from the top and the left:

\ in front of the ~ ` | # key

@ in front of the @ 2 " key

[in front of the { [^ ^ key

] in front of the }] " , key

} in front of the | \ > < key

~ in front of the : ; key

{ in front of the " ' ` ` key.

The « and » symbols are not available.

APPENDIX "A-2" – IRISTEXT MK-ILINUKTITUT KEYBOARD LAYOUT (OPTION: I-INUK)

° ~	1 !	2 @	3 #	4 \$	5 %	6 ^	7 &	8 .	9 (0)	- .	= +	
	ᑭ ᑭ	ᐱ ᑭ	ᑭ ᑭ	\$ ᑭ	+ ᑭ	` ᑭ	! ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	{ }	!	
	ᑭ ᑭ	> ᑭ	ᑭ ᑭ	/ ᑭ	(ᑭ) ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	: "			
SHIFT	ᑭ ᑭ	< ᑭ	ᑭ ᑭ	? ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	, <	. >	ᑭ ᑭ	SHIFT		

Figure A – Hold **Shift** key down while typing the required Inuktitut syllable

`	ᑭ	< 2	ᑭ 3	ᑭ 4	ᑭ 5	ᑭ 6	ᑭ 7	ᑭ 8	ᑭ 9	ᑭ 0	ᑭ .	ᑭ =	
	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	[]	\	
	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	; ;	'	
	ᑭ ᑭ	< ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	ᑭ ᑭ	/		

Figure B – Type the required Inuktitut syllable character without using the **Shift** key

Note 1: The Inuktitut syllables are available in 3 font sizes: Inuk 19, 38, 76

Note 2: The long vowel dot (.) is available on all 45 syllables by pressing the . (~ key) immediately before pressing the required syllable.

The long vowel dot (ᑭ) is obtained by holding the shift key and pressing the ᑭ (~ key) immediately before pressing the required syllable.

APPENDIX "B" - IRISTEXT Models and options

Model	Description and ordering information
I-MkII	Iristext Mark II , economical video billboard, edit or local broadcast, remote capability, one channel.
I-MkIII	Iristext Mark III , same as I-MkII above, without keyboard, for remote broadcast only.
I-MkIV	Iristext Mark IV , economical video billboard, broadcast edited pages under Windows ¹ with the I-Reach software (included) ² .
I-MkV	Iristext Mark V , same as model Mark IV above, with the possibility to add text and graphics over an external video source. Provides Y/C (S-video) and composite input/outputs.
Tellimage MP	As Tellimage above, plus digital video playback along with PinP+DVE and I-AUDIO options.
Options (T-Audio and Image+ options are detailed on next page)	
I-Cuslogo	2 custom logos programmed in full page and header formats. set-up charge + video graphic designer time
I-GNLK	External video gen-lock to add text and graphics over an external video source. Provides Y/C (S-video) and composite input/outputs.
I-MX4	Non-volatile memory expansion for Se, S2, Sd and We, pages capacity expands 4 times, cost per channel.
I-G9980	Set including more than 80 graphic illustrations and logos for corporate communication and public information
I-REACH	Edit IRISTEXT pages from your PC under Windows, for all models MkII & Se, included with MkIV & We
I-REACH+	As I-Reach above + you can display .BMP or .JPG images, for editing Photo+ or Image+ pages from your PC (1 licence included with Tellimage).
I-RELAY	New: Iristext to LAN network link software. I-Relay runs in the background of a PC (Windows) to transfer messages received from the LAN to an Iristext connected on the serial port. For all MkII, MkIII, Se, S2, We.
I-SVID	Provides high-resolution Y/C (S-Video) output, included with I-GNLK option.
I-TBPR	Local temperature & barometer display in °C, KPa or °F, mb formats c/w probes. (Not available for MkI & Le)
I-TEMP	Local temperature display c/w probe and selectable °C or °F format.
I-UP	Field option to expand I-4000 to a higher level. (Please confirm your model & rev. numbers)
I-VIDL-Se	Same as above but for Se, included with S2.
I-VIDT-Se	Second video channel with full off-line editing as I-VIDL above but also able to display a second set of pages once editing is completed, for Se and Sd.

1 - Compatible with Windows 95, 98, 2000 and NT
2 - On personal computer not-included

OPTIONS	Description and ordering information
I-AUDIO	Digital sound file playback and/or voice-over insertion faded with audio from auxiliary input, for Tellimage or Image+. (PinP+DVE required).
MP	Option group providing digital video playback with PinP+DVE and I-AUDIO options, for Tellimage or Image+.
PinP+DVE	"Picture in Picture" broadcast of a live channel with Digital Video Effects during transitions. Display window size adjustable (1-100%) and live input switchable (2 sources) on a page per page basis, for Tellimage or Image+.

NOTE: This list may not be up to date. Please contact Teledac for the latest Listing of option available.

TELEDAC INC.
635, De Lanoue, IDS
Montreal, Qc, Canada

Toll Free: 1-888-659-6362

Web site: www.teledac.com

FIGURE 1: The keyboard

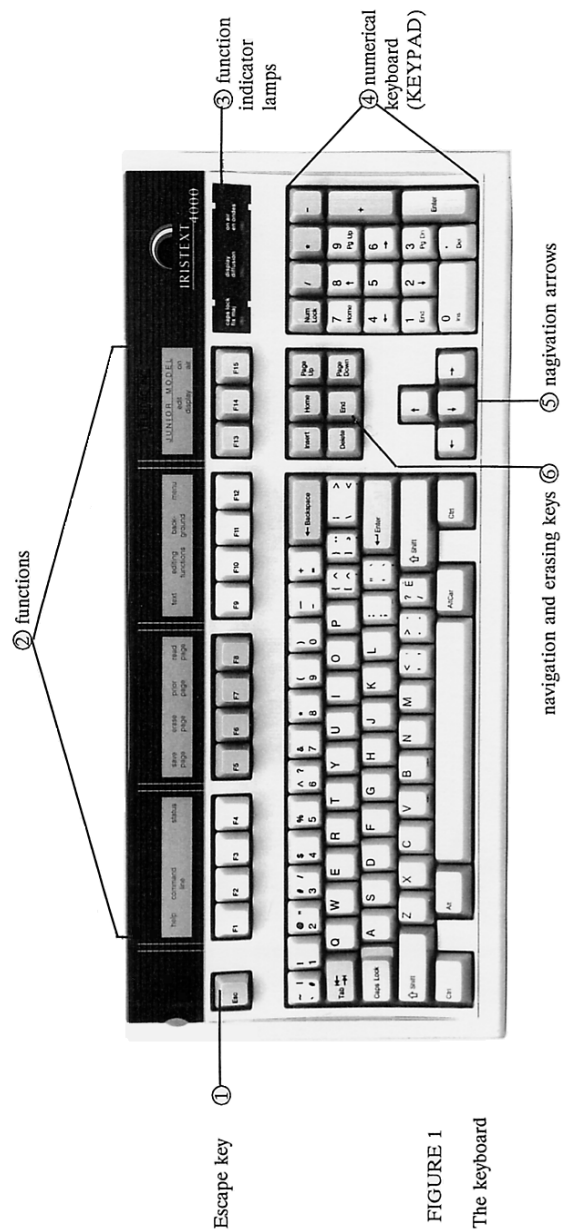


FIGURE 1
The keyboard

FIGURE 2: Basic aspect of the editing screen

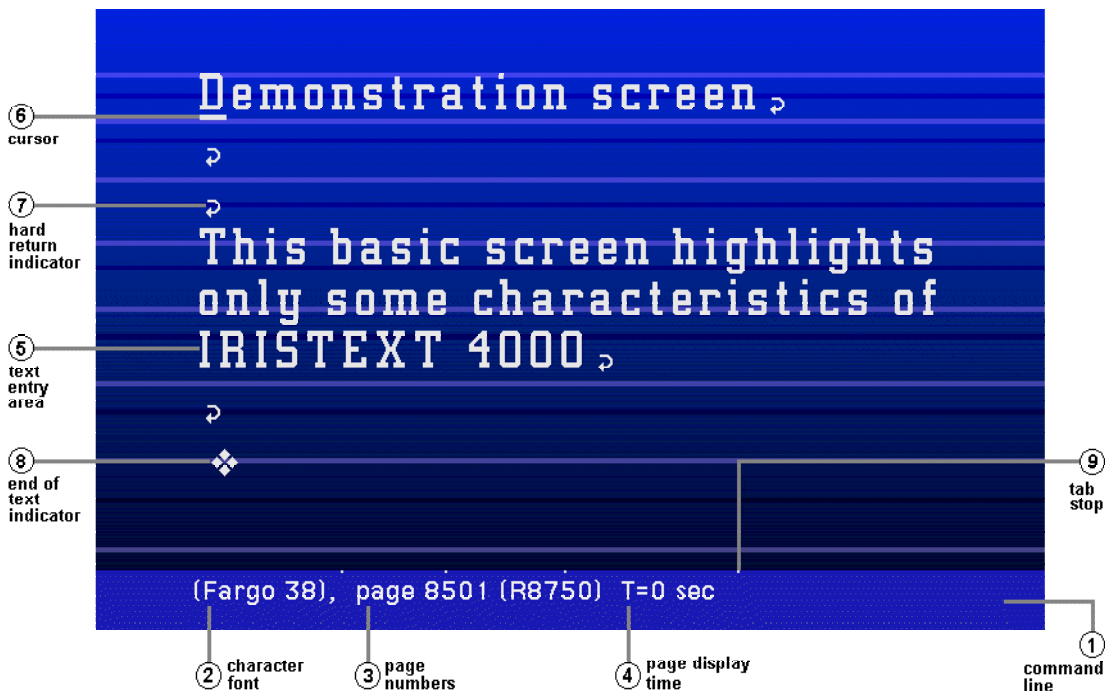



FIGURE 3: Aspect of the editing screen with multiple options



APPENDIX "D" - Speed and Navigation keys

Note: for speed keys, press simultaneously the **Alt** key + letter

SPEED KEYS		
Speed keys	Function	Refer to section
ALT + C	allows direct access to Clock/Calendar, F12 - Screen format	7.3
ALT + F	allows direct access to Search text, F12 - Utility	3.6
ALT + M	allows direct access to Modem, F12 - Communication	10.2
ALT + R	allows direct access to Communication with a remote unit, F12 - Communication	10.1
ALT + S	allows direct access to Page specific schedule, F4 - Status	2.7
ALT + T	allows direct access to Page display time, F4 - Status	2.5
ALT + W	allows direct access to Weekly display schedule F4, Status	12.3
ALT + X	allows direct access to Express Message , F12 - Screen format	7.2

NAVIGATION TABLE	
NAVIGATION → ← ↓ ↑ End Home End,End Home,Home End,End,End Home,Home,Home Page Down Page Up	moves cursor one character to the right moves cursor one character to the left moves cursor down one line moves cursor up one line moves cursor on the last character of the current line moves cursor on the first character of the current line moves cursor to the bottom of the current screen moves cursor to the top of the current screen moves cursor to the bottom of the last overflow screen moves cursor to the top of the working screen moves cursor to the next overflow screen moves cursor to the previous overflow/working screen
NAVIGATION AND ERASING Backspace	moves cursor to the left one character at a time while erasing
ERASING Delete Ctrl + End Ctrl + Home Ctrl + Page Down Ctrl + Page Up	erases from the cursor to the end of the line erases the character pointed by the cursor erases from the cursor to the beginning of the line erases from the cursor to the end of page indicator  erases from the cursor to the beginning of the page
Insert	toggles between "Insert" and "Typeover" modes

APPENDIX "E" - TABLE OF FONTS

Models		
Fonts	I-MK-I	I-MK-II
Art Nouveau		41, 54, 82
Austin		15
Austin	25	25
Austin		38, 50
Bauhaus		28, 43, 56
Cloister		40, 60
Corpus Christi	29p, 49p	29, 49, 29p, 49p
Dom Casual	46	30, 42, 46
Fargo	26, 38	26, 38
Galveston		28, 42
Helvetica 54	54	54, 82
Houston		38, 50
Inuk	19, 38, 76	19, 38, 76
Menu		19, 27, 38, 48, 56
Mirabel	38p	38p
Park Avenue		28, 43, 54
Roman		11, 30, 33
Roman		38
Roman	52, 78	52, 78
Tampa		30
Tampa		42
Teledac		42, 82
Typewriter Elite		26, 38

APPENDIX "F" - BEEPER AND VIDEO SCREEN CALIBRATION

A- CALIBRATION PROCEDURE OF THE VIDEO SCREEN(S)

The monitor screens are submitted to lighting conditions that can affect the readability. An adjustment may be required.

1. Make the colour bars appear (page R0061), key sequence: [**F8**, '**R0061**', **Enter**, **F2**];
2. Adjust the brightness in order that you can barely see a difference between the (7%) black and the (0%) black around. You may have to slightly increase the contrast.
3. Adjust the contrast enough to get good readability and white level but minimize the sparkling.
4. Adjust the tint to obtain a pure yellow (not too green nor too orange).
5. Finally, adjust the colour intensity so your red is not too saturated.
6. Press **Esc** to exit.

B- BEEPER

The beeper is used to alert you to a typing error, a communication error or the completion of some commands.

When starting the unit, the beeper beeps three times if a keyboard is connected to it, otherwise it beeps only once.

When the unit is started without a keyboard, a keyboard insertion will generate three beeps.

To modify or shut off the volume of the beeper, refer to the technical guide.

APPENDIX "G" - FRONT PANEL LIGHT INDICATORS & BACK PANEL CONNECTIONS

FRONT PANEL LIGHT INDICATORS

Light indicator	Description
Power	The green light indicates that the I-MK-II unit is "on".
Supervision	Flashing red light (1 time per second) indicates the good functioning of the program.
Txd	Flashing green light indicates that the I-MK-II is transmitting data.
Rxd	Flashing green light indicates that the I-MK-II unit is receiving data.

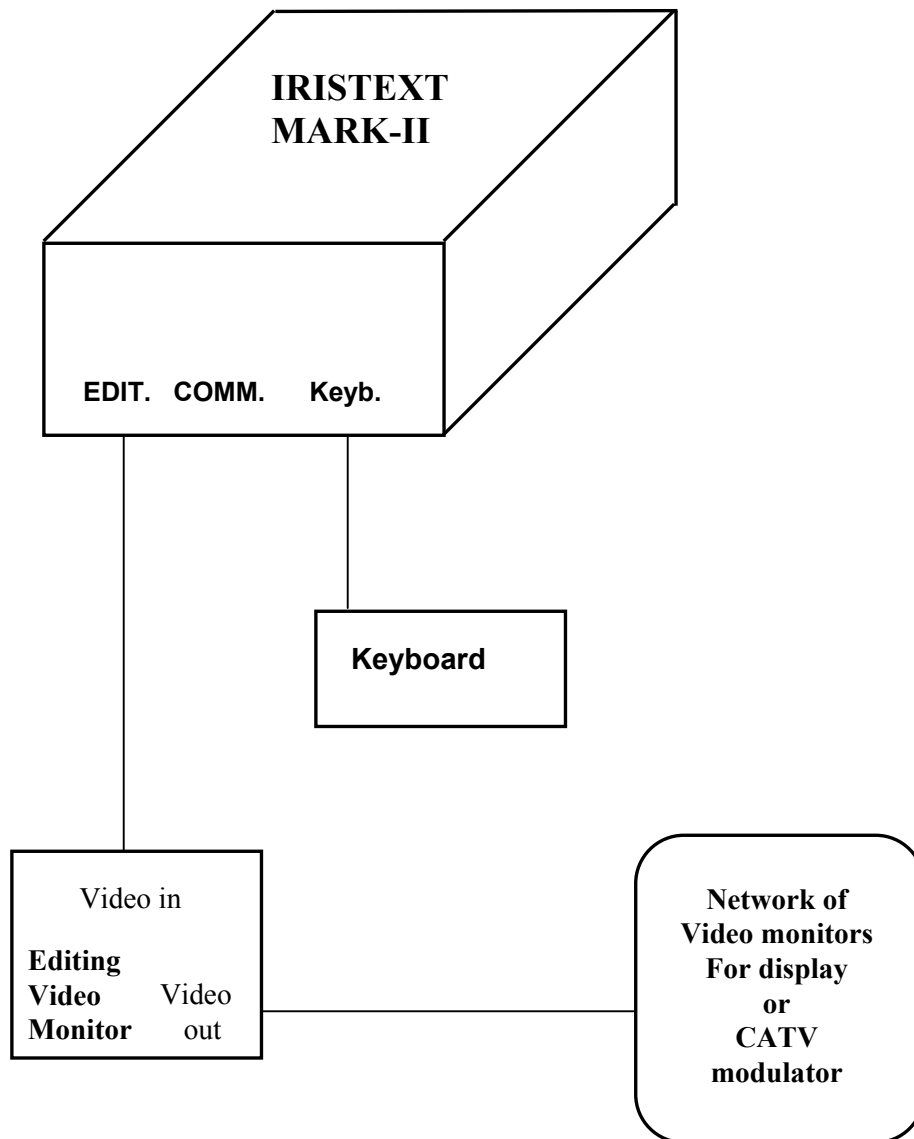
BACK PANEL CONNECTIONS

Connector	Type	Signal	Description
Temp	F	Current source	Used to connect the temperature probe (I-TEMP option).
Clav/keyb.	DIN 5 PINS	IBM Standard	Used to connect the keyboard of the I-MK-II unit.
Comm.	DB9	RS-232 pin 1 DCD pin 2 receive pin 3 transmit pin 4 DTR pin 5 ground ¹	Used to transmit or receive pages either locally or via a phone line (modem).
edit	BNC	composite video 1 Volt p-p	Video output (always active).
GNLK IN	MINI DIN 4 PINS	composite video ² 1 Volt p-p or S-VIDEO in	Video input for external video source (I-GNLK option).
GNLK OUT	MINI DIN 4 pins	composite video ² 1 Volt p-p or S-VIDEO out	Video output for external video source combined with pages of the I-MK-II (I-GNLK option) Or S-Video output (I-SVID option)

¹ Reception equipment must provide RS-232 signal.

² Use special BNC to MINIDIN adaptor cable supplied with the I-Gnlk option.

ONE CHANNEL INSTALLATION DRAWING



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