

CHARACTERS

A simple character designer supplied with over 20 predefined sets of characters (fonts).

Side 1 of the cassette contains the definer which can be loaded with a LOAD "" command. The program allows any of the 96 characters from SPACE to COPYRIGHT to be redefined. Press any key from the introduction to get to the main editing screen. At the bottom of the screen the normal flashing 'L' cursor is displayed, you can either type in a letter to redefine or the words 'load' or 'save' (not the keywords) to allow those actions to be carried out. Some characters e.g. BACKSLASH (\) require the use of extended mode ('E' cursor) as normal on the input routine.

Selecting the SAVE routine brings up the following options:-

Verify? - reply 'y' or 'n' as required

Reload at? - the destination address for the characters, i.e. where they will be when reloaded. So for example if you wanted to put the set at 60000 (which would require the Spectrum CHARS variable at 23606/7 to be POKEd with 96 and 233 respectively - as $233*256+96 = 59744$ which is 256 below the set!). ENTER will default to 64700 which is where the set is anyway, this feature is useful for ensuring UDG's are in the correct position for Quill.

No. of Chars to save? - ENTER saves all 96 characters, mainly intended to allow only 21 to be saved (i.e. a UDG set...).

Filename? - enter a valid Spectrum filename.

Selecting the LOAD option requests a filename (which may be 'null' to load the first file on tape by pressing ENTER), the set in memory is then replaced with the set requested.

Should any errors occur during LOAD or SAVE you will be returned to the opening screen (without damage to the set in memory on Save!).

Side 2 of the tape contains 22 predefined fonts for modification/use. They are called SET 1 to SET 22 (very imaginative!!) - note the space in the name...

ADDING A REDEFINED CHARACTER SET TO A QUILL GAME

The best way to do this is to use The Patch or The Press which include routines to load character sets. It is still possible to do so without them but its a bit long winded (A series users who want to use a new set with the Illustrator will have to upgrade to C series....):-

Lets assume you have a file on cassette called "newchar" which redefines the entire 96 characters.

The best place to put a new character set is directly after the Quill database as this allows it to be used with The Illustrator.

- 1/ Make sure the database you use is the final version and note down the address of the first free byte as given by option 0. This will be referred to as dbend so substitute the value at each occurrence.
- 2/ Then do a Save Adventure (not database) onto a cassette.
- 3/ Exit back to BASIC, and type in the following program and save it onto a blank cassette.

```
10 REM new characters
20 CLEAR 24999
30 LOAD "gamename" CODE 25000
40 POKE 23606,dbend-256*INT (dbend/256)      (don't forget
50 POKE 23607,INT (dbend/256)-1             -dbend!)
60 RANDOMISE USR 25000      (or 25063 for serial C)
```

- 4/ Now do a CLEAR 24999 and LOAD "" CODE on the saved adventure from step 2.
- 5/ also LOAD "newchar" CODE dbend
- 6/ Now you can save the entire block of code with a line like:

```
SAVE "gamename" CODE 25000,(dbend+768)-25000
```

onto the cassette after the loader in 3.

If you are using the Illustrator to add pictures to your adventure the above method will still work as long as you leave 800 bytes spare in the graphic database. (Note you can only calculate dbend with an actual C series Quill the result given by an A series is meaningless after conversion.). Ignore step 4 onwards and use the following:

- 4/ Do a CLEAR 24999 and then LOAD "" CODE:LOAD "" CODE on the saved adventure from step 2.
- 5/ Then LOAD "newchar" CODE dbend
- 6/ Now save the entire block after the loader from step 3, with the line;

```
SAVE "gamename" CODE 25000,40535
```

CHANGING THE UDG'S IN THE QUILL

The Quill starts up by printing the address in memory where the UDG definitions are stored - this may vary from version to version so we will refer to it as 'uda'.

