

SONY®

**Sony
Video Titler™**

MICRO COMPUTER SMC-70

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SONY®

**Sony
Video Titler™**

The SMW-7070 Sony Video Titler^{TM1)} is an application software designed exclusively for the Sony SMC-70/SMC-70G microcomputer. This program is utilized for creating a textual display, such as a title, an explanation, etc. The displays produced with this Video Titler can be superimposed over the picture of a video unit, and can be displayed with the picture created by SMW-7072 Graphics Editor and so on.

In order to utilize the SMW-7070, the following hardware and software items are required :

- Sony SMC-70 or SMC-70G Microcomputer
- equipped with SMI-7012 Micro Floppydisk Unit
- Sony Trinitron Color Character Display
- SMW-7002 CP/M[®] Operating System²⁾
- SMW-7070 Sony Video Titler
- 3.5" micro floppydisk(s)

Before utilizing the Video Titler, please read this manual thoroughly and retain it for future reference. For additional information on the other software and/or hardware items, refer to the respective manuals.

1) Video Titler is a trademark of Sony Corporation.

2) CP/M is a registered trademark of Digital Research Inc.

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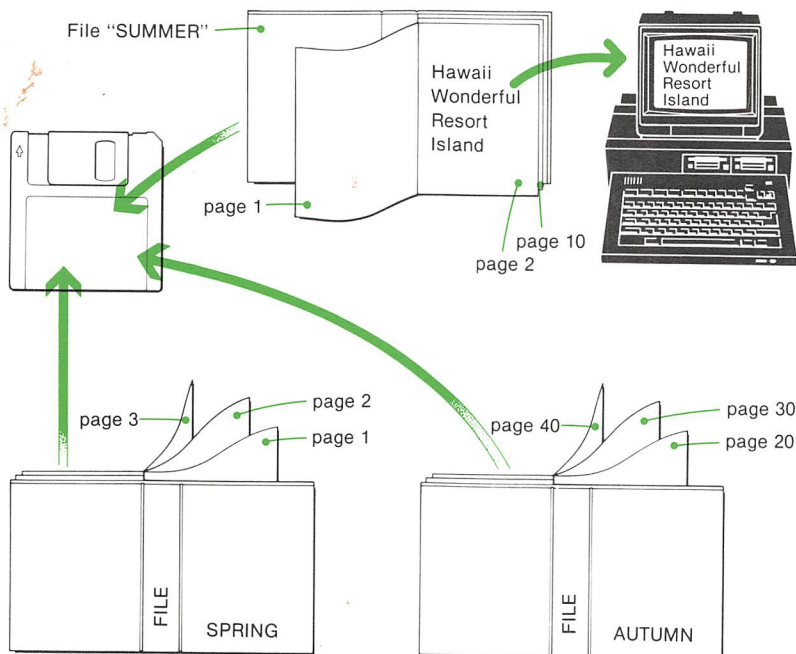
CHAPTER 1

GENERAL

1-1 WHAT IS THE VIDEO TITLER

The Video Titler is an application program for creating a textual display.

Each display is called a "page", and you can number each page from page 1 to page 50. You can save the pages on a data disk so that you can display the pages later. When the pages are to be saved, they are first grouped together and then saved. This group is called a "file", and the file can be named as you desire.



CHARACTER VARIATION

Characters to be displayed with the Video Titler have the following variations.

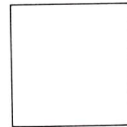
3 sizes...



S (16 × 16 dots)



M (24 × 24 dots)



L (32 × 32 dots)

- Different widths are allocated to each character so that the characters are displayed with proper spacing. (Proportional display)

6 type faces...

ABC

Roman 70

classic

ABC

Display 70

high tech

ABC

Sans Serif 70

ABC

Typewriter 70

ABC

Italic 70

ABC

Small 70

16 colors...

Black

Deep blue

Bright green

Turquoise

Red

Brilliant pink

Yellow

White

Dark green

Moss green

Salmon

Tan

Ash blue

Light blue

Pale pink

Gray

Each character to be displayed has edging, and the edging has the following variations.

16 colors...

All the character colors can be used for edgings.

2 shapes...

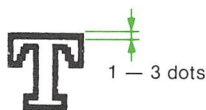


Normal edging

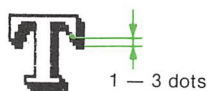


Shadow edging

Width from 1 to 3 dots...



Normal edging



Shadow edging

Character pitch can be set as you desire.

Pitch from 0 to 9 dots...



MESSAGE LINE AND HELP MESSAGES

When you are using the Video Titler, the message line displayed on the screen will indicate what functions can be used. By following the messages, you will be guided through the operation of making a display.

The Video Titler also provides help pages for you. Press the  (help) key when you need further guidance during an operation. The help page will be displayed and will show you the effective keys and their functions at that time. The appropriate help page will be displayed according to the operating mode.

BEEP SOUND

During operation, a high tone beep may be sounded. This indicates that an invalid operation has been tried, such as when an invalid key is pressed, a character is to be displayed where another character has been displayed and so on.

If you hear the high tone beep, the operation you have just attempted will be invalidated.

When an incorrect disk is inserted, a beep is also heard. Re-insert the correct disk according to the message.

1-2 FILES ON THE SMW-7070 DISKS

The SMW-7070 you purchased includes two disks, the Video Titler program disk and the data disk.

The files (programs or data) which are included on the SMW-7070 disks are as follows :

Program disk

VT. COM	}	Video Titler program files
VT. OVL		
VMENU. COM		
VED. COM		
HELP. MSG		Video Titler message file
SSER70.F16	}	Character data files for the Sans Serif 70 type face.
SSER70.F24		
SSER70.F32		
ITAL70.F16	}	Character data files for the Italic 70 type face.
ITAL70.F24		
ITAL70.F32		
DISP70.F16	}	Character data files for the Display 70 type face.
DISP70.F24		
DISP70.F32		
ROMAN70.F16	}	Character data files for the Roman 70 type face.
ROMAN70.F24		
ROMAN70.F32		
TYPE70.F16	}	Character data files for the Typewriter 70 type face.
TYPE70.F24		
TYPE70.F32		
SMALL70.F16		Character data file for the Small 70 type face.

Data disk

VUF. COM		Character maker program file
USER1.F16	}	User character data files
USER1.F24		
USER1.F32		
USER2.F16		
USER2.F24		
USER2.F32		
SAMPLE.VTX		Sample text file
SAMPLE.PIC		Sample picture file

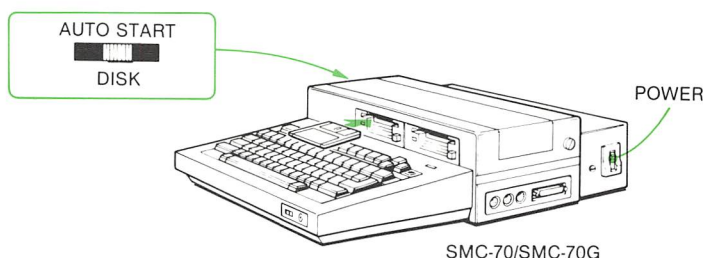
CHAPTER 2

OPERATION

2-1 SMW-7070 BACKUP PROCEDURE

As a precaution against accidental erasure of the disks, before using the newly purchased SMW-7070 Sony Video Titler, you should first make backup copies of the SMW-7070 disks, the Video Titler program disk and the data disk. (These backup copies of the disks should then be utilized as your working copies of the disks, and your original disks should be stored in a safe place. You should also be working with backup copy of your SMW-7002 disk. If you have not already made backup copies of these disks, refer to the procedure in the respective manual.)

- 1 Set the AUTO START switch on the left side of the SMC-70/SMC-70G to DISK.



- 2 Insert the SMW-7002 CP/M Operating System disk into Drive A.
- 3 Turn ON the power to the system — the SMC-70/SMC-70G, the monitor TV, etc.

The CP/M opening message will appear on the screen.

The SMC-70/SMC-70G is now in the CP/M operating mode.

- 4 Type: BACKUP

Press: RETURN

- 5 The following message will appear on the screen.

```
SONY SMC-70 BACKUP MENU
  1. Full Backup
  2. Format and Sysgen
  3. Format Disk
  4. Sysgen
  5. Data Backup
```

Select Option #

Press [HOME] to exit

Press : 1

(By pressing "1", you have selected the option "#1, Full Backup".)

- ⑥ When the words "Source Drive" appear on the screen,
press : A
- ⑦ When the words "Destination Drive" appear on the screen,
press : B
- ⑧ The SMC-70/SMC-70G will alert you to the following message.

Do you want to verify, enter [Y] or [N]?
Default is "Y"

In order to ensure that there are not any errors during the BACKUP procedure, press Y (or RETURN). The SMC-70/SMC-70G will then double check the backup copy for any errors. Although the verification process requires a little more time, it is usually worthwhile. If you do not want to verify, press N to avoid the verification process.

- ⑨ After you have made your selection, the following message will appear on the screen.

LOAD diskettes and press [Return]

If the Use Lamps for Drive A and B are off, remove the SMW-7002 disk from Drive A, and insert the SMW-7070 program disk into Drive A and a blank disk into Drive B.

- ⑩ Press :
During the FULL BACKUP process, the SMC-70/SMC-70G first formats the blank disk and then copies all of the data from the Source disk to the Destination disk.
- ⑪ When the FULL BACKUP process is completed, the following message will be displayed on the screen.

Function is complete. Press [HOME] to
exit or [Return] to start over

Press :

- 12 The backup menu will again appear on the screen.
Press: 1
(By pressing "1", you have selected the option "1, Full Backup".)
- 13 Press: A
for the "Source Drive", and
press: B
for the "Destination Drive".
- 14 Press: Y (or RETURN)
to require the verification process.
- 15 The following message will appear on the screen.

LOAD diskettes and press [Return]

If the Use Lamps for Drive A and B are off, remove the disks from drive A and B, and insert the SMW-7070 data disk into Drive A and another blank disk into Drive B.

- 16 Press:
Again, the SMC-70/SMC-70G formats the blank disk and copies all the data from the Source disk to the Destination disk.
- 17 When the FULL BACKUP process is completed, the following message will be displayed on the screen.

Function is complete. Press [HOME] to exit or [Return] to start over.

Press:

Now, the backup copies of the Video Titler disk and the data disk have been completed. However, you must also copy the CP/M system onto the backup copy of the Video Titler program disk.

- 18 When the backup menu again appears on the screen,
press: 4
(By pressing "4", you have selected the option "4, Sysgen".)
- 19 Press: A
for the "Source Drive" and
press: B
for the "Destination Drive".
- 20 Press Y (or RETURN) or N for the requirement of the verification process.
- 21 When the Use Lamps for Drive A and B are off, remove the disks from Drive A and B, and insert the SMW-7002 disk into Drive A and the copy disk of the Video Titler program disk into Drive B.
- 22 Press:
The CP/M system will be copied onto the backup copy disk.

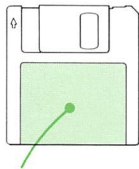
- 23 Press **HOME** twice.

The SMC-70/SMC-70G will be in the CP/M prompt mode.

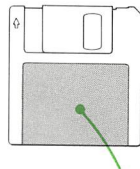
You are now ready to begin utilizing the SMC-70/SMC-70G with the Video Titler.

2-2 STARTING UP THE VIDEO TITLER

Have you prepared the backup copies of the Video Titler disks?



Program disk with CP/M system



Data disk

If not, see the procedure in the “SMW-7070 BACKUP PROCEDURE”.

1

AUTO START switch to DISK.

2

Program disk into Drive A Data disk into Drive B

3

Turn ON the power to the system

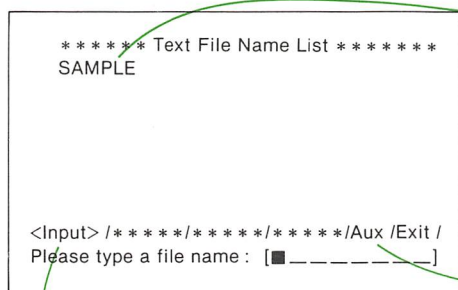
4

When the CP/M “A Prompt” appears,...

Press :

The opening message will appear on the screen for a few seconds, indicating that the Video Titler program has started.

The SMC-70/SMC-70G will then automatically enter into the file name "Input" mode, displaying the following message.



Indicates the text files
(type : VTX) on the data disk.

To delete a text file or rename
a text file on the data disk,
press [F4] .

SMC-70/SMC-70G is in the
file name "Input" mode

Here, you enter a desired name of a file to be edited and you will start editing the file. A file name can use up to 8 alphanumeric characters beginning with an alphabetic character.

Using of a Sony SMI-7050 cache disk unit

Using of a cache disk unit speeds up the operation of the Video Titler. To start the Video Titler with a system using a cache disk,

- ① Assign the connected cache disk unit to drive C by the CP/M SETUP command.

(Refer to the CP/M manual.)

- ② Copy the program disk contents (except the file "HELP. MSG") to the cache disk.

- 1) Erase the cache disk contents.
- 2) Insert the program disk into the drive A and the CP/M system disk into the drive B.
- 3) In the CP/M prompt mode, enter

B: ↵

PIP C:= A: V*.* [V] ↵

PIP C:= A:*.F* [V] ↵

- ③ To assign the drive C to the current drive, enter C: ↵
- ④ Insert the data disk into drive B. (Do not remove the program disk from the drive A to get the help messages.)
- ⑤ Enter

VT ↵

1) ↵ mark indicates of pressing of the [RETURN] key.

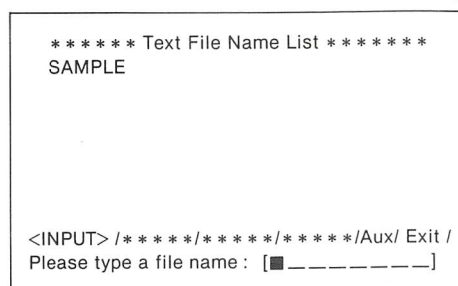
2-3 BASIC OPERATION

Now, let's create a textual display shown below for an advertisement of a clock radio by following the steps and then save it on the data disk as page 2 of a file named "AD".



Is your Video Titler operational?

Your display should be displaying the following messages.



If not, see page 16.

***** Text File Name List *****
 SAMPLE

<INPUT> /*****/*****/*****/Aux/Exit /
 Please type a file name : [■ _ _ _ _ _]



Press : [A] [D] [RETURN]
 (You have specified a file name.)

<DISPLAY> [/Edit /Print/Page /Super/End /]
 Page NO. = [1] [] No Text!

Indicates the effective functions.
 Each function corresponds to
 [F1] to [F5] keys.

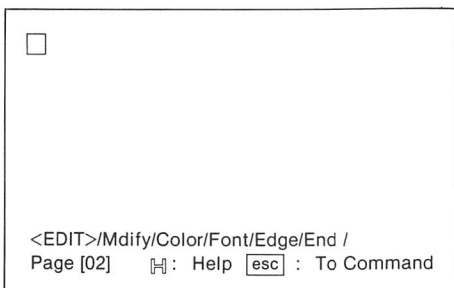


Press : [2]
 (You have specified a page number.)

<DISPLAY> /Edit /Print/Page /Super/End /
 Page NO. = [2] [] No. Text!



Press : [F1]
 Edit
 (You have selected the Edit mode.)



Press the space bar twice.

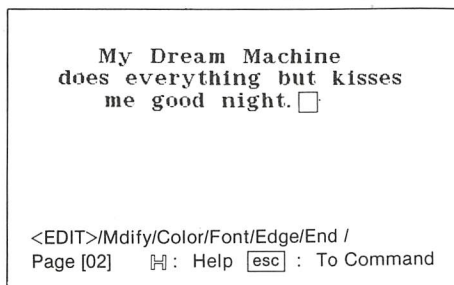
Type: My Dream Machine¹⁾

Press: RETURN

Type: does everything but kisses

Press: RETURN

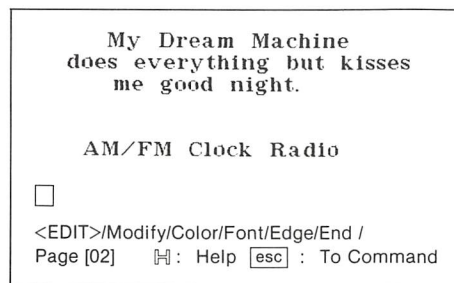
Type: me good night.



Press: RETURN three times

Type: AM/FM Clock Radio

Press: RETURN twice.



Press: F3
Font

1) mark in this manual indicates of the pressing of the space bar.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio



/Type/Size/Pitch/*****/Quit /
Type = [1] Size = [S] Pitch = [0]



Press: **F2** twice

Size

Pressing the **F2** changes the character size.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio



/Type/Size/Pitch/*****/Quit /
Type = [1] Size = [L] Pitch = [0]

Wait until "L" is displayed.
This indicates that the
character size is set to large.



Press: **F5**

Quit

to re-enter the Edit mode.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio



<EDIT>/MdifY/Color/Font/Edge/End /
Page [02] H: Help **esc**: To Command



Press: **→** twice

Type: SONY

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY ☐

<EDIT>/Mdfy/Color/Font/Edge/End /
Page [02] ☐ : Help ☐ : To Command



Press : ☐ F5
End

(You have selected the End mode to terminate the
Edit operation.)

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<DISPLAY>/Edit/Print/Page/Super/End /
Page NO. = [2_] ☐ ☐ : Turn Pages



Press : ☐ F5
End

(You have selected the End mode to
end the file "AD")

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<END>/Save/*****/Abort/*****/Back /
Please select a model!



Press : ☐ F1
Save

(You have selected the Save mode to
save the file "AD")

```
***** Text File Name List *****
AD    SAMPLE

<INPUT> /***** /***** /***** /Aux /Exit /
Please type a file name : [■-----]
```

The file "AD" has been saved.

The page you have created is saved as the page 2 in the file "AD. VTX" and you will be able to enter another name of a file to be edited.

To terminate the Video Titler program

Press **[F5]**. The CP/M prompt mode will be re-entered.

Checking the saved data

Check whether you have created and saved the display data correctly.

- ❶ In te CP/M prompt mode, press : **[V] [T] [RETURN]**
- ❷ Press : **[A] [D] [RETURN]**
- ❸ Press : **[→] [RETURN]**

(By pressing the **[→]** key, the numbers of the pages for which data has been saved are displayed in the menu.)

If your desired display has not appeared on the display screen, repeat the steps necessary to create the display and save it.

You have now become familiar with your Video Titler. With your Video Titler, you can create displays with characters in various colors, various size, various pitch. At the same time, the Video Titler has convenient functions to create a display.

Help messages

When you need guidance during the operation, press the  (help) key. The help messages will be displayed to show you the effective keys and their functions, at that time.

To return to the previous mode, press the  key again.

CHAPTER 3

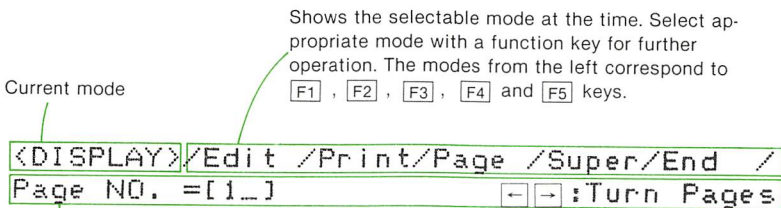
VIDEO TITLER

3-1 MODES OF THE VIDEO TITLER

Your Video Titler has numbers of functions for making or editing a display, and saving it. To operate the functions, you must set your SMC-70/SMC-70G into the corresponding mode by pressing the function keys.

WHAT DOES THE COMMAND DISPLAY MEAN

When you have started your Video Titler and entered a file name whose data are to be created, the screen will display the command display, which indicates the followings.



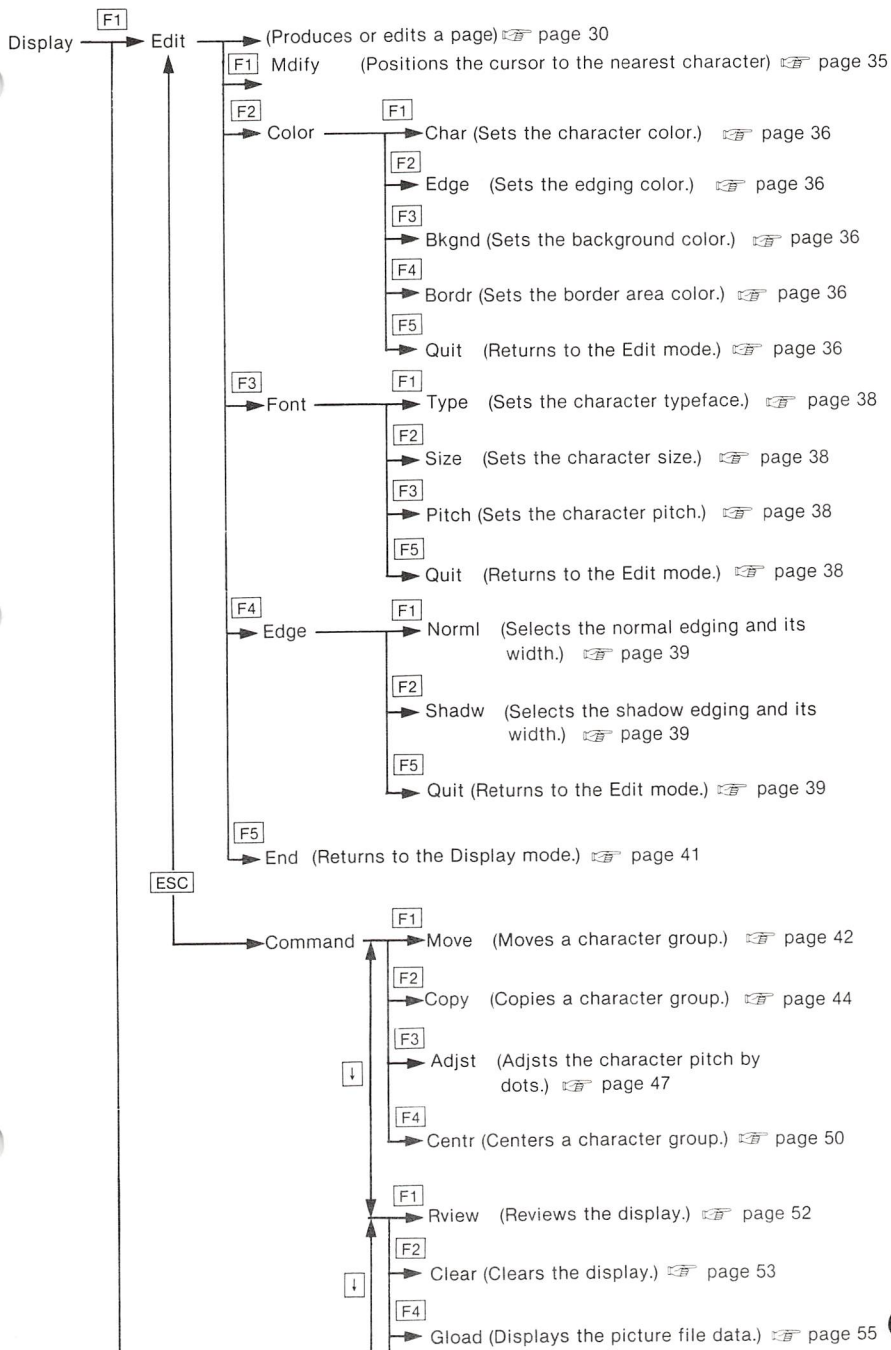
By pressing `[←]` or `[→]`, the number of the pages who have data is displayed sequentially. When `[RETURN]` is pressed, the page whose number is displayed will appear on the screen.

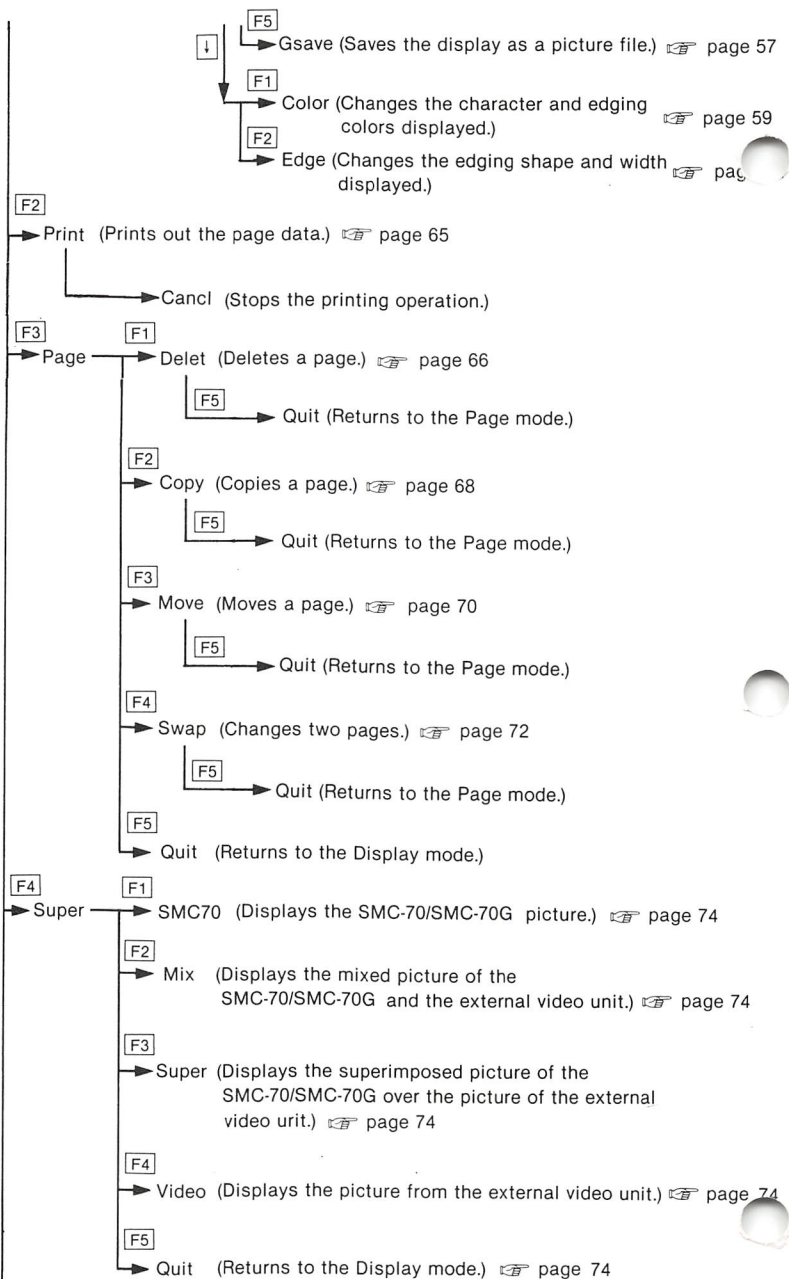
You can change the mode by pressing a function key (`[F1]` to `[F5]`) and in each mode, the mode and the selectable modes at that time are displayed in the menu.

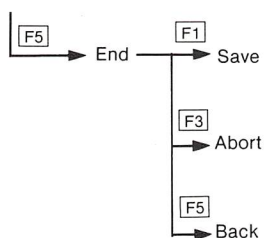
Position of the command display

Can be changed by pressing the `[CTRL]` + space bar. Pressing them once moves the command display up, pressing again deletes it and pressing again shows it in the lower part of the screen.

MODES LIST AND TRANSFER BETWEEN MODES







(Saves the file and returns to the file name input mode.)  page 76

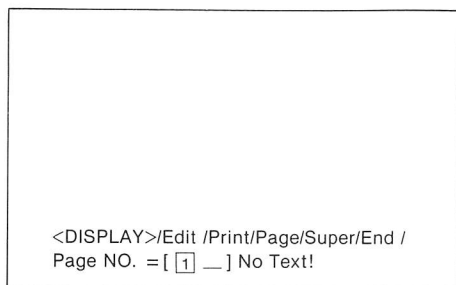
(Aborts the file data and returns to the file name input mode.)  page 76

(Returns to the Display mode.)  page 76

3-2 TO PRODUCE OR EDIT A PAGE... EDIT MODE

This is the mode for newly producing a page or for editing a page which has been produced.

When the Video Titler is started and a file name is entered,

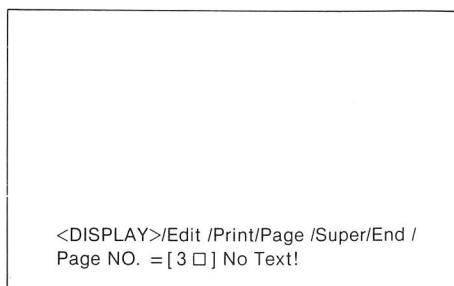


(Command display appears)
If [RETURN] is pressed after
a number key(s) pressed, the
page data specified by number
is displayed.



Press : number key(s) (1 - 50)

Ex. Press : [3]

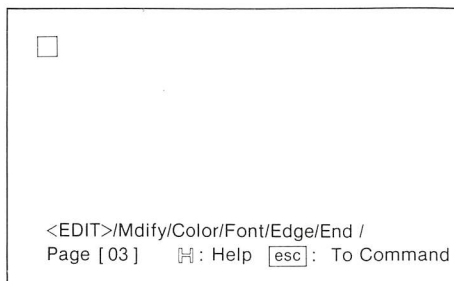


Page 3 is specified.



Press : [F1]

Edit

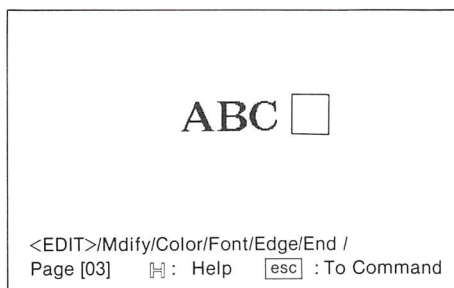


If the page has been created,
it will be displayed.



Move the cursor to the desired position with
[→]/[←]/[↑]/[↓] keys¹⁾ and press the character
keys.

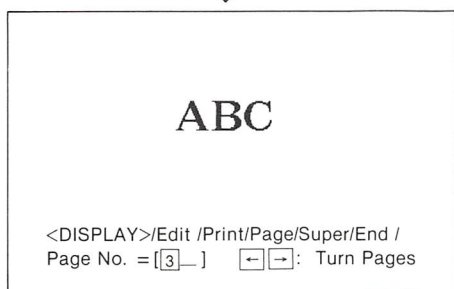
1) [→]/[←]/[↑]/[↓] in this manual indicates of pressing one or more of the four keys.



The characters of the pressed key are displayed.
For creating a display,
see the following pages.



Press :
End



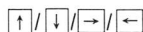
The page data you have created have been registered, but the data have not been saved on the disk. If the Video Titler is terminated in this state, the data will be cleared. To keep the data, you must save the data on the disk. For saving, see page 76.

- “Disk space full!!!” message may appear in the message line, indicating that the data disk is out of space. In this case, the message will then indicates which mode, Delete, Move or Abort, will be selected. Press , or to select a mode and follow the messages. For details, see page 77.

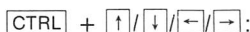
Input of the characters

In the Edit mode, you enter the characters of a page by pressing the character keys. Move the cursor with the cursor move keys (see below) to a position where there is no character and press the character keys. The characters corresponding to the pressed keys will be displayed with proportional spacing. If the cursor is at a position where a character or a part of a character is displayed and a character key is pressed, a beep is sounded indicating that the character cannot be displayed. To change the character which has been displayed to another character, position the cursor with the **F1** key (see below), and display the correct character by pressing the desired character key.

Cursor move keys



: The cursor moves one cursor space in the arrow direction.



: The cursor moves one dot in the arrow direction.

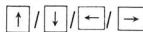
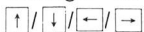


: The cursor moves to the beginning of the next line.

Positioning the cursor on a character

As the Video Titler can display characters at any position, in any size with the edging you desire, the cursor may not be positioned on a character to be edited.

He^{llo}!

Move the cursor close enough to the character using the  and **CTRL** +  keys and press **F1** (Modify). The beep will be heard indicating that the cursor has been positioned. If the beep is not heard, move the cursor closer and press **F1** (Modify) again. For details, see page 35.

Edit functions

You can use the following keys to edit the display.

INS : The Insert mode is activated. Any number of characters can be inserted at the cursor position. If no more characters can be entered, a beep will be heard.
Press this key again to cancel the Insert mode.

CTRL + **INS** : The line on which the cursor is located is moved down one cursor space, and a blank line is inserted. The following lines are also moved down.

If the bottom line of the screen has character(s), this key does not function.

DEL : The character at the cursor position is deleted. The following characters are moved to the left.

CTRL + **DEL** : The blank line on which the cursor is located is deleted. The following lines move up one cursor space. If parts of character(s) are in the line to be deleted, this key does not function.

CTRL + **CLR** : The character string on which the cursor is positioned is deleted.

- Before using these keys, you have to position the cursor on a character.
- When characters are deleted, parts of them may remain. To delete these fragments, review the display.
(see page 52.)

Character string

A character string is a group of characters entered continuously from the keyboard. If **A**, **B**, **C**, **↓**, **D**, **E** and **F** are pressed in this order, the first three characters "ABC" are one character string, and characters "DEF" are another character string. If characters are added on the right side of a character string, the added characters will be included in the character string. If, however, the space between the added characters and character string is more than the cursor space, or if characters are added on the left side of a character string, they will make another character string.

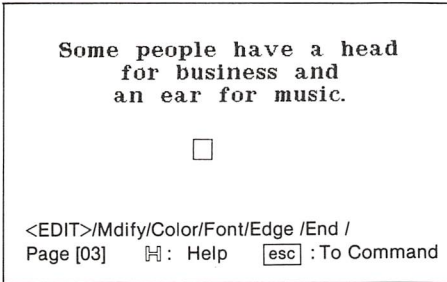
One page can contain up to 20 character strings and one character string can contain up to 39 characters.

The Video Titler handles characters as a character string unit when characters are to be moved or copied to another location or the color is changed. A character string is boxed when the Move or Copy mode is functioned.

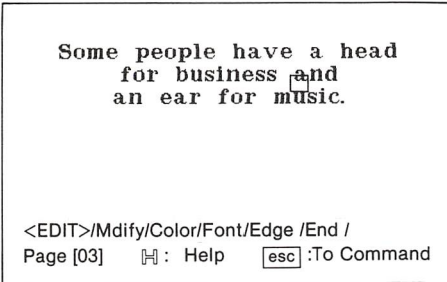
FUNCTIONS IN THE EDIT MODE

To position the cursor on a character displayed

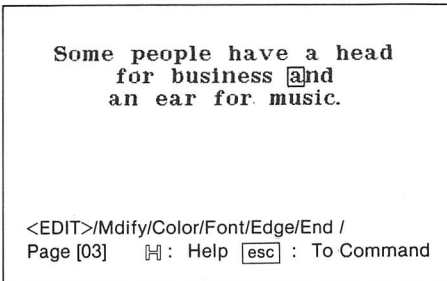
To edit the characters displayed, you have to position the cursor on the character to be edited.



Press: [←]/[→]/[↑], [↓] and/or [CTRL] + [←]/[→]/[↑]/[↓] to place the cursor on the character.

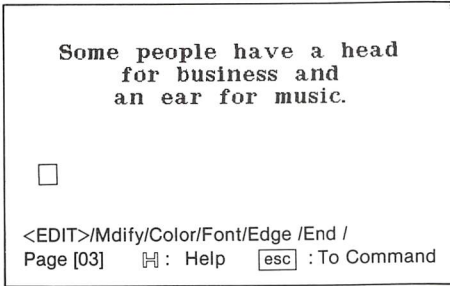


Press: [F1]
Mdfy

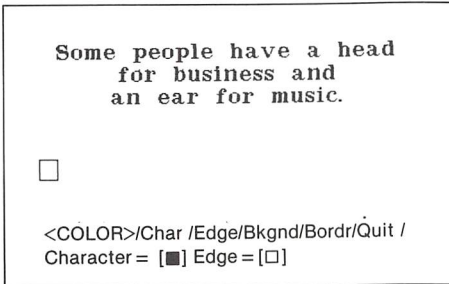


A beep is sounded, indicating that the cursor is positioned. If the beep is not sounded, move the cursor closer and press [F1] again.

To change the character, edging, background and/or border color to be displayed



Press:
Color



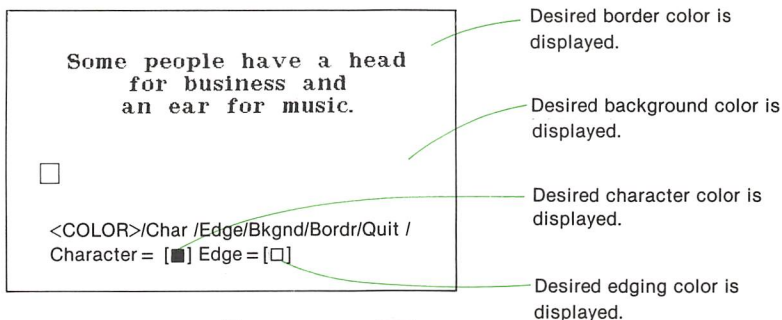
Press until the desired character color is displayed.

Press until the desired edging color is displayed.

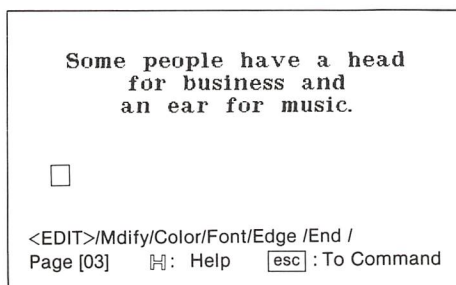
Press until the desired background color is displayed.

Press until the desired border color is displayed.

Pressing the + / / / changes the color in the reverse order.



Press: F5
Quit



Now, the characters will be displayed with the new settings.

Note :

- This function does not change the character color and/or edging color of the displayed characters. To change the colors of the displayed characters and the edgings, use the Color command. See page 59.
- When the background color is changed, the display is cleared by the background color. To display the edited characters, press the space bar.
- Default settings (settings when the Video Titler is started) are as follows

Character color : White
Edging color : Black
Background color : Dark green
Border color : Dark green

To change the typeface, character size and/or pitch to be displayed

Some people have a head
for business and
an ear for music.

☐

<EDIT>/Modify/Color/Font/Edge/End /
Page [03] [H]: Help [ESC]: To Command

Press: **[F3]**
Font

Some people have a head
for business and
an ear for music.

☐

/Type/Size/Pitch/*****/Quit /
Type = [1] Size = [S] Pitch = [0]

To change the
typeface

To change
the size

To change
the pitch

Press: **[F1]**
Type

Press: **[F2]**
Size

Press: **[F3]**
Pitch

Some people have a head
for business and
an ear for music.

☐

/Type/Size/Pitch/*****/Quit /
Font type number = □ (1-6, user 7-8) (CR)

Some people have a head
for business and
an ear for music.

☐

/Type/Size/Pitch/*****/Quit /
Type = [1] Size = [L] Pitch = [0]

Some people have a head
for business and
an ear for music.

☐

/Type/Size/Pitch/*****/Quit /
Distance between character = □ (0-9) (CR)

Press:
number
key (1 - 8)
and **[RETURN]**

- 1: ROMAN 70
- 2: DISPLAY 70
- 3: SAN SERIF 70
- 4: TYPEWRITER 70
- 5: ITALIC 70
- 6: SMALL 70
- 7: USER1
- 8: USER2

Press **[F2]** repeatedly until the
desired size is displayed:

Press:
number
key (0 - 9)
and **[RETURN]**

Some people have a head
for business and
an ear for music.

☐

/Type/Size/Pitch/*****/Quit /
Type = [2] Size = [S] Pitch = [0]

Some people have a head
for business and
an ear for music.

☐

/Type/Size/Pitch/*****/Quit /
Type = [2] Size = [S] Pitch = [2]

To return to the Edit mode, press **[F5]**.
Quit

The characters will now be displayed with the new settings.

● Default settings (settings when the Video Titler is started) are as follow.

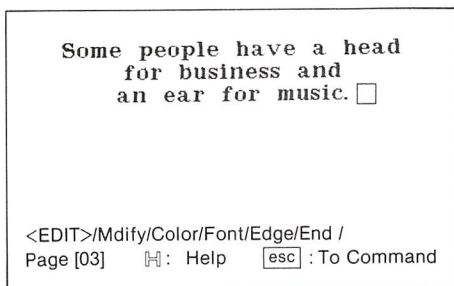
Typeface: ROMAN70
Size : Small
Pitch : 0 dot

● The typeface is set with the current size information. If a typeface is changed when the size is small, the typeface of medium and large size do not change.

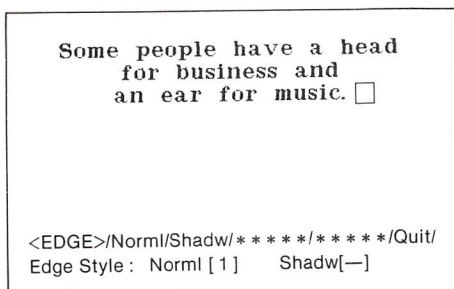
● The characters of Small 70 can be displayed only in small size.

To change the edging shape and/or width of characters to be displayed

You can select the normal edging or shadow edging, and the edging width (0 to 3 or 1 to 3 dots).



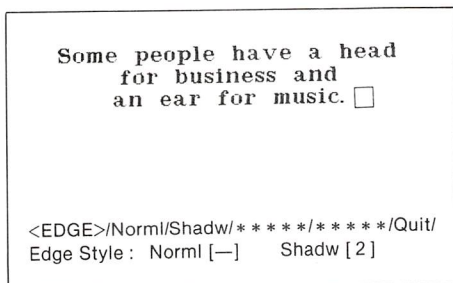
Press: **F4**
Edge



To select a normal edging, press **F1** until the desired width is displayed. Normal

To select a shadow edging, press **F2** until the desired width is displayed. Shadow

Ex. Press: **F2** twice to select the shadow edging with 2 dots



Press: **F5**
Quit

Some people have a head
for business and
an ear for music. □

<EDIT>/MdifY/Color/Font/Edge/End /
age [03] H : Help [esc] : To Command

Now, the edging shape and width are set.

● Default settings (initial settings when the Video Titler is started) are as follows :

Edging shape : Normal

Edging width : 1 dot

● This function does not change the character edging shape and/or width of the displayed characters.

To change the edgings of the displayed characters, use the Edge command. See page 62.

To terminate the edit mode

When the creation or editing of a page ends, you must register the page with the display data.

Some people have a head
for business and
an ear for music.

SONY
Walkman ☐

<EDIT>/Mdify/Color/Font/Edge/End /
Page [03]  : Help  : To Command



Press : 
End

Some people have a head
for business and
an ear for music.

SONY
Walkman

<DISPLAY>/Edit /Print/Page/Super/End /
Page NO. =    : Turn Pages

Note :

The page number and its data you have created have been registered.
The data have not been saved on the disk. To save these, see page 76.

To move a character string

You can move a character string on a page to a desired position on the same page.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY ☐

<EDIT>/Mdfy/Color/Font/Edge/End /
Page [02] : Help : To Command



Press :

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<COMMAND>/Move /Copy/Adjst/Centr/***** /
 : Other commands : To Edit



Press :
Move

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<MOVE>/Exec /*****/Selct/*****/Quit /
 : Set position : To Edit



Press : until the character string to be
Select
moved is boxed in.

If the message line does not
show the Move function,
press or .

A character string is boxed in.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<MOVE>/Exec /*****/Selct/*****/Quit /

↑ ↓ ← → : Set position [esc] : To Edit



Move the box to the desired position with
↑ / ↓ / → / ← or [CTRL] + ↑ / ↓ / → / ← keys.

To quit the Move function and return to
the Command mode, press: [F5]

Quit

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<MOVE>/Exec /*****/Selct/*****/Quit /

↑ ↓ ← → : Set position [esc] : To Edit



Press: [F1]
Exec

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<MOVE>/Exec /*****/Selct/*****/Quit /

↑ ↓ ← → : Set position [esc] : To Edit

The character string is moved.



Press: [F5] to end the Move function,
Quit

To return to the Edit mode, press [ESC] .

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<COMMAND>/Move /Copy/Adjst/Centr/* * * * * /

  : Other commands  : To Edit



To terminate the Command mode,
press: 

My Dream Machine
does everything but kisses
me good night.

 M/FM Clock Radio

SONY

<EDIT>/Mdify /Color/Font/Edge/End /

Page [02]  : Help  : To Command

To copy a character string

You can copy a character string on a page to a desired position on the same page.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY 

<EDIT>/Mdify /Color/Font/Edge/End /

Page [02]  : Help  : To Command



Press: 

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<COMMAND>/Move /Copy/Adjst/Centr/***** /

: Other commands : To Edit

If the message line does not
show the Copy function, press

or .



Press:
Copy

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<COPY>/Exec /*****/Selct/*****/Quit /

: Set position : To Edit

A character string is boxed in.



Press
Select
to be copied is boxed in.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<COPY>/Exec /*****/Selct/*****/Quit /

: Set position : To Edit



Move the box to the desired position with
 / / / or + / / / keys.

To quit the Copy function and
return to the Command mode, press .
Quit

↑ ↓ ← → : Set position esc : To Edit

Press : **F1**
Exec

↑ ↓ ← → : Set position esc : To Edit

The character string is copied.

To end the Copy function, press: **F5**
To return to the Edit mode, press **ESC**.

↑ ↓ : Other commands esc : To Edit

To terminate the Command mode, press **ESC**.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

AM/FM Clock Radio

<EDIT>/Mdfy /Color/Font/Edge/End /

Page [02] [H] : Help [esc] : To Command

To adjust the pitch between characters

When keys are pressed, the characters are displayed with the space specified by the pitch between the characters. You may want to adjust the space depending on the characters on either side.

Adjust the pitch using this function.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<EDIT>/Mdfy /Color/Font/Edge/End /

Page [02] [H] : Help [esc] : To Command



Press : [ESC]

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<COMMAND>/Move /Copy/Adjst/Centr/***** /

[↑][↓] : Other commands [esc] : To Edit



Press : [F3]
Adjst

If the message line does not show the Adjust Function, press [↑] or [↓].

[My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<ADJUST>/Selct/*****/*****/*****/Quit/

← → : Set position esc : To Edit

A line cursor will appear
at the beginning of a
character string.

Press : **F1**
Selct

until the line cursor moves to the desired
character string.

To quit the Adjust function, press **F5**.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

[SONY

<ADJUST>/Selct/*****/*****/*****/Quit/

← → : Set position esc : To Edit

Move the cursor to the desired position by
using the ← or → key.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<ADJUST>/Selct/*****/*****/*****/Quit/

← → : Set position esc : To Edit

Press : **CTRL** + ← / → until desired
space width is obtained.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<ADJUST>/Selct /*****/*****/*****/Quit /

← →: Set position esc : To Edit

Space width between
"S" and "O" is changed.



To end the Adjust function, press: **F5**

To return to the Edit mode, press **ESC**.

Quit

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<COMMAND>/Move /Copy/Adjst/Centr/*****/

↑ ↓: Other commands esc : To Edit



To terminate the Command mode,
press **ESC**.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<EDIT>/Mdify/Color/Font/Edge/End /

Page [02] H: Help esc : To Command

To center a character string

You can move a character string to the center position in a line where the string exists.



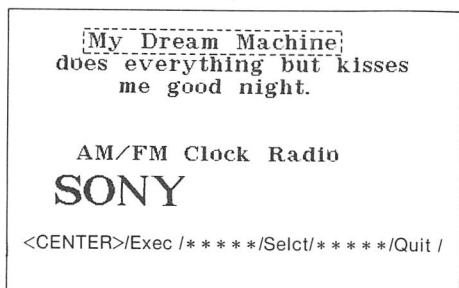
Press :



If the message line does not show the Center function, press or .



Press :
Centr



A character string is boxed in.



Press until the desired character string is boxed in.

To quit the Center function, press .

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<CENTER>/Exec /*****/Selct/*****/Quit /



Press: **F1**
Exec

The character string is centered.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<CENTER>/Exec /*****/Selct/*****/Quit /



To end the Center function, press: **F5**
To return to the Edit mode, press **ESC**.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<COMMAND>/Move /Copy/Adjst/Centr/*****/

↑ ↓: Other Commands

esc: To Edit



To terminate the Command mode,
press: **ESC**

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<EDIT>/Modify /Color/Font/Edge/End /
Page [02]  : Help  : To Command

To review the display

When you have deleted characters, fragments of the characters may be left. In this case, use this function to review the display (refresh) and to clear the fragments.

☐ My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<EDIT>/Mdify/Color/Font/Edge/End /
Page [02]  : Help  : To Command



Press: 

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<COMMAND>/Rview/Clear/*****/Gload/Gsave/
  : Other commands  : To Edit



Press: 
Rview

If the message line does not
show the Review function,
press  or .

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<COMMAND>/Rview/Clear/*****/Gload/Gsave/

: Other commands : To Edit

The display is once cleared,
then is reviewed.



To terminate the Command mode,
press .

☐ My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<EDIT>/Mdifly/Color/Font/Edge/End /

Page [02] : Help : To Command

To clear the whole page display

You can clear the display you have created.

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY ☐

<EDIT>/Mdifly/Color/Font/Edge/End /

Page [02] : Help : To Edit



Press :

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

<COMMAND>/Rview/Clear/*****/Gload/Save /

↑ ↓: Other commands esc: To Edit

If the message line does not
show the Clear function,
press ↑ or ↓.



Press: F2
Clear

My Dream Machine
does everything but kisses
me good night.

AM/FM Clock Radio

SONY

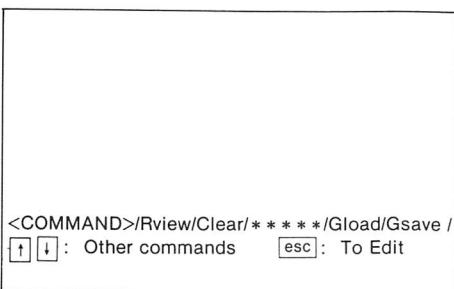
<CLEAR>/Yes/*****/*****/*****/No /
Clear entire screen?



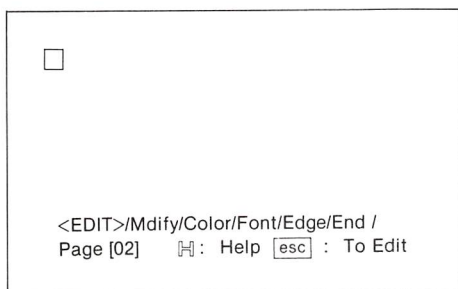
Press: F1

If you want to keep the display data,
press F5

The display is cleared.

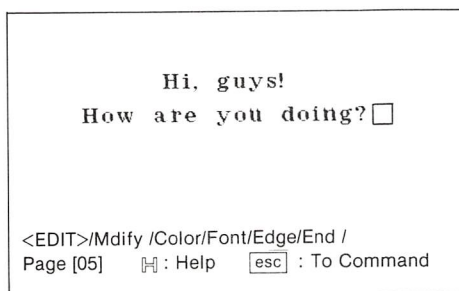


To terminate the Command mode,
press ESC.

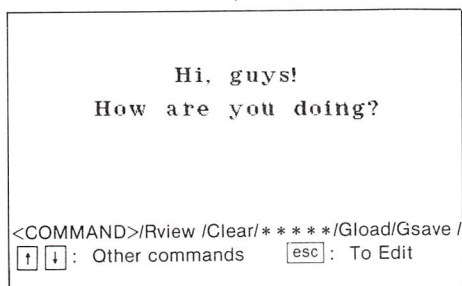


To display data of the picture file

You can create a picture file (type : PIC) with the Sony Graphics Editor SMW-7072, Sony disk BASIC or Video Titler. A page of textual data created with the Video Titler can be displayed over a picture of a picture file created with one of the above three softwares.



Press : [ESC]



Press : [F4]
Gload

If the message line does not show the Gload function, press [↑] or [↓].

```

***** Picture File Name List *****
SAMPLE   MIKE

      Hi, guys!
      How are you doing?

<GLOAD>/*****/*****/*****/*****/Quit/
Please type a picture name [■_ _ _ _ _]

```

Shows the picture file names on the data disk.



Enter the picture file name to be displayed.

Ex. Press : **MIKE** **RETURN**

If a file which is not on the data disk is specified,
"This name is not found!" is displayed.

Press **F5** to re-enter the Command mode.

```

      Hi, guys!
      How are you doing?

      (Picture of a woman's face)

<COMMAND>/Rview /Clear/*****/Gload/Gsave /
[↑][↓] Other commands [esc] : To Edit

```

The picture is displayed



To terminate the Command mode,
press : **ESC**

```

      Hi, guys!
      How are you doing?

      (Picture of a woman's face)

<EDIT>/Mdif/Color/Font/Edge/End /
Page [05] [H] :Help [esc] : To Command

```

To save the display data as a picture file

You can save the displayed data as a picture file (type:PIC). The picture file is compatible with a picture file edited with the Sony SMW-7072 Graphics Editor or Sony Disk-BASIC.

```
SONYSONYSONYSONYSONY
SONYSONYSONYSONYSONY
NYSONYSONYSONYSONY
ONYSONYSONYSONYSONY
SONYSONYSONYSONYSONY
YSONYSONYSONYSONY
NYSONYSONYSONYSONY
ONYSONYSONYSONYSONY
```

<EDIT>/Mdif/Color/Font/Edge/End /
Page [06] : Help : To Edit



Press :

```
SONYSONYSONYSONYSONY
SONYSONYSONYSONYSONY
NYSONYSONYSONYSONY
ONYSONYSONYSONYSONY
SONYSONYSONYSONYSONY
YSONYSONYSONYSONY
NYSONYSONYSONYSONY
ONYSONYSONYSONYSONY
```

<COMMAND>/Rview/Clear/*****/Gload/Gsave /
 : Other commands : To Edit

If the message line does not show the Gsave function, press

or .



Press :
Gsave

```
SONYSONYSONYSONYSONY
SONYSONYSONYSONYSONY
NYSONYSONYSONYSONY
ONYSONYSONYSONYSONY
SONYSONYSONYSONYSONY
YSONYSONYSONYSONY
NYSONYSONYSONYSONY
ONYSONYSONYSONYSONY
```

<GSAVE>/*****/*****/*****/*****/Quit /
Please type a picture name : _____]



Enter a file name.

Ex. Press :

A file name can be up to 8 alpha numeric characters beginning with an alphabetic character.

If the specified file name is the same as the name of a file on the data disk, "Picture already exists." will be displayed. Press to save the data with the specified name (the old data are aborted) or press to return to the Command mode.

```

SONYSONYSONYSONYSONY
YSONYSONYSONYSONYSONY
NYSONYSONYSONYSONYSONY
ONYSONYSONYSONYSONYSONY
SONYSONYSONYSONYSONYSONY
YSONYSONYSONYSONYSONYSONY
NYSONYSONYSONYSONYSONYSONY
ONYSONYSONYSONYSONYSONYSONY
<COMMAND>/Rview /Clear/*****/Gload/Gsave /
↑ ↓ : Other commands  [esc] : To Edit

```

↓ To terminate the Command mode,
press: [ESC]

```

SONYSONYSONYSONYSONY
YSONYSONYSONYSONYSONY
NYSONYSONYSONYSONYSONY
ONYSONYSONYSONYSONYSONY
SONYSONYSONYSONYSONYSONY
YSONYSONYSONYSONYSONYSONY
NYSONYSONYSONYSONYSONYSONY
ONYSONYSONYSONYSONYSONYSONY
<EDIT>/Mdfy /Color/Font/Edge/End /
Page [06]  [H] :Help  [esc] : To Command

```

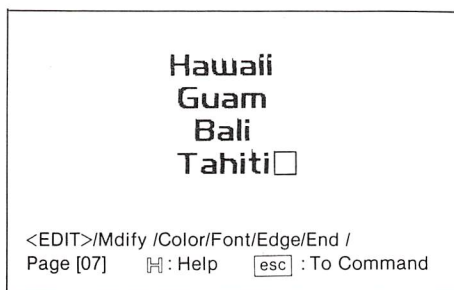
The display data are saved on the data disk with the file name specified (SONY) and with the type "PIC".

This file can be transferred to the Sony Graphics Editor and Sony Disk-BASIC.

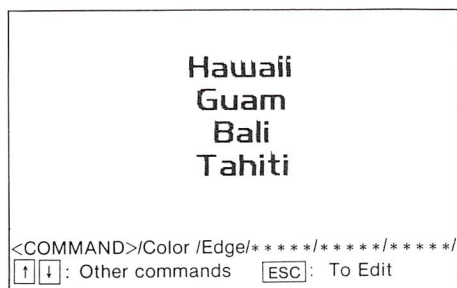
●When the display is to be saved, "Disk space full!!!" message may appear indicating that the data disk is out of space. In this case, press [F5] (Quit) to re-enter the Command mode, delete some files on the data disk or prepare another formatted data disk, and proceed the Gsave function.

To change the character and/or edging color of the displayed character string

You can change the color of the characters and the edging one character string unit at a time. A character string unit is a set of characters which does not contain more than one consecutive space. (The consecutive space created by the space bar can be contained, but the consecutive space by the cursor move key cannot be contained.)

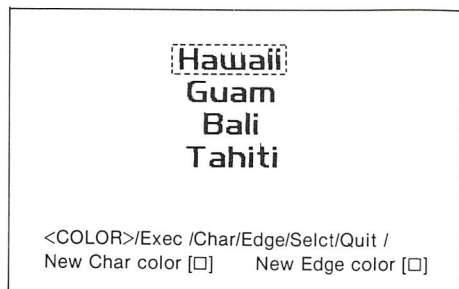


Press : ESC



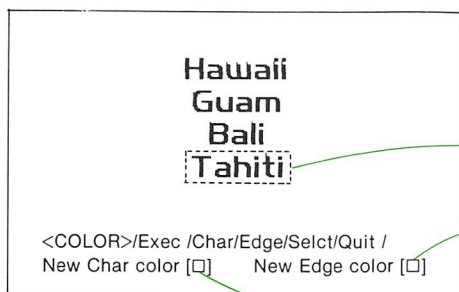
Press : F1
Color

If the message line does not show the Color function, press ↓ or ↑.



A character string is boxed in.

Press **F4** until the desired character string is boxed in.
 Press **F2** until the desired character color is displayed.
 Press **F3** until the desired edging color is displayed.



The desired character string is boxed in.

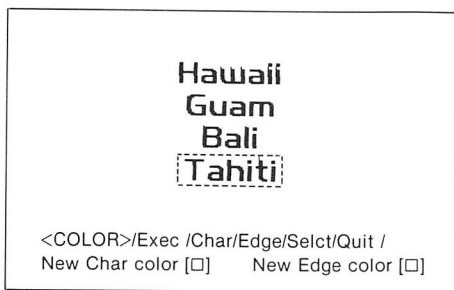
The desired edging color is displayed.

The desired character color is displayed.



Press : **F1**
 Exec

To quit the Color function, press **F5** .



The character and/or edging color of the selected character string is changed.



After changing of the colors,
 press : **F5**
 Quit

To return to the Edit mode, press : **esc**

Hawaii
Guam
Bali
Tahiti

<COMMAND>/Color /Edge/*****/*****/*****/

↑ ↓: Other commands ESC: To Edit



To terminate the Command mode,
press : ESC

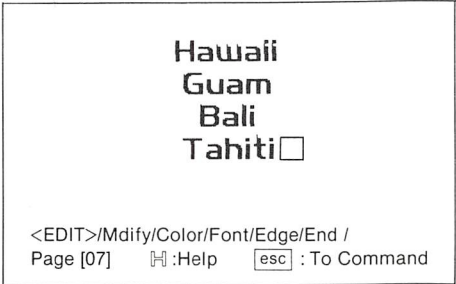
Hawaii
Guam
Bali
Tahiti

<EDIT>/Mdiff /Color/Font/Edge/End /

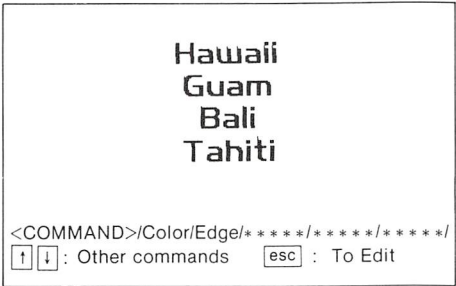
Page [07] H: Help esc: To Command

To change the edging shape and width

You can change the edging shape and width one character string unit at a time.



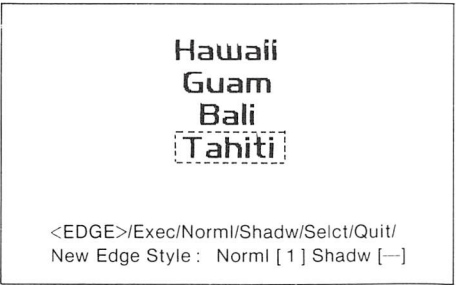
Press : [ESC]



If the message line does not show the Edge function, press [up] or [down].



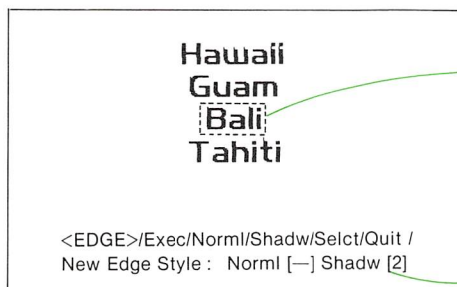
Press : [F2]
Edge



A caharacter string is boxed in.



Press [F4] until the desired character string is boxed in.
Press [F2] or [F3] until the desired edging shape and its width is displayed.



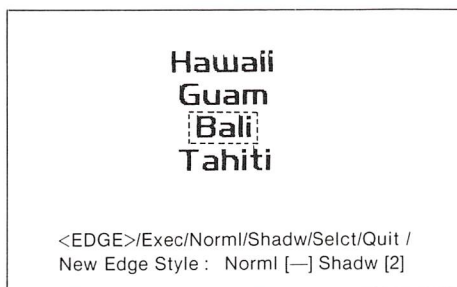
The desired character string is boxed in.

The desired width is displayed following to the desired shape.



Press : **[F1]**
Exec

To quit the Edge function, press **[F5]** .

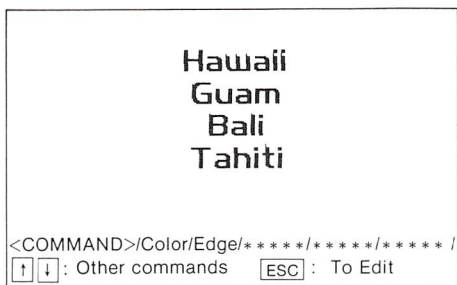


The edging shape and width of the selected character string are changed.



After changing of the edgings, press : **[F5]**

To return to the Edit mode, press : **[ESC]**



To terminate the Command mode, press : **[ESC]**

Hawaii
Guam
Bali
Tahiti

<EDIT>/Mdify /Color/Font/Edge/End /
Page [07]  :Help  : To Command

● When, the edging shape and/or width is changed, the fragments of the previously displayed characters may be left. To clear these, review the display. For Review function, see page 52.

If the textual display is saved with these fragments displayed, the newly displayed text is saved and the fragments are not saved.

3-3 TO PRINT OUT THE DISPLAY DATA ...PRINT MODE

You can print out the display data with the Sony SMI-7020 Dot Matrix Printer connected to the computer. The colors and edging of the display data are ignored when printing.

<DISPLAY>/Edit /Print/Page/Super/End/
Page NO. = [1_] ← →: Turn Pages

Type the number of the page to be printed out and press **RETURN**.

Ex. Press : 1 **RETURN**

You can also display the page number by pressing the **←** or **→** key. In this case, you do not have to press the **RETURN** key.

Hawaii
Wonderful Resort
Island

<DISPLAY>/Edit /Print/Page/Super/End/
Page NO. = [1_] ← →: Turn Pages

Press : **F2**
Print

Hawaii
Wonderful Resort
Island

<DISPLAY>/Edit /Print/Page/Super/End/
Page NO. = [1_] ← →: Turn Pages

The display is once cleared and is displayed in black and white. Then the display is printed out.

The specified page is printed out and the Display mode is re-entered.

3-4 TO DELETE/COPY/MOVE/SWAP THE PAGE DATA...PAGE MODE

You can delete a page, copy or move a page data to another page, or exchange data between two pages in a file by specifying the page number(s).

To delete data of a page

<DISPLAY>/Edit/ Print/Page/Super/End /
Page NO. =[1_] ←→: Turn Pages



Press : **F3**
Page

***** Page List *****
1 2 3 4 5
— — 8 — —
— — — — —
— — — — —
— — — — —
— — — — —
— — — — —

<PAGE>/Delet/Copy /Move/Swap/Quit /
Please select a mode!



Press : **F1**
Delet

The numbers of the pages which have data are displayed.

***** Page List *****

1	2	3	4	5
—	—	8	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—

<DELETE>/***** /***** /***** /***** /Quit /
Delete Page NO. = [■—]



Enter the number of the page to be deleted.

Ex. Press : [4] [RETURN]
To quit the Delete function,
press : [F5]
Quit

***** Page List *****

1	2	3	5
—	—	8	—
—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—

<PAGE>/Delet/ Copy/Move/Swap/Quit /
Please select a mode!

Indicates that the page 4 has been deleted.



To return to the Display mode,

press : [F5]
Quit

<DISPLAY>/Edit/ Print/Page/Super/End /
Page NO. = [1—] [←] [→]: Turn Pages

<DISPLAY>/Edit/ Print/Page/Super/End /
Page NO. = [1] [←] [→]: Turn Pages

Press : F3
Page

[illegible]

Press : **F2**
Copy

[illegible]

If the number of a page which has no data is specified, "This page does not exist" is displayed. Press **F1** and re-enter the page number.

***** Page List *****

1	2	3	4	5
6	—	8	9	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—

<COPY>/Canc/*****/*****/*****/Quit /
Copy from Page NO. [9 —] to [□ —]

Enter the destination page number.

EX. Press : 7 RETURN

If the number of a page which has data is specified, "This page is already defined" is displayed. Press F1 and re-enter the page numbers.

"Disk full space!!!" message may appear, indicating that the data disk is out of space. Follow the messages to be displayed. For details, see page 77.



***** Page List *****

1	2	3	4	5
6	7	8	9	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—

<PAGE>/Delet/ Copy/Move/Swap/Quit /
Please select a mode!

The display indicates page 7 has been created and page 9 remains.



To return to the Display mode, press : F5 Quit

***** Page List *****

1	2	3	4	5
6	7	8	9	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—

<DISPLAY>/Edit /Print/Page/Super/End/
Page NO. = [1 —] ← → : Turn Pages

To move data of a page to another page

<DISPLAY>/Edit /Print/Page/Super/End/
Page NO. = [1_] [←] [→]: Turn Pages



Press : F3
Page

***** Page List *****

1	2	3	4	5
6	7	8	9	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—

<PAGE>/Delet /Copy/Move/Swap/Quit /
Please select a mode!

The numbers of the pages which have data are displayed.



Press : **F3**
Move

***** Page List *****

[illegible]

<MOVE>/Cancel /*****/*****/*****/Quit /
Move from Page NO. [□_] to [__]

Enter the number of the page to be moved.

Ex. Press :

If the number of a page which has no data is specified, "This page does not exist!" is displayed. Press **[F1]** and re-enter the page number.

***** Page List *****

1	2	3	4	5
6	7	8	9	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—

<MOVE>/Cancel/*****/*****/*****/Quit /
Copy from Page NO. [2 —] to [□ —]

Enter the destination page number.

Ex. Press : [1] [5] [RETURN]

If the number of a page which has data is specified, "This page is already defined!" is displayed. Press [F1] and re-enter the page numbers.



***** Page List *****

1	—	3	4	5
6	7	8	9	—
—	—	—	—	15
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—

<PAGE>/Delet/ Copy/Move/Swap/Quit /
Please select a mode!

Indicates page 2 is deleted and page 15 is newly created.



To return to the Display mode,
press : [F5]
Quit

<DISPLAY>/Edit/Print/Page/Super/End /
Page NO. = [1 —] [←] [→] : Turn Pages

To exchange the data between two pages

<DISPLAY>/Edit /Print/Page/Super/End/
Page NO. = [1_] [-] : Turn Pages



Press : [F3]
Page

***** Page List *****

1	2	3	4	5
6	7	8	9	—
—	—	—	—	15
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—

<PAGE>/Delet/Copy/Move/Swap/Quit/
Please select a mode!

The numbers of the pages
which have data are
displayed.



Press : [F4]
Swap

***** Page List *****

1	2	3	4	5
6	7	8	9	—
—	—	—	—	15
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—

<SWAP>/Cncl/*****/*****/*****/Quit/
Exchange pages [□_] and [□_]

Enter one of the page numbers to be swapped.

Ex. Press : [7] [RETURN]

If the number of a page which has no data
is specified, "This page does not exist!" is
displayed. Press [F1] and re-enter the page number.

***** Page List *****

1	2	3	4	5
6	7	8	9	—
—	—	—	—	15
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—

<SWAP>/Cancel/*****/*****/*****/Quit/
Exchange pages [7_] and [□_]



Enter another page number.

Ex. Press : [1][5][RETURN]

If the number of a page which has no data is specified, "This page does not exist!" is displayed. Press [F1] and re-enter the page numbers.

***** Page List *****

1	2	3	4	5
6	7	8	9	—
—	—	—	—	15
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—
—	—	—	—	—

<PAGE>/Delet/Copy/Move/Swap/Quit/
Please select a mode!

The data of page 7 and page 15 are exchanged.



To return to the Display mode, press [F5]

<DISPLAY>/Edit/Print/Page/Super/End/
Page NO. = [1_] [←][→]: Turn Pages

3-5 TO SELECT MODE OF DISPLAY ...SUPER MODE

This mode is used when the SMC-70/SMC-70G is used with a Sony SMI-7073 or SMI-7074 superimposer and a video unit .

You can select the picture to be displayed among the followings:

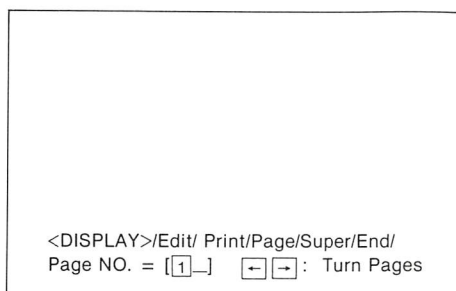
Only the picture from the SMC-70/SMC-70G (SMC-70 mode)

Mixed picture with the SMC-70/SMC-70G and the video unit (Mix mode)

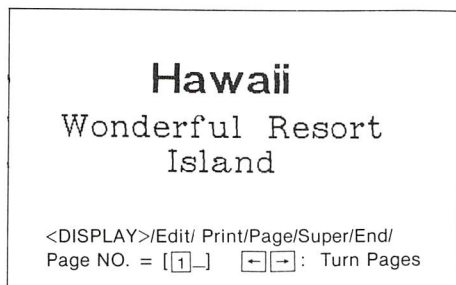
Superimposed picture (Super mode)

Only the picture of the video unit (Video mode).

For connections and settings of the computer to superimpose, see the instruction manual of the respective unit.



Display the desired page number by typing a number key or pressing a [←]/[→] key, and press **RETURN** .



Press : **F4**
Super



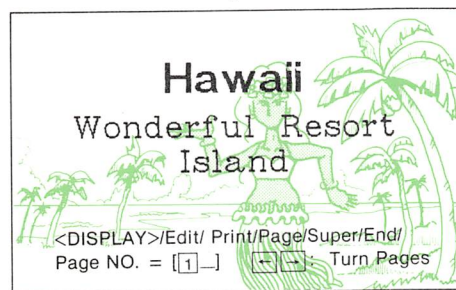
Press: **[F1]** , **[F2]** , **[F3]** or **[F4]** for desired display.

Ex. Press **[F3]**



To return to the Display mode,

Press: **[F5]**
Quit



The textual display is superimposed over the picture from the video unit connected to the computer.

You can change the display by pressing one of the **[F1]** to **[F4]** keys.

The selected mode is kept.

- When the superimpose mode is selected, the picture from the video unit can only be seen on those parts of the screen where dark green (initial background and border area color) is specified.
- The command display menu can be deleted by pressing the **[CTRL]** + space bar.

3-6 TO EXIT THE VIDEO TITLER... END MODE

Before exiting the Video Titler, you must save the data of the pages you have created.

To do this...

Hawaii

Wonderful Resort
Island

<DISPLAY>/Edit/ Print/Page/Super/End/
Page NO. = [1] [] [] [] : Turn Pages



Press : **F5**
End

Hawaii

Wonderful Resort
Island

<End >/Save/*****/Abort/*****/Back/
Please select a mode!



Press : **F1**
save

To abort data of all the pages
you have created, press : **F3**

To return to Display mode, press : **F5**

***** Text File Name List *****

SAMPLE AD

<INPUT>/*****/*****/*****/Aux/Exit /
Please type a file name : [] [] [] [] [] [] [] [] [] []

The file is saved with the file name you specified when the 'file' editing has started and with the type VTX.
The information of the background and border area color is also saved.

The file "AD. VTX" has been created.

Now, you can enter another file name to be created or edited and continue operating the Video Titler program.

If you want to end the Video Titler program, press **F5** instead of entering a file name. This will transfer you to the CP/M prompt mode.

WHEN “DISK SPACE FULL!!!” MESSAGE APPEARS.....

“Disk space full!!!” message may appear in the message line indicating that the data disk is out of space. In this case, the message will then indicate which mode, Delete, Move or Abort, to be selected. Press **[F1]** , **[F2]** or **[F5]** to select a mode.

To delete a text file on the current data disk and save the data on the disk

- ❶ Press **[F1]** to select the Delete mode.
- ❷ Enter the file name(s) you wish to delete.
- ❸ Press **[F5]** to select the Quit mode.

The data you wish to save will be saved on the current data disk and the next step will be entered. If the data disk is still out of space, the “Disk space full!!!” message will appear again. Delete another text file.

To save the data on a new data disk

- ❶ Press **[F2]** to select the Move mode.
- ❷ Follow the message to save data on a new data disk. The new data disk must have been formatted before it is used. The saving will be proceeded and the next step will be entered.

To abort the data you wished to save

Press **[F5]** to select the Abort mode.

The data you have created is aborted and the next step will be entered.



CHAPTER 4

USER DEFINED CHARACTERS

The Video Titler provides six kinds of typefaces. You may select one of these and display each set of characters by pressing the corresponding keys.

You can also produce characters, (letters, numbers or symbols) not included in the Video Titler by defining (that is creating) a character and designating it with a specific key. For example, a symbol of a person  is not provided into the Video Titler, but can be defined by arranging the squares in the pattern desired and designating it with the  key. You can also modify the font (or typeface) of a particular character in the same way.

The data you define will be included in the files "USER1" or "USER2" which can then be selected and displayed by choosing typeface number 7 or 8.

Initially, files "USER1" contain data of "ROMAN70" of each size and files "USER2" contain data of "DISPLAY70" of each size.

To use the character maker program

- ❶ Terminate the Video Titler program and set the SMC-70/SMC-70G in the CP/M prompt mode.
- ❷ Insert the Video Titler data disk in the current disk drive.
- ❸ Type: VUF

Press: 

The command display will be displayed indicating which file, USER1 or USER2, will be defined. Follow the steps shown below for defining the characters.

<UF TYPE>/User1/User2/*****/*****/Exit/
Please select user-defined font.

Press  or  to select the file.

: USER1 is selected.

: USER2 is selected.

Ex. Press 

To terminate the program and return to the CP/M prompt mode, press 

<UF SIZE>/16X16/24X24/32x32/*****/Quit/
Please select character size.



Press **F1** , **F2** or **F3** to select the size,

F1: 16 x 16 (S size)

F2: 24 x 24 (M size)

F3: 32 x 32 (L size)

Ex. Press **F1**

To return to the previous mode, press **F5** .

<UF FUNC>/Det/Test/List/*****/Quit /
Please select function.



Press **F1** to begin the character define mode.

To display the currently defined font, press **F2** ,
type the desired keys and press **RETURN** .

To display all of the currently defined characters, press **F3** .
The displayed characters will also be printed out on the
printer.

To return to the previous mode, press **F5** .

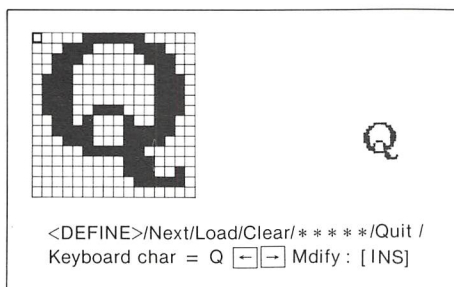
<DEFINE>/*****/*****/*****/*****/Quit/
Please type keyboard character. : □



Press the key designating the font to be
defined and then press **RETURN** .

Ex. Press **Q** **RETURN**

Do not define a character designating the space bar.

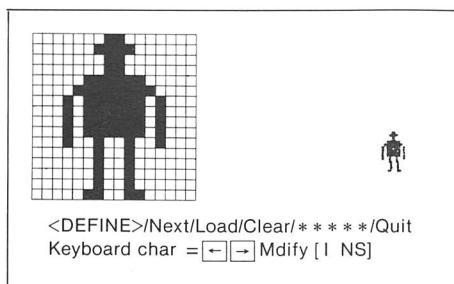


Press [INS] to whiten the square where the red cursor is positioned. By pressing [INS] again, the square will be blackened. Continue moving the cursor to the squares you wish to change and press [INS] until the desired pattern is created.

Create a character pattern so that it is positioned at the center of the squares, or the proper proportional spacing is not obtained. The width of the character must be more than 2 dots when defining the L size (32×32 dots) character. If you create a pattern at the improper position, "Position error!!!" will be displayed.

To display another character so that you can modify, press [F2], the corresponding key and [RETURN].

To clear the pattern, press [F3].

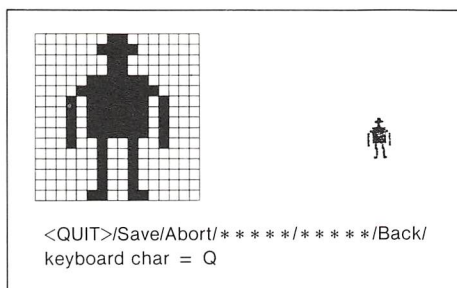


After the desired character is obtained, press [F1] or [F5]

[F1]: When another character is to be defined for another key

[F5]: When another character is not to be defined

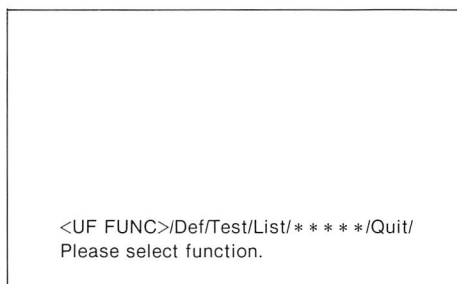
Ex. Press : [F5]



Press **F1** to save the defined character.

To cancel the defined character data, press **F2**.

To return to the previous mode, press **F5**.



You can continue the defining procedure in the same manner as described.

To terminate the character maker program, press **F5** three times. As you have defined a character, when the Video Titler program is operated and USER1 is selected with the size S,  mark will be displayed when the **Q** key is pressed.

•When the user defined characters are to be entered in the Edit mode or when a page using the user defined characters is to be displayed, the files "USER1" (.F16, .F24, .F32) and "USER2" (.F16, .F24, .F32) should have been copied onto the data disk in drive B.

