

# LINSOFT

Using the HERSHEY character generator with PLOTMATE A4  
(for use on the PLOTMATE A4M see stage 4)

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## STAGE 1.

First start with a blank formatted disk.

Next insert a copy of the PLOTMATE disk into drive 0 and your blank formatted disk in drive 1 and copy 3 files.

1. Type \*COPY 0 1 H.PLTMATE
2. Type \*COPY 0 1 H.PENPARK
3. Type \*COPY 0 1 H.DISABLE

## STAGE 2.

Now insert the HERSHEY program disk into drive 0 and press and release the BREAK key while holding down the shift key.

Select H from the initial menu.

Select P from the second menu.

When the next menu screen comes up you can select more than one option (this screen offers you different routines that you might require)

In this instance select the following:

Press C

Press D

Press F

Press B

You have now made your selection of options using HERSHEY characters.

These options control different ways of displaying your text.

Now press the RETURN key.

Next you must select the font (character type) you want.

In this instance press 5 to select old English text.

In response to the next choice press A (all characters).

Now press the RETURN key.

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Insert the HERSHEY data disk and press the RETURN key when prompted to do so.

Once the data for the characters has been loaded press the RETURN key WHEN PROMPTED.

```
*****  
***** THERE IS NOW A PROGRAM IN THE COMPUTERS MEMORY *****  
*****
```

## STAGE 3

Remove the HERSHEY data disk from drive 0 and insert your newly created disk (the one that contains just the 3 files) into drive 0.

Now remove the following lines from the program.

Type 80 and press the RETURN key.

Type 23999 and press the RETURN key.

Now ADD these lines to the program.

```
1  MODE 7  
5  HIMEM=&5800  
1000 DEF PROC PLOTTER  
1010 *RUN H.PLT MATE  
1020 VDU23,255,0,0,0,0,0,4,0,120  
1030 ENDPROC  
2000 DEF PROC PARK  
2010 *RUN H.PENPARK  
2020 *RUN H.DISABLE  
2030 ENDPROC
```

These are the procedures to initialize the plotter and to disable it again once the program has finished.

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Now enter these lines into the program as a demonstration of how the HERSHEY characters are used.

```
100 PROCPLOTTER :REM THIS INITIALIZES THE PLOTTER
102 GCOLO,4 :REM THIS WILL PROMPT YOU TO CHANGE PEN COLOUR
103 d%=FNHrcen("Hershey characters",900)
105 GCOLO,0 :REM THIS WILL PROMPT YOU TO CHANGE PEN COLOUR
110 d%=FNHrcen("Your text here",512)
115 GCOLO,4
120 d%=FNHbtwn("Or even here",100,750,1450,750)
125 GCOLO,1
130 rot%=45:MOVE 300,200
140 d%=FNHgcen("It could go here")
145 GCOLO,0
150 rot%=135:MOVE 1100,200
160 d%=FNHgcen("It could go there")
165 GCOLO,1
170 rot%=180:MOVE 750,100
180 d%=FNHgcen("It can go anywhere")
200 PROCPARK
300 END
```

```
*** SEE YOUR HERSHEY MANUAL FOR DETAILS ON HOW TO ***
*** USE THE VARIOUS ROUTINES WITHIN THE PROGRAM ***
```

Now save your program onto disk :  
Type SAVE "DEMO"

Once the program has been saved you can run it as it is or alter it to plot out the data YOU want.

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STAGE 4.

Using HERSHEY with the PLOTMATE A4M.

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Omit STAGE 1 (it is unnecessary).

Follow STAGE 2 exactly the same as the A4.

In STAGE 3 omit program lines numbered:

1 & 5

Assuming the driver you create is called "DRIVE"  
and is located at &A00.

Line number 1010 should read:

1010 \*RUN DRIVE

The driver is custom generated by you using  
the PLOTMATE A4M INTERFACE DISK.

Line number 2010 should read:

2010 VDU1,17

Line number 2020 should read:

2020 CALL &A03

Now save your program onto disk :

Type SAVE "DEMO"

Once the program has been saved you can run it as it is or  
alter it to plot out the data YOU want.