Teletext Editor

Version 1.5

Manual

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Teletext Editor

1 Teletext Editor

General

The teletext editor is part of the PheText program.

Available menu options:

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Attributes menu

Language menu

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Tutor menu

1.1 Page structure

Teletext pages are of the so called Prestel format. The page consists of 24 rows with a length of 40 characters. The rows are numbered from 0 to 23. Row 0 (zero) is the so called header row, it is not possible editing this row in the PheText program. The character set consists of alpha numeric and graphical characters. The characters and the background can be displayed in 8 different colors. These colors are: red, green, yellow, blue, magenta, cyan, white and black. Characters can be displayed in single height, double height and flashing. Default each row is single height, white alpha numeric characters on a black background and not flashing. Every change in color, flash and height is preceded by a so called attribute. This attribute occupies the room of a character and is normally invisible. (looks like a space). When an attribute is inserted for example alpha red then the rest of the row shows a red text until an other attribute is inserted.

See also attributes

1.2 File

Import page

Import pages in the old PHECAP-format. You will find a lot of example pages supplied with the system.

On demand there can be added formats from other suppliers.

Close

Close the Prestel editor.

1.3   Edit

Move the mouse cursor to the first row to select. Press the left mouse button while moving to the last to select row. release the mouse button. The selected text is showed inverted.

With the following command you can edit the selected text:

\<Ctrl+Z\>   Undo the last change

\<Ctrl+X\>   Cut Selected text and copy to a temporary buffer and to the Windows clipboard. The remaining text moves up.

\<Ctrl+C\>   Copy Selected text and copy to a temporary buffer and to the Windows clipboard.

\<Ctrl+V\>   Paste Text from temporary buffer to the cursor position. The remaining text moves down.

\<Del\>   Delete

\<Ctrl+A\>   Select all

\<Ctrl+N\>   Insert row

\<Ctrl+Y\>   Delete row

\<Ins\>   Insert mode on/off

1.4   Layout

Foreground
Select the foreground color for the entire page.

Background
Select the background color for the entire page.

Style
Set the entire page as text (normal or double height) or graphical (normal or separated).

Attributes
Shows the attributes in the example area and the number of attribute columns.

1.5   Modes

Text edit modes:

 \<Shif+F1\>   **Block text mode** (PheText only) Edit text Windows-like, also copy, cut and paste within the block boundaries.

 \<Shift+F2\>   **Texts mode** In this mode you can insert text, change colors, cut, paste etc.

 \<Alt+1\>..\<Alt+6\>   **Large font mode** You can insert directly large characters composed from graphical characters.

Drawing modes:

The following drawing modes only are effective when the drawing area is graphical.

<Shift+F3>   **Drawing mode (free hand)** Draw while the left mouse button is pressed, clear with the right mouse button pressed.

<Shift+F4>   **Drawing mode (line)** Move the mouse to the start of the line, press the left mouse button, move the mouse to the end of the line and release the mouse button.

<Shift+F5>   **Drawing mode (rectangle)** Move the mouse the top-left corner of the rectangle and press the left mouse button. Move the mouse to the bottom-right corner and release the mouse button.

<Shift+F6>   **Drawing mode (circle)** Move the mouse to the center of the desired circle and pres the left mouse button. Move the mouse from the center until the circle has the desired size and release the mouse button.

<Shift+F7>   **Drawing mode (fill-area)** Place mouse cursor on the area to fill and press the left mouse button.

<Ctrl+I>   **Drawing mode (invert)** Invert the foreground and background colors.

1.6   Attributes

Attributes determine the color and other properties of the characters. An attribute occupies the room of a character and looks like a space. The attributes can made visible with the button or with Ctrl+T.

<F1>	Alpha-numeric red, remaining colors F2 to F8
<Ctrl+F1>	Graphics-red, remaining colors Ctrl+F2 to Ctrl+F8
<Ctrl+F>	Flash
<Ctrl+S>	Steady
<Ctrl+D>	Double height
<Ctrl+E>	Normal height
<Ctrl+P>	Separated graphics
<Ctrl+Q>	Contiguous graphics
<Ctrl+J>	Start-box
<Ctrl+K>	End-box
<Ctrl+W>	New background
<Ctrl+B>	Black background
<Ctrl+H>	Hold graphics
<Ctrl+R>	Release graphics

 <Ctrl+U>   Conceal

1.7   View

 <Ctrl+T>   Attributes display on/off.

 <Ctrl+G>   Grid on/off.

   Text block boundaries on/off.

1.8   Language sets

In the Prestel character set there are 13 characters that are different in each of the six languages. If you selected one of the six languages for a certain page then you can use the 13 characters belonging to the selected language.

The table shows the characters of the 6 languages. On top of the table you will find the keyboard key you have to press getting the desired character.

	#	$	@	[	\	]	^	_	'	{	¦	}	~
English	£	$	@	←	½	→	↑	#	—	¼	‖	¾	÷
German	#	$	§	Ä	Ö	Ü	^	_	°	ä	ö	ü	ß
Swedish	#	¤	É	Ä	Ö	Å	Ü	_	é	ä	ö	å	ü
Italian	£	$	é	°	ç	→	↑	#	ù	à	ò	è	ì
French	é	ï	à	ë	ê	ù	î	#	è	à	ô	û	ç
Spanish	¡	¿	ü	ç	$	ñ	è	à	á	é	í	ó	ú

Part II
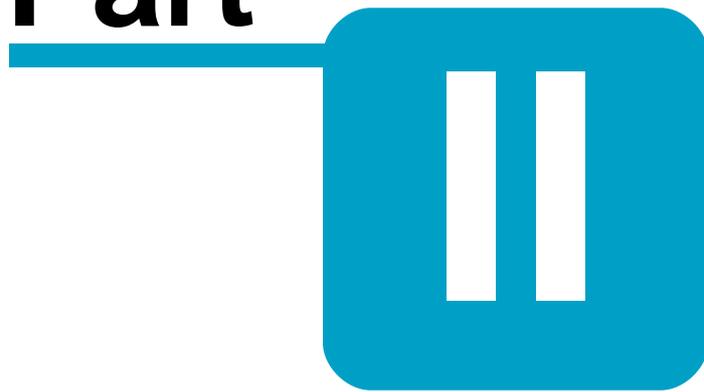
Tutorial

2 Tutorial

Here you get the Prestel editor explained step by step with exercises. The tasks are preceded by **>>** .

Example:

>>   Task.

Do the next exercises by clicking the line. It also is possible to proceed from one lesson to the next lesson directly.

With Alt +Tab you can switch between the tutor and the program.

Press first the Alt-key, hold the Alt-key and press the Tab-key, release the Tab-key and then release the Alt-key.

Normal text and attributes

Provide a page with a foreground an a background color

Block text editor

Drawing graphics

Large fonts

2.1 Normal text and attributes

After the editor is started you see on the left side the so called attributes buttons and at the top you see the view and mode buttons.

When the screen is not empty do as follows:

>>   Click the button.
Now the editor is in the text mode (probably this was already the case).

>>   Type: <Ctrl+A>
All text is now selected.

>>   Type: <Del>
All selected text is deleted now.

>>   Type: "This is the first line" <Enter>
It shows a text line with white characters.

>>   Click the button.
This is the alpha-red button. All text you type next will appear in red. With the function key <F1>you also can select alpha-red. All of the attributes can inserted with function keys. Look for the keys by pressing the attributes menu or the attributes help page.

>>   Type: "This line is red"<Enter>

>>   Click the button.
You see a green character on the position where you inserted the attribute alpha-red. An attribute also takes the room of a characters and shows up as a space.

>>   Click the 🔲 button (the lower one of the two below the little bulb).
>>   Type: "Double height text" (no Enter)

>>   Click the 🔲 button.
>>   Type: "this is normal height again"<Enter>

An attribute only effect the row in which it was inserted. Every new row always has a white foreground and a black background , single height etc.

>>   Click successively the buttons: 🔲 🔲 🔲 (Alpha-blue, New background and Alpha-cyan)
>>   Type: "Cyan on blue"<Enter>

Continue with: Provide a page with a foreground and a background color

2.2   foreground and background color

Often you like to provide the entire page with one foreground and one background color. It is not a nice job providing each row separately from attributes. In this lesson you learn to do this job much easier.

>>   Click the 🔲 button.
>>   Type: <Ctrl+A>
>>   Type: <Del>

>>   Click the 🔲 button.
>>   Click the menu: Layout | Foreground/background color

The Page layout foreground/background window shows up.

>>   Click on: Foreground Yellow
>>   Click on: Background Blue
>>   Click on: Style Text
>>   Click on: Attributes Show

In the example area you see now 3 columns with a yellow text on a blue background.

>>   Click: "OK"

The entire screen is now provided with a blue background and a yellow foreground color.

>>   Type: "This is yellow on blue"<Enter>

Remark: After pressing <Enter> the cursor is on the first free position and not at the left most position of the page. The attribute columns are now protected against overwriting.

Continue with: Block text editor

2.3   Block text editor

Editing normal text (body text) is not an easy job in a Prestel editor. There fore the editor is provided with a so called block text mode.

>>   Click the 🔲 button.
Now you see a dark blue area. This is the text block. Within this block you can edit text as with every Windows text editor.

>>   Move the mouse cursor slowly over the edge of the text block.

On the edge the cursor changes into a double arrow.

>>   Click the left mouse button and drag the edge of the text block.
In this manner you can change the size and position of the text block.

>>   Type: "This is text in a block"

>>   Click the button.
The text block has disappeared and you still see the text on the screen.

>>   Click the button.
Now you see the position of the text block so you can take it in account when editing the rest of the page. Also now you can change the size and position of the text block.

Remark: The text you can edit in the block text editor is predetermined by the boundaries. Do not change the boundaries when you already inserted text into the block text editor.

Continue with: Drawing graphics

2.4   Drawing graphics

>>   Click the button.
>>   Type: <Ctrl+A>
>>   Type: <Del>
>>   Click the menu: Layout | Foreground/background color
The Page layout foreground/background window shows up.

>>   Click on: Foreground Yellow
>>   Click on: Background Blue
>>   Click on: Style Graphics
>>   Click on: "OK"

The entire page is now blue with a graphical yellow foreground color.

>>   Click the button.
The editor now is in the graphics rectangle drawing mode.

>>   Move the mouse the top-left corner of the rectangle and press the left mouse button.
            Move the mouse to the bottom-right corner and release the mouse button.
Now you see a yellow rectangle on the page.

>>   Do the same with the buttons: (drawing modes free hand, line and circle)
>>   Click the button.
>>   Click on a blue area surrounded by yellow lines.

Now the area is filled with yellow.

Continue with: Large fonts

2.5   Large fonts

It is not an easy job building large characters with graphics. You learn here doing it very simple.

>>   Click the button.
>>   Type: <Ctrl+A>
>>   Type: <Del>

>> Click the button.
An small high cursor appears.

>> Type: "Large"<Enter>

>> Click the button.
>> Type: "Red"<Enter>

>> Click the button.

>> Click the button.
>> Type: "Separated"<Enter>

Of course you can provide the entire page with one foreground an one background color and afterwards type large characters.

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