D-8800 Logo Compose

The D-8800 Logo Compose is a software feature that takes advantage of the D-8800 hardware and allows the creation of new, or modification of existing, logos, symbols, and characters.

• Creating New Logos

The procedure for creating new logos is described here. This procedure is identical in the creation of characters, symbols or logos.

A new logo to be created is first drawn on one of the grid sheets supplied. The logo can be drawn free hand or one can use various projection techniques available which will reduce this effort to that of tracing the outline of the projected logo onto the grid sheet. The grid sheets are calibrated to allow the logo to be drawn so that when entered it will appear on the screen in the exact height desired, (i.e. 16, 28, 34, 44, 54, 66, etc. TV scan lines). Larger logos are accommodated by linking a number of grid sheets together before drawing the logo. Multiple character logos can be accommodated again by using a number of grids. These techniques will allow the creation of logos from 1 to 400 TV scan lines in height.

Once the new logo is drawn onto the sheets and meets the users artistic criteria, it is ready to be entered into the D-8800's memory. Placing the D-8800 into the Logo Compose mode takes only seconds and is a matter of simply placing the Logo Compose program diskette into the drive and reading the disk. The D-8800 takes over from this point and the interactive keyboard display cues the operator through each step.

The logo can now be created by reading from the grid sheets the left margin and three digit starting and stopping point codes (transition points) which will form the logo, and then typing them into the character generator via the keyboard's numeric keypad. Transitions are entered for each scan line used in the new logo and the interactive display provides a continuous feedback: i.e., which particular scan line is being created; the starting and stopping points being entered; and error notification. As the data for each line is entered the new logo will begin to appear on the screen in exactly the way it would be seen under normal use.

The digital technique used for entering the logo is exact to the point that no "clean up" operation is required after entering. Once any logo is entered, the Logo Compose has an editing system which allows modification of any parts of a logo without requiring total reconstruction. A new logo can be instantly stored on a floppy diskette for future recall and use.

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• Modification of Existing Logos

Modification of any logo, symbol, or character that has already been stored on a diskette is also quite simple. In this case simply "call" the particular logo from the diskette, and by following the cues of the interactive display you will be able, via the numeric keypad, to edit or modify any part or all of the logo by inserting or deleting scan lines; inserting or deleting transition pairs; or modifying existing transition pairs and left margin. Again the interactive display will keep track of where you are working and what you are entering as well as keeping track of errors. The modified logo can then be stored in its original address on the diskette, in a new address, or on a different diskette.

Other modifications available thru the use of Logo Compose are:

Italics — Existing characters, logos, or fonts can be italicized in 12.5 degree increments. Italicized fonts can then be stored on a diskette as an entirely new font.

Horizontal "Flip" — An individual character or logo can be reversed to display its mirror image. The mirror image can then be used directly in a display or stored on diskette for later use.

Example: F flipped = ꟻ Horizontal Flip

Vertical "Flip" — Allows a character(s), or logo, to be modified (flipped) so that the character is upside down.

Using this mode allows the easy generation of some interesting graphics. An example would be to italicize and vertically flip the characters of a word and type the "modified" word under the original to give the appearance that the work is being reflected from the surface it is sitting on.

Example: FLIP
ᖷ⌐Iᕒ

Character or Logo Splitting — Allows an individual character or logo to be split into segments. The individual segments can then be colored differently.

Character Combining — This mode allows the combining of two individual characters or logos in font memory. A typical application would be in combining an existing letter with an accent mark.

1 combined with ' = í

This application means that for any given font **height,** the accents required need to be designed only once. Once a set of accent marks is available, they can then be combined with any font style (of that height).

Character Height Reduction — Allows the reduction in size of an individual character, font or logo by 25% or 50%, while also selecting between three different aspect ratios which result in the formation of a normal, condensed or extended font style. The Character Height Reduction mode is most useful for 50% reductions. Using 50% reduction, the high quality look of the graphic is maintained in that all of the attributes of the font style are maintained because of the removal of every other scan line. In a 25% reduction, every fourth scan line is removed.