NEW PRODUCTS

CHARM

A Programmable Character Generator

CHARM has been designed to provide the LNW80 user a maximum of ease and flexibility in designing characters, symbols and graphics and displaying them on the video screen. In the character design module, a complete list and description of available commands is provided at all times, and you'll be pleasantly surprised how easy it is to identify and modify or design a character and put it instantly back into the character set. You can redefine any keyboard character as well as any graphics character from ASCII code 32 (20H) through 191 (BFH). At the same time, your Basic SET and RESET functions work normally. Any set you design can be saved to disk and called into use at any time you choose.

Video drivers are provided in three formats to work in conjunction with the character generator. These are (1) 80-columns by 24-lines, (2) 80-columns by 16-lines and (3) the standard 64-columns by 16-lines. The drivers also provide inverse video. Executing CHR$(23) turns on the inverse video for all succeeding characters or until a second CHR$(23) command is issued.

In the 16-line screen formats, the full 6 x 12 pixel array for a character can be modified. In the 24-line format, 6 x 8 pixels are available for character design. You can use these capabilities to design foreign alphabet sets, mathematical symbol sets, or graphics sets for game programs, circuit designs, etc.

In addition to the three screen format drivers, the package contains four sample character sets, a sample game program in basic and full documentation. Try it, you'll like it!

Disk and documentation $39.95

LNW Research Corp.

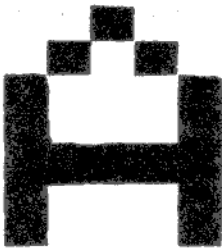# Examples of Design Mode Display

DISPLAYED CHARACTER (HEX)= 41

```
    0  1  2  3  4  5
0
1
2
3
4
5
6
7
8
9
A
B
```

COMMAND?_

```
         0123456789ABCDEF
C   00    !"#$%&'()*+,-./
H   10   0123456789:;<=>?
A   40   @ABCDEFGHIJKLMNO
R   50   PQRSTUVWXYZ[\]^_
A   60   `abcdefghijklmno
C   70   pqrstuvwxyz(|)¥
T   80
E
R
S
```

G-Get character to the display.
M-Modify char. in the display.
S-Save character set to disk.
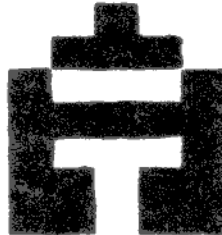L-Load character set from disk.
X-Exit to DOS.

with
MAINSET/CHR*
character set

DISPLAYED CHARACTER (HEX)= 41

```
    0  1  2  3  4  5
0
1
2
3
4
5
6
7
8
9
A
B
```

COMMAND?_

```
         0123456789ABCDEF
C   00    !"#$%&'()*+,-./
H   00   0123456789:;<=>?
A   40   @ABCDEFGHIJKLMNO
R   50   PQRSTUVWXYZ[\]^_
A   60   `abcdefghijklmno
C   70   pqrstuvwxyz(|)¥
T   00   ' "|.#A#
E   80
R   80
S   00
```

G-Get character to the display.
M-Modify char. in the display.
S-Save character set to disk.
L-Load character set from disk.
X-Exit to DOS.

with
OLDTIME/CHR*
character set

DISPLAYED CHARACTER (HEX)= 45

```
    0  1  2  3  4  5
0
1
2
3
4
5
6
7
8
9
A
B
```

COMMAND?_

```
         0123456789ABCDEF
C   00    !"#$%&'()*+,-./
H   00   0123456789:;<=>?
A   40   @ABCDEFGHIJKLMNO
R   50   PQRSTUVWXYZ[\]^_
A   60   `abcdefghijklmno
C   70   pqrstuvwxyz(|)¥
T   00   ' "|.#A#
E   00
R   00
S   00
```

G-Get character to the display.
M-Modify char. in the display.
S-Save character set to disk.
L-Load character set from disk.
X-Exit to DOS.

with
FUTURA/CHR*
character set

*All of these
 character sets
 are furnished
 with the program.