



HOOVER-ANDERSON RESEARCH and DESIGN

August 30, 1982

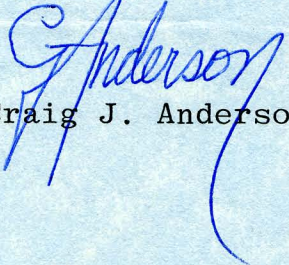
Mr. Bob Fabris
Arcadian
3626 Morrie Drive
San Jose, California 95127-9990

Dear Bob;

Enclosed find a review copy of our 3 x 5 Character Set tutorial. This is not for publication, but I'm sure it is something that you will enjoy messing with. Interested subscribers may obtain a copy from us for \$5.

Sincerely,

HOOVER-ANDERSON RESEARCH AND DESIGN



Craig J. Anderson

Software Review - by G.L. Rathmell

①
9/15/82

The 3x5 software character generator by Hoover-Anderson Research and Design is well documented, ^(11 pages) easy to implement, and works.

Although the software has some value in illustrating Basic graphics programming techniques, ^{but because} ~~it has little practical value do to its slow~~

~~speed drawing of characters.~~ The program is written in the Basic language and will work with either Bally or Retro Basic.

The characters are formed using the Box command to display each pixel of the 3x5 dot matrix that describes the character, it operates rather slowly.

A data base of 64 words is used to define the 64 characters in the 3x5 set.

The data can be stored in the @ array of Bally Basic, the * array of Retro Basic, or in any add-on memory.

To be of any practical use, the

character generator should be written in machine language as suggested in the documentation.

For example of a useful 3x5 software character generator written in machine language can be found in the "Machine Language Manager" by the BIT Fiddlers. (HARD, add. \$500)

is written in the PDP language and will work with either PDP or PDP. The instructions are found among the 300 command to display each pixel of the 3x5 dot matrix that describes the character, it operates rather slowly. If data base of 64 words is used to describe the 64 characters in the 3x5 set. The data can be stored in the @ array of PDP base, the * array of PDP base, or in any other memory.

To be of any practical use, the