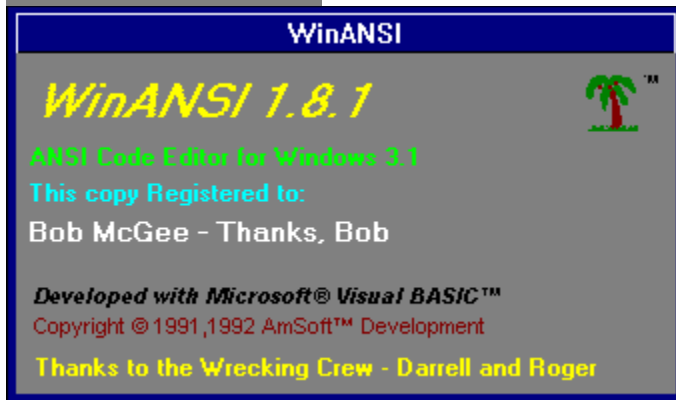


WinANSI 1.8



Using WinANSI

WinANSI is a Microsoft Windows 3.1 compatible ANSI Screen editor. It was designed to provide a mechanism for BBS Sysops and others to create ANSI screens, menus and other displays without leaving the Windows environment. Be sure to read the WinANSI.WRI documentation file for further tips and usage information.

WinANSI Quality Assurance testing (and general programmer brow beating) services provided by "**The Wrecking Crew**" who have once again proven that programmers shouldn't test their own work. Hearty thanks go out to **Darrell Riddle** and **Roger Hopper** for their help in producing a stable and usable product.

WinANSI Help

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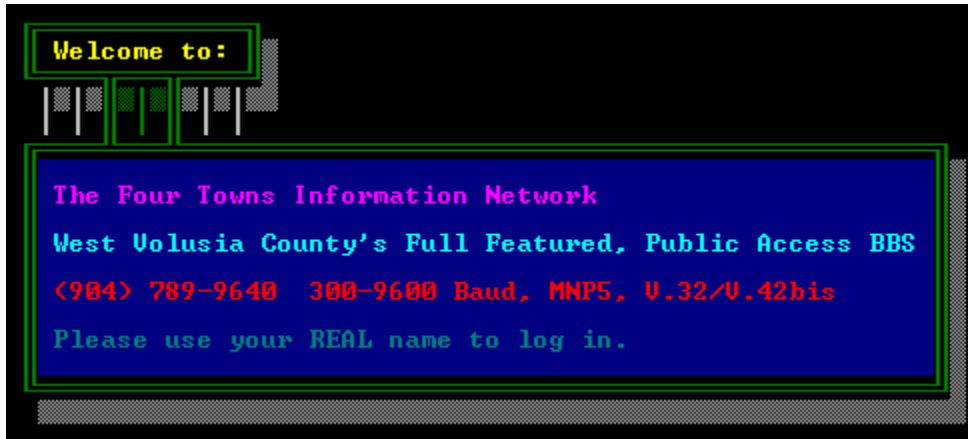
[About AmSoft Development](#)

About AmSoft Development

AmSoft Development is dedicated to the attitude that good things can be made simply and inexpensively. WinANSI is one of three current offerings available as inexpensive shareware from AmSoft Development. The other offerings are the **Referee's Generation System (Character)** for Windows, a fantasy role play character generator for use with Game Designers' Workshop's Traveller and MegaTraveller games and the **Referee's Generation System (Sector)**, also for use with Traveller and MegaTraveller.

AmSoft Development can be contacted through America Online as AMS DEV 1 or via the Four Towns Information Network BBS at (904) 789-9640 (1200 - 14,400 USR).

Viewing Your ANSI Masterpiece



During your development sessions, it is very important to see that the changes that you make are showing up as you expect them to. This is done by hitting the **{F12}** key or by selecting the **View File** option of the Special Menu. The resulting DOS window will display all of the assigned ANSI attributes with the exception of BLINKING, which shows as text on a grey background.

Special Menu

Special	
Select <u>C</u> olor	ESC
<u>K</u> ey Help	F11
<u>V</u> iew File	F12
✓ Create <u>B</u> ackup Files	
✓ Color <u>U</u> dates	

The Special Menu allows you to call up the ANSI selection dialog, view your creation as it will be seen in an ANSI terminal display, view the keypad assignments and select whether a backup file should be created when a new version of a file is saved.

Additionally, you can enable or disable tracking of the current color settings. If you wish to manually edit your [ANSI Escape Sequences](#), be sure that you turn this element off.

Adding Other Characters

Additional characters not attached to the numeric keypad may be added to the MASTER file by using the Windows standard of holding the **{ALT}** key down while typing the appropriate key code on the numeric keypad and then releasing the **{ALT}** key. For instance, to add a Sigma character, you would hold down the **{ALT}** key and type **0228** on the keypad and then release the **{ALT}** key.

Using Line Draw and IBM Graphics Characters

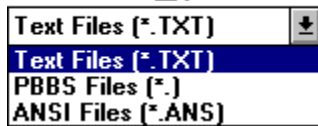
If you wish to include boxes, shadows or other non-standard text items in your final display screen, you should add them in the .TXT file during your MASTER screen file creation. The block draw characters are assigned to the {F2} - {F9} Function keys. See Keypad Definitions for more information on how these characters can be added to your MASTER file.



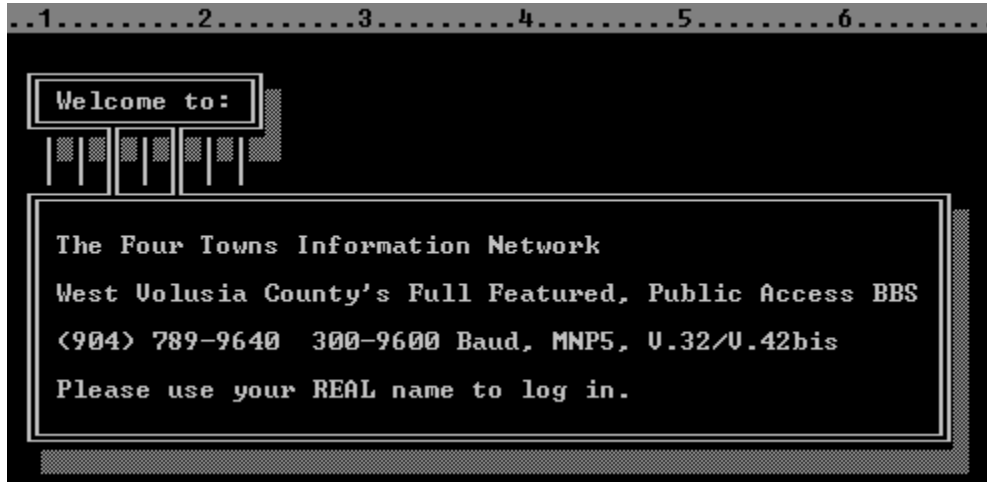
In addition to using the numeric keypad to enter the line draw characters, you may click on the keys in the Key Definitions dialog. Also, clicking on the block graphics characters will place that character at the current cursor location in the editor display.

Saving ASCII vs. ANSI Files

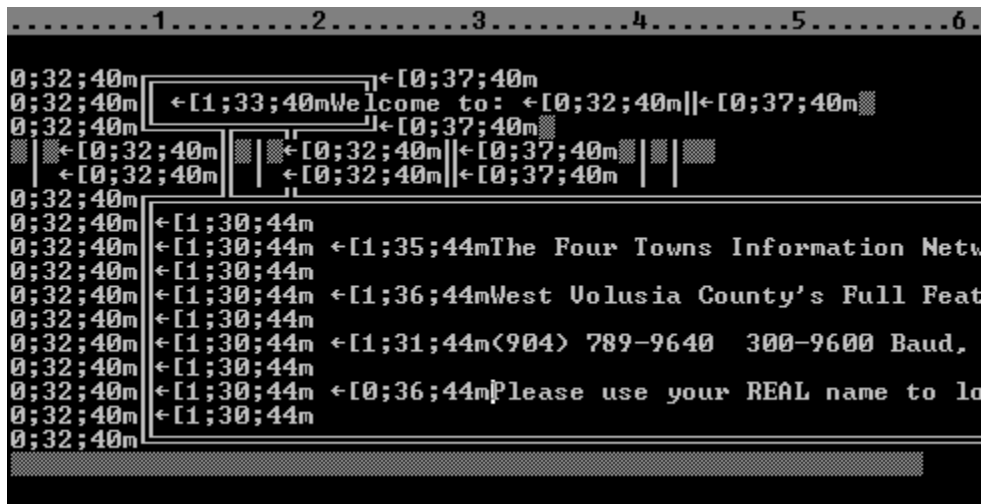
Save File as Type:



WinANSI should always be used to create two versions of the file that you are working on - an ASCII, or plain text, file and an ANSI screen file. To save the files correctly, pay attention to the extension assigned in the "File Types" selection list when saving the file.



When you first create your screen layout, it should not contain any ANSI sequences and it should be saved with the WinANSI default extension of .TXT.



Once ANSI codes are added to the text file, the file should be saved with the .ANS extension.

For users of PowerBBS, the files should be saved with no extension using PowerBBS' convention of adding a 'c' to the end of the filename (i.e.: WELCOME. becomes WELCOMEC. in the ANSI version). Refer to the PowerBBS documentation for a complete explanation of how this is defined.

Creating ASCII Text Files

In order to properly manage the final ANSI screen display file, it is very important that you start with a non-ANSI, ASCII Text file that we will from here on refer to as the MASTER screen file. To create the MASTER file, draw and write your screen as you wish it to be displayed without any type of ANSI formatting. Once this screen is created to your satisfaction, save the file using the .TXT file extension. Once saved, we can now work on adding the appropriate ANSI Escape Sequences

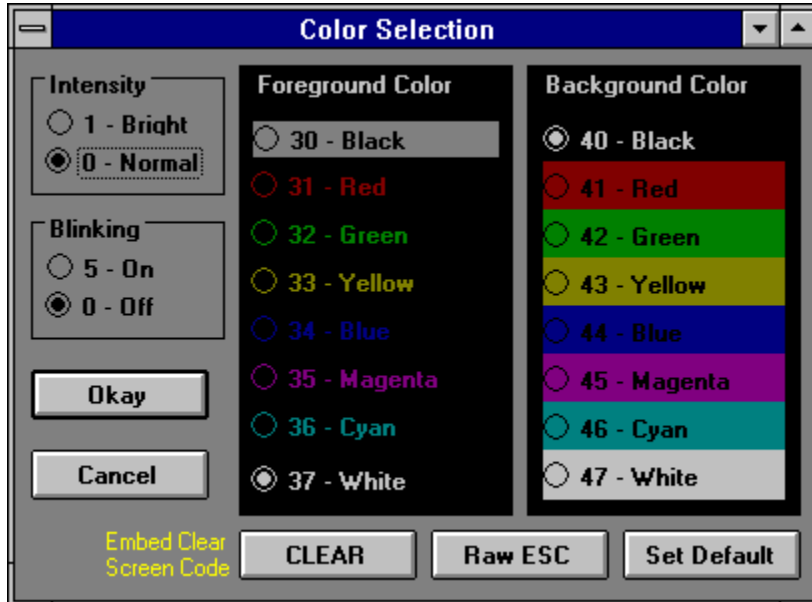
When you have completed building your MASTER ASCII Text file, if you attempt to add ANSI escape codes before you save the file as a text file, you will be prompted with a reminder to save the MASTER file before adding the ANSI Escape Sequences. You do not **HAVE** to save this file, but it is recommended.

ANSI Escape Sequences

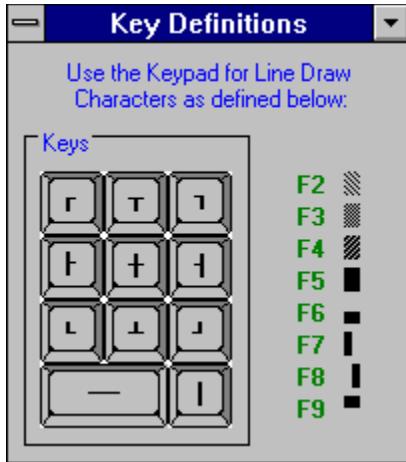
ANSI escape sequences are made up of a special sequence of characters. These characters are interpreted into colors and actions when displayed in an ANSI-compatible display environment. The sequence is called an escape sequence because it causes the ANSI interpreter to escape from display mode into interpret mode. Also, all of these sequences begin with ASCII character 27, which is mapped to the **{ESC}** key on most computer keyboards. An ANSI sequence that would set the next displayed character sequence to light cyan on green would be **{ESC}[1;36;42m**. For more information, refer to the WINANSI.WRI documentation file.

Assigning Color Sequences

Color sequences should be assigned AFTER the actual ASCII Text layout has been completed. To assign an ANSI color sequence, hit the **{ESC}** key and then select from the dialog provided by clicking on the appropriate radio and command buttons.



Viewing Keypad Definitions



To see how the various line draw characters are assigned to the numeric keypad, hit the **{F11}** function key or use the [Special Menu's "Key Help"](#) option.

ASCII Text

ASCII text is defined, in this sense, as characters that have no ties to the control of the display characteristics of the final ANSI display screen. These characters include the normal alphabetic characters and the IBM graphics characters.

Radio Buttons

Radio Buttons are controls that allow you to select or set an option within an application. The grouped color buttons are Radio Buttons

Command Buttons

Command Buttons are push buttons that cause an event to occur. Set Defaults and Raw Escape are Command Buttons.

MASTER File

The MASTER file is the non-ANSI file created before any further ANSI work is done. It should be saved with a .TXT extension.

