

# How to edit the HP display patterns

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After installing the TTF files related to HP calculator displays, you are ready to generate the LCD representations available with any of the five display templates. These templates were drawn with CorelDRAW!® and it is necessary to have it installed in your computer to change the templates contents.

It is highly recommended that you keep the original files unchanged and use copies of it so the templates will not degrade. It is possible to store the templates as a CorelDRAW!® template file.

## Editing the templates

Each template has at least one character field so you can type in any valid information the way it is shown in the calculator display. After typing data in, simply select all relevant annunciators and symbols plus the backplane and export the whole set.

The CorelDRAW!® Export dialogue box contains information about the image, like file name, type and destination directory. It is important to set ☐Selected Objects Only box, otherwise the whole file is exported instead of only the selected objects that compose the display you want. Depending on the selected image type, secondary dialogue boxes may appear in the screen, and you should set the relevant parameters.

## An example

Discussing all of the many different bitmap image types and related file extensions is not the main theme for this document. In order to show the way of creating one display representation, we are going to create a J-PEG image with .jpg extension like the one below for the HP30S. (Fig. 1)

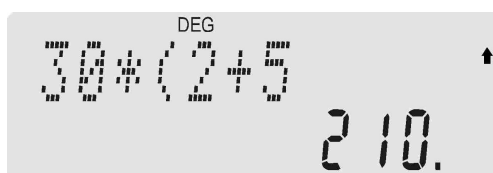



Fig. 1

First we open the complete template for the HP30S and select the text tool () and position the mouse cursor in any character of the dot-matrix string. (Fig. 2)

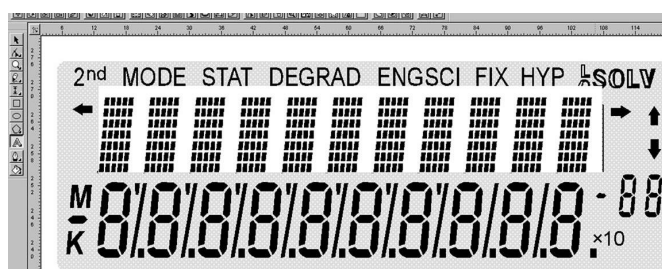


Fig. 2

Then we type in the characters that represent the input sequence. (Fig. 3)

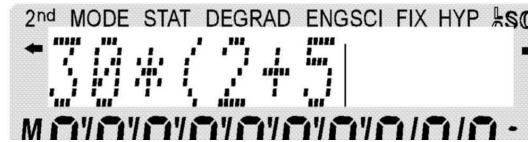




Fig. 3

Now the mouse cursor must be placed in any character of the seven-segment character string and we type in the resulting value. (Fig. 4)



Fig. 4

Now it is necessary to select all data that actually composes the final bitmap. Choose the Select tool () , press and hold  and click on each element you want to compose the final image. Remember that DEG has two parts: DE and G, and you must select each one separately.

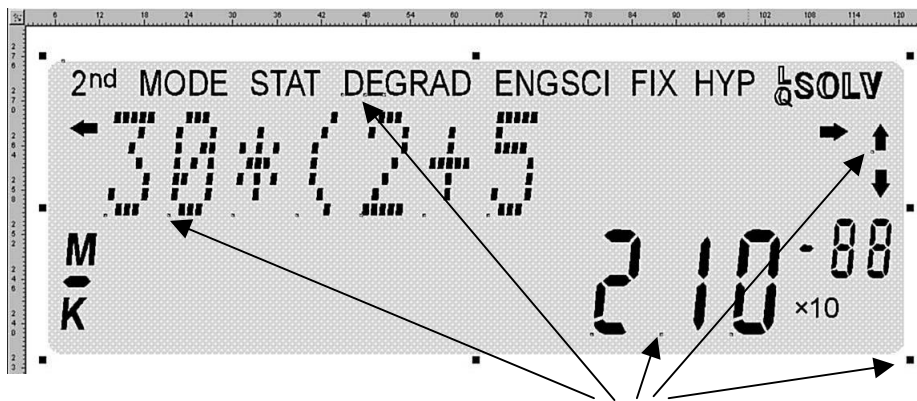


Fig. 5

Each selected object is 'marked'

Each selected object is marked with small squares close to it (parts) and around it (whole selection). Now these objects can be exported and compose an independent image. (Fig. 6) Note the [x] at the lower right corner of the Export dialogue box: it must be set in order to indicate that only selected objects must be used to compose final image.

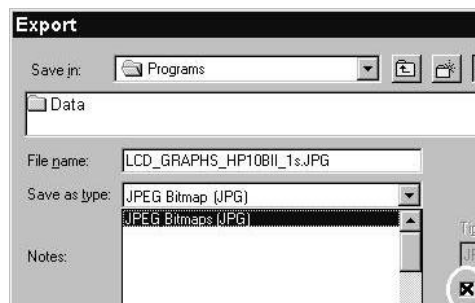


Fig. 6

There are two other dialogue boxes for J-PEG objects: the first one is for color and definition (suggestion: use 256 gray-scale, 1 to 1 size, 300 DPI) and the second one is for format, subformat and quality factor (suggestion: interchangeable J-PEG, option 2 (4:2:2), factor 192 or lower for better images).