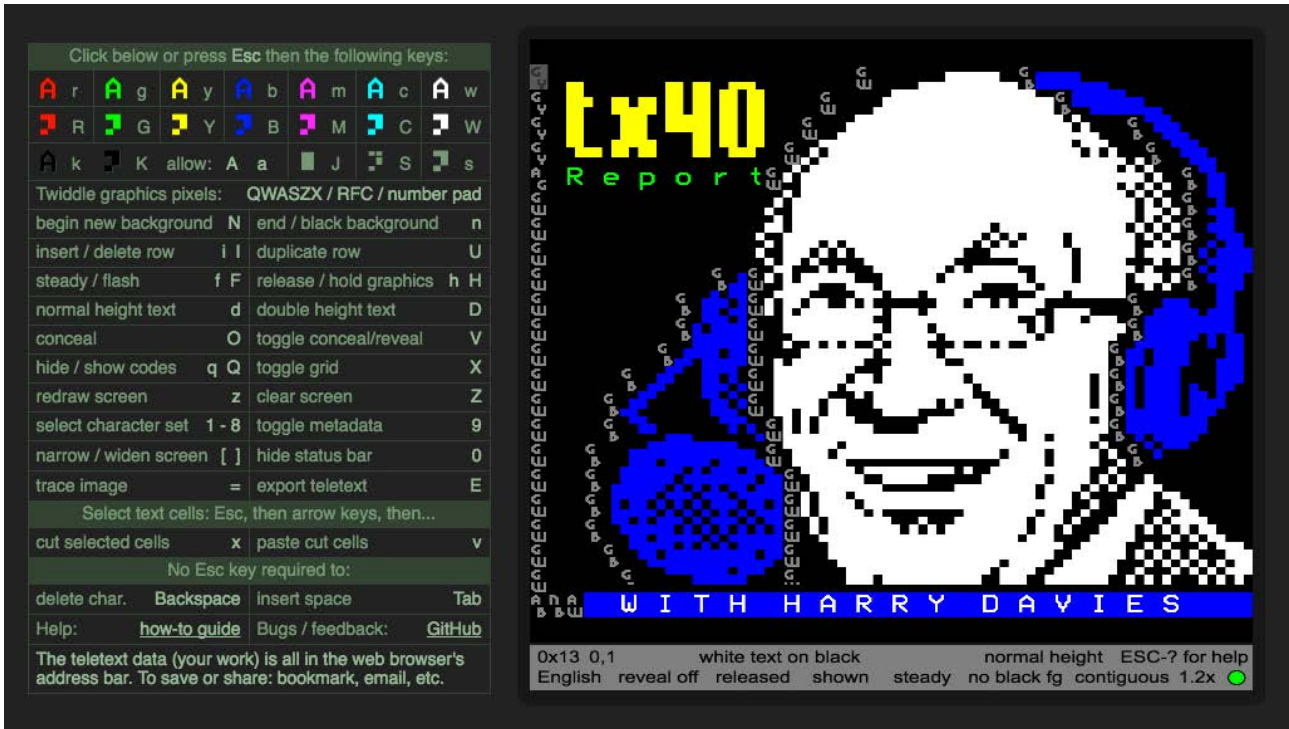# Your Handy Edit-TF How To Guide
Dan Farrimond

The aim of this article is to help you create teletext pages with the Edit-TF teletext editor in a matter of minutes. If it all seems a bit daunting, think of your teletext canvas as a slightly more (less?) advanced version of your computer's paint program or even a piece of paper. The only difference here is that you must 'program' the page to tell it where you want to add text or graphics using special **character codes**.

Those are character codes around the edge of Harry's face.
They tell the software when to change colour or switch between text and graphics.

Graphics mode

Firstly, find **'show codes'** (pictured right, labelled 'a') in the editor toolbar and click it. We haven't added any codes yet, so nothing should appear!

Using the arrow keys, move the rectangular cursor to the top left of the canvas. Now, choose from one of the seven coloured graphic options (pictured right, labelled 'b') to add a character code.

Move the cursor to the first column of the next row and repeat the process. Keep adding graphic codes until each line has been set to 'graphics mode'. You can now use your page in the same way as a digital paint program.

Adding text

You may have noticed that you can add capitalised text and certain punctuation marks in graphics mode. But to add lower case letters or numbers, there is a dedicated **'text mode'** that can be set in much the same way as the graphics.

Simply insert a 'text mode' character code to the start of a line by selecting one of the seven coloured text codes (highlighted in the picture to the left).

Unleashing your inner teletext artist

Although we are inserting graphic or text codes at the start of each row, it is actually possible to place them anywhere on the grid. Be aware, however, that any space containing a character code will remain blank and uneditable – this is a limitation of the 1970s technology!
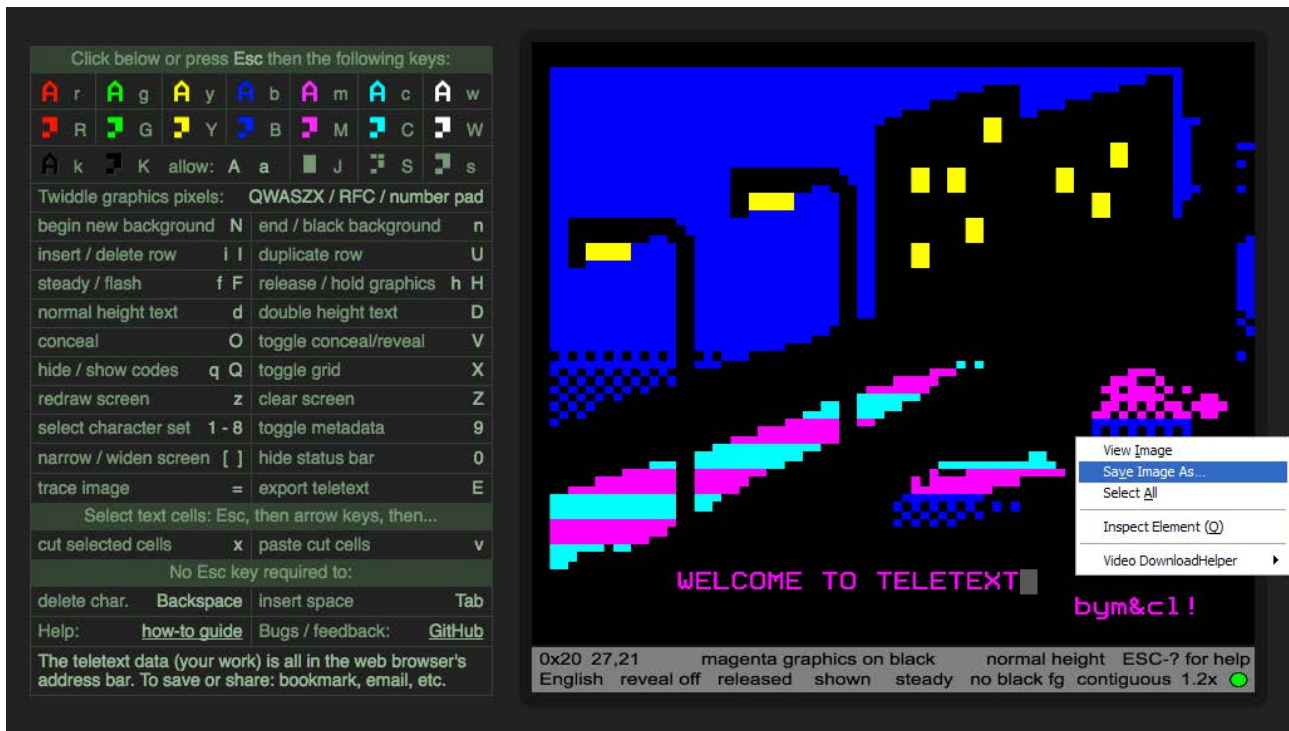

Here's a quick tip... use thick black outlines to hide blank character code spaces.

Notes on troubleshooting

- You can **delete a misplaced character code** by highlighting that space with the arrow keys and hitting the space bar or just overwriting it with a new character code.
- **Undo a mistake** by hitting your browser's back button and refreshing the page. You can also 'save' your page by bookmarking it or copy-pasting the URL to a safe location.

Sharing

You can save your page as a bitmap image by right clicking the canvas and selecting 'Save Image As' but be sure to 'hide codes' first. You can share your page on the web by copy-pasting the full URL from your browser – all page data is stored right there in that very long URL!