



 **KoalaWare**™

FOR YOUR  
**COMMODORE 64**  
COMPUTER

**Koala Painter™ Owner's Manual**



---

## KOALAPainter MANUAL UPDATE

---

C  
Command updates for: CIRCLE, DISC, BOX FRAME, and LINE.

The above commands perform as indicated in your manual with the added "transport" feature, which allows you to set the dimensions of your line, circle, frame, etc., and move it to a different location before fixing it in place.

Example: The LINE command

- Select LINE.
- Position cursor where you want to start your line.
- Press either button and stretch the line from this point.
- Press either button when the line is the desired length. Your line will be set in length.
- "Transport" this line to a new location by moving the stylus on the tablet's surface.
- When you have decided on the new location, press either button. The line will be fixed at this new location.
- The line will be drawn in the selected color and brush style.

### ADDITIONAL INFORMATION:

C  
CIRCLE - Change this command as follows:

- Move the cursor to where you want to locate the outside edge of the circle.
- Press either button and move the cursor. A circle will develop from this point. The cursor will be located inside the circle and indicate the circle's center.
- Press either button when you have reached the desired size.
- Use the "transport" function, if desired.
- Press either button to fix the circle in place.

---

## ADDITIONAL INFORMATION (continued)

**SWAP** - Add this to the current information in your manual.

The SWAP command allows you to view and switch between two screens without going to the menu.

- Select SWAP, press either button.
- Move the stylus to the bottom of the screen and press either button. Screen "A" will appear.
- Press either button a second time to view Screen "B".
- Repeat to switch between screens "A" & "B".

**OOPS** - Note that OOPS does work after using the ZOOM command.

**STORAGE** - An error message may appear while using the STORAGE command, which could be caused by an unformatted diskette or a faulty disk drive. First follow the initiating procedure as it appears in the KoalaPainter manual. If this does not solve the problem, refer to your VIC-1541 Owner's Manual, page 43.

# Table of Contents

## Introduction

1

WHAT IS KOALAPainter?  
SYSTEMS REQUIREMENTS

## Getting Started

2

The KOALAPainter MENU  
THE COMMANDS  
STORAGE PROCEDURES

5

7

17

## Hints and Explanations

21

GLOSSARY

23



## **Introduction**

### **WHAT IS KOALAPainter?**

**KoalaPainter — the computer drawing tool - allows you to:**

- Draw freehand using several different brushes and colors.
- Design geometric shapes of all sizes.
- Create designs on two separate viewing screens.
- Copy images from one screen to the other.
- Magnify your drawing for close-up work.
- Save your designs for future enjoyment.

KoalaPainter is easy to use - simply load the program and you can create your own designs immediately. Whatever your skill level, from beginner to serious artist, hours of fun and creativity await you.

### **SYSTEM REQUIREMENTS**

- Commodore 64 Computer
- KoalaPainter Diskette
- One Disk Drive (Commodore 1541)
- Color Television or Monitor
- KoalaPad Touch Tablet and Stylus

## Getting Started

- Turn on your disk drive.
- Turn on your television or monitor.
- Turn on your computer.
- Insert the KoalaPainter diskette into your disk drive.

When your computer indicates "READY." type:

```
LOAD "KPAINT", 8 <return>
```

When your computer indicates "READY." type:

```
RUN <return>
```

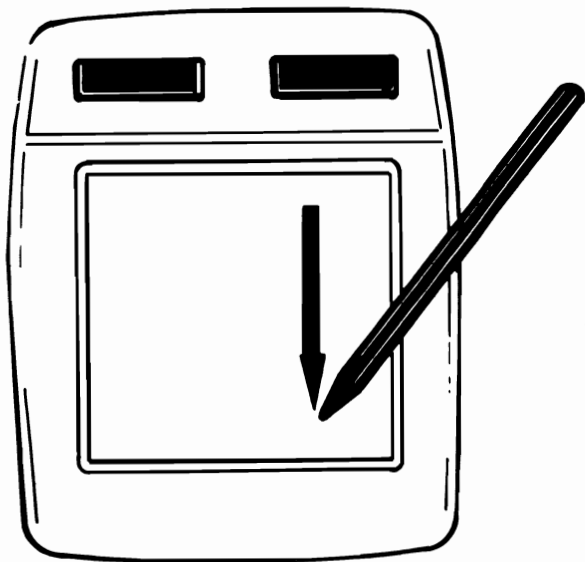
KoalaPainter is now loaded. It takes about a minute for the KoalaPainter menu to appear.

When the menu appears you are ready to draw. The menu offers a variety of drawing and color options. However, to become familiar with how the touch tablet works, let's begin with the DRAW command. The menu and its parts will be described in more detail later in the manual.

Begin with the DRAW command

- Press your finger or stylus on the tablet surface. An arrow will appear on the viewing screen. As you move your finger the arrow will follow it. The arrow is called the cursor.
- Position the arrow cursor in the box marked DRAW.
- Keeping the cursor in this box, press either button on the KoalaPad touch tablet.
- Move the stylus to the very bottom of the touch tablet surface and press either button. A blank viewing screen will appear.





- If you are using a television screen as a monitor, and the volume is turned up, you will hear a steady “beeping” when your stylus is in the correct area at the bottom of the tablet.
- Hold down either button and draw. A black line will be drawn on the screen that is controlled by your touch.
- Release the button and further drawing will stop.
- To return to the menu, move your stylus to the bottom of the tablet surface and press either button. The menu will reappear. You are now ready to choose other commands, colors, or brushes.

### **To Make Other Selections**

- On the menu screen, position the cursor in the box of your choice.
- Keeping the cursor in this box, press either button.

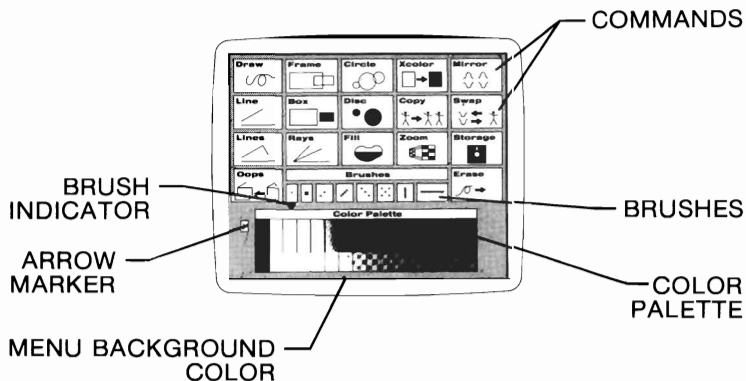
### **To Erase the Entire Screen**

- Move the cursor to the ERASE box and push either button. The ERASE command will blink. If you want to continue with ERASE, leave the cursor in the ERASE box and press either button a second time.

The remainder of the manual explains the KoalaPainter Menu and the Commands followed by Hints and Explanations.

## THE KOALAPainter MENU

The menu is divided into three sections: **Commands**, **Brushes**, and **Color Palette**.



### Verification Of Menu Selections

When you make a selection on the menu it is verified by the following:

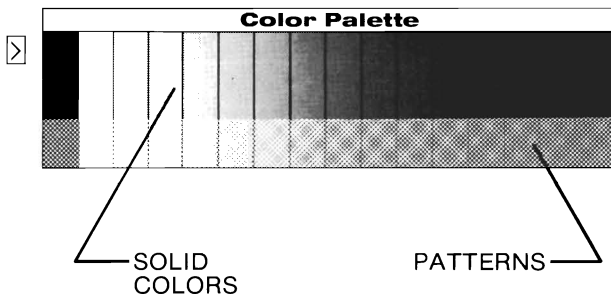
**Commands**—when you select a command it blinks on and off.

**Brushes**—the current brush is indicated by a colored box that is located under the brushes.

**Color Palette**—an arrow marker appears to the left of the color palette to indicate the choice of a solid or pattern. When a solid color is selected, the background of the menu changes to that color.

## The Color Palette

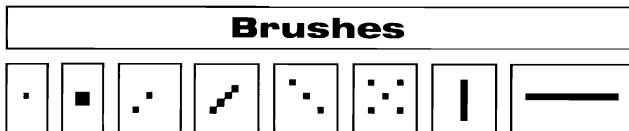
- The color palette is composed of 16 solid colors and 16 patterns.



- The patterns are located directly below the solid colors.
- The patterns are composed of the currently selected color and the solid color directly above it.
- There are 128 possible pattern combinations.

## The Brush Set

- The KoalaPainter has 8 different brushes.



## THE COMMANDS

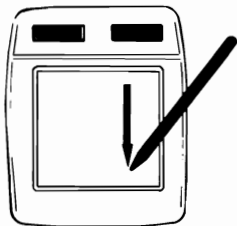
### General Information:

- The commands CIRCLE, DISC, BOX, FRAME, and LINE all share a “transport” feature. This allows you to set the dimensions of your design and move it to a different location before fixing it in place.

When you are drawing, remember that all your designs will be drawn in the currently selected brush and color. Make your color and brush selection before going to the drawing screen.

If you want to: Cancel a design before it is set in place  
OR  
Return to the main menu  
OR  
Exit a command

Move the stylus to the bottom of the tablet surface and press either of the two buttons.

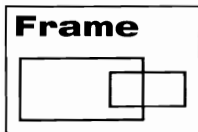


### Draw



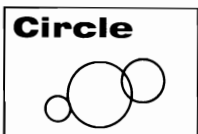
### DRAW—Freehand drawing

- Move the cursor to the point where you want to begin drawing and hold down either button.
- To stop drawing, release the button.



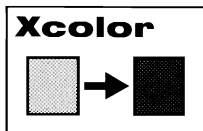
**FRAME**—Makes rectangular frames.

- Move the cursor to where you want to fix a corner of your frame.
- Press either button.
- Move your stylus and a frame will stretch from this point.
- When the frame is the desired size, press either button.
- Use the transport feature or fix it in place by pressing either button.



**CIRCLE**—Makes a circle.

- Move the cursor to where you want to locate the outside edge of the circle.
- Press either button and move the cursor. A circle will develop from this point. As you move the cursor it will indicate the center of the circle.
- Press either button when you have reached the desired size.
- Use the transport feature, if desired.
- Press either button to fix the circle in place.



**X-COLOR**—Replaces a color in your design with a different color.

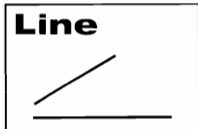
- Select X-COLOR.
- Select a replacement color from the menu screen.
- Return to the drawing screen.
- Position the cursor on the color to be changed.
- Press either button. The new color will replace the old color wherever it appears in the picture.

**NOTE:** If you do not like the results, select the OOPS command (see pg. 14) and your picture will be restored to the original color.



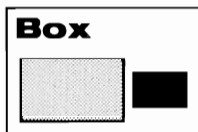
**MIRROR**—Creates mirrored images using the current drawing mode.

- Follow the instructions for the selected drawing mode.
- Move to the drawing screen.
- Exact copies of the current design will appear in the 4 corners of the screen.
- To turn off MIRROR, select MIRROR a second time.



LINE—Draws individual straight lines.

- Position the cursor where you want to start your line.
- Press either button and stretch the line from this point.
- Press either button when the line is the desired length. This sets the length of the line.
- Transport the line to a new location by moving the stylus on the tablet's surface.
- When you have moved the line to the new location, press either button. The line will be fixed in place.



BOX—Creates a frame that fills in with the selected color or pattern.

- Follow the same procedure as in the FRAME command.





DISC—Creates a circle that fills in with the selected color or pattern.

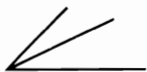
- Follow the same procedure as in the CIRCLE command.



LINES—Draws lines that are connected end-to-end.

- Establish one end of the line.
- Press either button.
- Stretch the line into place by moving the stylus.
- Press either button. Move the cursor again and a second line will stretch from the end of the last line.
- Press either button to draw the line. Repeat for more lines.

## **Rays**



**RAYS**—Makes lines that radiate from one point.

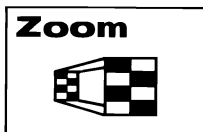
- Determine the starting point of the rays by pressing either button.
- Move the cursor to another point on the screen and press either button. A line will be drawn from your cursor to the starting point of the ray.
- Repeat this for each ray you wish to draw, or hold down the button and move your finger or stylus. A design will be drawn. Notice how you can vary the design by how fast you move the cursor.

## **Fill**



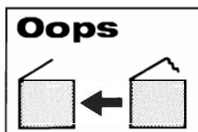
**FILL**—Fills specified areas with selected color or pattern.

- Select a color or pattern.
- Position the cursor in the area to be filled.
- Press either button.
- See the Hints and Explanations section for further information on the FILL instructions.



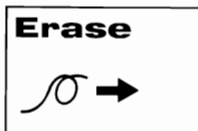
**ZOOM**—Magnifies designs for detailed work.

- After selecting the ZOOM command, the drawing screen will reappear. There will be a frame entitled ZOOM on the screen.
- Move the frame so that it encloses the area you want to magnify. Press either button.
- On the top one-third of your screen you will see your design in its actual size and on the bottom you will see your design enlarged.
- Move the cursor in the magnified frame to the area you want to work on. Press either button.
- To magnify other areas of your design that appear outside the ZOOM frame, move the cursor to the new location in the upper third of the drawing screen. Press either button.
- It is easier to edit your work if you use the smallest brush.



OOPS—Cancels your most recent drawing command.

- Select OOPS from the menu and press either button.
- The OOPS command deletes the results of the last command you used.

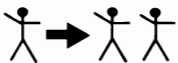


ERASE—Erases the entire drawing area to the current background color.

- Select ERASE.
- In order to confirm the ERASE command select ERASE again while it is flashing.

**Note:** ERASE will only erase the screen you are currently working on.

## Copy



**COPY**—Copies a picture or a portion of a picture on your drawing screen to another location.

- Position the cursor next to the area you want to copy and press either button.
- Stretch the frame around this area. When the area is completely framed, press either button. The frame remains.
- Move the frame to another location where you want to place the copy and press either button.
- Press either button to place a copy of your picture in the desired location. Press the button repeatedly for multiple copies of your picture.

## Swap



**SWAP**—Allows movement between two separate screens.

- After selecting SWAP, press either button.
- Screen “A” will appear.
- Press either button and screen “B” will appear.
- Repeat pressing the button to switch between screens.

## **SWAP (cont.)**

You can create designs on screen "A" and take these designs to screen "B" by using the SWAP and COPY commands. To copy parts from one picture requires the COPY command. To move between screens requires the SWAP command. You can also take pictures from the storage feature and reproduce them on screens "A" and "B". (See page 18)

### **To Load Pictures From Disks:**

- Select STORAGE from the menu and move to the Storage Menu.
- Insert your diskette containing the pictures you want to load.
- Move the cursor to CHANGE DISK and press either button. A directory of your disk will be shown.
- Move the cursor to GET and press either button.
- Move the cursor to the name of the picture you want to load and press either button.
- When the picture is loaded, return to the main menu by moving to the bottom of the screen and pressing either button.
- If you want to load a second picture, continue as instructed.
- Select SWAP from the main menu and press either button.
- Select STORAGE again from the menu by pressing either button and return to the Storage Menu.
- Move your cursor to GET and press either button.
- Point your cursor to the name of the second picture you want to load and press either button. Your second picture will be loaded into the computer.

- Move to the bottom of the screen and press either button to return to the main menu.
- Select SWAP from the menu and press either button. Selecting SWAP will toggle you back and forth between the first and second pictures you loaded.

### **To Use Original Pictures:**

- Create a picture on one screen.
- Return to the menu and select SWAP.
- A second viewing screen will be accessible.
- You can now create a second picture.
- To move between these pictures, return to the menu and select SWAP.
- See COPY in the Hints and Explanations Section for more details on copying between two pictures.



### **STORAGE PROCEDURES**

#### **To Save or Retrieve Stored Pictures:**

Enter the Storage Mode by selecting STORAGE from the menu. The sixteen lines prefixed by PIC A through PIC P represent sixteen possible stored drawings. A few seconds after entering the storage mode, the contents of the disk currently in the disk drive will appear. Each file will either have a name, or it will be described as EMPTY. The following are operations which can be performed.

**Name & Save**—To save a new, unnamed drawing, select NAME & SAVE and press either button. Move your cursor to a PIC line and press either button. From the computer keyboard, enter the name of the file you want to save. Press the <return> key when you have finished entering the name of the file. When no characters are typed in, the operation may be cancelled by pressing the <return> key.

**Save**—To save a current drawing that already has a file name, point your cursor at the box marked SAVE and press either button. Then move your cursor to the next file marked EMPTY or to an existing file and press either button. Your drawing will be saved in the indicated file. To return to the main menu, move your cursor to the bottom of the screen and press either button.

**Get**—To retrieve a drawing that has been previously saved, select the GET box and point to the file to be loaded, press and release either button. Do not use GET for an empty file. To return to the main menu, move the cursor to the bottom of the screen and press either button.

**Change Disk**—If you wish to save or retrieve drawings from another disk, remove the disk currently in the disk drive and replace it with the new disk. Select CHANGE DISK to update the disk's file directory on the screen. (If you insert a brand new disk, be sure to initialize it first as follows.)

**Init Disk**—A brand new disk must be initialized before it can be accessed by the disk drive. If you intend to save drawings on a new disk, select this box immediately after inserting your disk into the disk drive and press either button.



**Note:** An error message may appear while using the STORAGE command caused by an unformatted diskette or a faulty disk drive. First, follow the initiating procedure as it appears in this manual. If this does not solve the problem, refer to your VIC-1541 Owner's Manual.

## DISPLAYING A KOALAPainter PICTURE WITHOUT RUNNING KOALAPainter

The following is a BASIC program with a machine language subroutine which will load and display pictures from a disk that have been created with the KoalaPainter software. Make sure that you are very careful when you type it in, since a single error in any of the DATA statements can cause your computer to crash.

```
1 REM DISPLAY A KOALAPainter SCREEN
10 IF A=1 GOTO 90
20 FORA=49154TO49317:READI:POKEA, I:NEXT
30 INPUT "WHICH PICTURE";AS
40 AS=AS+" "
50 FS=CHR$(129)+LEFT$(AS,14)
60 FC=PEEK(53281):CC=PEEK(646)
70 A=1:PRINT"LOADING...";LOAD FS,8,1
80 END
90 SYS 49154
100 WAIT653,1:WAIT653,1,1
110 POKE53265,PEEK(53265)AND223
120 POKE53272,(PEEK(53272)AND240)OR4
130 PRINT" {CLR} " ;POKE 53281,FC:POKE646,CC
140 END
200 DATA 173,17,208,41,239,141,17,208
210 DATA 162,127,160,64,32,156,192,162
220 DATA 4,160,0,32,161,192,162,131
230 DATA 160,39,32,114,192,162,131,160
```

## BASIC Program (cont.)

```
240 DATA 40,32,156,192,162,216,160,0
250 DATA 32,161,192,162,135,160,15,32
260 DATA 114,192,173,16,135,141,33,208
270 DATA 173,17,208,9,34,141,17,208
280 DATA 173,22,208,41,223,9,16,141
290 DATA 22,208,173,24,208,9,8,141
300 DATA 24,208,162,96,160,0,32,156
310 DATA 192,162,32,160,0,32,161,192
320 DATA 162,127,160,63,32,114,192,173
330 DATA 17,208,9,16,141,17,208,96
340 DATA 142,1,192,140,0,192,160,0
350 DATA 177,251,145,253,165,252,205,1
360 DATA 192,208,8,165,251,205,0,192
370 DATA 208,1,96,230,251,208,2,230
380 DATA 252,230,253,208,227,230,254,76
390 DATA 122,192,134,252,132,251,96,134
400 DATA 254,132,253,96
```

Insert the floppy diskette which contains your pictures. Then RUN the program. When you see the prompt "WHICH PICTURE?", type in the name of your picture, for example, "PIC I DRAGON", and hit <return>. The picture will be loaded from the disk, the screen will go blank, and in a few seconds your picture will appear on the screen. It will stay there until you press and release either SHIFT key.

## Hints and Explanations

**COPY**—This command allows you to take portions of a picture or screen and duplicate them on the same screen or a different screen. Used with **SWAP**, parts of picture A can be placed in picture B and vice versa.

To copy between two pictures, you must have two pictures loaded in memory. First, you select **SWAP** from the menu. Then you select **COPY**. Frame the part you wish to copy and press either button. You will automatically move to the second drawing screen. Position the frame where you want the copy to be located and press either button. Press the button repeatedly for multiple copies. To move to your first drawing screen, move to the bottom of the screen and press either button. You can repeat this process to transfer multiple copies between the pictures.

**FILL**—This command colors in specified areas of the screen. It fills in all directions until it encounters another color. You may fill into any solid color but not into a checkered pattern. Notice that it will “leak” out of any area that is not completely enclosed. To correct an unwanted fill, select **OOPS**. Your picture will be restored to what it was prior to the **FILL** command.

**ERASE**—To erase small areas without erasing the entire picture. You may wish to erase small errors or make improvements on a particular picture. To do this:

- Select the background color from the color palette.
- Select a brush to use as an eraser.
- Return to picture and draw over the area you want to erase. This will even remove a checkerboard pattern.
- To erase large areas quickly, use the **BOX** command.

COLOR COLLISION—Sometimes you may get peculiar color responses when attempting to use several colors in a small space. Although there are many colors to choose from, only three colors and a background color can be recognized by the computer in a given small area.

PHOTOGRAPHING YOUR PICTURES—To photograph a picture on the screen:

- Position the camera using a tripod.
- Use Kodachrome 64 daylight film for slides and Kodacolor VR100 for photographs.
- Set the shutter speed for one second.
- Take pictures in a darkened room or arrange a hood over the screen to shelter it from light reflections on the screen.

## GLOSSARY

**Brush**—Any one of the number of differently shaped imaginary brush tips used to make lines or patterns on the display screen.

**Color Palette**—The colors and patterns from which you can choose for use in drawing.

**Current Mode**—The mode being used by the person working with the program. KoalaPainter will use the current mode until it is instructed to change.

**Cursor**—A movable arrow marker used to show a position on the display screen. This is used to select and carry out all the commands listed on the program menu.

**Initialize**—A process by which a blank disk is prepared for the process of storing information. A blank disk can be initialized by the KoalaPainter program by selecting Init Disk from the Storage Menu. (See page18)

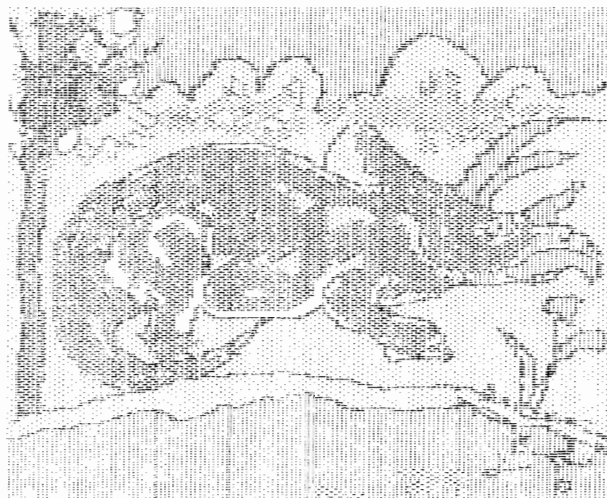
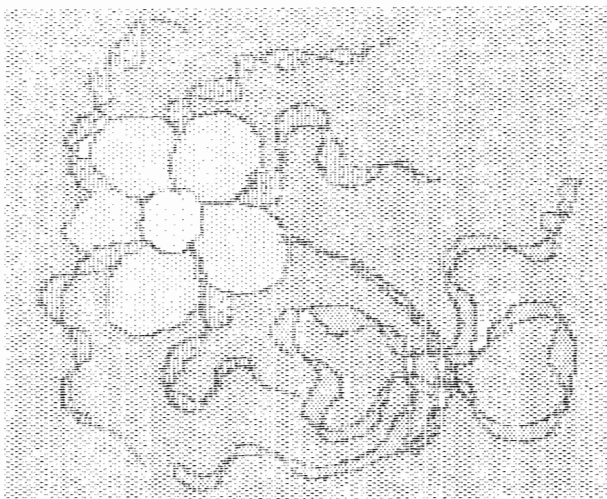
**Load**—To enter a software program into the memory of a computer.

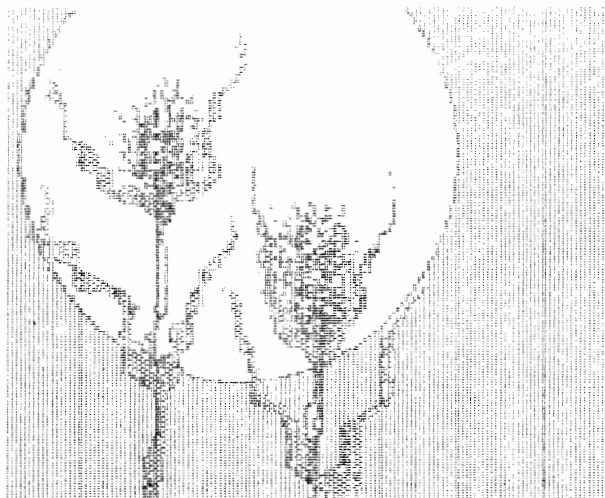
**Menu**—A menu is a list of program choices presented on the display screen. The user selects from these choices.

**Mode**—A method of operation which determines the activity performed by the KoalaPad touch tablet, such as Draw Mode, Line Mode, etc.

**Transport**—A feature of the CIRCLE, DISC, LINE, BOX and FRAME commands that allows you to draw a figure and move it to a different location before fixing it in place.

The following pictures were drawn using the KoalaPad touch tablet and the KoalaWare drawing software.









## **DISCLAIMER OF WARRANTIES AND LIABILITY**

Even though Koala Technologies has tested the product described in this manual and reviewed it's contents, and has made every attempt to verify the accuracy of this manual and its accompanying software, NEITHER KOALA TECHNOLOGIES NOR ITS SUPPLIERS MAKE ANY WARRANTY, EXPRESSED OR IMPLIED, WITH RESPECT TO THIS MANUAL OR TO THE SOFTWARE DESCRIBED IN THIS MANUAL, AS TO THEIR QUALITY, PERFORMANCE, MERCHANTABILITY, OR FITNESS FOR ANY PARTICULAR PURPOSE. As a result, this product and manual are sold "AS IS", and you, the purchaser, are assuming the entire risk as to their quality and performance. In no event will Koala Technologies or its suppliers be liable for direct, indirect, incidental, or consequential damages resulting from any defect in the product or manual, even if they have been advised of the possibility of such damages. In particular, they shall have no liability for any programs developed with this product, including the costs of recovering or reproducing these programs or data. Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you.

Copyright 1983, Koala Technologies Corporation,  
PRINTED IN U.S.A.

