

## Paintbrush

By J. G. Depp with Jay Stevens



### GETTING STARTED

1. Be sure the power to your Commodore 64 is turned OFF.
2. Insert the cartridge with the label facing up into the cartridge slot on the back of the computer.
3. Then turn on the power.
4. Insert the joystick into control port 2.

From the title screen, you can press the space bar to begin drawing. Begin to paint your picture by moving the joystick in different directions. Your paintbrush starts in the upper left corner of the screen.

From the drawing screen, press the space bar to go to the Paintbrush menu.

### PAINTBRUSH MENU

While you are drawing a picture, you have these choices:


Key	Action
F1	Protect Color
F2	Unprotect Color
F3	Save Picture
F4	Load Picture
F5	Clear Screen
F6	Fill Area
F7	Change Border
F8	Change Background
←	Turn Brush On and Off
F or S	F=Fast S=Slow Speed
Space Bar	Menu or Draw

### BRUSH STROKE WIDTH

You can change the size of your brush stroke at any time by typing

a number between 1 and 9 (1 is the smallest and 9 is the largest). Just press the number and the brush stroke size will change.

### CHANGING BRUSH COLOR

You can draw using sixteen different colors. Switch colors at any time by pressing a combination of the CTRL key or  (Commodore key) and a number key. Your color choices are:

Key	Color	Key	Color
CTRL 1	Black	1	Orange
CTRL 2	White	2	Brown
CTRL 3	Red	3	Light Red
CTRL 4	Cyan	4	Gray 1
CTRL 5	Purple	5	Gray 2
CTRL 6	Green	6	Light Green
CTRL 7	Blue	7	Light Blue
CTRL 8	Yellow	8	Gray 3

To lift your paintbrush away from the drawing (so that you don't paint over an area), press the fire button on the joystick as you move it over areas already painted.

### ERASING

You can erase any part of your picture by going over the area with any color, or with the joystick with the fire button pressed. This makes the paintbrush the same color as the background.

### CHANGING BORDER AND BACKGROUND COLORS

You can change the color around your drawing by pressing the F7 key. Change the background color of your drawing by pressing the F8 key (press SHIFT and F7 at the same time).

## PROTECTING A COLOR

You can prevent some of your colors from being erased or painted over by protecting it. Press the F1 key before you paint the area you want to protect, and press the F2 key (press SHIFT and F1 keys at the same time) when you are finished with the area you want to protect.

## FILLING IN AN AREA

Once you have an enclosed area and you would like it to be all one color (such as the sky), you can fill in the area all at once. Hold down a SHIFT key and press the F5 key at the same time. If the filling stops, move the brush and press the two keys again. But be careful: the boundaries of the area you want to fill must be closed with a brush stroke width of 2 or more.

## BRUSH SPEED

Your brush moves in two speeds: fast and slow. To make the brush move quickly, type **F**; to make the brush move slowly, type **S**.

## FINISHING YOUR PICTURE

When you are done drawing, you can clear the screen (press the F5 key) or you can save your drawing.

To save your drawing, press the F3 key. The program will ask: "Are you sure?". Type a **Y** for yes, or an **N** for no. If you are saving your drawing, enter a name and press RETURN. The program needs to know if you will be using a tape or disk drive to save your picture. Type a **Y** to use tape, or **N** to use disk.

### Tape

If you are using tape, insert a

cassette tape into the tape drive. Then press the RECORD and PLAY buttons on the tape drive. The screen goes blank for a while—it takes time to save your drawing to tape.

### Disk

If you are using a disk to save your picture, insert a prepared disk into the disk drive. The screen displays a message, "SAVING (name)."

## LOADING AN OLD PICTURE

To load a picture you have already painted and saved, press the F4 key (press the SHIFT and F3 keys at the same time). Then type in the name of the picture you want to load and press RETURN.

### Tape

If you are using a tape drive, type a **Y**, and then press the PLAY button on the tape drive. The screen goes blank while the drawing is being loaded into the computer.

### Disk

If you are using a disk drive, type an **N**. The red light on the disk drive comes on as your drawing is being loaded into the computer.

## LOADING THE DEMO PICTURES

Insert the Demo cassette into the tape drive and follow the instructions under LOADING AN OLD PICTURE from tape. The pictures are:

CAR  
CITY  
BOAT  
STORM  
HESWARE

(These demo pictures are supplied on tape only, and are not available on disk.)

HesWare

# Paint Brush

By J. G. Depp

Everyone can be an artist using your Commodore 64 and our Paint Brush program. Create high resolution graphic designs in dazzling colors. Start your own electronic art collection!

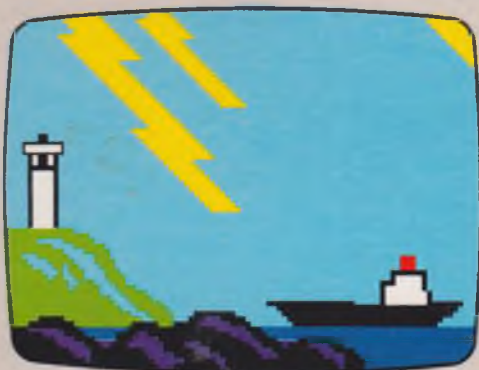
Joystick required  
RAM expansion not required  
Cassette player or disk drive optional  
For ages four and up



Cartridge for  
Commodore 64

Be creative with Paint Brush, our high resolution graphics generator designed for doodlers and artists of all ages. Using the joystick to control the cursor and the keyboard to control color and brush width, the possibilities are limitless. A fill feature is also included, and your artwork can be saved on either cassette or disk. This package also contains a demo cassette of sample drawings.

Examples of what you can do with  
Paint Brush



*HesWare*

# Paint Brush™

By Joseph G. Depp

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# Paint Brush Demo

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