

VALUEWARE

The
Artist



User's Manual

Frame It!™

The Sprite Builder™

For Commodore 64 and 128 Computers*

Loading the Main Menu

1. Turn on your computer, disk drive, and monitor.
2. Insert the program disk in your disk drive.
3. Type LOAD“ * ”;8 and press **RETURN**.
4. When the word READY appears, type RUN and press **RETURN**.

Frame It!™

NOTE: Frame It! will work with the following printers:

Epson and compatible printers

Star and compatible printers

Commodore 1525, MPS 801, and MPS 803

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In general, Frame It! will run with any printer with a graphics capability that is compatible to the printers listed above. Consult your dealer or printer manual for information about your printer.

Frame It! allows your printer to produce graphics in a black and white format. To use Frame It!, select **2** on the main menu. Follow the prompts to tell the computer about your printer and interface.

The program menu will appear on your screen. Select item 1, “Load Picture”. Follow the prompts to load your picture, which will appear briefly on your screen. To view the picture again, select item 4, “Show Picture”. To keep the picture on the screen, press **SHIFT LOCK**. Press **F1** to change the border color, or press **F3** to change the background color. Keep pressing each key until you see a color you like. To return to the menu, release the **SHIFT LOCK** key.

Before you print your picture, you may want to edit its textures. Because the printer can only produce your pictures in black and white, each color in the picture will appear as a different pattern, or texture. You can change any or all of the textures by selecting menu item 2. A display with all of the available colors and their textures will appear on your screen. In the upper left corner is a closeup view of the first texture. This window is a grid of black and white squares. You can change a black square to white or vice versa by moving the cursor to a square and pressing the space bar.

You can turn all black squares white or turn all white squares black by moving the cursor to one of the squares you want to change and pressing **I** (for Inverse). If after working on a texture you decide you liked its original form best, you can press **R** to restore that texture. To reverse all squares in all textures to the opposite color (black to white and white to black), press **N** (for Negative).

To move the cursor to another color and texture, press **RETURN**. When you have finished editing textures, you can save your set of textures by pressing **S** and assigning a file name to the set. To load a set of textures, press **L**, and a list of all texture set files will appear on your screen. Press the number of the set you want to load.

To print your picture, select 3 on the program menu. (Be sure you have loaded your picture into the computer.) You will be asked to select a print width between 1 and 24. Each picture is made up of a grid of 160 squares across. A printer width of 1 is equal to 160 squares, 2 is equal to 320, and so on. A normal width for a printed picture is 3, or 480 squares.

Next you'll be asked for a print height. This is similar to the print width. Each picture's grid contains 200 squares from top to bottom. A print height of 1 equals 200 squares, 2 equals 400, and so on. A normal print height is 2.

If you are using an Epson, a Star, or a compatible printer, you'll be asked for a print density. Roughly translated, this asks for how many squares you want to print on an inch of paper. If you are using an Epson printer, enter 1 or 2. If you are using a Star printer, enter either 1, 2, or 3. The best way to find the correct print density for your picture is to select a setting and print your picture. If your picture does not print out correctly, try selecting another density setting.

To exit the program, select menu item 5.

The Sprite Builder™

NOTE: The Sprite Builder allows you to design graphics that can be used in other programs. For a detailed explanation of sprites and their uses, see the chapter titled "Sprite Graphics" in your Commodore computer user's manual.

To view the sample sprites included on your program disk, load The Sprite Builder and press the **F7** key. Follow the prompts to load the "Sprites" file into the computer, and use the **F1** key to move from one sprite to another.

To use The Sprite Builder, select **3** on the main menu. The program display will appear on your screen. On the right side of this display, you will see eight rectangular areas, each made up of three parallel vertical lines. Each of these areas is one sprite. On the left side of the display is a large view of sprite number 1. You will see the cursor (the round object) in the upper left corner of this area.

Each sprite is made up of a grid of dots: 21 from top to bottom and 24 from left to right. Each dot can be turned on or off, depending on whether you want to use it in your sprite. To turn on a dot in the sprite, move the cursor to that location and press the space bar or the + key. To turn off the dot, move the cursor back to the dot and press the space bar again or press the - key. As you create your sprite, you can see a bird's-eye view of your work in the corresponding smaller sprite on the right side of your screen.

This program offers several options for enhancing your sprite. First, you can expand a sprite from right to left (along its X axis) by pressing **F2**. To expand a sprite from top to bottom (along its Y axis), press **F4**. Press either of these keys again to shrink your sprite back to its original size. (You can use these two keys to connect all eight sprites on the right side of your screen, thereby increasing your work area. Each sprite then becomes 1/8 of your finished graphic.)

To use colors in your sprite, press the **F3** key. The sprite on the left side of your screen will appear as a number of colored boxes numbered either 1, 2, or 3. (You have four colors available for your sprites, including the background color.) Each number is computer language for a different color in the sprite. For example, all boxes numbered 1 will be one color, all numbered 2 will be a different color, and all numbered 3 will be a third color. You can change the color for each number by pressing **SHIFT** and the key that corresponds to the number you want to change. (For example, to change color 1, press **SHIFT** and **1**.) Keep pressing this key until you see a color you like. (Note that **SHIFT 2** and the **F5** key will both change color number 2 in your sprite.)

To change a square from one number to another, move the cursor to that square and press the key for the number you want to appear there. For example, to change a square from 1 to 2, move the cursor to that square and press the **2** key. A 2 will appear in the square, and the color will change to the current color 2.

To erase a sprite and start over, press **F6**. To fill in the entire sprite, press **F8**. To save or load your sprites, press **F7** and follow the prompts.

NOTE: To review any of the commands in this program, press **H**, and a help display will appear on your screen.

NOTE: To learn more about using sprites in the programs you write, read the "SPRITEINFO" file on your program disk. To load this file, return to BASIC and type `LOAD"SPRITEINFO",8,1`. When the word ready appears, type `RUN` and press **RETURN**.
