

VALUEWARE

**The
Artist**



User's Manual

The Computer Artist™

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**.

The Computer Artist™ (Joystick Required)

Plug the joystick into Control Port 2. Then select **1** on the main menu. When the title screen appears, press the **SHIFT** key. The Artist's display will appear on your screen.

In the lower right corner of this display is a window called the “pen block”. This window contains different patterns that you will use to draw your picture. Next to the pen block is the program menu. Just above the menu is the color border, which contains all of the colors available in this program. In the lower left corner of your screen is the “color block”. This area contains the colors and patterns that are currently available as you draw your picture.

Getting Started

First select a background color for your picture. Use the joystick to move the cursor (the arrow on your screen) to a color in the color border. Press the fire button on the joystick, and this color will appear in the border of your screen. Now select a color to paint with, and press the fire button. Then move the cursor to the letter “p” in the word “paint” (in the bottom right corner of your screen) and press the fire button again. The color block will fill with the color you chose. (You can change your selection at any time using this procedure.)

Move the cursor to the small square at the right of the word “paint”. Press the fire button, and the solid color in the paint block will change to a pattern. Keep pressing the fire button to view all eight available patterns. You can use these patterns (bricks, checkerboards, etc.) to fill in any shapes you draw on the screen. Stop pressing the fire button when you see a pattern you like.

To create your own paint pattern, move the cursor to the color border and select a color. Then move to the paint block and position the cursor over a part of the square that will contain your chosen color. Press the fire button, and the new color will appear as a small rectangle within the paint block. Move around the window and add squares of color to your pattern. You can use up to four colors (including the background color).

There are eight patterns available to use as pens for drawing your picture. To select a pen pattern, move the cursor to the small square at the left of the word “pen” in the lower right corner of your screen. Press the fire button, and the pattern in the pen block will change. Keep pressing the fire button until you see a pattern you like. You can create your own pen pattern just as you create a paint pattern, but you cannot use different colors. (See the preceding paragraph for information on creating a pattern.)

The Menu Options

Now you can begin designing your picture using one of the menu options. Select an option by moving the cursor to it and pressing the fire button. When the menu disappears and the cursor appears on your screen, hold down the fire button and use the joystick to move the cursor to the point where you want to begin drawing. Release the fire button and use the joystick as you would a pen. Watch the window in the lower left corner of the screen (called the “zoom window”), where you will see a closeup view of the area that you are drawing. To return to the menu, press the **SHIFT** key.

Draw – Allows freehand drawing on the screen. The lines you draw will be in the color and the shape of the pen pattern you selected. If you press the space bar, a “rubberbanded” line (a flexible line from the original cursor location to the current cursor location) will appear on your screen. Release the space bar to make this line a permanent part of your design.

Line – Produces rubberbanded lines from the original cursor location to the current cursor location. Press the space bar to make this line a permanent part of your design.

Ray – Draws a number of rubberbanded lines originating from the same point. Each line stretches from the original cursor location to the current location. Press the space bar to make this line permanent. Move the cursor again to draw another line that originates at the same point as the first.

Box – Produces a rubberbanded rectangle, with one corner located at the cursor. You control the size and direction of the rectangle with the joystick. Press the space bar to incorporate the box into your design.

Hoop – Draws a rubberbanded circle on your screen. Use the joystick to control the size and direction of the circle, and then press the space bar to make it a permanent part of your design.

Fill – Allows you to fill in portions of your picture with whatever pattern or color is currently in the paint block. For example, if you have drawn a house, you can fill in the house with a brick pattern or whatever pattern or color is currently in the paint block. Just move the cursor to the shape you want to fill and press the space bar. The color and pattern in the paint block will fill the shape.

Swap – Exchanges any color in your picture for the border color. Move the cursor to a part of your picture that contains the color to be changed, and press the space bar. All areas containing the color you indicated will now contain the border color.

Undo – Erases the last addition or modification to your drawing.

Erase – Clears the screen of everything but the background color.

Disk – Allows you to save or load pictures on formatted data disks (see your computer manual for information on formatting data disks). When you select this option, a list of pictures on the disk in your disk drive will appear on your screen. (Be sure to insert your data disk in the disk drive before selecting this option.) To save a picture, move the cursor to the top of your screen and press the fire button to change the line at the top to “Save”. Then move to the line labelled “Name” and press the fire button. Type in the file name for your new picture and press **RETURN**. Your picture will be saved on your disk.

To load a picture, move the cursor to the top of the screen. Press the fire button to change the line at the top to “Load”. Then select the picture you want to load. Press the fire button and the picture will load into your computer.

Frame – Allows you to draw in a specific area of the screen while protecting the rest of your picture. For example, use this option if you want to experiment with a small portion of your picture but do not want to damage the rest of the drawing accidentally. When you select this option, you will be able to draw a box on your screen just as if you were using the “Box” option. The box will not appear on your screen, and you will see the cursor in the zoom window, showing you the area available for drawing. To return to your entire picture, select the “Frame” option again. Press **SHIFT** immediately, and you will return to the menu. Your entire picture will be available to you.

Copy – Copies a portion of your picture to another part of your screen. Move the cursor to the area you want to copy and use the joystick to create a rubberbanded box. When the box surrounds the area you want to copy, press the space bar and move the cursor to the new location for the box. Press the space bar again, and the boxed material will be copied to the new location.

Xfer (Transfer) – Transfers a portion of your picture to another page of your picture. You have two pages available for your picture. To move a boxed portion from one page to another, move the cursor to the area you want to transfer and use the joystick to create a rubberbanded box. When the box surrounds the entire area you want to transfer, press the space bar and move the

cursor to the new location for the box. Press the space bar again, and the boxed material will be transferred to the new location.

ABC – Allows you to type text on your screen. Press any alphabetic key to type a capital letter. Press **CTRL** and a key to type a lower-case letter, or press **SHIFT** and a letter to type in reversed type (white on black). Press **SHIFT** and the fire button on your joystick to exit to the program menu.

View – Allows you to view your picture without the obstruction of the menu, zoom window, or cursor. After you select this option, these three elements will disappear from your screen, leaving only your drawing. To return to the menu, press the **SHIFT** key.

Page – Select this option to move between page 1 and page 2 of your picture.

Mirror Functions (Normal, Diagonal, Corners, Up/Down, Mirror) – These functions allow you to draw in one portion of your screen while your drawing is mirrored in another. A butterfly is a mirrored drawing – you draw one wing and the computer draws the other exactly as you draw the first. Diagonal mirroring allows you to draw diagonally in opposite directions. The “Corners” option draws in four directions at once from the middle of the screen. Up and down mirroring draws toward the top and bottom of your screen simultaneously, and the “Mirror” option draws right and left simultaneously. The “Normal” option turns off all mirroring options.

Saving Your Picture

When your picture is finished, use the “Save” command on the “Disk” option to save your picture on a formatted disk (see your computer manual for information on formatting data disks). Then move on to the “Frame It!” program to print your picture.