

CLIPART DISK

CLIP ART graphics are easy to use. Do not overlook this very powerful section of the Fun Graphics Machine has to offer. Refer to pages 76 through 80 in your REFERENCE manual.

To get you going with this set of CLIP ART graphics do the following steps:

- 1) Place Fun Graphics Machine disk in drive.
Type (LOAD"*,8) press RETURN
Type (RUN) & press RETURN
- 2) On the first MENU showing,
cursor down to CLIPART and press RETURN
- 3) With the CLIPART MENU showing, press (4) to to to the Hi-Res screens. -- Next we will erase all three screens --
- 4) Hold down on the SHIFT key and the CONTROL key and press (E)
Answer YES to the ERASE screen prompt.
- 5) Press (X) to go to next Hi-Res screen (YOU HAVE 3 SCREENS)
- 6) Hold down on the SHIFT key and the CONTROL key and press (E)
Answer YES to the ERASE screen prompt.
- 7) Press (x) to go to the 3rd and last Hi-Res screen
- 8) Hold down on the SHIFT key and the CONTROL key and press (E)
Answer YES to the ERASE screen prompt.
- 9) Press RETURN key once. The CLIPART MENU should now be showing.
If you are not looking at the CLIPART MENU press RETURN again.
- 10) Press (1) To select LOAD CLIP ART FILE.
- 11) Place the CLIP ART GRAPHICS disk in the drive you will be loading from.
- 12) If you want to load a CLIPART GRAPHIC from the DIRECTORY
press RETURN without entering anything when asked for a
FILENAME.
- 13) Hold SHIFT key down until you see the filename of the graphic
you want. Press RUN/STOP key. Cursor up or down to
the FILE you want
and press RETURN.
- 14) Follow the prompts on the screen for placement.
Pressing the letter "P" will PUT the graphic on the screen
"O" will overlay it to the screen
SHIFT key and "P" will PASTE it to the screen and replace
anything under it.

NOTE* One nice thing about loading CLIPART is the ability to split screens UP/DOWN or LEFT/RIGHT before putting the graphic onto the screen.

Enjoy: Jerry



THIS IS A SAMPLE OF SOME OF THE GRAPHICS ON THE FGM CLIPART VOLUME 1 DISKS 4 SIDES CHOKE FULL OF GRAPHICS OVER 200 PD GRAPHICS



@ABCDEFGHIJKLMNopqRSTUVWxyz [C]Hc↑← !"#\$%&'
 ()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNO
 PQRSTUvwxyz **FGM BABY (100)**

THIS IS A SAMPLE OF SOME OF THE FONTS FOUND ON THE FGM FONT DISK OVER 80 FONTS TO CHOOSE FROM

^ABCDEFGHIJKLmNOPqRSTUVWxyz [E]↑^ !"#\$%&.
 ()*+,-./0123456789:;<=>? **FGM BABY (100)**

CABCDEFGHIJKLmNOPqRSTUVWxyz [E]↑+ !"#\$%&'
 ()*+,-./0123456789:;<=>? ABCDEFGHIJKLMNO
 PQRSTUvwxyz [E]↑+ !"#\$%&' K I T * G O M C N O D Z S P A E R W H J L Y
 U O , F C X V B **FGM BUBBLE**

EabcdefghijkLmNOPqRSTUVWxyz [E]↑^ !"#\$%&'
 ()*+,-./0123456789:;<=>? -ABCDEFGHIJKLMNO
 PQRSTUvwxyz **FGM BUBBLE**

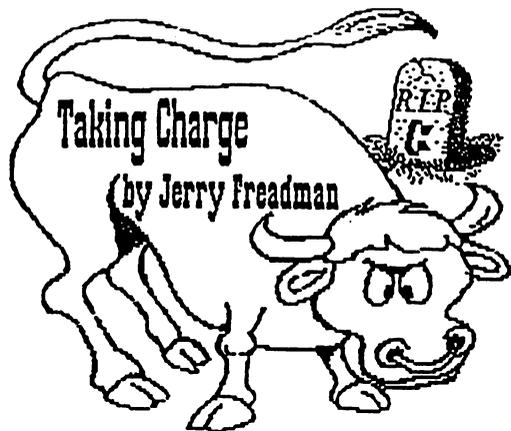
CABCDEFGHIJKLmNOPqRSTUVWxyz [E]↑+ !"#\$%&'
 ()*+,-./0123456789:;<=>? **FGM BUBBLE**

@abcde fghijk lmnopqRSTUVWxyz [E]↑+ !"#\$%&'
 ()*+,-./0123456789:;<=>? -ABCDEFGHIJKLMNO
 PQRSTUvwxyz+ **FGM BUBBLE**

@ABCDEFGHIJKLmNOPqRSTUVWxyz [C]Hc↑← !"#\$%&'
 ()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNO
 PQRSTUvwxyz **FGM BABY**

Eabcdefghijk lmnopqRSTUVWxyz [E]↑^ !"#\$%&'
 ()*+,-./0123456789:;<=>? -ABCDEFGHIJKLMNO
 PQRSTUvwxyz+ **FGM COMPUTER**

@ABCDEFGHIJKLmNOPqRSTUVWxyz [E]↑+ !"#\$%&'



I'm sick of hearing the Commodore 8 bit computer is dead. Take a look around. See any Commodore head stones? I don't. In fact just the opposite. We are now seeing some of the best products ever put out for Commodore. Yes there is a force that wants to brain wash us into thinking the 8 bit is dead. But the true matter of the fact is, there is only 1 factor that will ever kill the Commodore machine. And that factor is you, my friend, and you alone.

We are seeing products such as CMD's hard drive, RamLink, & RamDrives. REU's are getting bigger & cheaper. Hand scanners are now available.

It's time you took charge of your own destiny. The products are there. The support is there. Now it's time for you to be there. What can you do? Lots of things! The No.1 priority is to support those who have been dedicated supporters of you. Like RUN magazine, LoadStar, ReRun, User Groups. Just subscribing isn't enough. Get active in it. It doesn't matter how much or little you know. The fact is you have an opinion, voice it. These publications & groups are crying for feedback, so they know what you want. Let them know. Make suggestions, comments, ask questions. In short tell

them what you want. **TAKE CHARGE.** Stop being a couch potato. Stand up & be counted. You are the force behind the scene. You and you alone will make or break the 8 bit. There's 13 million C-64's out there. The force is there, lets see it.

When you come across an exceptional program. Let others know about it. Show it off. Write in about it. Don't keep it a secret. Share your knowledge. It all comes back to you.

A very good example would be FGM. This program "The Fun Graphics Machine" could very well be the rebirth of the 8 bit machine. This is where you come in. If you are knowledgeable of it, share that knowledge. If you aren't, request more information on it. Ask your User Group to include articles on it's use. Ask major publications to run articles on it like they do GEOS. Request disk publications to include hints, demos, fonts, graphic, clip art & templates for it. If enough people request it. It will be done. FGM is just one example. There are many other exceptional programs, and products that need the same support.

One of the biggest killers of the 8 bit is piracy. If you like and use a program. Support the author, buy it. That will insure more fine products to follow. If a programmer is starving, he's going to start flipping hamburgers eventually. Then who really loses. That's right, you and me.

Do your part. Make your presence known. Let the market know what you want and expect. A stamp, an envelope and 10 minutes can get a lot done. Speak up at User Groups. Don't be content to be led around like sheep. You'll never get what you want if no one knows what you

want. Publications are screaming for your input. You are the force my friend. Never believe different. So put the shovel away. The Commodore is alive and strong. And you can make it even stronger. Just do it. In short, grab the bull by the horns.

This article was put together with The Fun Graphics Machine v.6, by importing graphics from Print Shop, Printmaster, and MacPaint to 64 clip art. And importing GEOWRITE screens. Fonts used were Macintosh & Callaghan. Article is printed at 120 dpi, with screens linked 3 across and 3 down.

Challenge to one and all. Get active. Make the Commodore 64 & 128 all it can be.

Long Live the 8 bit...



Jerry