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The Fun Graphics Machine

Dear Registered FGM User,

Thank you for your order. I hope you enjoy and get a wealth of use from FGM. I can't begin to tell you all of the things you can do with this program; the list is about as long as one's imagination. *But what if you think that you have no imagination?* Not to fear; once you start playing around with FGM I think you'll find your imagination increasing. I've tried to make FGM "intuitive", but you might have to use FGM for a little while before "intuitive" sets in. Pull-down menus and help screens would have been nice but they gobble precious memory and I opted to use the space for more functions instead.

For **POWER USERS**, FGM will supply you with a lot of potency once you get familiar with it. Using screens created by other programs (GEOS, DOODLE!, RUNPAINT, etc.) is also a powerful way to use FGM. I used to think of that as "cheating", but the bottom line is the end result. FGM will let you import/capture screens from many other programs, pull them all together and edit them, then let you print them with more flexibility than any other program I know of.

Probably the best way to learn FGM is to just load it up, open the manual to the **Keystroke Summary**, and start experimenting. **FEAR NOTHING!** Some graphics and character sets are already present in the program when you load it so all you need do is ERASE a screen and start trying things. I have taken great pains to try and insure that you won't accidentally hurt anything; the **WORST** you can do is mess up the hi-res screen you're working on, and that is often recoverable.

The FGM CONNECTION: I much prefer programming to marketing, packaging/shipping, keeping the data base up, running a business, etc. Thus enter **Jerry Freedman** and **The FGM Connection (FGMC)**. Jerry has long been an ardent supporter and power user of FGM, and he has set up The FGMC to handle these things for me. This will allow me more time to support FGM with additional utilities, articles, and hopefully get through my mail-piles quicker. Besides FGMs, The FGMC is also distributing other FGM-related items; **clipart & font disks, keyboard overlays, templates, information**, and whatever else he receives enough requests for.

If you have any questions about using FGM please feel free to give me a call. Questions sent by mail will take a little longer to answer, especially if I've had a recent *paper-pile slide*. Including a SASE will often speed things up.

I leave you with the sincere wish that FGM provides you with a tool that helps enrich your life, computing and otherwise.

Happy FGMing Ron

P.S.: THERE IS AN SDR FILE ON THE FLIP SIDE OF THE DISK (SCREENS-1.SDR). LOAD AND RUN IT, AND FOLLOW THE PROMPTS (HAVE A FRESHLY FORMATED DISK HANDY). THE SDR WILL DISSOLVE INTO "S." SCREENS OF GRAPHICS WHICH YOU CAN USE IN FGM.

PPS: ENCLOSED IS AN ECONOMY "BEGINNER'S" FGM KEYBOARD OVERLAY WHICH JERRY IS CONTRIBUTING IN THE HOPE THAT IT WILL HELP YOU GET STARTED WITH FGM. THE OVERLAY IS FOR EITHER C64 OR C128 DEPENDING ON WHICH SIDE YOU CUT OUT. THE REGULAR FGM OVERLAY YOU CAN ORDER IS DIFFERENT; IT INCLUDES ALL OF THE KEYS USED WHILE ON THE EDITOR, AND IT COMES UNFOLDED, ON HEAVIER STOCK.

PPPS: THERE IS AN FGM SUPPORT AREA ON Q-LINK, IN THE GRAPHICS AREA. THE PATH IS:



- ✓ COMMODORE INFORMATION NETWORK
- ✓ COMPUTING SUPPORT GROUPS
- ✓ GRAPHICS
- ✓ MESSAGES AND INFORMATION
- ✓ THE FUN GRAPHICS MACHINE

THE FGM AREA IS FAIRLY NEW AT THIS TIME BUT I HOPE FOR THE LIBRARIES TO GROW WITH THINGS LIKE DEMOS, UTILITIES, TEMPLATES, KEYBOARD OVERLAYS, ARTICLES, MINOR UPDATES, ETC. YOUR INPUT AND UPLOADS ARE WELCOME AND INVITED. IF YOU ARE A Q-LINK MEMBER PLEASE LEAVE ME EMAIL (RONH8) SO I CAN LET YOU KNOW ABOUT ANY FGM CONFERENCES OR MUST-HAVE UPLOADS. IF YOU AREN'T A Q-LINK MEMBER; Q-LINK IS A COMMODORE SPECIFIC ON-LINE SERVICE JAMMED FULL WITH PROGRAMS, INFORMATION, CONFERENCES, SIGS FOR NEARLY ANYTHING, SOME IMPRESSIVE ON-LINE GAMES, AND A VARIETY OF OTHER SERVICES. Q-LINK PROVIDES YOU WITH THE TELECOMMUNICATIONS SOFTWARE SO YOU NEED KNOW LITTLE MORE ABOUT MODEMING THAN HOW TO PLUG YOUR MODEM IN. FOR INFORMATION ON SUBSCRIBING TO Q-LINK CALL 1-800-782-2278.

NOTES ON GETTING STARTED WITH FGM

FGM WILL LET YOU DO A LOT OF THINGS, AND THIS CAN OVERWHELM & FRUSTRATE BEGINNING USERS. UNLESS YOU'RE GIFTED AT IT, PLEASE DON'T TRY TO COMPREHEND EVERYTHING AT ONCE; YOU'LL LIKELY GET CONFUSED & DISCOURAGED EVEN I GET OVERWHELMED WHEN I TRY TO COMPREHEND FGM ALL AT ONCE.

YOU DON'T HAVE TO LEARN EVERYTHING AT ONCE. START WITH SOMETHING SIMPLE LIKE FASTENING A GRAPHIC TO THE SCREEN AND TYPING SOME TEXT AROUND IT. THEN EXPERIMENT AROUND WITH FGM AND LET YOUR FINGERS AND BIOCOMPUTER GET FAMILIAR WITH IT. AFTER AWHILE YOUR CONSCIOUS MIND CAN BEGIN DEALING WITH THE CREATIVE SIDE OF USING FGM INSTEAD OF THE "HOW". FGM IS PRE-LOADED WITH GRAPHICS AND CHARACTER SETS SO ALL YOU NEED DO IS ERASE A SCREEN AND START TRYING OUT THE HI-RES FUNCTIONS.

UNLIKE PROGRAMS LIKE PRINT SHOP (DESERVING MUCH RESPECT), FGM DOES NOT OFFER YOU CHOICES LIKE "CARD" OR "SIGN", THEN LEAD YOU THROUGH PROMPTS FOR THAT SELECTION. WITH FGM YOU MUST CREATE THE SCREENS YOURSELF AND THEN FIGURE OUT HOW YOU WANT TO PRINT THEM. THIS REQUIRES A LITTLE MORE IMAGINATION AND/OR THOUGHT BUT IT GIVES YOU A LOT MORE VERSATILITY.

SOME KEY POINTS

-GARBAGE (IMPORTANT): WHEN YOU FIRST LOAD FGM THE THREE HI-RES SCREENS WILL PROBABLY BE FILLED WITH GARBAGE. THIS IS NORMAL; WHEN FGM LOADS IT DOESN'T ERASE THE SCREEN AREAS IT USES. THIS ALLOWS YOU TO CAPTURE HI-RES SCREENS LEFT BEHIND BY OTHER PROGRAMS. ERASE A SCREEN BY PRESSING SH CTRL E & ANSWERING Y AT THE Y/N PROMPT. PRESS X TO GO BETWEEN SCREENS.

-PLAY THE DEMOS: THERE ARE DEMOS ON THE FLIP SIDE OF THE DISK. THE DEMOS SHOW THINGS THAT CAN BE DONE IN EACH OF THE HI-RES MODES, PLUS VARIOUS OTHER HINTS. THE DEMOS WON'T TEACH YOU ALL ABOUT HOW TO USE FGM BUT THEY WILL SHOW YOU HOW TO DO MANY THINGS. FIRST, READ ABOUT A MODE IN THE MANUAL, THEN PLAY A DEMO FOR THAT MODE AND SEE WHAT THAT MODE DOES. TO PLAY A DEMO; FIRST GO TO DEMO-ER, THEN FOLLOW THE SIMPLE INSTRUCTIONS IN THE FIRST PARAGRAPH OF PAGE 71.

-GRAPHICS: IN FGM, "GRAPHICS" USUALLY REFERS TO THE PRINT SHOP SIZE IMAGES WHICH ARE IN THE GRAPHICS BUFFERS 1-6 (THE MOVEABLE GRAPHICS). IT ALSO REFERS TO THE 2 OR 3 BLOCK IMAGES YOU LOAD INTO THE BUFFERS.

-LOADING GRAPHICS: YOU CAN LOAD PRINT SHOP OR PRINTMASTER GRAPHICS INTO FGM'S BUFFERS 1-5. PRINT SHOP GRAPHICS ARE THE MOST COMMON, AND THERE ARE TENS OF THOUSANDS OF THEM AVAILABLE IN PD LIBRARIES. FGM DEFAULTS TO SAVING GRAPHICS WITH A "g." PREFIX (WHICH YOU NEEDN'T USE). MOST PS AND PM GRAPHICS WILL NOT BEGIN WITH "g." SO YOU EITHER NEED TO TYPE IN THE FILENAME OR PRESS ; AT THE FILENAME PROMPT FOR A LISTING OF ALL FILES ON THE DISK AND SELECT FROM AMONG THEM. PS GRAPHICS ARE EITHER TWO OR THREE BLOCK IN LENGTH, AND PM GRAPHICS ARE THREE BLOCK.

-SCREENS: HI-RES SCREENS ARE ACTUALLY JUST BIG GRAPHICS. WHEN YOU FASTEN A GRAPHIC TO A SCREEN OR CAPTURE A SCREEN AREA TO A GRAPHIC BUFFER THE PIXEL DATA IS ESSENTIALLY BEING COPIED FROM ONE AREA TO THE OTHER.

-LOADING HI-RES SCREENS: FGM DEFAULTS TO SAVING SCREENS WITH AN "s." PREFIX (WHICH YOU NEEDN'T USE). MANY HI-RES SCREENS BEGIN WITH SOMETHING ELSE (IE: dd FOR DOODLE!). AS WITH GRAPHICS, EITHER TYPE IN THE FILENAME OR PRESS ; AT THE FILENAME PROMPT FOR A LISTING OF ALL FILES ON THE DISK (NOT JUST SCREENS). HI-RES SCREENS ARE USUALLY 32 BLOCKS IN LENGTH.

-SELECTIVE DIRECTORY: IF YOU KNOW THE FIRST TWO CHARACTERS IN A FILENAME (IE: dd FOR DOODLE!) THEN TYPE IN THE FIRST TWO CHARACTERS AND PRESS = FOR A LISTING OF ALL FILES THAT BEGIN WITH THOSE TWO CHARACTERS. IF THE FIRST TWO CHARACTERS ARE A CHARACTER AND A PERIOD (IE: s.) THEN JUST HITTING RETURN WILL DO THE SAME THING.

DON'T LET FGM FRUSTRATE YOU! FGM IS MUCH TOO HANDY OF A PROGRAM TO GET STUCK IN THE DRAWER! FGM IS QUITE EASY TO USE ONCE YOU GET A LITTLE BIT FAMILIAR WITH IT. MOST PROBLEMS STEM FROM MISSING OR MISUNDERSTANDING SOMETHING IN THE MANUAL. IF YOU ARE IN CONFUSION ABOUT SOMETHING THEN PLEASE CONTACT ME SO I CAN CLARIFY IT. Happy Computing - Ron

FGM 'READER' UTILITY

THE FGM READER IS A "u." UTILITY FILE WHICH I WROTE IN RESPONSE TO SOME REQUESTS. I DECIDED IT WAS USEFUL ENOUGH TO INCLUDE ON THE FGM DISK, BUT IT ISN'T COVERED IN THE MANUAL; THESE ARE THE DOCS. THE FGM READER WILL LET YOU IMPORT SCREEN FILES INTO FGM FROM A VARIETY OF SOURCES BEYOND THOSE THE MAIN PROGRAM SUPPORTS. ONCE A FILE IS LOADED YOU CAN EDIT THE SCREEN(S), OR SAVE THEM IN HI-RES (s.), DOODLE! (dd), OR COMPRESSED DOODLE (jj) FORMATS

LOADING READER: PRESS + FROM THE MAIN MENU OF ANY FGM SECTION, THEN SELECT LOAD OTHER. AT THE "u." FILENAME PROMPT ENTER "u.reader*" AND PRESS RETURN (THE FGM PROGRAM DISK MUST BE IN THE PROPER DRIVE).

THE FOLLOWING SCREEN FILES MAY BE LOADED WITH THE READER UTILITY:

HI-RES (IE: s.), DOODLE!(dd), NEWSROOM PHOTOS (ph) AND BANNERS (bn): THESE FILES CAN BE LOADED WITH READER'S #1 SELECTION, OR IN ANY OF FGM'S OTHER SECTIONS (CREATOR, DEMO-ER, CLIPART, AND PRINTER).

gg/jj: THESE ARE COMPRESSED KOALA (gg) OR COMPRESSED DOODLE! (jj) FILES. YOU CAN RECOGNIZE THESE BECAUSE THE FILENAME BEGINS WITH EITHER A 99 OR jj PREFIX. THESE FILES ARE IN ABUNDANT SUPPLY ON Q-LINK (7000+).

KOALA: THESE FILES BEGIN WITH A REVERSED . IN OTHER FGM SECTIONS YOU MUST TYPE THE FILENAME IN USING A WILDCARD (?) AS THE FIRST CHARACTER. WITH READER YOU CAN LOAD MOST KOALA FILES FROM THE DIRECTORY LISTING.

READER ALSO LOADS SCREENS CREATED BY BILLBOARD MAKER(bb), VIDCON 64(b.), PERIPHERAL VISION(s), AND PICASSO'S REVENGE(s).

USE #1 LOAD A HI-RES SCREEN TO LOAD THE ABOVE SCREEN FILES. NOTE THAT SCREENS FROM MANY PROGRAMS MAY BE LOADED AS STANDARD HI-RES SCREENS FROM THIS AND OTHER SECTIONS OF FGM. PRINT SHOP'S SCREEN MAGIC AREA IS GREAT FOR CREATING NICE TEXT AND KALIDSCOPE IMAGES FOR USE IN FGM. IF YOU'VE NEVER CHECKED OUT THE SCREEN MAGIC PART OF PRINT SHOP YOU'RE MISSING OUT ON A VERY USEFUL TOOL. RUNPRINT AND OCP ART STUDIO CAN ALSO BE LOADED. IF IN DOUBT, COME TO READER AND GIVE IT A TRY. THE WORST THAT CAN HAPPEN IS THAT IT WON'T LOOK LIKE YOU'D HOPED.

LOADING HANDYSCANNER-64 FILES

HANDYSCANNER: THIS IS A SEPARATE SELECTION (#2). IT'S OFTEN DIFFICULT TO DETERMINE A HS FILE BY THE FILENAME SO YOU KINDA HAVE TO JUST KNOW. OR TRY LOADING THE FILE AND SEE IF THE PROGRAM ACCEPTS IT. EITHER SINGLE OR FOUR-SCREEN FILES MAY BE LOADED (YOU CAN ONLY LOAD TWO OF A FOUR-SCREEN SET AT A TIME). IF THE PROGRAM DETERMINES THAT A SINGLE SCREEN IS BEING LOADED IT WILL PROMPT YOU TO SELECT SCREEN. IF A FOUR-SCREEN FILE IS BEING LOADED IT WILL ASK YOU ACR/DWN (ACROSS OR DOWN) FOLLOWED BY EITHER TOP/BOT OR L/R. DEPENDING ON HOW YOU ANSWER THE PROMPTS YOU CAN LOAD EITHER THE TOP OR BOTTOM TWO SCREENS (ACROSS), OR THE LEFT OR RIGHT TWO SCREENS (DOWN). SCREENS WILL AUTOMATICALLY BE HONED AND LINKED ACCORDING TO YOUR ANSWER TO THE ACR/DWN PROMPT. READER DOESN'T LOAD PAGEFOX FILES.

CONVERTING MULTI-COLOR (IE: KOALA) TO HI-RES: THIS IS IN THE MANUAL BUT DESERVES MENTION HERE. SINCE FGM ISN'T A COLOR PROGRAM MANY MULTI-COLOR SCREENS WILL LOOK AWFUL WHEN LOADED. THESE CAN OFTEN BE "CONVERTED" BY USING FGM'S STRIP GRAY (SH CTRL G). REVERSING THE SCREEN BEFORE USING STRIP GRAY IS SOMETIMES NECESSARY. SEE PAGE 78 IN THE MANUAL FOR MORE.

SAVING SCREENS: USE SELECTION #4 TO SAVE SCREENS IN STANDARD 32 BLOCK HI-RES, DOODLE!(dd), OR COMPRESSED DOODLE!(jj) FORMAT. PARTIAL (1-25 ROW) AND LINKED SCREEN SAVES ARE SUPPORTED IN THE ABOVE FORMATS.

SELECTIVE DIRECTORY: WORKS JUST LIKE IN FGM'S OTHER SECTIONS. IE: TO GET A LISTING OF ALL jj FILES ENTER jj AT THE FILENAME PROMPT AND PRESS =.

ALTHOUGH READER IS A UTILITY, IT IS SIMILAR TO FGM'S OTHER SECTIONS IN APPEARANCE AND OPERATION. FGM'S FULL HI-RES EDITOR IS AVAILABLE WITH THE EXCEPTION OF PIXEL EDIT (THE RED CURSOR WILL APPEAR BUT THAT'S ALL).

Happy Computing - Ron

NOTES ON THE STAR NX-1000C PRINTER

The STAR NX-1000C has two modes of operation; COMMODORE and ASCII. In COMMODORE mode the printer will emulate a COMMODORE 7-pin printer, along with its terrible 60 dpi graphics capability.

In ASCII mode, which could also be called EPSON mode, the NX-1000 has graphics capability far superior to COMMODORE mode. With most graphics based programs (ie: FGM, PRINTSHOP, GEOS, etc.) you should use the NX-1000C in its ASCII (EPSON) mode. Refer to page 93 in your manual; in ASCII/EPSON mode you'll be able to use densities of 60, 80, 120, and 240 dpi. In COMMODORE mode only 60 dpi is available.

The NX-1000C has a DIP switch which allows switching between COMMODORE and ASCII modes (position five off for ASCII/EPSON mode). You may or may not have to change this switch to ASCII mode; the NX-1000C will often handle 8-pin (re: EPSON) graphics properly regardless of the switch setting. Reports I have are that the FGM NX-1000C driver will work properly regardless of the mode the printer is in.

When you go to SELECT PRINTER (pg 100), select #1 8 PIN PRINTERS, then select the NX-1000C printer. Most of the prompts that follow (pg 102) will be correct for the NX-1000C so you can just press RETURN to select them. There is one exception; for the SECONDARY ADDRESS prompt you should probably enter 0 (zero).