

THE GRAPHIC DESIGNER™

DISK-BASED ETCH-A-SKETCH
FOR THE COMMODORE 64™

BY BASCOM CONSULTANTS, INC.

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LOADING INSTRUCTIONS

Insert the disk into the drive. When the computer indicates READY, enter the following to initialize the disk drive:

OPEN 15,8,15,"IØ" and press RETURN
CLOSE 15 and press RETURN.

To load The Graphic Designer, enter the following:

LOAD"Ø:*",8 and press RETURN
RUN and press RETURN.

THE GRAPHIC DESIGNER

WELCOME TO THE GRAPHIC DESIGNER

Graphic Designer is a sophisticated High Resolution graphics editor which allows you to create Hi-Res Pictures which may be saved on a diskette for later inclusion in your own programs. Graphic Designer has four modes of operation; Master, Area, Paint and Text. Each Mode has numerous powerful functions such as Expand, Rotate, Shift, Fill and many more. Graphic Designer also has an Automatic Line Generator, Circle Generator, and Rapid-fire Duplicator.

Graphic Designer produces a full-page (8"x11") on your 1525 printer, so you can easily make detailed graphic layouts or designs for inclusion in reports, newsletters, cards, etc.

Graphic Designer provides you with ease of operation through the use of a HELP screen and full use of the Commodore Color Keys and Function Keys.

Graphic Designer is fun to use yet sophisticated enough to design your own pictures and screen formats. It is supplied on diskette with a comprehensive manual. Joystick required.

MASTER MODE

In MASTER Mode the functions act on the entire picture.

<u>KEYS</u>	<u>FUNCTION</u>	<u>DESCRIPTION</u>
C	CLEAR	Clears the foreground design from the entire picture but does not reset background areas.
+-	STEP BG	Steps up (+) and down (-) through the different background colors.
F2/F4	STEP FG	Steps up (F2) and down (F4) through the different foreground colors (Remember: you can choose any FG color directly by using the Commodore Color Keys).
S	SAVE	Saves the current picture on a diskette. Enter a name of the picture.
O	LOAD	Loads a previously saved picture from a diskette. Enter the name of the picture.
H	LOD CHR	Loads a pre-defined user character set from a diskette. Enter the name of the character set.
P/G	PRT OUT	Prints out the current picture on your Commodore 1525 printer. (P) Prints out a small copy (appr. 3.5" x 5") (G) Prints out a giant copy (appr. 7" X 10") Note: A small printout takes about 3 minutes. A giant printout takes about 15 minutes.

AREA MODE

In area mode, the functions act on a rectangular area of the picture, which you control with the joystick. You will see a box on the picture which you can move with the joystick. Press the FIRE button and now you can expand or shrink the size of the box. Press FIRE again and you can move the box again, etc. When the box outlines the area of the picture that you want, press F3. Now press any function key (see below) to affect that area. Press F3 again to move to another area, etc.

<u>KEYS</u>	<u>FUNCTION</u>	<u>DESCRIPTION</u>
C	CLEAR	Clears the AREA.
+ -	STEP BG	Steps up (+) and down (-) through the background colors in the AREA.
F2/F4	STEP FG	Steps up (F2) and down (F4) through the foreground colors in the AREA. (Remember: you can use the Commodore Color Keys to set any color directly).
F5	DUP	Duplicate an AREA. You will have a second box, which starts out merged on top of the first box. Use the joystick to move the 2nd box to the desired location and press FIRE to duplicate. Move again and FIRE again, etc. Press F5 again to stop duplicating and return to AREA MODE.
F7	CIRCLE	Draws a solid circle as large as possible in the center of the AREA.
F6	SHIFT	Shifts the AREA. Use the joystick to move the AREA. Press F6 again to return to AREA Mode.
Ⓢ	ROTATE	Rotates the AREA 90 degrees. (Note: it will only rotate an equal number of points across and down, and not necessarily the entire AREA).
*	REVERSE	Reverse the background and foreground in the AREA.
X	EXPAND	Expands the AREA to twice its width and height.
UDRL	FILL	Fills in a shape in the area from the edge. Choose which edge: UP (U), DOWN (D), RIGHT (R), LEFT (L).
S	SAVE	Saves the AREA on a diskette. Enter a name.
O	LOAD	Loads a previously saved AREA from a diskette. Enter the name given when the AREA was saved.
F8	BLOW-UP	Displays a giant blow-up of the AREA (or part) on the whole screen. Use the joystick to move the blow-up AREA. Press F3 to get a target. Now use the joystick to move the target and press FIRE to flip on or off. Press F3 again to move the blow-up AREA, etc. Press F8 again to return to AREA Mode.

PAINT MODE

In PAINT Mode, you have a target which you can move with the joystick. Press FIRE to begin painting. Press FIRE again to get the target back and move to a new spot to PAINT. The functions in PAINT Mode control the Painting.

<u>KEYS</u>	<u>FUNCTION</u>	<u>DESCRIPTION</u>
F2/F4	STEP FG	Steps up (F2) and down (F4) through the PAINT colors. (Remember: you can use the Commodore Color Keys to set any PAINT color directly).
F5/F7	BRUSH	Increase (F5) or decrease (F7) the width of the PAINT stroke.
F8	SPEED	Steps through the 3 Painting speeds.
F3	LINE	Automatic line drawing. You will have two targets at your current position. Use the joystick to move the 2nd target and press FIRE to make a line connecting the two targets. Move the 2nd target again and press FIRE again, etc. Press F3 again to return to PAINT mode.
F6	TARGET	Changes target color from black to white for working on a dark background. Press F6 again to reset target color to black.
F	FILL-IN	Fills in a shape. Position the target inside a closed shape and press F. You may use the side of the screen as an edge. Press RETURN to abort the function. (NOTE: Large shapes may require 2 FILL-IN's and may take a few extra seconds. Be patient. For best results on large shapes, position the target in the lower left section of the shape.)

TEXT MODE

In TEXT Mode you can add TEXT to your picture using any of the Commodore Text Keys (i.e. CRSR, DEL/INST, REV ON, REV OFF, COLOR KEYS, etc.) Plus some extra functions.

<u>KEYS</u>	<u>FUNCTION</u>	<u>DESCRIPTION</u>
F2/F4	STEP FG	Steps up (F2) and down (F4) through the TEXT colors.
F3	CHR SET	Steps through character sets (123). You will note that your cursor has a 1, 2, or 3 on it. 1 is Commodore Upper Case/Graphics character set. 2 is Commodore Upper/Lower Case character set. 3 is your own character set, if you loaded one in MASTER Mode.
F5	ACCR/DN	Changes the direction of TEXT from across to down. Press F5 again to reset to across.
F7	SIZE	Changes to expanded TEXT. Press F7 again to reset to normal size TEXT.

USING A GRAPHIC DESIGNER PICTURE IN YOUR PROGRAM

Using a Graphic Designer picture in your own BASIC or Machine Language Program is a snap. First LOAD the Picture either by entering LOAD "Picture name",8,1 and press RETURN, or by incorporating a loading routine in your program or by simply saving the Picture with your Program so that they will be loaded together.

In a BASIC Program you must first set the top of BASIC to \$3FFF (16383 decimal) so that your Program variables will not overrun the Picture. Then you must include a SYS 23296 to set up the Color Map. Now just use SYS 23440 to turn the Picture on and SYS 23474 to turn it off.

The following sample BASIC Program, included on your diskette, shows how it is done.

First LOAD your Picture by entering:
LOAD "Picture name", 8,1
Press RETURN

Then enter:
LOAD "SAMPLE BASIC", 8
Press RETURN

Now type RUN and Press RETURN
Any key will turn the Picture on or off.
Press RUN/STOP to end.

Here is the Program:

```
10 POKE 51,255:POKE 52,63:POKE 55,255:POKE 56,63:CLR  
    REM SET TOP OF BASIC  
20 SYS 23296:          REM SET UP COLOR MAP  
30 SYS 23440:         REM TURN PICTURE ON  
40 GET Z$:IF Z$="" THEN 40:  REM WAIT FOR ANY KEY  
50 SYS 23474:         REM TURN PICTURE OFF  
60 GET Z$:IF Z$="" THEN 60:  REM WAIT FOR ANY KEY  
70 GOTO 30
```

ADDITIONAL NOTES

- 1) The HELP screen has been included on your Graphic Designer diskette so that you may print out copies for your convenience. Just load HELP as any Picture.
- 2) In the sub-modes DUP, SHIFT, BLOW-UP and LINE, the HELP screen is unavailable. To exit the sub-mode you must press the same function key again.
- 3) Sometimes you may be surprised by the appearance of different colors on your Picture. This is because you forgot which BG (background) or FG (foreground) colors were previously set. Use AREA Mode to adjust the colors.
- 4) Each single box of the Picture (8 x 8 dots on the screen) may only have 2 colors (i.e. BG and FG). If you attempt to introduce a third color, you will change the previous FG. For example, if you PAINT in green into a box that has BG=white and FG-blue, the blue in that box will change to green.
- 5) Keep track of BG and FG. For example, if you try to CLEAR a blue AREA and nothing happens, it is because the blue was BG and CLEAR clears the FG.
Or if you attempt a CIRCLE in a red AREA and nothing happens, it is because the red was FG and the circle is drawn in FG. Many other similar situations can occur.



Blue Sky Software

26 Springdale Road
Cherry Hill, NJ 08003