

INSTRUCTIONS FOR THE GRAFIX TABLET SIMULATOR

THE OBJECT OF THIS PROGRAM IS TO ENABLE THE USER TO CREATE, ANIMATE, MODIFY, AND SAVE THEIR OWN DRAWINGS. THE ENTIRE PROGRAM IS MENU DRIVEN SO ALL THE USER HAS TO DO IS MOVE THE CURSOR WITH THE JOYSTICK OVER TO THE SELECTION YOU DESIRE AND PRESS THE TRIGGER TO SELECT IT! THE PROGRAM BEGINS BY ASKING YOU TO NUMBER YOUR DRAWINGS. THIS IS ACCOMPLISHED BY ENTERING A NUMBER 1 TO 10. THESE VALUES ARE THEN USED TO LABEL YOUR DRAWING

YOU WILL BE ASKED QUESTIONS WHEN YOU MAKE A MENU SELECTION, ANSWER THESE QUESTIONS ON EITHER YOUR VIPER KEYBOARD, OR KEYPAD.

THE FOLLOWING IS A LIST OF FEATURES :

TO ERASE WHILE DRAWING TURN KN(1) COUNTERCLOCKWISE, TO CONTINUE DRAWING TURN KN(1) CLOCKWISE

TO CHANGE COLORS SIMPLY DIP THE CURSOR INTO ONE OF THE 3 COLOR BARS AT THE TOP OF THE SCREEN, THE CURSOR WILL THEN DRAW IN THAT COLOR.

TO CHANGE THE COLORS IN THE BARS MOVE THE CURSOR TO THE NUCOLOR SELECTION AND PRESS TR(1).

TO STORE YOUR DRAWING IN MEMORY YOU MUST MOVE THE CURSOR, FIRST TO GRID, THEN TO SNAP. WHEN YOU ARE IN GRID MODE BE CAREFUL MEASURING YOUR DRAWING, ALSO ADD AN EXTRA 2, OR 3 TO YOUR WIDTH, AND HEIGHT TO INSURE THAT YOU HAVE A CLEAN BORDER AROUND YOUR PICTURE. IF YOU DONT YOUR PICTURE WILL BLEED ACROSS THE SCREEN WHEN YOU MOVE IT WITH THE JOYSTICK!.

ONCE THE IMAGE HAS BEEN SNAPPED YOU MAY SHOW THE IMAGE BY MOVING THE CURSOR TO THE SHOW SELECTION AND PRESSING TR(1)

AFTER HAVING SNAPPED YOUR DRAWING YOU CAN MOVE IT AROUND ON THE SCREEN BY MOVING THE CURSOR TO THE JOYSTICK SELECTION AND PRESSING TR(1)

TO ESCAPE FROM ANIMATE MODE PRESS THE GO KEY ON THE KEYPAD

TO LINK YOUR PICTURE FRAMES TOGETHER ADD THIS TO THE BEGINNING OF LINE 25000. F OR F=1000 TO 10000 STEP 1000;

AND ALSO ADD THIS LINE NO. 25018 NEXT F

TO SAVE YOUR PICTURE FRAMES ON TAPE ENTER THE FOLLOWING:

PUT@(FB1000),500

TO RETURN THE PICTURE FRAMES FROM TAPE BACK TO MEMORY ENTER:

GET@(FB1000)

THE PICTURE FRAMES ARE MADE UP OF MEMORY CELLS, AND THE AMOUNT OF PICTURES YOU CAN DRAW DEPEND ON THE AMOUNT MEMORY THAT YOU HAVE. THIS PROGRAM IS SET UP TO HAVE 10 FRAMES BUT DEPENDING ON HOW LARGE YOUR INDIVIDUAL PICTURE FRAMES ARE YOU MAY ONLY BE ABLE TO DRAW 3, OR 4 PICTURES. IF MORE MEMORY IS ADDED TO YOUR VIPER YOU COULD DRAW AND SAVE MORE OF YOUR PICTURES. THE PROGRAM AS IT IS WRITTEN NOW GIVES YOU APPROXIMATELY 1000, STRING LOCATIONS TO STORE ANY PARTICULAR FRAME IMAGE, IF YOUR PICTURE FRAME IS BIGGER THAN 1000 THEN IT WILL AUTOMATICALLY RUN INTO THE NEXT FRAMES STARTING ADDRESS. THIS IS ALRIGHT IF YOU ARE AWARE OF IT BUT YOU SHOULD NOT USE THE NEXT CONSECUTIVE FRAME NO. FOR YOUR NEXT DRAWING. EX. FRAME NO. 3 IS MORE THAN 1000 STRING LOCATIONS, THEREFOR SKIP USING FRAME NO. 4 FOR YOUR NEXT FRAME NO. AND INSTEAD USE FRAME NO 5. THIS WILL GIVE YOU 2000 STRING LOCATIONS FOR FRAME NO.3

WITH EXTENDED BASIC LOADED INTO THE VIPER RAM, AND THIS PROGRAM YOU WILL HAVE APPROX. 4K OF FREE MEMORY TO DRAW IN. TO GIVE YOU AN IDEA OF HOW MUCH MEMORY THAT IS THE ENTIRE SCREEN DISPLAY IS EQUAL TO 4K.

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