















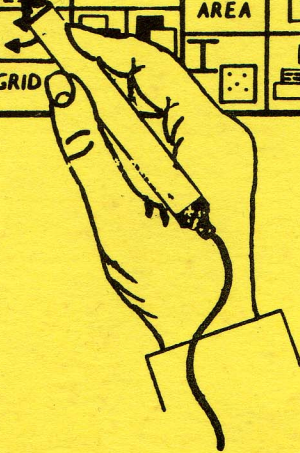


GRAFPAD 2

ART

for the AMSTRAD

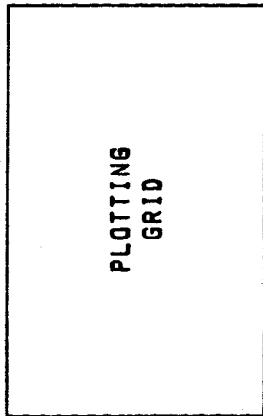
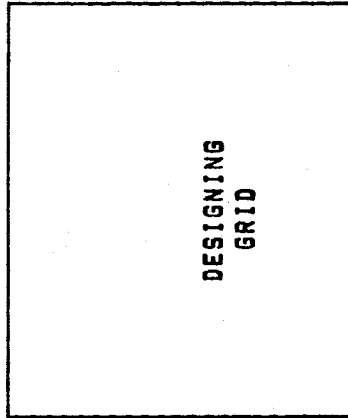
													
C1	C2	C3	C4			/	△	S					
							○	◊	D				
							□	▭	◡				
													
								YES	NO				
							OFF	+					
					TEXT	/	\	A	A	BOLO TEXT	TAIL	PAD AREA	L/S
						0°	90°	180°	270°				
					^G C ₀ L	0	1	2	3	GRID			



(MICRO-DRAW)

ICON DESIGNER SCREEN LAYOUT

ICON
DISPLAY
GRID



STORAGE
FILE

INTRODUCTION

To load the drawing program:-

1. Insert the cassette, or disc side 1.
2. RUN "AINTRO"

Wait for the program to load.
The title page now appears.

SELECTING A FUNCTION.

Hold the pen in an upright position, then move the pen across the PAD and position the cursor in the menu to select required function. Press the BOTTOM button. Bring the PEN back to the drawing area to commence drawing etc..

When "POINT to a box" is referred to, the pen must be held upright and remain in contact with the pad until the BOTTOM button has been pressed.

ABOUT THE PROGRAM.

FREEHAND DRAW



1. Point to the icon and press BOTTOM button.
2. Select line thickness and press BOTTOM button.
3. Move PEN until the cursor is in the desired position, press BOTTOM button.
4. Commence drawing.
5. To stop the function press BOTTOM button.
6. To switch off point to OFF box and press BOTTOM button.

SPRAY



1. Point to the icon and press BOTTOM button.
2. Select type of spray, press BOTTOM button.
3. Move PEN until cursor is in the desired position, press BOTTOM button.
4. Commence spraying.
5. To stop the function press BOTTOM button.
6. To switch off point to OFF box and press BOTTOM button.

SWAP COLOURS



1. Select icon and press BOTTOM button.
2. Select colour to be swapped (C1 - C4) and press BOTTOM button.
3. Move cursor into drawing area and press BOTTOM button, until desired colour is reached.
- 4a. For normal colours go to the YES box, press BOTTOM button.
- 4b. To finish go to the OFF box, press BOTTOM button.

SOLID LINE



1. Point to the icon and press BOTTOM button.
2. Select line thickness and press BOTTOM button.
3. Move the PEN until the cursor is in the desired position and press BOTTOM button.
4. Position the cursor for the end of the line and press the BOTTOM button.
5. Repeat step 4 as many times as required.
6. To change line thickness go to OFF box and press

BOTTOM button.

7. To finish the function go to OFF box and press BOTTOM button, again.

TRIANGLE



1. Select icon from menu and press BOTTOM button.
2. Position cursor for the first point of the triangle and press BOTTOM button.
3. When the length of the first side is correct press BOTTOM button.
4. Position final point as required.
5. Press the BOTTOM button
6. To finish the function go to OFF box and press BOTTOM button.

S

Solid triangles, circles, squares and rectangles are obtained using this icon with the selected function. Select as before from the menu pressing BOTTOM button, and switch off by going back to the icon on the menu and pressing BOTTOM button again.

CIRCLE



1. Select icon from menu and press BOTTOM button.
2. Position cursor for the centre of the circle and press BOTTOM button.
3. Move the PEN on the PAD to obtain required radius, press BOTTOM button.

4. To finish the function go to the OFF box and press BOTTOM button

ELLIPSE



1. Select icon from menu and press BOTTOM button.
2. Position cursor for centre of ellipse and press BOTTOM button.
3. Move cursor above and to the right of first point until desired size is reached, press BOTTOM button.
4. To finish go to the OFF box and press BOTTOM button.



Select this icon with the circle function to give a dotted outline, pressing BOTTOM button. Point to the icon again, and press BOTTOM button to switch off the function

SQUARE



1. Select icon from menu and press BOTTOM button.
2. Position cursor for the first point and press BOTTOM button.
3. Move the PEN on the PAD for the required size and position, press BOTTOM button.
4. To finish go to the OFF box and press BOTTOM button.

RECTANGLE



The rectangle is obtained in the same way as the square.

POLYGONS



1. Select icon from menu and press BOTTOM button.
2. Select number of sides required, press BOTTOM button.
3. Position cursor for centre of polygon, press BOTTOM button.
4. Move pen until required radius is reached, press BOTTOM button.
5. Colour may be changed now by selecting from C1-C4 and pressing BOTTOM button.
6. Move polygon into required position and press BOTTOM button. (Polygons may be moved around the screen and fixed by pressing BOTTOM button).
7. To reselect alternative sizes point to the OFF box and press BOTTOM button, repeat steps 2 to 6 as required.
8. To finish the function point to the OFF box and press BOTTOM button twice.

ERASER



1. Select icon from menu press, BOTTOM button.
2. Select colour to be erased (C1-C4) press BOTTOM button.
3. Select eraser size and press BOTTOM button.
4. Move to the area to be erased, press BOTTOM

- button.
5. To stop and start the function, press BOTTOM button.
 6. To finish the function go to the OFF box, press BOTTOM button

ICON PRINTER



1. Select icon from menu and press BOTTOM button.
2. Select character from storage file and press BOTTOM button.
3. To print place character where required on the screen and press BOTTOM button.
4. Selecting page switches between character menus 1 and 2, pressing BOTTOM button each time.
5. To finish go to the OFF box, press BOTTOM button.

Printing your own characters:-

1. Insert tape or disc containing your icons.
2. Select "ICON PRINTER" from pad menu, press BOTTOM button.
3. Select LOAD AND SAVE from pad menu, press BOTTOM button.
4. Type in name of icon file, press <ENTER>.
5. When loading completed select "ICON PRINTER" from pad menu, press BOTTOM button.
6. To finish go to the OFF box, press BOTTOM button

GRAPHICS WINDOW



1. Select icon and press BOTTOM button.
2. Fix point for the bottom left hand corner, press BOTTOM button.

3. Move PEN on the PAD above and to the right to form required window size, press BOTTOM button.
4. To switch off function return to menu and select graphics window.
5. Press BOTTOM button

CLEAR SCREEN



1. Select icon and press BOTTOM button.
- 2a. To CLEAR screen point to YES box and press BOTTOM button.
- 2b. To ABORT point to NO box and press BOTTOM button

OFF

When the OFF box is referred to in the other functions use this icon.

FULL CURSOR



Select this icon if a FULL cursor is preferred when using the drawing features.

HORIZONTAL AND VERTICAL LINES.



1. Select icon from the menu, press BOTTOM button.
2. Select line thickness, press BOTTOM button.
3. Fix first point, press BOTTOM button.
4. Plot as required pressing BOTTOM button each time to fix.
5. To finish point to the OFF box, press BOTTOM button

TEXT



1. Select type of text to be printed, press BOTTOM button.
2. Type in text, in upper or lower case letters, press large <ENTER>.
3. Select colour (C1-C4), press BOTTOM button
4. Text may be moved around the screen by moving the pen across the pad.
5. The angle can be altered by using the UP and DOWN cursor keys.
6. When you are satisfied with the position and angle of text, press BOTTOM button.

NOTE:

To switch off italics point to TEXT box and press BOTTOM button.



When TAIL mode is selected choosing C1-C4 only changes TAIL colour, to change TEXT colour go to TAIL box, press BOTTOM button. Reselect colour, then TAIL.

FILL





Select icon from menu, press BOTTOM button.

Solid Fill

1. Choose background colour, e.g. red, press BOTTOM button. 
2. Choose foreground colour, e.g. red, press BOTTOM button. 
3. Place cursor in shape to be filled and press BOTTOM button.

Pattern Fill

Examples:-

1. Select pattern from pattern selection, press BOTTOM button.
2. Choose background colour, e.g. red, press BOTTOM button. 
3. Choose foreground colour, e.g. yellow, press BOTTOM button. 
4. Move cursor into shape to be filled and press BOTTOM button.

(X AXIS)



1. Select icon and press BOTTOM button.
2. Choose pattern and press BOTTOM button.
3. Move cursor into shape to be filled and press BOTTOM button.

90°

Select this function to turn the pattern through 90°.

180°

As 90° but turns the pattern through 180°.

270°

As 90° but turns the pattern through 270°.

Extra Feature.

To stop the fill in progress at any time press <ESCAPE> once. You can now change pattern, colour, or both or move to a new location and resume filling.

GRAPHICS COLOUR

GCOL

Select icon from the menu, press BOTTOM button. Choose 1, 2 or 3, and use with any of the drawing functions, for a variety of pattern effects. To switch off the function point to GCOL or 0 and press BOTTOM button.

GRID

1. Select from menu, press BOTTOM button.
2. Choose grid size from screen selection, press BOTTOM button.
3. Select function, e.g. spray etc., press BOTTOM button.
4. To switch off, point to GRID on pad, press BOTTOM button, move block on screen to OFF and press BOTTOM button.

CURSOR OFF (Removes cursor from the screen)

1. Select from menu, press BOTTOM button.
2. Repeat the operation to switch off the function.

PAD AREA (Allows maximum area for tracing)

1. Select from menu, press BOTTOM button.
2. Select CURSOR OFF to switch off the function and press BOTTOM button.

SAVING and LOADING.

L/S



1. Select icon and press BOTTOM button.
2. Select L (LOAD), or S (SAVE), for the option required, or E to EXIT.
3. Type in the name of the picture, in ten letters or less, and press <ENTER>.
4. Insert picture tape or disc. (for tape version only follow instructions on the screen)

ICON GENERATOR



Tape users only, reset machine <CTRL><SHIFT><ESC> load in side 2 of tape.

Disc users point to icon on the pad menu.

To use resident characters, for disc or tape.

1. Move cursor into files at the bottom of the screen select icon and press BOTTOM button.

Designing Characters.

1. Place cursor in designing grid and move PEN on the PAD to move cursor.
2. Press BOTTOM button each time to plot or delete (red plots, white deletes).
- 3a. Once the character has been satisfactorily designed place cursor in icon display grid and press BOTTOM button.
- 3b. To store, drag character to storage file and press BOTTOM button.

Plotting Grid

Once a character has been created on the designing grid drag it to the plotting grid to make larger

characters. (e.g. the chip or the dart) They must then be stored as individual characters in the storage file as shown on page 1 of the manual.

Icon Generator features



This will inverse the character on the designing grid.



This will give a mirror image on the X axis.



This will give a mirror image on the Y axis.



This turns the character plotted through 90°



This turns the character plotted through 180°



This turns the character plotted through 270°



Place cursor over arrow and press **BOTTOM** button to clear plotting grid.



Place cursor over arrow and press **BOTTOM** button to clear designing grid.

SAVING



1. Select icon from the screen menu, press BOTTOM button.
2. Insert tape or disc.
3. Select L (LOAD), S (SAVE), or E (EXIT), for the option required, press <ENTER>.
4. Type in the name of the icon file, in eleven letters or less, press <ENTER>.
5. Follow instructions on the screen

PRINTER ROUTINE (To print picture displayed on screen).



N.B. The following routine is for EPSON MX or FX or compatible printers.

1. Select icon from menu, press BOTTOM button.
2. Switch on the printer.
3. Press <SPACE BAR> to print picture.

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