CHERRY PAINT INSTRUCTIONS

CHERRY PAINT is a superb drawing package for any Amstrad 464/664/6128 computer. The program offers a whole host of standard features and many new functions and commands that are normally only found on art packages for 16 bit computers. CHERRY PAINT is fully compatible with the keyboard, joystick or any AMX compatible mouse. Icons, windows and pull down menus are used extensively throughout the program all of which ensure that CHERRY PAINT is both easy to use and straight forward to access all of the many features and combinations of functions.

LOADING

To load CHERRY PAINT into your computer, place the disc into the disc drive and type in ... RUN "CHERRY" (ENTER). When the program has loaded, you will be presented with a screen display similar to figure 1.

As you can see, the main working area takes up the majority of the screen, whilst around the border of the display various options, patterns etc can be seen.
You will see the cursor (at the moment a pencil) at the left hand edge of the screen. It can be moved around the screen by using the cursor keys. Note that if the cursor moves out of the working area, it changes into a pointer.

Position the cursor in the middle of the working screen and move it around whilst pressing the space bar. As you can see, wherever the cursor moves, a trail will be left. If you look at the group of 10 function icons to the left of the display, you will notice that the pencil icon is inverted. This shows that the drawing function is currently selected.

Now, move the cursor onto the paintbrush icon and press the spacebar, notice that the paintbrush icon inverts, then move the cursor down onto one of the pattern icons and press the spacebar. The pattern selected box positioned to the left of the patterns will display the currently selected pattern. Move the cursor onto the working area and move it around whilst pressing the spacebar. Notice that the cursor has now changed to a solid square. Move the cursor onto the large circle in the cluster of size icons and press the spacebar. The circle will invert showing that it has been selected. Move the cursor back onto the working screen and start painting.

The above demonstration should give you the basic ideas behind controlling the cursor and selecting the icons. Some of the more advanced features are detailed below. Please feel free to experiment with the program at any time.

THE REST OF THE FUNCTION ICONS

THE SPRAYCAN

By selecting the spraycan and then a pattern, you can create a spraycan effect on the working screen. The best way to see it in action is really to experiment. This function is similar to the paintbrush function. the spraycan will only spray in one size and the size icons do not apply to this function.

THE RUBBER

This is a very straight forward and necessary feature. It simply allows you to erase unwanted areas of the display. A similar effect can be achieved by selecting the paintbrush and the white pattern.

THE HAND

The working area visible on the display is only a window on the whole screen. By selecting this icon and moving onto the working area, by moving the cursor with the spacebar pressed, the rest of the working area can be revealed. The size of the total working display is 640 x 200 pixels (the size of a standard mode 2 screen).

THE 'A' ICON

This allows text to be added to your pictures. To add text, the following proceedure must be followed:- Select the text icon, then move the cursor over the word "FONT" at the top of the screen and keep the spacebar pressed. A menu should then appear containing a single option, "AMSTRAD". Move the cursor over this option, and release the spacebar when the word "AMSTRAD" inverts. Move the cursor onto the working screen and press the spacebar once when you have reached the position where you want the text to appear, then start typing in your text. There are two other options that are connected with the text icon. The size option allows you to choose from four different sizes of text. Finally the style option allows a possible 16 different text styles to be printed. When a style has been selected, a tick will appear next to this selection when the style menu is next accessed. To cancel a particular style, simply reselect that style.

THE LINE

This option allows a line to be drawn between two points. The thickness of the line depends on which of the line sizes has been selected. The line will be drawn in the selected pattern. To draw a single black line, select the line icon, followed by the single line thickness, followed by the solid black pattern. Position the cursor on the working screen and press the spacebar. Keeping the spacebar pressed, move the cursor around the screen and release the spacebar when you want to finalise the positioning of the line.

THE EMPTY BOX

This function allows an outline box to be drawn. It operates in much the same way as line function. The thickness of the lines is determined by the currently selected size, whilst the lines pattern is selected by the pattern icons.

THE FILLED BOX

This is similar in concept to the empty box, the only two differences being that the outline of the box is black with the pattern icon determining what pattern the box is to be filled with. If the thickness selector is on the top dotted line, then no outline will be drawn.

THE DOTTED BOX

This final function icon is capable of performing a multitude of tasks when used in conjunction with the edit menu. Move the cursor over the word EDIT at the top of the screen and press the spacebar to reveal the menu. As you can see, it is possible to cut, copy, paste, invert, delete and mirror areas of the screen in both the vertical and horizontal axis. In its basic form, it allows areas of the screen to be moved from one part of the display to another. To do this, please perform the following:-

1. Select the dotted box icon. (It will invert once selected)
2. Move the cursor near to the area of the screen to be moved.
3. Keeping the spacebar pressed, position the cursor so that a box outlines the area to be moved and release the spacebar.
4. Press down the spacebar again, and the contents of the box will disappear.
5. Move the box into its new position on the screen.
6. Release the spacebar and move the cursor away from the box.
7. Press the spacebar to fix the new position.

CUT & PASTE

Cutting and pasting is a technique for taking an area of the screen and copying it into as many other areas as you wish. To do this, perform the following:-

1. Select an area of the screen as described above.
2. Select the cut option from the edit menu. (the area will then disappear).
3. Select paste from the same menu.
4. Whenever the spacebar is pressed from then on, the selected area will be moved by the cursor.

COPY & PASTE

This is virtually the same as cut & paste. The only difference being that the original area stays complete.

INVERTING

To invert an area, select the area to be inverted, then select the invert option on the edit menu. Move the cursor out of the area and depress the spacebar once to fix.

DELETING

This simply erases the selected area.

MIRRORING

Both of the two mirror options work in the same way as the invert option.

THE FILE MENU

This is probably the most straight forward and useful of the menus. the load, save and delete options do exactly what you would expect them to do! Once selected, a file name is requested. An extension to the filename of "C-P" is automatically assumed. To abandon the load/save/delete, simply move the cursor onto the square box at the top-left of the "Picture's Name" box and hit the spacebar.
The directory will display any files on the disc that have a "C-P" extension. To remove the directory display, move the cursor onto the square box to the right of the word "Directory" and hit the spacebar.
Drive A/Drive B allow you to load/save files onto drive B if attached.
New page clears the entire page. The page is filled with currently selected pattern, so to leave it totally blank, the white pattern must first be selected. Print picture dumps the page onto a connected printer.
Format will format a disc to data format in the default drive. Please use with care.

SPECIAL

This is the last but not least menu in the program. The first of the three options allows you to view the whole page in one go. The page is shrunk but should give an adequate outline of how the page is laid out.
Undo will try to remove the last item that was placed on the display.
Zoom allows you to work in pixel detail. Move the cursor over the area to be enlarged and press space. A box will display itself with an enlarged view of the area. By moving the cursor around the screen with space pressed, the enlarged area can be moved about. Pixels can be plotted/unplotted by moving the cursor into the big box and using the spacebar to plot/unplot. To escape from this option, move the cursor into the square box to the left of "Zoom" and press the spacebar.

CONFIGURING CHERRY PAINT

When first loaded, CHERRY PAINT is configured to work with the keyboard and printout files on a DMP 2000 or Epson compatible printer. By running the configuration program and following the on screen prompts, a joystick or mouse can be selected as well as a variety of different printers and different sized printer dumps.
To use the configuration program, reset your computer and type:-
                RUN "CONFIG" (ENTER)
the on screen instructions should guide you through the program. Please ensure that the CHERRY PAINT is write enabled when using the configuration program.

THE DEMONSTRATION PICTURES

On the disc are 3 demonstration pictures called cat, house and advert. Please load them into CHERRY PAINT using the file menu and peruse them at your leisure.

Any pictures that you have saved onto disc can be loaded back into your computer by typing in the following:-
                LOAD "NAME.C-P",&C000(where name is the files name)
The screen mode should be set to mode 2 with ink 0 set to 26 and ink 1 set to 0.

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File　　Edit　　Special　　Font　　Size　　Style

UNTITLED

function
icons

menus

size
icons

line
widths

pattern
icons