

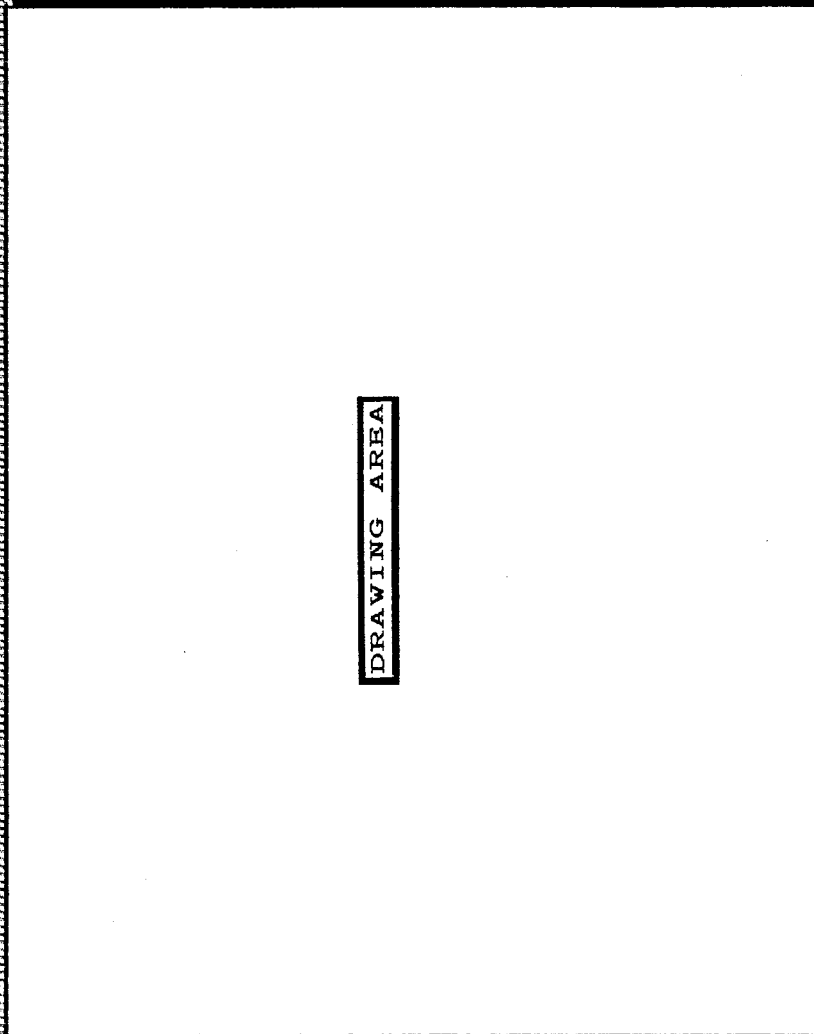
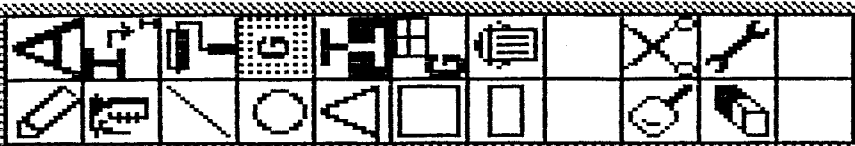
EASIART

USER MANUAL



MICRODRAW LTD

GRID OFF . NORMAL .

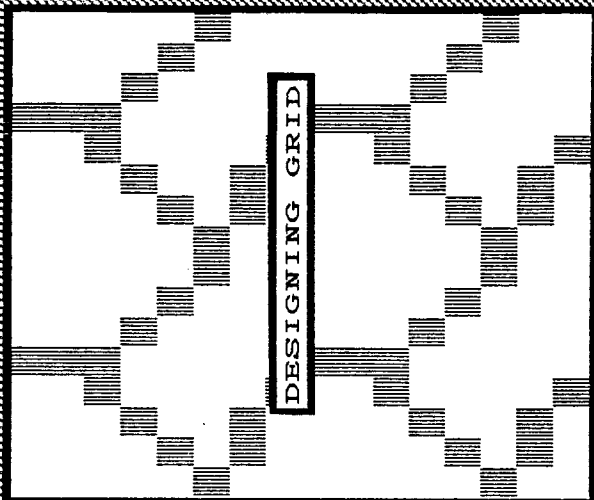
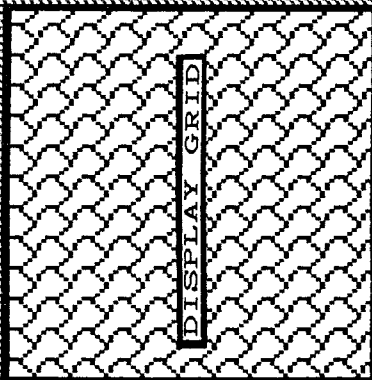
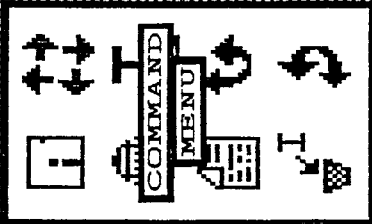


DRAWING AREA

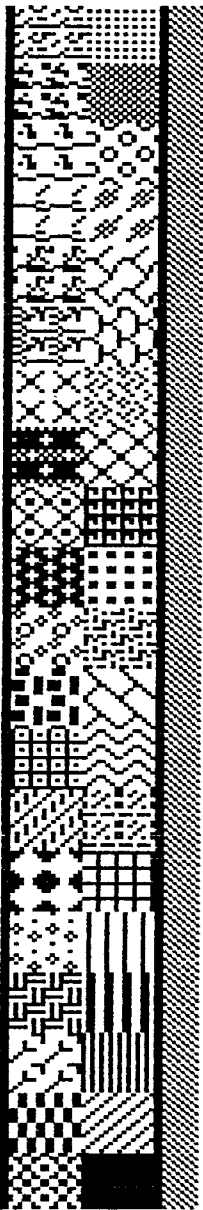


MESSAGE WINDOW

LOAD SAVE




PATTERN FILE : #####



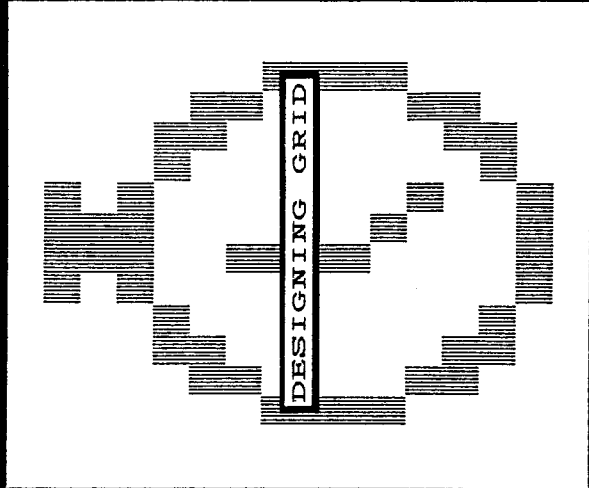
MESSAGE WINDOW

LOAD SAVE

COMMAND MENU


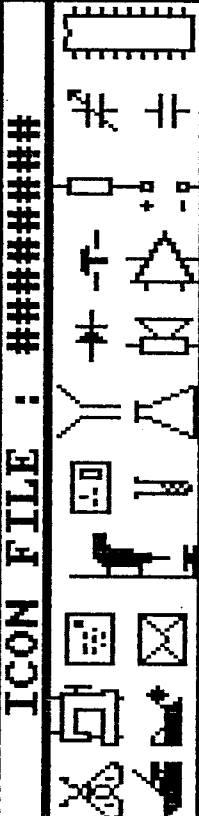


INTERIM GRID



DESIGNING GRID

ICON FILE : #####



DISPLAY GRID

INTRODUCTION

EASIART is an extremely powerful drawing package for the AMSTRAD 6128, 664 and 464 Microcomputers. The software is very user-friendly and its versatility allows it to be used with a TRACKER BALL, MOUSE or JOYSTICK, making it very good value for money. The program is icon driven (small symbols in the menu), to enhance the user-friendly aspect.

Question: Ah! But what use is it to me?

Answer: There are so many uses it is difficult to know where to begin. Whether you wish to doodle or produce complex diagrams this package is for you. To help you produce your masterpieces, here are a few of the superb features - sprays, fast pattern fills coloured and mono, zoom, and a powerful cut and paste.

This manual will take you through the program step by step. Read the manual before attempting a new skill and then feel free to experiment.

GETTING GOING

Plug the device into the joystick port of the computer. Reset the computer: Hold down SHIFT and CTRL then press ESC. Insert side A of the disc (referred to as the MASTER disc in the manual). On the computer keyboard type in RUN "EASIART", and then press <RETURN>

MOUSE

To reduce the area needed to operate the mouse press <CONTROL>. It can be depressed a maximum of 4 times, each time reducing the area by half. On the fifth press the area reverts to the original status.

JOYSTICK

To speed up the cursor movement hold down <SHIFT> and <CONTROL> together, to slow it down use <CONTROL> only.

Use the <SPACE BAR> to replace the LEFT button operations, and <RETURN> for the RIGHT. The joystick buttons replace the CENTRE button.

The directional cursor keys are used to give single pixel movement (one press equals one pixel).

COMMANDS

CHANGING CURSOR

If a full cross hair cursor is preferred to a small cursor press the RIGHT button when a drawing function is not in progress. To return to a small cursor press RIGHT button again.



FREEHAND DRAW

Point to pencil icon in the right menu press CENTRE button. The line thickness menu now appears, select thickness required and press CENTRE button. To commence drawing move into

drawing area and press CENTRE button to start and stop drawing.

SELECTING COLOURS

Move cursor into the desired colour at the bottom of the screen, then press CENTRE button to select.



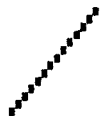
PAGE ICON

To return to full original menu select page icon and press CENTRE button.



SPRAY

Point to spray can, press CENTRE button. The spray menu now appears, select and press CENTRE button. To commence spraying move into the drawing area and press CENTRE button to start and stop function.



SOLID LINE

Point to icon, press CENTRE button, select line thickness, press CENTRE button. Position starting point of first line, press CENTRE button.

Move to position the line then press CENTRE button to fix. To move to a new starting position or to stop the function press LEFT button.



CIRCLE

Select circle. Position cursor for centre of circle press CENTRE button. Moving the cursor to the left or right alters the size of the circle. Press CENTRE button for circle outline or LEFT button for a solid circle. After the circle has been plotted the cursor automatically returns to the centre of the circle.



TRIANGLE

Select triangle. Position cursor for the first point of the triangle press CENTRE button, then move the cursor for the first side and press CENTRE button to fix. Position remaining point then press CENTRE button. Using the CENTRE button to fix each point results in an outline, or use the LEFT button to give a solid triangle.



SQUARE

Select square. Position first point, press CENTRE button, position second point and press CENTRE button for an outline or the LEFT button for a solid square.



RECTANGLE

The rectangle is constructed in the same

manner as the square.



ZOOM

Select magnifying glass. Now the cursor is changed into a 16x16 pixel box, and the area within this box is enlarged in the ZOOM WINDOW.

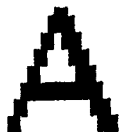
The window relocates when the box is moved into its area. Move the box to the area of screen to be magnified, if the area is to be altered press LEFT button to fix box. Move the cursor character by character, within the window area, and press CENTRE button to plot the corresponding pixel. If the CENTRE button is held down continuous plotting occurs.

A colour change can only be made while the box is fixed. Move the cursor into the colour panel and press CENTRE button. After editing is completed free the box by pressing the LEFT button, but not while in the colour palette. To finish the zoom function, move the small box up to EXIT ZOOM then press CENTRE button.



ERASER

Select function, then select colour to be erased. The eraser is then switched on and off using the CENTRE button. When the function is on everything inside the box matching the selected colour is erased. The size of the box can be altered by selecting from the menu on the right. To exit the function select page.



TEXT

Select "A" from main menu. Type in text to be printed, press <RETURN>. The text colour may be changed at this point by selecting the required colour and pressing CENTRE button. Move the text to desired position, press CENTRE button to fix. Text styles can be altered by selecting the relevant icons from the menu.

ROTATING TEXT

Text may be rotated continuously by using the LEFT or RIGHT buttons, or in single steps using the + and - keys.

TAIL FUNCTION

Select TAIL from menu. Select the tail colour, shown as the paper colour at the top of the screen, press CENTRE button. Position the text, press CENTRE button, then position the origin of the tail and press CENTRE button again. To switch off the function select TAIL icon again.

ENTERING MORE TEXT.

Select the "T..?" icon, type in the text to be printed, press <RETURN>.

EXIT TEXT.

Select page icon.



ICON PRINTER

Select from main menu. Choose icon from right menu, move to drawing area and press CENTRE button to print.

LOAD.

Select by pointing to LOAD at the top of the screen then press CENTRE button. Type in the name of the icons to be loaded press <RETURN>.

EXIT.

Select Exit to finish Icon printer function.

INVS.

When inverse has been selected the subsequently printed icons will be inverted. Reselect for normal printing.

GRID.

The icons are locked onto a 16x16 grid when Grid is selected. To switch off grid reselect.

SPRY.

This function has been designed for the user to spray chosen icons. When Spry has been selected move to desired position then hold down CENTRE button to spray. Select Spry again to switch off function. As with all the other icons, spray icons can be designed in the ICON GENERATOR section.

DISC ERRORS

See Appendix A of this manual if disc error message appears.



FILL

Select paint roller, move cursor to the appropriate pattern and press CENTRE button. Move into area to be filled then press CENTRE button.

FURTHER PATTERNS.

Point to PATT press CENTRE button for each menu.

SOLID FILL.

To obtain a solid fill select the black square at the top left corner on the second pattern menu.

CHANGING COLOURS

When either of the mono pattern menus are displayed SWAP appears above the menu. After selecting the pattern the colour combinations may be changed by pointing to SWAP, then pressing CENTRE button.

NOTE: The multi colour patterns cannot be changed.

ROTATING PATTERNS

The chosen pattern may be rotated by selecting 0, 90, 180 or 270 degrees from the top menu.

DELETE FILL.

The last section of the screen filled can be deleted by pressing the LEFT button.

LOAD. (Patterns designed in generator section)

Select LOAD from the top menu. To load multi colour patterns press <RETURN>, or if no multi colour patterns are to be loaded, press ↑ (on the f ↑ key) then <RETURN>. Type in name of mono patterns to be loaded press <RETURN>, or press ↑ then <RETURN> if no mono patterns are to be loaded.

DISC ERRORS

See Appendix A of this manual.

EXIT.

Select EXIT from top menu.



GRID.

Select G from the main menu, to give a default grid of 8x8 pixels. To switch off function select G again. The grid can be used with all the drawing functions. Instructions to change the grid size are given in the UTILITY menu section.



INVS.

To give an inverse effect on future drawing functions select large I from the menu when

NORMAL is displayed at the top of the screen. To return to normal plotting select I when INVERSE is shown at the top of the screen.



GRAPHICS WINDOW

To define a graphics window select icon from menu. Position cursor for the first point, press CENTRE button, move cursor to form desired window and press CENTRE button. From this point on, all the drawing functions are confined within the window area.

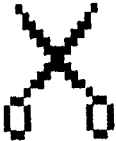
To return to the full screen area point to graphics window icon in the menu, press CENTRE button then the LEFT button.



CLEAR SCREEN

Select from menu. Press LEFT button to clear the screen, or RIGHT button to leave the screen unchanged.

NOTE: If CLEAR SCREEN is used when a GRAPHICS WINDOW has been selected then only the area within the window is cleared.



CUT & PASTE

Select the scissors from the menu. Position cursor for the first point press CENTRE button. Move cursor until the box is over the area to be reproduced press CENTRE button. The previously boxed area can now be moved around the screen and will be fixed each time

the CENTRE button is pressed.
To copy a new area press the RIGHT button,
then proceed as before. Press LEFT button
to EXIT.



UTILITY MENU

To obtain the utility menu select the
spanner. The following functions can only be
selected while the utility menu is shown. To
exit this menu point to page.



SWAP COLOURS

Select the colour to be swapped from the
bottom of the screen. Point to the brush,
every time the CENTRE button is pressed the
selected colour is swapped.



CURSOR OFF

To switch the cursor off while using the
drawing functions point to CUR OFF and press
CENTRE button. To switch the cursor on
reselect.



SELECT GRID SIZE

Select SG from the menu. Move bar up or down
to select from the options displayed, press
CENTRE button.

USER option: If this is selected, type in the grid size required from 1-99, and press <RETURN>.

**X-Y
OFF**

COORDINATES OFF

The X and Y coordinates can be switched off by selecting **X-Y OFF**. Switching the coordinates off increases the speed of some functions. To switch them on reselect this function.



PATTERN GENERATOR

See the pattern generator section on page 14 of this manual.



PRINTER ROUTINE

See Printer driver section of this manual if your printer does not work with the default (EPSON) routine.

Select printer routine.

Move bar to option required, then press CENTRE button. Type in name of printer driver, press <RETURN>.

Select option. Choose print density required, press CENTRE button.

Choose CHANGE SHADES from the option box, the bar is over CLEAR, and the cursor appears over the colour chart. Place the cursor over the colour that is to appear clear on the final printout, press CENTRE button. The bar now moves over LIGHT, select this and the remaining two colours in the same way.

Ensure that the printer is ON LINE and already to receive, before selecting PRINT PICTURE. Should you wish to exit whilst printing hold down Q until printer stops.

Select EXIT FUNCTION to return to main menu.



ICON GENERATOR

See the icon generator section on page 17 of this manual.



LOAD & SAVE

Select the floppy disc icon from the menu.

EXIT.

To exit the load and save function move bar to EXIT, press CENTRE button.

LOAD PICTURE.

Move bar and press CENTRE button. Type in name of picture, press <RETURN>. To load a backup picture add .BAK to the end of the filename.

SAVE PICTURE

Select option and then type the name under which the picture is to be saved, press <RETURN>. If, however, a picture name is duplicated the previous picture will become a backup.

e.g. PLANE.BAK - previous picture
PLANE - current picture

DIRECTORY

To catalogue the disc in drive A select DIRECTORY. When the contents of the disc have been listed press CENTRE button to continue.

DISC ERRORS

See Appendix A of this manual.



PATTERN GENERATOR

A powerful feature of this package is the ability to freely move between the drawing section and the Pattern Generator without destroying either the picture being drawn or the fill patterns. Only mono patterns (two colours) can be designed with this pattern generator.

PATTERN GENERATOR

Select utility menu (Spanner on main menu), and then select Pattern generator. Ensure master disc is inserted into drive A. Press LEFT to use the Pattern Generator or the RIGHT to abort.

DESIGNING PATTERNS.

To design a pattern move cursor into the designing grid, press CENTRE button to plot a character and LEFT to delete. Each character represents a pixel in the pattern. When a character is plotted or deleted in one quarter the remaining quarters are duplicated to ensure a symmetrical pattern.

To store, pick up the pattern by pointing to the display grid and pressing CENTRE button, then drag the pattern into the pattern file and press CENTRE button to fix. Alternatively, if a pattern is picked up by mistake it may be dumped by placing it over the waste paper basket icon in the command menu, press CENTRE button.

A pattern may be edited by pointing to the relevant design in the file, pressing CENTRE button and then dragging the pattern into the designing grid, press CENTRE button.

Once a pattern has been designed it may be changed using the following features in the command menu.

ROTATING PATTERNS.

To rotate the pattern point to the four arrow icon, press CENTRE button for each movement.

INVERSE.

Point to the large I then press CENTRE button.

MIRRORING (X axis).

Point to the upward facing arrows, press CENTRE button.

MIRRORING (Y axis).

Point to the left facing arrows, press CENTRE button.

CLEARING GRID.

Select dustbin to clear pattern on the designing grid.

LOADING & SAVING.

Select disc icon, remove the master disc and insert your own. Point to LOAD or SAVE in the message window, press CENTRE button.

SAVE PATTERNS.

Type in the name of the patterns to be saved, press <RETURN>.

LOAD PATTERNS.

Type in the name of the patterns to be loaded, press <RETURN>.

EXIT.

Select page, then point to EXIT FROM PROGRAM in the window, press CENTRE button. Insert master disc and press LEFT button to return to the ART program or RIGHT button to remain in PATTERN GENERATOR.

DISC ERRORS

See Appendix A of this manual.



ICON GENERATOR

As with the pattern generator you can switch between the two sections without destroying the picture or the icons.

ICON GENERATOR

Select the utility menu and then the Icon Generator. Ensure that the master disc is inserted into drive A, then press LEFT button to use the Icon Generator or RIGHT to abort the function.

DESIGNING ICONS.

To design an icon move into the designing grid and press CENTRE button to plot and LEFT to delete a character. Each character plotted represents a pixel within the icon. To store, point to the Icon display grid and drag icon into icon file and press CENTRE button. Alternatively, if an icon is picked up by mistake, it may be dumped by placing it over the waste paper basket icon in the command menu.

An icon may be edited on the designing grid. Then after pointing to the display grid as before drag the icon into the Interim Grid.

When the final design is reached, store as before in the icon file.

Once an icon has been designed it can be changed using the following features on the command menu.

ROTATING ICONS.

Point to the four arrows to rotate an icon, press CENTRE button for each movement.

INVERSE.

Point to the large I then press CENTRE button. To revert to normal press CENTRE button.

MIRRORING (X axis).

Point to the upward facing arrows press CENTRE button.

MIRRORING (Y axis).

Point to the left facing arrows press CENTRE button.

CLEARING GRID.

Select dustbin to clear the icon on the designing and display grids. The interim grid is not cleared.

LOADING & SAVING.

Select disc icon, remove the master disc and insert your own.
Point to LOAD or SAVE in the message window, press CENTRE button.

SAVE ICONS.

Type in the name of the icons to be saved
press <RETURN>.

LOAD ICONS.

Type in the name of the icons to be loaded
press <RETURN>.

EXIT.

Select page, then point to EXIT FROM PROGRAM
in the window, press CENTRE button. Insert
master disc and press LEFT button to return
to the ART program or RIGHT button to
remain in ICON GENERATOR.

DISC ERRORS

See Appendix A of this manual.

PRINTER DRIVER GENERATOR.

Reset the computer: Hold down CTRL and SHIFT
then press ESC. Type in RUN "DRIVER" press
<RETURN>.

Turn to the page in your printer manual which
lists the printer's control codes. Example
control codes are given below for the Epson
FX range of printers. Press <RETURN> to
enter each code.

Sound printer's buzzer	- 7
The ESC code	- 27
Set n/72 inch line spacing	- 65
Normal density bit image mode	- 75
Dual density bit image mode	- 76

Advance paper one line	- 10
Advance paper to next page	- 12
The spacing between lines	- 6 (see note)
Carriage return	- 13

NOTE:

The number typed represents the "n" in the n/72 line spacing. In our example 6/72 inch line spacing would be set.

When all the codes have been entered press N to enter the codes again or Y to continue. Insert the disc on which the driver is to be saved. Type in the name of the driver to be saved, e.g. EPSON, press <RETURN>. After the driver has been saved the computer will reset itself.

APPENDIX A

Disc errors - eg. not found, will be displayed at the top of the screen. To continue press CENTRE button.

If a disc was not inserted into the drive you will see:

"Retry, Ignore or Cancel?"

Options:

1. Insert correct disc, then press R.
2. Insert correct disc, then press I.
3. Press C, "Bad Command" appears at the top of the screen, press CENTRE BUTTON.

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and written by:-

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