

<ARTice V1.2 (MOUSE) USER NOTES 22/2/86 © EIDERSOFT>

Programmed by DAMON CHAPLIN with the support of his family and comments
from KEN BROWNING and SIMON WILLIAMS.

QL Shaded printer dump by DEREK JONES of Positron Computing.

<INTRODUCTION>

ARTice was developed in response to a general demand for a free hand drawing program that was both easy to use and quick to learn. A mouse simply allows better cursor control than cursor keys.

There are very few items to memorise in keeping with the trend set by the ICE program and the Macintosh type environments. Like riding a bicycle once the trick is learn't then you never forget. Other drawing programs currently available for the QL (to our knowledge) cannot claim this feature. The program does not claim to provide much in the way of "technical drawing" at the moment.

"The best way to learn is by experiment", no harm can be done simply by trying out all the combinations. Just make sure you have plenty of backups first. As with ICE simply point at icons and click the space bar or joystick button once (single click) or possibly twice (double click). This can be quite an interesting adventure in itself, therefore the following notes have been written in two parts.

When using a mouse pointing is easy, the left hand key now simulates a "single click", the middle button a "double click" and the right button changes solid colours in sequence.

PART 1. Contains essential information.

PART 2. More detailed notes to help make use of the program.

As usual please make **backups** of the master cartridge and always run the program using one of these backups.

This can be done using the BACKUP procedure in ICE. Remember to format a blank cartridge first.

<To LOAD and RUN ARTice>

This is a choice depending on whether you have extra memory or not. Artice only just squeezes onto a standard QL and some fairly clever coding had to be performed to achieve it.

The ICE ROM must be present in the ROM port in order to use Artice.

<STANDARD MACHINES>

1. Reset the QL
2. Place an ARTice cartridge in mdv1_
3. Either "double click" (middle key of mouse) the mdv icon followed by the boot file or if you have version 1.10 ICE onwards use the ALT key method of running a boot file.

This will result in the ARTice program being loaded ready to use.

On leaving ARTice via QUIT the ICE screen will return.

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To run again (provided the QL has not been reset):-

1. Just get a directory again by "double clicking" the mdv ICON
2. "Double click" the "ARTICED" file.

To print a screen

1. RESET QL.
2. Get a directory or mdv1_ by "double clicking" the mdv icon.
3. "Double click" the "DUMP" file.

Follow the prompts in the program. Further information on this can be found below under PRINTING and in part 2 under LOADING and SAVING.

MACHINES with at least another 128k of memory.

1. Reset the QL
2. Place the ARTice cartridge in mdv1_
3. "Double click" the mdv icon to get a directory.
4. "Double click" the ARTBOOT_BAS file. If you wished, the ARTBOOT_BAS file could be renamed as BOOT if you wanted to start the program via the ALT key method. You may still use superBASIC (if you like typing) with the command

LRUN MDV1_ARTBOOT_BAS

at the superBASIC command line.

This will result in a menu being displayed :

1. Load and run ARTice
2. Print a screen file
3. Quit

When you leave either the printing program or ARTice (via QUIT) you will be returned to this menu provided the Artice cartridge is still in MDV1_.

The boot files are necessary to "respr" into top of memory the extra superBASIC keywords that ARTice uses.

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<PART 1.>

SECTION OF ALMOST ESSENTIAL READING FOR THOSE WHO WILL NOT (OR NEED NOT) READ THE REST OF THIS MANUAL.

<1. The first trick.>

On loading, you will be presented with a circle filled in with white INK. This is your present cursor. Try moving this with the mouse. "Click" once (with the Left hand mouse button) and try moving the cursor again. You will now be drawing!

"CLICKING" once (left hand button on mouse) turns the ink ON and once again turns it OFF.

<2. Trick number two.>

If you "double click" i.e press the middle button on the mouse, the MAIN ICON MENU will present itself.

Point to EXIT and click once and you will return to your picture. This pointing to and clicking is the standard method of selecting and activating an icon. This action will be implied in much of the manual from here on.

<3. COLOUR.>

A quick way to change the brush colour is to use the right hand key on the mouse.

This is easiest to use if you have the brush ink turned on. Clicking the right hand key will result in the next colour being selected in sequence.

This is limited to SOLID colour change according to the following table.

MODE 8	MODE 4	(The MODE is changed by clicking the
Medium res.	High res.	MODE option on the MAIN ICON MENU.
0 = BLACK	BLACK	This should be done before you start
1 = BLUE	"	drawing or loading in pictures
2 = RED	RED	which have a different mode to the
3 = MAGENTA	"	present one)
4 = GREEN	GREEN	
5 = CYAN	"	
6 = YELLOW	WHITE	
7 = WHITE	"	

The three buttons on the mouse are the only keys used when painting on the screen.

The ESCAPE key can be used to escape when printing to the printer or when using the FILL command to "escape from a leak situation".

When the program prompts for an entry to be made from the keyboard this may be one of two types:

1. Requests to ENTER imply the enter key must be pressed following anything you type.

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2. Requests to press or select a key require that only one key is pressed.

Colour can be selected in another way and given a stipple effect via the PAPER or INK commands on the MAIN ICON MENU.

If we wanted a PINK/RED coloured ink, point to the INK command and click once in the MAIN ICON MENU. Notice that the old colour is in the bottom right and corner, together with its shade number.

This "shade number" is the QL number usable in SuperBASIC programs to identify the characteristics of the colour. First choose the ink colour as RED by pointing to and clicking the arrow keys at either side of the INK square.

Having selected RED now do the same with MIX and STIPPLE. Watch the effect in the NEW window.

Note that MIX sets the colour of the opposite stipple pixel and hence there are 4 possible numeric values for the same solid colour.

<4. "Toggle" Commands.>

In many situations it is useful to have a function that can be put in one of two states by moving a switch. When this done using a single button, the action is known as "togglng". The ERASOR is just such an option.

If you select the ERASOR and click once then the ERASOR changes state, either on or off. The ERASOR always produces the PAPER colour when it is activated. When the BRUSH is in ERASOR mode on the drawing screen, a small beeping sound will remind you. The ERASOR is then used just like any other brush.

Two other TOGGLE switches can be found in ARTice; the MODE icon (which also has a YES/NO safety check) and the ink ON/OFF when drawing.

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<5. UNDO.>

This is a sensible feature always present after the "set" pieces: CIRCLE, BLOCK, FILL, COPY, TEXT, RECOL and LINE. The exception is when loading a block in the block COPY command option. Unfortunately each block when "fixed" is permanent. Therefore perform a picture save before using it via the SAVE icon.

In the case of free hand drawing UNDO is only possible if you have previously selected the UNDO option on the main icon menu. For more explanation see part 2.

When drawing choose a time or place at least every 30 mins or so to make a save to disc. Saving after every important bit of screen work has been completed also makes sense.

If you save to a disc regularly then you can always return to a previous stage if you make a hash of your latest action. Further it is possible to keep returning to an earlier screen and experiment with various different ways forward. Giving a development name to each screen saved will help eg boat1_pic, boat2_pic, boat3_pic.

<6. PRINTING>

The printer dump will work for Epson dot matrix and other compatible printers only.

If you do not have a compatible printer, then you may find that a QL screen dump can be purchased for your printer from another supplier. Your printer supplier, should be able to help.

NORMAL print is a representation of the actual screen shading i.e Black will appear as black.

INVERSE is the opposite of this.

Avoid putting important parts of your picture on the last 20 pixels of the right hand side. For reasons of matching the number of screen pixels with the printer graphic mode they will not be printed.

The screens saved by ARTice are a standard SBYTES 32K screen dump (not the block saves) and may be loaded back onto a screen with a superBASIC command like:-

```
LBYTES MDV1_FILENAME,131072
```

131072 is the start of the QL screen in memory.

To save a screen created from SuperBASIC use a command like:-

```
SBYTES mdv1_picname,131072,32768
```

The filename mdv1_picname may then be loaded into ARTice.

Programs saved from other programs e.g EASEL, PSION QDRAW and SINCLAIR QL.PAINT (TALENT GRAPHIQL) may also be loaded into ARTice and VICE VERSA. This allows the use of the best for features of each program to achieve the effect you desire.

page 5**<PART 2.>**

<FURTHER USEFUL INFORMATION.>

DESCRIPTION OF VARIOUS MENU ICONS.
Top left to bottom right.

<LOADING>

This Icon takes you through a sequence to load a picture. You may get a directory if you wish. If you choose to get a directory then ENTER the device name. (i.e MDV1_,flp2_ etc. are device names.)

The ENTER key should be pressed following the data entered (MDV1_)

Now enter the complete file description in order to load the file.

e.g MDV1_FILE_PIC

OR

e.g MDV1_ANOTHERFILE

Only attempt to load screen files, files over 32K should not be loaded as they will probably "crash" the machine. (A "crash" is sometimes referred to as a "LOCKUP") The QL must be RESET with the RESET button.

All other errors result in a chance to re-enter the file description.

To ESCAPE merely press the ENTER key which enters an "empty" string.
(A string is any group of characters in a line.)

If successful loading takes place, the picture will be displayed and you will have a White cursor with the INK off.

The above LOADING notes also apply to the to printing program option.

<SAVING>

After selecting this Icon you will first be asked if you wish to format a cartridge.

Be careful at this point as formatting will wipe your disk clear of data.

At each prompt it is possible to make a "NULL" (empty) ENTRY and you will return to the drawing screen. Entering a file description is the same as for LOADING.

3 screens can be fitted per microdrive.

22 screens per 3.5 in 720k floppy disc.

The SAVE OR LOAD file entries could just as easily refer to loading files up and down the NETWORK SERIAL ports or any other DEVICE you may have attached to your QL. (A device = mdv,flp,fdk,win,ser etc.)

<FILL>**page 6**

This selection reminds you that you must point to the area you require filling and CLICK once. Click the OK icon to go on.

You will get a chance to UNDO after every FILL you have made, select YES to accept and NO to UNDO.

Care must be taken to fully enclose a shape before using the FILL option otherwise the INK will "leak out".

At any time while the program is filling you may press the ESC key. This will suspend painting and give you a chance to ACCEPT what has been done or UNDO it.

<MAGNIFY / REDUCE>

The MAGNIFY / REDUCE option works as an on/off switch to magnify the area where the cursor is by 7 times. Click MAGNIFY and you will see a magnified area of the cursor position plus a magnified point cursor.

As you move the cursor both cursors will keep accurate positioning. The magnified window will move to the opposite end of the screen if you move the cursor near it.

When in magnify mode the main icon menu can still be used in the normal way, apart from the Brush choice which will always remain as a point.

Choosing the REDUCE option will put the screen back to normal.

<COPY>

A menu first appears providing a choice of SAVE, TRANSFER, DUPLICATE, LOAD.

On selecting the first three of these you will next be requested to define a block size and position. This is done by first fixing a corner of the block with the first click, moving the cursor and fixing the size with the second click.

TRANSFER allows the whole block to be picked up and moved leaving a block of blank paper and placing the block in the new position when you "click".

DUPLICATE leaves the present block as it is but allows multiple copies of the block to be placed where ever you next click. Once the block has been selected you get the chance to IGNORE certain of the colours by pointing and clicking.

The most common use of this is to ignore the background so that the square shape of the block is not transferred.

Selecting "OK" leaves you with a block frame on the screen ready to be positioned where you wish and "clicked" in place. If you "click" twice in the same place you will bring up the UNDO YES/NO window.

SAVE in conjunction with LOAD is a very powerful feature as they will allow you to load and save blocks to a storage device (mdv2, flp2 etc).

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Those people with extra memory and "Ram disks" will be able to make even more efficient use of this feature.

When you select SAVE you will first be required to mark out a block. When done you get the chance to format a disk and save the block as a file. File descriptions always have the general form device+filename. e.g mdv1_myblock_BLK

The BLK bit at the end is not essential, you could use anything wish. These "file extensions" as they are known serve only as a useful reminder to yourself as to what the file contains. A system which reminds you of which screen mode each file is intended for would also

be useful. e.g mdv1_name4_pic could imply high resolution mode.

When you select the LOAD option, you first get the chance to ignore the colours of your choice as for DUPLICATE above. Next a directory option is only useful if you have not kept a written record of the files you have saved.

The file to be loaded must be a valid block or "window" type. i.e at some stage in the past the file was created by using the SAVE option in the COPY procedure of ARTice.

If a file is found to be "loadable" a block frame will appear which you can position as you wish. The block is drawn when you next "click". "CLICKING" twice in the same place allows an EXIT from this mode.

<AIRBRUSH>

AIRBRUSH is a form of brush that sprays RANDOM dots whenever the INK is switched ON. Menu options allow the size and rate of spray to be set. Change of colour can be performed as normal with the right hand key of the mouse and ink/paper options on the main menu.

Note the ink will only spray when the "can" is moved and the ink switched on.

<BRUSH>

This option allows the cursor or BRUSH size and shape to be altered.

Point to the brush you require and "click"

The square brush may be defined to any size up to a maximum and minimum size limit, using the DEFINE option in the BRUSH menu. This defined brush will then replace the square brush of your choice. Just point and "click".

<TEXT>

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First choose the text style you want and then ENTER your TEXT. More size options are offered in 4 colour hi-res mode.

This text will then appear on the screen under cursor control. Move it to your required position and "click" once. The UNDO YES/NO window will then appear, choose as appropriate.

If you wish to print characters diagonally etc, it is possible to print to screen just one (or any collection) of each of the characters that you need, then use block move to move them where you wish.

<EXIT>

"Click" this to return to the drawing screen.

<PAPER and INK>

SEE PART 1 under "COLOUR"

<RECOL>

Allows re-colouring of selected colours over the entire screen or just a part of it which you will define with a block. The block is marked by fixing one corner with the first click and the size with the second click.

This is a useful function provided by SuperBASIC and made much easier to use from this option. The trick to using this one is to follow the sequence of colours from top to bottom and only change the colour or colours you wish to change.

At first you will be presented with the list of colours on the right and the first colour on the left. E.g If you wanted to change all the BLACK into RED when in eight colour mode do as follows.

Point to the RED and "click" once.

Now BLUE will appear on the left hand side. As you don't want to change BLUE then point and "click" BLUE on the right hand side.

Continue this operation for all the colours that appear in the left hand window.

When all the colours have been presented, the screen will be redrawn in the new colour or colours. The UNDO YES/NO window appears as usual.

<ERASOR>

SEE PART 1 under "TOGGLE"

<UNDO>**page 9**

This feature is always present as standard after all of the "set" pieces : CIRCLE, BLOCK, FILL, COPY, TEXT, RECOL and LINE.

However, when free-hand drawing it would not be possible for the computer to know when you had finished and hence whether or not you wanted to revert to the previous screThis is all made possible by the fact that a second screen is kept in memory which can be fetched back by the program whenever an UNDO operation is chosen.

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This UNDO option was decided upon (as opposed to a futher key on the keyboard) on the grounds that the extra key would slow the drawing cursor.

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If you save to a disc regularly then you can always return to a

previous stage if you make a hash of your latest action. Further it is possible to keep returning to an earlier screen and experiment with various different ways forward.

Giving a development name to each screen saved will help eg boat1_pic,boat2_pic,boat3_pic.

<HINTS AND TIPS>

If you find yourself constantly using a special colour, try setting the PAPER colour and using the ERASOR to reproduce this colour.

If you wish to erase without going via the main menu use the right hand key on the mouse to select the background colour, however, this only works if the background was a solid colour.

<MULTI-TASKING>

Artice can be made to multi-task with your other multi-tasking (e.g PSION programs) using the CHOice software and extra memory. Indeed it was very convenient to write this manual when just THREE key presses and half a second later I was back in ARTice! and VICE VERSA.

Artice and the printer dump use the RESPR() command to add superBASIC keywords to the QL. These have to be loaded first, hence the boot programs BOOT and ARTBOOT_BAS exist.

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Therefore to allow ARTICE to be multi-tasked:

1. ARTBOOT_BAS must be run first.
2. Leave the menu via the quit option (no. 3).
3. The extra keywords needed by ARTice will remain in memory until the QL is reset and you are now free to get a directory and "double click" a TSK file containing Articed etc.

A TSK file is created by CHOice and contains information on the ARTiced executable file and the other programs to be multi_tasked. Note ARTICED and QUILL etc. are files that appear as EX files in an ICE directory.

In my case using a PCML 256K disc interface I created a TSK file using CHOice using the following parameters :-

Dataspace of 55K to QUILL and 65K to ARTiced
2*32K storage screens to allow the fastest possible switching between the programs.

This has proved 100% stable.

All the above was achieved using ICE version 1.11 and version 2 CHOice.

Another advantage of CHOice multi-tasking is that you have access to all the file handling commands via ICE eg. deletion, copying, formatting, viewing, info etc. which are better than those of the present ARTice.

The only restriction is that you must not get a directory of the program disk in ICE. If you do you will find the computer will lock up on QUITting ICE to go back to the TASK menu.

Hence if file manipulation is necessary then perform this on another device (mdv1, mdv2, flp2, ram1) etc. If you have extra memory then RAM disks can be used to advantage.

<PHOTOGRAPHY>

Slides for presentations or just photographs for the wall can be produced by filming the TV or preferably a good colour monitor. Unfortunately this won't work well with an "instamatic" type camera because the shutter speed cannot be slowed enough.

A TV tube is scanned at about 30 frames a second with a gap between each frame. If you photograph this at greater than a 30th of a second a bar will appear across part of the image.

Filming a static picture at about half a second with a film ASA rating of between 64 and 200 should allow correct exposure to be set. To avoid screen reflections choose a darkened room with the lights out, a small torch makes life easier.

Filming at slow shutter speeds is ideally done using a tripod and a remote shutter release or the camera self timer.

If you have a 100mm telephoto lens this should prove helpful.

page 11**<PROBLEMS.>**

Your comments for improving ARTice are welcomed bearing in mind that the memory capacity of the standard machine is completely used up and more commands would mean a memory expansion or splitting the program into separate programs.

Converting to floppy disc use.

The simplest method is to use the toolkit command FLP_USE MDV to emulate microdrives or use a convert utility which converts every occurrence of MDV to FLP etc. A conversion to flp or fdk on 3.5 in disc will be available direct from Eidersoft for the price of a "guaranteed for life" disc and a handling charge, total ♦5.50.