

Leonardo

Is a small QL painting application by Rolf Bühler (c) 1986. It is written entirely in SBASIC using just QL ROM functions, does not rely on any specific extensions or machine code and will run on plain unexpanded QLs with 128K. It can demonstrate fully SBASIC drawing capabilities, while it can produce useful simple screen graphics, and can also be used to edit screen captures made by other programs.

The version I started working with is v31, I learned myself from the code a lot, and I hope to have improved Leonardo further, by completing some functionality possibly hinted at and thought of by the author himself.

I have also added in a mouse driver, Leonardo can now support serial mouse in SER1. I also provide this quick user manual to get you started. (c) 2014 tcata



moves pointer around, modifies action

SPACE BAR

activates or completes some action



left part resets colour | right part lets you change colour, background and stipple

prints image to SER2 | saves or loads image MDV2

brush tool | polygon tool

pencil tool | line tool

arc tool | filled arc tool

circle tool | filled circle tool

oval tool | filled oval tool

rectangle tool | filled rectangle tool

spray tool | eraser tool

run again tool | back to basic tool

line thickness tool

text tool | text face select tool