



PYRAMIDE

QL Peintre

BEFORE YOU START DRAWING

MAKE A BACKUP COPY

The process is as follows :

1. Remove all cartridges from microdrives.
2. Press the RESET button on R.H.S.
3. Place the ORIGINAL cartridge in microdrive 1.
4. Place a BLANK cartridge in microdrive 2.
5. Press F1 or F2.

After several seconds you will be asked if you wish to make a BACKUP copy. Press 'Y' and the cloning process will begin. When all the files have been copied and both microdrives have stopped turning...remove BOTH cartridges.

LOADING THE PROGRAM

(It is advisable to have ready a formatted cartridge with at least 56 sectors free in case you wish to save any screens that you create with the program!

1. Remove all cartridges from microdrives.
2. Press the RESET button.
3. Place the BACKUP cartridge in microdrive 1.
4. Press F1 or F2
5. When requested, insert the ORIGINAL in microdrive 2 for verification, then press a key.
6. When requested, remove the ORIGINAL & press a key.
7. When the program has loaded, several short beeps will be heard, and the screen will clear.
8. You can remove the cartridge from microdrive 1.
9. (If required), place a formatted cartridge in microdrive 2 (R.H.S.), for saving any screens.

MAIN OPTIONS

The main options are displayed as icons to the left and right of the screen.

They can be selected by moving the flashing square (using the cursor keys) and then pressing F5 or SPACE.

The options are (top left to bottom right) as follows :

FILL	Will paint an area in a selected colour.
SPRAY	Gives an 'aerosol' effect.
BRUSH	A selection of brushes plus the option of redefinition
LINE/ARC	A rubber—banded line facility where the lines can be bent to form arcs.
CIRCLE	A rubber—banded circle/ellipse.
4 SIDED FORMS	A shape that can be deformed as required.
TEXTURES	A selection of predefined textures plus the possibility to redefine them.
ERASER	Will erase in the current 'paper' colour.
PAN/ZOOM	Pans/scrolls the screen. Plus magnification for detailed work.
MICRODRIVE	For saving/loading screens, and catalogue & deletion of files in microdrive 2.
QUIT	Clears the screen after selecting a new colour.
MODE	Switches between mode 4 (high resolution) and mode 8 (8 colour low resolution). WARNING - any images on the screen at the time will be lost.
TEXT	Allows two different styles as well as all the usual sizes of text supported by QDOS to be inserted on screen.
COPY	Will copy a section of the screen to a different location, with the ability to rotate the copy along both horizontal and vertical axes, & XOR with any underlying image.
ENG/FRA	Switches the language for all on-screen instructions from English to French.

The main options have associated sub—options which are generally selected by pressing F5. To exit main options or sub—options, press 'ESC'. A 'help' window is displayed at all times, indicating keys etc. applicable to a particular option or sub—option, or, in the case of a complicated procedure, step by step instructions.

SUB-OPTIONS

Sub options are indicated at the base of the screen, and are selected from within the main options by pressing F5. The flashing window can be moved with the horizontal cursor keys and a further press of F5 will select the indicated sub-option. You can exit before confirming a selection by pressing 'ESC'.

COLOUR

The current 'ink' colour is indicated in the top left window. The window just beneath indicates the two constituent colours that make up the ink. (The paper colour is indicated in the bottom left window). For all the options that require a selection of colour, the process is as follows :

Having entered one of the main options, pressing the key 'C' will change the border of the colour window to white.

Use the horizontal cursor keys to select the principal colour. Use the 'UP' key to select the secondary colour, and the 'DOWN' key to select the stipple. To finish, press 'C' once more.

(Paper colour is selected in a similar way, either as the result of 'QUIT', or by pressing 'C' from within the ERASER option).

FILL

The cursor will appear at the top left of the screen.

Move it using the cursor keys to within the form to be filled. Select the colour in the usual way, then press 'SPACE' to begin painting.

(This is not a universal fill and a complicated area may need to be painted at several different points – it has been selected for its economy of memory and speed of operation)

To exit the option press 'ESC'.

SPRAY

Use the cursor keys to move, pressing SPACE when you wish to paint with the spray.

F1 will install a 'JOTTER', F2 will remove it.

F3 and F4 will increase/decrease the speed of the spray.

F5 will allow access to the sub-option RECOLOUR

ESC to quit the option.

BRUSH

Operation is as for the SPRAY option, with the addition of sub-options to change the brush shape, either by selecting a predefined brush, or redefining.

LINE/ARC

A flashing point appears at the centre of the screen. If you have difficulty locating it, hold down the 'CTRL' key, a circle will flash indicating its position.

One end of the line is fixed, while the other end can be moved using the cursor keys. Pressing 'CTRL' has the effect of bringing both ends together again into a point. Pressing 'SPACE' has the same effect, but first draws the line in the indicated colour.

One of the sub-options shown at the bottom of the screen is particular to LINES?ARCS. This is marked as a series of arrows. Selection of this window acts like a switch, changing what happens just **after** a line has been drawn. The two ends do **not** come together, and the line remains as it was before it was fixed. This allows multiple lines/arcs to be drawn very easily.

Pressing F1 or F2 will cause the line to bend to form an arc increasing or decreasing its radius.

The sub-option 'FILL' is also a switch. When indicated, any arc drawn will be drawn filled (in current ink colour). This mode is obviously not effective for a line.

'MIX' will XOR any colours placed on the screen – that is to say any lines/arcs drawn will mix with the underlying colours. If the current ink colour is black (colour 0), there will be no resulting effect on pressing SPACE.

CIRCLES/ELLIPSES

A circle appears at the centre of the screen. Move it with the cursor keys using SPACE to fix. In order to permit complex forms to be manipulated, multiple keys are used to deform the circle at the same time as moving and drawing. These keys are as follows :

F1	Increases the RADIUS
F2	Decreases the RADIUS
TAB + F1	Increases ECCENTRICITY
TAB + F2	Decreases ECCENTRICITY
F4	TURN ellipse
F4 + F5	Restores the original circle

Sub-options are 'RECOLOUR', 'MIX', 'FILL' and 'OUTLINE'. The last of these will cause any circles or ellipses to be drawn in the current ink, while the interior will be filled in the current

paper colour. This gives the effect of 'hidden line removal' and can be extremely effective for creating 3d type effects. If used while manipulating size, eccentricity etc. all at the same time.

MIX and FILL operate in the same way as for LINES/ARCS.

FOUR SIDED SHAPES

Initially, a rectangle appears at centre of the screen. This can be moved using the cursor keys and deformed by use of the following :

F1	Increase width and height
F2	Decrease width and height
TAB + F1	Increase width...decrease height
TAB + F2	(Reverse of above)

Sub-options are the same as for CIRCLES/ELLIPSES start from the addition of a facility to 'dis-able' any or all of the corners of the shape. This is chosen by means of the window at the bottom left of the screen (marked 'X').

Its operation is as follows :

After selecting this sub-option, a circle will appear at each of the corners of the shape. This indicates the corners that will move as a result of the cursor keys. The keys from 1 to 4 have the effect of switching 'ON' or 'OFF' the small circles and as a result the respective corners. A further press of F5 (or ESC) will return to the drawing.

In this way complex effects can be achieved by careful manipulation of the changing forms.

TEXTURES

The operation of this option is the same as for BRUSH, with the current texture displayed at the base of the screen.

ERASER

Use the cursor keys to move the eraser, pressing SPACE will have effect of erasing in the current paper colour (indicated at the bottom left of the screen). The paper colour can be changed by pressing 'C' and following the same procedure as for change of ink .

SCROLL/ZOOM

The cursor keys will scroll/pan the image about the main window. As the image moves off one side of the screen it will reappear at the opposite side. (Pressing F1 will rotate the screen image through 180 degrees).

Pressing F5 will enter the ZOOM mode. This allows a small section of the screen to be magnified for detailed examination. The procedure is as follows :

A flashing square appears. Move this to the section you wish to examine then press SPACE. The section will appear at the top of the screen in a magnified form. Drawing within this section is done in the usual way. with colour selection made by pressing 'C'. You will see any changes made both magnified and normal size. The magnified section is scrolled or panned by means of 'CTRL' in conjunction with the cursor keys, while pressing P5 will locate the area being examined.

Press 'ESC' to quit this mode.

MICRODRIVES

This concerns SAVING and LOADING of screens, as well as operations of DIRECIORY and DELETION. The microdrive used is microdrive 2.

It is important NEVER to remove a cartridge from Mdv2 during the course of this procedure.

You will be asked to ensure that there is a cartridge in Mdv2. If so press F5. Shortly a menu will appear in the top window. The function keys have the following effects :

F1	To obtain a directory
F2	To SAVE a screen
F3	To LOAD a screen
F4	To DELETE a file.
ESC	To quit microdrive menu

F5 is the key normally used for confirming a choice.

The vertical cursor keys are used to scroll directory through the top window.

Note: Screens saved with this program will be automtically suffixed '_Qsc'. Only the centre section, is saved to microdrive, so if you wish to load them independently, the screen location is 133248.
eg: LBYTES MDV1_picture_Qsc, 133248

QUIT

On selecting this option you will be asked to choose the new paper colour. A further press of F5 will clear the screen and any design will be lost. However, pressing 'ESC' will return you to the main—option selection mode without clearing the screen.

This switches between MODE 4 (4 colour high resolution mode) and MODE 8 (8 colour low resolution mode). Any image on the screen will be lost. It's possible to load low resolution screens while in high resolution mode with a resulting loss of colour, and vice—versa. The normal flashing of high to low resolution conversion will be suppressed.

TEXT

Enables input of text to the screen. You as first asked jp input up to 16 characters. (if you just press ENTER having typed nothing, you will quit the text mode). The characters will appear at the top of the screen and can be positioned using the cursor keys. Colour is selected in the usual and the text is printed by pressing SPACE.

The function keys have the following effect :

F1	You will be asked to input new text.
F2	Selects typeface 1
F3	Selects typeface 2
F4	Changes the size of the characters

(Any changes made to the characters will have immediately visible effect on screen).

Press 'ESC' to quit the text mode.

COPY

This function will copy a screen section to a different location within the main window.

A three—sided 'box' will appear — indicating the area to be copied with an arrow flashing at one corner. This arrow is to indicate the control of that corner. If you press 'CTRL' it will appear at the corner diagonally opposite.

Use the cursor keys to move the arrow then preas ALT or SPACE. The shape of the box will adjust so that the appropriate corner is brought to together with the arrow that controls it.

Press 'CTRL' to start adjusting the opposite corner in a similar fashion. In this way the shape of the area to be copied can be defined.

The next step is to press F5.

Two arrows will appear at the top left of the box. Use the cursor keys to move these. then press ALT or SPACE. The box will be brought to meet with the arrows. This is the method for positioning the resulting copy.

There are a couple of options available at this stage.

You can choose the orientation of the copy by pressing F1. (The status is displayed by two arrows at the base of the screen. Thus it is possible to copy normal, reversed top and bottom, reversed left and right. or a combination of these.

Pressing F2 will display a figure at the base of the screen ranging from -1 to 1 . This is more or less equivalent to the superbasic OVER 0, OVER 1 and OVER -1. For instance, when the copy is made, a value of 0 will copy the block as it is, -1 will XOR the copy with any underlying image, resulting in a mix of colours.

When all these factors have been set - press F5. The copy will be made and the box will appear in its most recent position.

(At any stage, pressing 'ESC' will quit the option)

Note 1 If the 'copy from' area overlaps the 'copy to.' area you may not get the results you expect. Multiple images may occur. (If you wish to turn the complete screen image through 180 deg. use the PAN/ZOOM option...pressing F1).

Note 2 While using the JOTTER. you may use the COPY option as a sub—option.

NOTES CONCERNING SUB-OPTIONS

RECOLOUR

4 or 8 colours (depending on the screen mode) appear at the base of the screen. For each colour to be changed use the horizontal cursor keys to select the original colour, then the vertical cursor keys to choose the new colour. When you are happy with the combination press F5 once more. (Or ESC to quit recolour mode without executing the recolour).

BRUSHES and TEXTURES

For these options a selection of predefined shapes is available. Select the window where the current brush or texture is displayed then press F5. Use the vertical cursor keys to make a choice then press F5 once more.

REDEFINITION

This is applicable to the above only in high resolution mode. Select the REDEFINE window and press F5. A small box will appear in that window with the shape to be redefined. The keys that are used are as follows :

CURSOR KEYS	to move within this window
SPACE	to draw
SHIFT	to erase
F1	to invert the image (black/white)
F4	to clear REDEFINE window
F5	to transfer to a display window. (if held down will quit REDEFINE).
ESC	Quit redefine.

JOTTER

This operates in the modes SPRAY, BRUSH and TEXTURE. F1 will enable it and F2 will remove it. While the jotter is on screen any RECOLOUR operation will result in a recolour only of that portion that is within the jotter window. The copy option will operate as a sub-option.

PRINTER

A print dump is included for use with EPSON compatible printers. The screen must first be saved to microdrive. The procedure for using the print dump is as follows :

1. Remove all cartridges
2. Reset the QL
3. Press F1 or F2
4. Place the program cartridge in microdrive 1.
5. Type : LRUN MDV1_PRINTDUMP
6. Press ENTER.

On screen-instructions are provided at all times.

RESIDENT PROCEDURES

There are three resident procedures contained in one of the files on the cartridge that may be of use outside of this program. The file concerned is "dump_bin". The procedures are STORE, PLACE and DUMP. To load them :

Type: addr=RESPR(1000):LBYTES mdv1_dump_bin,addr

Press ENTER

Type: CALL addr:CALL addr+400 ...then "ENTER"

STORE width, height, x, y, loc will store screen section of those dimensions, to memory location (loc). You will first have to reserve enough memory (using RESPR) to contain it. Once a section of screen has been stored, it can be saved to microdrive by SBYTES

mdv1_name,loc,length. The length can be calculated by dividing the width by 4, and multiplying that by the height (number of lines).

PLACE width, height, x, y, loc, type will place from that memory location to the screen at those co-ordinates. You must be careful that you stay within the boundaries of the screen! The sixth parameter is similar to the basic OVER (-1/0/1).

DUMP will dump any screen to an EPSON type printer.

(For an example of applications for these extensions take a look at the program "dump_bas", which is written in basic and completely unprotected).

FINAL NOTE

The best way to learn to use this program is by trying it out, and you probably won't have to refer to this manual at all as help is available on-screen at all times.

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