

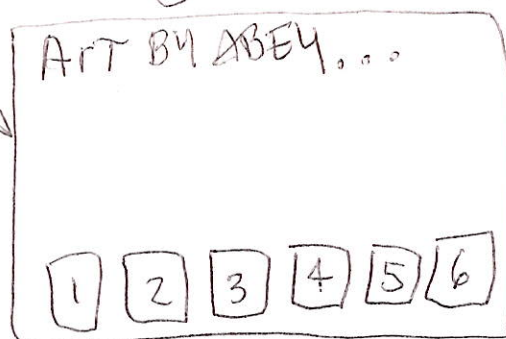
Upon Opening the Program

Visual Basic Csharp .net

"NEW FILE"

(1)

Opening Screen

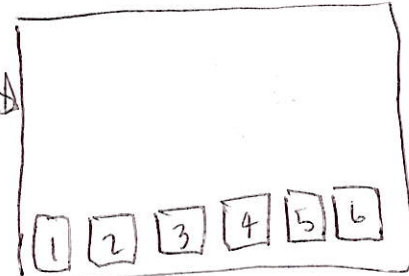


- 1 - ~~CANCEL~~
- 2 - ~~PALETTE~~ "grey"
- 3 - "OPEN A FILE"
- 4 - "IMPORT IMAGE" grey
- 5 - "FONTS AND FILLS" grey
- 6 - QUIT

TIME WAITING all onscreen buttons are white w/ black border of color to match buttons.

1 - NEW FILE →

Select format screen

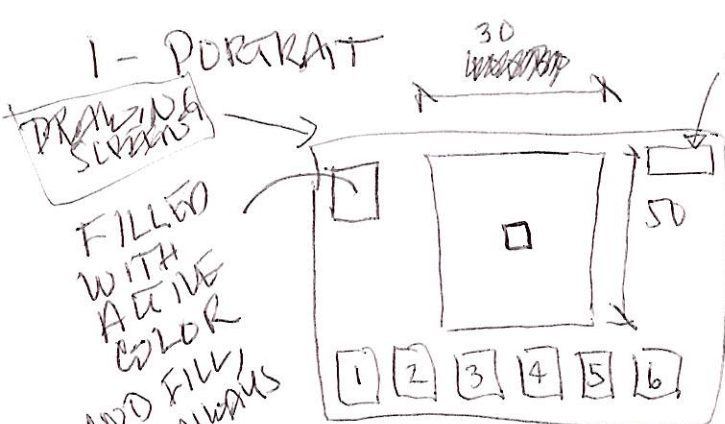


- 1 - "PORTRAIT"
- 2 - "LANDSCAPE"
- 3 - "SQUARE"
- 4 - BLANK - NOTHING
- 5 - BLANK - NOTHING
- 6 - "GO BACK" - go to screen ABOVE

Opening Screen

Box size change

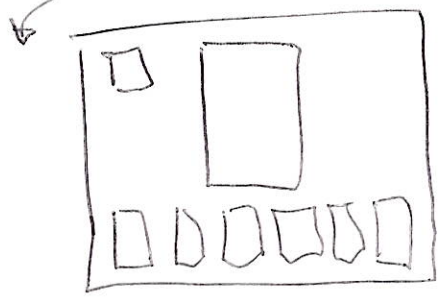
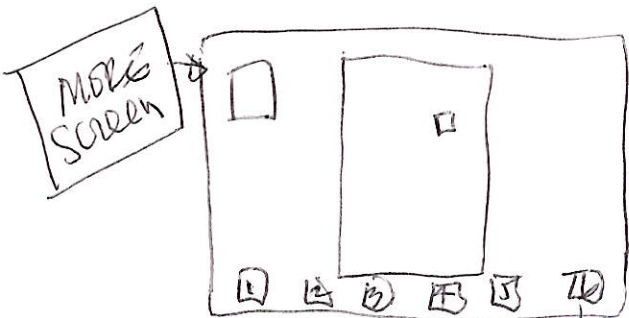
- 1 - PORTRAIT 30x50
 - 2 - LANDSCAPE 50x30
 - 3 - SQUARE 50x50
- SIMILAR TO BELOW BUT CREATING DIFFERENT GRIDS



BOXES WILL HAVE AVISBLE GRID ON THE SCREEN, BUT THE GRID WILL NOT PRINT. THE BOX THE IS BEING ADRESSED WILL BE ~~XXXXXXXXXX~~ BOLD OUTLINED IN BLACK

- 1 - ~~XXXX~~ ← " ACTION - MOVE 1 SQUARE LEFT, SAME SCREEN
- 2 - "↑" ACTION - MOVE 1 SQUARE UP, SAME SCREEN
- 3 - "↓"
- 4 - "→"
- 5 - "FILL" - FILL THE BOX WITH THE ACTIVE COLOR, SAME SCREEN
- 6 - "MORE" SEE (2)

6 - MORE



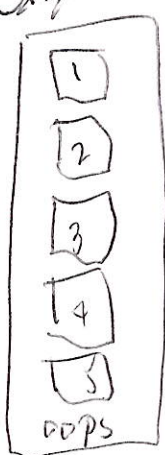
- 1 - "CHANGE COLOR" see sheet (3)
- 2 - "CHANGE FILL" see sheet (4)
- 3 - "CHANGE PALETTE" sheet (9)
- 4 - "SAVE" - sheet (9)
- 5 - "PRINT" - sheet (11)
- 6 - ~~"GO BACK"~~ - go back to section ~~details~~
- ~~"DRAWING"~~ - GO BACK - go to drawing screen.

- 1 - "DONE" ~~see sheet (3)~~ go to opening screen
 - 2 - "SAVE PALETTE"
 - 3 - ~~see sheet (9)~~
 - 4 - ~~see sheet (9)~~
 - 5 - ~~see sheet (11)~~
 - 6 - "GO BACK"
- palette file save - page 0

WHEN A NEW FILE STARTS IT BEGINS WITH

AS STANDARD PALETTE OF 26 COLORS
1 - CHANGE COLOR THIS IS THE CURRENT PALETTE

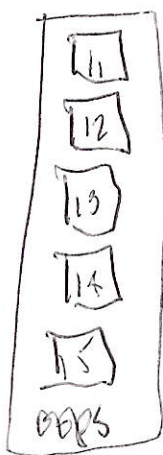
NOTE - 26 IS ~~BLACK~~ CLEAR AND NOT CHANGEABLE LIKE AN ~~erase~~



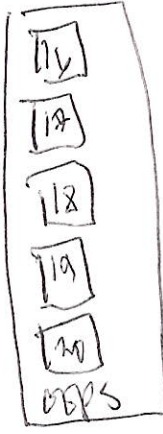
1



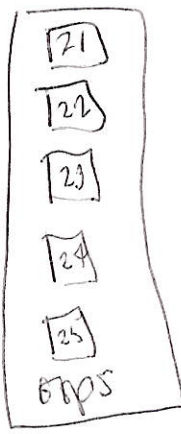
2



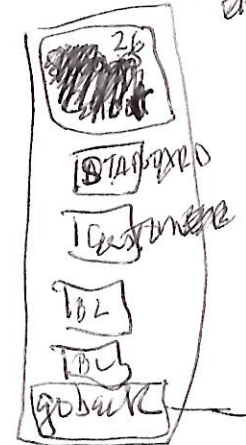
3



4



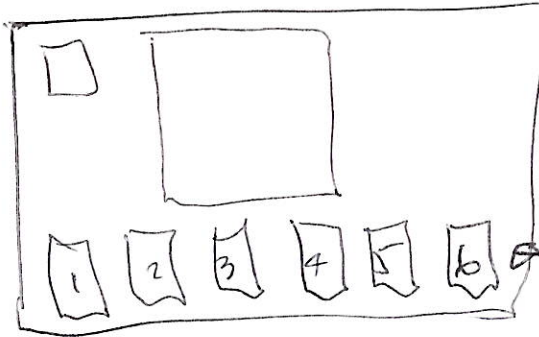
5



6

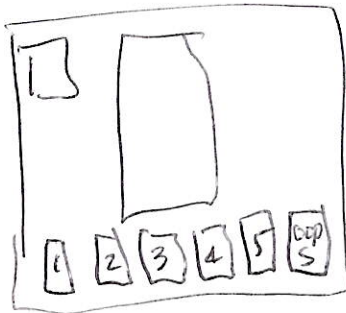
1- CHANGE COLOR SCREEN

(3)



These are the Buttons from page (2) Bottom of page.

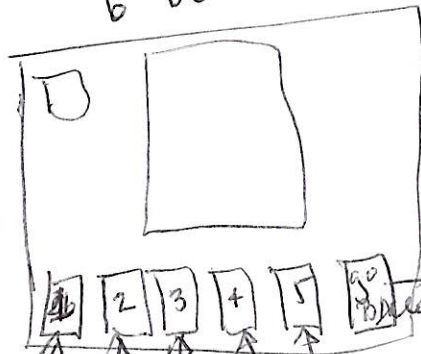
1, 2, 3, 4, 5 BUTTONS



2 colors of 6-10, 3 colors of 11-15, 4 colors of 16-20, 5 colors of 21-25, 6 ops

Selecting a color will change the active color and return to. ~~drawing screen~~ drawing screen

6 BUTTON



GOES TO drawing screen with no change

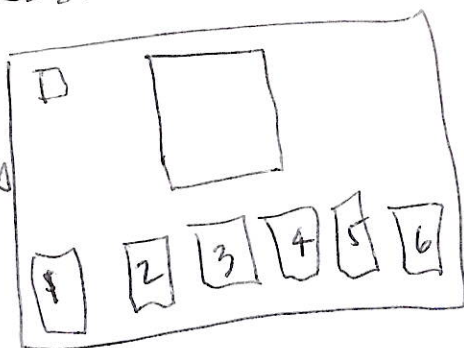
active like 1-5 buttons above swap from standard colors

pick a custom color — NOT READY YET MAKE ME GREYED OUT

BLACK does nothing

2- CHANGE FILL

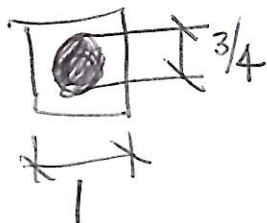
change fill screen



- 1- SOLID - CHANGE FILL TO SOLID FILL TO COMPLETE FILL (4)
- 2- DOT - CHANGE FILL TO DOT OF CHOSEN COLOR
- 3- LETTER - ~~CHANGE FILL TO LETTERS~~ TO DRAWING SCREEN
- 4- BLANK - ~~MOVE PNT AND IMAGE IN SCREEN~~ BUT NOTHING HAPPENS
- 5- ~~LETTERS~~ BLANK - NOTHING HAPPENS
- 6 - GO BACK TO DRAWING SCREEN

1- SOLID - Change fill to solid fill of color in box and return to drawing screen

2 - DOT - CHANGE FILL TO DOT ON ~~BACK~~ BACKGROUND of white * THIS WILL BE CHANGABLE IN FUTURE SO MAKE IT A VARIABLE

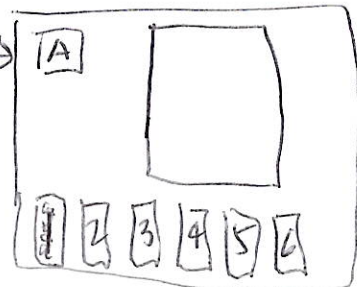


AND RETURN TO DRAWING SCREEN using draw menu

3- LETTER - CHANGE FILL TO LETTERS.

logic of letters should match tell us ABXY. for letters, capitalization, punctuation, use of numbers.

writing screen



- 1- a, b, c, d, e, ops
- 2- f, g, h, i, j, ops
- ...

shift, punctuation, space, move, ~~change~~

1-5 - type letter + move one box to right + go to writing screen
ops - go back to writing screen

6 - z, ~~change~~, ~~move~~, ~~change~~ (see (5))

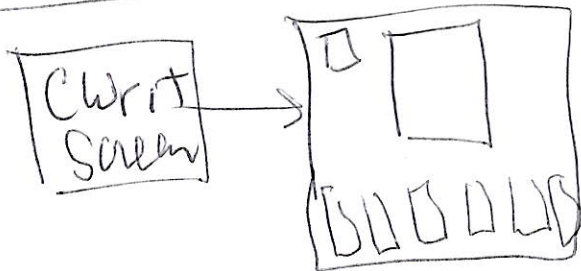
6 → 'Z' type Z and move one box to right (5)

2 Shift - Brings up capital letter version of writing screen. C Writ Screen

3 ~~Brings up~~ ~~panel~~ ~~version~~ ~~symbols~~ - Brings up ~~panel~~ ~~version~~ ~~symbols~~ C Writ Screen

4 Space - moves one box to right without filling in. + go to C Writ Screen

5 MOVE - see page (6) for more explanation
 6 Change fill - C Writ Screen
 1 2 3 4 5 6 - go back to writing C Writ Screen
 1 - Blank Nothing happens
 2 - move + go to this screen
 3 - go back to Change fill screen
 4 - go back to Change fill screen



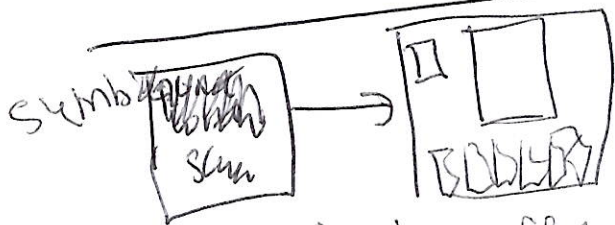
1 - A, B, C, D, E, 6bps

2 - F, G, H, I, J, 6bps

...

works just like lowercase + returns to lowercase

6 - Z, Blank, ~~panel~~ ~~version~~ ~~symbols~~, SPACE, move, change fill



1-5 works like lowercase BUT return to ~~panel~~ ~~version~~ ~~symbols~~ screen

1 - 1, 2, 3, 4, 5, 6bps

2 - 6, 7, 8, 9, 0, 6bps

3 - +, -, *, /, =, 6bps

4 - ., >, <, !, ^, 6bps

5 - (,), @, ", ', 6bps

6 - ;, ~~panel~~ ~~version~~ ~~symbols~~, letters, space, move, change fill
 see page (6)

b → ; - type ; and move one box to the right (6)

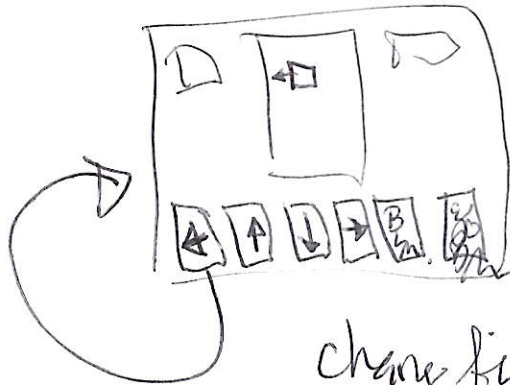
SHIFT - goto C. writing screen

letters - goto writing screen

space - move one space to right

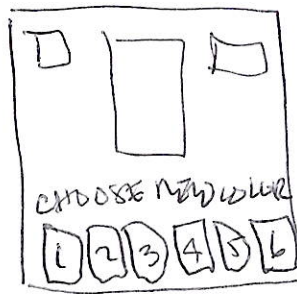
move - 1 2 3 4 5 6
← ↑ ↓ → Blank go back to writing screen

|- move one box to left
and stay in moving screen.



change file - goto change file screen

SWAP colors
SCREEN



1 - 5 colors + steps (go to SWAP colors
SCREEN)

2 - 5 colors + steps

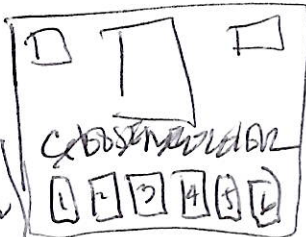
3 - 5 colors + steps.

4 - 5 colors + steps

5 - MORE

6 - go to MORE
SCREEN

1, 2, 3, 4



SELECT
NEW COLOR

1 - color

2 - color

3 - color

4 - color

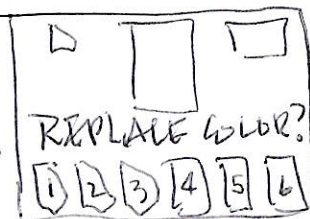
5 - color

6 - steps - go to

SWAP colors screen

1 - 5 - ~~select~~ select new color and go to replace color screen

replace
color screen
①



1-5 should look like the bottom of page ②, ~~see the action~~

6 should be ~~blank~~ BLANK - 1

drawing
screen

← changed my mind - 2

Blank - 3

Blank - 4

Blank - 5

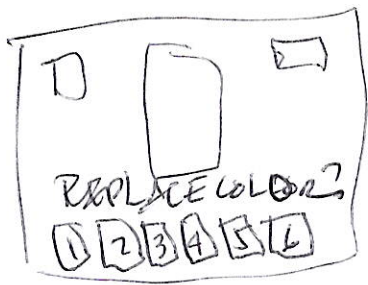
go to Replace
color screen
①

← go back - to

select - 1 to 5
go to ~~screen~~

replace color screen
②

Replace color screen
②

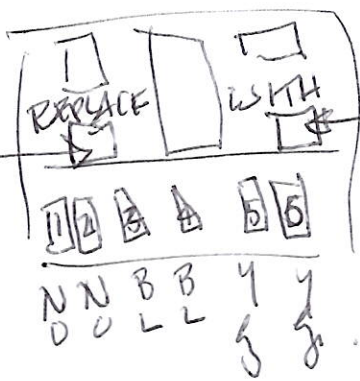


1-5 select a color to be replaced + go to
Are you sure screen

6 - go back to replace color screen ①

ARE YOU SURE
SCREEN

old color



new color

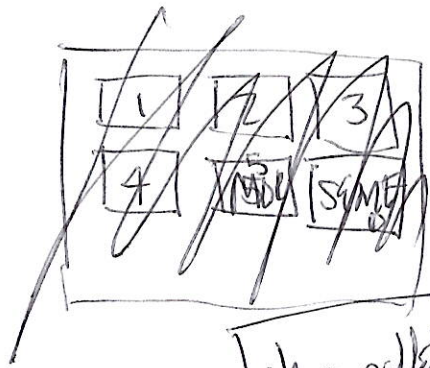
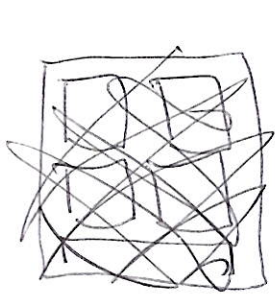
1 or 2 - DO NOT replace the
old color with
the new color in
the palette
+ REVERT TO

DRAWING
SCREEN

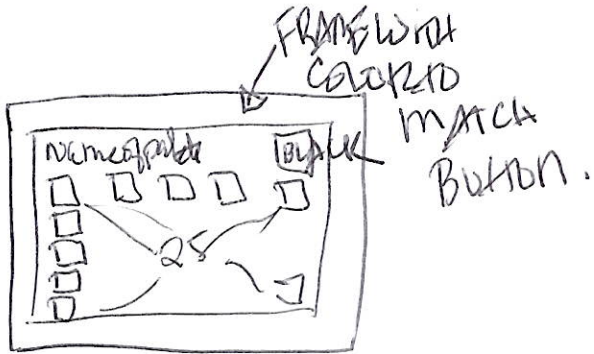
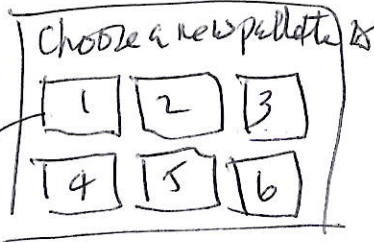
with unchanged
palette.

3-4 - Black
DO NOTHING

5-6
change the
old color to the
new color
and make that
the current
palette
+ revert to
the drawing
screen

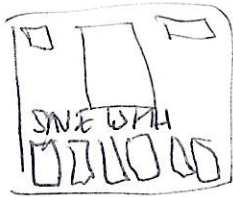


Choose palette screen



- 1 - pallette - replace old pallette w/ new pallette + goto drawing screen
 - 2
 - 3
 - 4
 - 5 - more - show me next saved pallettes in choose pallette screen
 - 6 - go back to drawing screen
- make lowest & color the active color.

"save" prompt (2)



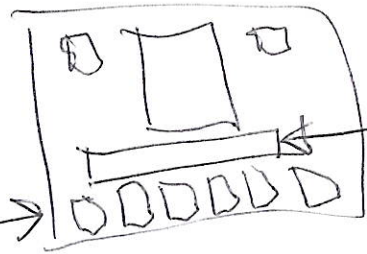
*NOTE SIMILAR LOGIC FOR "SAVE" PALLETTE FROM BUT SCREEN

- 1 - current file name - saves with current name + goto IDS.
- 2 - Blank
- 3 - new file name goto file naming
- 4 - Blank
- 5 - this file name - saves as drawing 1 (or 2, 3) goto IDS
- 6 - no back goto IDS.



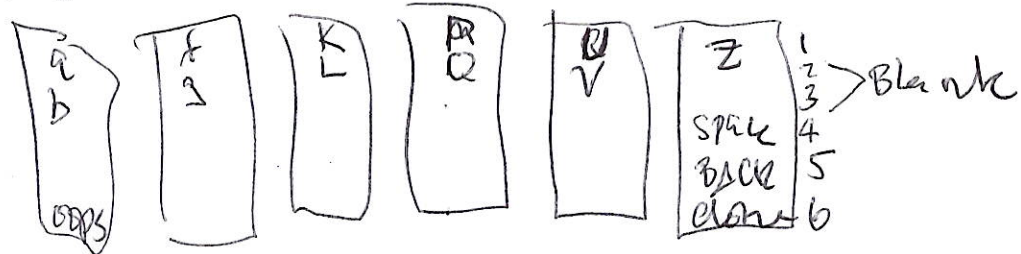
OR NEWLY TYPED FILE NAME FOR ID

file naming
screen (1)

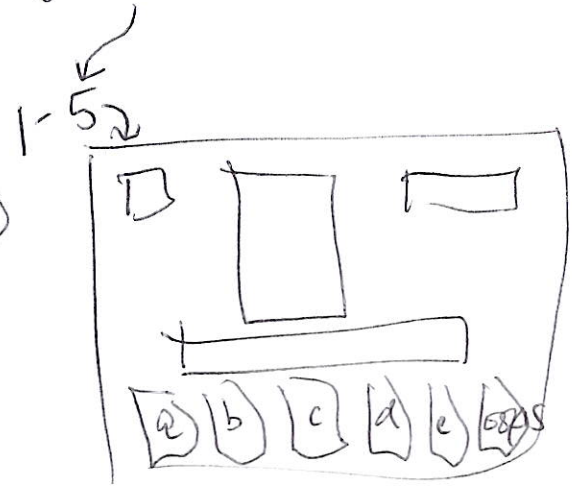


instead of typing letters
into boxes, type here

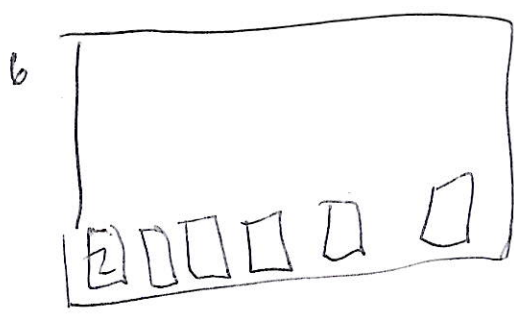
these should
look like letters
Bt only



file naming
screen (2)



1-5 + type letter
6 - goto file naming
screen (1)



- 1 - type Z + goto FNS (1)
- 2, 3 - Blank DO NOTHING
- 4 - type space + goto FNS (1)
- 5 - Backspace + goto FNS (1)
- 6 - make the text into the filename the "THIS FILENAME"

"PRINT"

11

