# ART GALLERY

## INSTRUCTION MANUAL

# CONTENTS:

# ART GALLERY.

PROGRAMMER: Bruce Kitch

REQUIREMENTS: VZ200+64K/VZ300+32K
              Disk Drive and Controller
              Printer optional

OVERVIEW:   Art  Gallery  is a utility to draw and
print  posters of your design. Posters can also be
used as introductions or game screens. Posters can
be saved and loaded from disk.
        Art    Gallery    is    divided   into   two
programs.  The   first,  Poster  Shop,  allows   the
posters  to  be  drawn. The second, Font Generator,
allows  fonts  to  be  created for use with Poster
Shop.
        Both programs are written in BASIC with
some  pieces of Machine Language. They are easy to
use as they are very User Friendly.
        Art  Gallery  is based on "Print Shop",
which is a utility for Apple and IBM computers.

## SOME FEATURES INCLUDE:
I.    Type and Draw modes.
II.   63 keyboard characters in 3 colours.
III.  Plot or fill circles and rectangles.
IV.   Plot lines.
V.    Cut and Paste.
VI.   Screen fill (4 colours).
VII.  Print poster to printer.
VIII. Save and retrieve poster from disk.
IX.   Create fonts.

PRINTERS:  The  poster  can  be printed out with a
GP-100  printer,  or  with  an  EPSON  compatible
printer when VZ-EPSON Printer Patch* is loaded.

*  VZ-EPSON Printer Patch.
   Written   by   Larry   Taylor.  Distributed   by
VSOFTWAREZ.

## POSTER SHOP

This program allows posters to be created. After a short introduction, the Menu will appear:

## THE MENU

<E>DIT — Enters TYPE mode.(See page 3)

<P>RINT — Prints out poster. If the printer patch is loaded and an EPSON compatible printer is connected, then three print sizes are available.

<D>IRECTORY — A list of all the files on the disk will be shown, along with the status.
Poster files will end in ".P"
Font files will end in ".F"

<L>OAD POSTER — A previously saved poster will be loaded and can be edited. The name typed must end in the suffix ".P"

<S>AVE POSTER — The poster will be saved to disk. When the poster is saved, the name typed will have the suffix ".P" added to it to indicate that it is a poster file.

<F>ONT LOAD — A font created using the Font Generator will be loaded. The name typed must end in the suffix ".F"

<B>ACKGROUND COLOUR — The entire screen will change to the colour chosen.
WARNING: This command will destroy any previous work.

<Q>UIT — The computer will reset.

FONT: — Shows the name of the font currently loaded.

The 2 Modes-

TYPE MODE.
     This   mode   allows 63 keyboard characters to be
typed   in   MODE(1).   Simply   type   as   you   would
normally,  pressing <SHIFT> when necessary. eg: to
obtain   the   question   mark   press   SHIFT<L>.   The
characters   can   be   of   3   colours   (red,   blue,
yellow).   They   can   be changed, deleted, or have
their   colour   changed   at any time by using the 8
directional cursor movement.
     Two   sizes of fonts are available (Standard and
Large).   The Standard characters are contained in
memory   permanently.(See   APPENDIX   B)   The small
cursor indicates Standard Type mode.
     The   Large   characters   have   to be loaded from
disk.   They   are   created   by   using   the   Font
Generator.(See   page   8)   Only one large font at a
time   can   be   in the memory. The name of the font
currently   loaded   is   shown   at the bottom of the
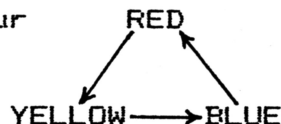menu.   The large cursor indicates Large Type mode.

Standard mode Commands:
     CTRL   3 4 5
            E✳T = move cursor
            D F G

     CTRL<M>=Goto Menu.(See page 2)

     CTRL<H>=Clear   screen.   This key has to be held
for   3 seconds so the poster can not be accidently
cleared.

     CTRL<N>=Toggle colour        RED

                    YELLOW⟶BLUE
            The   colour   of   the cursor indicates the
color of the character about to be typed.
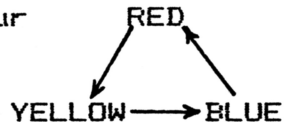
     CTRL<U>=Goto Large mode.(See page 4)

     CTRL<A>=Goto DRAW mode.(See page 5)

Large mode Commands:

```
CTRL   3 4 5
       E✳T = move cursor
       D F G
```

CTRL<N>=Toggle colour       RED

YELLOW ⟶ BLUE

      The   colour   of   the cursor indicates the
color of the character about to be typed.

      CTRL<U>=Goto Standard mode.(See page 3)

DRAW MODE.
    This mode allows you to set individual points, draw or fill circles and rectangles, plot lines, and cut and paste. All of this can be done in 4 colours (red, blue, yellow, green). Move the small flashing cursor using the 8 directional cursor movements, setting each point as you go, or move nondestructively over previous work.

Commands:
        (CTRL)  3 4 5
                E✳T  = move cursor
                D F G

        To move quickly hold <CTRL>.

    CTRL<M>=Goto Menu.(See page 2)

    CTRL<H>=Clear screen. This key has to be held for 3 seconds.

    <S>=Set individual point. A point will be set on the current cursor position.

    <P>=Lift pencil. The cursor will move nondestructively.

    <;>=Lower pencil. The cursor will move destructively.

    <N>=Change colour. After pressing <N>, press <1>-<4> to select colour.(1=Green,2=Yellow, 3=Blue,4=Red)

    CTRL<A>=Goto TYPE mode.(See page 3)

## Plotting and Filling circles.

You must be in DRAW mode. Select the desired colour. Press <C> when the cursor is where you want the centre to be. Press <SPACE> to increase to radius. When satisfied with the radius, press <RETURN> to plot a circle, or <C> to fill the circle.

## Plotting and Filling rectangles.

You must be in DRAW mode. Select the desired colour. Press <B> when the cursor is where you want the top left corner to be. Press <SPACE> to move down to the bottom left of the rectangle. When satisfied, press <RETURN>. Now press <SPACE> to move to bottom right corner. When satisfied, press <RETURN> to plot a rectangle, or <B> to fill the rectangle.

## Plotting lines.

You must be in DRAW mode. Select the desired colour and press <L>. A pointer will appear in the centre of the screen. Move the pointer using the normal cursor movement method.(See page 5) When the pointer is where you want the line to start, press <RETURN>. The pointer will return to the centre of the screen. Again move the pointer to where you want the line to end, and press <RETURN>. The line will now be plotted. When it has, you will be returned to DRAW mode.

## Cut and Paste.

This command will store a block (Max 20x20) and will copy it any where else on the screen. It is useful for transfering a shape from one poster to another.

To cut - You must be in DRAW mode. Press <Q> when the cursor is where you want the top left corner of the block to be. Press <SPACE> to move down to the bottom left of the block. When satisfied, press <RETURN>. Now press <SPACE> to move to bottom right corner. When satisfied, press <RETURN> to store the block in memory. A short pause will follow, before returning to DRAW mode.

To paste - You must be in DRAW mode. When the cursor is where you want the top left corner of the block to be, press <W>. After the block is copied, you will return to DRAW mode.

# FONT GENERATOR

This program allows many different fonts to be created for use with Poster Shop.

After a small introduction, the screen will be set up. The big, black rectangle is the drawing board, where you draw your characters. The small, blue box is the instruction box. On the left is a list of the commands.

The generator will start at ASCII(32) and finish at ASCII(94).(See APPENDIX A) In the top of the instruction box is the ASCII of the character to be drawn, and in the bottom is the actual character itself.

eg: ASCII(65) is the letter A. Move the yellow cursor around the drawing board creating the letter A. It need not look like the letter A, but whenever the key<A> is pressed during Poster Shop, the character you drew will appear.

Commands:
    <M> - move cursor left.
    <,> - move cursor right.
    <.> - move cursor up.
    < > - move cursor down.
    <S> - set pixel.
    <R> - reset pixel.
    <-> - next character.

Saving:
    When the font has been created, you may save the font to disk to retrieve later during Poster Shop. The name typed will have the suffix ".F" added to it to indicate that it is a font file.

OPTIONAL USES.
      The posters drawn with Poster Shop may be used
for  many other things other than printing out for
display.

      One  use is to make an introduction screen for
your  programs.  Simply draw the screen as normal
using  Poster  Shop,  save  it, and then type this
program:
```
 10 MODE(1)
 20 BLOAD"INTRO..P"  (the name of the poster)
 30 RUN"PROGRAM"  (the name of the program)
```
      Run  this  program  and  the result will be an
attractive  introduction  on the screen while your
program  is being loaded.  This is also useful for
setting up screens for games.

      Another use is to make a continuous display of
pictures  on  the  screen. Simply draw the posters
and save them. Now type this program:
```
 10 MODE(1)
 20 BLOAD"FRAME1.P"
 30 BLOAD"FRAME2.P"
 40 BLOAD"FRAME3.P"
 100 GOTO 20
```

      Another  variation  is  to  make  each picture
slightly  different  from  the  one before it. The
result will be an animated cartoon of your design.
Use the above program to gain this effect.

# APPENDIX A – ASCII Code

| ASCII | CHARACTER | ASCII | CHARACTER |
|-------|-----------|-------|-----------|
| 32 | (Space) | 65 | A |
| 33 | ! (exclamation) | 66 | B |
| 34 | " (quote) | 67 | C |
| 35 | # (number sign) | 68 | D |
| 36 | $ (dollar) | 69 | E |
| 37 | % (percent) | 70 | F |
| 38 | & (ampersand) | 71 | G |
| 39 | ' (apostrophe) | 72 | H |
| 40 | ( (open parenthesis) | 73 | I |
| 41 | ) (close parnethesis) | 74 | J |
| 42 | * (asterisk) | 75 | K |
| 43 | + (plus) | 76 | L |
| 44 | , (comma) | 77 | M |
| 45 | — (minus) | 78 | N |
| 46 | . (period) | 79 | O |
| 47 | / (slant) | 80 | P |
| 48 | 0 | 81 | Q |
| 49 | 1 | 82 | R |
| 50 | 2 | 83 | S |
| 51 | 3 | 84 | T |
| 52 | 4 | 85 | U |
| 53 | 5 | 86 | V |
| 54 | 6 | 87 | W |
| 55 | 7 | 88 | X |
| 56 | 8 | 89 | Y |
| 57 | 9 | 90 | Z |
| 58 | : (colon) | 91 | [ (open) |
| 59 | ; (semicolon) | 92 | \ (slash) |
| 60 | < (less than) | 93 | ] (close) |
| 61 | = (equals) | 94 | ^ (arrow) |
| 62 | > (greater than) | | |
| 63 | ? (question mark) | | |
| 64 | @ (at sign) | | |

## APPENDIX B — Standard Characters

The 56 Standard Characters available are:

```
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890
.,!;:?"'()[]\
<>=x/+-^
<SPACE>
```