

# DYNA DRAW 3D INSTRUCTIONS

This dynamic drawing tool will have you creating wild and crazy scenes that you will love to share with others. The single letter programming commands are like the LOGO Turtle graphics of 'old' and a great educational platform.

Happy Drawing!

## DRAWING, ROTATION, AND MOTION

- Lower case, single step, upper case dynamic motion
  - **f/F**: Move Forward drawing a line
  - **m/M**: Move, just like the f command, but no line is drawn
  - **b/B**: Back, just like m but the opposite direction
  - **r/R**: Rotate Right
  - **l/L**: Rotate Left
  - **u/U**: Rotate Up
  - **d/D**: Rotate Down
  - **i/I**: Rotate In - spin
  - **o/O**: Rotate Out - spin

## 3D OBJECTS TO ADD TO YOUR SCENE

- **W**: World
- **S**: Sword
- **A**: Asteroid
- **""**: Quotes. Any letters (or space character) inside quotes will be drawn as 3D characters.
- **J**: Jet Rocket
- **K**: 5 KW Light
- **P**: Pixel Drawing - leaves a line behind

## OBJECTS WITH SPECIAL TRIGGERS

- Keyboard or Gamepad controls the angle/shooting
  - **t**: Tilter
  - **T**: Tilter, opposite direction
  - **s**: Shooter, Shoots a cannon ball

## COMMANDS TO ADD PIZZAZ

- **z**: Zoom Smaller
- **Z**: Zoom Larger
- **0, 1, 2, 3, 4, 5, 6, 7, 8, 9**: Set a color
  - 0: black, 1: white, 2: red, 3: green, 4: blue, 5: yellow, 6: magenta, 7: cyan, 8: gray, 9: clear
- **C**: Dynamic Rotate the colors – "Taste the Rainbow!"

## SPECIAL PROGRAMMING COMMANDS

- **( ) c**: Copy stuff found in last (...), example: **(fr)cccc**
- **[ ]**: Encapsulate all Transforms (rotation/movement), nice for branching from the same point
  - Example: **[ffff] [rrrrrrffff]**, both arms start from the same point