

# **PaintMASTER**

## **Program Operation Manual**

**FOR THE COLECO ADAM FAMILY COMPUTER SYSTEM**

**Designed by**

**Strategic Software**

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# Warranty Notice

The enclosed program is designed to operate using revision 79 SmartBASIC™ and a revision 00 ADAM™ memory console. The enclosed program ~~will~~ may operate properly without having the correct revisions of SmartBASIC™ and the ADAM™ memory console.

To know what revision of SmartBASIC™ you have, load SmartBASIC™ into memory and type print peek(260) at the ready prompt and press RETURN. The revision number 79 should then appear. To know what revision ADAM™ memory console you have, turn your ADAM™ on and press the CONTROL key and the R key simultaneously while in the electronic typewriter mode. The revision number 000 should then appear below the Roman Numeral IV at the bottom of the screen.

If the revisions that you own are not correct and the enclosed software does not operate properly please contact Coleco™ Industries. ~~We~~ Do Not immediately assume that the enclosed program is defective.

This warranty will ONLY cover the following defective problems for a period of ninety (90) days: Data Pack / Disk mechanical failure, I/O ERRORS, unreadable data due to recording failure.

Only defective Data Pack/Disks should be returned to the following address for immediate repair or replacement (please include your return address and the nature of the problem):

Parallel/Strategic Warranty Support  
P.O. Box 0165  
Turnersville, NJ 08012

~~We~~ Do Not send any products directly to Strategic Software's headquarters. If you require technical support, Strategic Software ~~must~~ may have the enclosed Product Registration Card on file. Please send it in immediately. Technical support will be offered on a telephone basis only.

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**PaintMASTER Was Designed By Strategic Software**

**AND**

**Programmed By**

**Kenneth Pavlelich**

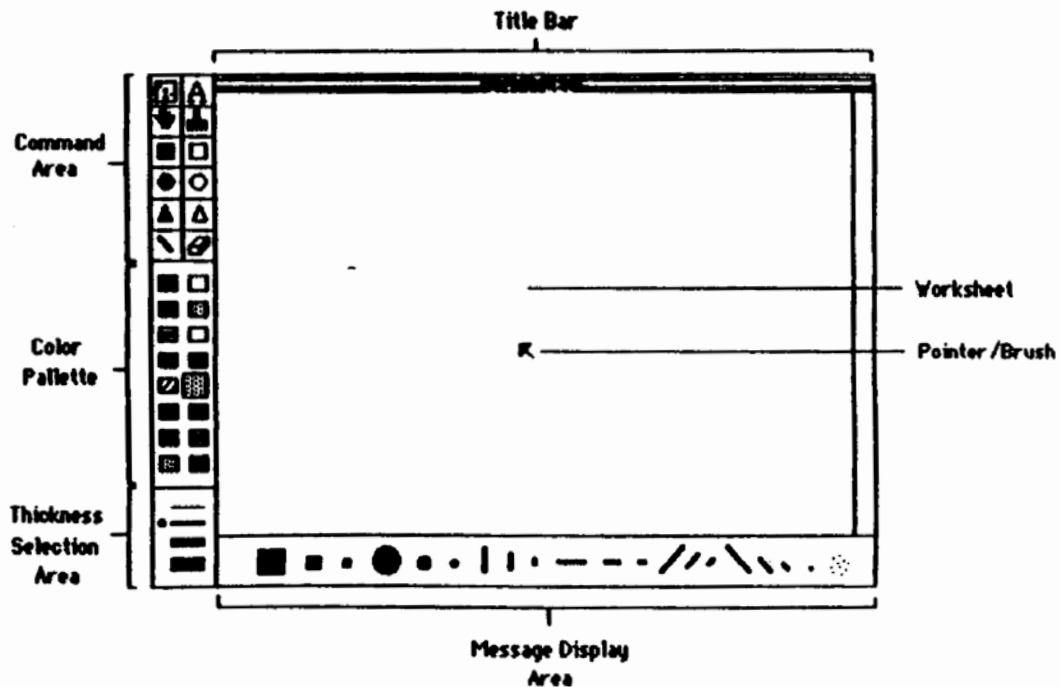
## Getting Started

You have just purchased a program that will allow you to design complex hi-resolution graphic images on your ADAM™ Family Computer quickly and easily. Before you can use PaintMASTER, you must load it into your computer's memory properly.

First, make sure that a joystick is plugged into port #2 of your ADAM. Next, load SmartBASIC™ into ADAM's memory, place the PaintMASTER program data pack™ into data drive 1, type the following at the ready prompt and press the key labelled [RETURN]:

```
run paint,d1
```

The data drive should then activate and in a few moments a copyright notice will appear on the screen. The copyright notice will remain on the screen while the main program loads into memory. When the data drive stops spinning, PaintMASTER will be in your ADAM's memory, and your screen should look something like this:



The name of each area of the screen is also labelled. Familiarize yourself with each of these areas, as they will be referred to frequently throughout this manual.

## Painting and Drawing



Each command in PaintMASTER is represented by a picture or a word. While the pointer is located in the worksheet area it takes on the shape of the currently selected brush. While the pointer is located in the command area, color palette area, thickness selection area, or message display area, it will take on the shape of an arrow. The pointer may be moved by pushing the joystick in the corresponding desired direction.

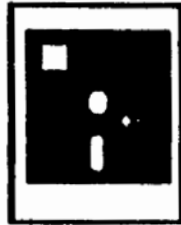
In order to paint or draw freehand, place the pointer in the worksheet area, press and hold the paddle button located on the right side of the joystick, and begin moving the brush. The ink should begin to flow, and your creation should appear on the worksheet. You may erase any part of your drawing by placing the brush over the desired area, press and hold the left paddle button, and move the joystick. **Remember:** right button to draw, left button to erase. When you release the right button, the ink will stop flowing. When you release the left button, the brush will stop erasing.

You may change the brush style by moving the pointer into the command area and place it over the picture of the paint brush. Now press the right paddle button and several brush styles will then appear in the message display area. The currently selected brush will be displayed in reverse video. Move the pointer over the desired brush and press the right paddle button. The pointer will then return to the worksheet area, and will take on the shape of the brush style that you selected.

You may change the distance in between each brush stroke by moving the pointer into the command area and place it over the picture of the paint brush. Now press the left paddle button and a series of numbers will appear in the message display area. The currently selected distance will appear in reverse video. The numbers represent pixel distances. Pixels

are small dots of light that form your drawing. One pixel is one dot of light. Move the pointer over the desired distance number and press the right paddle button. The pointer will then return to the worksheet area.

## **Loading and Saving Your Pictures**



You may load a new picture file into memory by moving the pointer into the command area, place it over the picture of the disk, and press the right paddle button. PaintMASTER will display the following in the message display area:

**CONT LOAD SAVE**

To load a picture, place the pointer over the word **LOAD** and press the right paddle button. PaintMASTER will ask you if the picture is on a **TAPE** or a **DISK**. Place the pointer over the desired format and press the right paddle button. PaintMASTER will then ask you to insert the tape or disk that contains the desired picture, once completed press the right paddle button. PaintMASTER will then display the following options: **NEXT LOAD CONT** As well as the name of the first picture file on the tape or disk. If the name displayed is the correct one, place the pointer over the word **LOAD** and press the right paddle button. PaintMASTER will then proceed to load that picture file into memory. Once completely loaded PaintMASTER will display the picture on the screen. **PLEASE NOTE:** Loading picture files from tape may take a long time. If the name displayed is not correct place the pointer over the word **NEXT** and press the right paddle button. PaintMASTER will then display the name of the next picture file that resides on the disk or tape. If you do not wish to continue and return to the worksheet area, place the pointer over the word **CONT** and press the right paddle button.

To save the current picture, place the pointer over the word **SAVE** and press the right paddle button. PaintMASTER will then ask you to select a **DISK** or **TAPE** to store the picture on. Select the desired format and press the right paddle button. PaintMASTER will then ask you to type in a name



for the current picture that you wish to save. Type in this name SLOWLEY and press [RETURN] when finished. PaintMASTER will then proceed to save a copy of the current picture to tape or disk. PLEASE NOTE: Saving pictures to tape may take a long time.

The name of the current picture will always appear on the title bar located at the top of the screen.

PLEASE NOTE: If at any time you wish to leave the load/save mode and return to the worksheet area, simply press the left paddle button.

PLEASE NOTE: Four pictures are provided on the program tape, we suggest that you load them in, as illustrate many examples.

If you are finished using PaintMASTER and wish to leave the program, move the pointer into the command area, place it over the picture of the disk, and press the right paddle button. PaintMASTER will then display the following message in the message display area:

**CONT QUIT**

To exit from PaintMASTER, move and place the pointer over the word QUIT and press the right paddle button. PaintMASTER will then turn control of your ADAM™ over to you. If you change your mind and do not wish to quit, place the pointer over the word CONT and press the right paddle button. You may also simply press the left paddle button and return to the worksheet area.

## **Circles, Polygons, Triangles, Straight Lines**



PaintMASTER has the ability to draw uniform circles, Polygons (Four Sided Figures like Squares), Triangles, or Straight Lines, either hollowed or filled in.

To draw a polygon, move the pointer into the command area, place it over the picture of either the hollow or filled in square, and press the right paddle button. PaintMASTER will display the following message in the message display area:

### **POINT TO FIRST POSITION**

At this point, you must move the pointer to the first position or point of the shape and press the right paddle button to place the point on the screen. Remember shapes are made up of points and PaintMASTER will connect these points with straight lines to form the shape. PaintMASTER will then ask you to place the second point. This will continue, until the fourth point has been reached. Once the fourth point has been placed, PaintMASTER will form the shape.

Triangles and Straight Lines are formed the same way, however they are simply made up of three and two points respectively.

To form a circle move the pointer into the command area, place it on the picture of the filled-in or hollow circle, and press the right paddle button. PaintMASTER will then ask you to position the pointer at the center of where the circle will be drawn. Position the pointer and press the right paddle button. PaintMASTER will then ask you to position the pointer at the edge of the circle. The distance between the edge of the circle and the

center is called the radius. Place the pointer at the desired edge of the circle and press the right paddle button. PaintMASTER will then proceed to draw the circle.

**PLEASE NOTE:** If any shape command is selected, PaintMASTER will remain in the mode even after it draws the shape. This makes it faster to draw many lines and shapes in succession. To exit from any of these modes simply press the left paddle button to return to the worksheet area.

You may change the thickness of straight lines, or the border surrounding the hollow shapes by selecting the desired thickness from within the thickness selection area. You may change the thickness before selecting a shape by moving the pointer into the thickness selection area, place it over the desired thickness representation, and press the right paddle button. The current selected thickness will be indicated by a small round dot. PaintMASTER will then draw all hollow polygons, circles, triangles, and straight lines using the thickness that you selected.

## Changing Foreground And Background Colors



You may change the foreground or ink color at anytime while drawing in the worksheet area or before the selection of a command by moving the pointer into the color palette, place the pointer over the desired color, and press the right paddle button. The color square will then enlarge to inform you of the currently selected foreground color. You may then move back into the worksheet area and begin drawing, or select another command.

You may change the background color by moving the pointer into the color palette, place the pointer over the desired background color, and press the left paddle button. PaintMASTER will then display the following message in the message display area:

**CONT    CHANGE BACKGROUND**

Move and place the pointer over the words CHANGE BACKGROUND and press the right paddle button. PaintMASTER will then change the background to the desired color. PLEASE NOTE: Changing the background color will not affect what has already been drawn.

## **Adding Text To Your Drawing**



You may add text to your drawing by moving the pointer into the command area, place it over the capital 'A', and press the right paddle button. PaintMASTER will then inform you to begin entering text. A small underline will also appear in the worksheet area. This is called a cursor. The cursor will tell you where the next character will appear. You may move the cursor by moving the joystick. Just think of it as another pointer. When placed at the desired location you may type in any letter or number on the keyboard. The corresponding letter or number will then appear in the worksheet area. You may erase the last character that was typed by pressing the backspace key on your keyboard. When you have finished entering your text press the left paddle button to exit from this mode. The color of the text will be determined by the currently selected foreground color.

## **Moving Or Copying Areas Of Your Drawing**



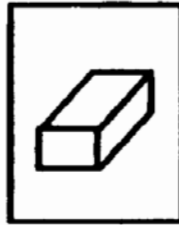
You may copy or move selected areas of your drawing to other parts of the worksheet area by moving the pointer into the command area, place it over the picture of the hand, and press the right paddle button. PaintMASTER will then display the following message in the message display area:

### **CONT COPY MOVE**

**To move a selected area**, place the pointer over the word **MOVE** and press the right paddle button. PaintMASTER will then inform you to select the desired area and the pointer will represent an upper left-hand corner. Position the pointer at the upper left-hand corner of the area that you wish to move and press the right paddle button. The pointer will then represent a lower right-hand corner. Position the pointer at the lower right-hand corner of the area that you wish to move and press the right paddle button. PaintMASTER will frame the selected area with a rectangle. The pointer will then change back into an upper left-hand corner. PaintMASTER will then inform you to point to a new location. At this point you must move the pointer to a new position in the worksheet area and press the right paddle button. PaintMASTER will redraw the area starting at the position of the upper left-hand corner.

**To copy a selected area of your drawing**, follow the same procedure as above except place the pointer over the word **COPY** after selecting the **MOVE/COPY** command. Instead of physically moving the selected area, PaintMASTER will leave the original area and produce an exact duplicate at the new location.

## **Erasing The Entire Drawing**



In order to erase the entire screen move the pointer into the command area, place it over the picture of the eraser, and press the right paddle button. PaintMASTER will display the following message in the message display area:

**CONT      ERASE SCREEN**

If you wish to erase the contents of the worksheet area move the pointer over the words ERASE SCREEN and press the right paddle button. The screen will then look as though you had just activated PaintMASTER. Only the screen will be erased, not the file on the tape or disk. If you change your mind and do not wish to erase the screen, simply press the left paddle button or move the pointer over then word CONT and press the right paddle button.

## **Helpful Tips**

You may have noticed some screen flickering when moving the pointer. This is not going to affect your picture. It is simply a design flaw in your ADAM's video display chip.

A phenomenon known as color bleeding may occur if you attempt to draw to close to a different color. This again is a design flaw in your ADAM's video display chip.

Be sure not to move or copy an area of your drawing that is larger than one half of the worksheet area, as your ADAM does not have enough memory to handle anything larger.

Detailed drawing is best accomplished by using the smallest brush. The smallest brush size is simply 1 pixel.

Filling in large areas of color is best accomplished by using the largest brush size.

While working on detailed drawings, we suggest that you save them frequently because the ADAM may crash due to a power outage or other unexpected reason.