GRAPHIXPIX I

ADAM GRAPHICS
DISPLAY UTILITIES

BY WAYNE MOTEL

** COPYRIGHT NOTICE **

** DISCLAIMER NOTICE **

*** WARRANTY NOTICE ***

** PRODUCT UPDATES **
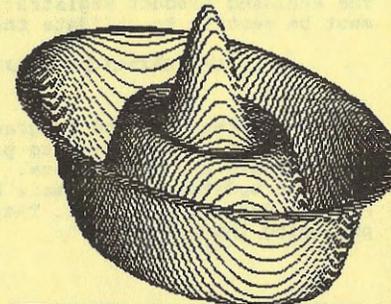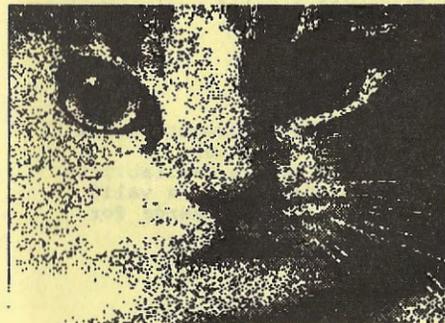
Updates to the enclosed program and associated documentation will be made from time to time to provide additional minor improvements and corrections. Notification of the availability of these updates will be made based on the receipt of a valid Product Registration Card. Their will be a nominal charge for providing the updates.

E. CBPIC - RLE FILES

Run Length Encoding is a mechanism for taking a picture and "encoding" it into an ACII data file which can be decoded into a high resolution graphics screen by many different computers.
Many of the RLE files are created from digitized pictures, made with a special hardware device that captures a picture and stores it a special computer file.
Digitized pictures offer good resolution and obviously some pictures that would be difficult to produce via a high resolution drawing program.

Hence, we have included the Public Domain progam CBpic on the GRAPHIXPIX I product which will allow you to create a graphics screen from any RLE file and then create a graphics file (via GPsave or GPconv) for later displaying.

We have included some RLE converted graphics files, which have already been GPsaved and are ready for printing. Also included is a RLE file (wfall) that has not been GPsaved. Run the CBpic program and enter wfall as the filename to see how the program works. Once the graphics screen has been fully displayed run the GPsave program (remember that when you type in RUN GPsave, it will not be visible on the screen because it is a HGR2 screen).

If you have an ADAMLink modem you can easily obtain more RLE files. Compuserve has a special forum which contains nothing but RLE files. Enter GO PICS to get to this forum.

The graphics screen files that have been created may now be viewed by running the GPload program or printed if you have the GRAPHIXPAINTER program.
Remember, when entering the name of the file to be viewed or printed, do not enter the c or p at the end of the file extension.

PAINTMASTER files are the second type that can be displayed by the GRAPHIXPIX I program. There is no need to save a Paintmaster screen with the GPsave program because GRAPHIXPAINTER can read a Paintmaster created graphics file directly.

D. GPCONV
The GPconv program should be run when you have a graphics screen "frozen" on the display and want to save it as a PAINTMASTER compatible file instead of or, in addition to saving it via the GPsave program as described above.
The reason you would want to save a non-PAINTMASTER created screen as a file that can be used by PAINTMASTER is to make use of the fine drawing and coloring features of this excellent program. As an example, you could use the GPload program to display the F15 picture on this tape/ disk, hit the ESCape key to freeze it and then enter RUN GPconv, which will save it as a PAINTMASTER file. You would then run your PAINTMASTER program and select the F15 file for loading. Experiment by changing the background color, drawing in clouds, scenery, etc. The possibilities are endless and you didn't have to go to art school to draw the F15 in the first place ! You will find that this program expands your use of the PAINTMASTER program.

NOTE: After running GPconv you will have to section off that portion of the picture you want to save as a PAINTMASTER file, since PAINTMASTER screens are only 21 rows by 27 columns. Use the UP/DOWN/LEFT/RIGHT arrow keys to shift the section you want to save, which is indicated by the "GREY" background. Once you have sectioned the area off, hit the RETURN key afterwhich you will be prompted for the device and filename.

A. PRODUCT OVERVIEW
GRAPHIXPIX I is a graphics utility package for the ADAM computer which allows saving and displaying of ADAM SMARTBasic graphics screens, both Low and High resolution.

Utilities for converting SMARTBasic graphics screens to a file that can be read by the PAINTMASTER (C) high resolution drawing program are also provided. This feature will greatly enhance the use of PAINTMASTER, allowing you to bring in a graphics screen as a "starter" and then use PAINTMASTER to touch it up and add color.
A program that converts RLE (Run Length Encoded) graphics files for display is also provided.

Twelve intriguing graphics files are also provided.

If you have the GRAPHIXPAINTER, ADAM dot matrix printer utility program these graphics files may be printed by that program.

Enjoy the complex graphics capabilities of your ADAM with this product !

B. SYSTEM REQUIREMENTS

. ADAM system with either tape or disk drives
. SMARTBasic version 1.0, revision 79

C. BACKUP COPIES/ REGISTRATION

The purchaser may make back up copies of the enclosed program for personal use. Providing copies to others is in violation of copyright law. The serial number tied to this program, is cross referenced to the purchaser's name for future reference.
The enclosed Warranty/ Registration card must be completed and returned in order to validate this products warranty and to facilitate the supplying of information about future program updates.

SECTION II - RUNNING GRAPHIXPIX I

A. GENERAL NOTES

The graphics screens contained on this disk/ tape were saved using the GPsave program which is one of the utilities of GRAPHIXPIX I.

All graphics files are stored in two parts, each with a single digit suffix which is the last character of the file name. Whenever you enter the name of a graphics file via the GPload program you SHOULD NOT enter this suffix. To illustrate, if you have a graphics screen with the name of SAMPLE, it will be saved as follows:

.GPconv will save it as SAMPLE1 and SAMPLE2
.GPsave will save it as SAMPLE.GRc and SAMPLE.GRp (GR)
                       SAMPLE.HGc and SAMPLE.HGp (HGR)
                       SAMPLE.H2c and SAMPLE.H2p (HGR2)

GR is the SMARTBasic low resolution graphics screen
HGR is the high resolution graphics screen with 4 lines allocated for text at the bottom of the screen
HGR2 is the high resolution graphics screen with no text area

The GPsave, GPload and GPconv programs contain options for TAPE 1 and DISK 1 as the source/ destination for the graphics files.

SPECIAL NOTE: When saving or loading PAINTMASTER files, DO NOT have a write protect tab on your diskette. If you do, GRAPHIXPIX I will return to the drive selection screen. You will also be returned to the drive selection screen if you do not enter a valid file name.

B. GPLOAD

GPload is used for displaying a previously saved graphics screen, either one saved by GPsave, GPconv or PAINTMASTER. Follow the ON SCREEN messages to display any of the twelve graphics files contained on GRAPHIXPIX I. After the picture has been displayed you may:

. Hit the ESCape key to retain the screen for viewing or for creating a PAINTMASTER compatible graphics file via the GPconv program

. Hit any other key to go back and select another graphics file for viewing

C. GPSAVE

GRAPHIXPIX I displays graphics screens that have been stored from ADAM Video memory on a binary file, in one of two specified formats -
. One created by the GPsave program on this disk/tape
. One created by the PAINTMASTER program

Hence, any SMARTBasic graphics screen must be first saved as a file in one of these formats. All the picture files contained on the GRAHIXPIX I disk/tape have been saved using the GPsave program supplied. We have included a SMARTBasic program (polygon1.4) that draws a high resolution screen of any polygon. This program is from the NIAD public domain library. We modified the program slightly to retain the high resolution graphics image on the screen so it could be saved as a binary file. Many graphics programs, once they have displayed a graphics screen will erase it if any key is pressed or go on to another section of the program, which would prevent one from saving the screen as a file. You may have to alter the SMARTBasic program to "freeze" the screen so you can save it using GPsave. One easy way to do this is find the portion of the program that displays the graphics screen and insert a line after this point with a STOP command.

Here is the procedure for saving a graphics screen using the GPsave program on this disk/data pack:

1. Run the SMARTBasic graphics program or otherwise get your image to the screen.
2. While the image is still on the screen insert the disk/data pack containing the GPsave program and type RUN GPsave.
3. Your graphics screen will be saved in memory and you will be asked to provide a name for the graphics file. If you do not get the message that the screen is SAVED IN MEMORY, run GPsave again (make sure the tape/ disk has the GPsave program on it).

   NOTE: Refer to your SMARTBasic manual for information on graphics screen types. Remember that if your graphics screen is a HGR2, when you enter RUN GPsave, it will not be printed on the screen (in HGR2 mode the whole screen is graphics and no text is displayed). However, SMARTBasic will recognize the command and run the GPsave program (as long as you enter it correctly). If the GPsave program will not run, make sure it is on the disk/data pack you have selected and that you entered RUN GPsave correctly.