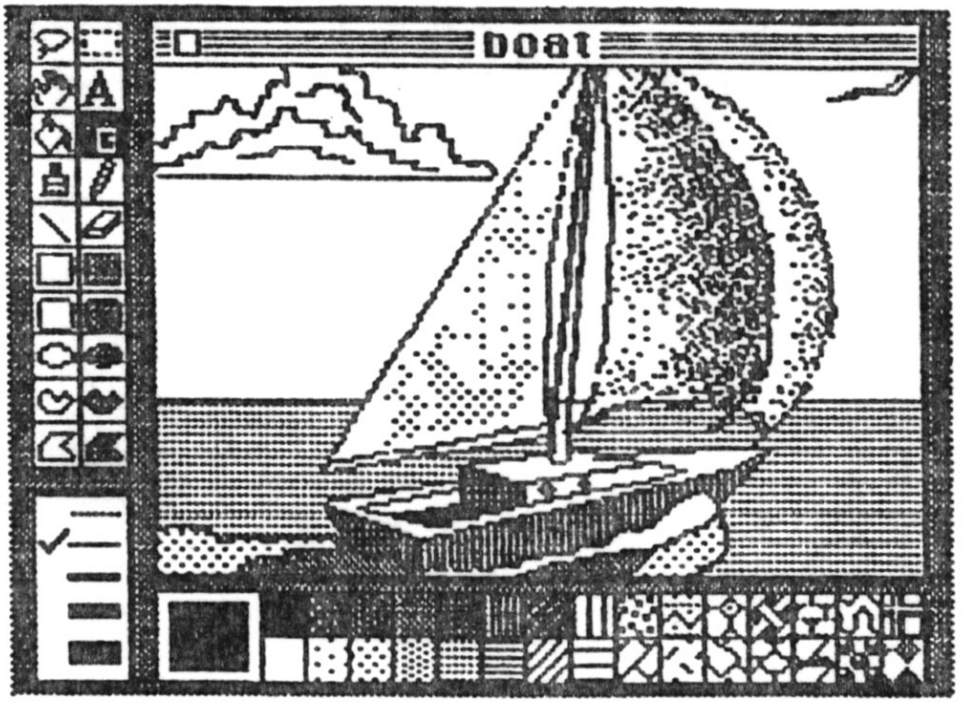
GG Max II™



USER'S MANUAL ADDENDUM

COLORWARE

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INTRODUCTION

YOU MUST BACK-UP YOUR COCO MAX DISK BEFORE RUNNING ANY OF THE PROGRAMS. IN NO CASE SHOULD YOU "CONFIGURE" YOUR ORIGINAL COCO MAX DISK. We advise that you make several backup copies of your original CoCo Max disk using the Disk Basic BACKUP function. CoCo Max II is an enhanced version of the popular CoCo Max graphic creation program. In this addendum, we will only explain the new features of CoCo Max II. Please read your CoCo Max manual first.

The major improvements of CoCo Max II are:

- Multiple drive capability
- 14 different character fonts. (original version had 5)
- A special "Glyphic" font
- Dynamic two-dimensional shrink and stretch
- Rotate function
- A disk CLIPBOOK with a capacity of up to 68 pages
- Point & click loading of image files from disk
- Show page features window locator.
- Alternate pattern sets can be saved and loaded from disk
- A wide selection of printer drivers to accomodate more printers than any other graphic program for the Color Computer
- A new EDIT PATTERN feature
- Artifact colors are now fully supported

CONFIGURING COCO MAX II

Your CoCo Max II disk contains a BASIC program named "CONFIG". Running this program will "patch" your CoCo Max software to operate with your particular printer. It also customizes CoCo Max for the number of disk drives that you have.

WARNING - IT IS EXTREMELY IMPORTANT that you fully understand another feature of the CONFIG program. It automatically erases all printer drivers and itself from the disk when run! This is done to provide the maximum amount of room on the disk for your picture files. Because many files are irreversibly erased, it is extra important that you NEVER, EVER run CONFIG on your original CoCo Max disk. Instead, make backup copies from the original using the Disk Basic BACKUP function. Then, simply place one of the backup disks in drive #0 and type RUN"CONFIG". You will be prompted through the rest of the program.

SINGLE DISK USERS:
If your system has only one disk drive, you might want to free as much space as possible on your CoCo Max disks to make room for more picture files. The CONFIG program removes all printer drivers. You can also remove any fonts that you feel you won't be using. The fonts are files on your disk with the extension /FNT. Use the Disk Basic KILL function to remove fonts (and pictures). A removed font will still show on the font pull down menu, but if selected, an error message will appear. The standard Woodhaven font will be selected instead.

You may also delete MAXTITLE/SYS. This is the CoCo Max title page that comes up when you load CoCo Max. If you delete the MAXTITLE/SYS file, you will not be able to select the artifact colors (see the section on artifact colors).

MULTI DRIVE USERS:
CoCo Max II gives you the ability to set any one of your drives as a picture "drive".

Many users like to save and load images from a drive other than the one that the operating system (CoCo Max) disk is in. At startup, the picture drive is set to drive #0 (or whatever drive you load CoCo Max from.) You can change the picture drive number by pulling down the FILE menu and CLICKING on DRIVE#. This will set the picture drive to #1. Each time you CLICK on drive# it will increment by one up to the number of drives you specified in the CONFIG program. One more CLICK will bring it back to drive 0.

Tech notes: Max images, SCREEN/BIN, CLIPBOOK, and pattern files use whichever drive you set as your picture drive, while fonts and the CLIPBOARD are saved and loaded on the CoCo Max disk. You must always leave your CoCo Max disk in the drive that it started in.

THE NEW FONTS

Your new CoCo Max II features a total of 14 character fonts making it a valuable tool for the creation of a variety of printed documents. Please note that the "Fort Worth Large" font and the "Quebec Large" font have no numerals or punctuation marks.

Woodhaven Plain Font

TOPEKA STYLE

Paris Font

Fort Worth Small

Ft Worth Lge

Quebec Small

Quebec Medium

Quebec Lge

Irvine Small

Irvine Large

Rome Font

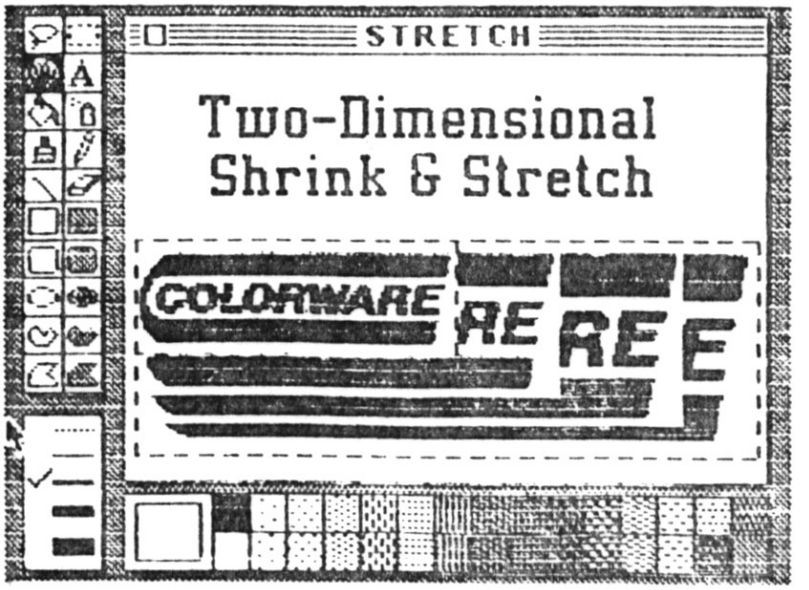
Thames Font

THE "GLYPHIC" FONT

When this font is selected, each key on the keyboard (letters, numbers, and punctuation marks) corresponds to a small drawing. Try the Glyphic font. Note that each different key represents a different drawing. The idea of a Glyphic font may seem a bit odd at first but you will soon see how handy this unusual feature can be.

DYNAMIC SHRINK AND STRETCH

This advanced feature allows you to select a part of the window (using the EDIT BOX) and stretch or shrink that portion of the picture contained within the EDIT BOX. First, use the EDIT BOX to outline any part of the picture. Then place the cursor somewhere inside the EDIT BOX. Now hold the SPACE BAR and mouse button down while DRAGGING the mouse. You will see the EDIT BOX shrinking or stretching as you DRAG the mouse.
Note that the effect is two dimensional; you can independently shrink or stretch in the horizontal and vertical directions.



ROTATE FUNCTION

As its name implies, you can now rotate any selected part of the window. Use the EDIT BOX to outline any part of the picture you want to turn. Pull down the EDIT menu, then CLICK on ROTATE. The EDIT BOX will turn 90 degrees clockwise. You may repeat this action to turn the EDIT BOX completely upside down, and so on. The rotation will bring the bottom left corner of the EDIT BOX to the point where the top left corner was. If it doesn't fit in the window, the EDIT BOX will be shifted. A word of caution: If the result of the rotation cannot fit in the window, the extra will be lost. This may happen if the picture is very wide. If this happens, simply use UNDO (while the EDIT BOX is still flashing) to recover your original picture.

A reminder here about EDIT functions: Rotate, like most functions in the EDIT menu, require that you surround the area that you want to affect with an EDIT BOX BEFORE choosing it from the EDIT menu. If you pull down the EDIT menu without having first placed an EDIT BOX somewhere on your screen, you will notice that most functions have been "grayed out". CoCo Max is trying to tell you that you can not use these functions until you first define an area in the window by placing an EDIT BOX somewhere on your screen. Once you do, all EDIT functions become operable.

CLIPBOOK

This is a powerful addition to your CoCo Max system. You can create and save many pages in a "Clipbook" on disk. The number of pages is only limited by the available space on your picture disk. Here is how it works:

Let's assume that you have created a nice logo that you know you will be using often. You want to save it in the CLIPBOOK so you can recall it quickly and easily.
- Surround the logo with the EDITING BOX or with the LASSO.
- Pull down the EDIT Menu and select COPY (CUT will also work). The logo will be saved on disk as a regular CLIPBOARD.
- Pull down the FILE Menu and select CLIPBOOK.
- Your scrapbook page counter indicates which page you are on. At this point, if you CLICK on STORE your logo will be stored in the CLIPBOOK at the page number shown.
- If you want to save your logo on a different page, CLICK on one of the the arrow buttons on the screen to change the page number. Of course if you STORE on a page already used, its former contents will be replaced with your logo.
- Note that the CLIPBOARD is used every time you use a CLIPBOOK page. Therefore, whatever had been in the CLIPBOARD previously will be lost.

Now, let's assume you are working on another picture and you want to retrieve that logo. Here's how:
- Pull down the FILE menu and CLICK on CLIPBOOK

- If you know the page number of your logo, CLICK on the arrows to reach that number. If not, hold the mouse button down while pointing to one of the arrows on the screen. Note that each time you release the mouse button, the contents of the page you stopped on will be displayed (after being loaded from disk).
- CLICK on RETRIEVE. The logo will be moved from the CLIPBOOK to the CLIPBOARD, and you will see the regular CoCo Max screen.
- Note that whatever had previously been on the CLIPBOARD will be overwritten and lost.
- Pull down the EDIT menu and CLICK on PASTE.
- Now your logo is in the CoCo Max window, surrounded by a LASSO or an EDITING BOX (depending on how it was saved). If an EDITING BOX was used, all the editing functions (ROTATE, INVERT, etc.) are available.
- Typically, you would move the logo to where you want it and click outside the active area to lock it in place.

It is a good idea to become familiar with the EDIT menu and the CLIPBOARD before advancing to the CLIPBOOK feature.

ALTERNATE PATTERN SET

Your CoCo Max includes two sets of patterns (the "palette") at the bottom of the screen. All the patterns except solid white and solid black can be edited by using the EDIT PATTERN feature in the GOODIES menu. By editing, you may create whole new sets of patterns. If you wish to save your new pattern sets, pull down the FILE menu and CLICK on SAVE PATTERN. The pattern sets are saved in a file PATTERN3/MAX

When you start CoCo Max, the standard patterns are used for the palette. If you want to substitute the set of patterns that you have saved previously, do the following:

- Pull down the FILE menu and CLICK on LOAD PAGE.
- All the files on the disk with the extension /MAX will be displayed. This includes the picture files and the pattern files.
- CLICK on PATTERN3. Both palettes will be replaced with your new ones.

On your disk is a another alternate pattern set that you might want to use. Pull down the FILE menu and CLICK on LOAD PAGE. Then, CLICK on PATTERN2. The alternate pattern sets are now available.

ADDITIONAL FEATURES

POINT & CLICK loading of images.
Now picture files on your CoCo Max disks can be loaded without typing: Simply pull the FILE menu down, and CLICK on LOAD PAGE. The disk directory will appear showing all picture files and alternate pattern sets with the /MAX extension. Using the mouse, CLICK on the image name that you wish to load.

EDIT PATTERN has a new feature.
Try this: select the EDIT PATTERN function from the GOODIES menu. Instead of editing the pattern in the normal way, move your pointer out of the EDIT PATTERN window. Now DRAG your pointer all around the screen. Notice that inside the pattern box is a magnified image of whatever pattern your pointer is on top of. If you find a pattern you like, release the button and the pattern will freeze inside the Pattern Edit Box. You can save this pattern by CLICKING on OK. Try experimenting with this interesting feature.

ARTIFACT COLORS are fully supported.
As CoCo Max is loaded, you will see an American flag. If the colors are correct, do nothing. If red and blue colors are reversed, simply press the reset button (on the rear of your CoCo) repeatedly until the flag colors are correct. Press any key to continue. Do not hit reset at any other time (Use QUIT in the FILE menu if you ever want to return to BASIC).

SCREEN/BIN saving improved:
As explained in the CoCo Max manual, you

can save CoCo Max screens (a single screen, not the whole CoCo Max image) by simply pressing SHIFT UP ARROW. Originally this saved the screen in a file called SCREEN/BIN. CoCo Max II saves the screen with a new name, which includes a two digit number. (example: SCREEN00/BIN, SCREEN01/BIN, etc.) CoCo Max looks on the disk (in the current picture drive) for the highest numbered screen file and saves the new screen on that disk using the next higher number. This automatic sequencing allows you to save many different screen pictures conveniently.

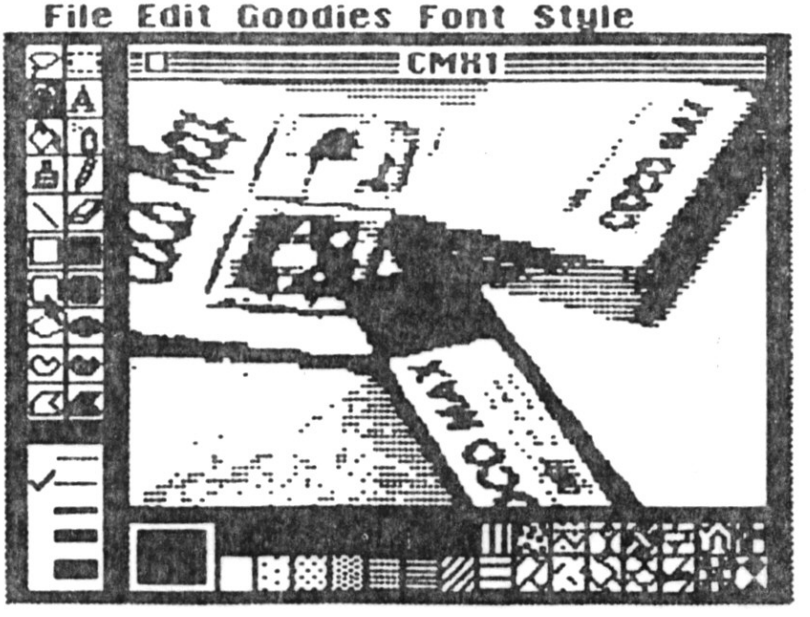
MOVING TAPE FILES TO DISK:
If you upgrade to a disk system, you will be pleased to know that pictures created and saved on tape can be moved to disk by executing the following program

```
10 PCLEAR 8
20 LINEINPUT "WHICH FILE";N$
30 CLOADM N$,&H800
40 SAVEM N$,&HE00,&H25FF,&H492B
```

FILE FORMAT:
To make the most efficient use of your disk space, CoCo Max II gives you the option to save pictures with different file lengths. When you select SAVE or SAVE AS on the FILE menu, the picture is normally saved as a 3 or 6 gran file depending on the size of your picture. However, if your art only covers a small part of the page, as an option you may press the SHIFT key while CLICKING on SAVE. CoCo Max will then look at the boundaries of your picture and save it using the minimum disk space necessary. (From 1 to 6 grans). Note: If you are using

SAVE AS instead of SAVE, hold the SHIFT key down as you press ENTER.

WINDOW LOCATOR
When you select SHOW PAGE from the GOODIES menu you will see a dotted rectangle. This area corresponds to the current CoCo Max window. If you want to move this window, place the pointer in the rectangle, and DRAG it to another section of the page. When you release the mouse button, you will exit SHOW PAGE. The CoCo Max window will match the area selected.



NOTES AND CORRECTIONS TO ORIGINAL MANUAL

If you encounter difficulties when printing your picture at 9600 baud, try using a lower baud rate. We have received many reports of printer interfaces not working reliably at the highest baud rate, especially for graphics printing.

You can fill black areas with a selected pattern by using the FILL tool (bucket), just as you can fill white areas. Simply select the pattern, and CLICK with the tip of the bucket in the black area.

All rubber-banding functions (line, rectangle, circle, etc.) use a black line. If you hold down the SHIFT key while rubber banding, the line will be drawn using any selected pattern. As you rubber-band, you may push and release the shift key to see the change instantly as you move the mouse.

Most functions can be UNDONE, however, CLEAR PAGE on the FILE menu is final. CoCo Max II will ask you to confirm your decision before erasing your entire work.

When printing a picture, you can press the BREAK key to abort printing of the picture. If you do this, turn your printer off and on to reinitialize it. Otherwise, your next print may have some "garbage" at the top.

The LEFT, MIDDLE, and RIGHT alignment functions in the STYLE menu control how your text will be aligned as you type it. Selecting LEFT will cause a fixed left margin. (Text will form to the right of

wherever you CLICKED.) The RIGHT function is just the opposite. All text will form to the left of your fixed RIGHT margin. The MIDDLE alignment is perhaps the most elegant, with all text expanding in both directions as you type.

DIRECTORY
CoCo Max II has no DIRECTORY function in the FILE menu. To get a disk directory, CLICK on the LOAD PAGE function.

GRAYED-OUT functions:
You will notice that certain functions within some of the menus are grayed-out sometimes. This is CoCo Max's way of informing you that these functions can not be used at that moment. For example, the SAVE function (which means "save with previous file name") is not available when you first load CoCo Max because it has no "previous" file name to use. Once any picture file is loaded or saved (using SAVE AS) the SAVE function becomes operable as it then has a file name to assign to files. Likewise, EDIT PATTERN is not available if either solid white or solid black is selected in the "current pattern" box. CoCo Max doesn't allow you to edit these two particular patterns. You may, of course, edit any of the other patterns.

MULTI-PACK USERS:
We neglected to mention that Multi-pack users should place the selector switch to position #4.