

TANDY®

Cat. No. 26-3277

Color Computer Artist
For the Color Computer 3



COLOR COMPUTER ARTIST

OS-9 Level Two Operating System
©1986, Microware Systems Corporation and Motorola Inc.
Licensed to Tandy Corporation.
All Rights Reserved.

Color Computer Artist *Software*
©1987, SRB Software
Licensed to Tandy Corporation
All Rights Reserved.

All portions of this software are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited.

Color Computer Artist *Manual*
©1987, Tandy Corporation.
All Rights Reserved.

Reproduction or use of any portion of this manual, without express written permission from Tandy Corporation and/or its licensor, is prohibited. While reasonable efforts have been made in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors in or omissions from in this manual, or from the use of the information contained herein.

OS-9 is a trademark of Microware and Motorola, Inc.

Tandy is a registered trademark of Tandy Corporation.

Table Of Contents

Introduction	1
System Requirements	1
Optional Equipment	1
Copying Your Diskette	1
Loading Artist	2
Main Menu	3
Menu	4
Delete	4
UN-Del	4
Text	4
Select	5
Group	5
Rubber Band	6
Free Hand	6
Polygon	6
Fill	7
Box	7
Solid Box	7
Circle	7
Solid Circle	7
Submenu	8
Color/Pattern Menu	9
Text/Color Menu	10
Sample Session	11
Technical Reference	13
Quick Keys	13
Customized OS-9 System	13
Printer Compatibility	14

Introduction

COLOR COMPUTER ARTIST is a drawing program especially designed for your Tandy Color Computer. This program provides you with the capability to design and store colorful, artistic creations employing squares, circles, lines, and free-hand styles.

With your COLOR COMPUTER ARTIST program you can choose or create various colors and shades of colors for each of your designs. You can also select from nine different pattern designs to adorn each creation you draw.

Placing text onto a drawing using ARTIST is as simple as positioning your pointing device on the screen and typing the desired letters. Special type features such as bold and proportional lettering provide the capability to title, mark, and label any portion of the drawing you create.

System Requirements

- Tandy Color Computer 3 (minimum 128K memory)
- CM-8 Color Monitor (recommended) or standard color television set
- Disk drive and cable
- Color Mouse (recommended) or Joystick

Optional Equipment

- Serial printer
- High-Resolution Joystick Interface (recommended)

Copying Your Diskette

Before you start enjoying your artistic creations, it's advisable to make a backup copy of your original diskette. Complete the following procedure to copy ARTIST:

1. Insert a blank diskette into Drive 0.

-
2. Type **DSKINI 0** (ENTER).
 3. Remove the diskette from Drive 0, and place the label "ARTIST Copy" on the diskette.
 4. Insert the ARTIST diskette into Drive 0, and type **BACKUP 0** (ENTER).
 5. Complete the copying instructions displayed on the screen. Store your original diskette in a cool, dry place.

Loading Artist

There are two methods of loading ARTIST into your system. First, be sure that your computer, disk drive, and mouse/-joystick are properly connected. Turn on your system. Then follow this procedure:

1. Insert the copy of the ARTIST diskette into Drive 0.
2. At the OK prompt, type **DOS** (ENTER).
3. The system prompts you to enter the time and date. Press (ENTER).
4. Next, the system prompts you to enter the type of display device (monitor) you have.

1= color television set or color composite monitor

2= analog RGB monitors (CM-8 and so on)

3= black & white television set or monochrome monitor

Enter the appropriate number.

-
5. The system prompts you to enter if you have the High Resolution Joystick Interface kit. Enter the appropriate number.

Note: Connect the High Resolution Joystick Interface kit using the right joystick port and the cassette port. If you do not have the High Resolution kit, connect your pointing device to the left joystick port.

6. The system displays a (+) cursor.

To begin drawing, press the first button on your mouse controller. If you are using the deluxe joystick, press the upper button. Press the **(F 1)** button to move the cursor when using the keyboard mouse.

To access the Main Menu, press the second button on your mouse controller. If you are using the deluxe joystick, press the lower button. Press the **(F 2)** button to access the Main Menu using the keyboard mouse.

If your mouse or joystick does not have a second button, then use **(ALT) (3)** on the keyboard.

Note: Depending on the type of controller you are using, remember the appropriate commands required for moving freely between the Main Menu and the drawing mechanisms.

Main Menu

The Main Menu displays the functions used to access the submenu, delete and replace objects previously drawn, and insert letters and/or words in the drawing. You can move, copy, and delete an object or a group of objects as well as select the actual drawing mechanisms (lines, curves, boxes, and so on) used to draw your artistic creations.

To access a function from the Main Menu, move your cursor over the function you desire. Press the appropriate button, and that function is activated on the drawing screen, or COLOR COMPUTER ARTIST exits to the submenu.

The first group of functions on the Main Menu accesses the main commands for using ARTIST. Access to the submenu, the option to delete and replace previously deleted items, as well as writing capabilities to insert letters and words provide the options necessary to create, maintain, or delete an ARTIST drawing file.

Menu

Accesses the submenu. For further details, see the discussion later on "Submenu".

Select the submenu by placing the pointer over Menu, and pressing the appropriate button.

Delete

Removes the last object drawn or selected objects.

To delete an object, select Delete and press the button. ARTIST displays every object drawn on the screen minus the last object drawn. If you use Delete with Select or Group, ARTIST removes the specified object.

UN-Del

Enables you to replace the last object deleted.

To recover the last object deleted, select UN-Del. ARTIST displays the screen, restoring the object.

Text

Inserts letters, words, and/or numbers on your drawing.

Select the `TEXT` function, and the drawing screen appears with a blinking cursor in the form of a (`□`). Position the cursor where you would like to insert your first letter, and press the button. `ARTIST` stabilizes the cursor, allowing you to type the desired letters. After typing the letters, press the `(ENTER)` key. The screen is redisplayed with the text inserted.

Position the blinking cursor elsewhere on the screen to type more letters, or press the appropriate button to return to the Main Menu. If you press the button before pressing `(ENTER)`, `ARTIST` erases any type you entered on the screen.

The second group of functions on the Main Menu contains the edit options. You can perform the copy, insert, move, and delete commands performed by using these functions.

Select

Moves, copies, or deletes any object on the drawing screen you choose (regardless of when the object was created).

Choose `Select`, and `ARTIST` displays the drawing screen with a circular blinking cursor. To move or copy an object, position the cursor on the object, and press the button. The object is enclosed in a highlighted box. Press the button to return to the Main Menu, and then select `Move` or `Copy`. `ARTIST` returns to the drawing screen with a blinking box displayed on the screen. Position the box where you would like to place the object, and press the button again. `ARTIST` redraws the object. Press the button again to remove the box surrounding the object.

To delete or replace an object using the `Select` function, repeat the procedure above. `ARTIST` executes these functions as described in the “Delete” and “UN-Del” sections.

Group


Provides the capability to select more than one object to move, copy, or delete. See “Select.”

To group the objects, complete the procedures outlined in "Select." Instead of placing your cursor on the object, move the cursor until the highlighted box encircles the desired objects.

The last group of functions on the Main Menu contains the Drawing options. These functions are your actual drawing mechanisms whereby you can instruct ARTIST to create various lines and designs.


 **(Rubber Band Line)**

Draws a line between two points.

Select , and the system displays the drawing screen with a (+) cursor. Press the button where you would like your line to begin. Then, position your cursor where the line ends, and press the button. ARTIST draws the line based on the distance you select between the two points.


 **(Free Hand)**


Draws an object in any shape you design using your pointing device.

Select , and the system displays the drawing screen with a (+) cursor. Hold down the button while moving the pointing device to create your object. Release the button when you have completed your drawing, and ARTIST redraws the object you just created.


 **(Polygon)**


Draws an object of continuous connecting lines.

Select , and the system displays the drawing screen with a (+) cursor. Press the button to initiate your design. After completing one line, press the button again to start another line that connects to the first. You can continue to draw connecting lines until you press the appropriate button to complete your design.


 **(Fill)**

Fills in the object you select with a color.

Select , and the system displays the drawing screen with a (+) cursor. Press the button to select the object you want to fill. ARTIST completely fills in the object to its outer boundaries. If you select an area with an undefined boundary, ARTIST fills the entire screen surrounding any enclosed object.


 **(Box)**

Creates a box-shaped object where you instruct ARTIST to draw.

Select , and the system displays the drawing screen with a (+) cursor. Press the button to instruct ARTIST to draw the box. Move the pointing device horizontally, vertically, or diagonally to form the dimensions you desire. Press the button again to complete the box.

 **(Solid Box)**

Creates a solid box-shaped object where you instruct ARTIST to draw. See "Box."

 **(Circle)**

Draws a circular object.

On the drawing screen, position the (+) cursor where the center of the circle originates, and press the button. Move the pointing device horizontally, vertically, or diagonally to determine the size and shape of your circle. Press the button again to complete the design.

 **(Solid Circle)**

Draws a solid circular object according to the dimensions you give ARTIST. See "Circle."

Submenu

The ARTIST Submenu displays the options available to help you create, maintain, and execute a drawing file. The options are:

New	Creates a new file. Prompts you to enter the name of the file.
Save	Saves the file to the current directory.
Print Picture	Prints your drawing.
Output File	Creates a file of the drawing in OS-9 window format.
Exit Program	Returns you to the OS-9 prompt.
Set Colors	Allows you to change the palette (the shades of colors displayed on the screen). ARTIST displays the current palette to allow you to change the shades of the red, green, and blue colors. Click the button used to access the menu to exit this function.
Open	Opens a file in the current directory.
Save as . . .	Allows you to enter the file name, then save it in the current directory.
Dump Picture	Allows you to create and design the format of the screen display window. Refer to "Printer Compatibility" in the Technical Reference section.
Select Dir	Enters the directory pathname of your file.
Grid	Turns the screen grid on or off.

Exit Menu Exits the submenu and returns to the drawing screen.

Color/Pattern Menu

The Color/Pattern Menu displays the colors and pattern designs you can use when creating your drawings.

The square located at the bottom left of the screen is your color key. The frame of the square displays the current color applied to your drawings. The pattern inside the frame reflects the design ARTIST utilizes to create the object. Sixteen squares each are displayed for selecting the color and pattern of your drawing. Simply move your pointing device to highlight the color of your choice, and press the button. Repeat the procedure to select the pattern.

The legend to the right of the Color/Pattern Menu lists the special effects options ARTIST can execute using various colors and patterns.

Store	Locks in the color and pattern selected until you enter another selection.
or	Displays only the border of your drawing. The border is drawn with the pattern you select.
and	Displays two patterns at the same time.
xor	Changes the color of the object directly below your drawing to the opposite of the color selected.

Text/Color Menu

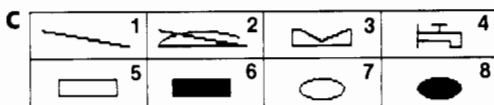
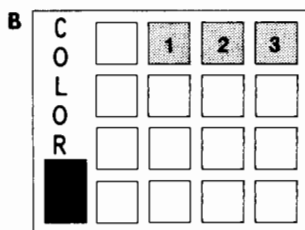
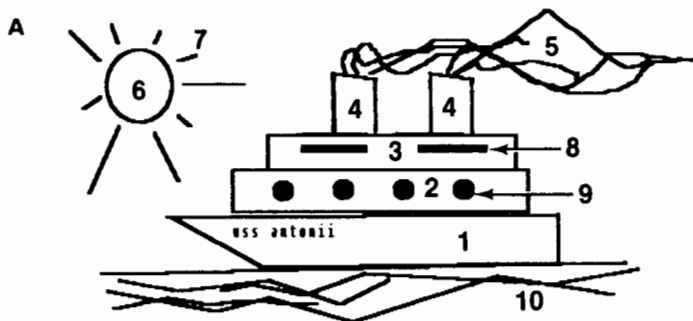
Use the Text/Color Menu to select the foreground and background colors for the text you type on the drawing. Use the respective color keys at the bottom of the screen to view the present shade(s). Select the applicable foreground and/or background color by positioning the cursor on the desired color, and pressing the button.

The legend on the Text/Color Menu lists the type options ARTIST can place on your drawing. You can use the Trans, Bold, and Proportional options in any combination with each other.


plain	Cancels the other type options selected.
Trans (transparent)	Displays the type without a background.
Bold	Displays the type with thick, heavy lines.
Prop (proportional)	Displays the type with light-to-medium lines.

Sample Session

Use the following diagram charts to guide you through the procedures necessary to create, draw, and save a drawing file.



A Part	B Color	C Drawing Mechanism
1	1	3
2	1	5
3	1	5
4	3	5
5	1	2
6	2	8
7	2	1
8	3	6
9	3	8
10	2	2

-
1. Load Artist.
 2. Press the appropriate button to access the Main Menu, and select Menu.
 3. Select New and enter USS Antonii when ARTIST prompts you to enter the file name.
 4. Press (F2). Leave the default colors ARTIST selects for the foreground and background colors. Choose Bold to set all letters as thick, heavy type.
 5. Access Set Colors and choose the color designated for Part One. Select the Store option to save your selection. Now, access the drawing screen and draw Part One using .
 6. Repeat Step 3 to draw each part of the battleship, using the colors and drawing mechanisms outlined in the chart.
 7. Access the Main Menu and select TEXT. Enter USS Antonii in the top left corner of the battleship's Part 1.
 8. Access the Main Menu again and select Menu.
 9. Select Output File to create a file for your battleship drawing. ARTIST prompts you to select yes or no. Choose yes to indicate you want to save the file, then enter the file name.
 10. Next, access the Save as... option. Select yes when prompted to save the drawing, and enter the name of your drawing.
 11. Access Select Dir and enter the directory pathname for the battleship drawing.
 12. Finally, access Exit Program to return to the OS-9 prompt or Exit to return to the drawing screen to create more drawings.

TECHNICAL REFERENCE

Quick Keys

Several "quick keys" are available to expedite your access to the functions of ARTIST. You can use the following keys in all drawing modes:

- (G) Turn the Grid option on and off
- (D) Delete the last object drawn or selected
- (U) UN-Delete (recover) the last object deleted

The following quick keys are available in Select and Group modes:

- (C) Copy the object(s)
- (M) Move the object(s)

Customized OS-9 System

The true power of a Color Computer 3 is in using OS-9 Level Two operating system to customize the system to suit your needs. The COLOR COMPUTER ARTIST program can be copied to your customized OS-9 Two system diskette or hard drive. To run ARTIST once it has been copied to the CMDS directory, type:

ARTIST (ENTER)

This will start the ARTIST program in the window from which you typed the command. The window must be a Graphics type (not Text) and at least 36 characters wide and 12 lines tall for the program to run. For more information about Graphic windows, see your *OS-9 Level Two Manual*.

Printer Compatibility

COLOR COMPUTER ARTIST can make copies of your artwork using most of the Tandy printers. To make copies, you must have the OS-9 operating system and a printer device installed with the correct baud rate setting. See your *OS-9 Level Two Manual* for more information.

Some printers are not compatible with the Tandy Graphics mode and do not support COLOR COMPUTER ARTIST graphics. To accommodate for this, the Dump Picture option is a special feature of ARTIST. The file created by this option allows the use of other printer-compatible programs that will print your work. The format for a file created by the Dump Picture option is:

Byte Number	Description
1	Graphics mode type (5 to 8) 5=640 by 192, two color 6=320 by 192, four color 7=640 by 192, four color 8=320 by 192, sixteen color
2	Color mode (0 to 2) 0=Two color mode 1=Four color mode 2=Sixteen color mode
3	Number of bytes per scan line (1 to 160)
4	Number of lines in picture (1 to 192)
5 to the end	Graphics data of picture

TERMS AND CONDITIONS OF SALE AND LICENSE OF TANDY COMPUTER SOFTWARE PURCHASED AND LICENSED FROM RADIO SHACK COMPANY-OWNED COMPUTER CENTERS, RETAIL STORES AND RADIO SHACK FRANCHISEES OR DEALERS AT THEIR AUTHORIZED LOCATIONS

USA LIMITED WARRANTY

TANDY Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy, in the event of a Software manufacturing defect, is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, a participating Radio Shack franchisee or a participating Radio Shack dealer along with the sales document.

EXCEPT AS PROVIDED HEREIN, RADIO SHACK MAKES NO EXPRESS WARRANTIES, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE IS LIMITED IN ITS DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES SET FORTH HEREIN.

Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "SOFTWARE" LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES.

Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the Tandy Software on **one** computer, subject to the following provisions:

- A. Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.
- B. Title to the medium on which the Software is recorded is transferred to CUSTOMER, but not title to the Software.
- C. CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on **one** computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.
- D. CUSTOMER is permitted to make additional copies of the Software **only** for backup or archival purposes or if additional copies are required in the operation of **one** computer with the Software, but only to the extent the Software allows a backup copy to be made.
- E. All copyright notices shall be retained on all copies of the Software.

The warranties granted herein give the **original** CUSTOMER specific legal rights, and the **original** CUSTOMER may have other rights which vary from state to state.

Never worry that you can't draw a straight line again. Color Computer Artist draws pictures and designs for your business or for pleasure. Simply select a shape, choose a color, change a shade, or alter a design with the click of the button on your drawing controller. You can add text and alter the size of your drawing, too.

Just access the Drawing Menu and see how easy it is to produce beautiful artistic creations.

Required Equipment:

- Tandy Color Computer 3 (minimum 128K memory)
- CM-8 Color Monitor (recommended) or standard television set
- Disk drive and cable
- Color Mouse (recommended) or Joystick

Optional Equipment:

- High Resolution joystick interface
- Serial printer