

The Tandy logo is located in the top left corner. It features the word "TANDY" in a bold, sans-serif font, with a registered trademark symbol (®) to its upper right. The background of the entire cover is a stylized illustration. On the left, there are numerous thin, parallel red diagonal lines. In the center, there are several thick, horizontal yellow brushstrokes. On the right, there are several thick, horizontal blue brushstrokes. At the bottom, three drawing instruments are shown: a black fountain pen on the left, a silver marker in the center, and a blue pencil on the right. The pen and marker appear to be the tools used for the yellow and blue strokes respectively.

TANDY®

Cat. No. 26-3278

Micro Illustrator

For the Color Computer with 64K

MICRO
ILLUSTRATOR

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INTRODUCTION

The Micro Illustrator for the Tandy Color Computer is simple and fun to use for making many kinds of diagrams, drawings, pictures, and illustrations.

Micro Illustrator lets you draw geometric figures such as squares, circles, lines, connected lines, and curves on your computer screen, and Micro Illustrator can draw a frame around these drawings for you at your command. You can color the shapes with different kinds of strokes and patterns, in a variety of colors, creating pictures and fantasy designs.

With the Micro Illustrator, you can include text anywhere in your illustration. You can call upon the drawing functions by pressing a keyboard character or by using a pointer device such as a touch pad or a joystick.

You can save the special pictures you have created on diskette, so that they can be retrieved, examined, and indexed.

Although the Micro Illustrator is simple to use, it creates sophisticated pictures that use all kinds of “brush strokes” and patterns to make you feel like a professional artist.

Required Equipment

- Tandy Color Computer with 64K Memory
- One Disk Drive
- Color Monitor
- A Pointing Device (Joystick or Color Mouse)

Getting Started

Before running Micro Illustrator, make a backup of the program diskette that came with the package. (Use the standard backup procedure.) Place the original program diskette in a safe place and use only your backup copy for running the program.

Connect the pointing device to your computer by plugging it in the right joystick port of your computer. Use the OS-9 boot procedure that you are accustomed to using. If you do not have a standard OS-9 boot procedure, see the Appendix in this manual.

After starting up your system, the OS-9 BOOT and copyright messages are displayed on the screen. The following prompts appear:

YY/MM/DD HH:MM:SS
TIME ?

1. Enter the date in the year/month/day format, press the space bar, then enter the time as shown, and press **ENTER**.

Note: Entering the time is optional. To bypass it, press **ENTER** after entering the date.

2. When the **OS-9:** prompt appears on the screen, type:

ILLUSTRAT **ENTER**

3. The Micro Illustrator copyright appears on the screen. Press the space bar to access the Main Menu.

Once the Main Menu is on the screen, do not press **BREAK**, because it terminates operation and returns the program to OS-9. If you press **BREAK** inadvertently, press **ENTER**, type **ILLUSTRAT** **ENTER**, and press **ENTER** again.

THE MAIN MENU

The Main Menu displays the functions, sub-menu choices, brush descriptions, colors, and pattern choices. The Main Menu is divided into 3 areas. The top 15 squares are *drawing modes*, and each works independently of the rest. You can use the MIRROR and ZOOM functions in conjunction with the other drawing functions.

The next lower area of the Main Menu is brush configuration. The bottom 2 rows are the palette, comprised of a color row and the pattern selection box. The brush, color, and pattern functions work with the drawing modes to enhance their production.

Pressing the space bar while at the Main Menu displays a blank canvas or the currently loaded picture. Pressing the space bar while at the picture returns you to the Main Menu.

You can use your pointing device and the keyboard to make a selection.

Pointing Device

The cursor for the Main Menu is a small flashing star. The location of the cursor on the Main Menu, or any other menu, is determined by the position of the pointing device.

To select a function using the *pointer*, position the cursor in any one of the 30 emblem squares, and press the pointer's control button. After you make a selection, the emblem square is highlighted to indicate that the function is activated.

Pressing the pointer's control button while the cursor is in a square does one of the following:

- Turns on a new function and simultaneously turns off a previously selected function
- Turns on or off a single function
- Specifies the current brush, color, or pattern to be used
- Calls up a separate screen or submenu, offering other functional alternatives

Keyboard Commands

You can use the keyboard commands to select functions at the Main Menu and while you are at a picture. Keyboard selections at a picture eliminate the need to return to the Main Menu.

There are 9 additional functions, not listed on the Main Menu, that are available only through keyboard command. These functions give you the ability to add text to the picture, draw continuous line segments, edge (or outline) objects, undo your last edit, change the current background color while at the picture, and more.

Keyboard commands for all functions are listed in the table below:

<u>Feature</u>	<u>Selection Key</u>	<u>Page</u>
Drawing Functions:		
Main Menu	Space Bar	3
Draw	D	6
Lines	1	6
Copy	=	7
Spray	Q	8
Point	P	9
Fill	F	9
Frame	4	10
Box	8	11
Circle	O	12
Disk	0	12
Clear	X	13
Zoom	Z	14
Save	S	15
Mirror	M	16
Rays	R	17
Pattern/Color	C	18

Unlisted Functions:

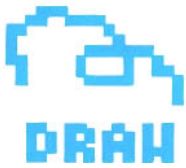
Edge	E	19
Line	L	20
Text	T	21

Special Keys:

Break	/	22
Undo	U	22
Hide (Cursor)	#	22
Exit (to DOS)	!	22
Change (Background Color)	V	22

All functions are addressed on the following pages.

DRAWING FUNCTIONS



..... Function: **DRAW**

Select **DRAW** from the Main Menu by placing the cursor in the **DRAW** emblem square and pressing the control button, or by pressing **[D]**.

Draw uses the currently selected brush and palette selection to draw a freehand line by moving the pointer to create a path.

To draw, position the cursor at a starting point. Press the control button, and hold it as you draw.

Releasing the control button freezes the line and lets you move to another starting location. If you press and release the control button without moving the pointer, you draw a point (or single brush image).

Pressing the space bar returns you to the Main Menu.




..... Function: **LINES**

Select **LINES** from the Main Menu by placing the cursor in the **LINES** emblem square and pressing a control button, or by pressing **[L]**.

LINES uses the currently selected brush and palette selection to draw a single straight line segment.


The beginning of the line starts at the location you select by positioning the cursor with your pointer and pressing the control button.

The drawing of the line ends and the line becomes permanent when you press the control button again. You can move the cursor to a new location to start a new line.

To cancel the line being drawn, press  before ending the line (before pressing the control button a second time). Pressing the space bar returns you to the Main Menu.



..... Function: **COPY**

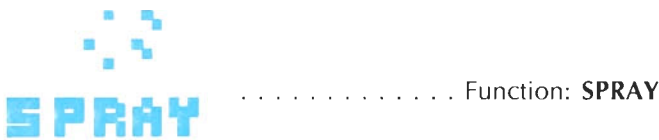
Select **COPY** from the Main Menu by placing the cursor in the **COPY** emblem square and pressing a control button, or by pressing . Use **COPY** to duplicate the contents anywhere on the screen.

Position the cursor at a starting location. Move the cursor horizontally and vertically to frame the section of a picture you want to copy and press the control button to freeze the frame. The content of the frame is recorded (including background color).

Move the cursor to a new position. The **COPY** frame is mobile. Moving the cursor moves the frame. Press the control button. The content within the frame is reproduced. Each time you move the cursor and press the button, the original is reproduced.

Since the background color was not recorded, it is considered transparent. Therefore, only the color of the picture is reproduced. For example, if you copied a green doughnut shape on a blue background and moved it to a red background, you would have a green doughnut on a red background with the current color, red, showing through the hole.

Pressing the space bar returns you to the Main Menu.

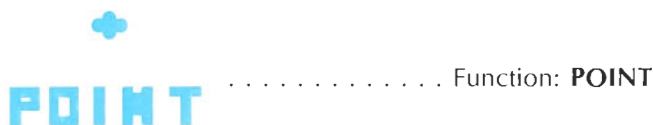


Select **SPRAY** from the Main Menu by placing the cursor in the **SPRAY** emblem square and pressing a control button, or by pressing **Q**.

SPRAY uses the current brush and palette selection and draws a random set of points in the area defined by the area of the current brush.

To start **SPRAY**, press and hold the control button. Releasing the control button ends the spray, allowing you to move to a new location.

Pressing the space bar returns you to the Main Menu.



Select **POINT** from the Main Menu by placing the cursor in the **POINT** emblem square and pressing the control button, or by pressing **(P)**.

POINT uses the current brush and palette selections to draw a single point with each press of the control button. If a pattern is selected, the color of each point drawn on the picture depends on the order in which points in the pattern are referenced. It may seem random.

Pressing the space bar returns you to the Main Menu.



Select **FILL** from the Main Menu by placing the cursor in the **FILL** emblem square and pressing the control button, or by pressing **(F)**. The word, **F I L L**, appears under the cursor symbol.

FILL uses the current color or pattern to fill any area on the picture out to the boundaries of that area. The boundary is defined by a contrasting color or border.

FILL will fill in over a solid color but not over a pattern. The color (or pattern) “leaks” out of any area that is not completely enclosed.

Move the cursor to the area you want filled. Press the control button. The area is filled with the pattern or the color you have selected. If you place the cursor on a line, the line becomes the color or pattern selected. Lines are boundaries, and other colored areas are boundaries.

If the picture has no lines or patches of color, a fill accomplishes the same thing as the **CLEAR** function. The entire picture changes to the color or pattern you have selected.

You can stop **FILL** by pressing the control button a second time. Pressing the space bar returns you to the Main Menu.



..... Function: **FRAME**

Select **FRAME** from the Main Menu by placing the cursor in the **FRAME** emblem square and pressing a control button, or by pressing **4**.

FRAME uses the current brush and palette selection to draw a rectangular border around a picture. Position the cursor at a starting location, and press the control button.

Move the cursor horizontally or vertically to produce the first side of the frame. Move the cursor away from the line to draw the next side of the frame. The distance moved determines the size of the frame. Press the control button a second time to freeze the frame.

To cancel the frame, press **U** before you press the control button the second time. Pressing the space bar returns you to the Main Menu.



..... Function: **BOX**

Select **BOX** from the Main Menu by placing the cursor in the **BOX** emblem square and pressing a control button, or by pressing (8).

BOX creates a solid rectangle or square in the color or pattern you have selected. Position the cursor at a starting location, and press the control button. Move the cursor diagonally, horizontally, or vertically to establish the dimensions of the box.

When the box is the correct size, press the control button. **BOX** works in the same manner as Frame except that the second press of the control button not only freezes the frame, but automatically fills it with the current color or pattern selected.

To cancel the box being drawn, press (7) before you press the control button the second time. Pressing the space bar returns you to the Main Menu.



..... Function: **CIRCLE**

Select **CIRCLE** from the Main Menu by placing the cursor in the **CIRCLE** emblem square and pressing the control button, or by pressing capital [O].

CIRCLE uses the currently selected brush and palette selection to draw a circle.

Press the control button to establish the center of the circle. Move the cursor away from the center to make the circle larger. Moving the cursor toward the center makes it smaller. Pressing the control button a second time freezes the circle.

If you wish to cancel the circle being drawn, press [C]. The circle cannot be cancelled once it is frozen. Pressing the space bar returns you to the Main Menu.





..... Function: **DISK**


Select **DISK** from the Main Menu by placing the cursor in the **DISK** emblem square and pressing a control button, or by pressing [D].

DISK draws a circle and fills it in, using the currently selected brush, color, or pattern. **DISK** automatically fills the circle as soon as the circle is completely drawn.

Pressing the control button halts the filling of the circle but does not erase it.

You can cancel the disc being drawn by pressing  before you press the control button the second time. Pressing the space bar returns you to the Main Menu.

 Function: **CLEAR**

Select **CLEAR** from the Main Menu by moving the cursor to the **CLEAR** emblem square and pressing the control button, or by pressing .

CLEAR erases all images from the picture, leaving only the background color. **CLEAR** allows you to start drawing on a clean screen.

When you choose **CLEAR**, a submenu prompts you to select a new background color: **SELECT COLOR TO CLEAR SCREEN WITH**. There are four color frames beneath this prompt. Make your selection by moving the cursor into one of the color frames and pressing the control button. If you press the control button when the cursor is not in a color square, the picture or the Main Menu return (depending on where you were when you selected **CLEAR**).

The current picture is lost when you choose **CLEAR**, unless you have stored it on a diskette, using the **SAVE** function. You may have success in retrieving the picture if you select the **UNDO** function immediately. Pressing the space bar returns you to the Main Menu.



..... Function: **ZOOM**

Select **ZOOM** from the Main Menu by placing the cursor in the **ZOOM** emblem square and pressing the control button, or by pressing **(Z)**.

ZOOM magnifies a selected portion of the picture. **ZOOM** works with any of the editing functions and can work at the same time as *MIRROR*.

Use **ZOOM** to work in finer detail, to do more precise editing, and to target small areas for filling in, erasing, and so on.

After selecting **ZOOM**, the portion of the picture that appears depends on the last location of the cursor. Move the cursor to scroll the outer edges of the picture. Notice that the cursor scrolls the picture in the opposite direction. Scrolling stops when the cursor reaches the edge of the picture. To avoid having to find the area you want to edit, place the cursor in the area before selecting **ZOOM**. Pressing the space bar returns you to the Main Menu.



..... Function: **SAVE**

Select **SAVE** from the Main Menu by moving the cursor to the **SAVE** emblem square and pressing the control button, or by pressing (S) at the Main Menu or the picture. The **SAVE** Sub-Menu displays 5 functions: 1) *DIR*; 2) *LOAD*; 3) *SAVE*; 4) *CHD*; 5) *DEL*.

To select a function, place the cursor over the desired function and then press the control button. A frame surrounds the selected function and remains until the function is cancelled or completed. Each function is described below:

- DIR** Lists the picture and program files of the current directory and subdirectories.
- LOAD** Displays a picture previously stored on diskette. Before you execute **LOAD**, the appropriate directory should be displayed. Once the desired picture file is listed, select the **LOAD** function. Place the cursor over the desired picture file name and press the control button. The picture is loaded into memory and copied onto the screen.
- SAVE** Stores the current picture in a file on diskette. After selecting **SAVE**, you are prompted to name the file in which the current picture is to be saved: **SAVE AS ?**. Type a file name of no more than 8 characters in length, and press (ENTER). The file is copied onto the disk. Pressing (ENTER) before any characters are typed cancels the **SAVE** function.

CHD Creates new directories and displays different directories that are on the same diskette or on different diskettes. After selecting **CHD**, the screen shows: **NEW DIRECTORY?**. Type the path and name of the desired directory or a name for the directory being created, and press **ENTER**. After the directory name is located or created, subsequent disk activities are stored on the specified directory. Use the **CHD** function whenever you change diskettes, or an error will occur.

DEL Erases a picture file stored on diskette. After selecting **DEL**, the screen shows: **DELETE WHAT?**. If the file you wish to delete is currently listed, type the file name, and press **ENTER**. If the file is in a file other than the current directory, type the path and file name. **DEL** does not delete directories.

Pressing the space bar returns you to the Main Menu.

Frequently saving your picture as you draw can save you time and work. If something happens to the picture that the **UNDO** function cannot correct, you can load the current picture again. The picture appears on the screen as it was the last time you saved it.



..... Function: **MIRROR**

Select **MIRROR** from the Main Menu by placing the cursor in the **MIRROR** emblem square and pressing the control button, or by pressing **(M)**. The **MIRROR** sub-menu has several mode selections. The 6 modes in which the **MIRROR** function can operate are: *Vertical, Horizontal, Diagonal, Radial, All, or None.*

The **MIRROR** function can work with any of the functions (except **FILL**) and can work at the same time as **ZOOM**.

MIRROR copies onto opposite areas of the picture whatever you are drawing at the same time as you are drawing it. An invisible line is drawn across the center of the picture (Horizontal—), down the middle (Vertical |), from an upper corner to the lower opposite corner (Diagonal /), from the center point radiating at a desired degree and distance (Radial (*)), or as a pair of crossing perpendicular lines (All +). When you draw on 1 side of this line, the drawing is “mirrored” on the other side, each picture being drawn an equal distance from the invisible dividing line.

To turn any of the **MIRROR** modes on or off, move the cursor to the mode name and press the control button. A “>” appears next to a mode that is on and the “>” and mode name are highlighted. Once you select a mode, the screen you were using when **MIRROR** was called reappears.

Pressing the space bar returns you to the Main Menu but it does not turn the **MIRROR** function off. Turning off all of the **MIRROR** modes or selecting the *None* option turns the **MIRROR** function off. When the **MIRROR** function is off, the *All* option replaces *None* as the fifth option.



..... Function: **RAYS**

Select **RAYS** from the Main Menu by placing the cursor in the **RAYS** emblem square and pressing the control button, or by pressing (R).

RAYS uses the current brush and palette selections to draw a set of line segments starting at a single point.

Begin **RAY** by moving the cursor to the desired location and pressing the control button. Moving the cursor any distance from this point establishes the first line segment and angle.

When you press the control button again, the other rays are generated. The speed and direction in which you move the cursor determines the length and angle of each ray.

Releasing the control button ends the set of rays being drawn. Pressing the space bar returns you to the Main Menu.

Function: **PATTERN/COLOR**



Select a **PATTERN/COLOR** from the Main Menu by placing the cursor in the SELECT PATTERN frame near the bottom of the Main Menu and pressing the control button, or by pressing **C**.

You can use the **PATTERN/COLOR** function with any drawing mode to provide the color or pattern you wish to illustrate. The **PATTERN/COLOR** function produces the Pattern Menu, a 52-square grid of patterns and colors. You can select one of 3 color sets, or any one of the predesigned patterns composed of mixed colors and shapes.

The CURRENT PATTERN frame at the lower right of the menu indicates the current pattern or color selection. To select a pattern or color, move the cursor to a specific pattern or color emblem square, and press the control button.

Select one of three color sets by moving the cursor to the CHANGE COLOR SET frame at the lower left of the menu. Press the control button repeatedly until the picture shows the color combination you want.

Note: You can also change the color set from the Main Menu or while drawing by pressing **V** (for CHANGE).

Pressing the space bar returns you to the Main Menu or whatever screen you were using when the Pattern/Color function was called.

UNLISTED FUNCTIONS

Function: EDGE

Key: (E)


Select **EDGE** at the picture by pressing (E). To begin edging, move the cursor to an area that is a color other than the currently selected color, and press the control button.

EDGE looks at all pixels that are the same color as the pixel under the cursor. Any pixel that is the same color as the pixel under the cursor changes to the current color. Neighboring pixels are not affected if they are not the same color as the color under the cursor.

For example, if the background is white and the currently selected color is green, starting **EDGE** on a white pixel results in every non-white object that has a white boundary getting outlined in green. If the current color is blue, starting **EDGE** on a red box results in every red object (including the box the cursor is in) losing 1 layer of red and gaining 1 layer of blue.

Pressing the space bar returns you to the Main Menu. Selecting another function cancels the **EDGE** function.

Function: LINE

Key: 


Select **LINE** at the picture by pressing .

LINE uses the currently selected brush and palette selection to draw unconnected straight line segments. **LINE** differs from the **LINES** function in that you can reposition the cursor upon completing each line segment.

The beginning of the line starts when you position the cursor and press the control button once. Moving the cursor again establishes the angle and length of the line, and pressing the control button (for the second time) freezes the line segment into place. You then can move the cursor to another location and draw a new line.



Pressing the space bar returns you to the Main Menu. Selecting another drawing function cancels the **LINE** function.

Function: TEXT

Key: 

Select **TEXT** at the picture by pressing .


TEXT prints any character that you press on the keyboard in the selected color or pattern. **TEXT** prints characters in the current color when typed on a default background (the first color of each color palette). Text does not print in the current color if the characters are typed on a background color other than a default. Be sure that the **TEXT** color and background color are not the same, or you will not see the text.



When you select the **TEXT** function, the cursor takes the form of an underscore character. Move the cursor to the desired starting point, and press the control button. Type the keystrokes you wish. Pressing  the first time completes the line being typed; pressing  the second time lets you exit the typing mode and regain control of the cursor.

Pressing the space bar returns you to the Main Menu. Selecting another function cancels the **TEXT** function.

SPECIAL KEYS



Function: BREAK

Key:  (back slash)


To terminate a function that is in progress, press . **BREAK** is used for functions, such as *LINES*, *COPY*, *FILL*, *FRAME*, *BOX*, *CIRCLE*, *DISK*, and *RAYS*. **BREAK** is handy when you want to reposition the cursor after starting a function. For example, if *FRAME* function is selected and the first point is set but the frame has not been frozen, you can press  to cancel the frame and move to a different starting point.


Function: UNDO

Key: 

To erase the effects of a drawing function, press . **UNDO** erases the last single effect you made on the picture if no other drawing effect has been completed. For example, you can erase a frozen frame from the picture if it was the last completed operation. Press  again if you wish to restore the “undone” image.



Function: HIDE

Key: 


To clear the cursor from the picture, press . **HIDE** is helpful when you want to show or view a picture without cursor interference.


Function: EXIT

Keys:  

To end a drawing session, press  . **EXIT** terminates the Micro Illustrator program and returns you to OS-9. After you return to the OS-9 mode, you can remove your disks from the disk drives and turn the computer and peripherals off.

Function: CHANGE

Keys: 

To select the next palette color or change the background color of the picture, press . **CHANGE** selects the next palette color and changes the color composition of the current picture. The currently selected color changes as well.

APPENDIX

Starting OS-9 from BASIC

If you do not have a Color Computer with BASIC version 1.1 or later or if you do not have the OS-9 System, you can type in the following program and use it to start Micro Illustrator.

Enter the following program from disk extended BASIC.

```
10 REM *****
20 REM * BOOT OS-9 FROM BASIC
30 REM *****
40 FOR I=0 TO 70
50 READ A$
60 POKE &H5000+I,VAL("&H"+A$)
70 NEXT I
80 CLS:PRINT "INSERT OS9 DISKETTE"
90 PRINT "INTO DRIVE 0 AND PRESS A KEY"
100 A$=INKEY$:IF A$="" THEN 100
110 EXEC &H5000
120 DATA 86,22,8E,26,00,8D,0D
130 DATA FC,26,00,10,83,4F,53
140 DATA 26,03,7E,26,02,39,34
150 DATA 20,10,BE,C0,06,A7,22
160 DATA 86,02,A7,A4,6F,21,6F
170 DATA 23,6C,23,AF,24,10,BE
180 DATA C0,06,A6,23,81,13,27
190 DATA 12,AD,9F,C0,04,4D,27
200 DATA 06,6C,23,6C,24,20,E9
210 DATA 7F,FF,40,35,A0,4F,20
220 DATA F8
```

Type the following instruction at the OK prompt to save the above program:

SAVE "*" **ENTER**

Type the following to use this program to start the application:

RUN * (ENTER)

When the prompt appears, insert the MICRO ILLUSTRATOR diskette and answer the date and time prompts. When the OS-9 prompt appears, type:

ILLUSTRAT (ENTER)

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Creative freedom is yours with **Micro Illustrator**. Its editing features let you create sophisticated drawings, and what's more, it's easy to use. You can use the joystick or mouse to draw pictures, graphs, geometric figures, and a variety of fantasy designs. In addition to having a choice of brush strokes, assorted patterns, and colors, you can save the pictures you create on diskette and retrieve them at a later date. Micro Illustrator is sure to capture your imagination. Sophisticated drawing made simple.

To use Micro Illustrator, you need:

- Tandy Color Computer with 64K memory
- One Disk Drive
- Color Monitor
- A Pointing Device (Joystick or Color Mouse)