

SYSTEM 5[™] BY ELEC-SOFT



ICC

Dear Color Computer Fans,

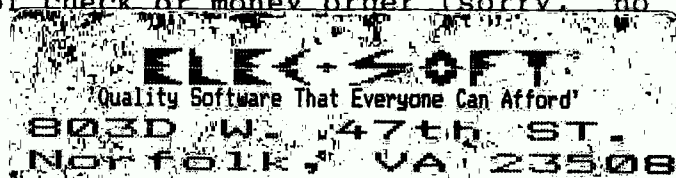
Do you have or plan to have a Color Computer 3? If you do, you should have System 5 Graphics generator by Elec-Soft! Elec-Soft has a new concept for Color Computer software. We want to distribute quality software at an astoundingly low price (In fact, the lowest)! How much would you pay for a graphics design package that can do all this:

- * 320 X 192, 16 color graphics at your control!
- * 512k of RAM fully supported and required! (If you don't have 512k yet- now is the perfect time!)
- * RGB monitor or composite monitor/ T.V. all supported!
- * 100 % "Rubber-Banding" graphics action!
- * easy to use, super fast "pull-down" and "page-down" point and click menus means no forgetting commands!
- * 100 % full screen workspace, no unusable borders to hinder the pictures, cause waste and distract the user!
- * 3 screen correction schemes: undo, all undo, and redraw!
- * save and load high-resolution CoCo3 pictures and palette in less than 8 seconds!
- * easy "point and click" to load pictures and palette
- * reliable input from Radio Shack's high res. joystick interface- get FULL (320 X 192) pixel by pixel control!
- * 9 different fonts of text included on the system disk!
- * full, easy control of the palette over all 64 colors!
- * will support up to 4 disk drives (0 through 3)!
- * "big pixels" zoom-in control for dot by dot detailed work!
- * lots of functions, such as: freehand, mirroring, copy, circles, ovals, boxes, lines, freehand mirroring, cursor control, erase, block erase, text, spraypainting, and more!
- * no multipack required for operation!
- * even a small print driver for the DMP105, 106, and 130!
- * a sample picture is included on the system disk for your use!
- * full, step by step instruction booklet included!
- * contents are warranted to arrive undamaged!
- * all you need is a 512k CoCo3 disk system, Tandy high-res interface (Radio Shack #26-3028), and a mouse (or input device like a joystick) to run System 5

Many people would gladly pay \$50! We are only asking \$12 ! That's right, \$12 -and that price INCLUDES shipping, handling, and any taxes! System 5 is a nice program that anyone can learn to use quickly, so you can create art or designs in no time at all. The educational aspects alone make it worthy of the price.

As you can imagine, we make very little profit off each sale, so we urge you to tell your friends and user's group. To order send \$12.00 U.S. currency in the form of check or money order (sorry, no credit cards or C.O.D.) to:

Elec-Soft
c/o Mark Davis
803 d West 47th Street
Norfolk, VA 23508-2011



(Because of technicalities, please make checks payable only to Mark Davis and NOT Elec-Soft!) All orders will be sent quickly by postal service. If you have any questions, PLEASE feel free to write and we will promptly respond!!

- ELEC-SOFT

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PRODUCT REVIEW FOR RAINBOW THE COLOR COMPUTER MONTHLY MAGAZINE

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Please notify me in writing of any changes, Judi Hutchinson,
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System5 — CoCo 3 Graphics Package

System5 is a Hi-Res graphics generator written for your 512K CoCo 3, requiring at least one disk drive, an RGB monitor and Radio Shack's Hi-Res interface (Cat. No. #26-3028).

You can use the program with a joystick or touch pad, but a mouse is recommended. The disk is not copy-protected, so you can make a backup copy for safekeeping. Although I did not try the program on a color composite monitor, the 20-page instruction booklet explains how to merge a composite routine available on the disk.

The program boots with a simple RUN "SYSTEM", but loading takes about 30 seconds. The main program is written in machine language — once it's loaded, the program is fast and smooth.

The main menu presents 20 icons ready for action. You use your mouse or joystick to point to the desired icon, and then press the button to select it.

The drawing icons include Box, Circle, Line and Freehand. You can make any size rectangle or circle you want. Line lets you draw lines using the "rubber band" method, while Freehand allows you to draw at will. There are five cursor sizes, comparable to the range from a fine-tipped pen to a piece of chalk.

You can choose foreground and background colors and fill in your drawings by choosing the Paint icon, and with Text you can add words to your artwork. Spray Paint is a little like doing graffiti — you actually "spray" color on the screen. Another interesting effect is Radi, which makes four mirror-image freehand patterns on the x and y axes. You have to see this to appreciate it.

Editing icons include Palette, Big Pixels, Copy, Erase, Block Erase and Clear. Palette lets you use all of CoCo 3's 64 available colors in your pictures. The settings are saved and loaded with your pictures automatically. Big Pixels enlarges an area of the screen for precise editing; this helps you achieve detail. With Copy you can duplicate an entire image or part of an image on another part of the screen. Erase and Block Erase let you wipe away a little or a lot of your work. If you're really unhappy with your drawing, you can use Clear to wipe the whole screen and start again.

The other icon options are Print, Load, Save and Exit, which are pretty much self-explanatory. The programmer blessed the Exit function with an "Are you sure?" feature, which might save a careless CoCoist hours of work.

At any time during your drawing exercises you can press the F1 key. This results in a drop-down menu that has the options of Undo, All Undo, Insure and Redraw. Undo lets you erase or delete your last activity. If you don't like the size of the last square you drew, just Undo it. You can even erase a series of activities.

Insure/Redraw is a novel feature. With these two commands you can save an image temporarily in memory and then recall it. This is useful if you are not quite satisfied with your work and keep modifying it only to realize later that you should have left it alone in the first place! When you have reached a turning point in your drawing and are unsure about how to proceed, select Insure and try out some different ways. If you don't like the changes, just select Redraw and your original picture will appear. Although you can do the same thing with disk saves, this approach is faster and provides easier editing.

The author states in the manual that *System5* was not intended to print out pictures, but he has included two print routines in the program for the DMP-105, DMP-106 and DMP-130 printers. I have a Star printer, so I was unable to try the print function.

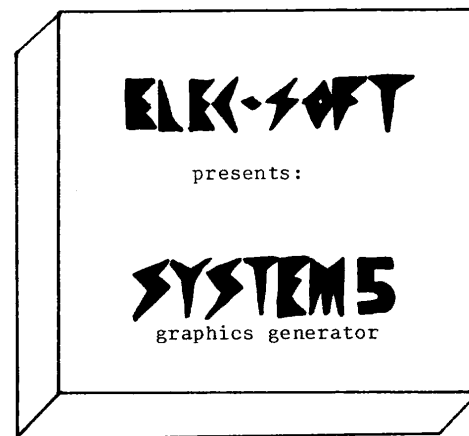
System5 supports up to four disk drives, and I can see why. Each picture takes up 14 granules on the disk! The picture files are saved with a .PIC extension.

I am impressed with *System5*. My first thought upon opening the package was that it was just another graphics package, but it is really fun and very easy to use. The command icons are simple and straightforward. I was unable to detect any serious flaws in the program, and it performed as advertised. Although it does not offer some of the more advanced options available from the big guys, this neat package is well worth your consideration.

(Elec-Soft c/o Mark Davis, 803d W. 47th St., Norfolk, VA 23508, 804-451-1255; \$12.95)

— Jerry Semones

The Tandy Color Computer,
one of the few, longest
lasting home computers
in the world. It will
continue, with all our
efforts and ideas. * * *



INSTRUCTION BOOKLET

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on, to start up System 5, just type RUN"SYSTEM5" and push -ENTER-. There will be a delay, the program is long and it does a lot of initial work that the user can't see. In a minute the title page will be displayed. When it fades out you will be looking at the main menu page.

GET TO KNOW THE SCREEN

You can see there are 20 boxes on the screen. In each is a picture called an "icon". They are representative of actions you can take. The flashing arrow on the screen is the cursor. You control this cursor by moving the mouse. The arrow will follow the mouse's movements. The cursor arrow points to a single pixel (or dot) at the very tip (upper left) of the arrow. To choose an action you "click" the mouse. So to "click" is to push the button on the mouse quickly. Some functions will require a very short click, so keep this in mind. To "drag" is to push the button and hold it down while moving. Another term that you will learn is "rubber-band" graphics. This will be explained later. Finally, are the menus. The menu you are looking at is a "page-down" menu or a menu that fills the whole screen. A "pull-down" menu is a small menu that will overlap your work screen, you will see these later also. All these features work to make drawing easier and simpler.

INTRODUCTION

Thank you for your purchase of System 5! Elec-Soft is trying a new concept, we want to offer nice software at a reasonable cost. System 5 is a program designed to allow one to create nice graphics easily on the Color Computer 3's screen. There are a lot of nice features embedded in the software, so read this booklet carefully and practice all the concepts discussed.

In order to run System 5, you need a 512K Color Computer 3, at least one disk drive, a high resolution interface (available nationwide at Radio Shack cat. # 26-3028 for \$9.95), a mouse or joystick or touchpad or roller controller, and a CM-8 RGB monitor or composite monitor or television. We strongly recommend a mouse and a CM-8 monitor for the best performance possible.

Now, let's get started. Hook up the interface into the RIGHT joystick port and the other plug into the cassette port. Turn on everything then insert the system disk into drive 0. Now make a backup of the system disk- do not skip this step. Store the original in a safe place. Put the backup disk in drive 0. Type PCLEAR1:LOAD"/SYS" and push -ENTER-. If you are NOT using an RGB analog monitor, type MERGE"CMP" then -ENTER-. If you use a DMP130 printer type MERGE"DMP130" then -ENTER-. Now type SAVE"/SYS" and -ENTER-. Your system disk is ready to use. From now

There are four important keys on the keyboard to remember. The spacebar is used to tell System 5 that you are done with a function, you want to exit, or you wish to abort something without making a choice. F1 is used in most cases to get the undo pull-down menu. F2 is used in most cases to get the colors page-down menu. CTRL is used to produce the special effects of each function. By the way, you will notice there are beeps when just about anything happens. Adjust the volume to your liking.

LET'S GO DRAW A BOX

Move the cursor to the box marked "boxes" and click. A black screen will appear and the name of the function will flash at the top of the screen. Move the cursor to a place where you would like a corner of a box to be. Push and hold down the button. While pushing, move the mouse outwards in any direction. A flashing box will stretch out. When you get the box to look the way you want, let go of the button. The box will stop flashing and the arrow cursor will reappear and you are ready to draw a new box. Do so elsewhere on the screen. Now let's say that you don't like the last box you drew. Push F1. A menu will appear at the top of the screen. Click on the box marked "undo". The menu and the last box you drew simply disappeared! Now draw another box then push the spacebar.

THE CIRCLE FUNCTION

Now click on the "circles" box. You will notice that the boxes you drew before will reappear. Move the cursor to a place you would like the center of a circle to be, and drag outward. A flashing circle will appear. Moving left and right will make the circle larger and smaller. Let go to keep the circle. Draw a few more. Now push F1. Click on "undo" and you will notice the last circle disappears. Press F1 again and click on "all undo" and all the circles drawn disappear! Neat, isn't it! O.K., try this, press F2. Suddenly, the whole screen will disappear and then a screen of colors will appear. The top color bar shows the foreground colors. You will see a checkmark on white. On the bottom of the screen there is a checkmark over black on the background color bar. Move the arrow to the color blue on the top color bar. Click on it and the checkmark moves to blue. When done, press the spacebar. The picture will reappear. Draw another circle. This one is blue because you changed the foreground color. Press F2 again and change the foreground color back to white and press the spacebar. Press CTRL. Another pull-down menu will appear. Click on the box marked "oval". Now choose a center point and drag outwards. Moving left and right will make the oval bigger and smaller while up and down will change the ratio. Now press the spacebar.

6

to change colors psychedelically. When you are tired of it, push and hold down the button on the mouse until it stops. All the colors will return to normal and you will be in freehand mode again. Return to the main menu now.

PAINTING THE SCREEN RED

Paint can be a very useful and powerful function. Click on the paint icon. Your picture will appear and a color bar will appear on the right of the screen. Choose the color red. The color bar will disappear and leave you with your arrow cursor. Make sure your foreground color is white (using F2). Now that your foreground is white, find an area on the screen that you can paint. It must be a closed-in area that is drawn in white. Move the cursor point into that area and push the button. The area will be painted red! Try it again with other areas. If you don't like the last area you painted use undo. Or, if you don't like any area you painted use all undo. If you try to use the paint in a blue circle, the paint will leak because it is looking for a white border. To paint a blue object, you need to press F2 and change the foreground color to blue. Pressing CTRL will bring back the color bar so that you can change the color you are painting with! Do this as much as you like, then return to the main menu by pressing the space bar again.

8

DRAWING LINES

Now click on the lines icon. This function is very similar to the box function. Simply choose a starting point and drag outwards then let go. Let's discuss the CTRL key. It is the same for lines as for boxes. Push the CTRL key now. You will be asked a number to create a grid (0-9). Try pushing 4. The computer will draw a grid on the screen and return you to your picture. These grids can make nice backgrounds! You can even do multiple grids in different colors but notice that it pretty much destroyed your picture you drew. So, hit F1 and choose "undo". This will correct the screen. Had you not wanted to draw the grid, you could have aborted with the spacebar. Hit the spacebar to return to the main menu.

FREEHAND DRAWING

This function is widely used. Click on the freehand icon. The cursor will act like a pencil. When you hold the button down, the arrow disappears and a freehand "line" will follow the mouse's movements. The "line" will follow you, no matter how fast you go, but it will get distorted at higher speeds. We recommend that you move at a medium pace for best results. You can undo, if you wish, and, of course, you can change the color with F2. Pressing CTRL will cause the screen

7

TEXT MODE

Click on the text icon. Your screen will appear and so will a flashing box. Move the box to where you would like text to be and click. The box will turn into a star. Now, when you type, the letters will appear on the screen. You can use the four arrow keys to move the box or the enter key to move left and down. To use lowercase, press shift 0 (just remember to go back to uppercase when done). There is only one special key in the text mode. It is the ALT key. When you press it you will get a pull-down menu with choices of: undo etc., colors, fonts, and exit. For obvious reasons, you cannot use the spacebar to exit, so it is on this pull-down menu. If you wish to get the undo pull-down menu, click on undo etc. box. If you wish to get the colors page-down menu, click on the colors box. Now we will discuss the fonts. Click on the fonts box. You will be asked to insert the system disk in drive 0. Do so, and then click. You will actually see the fonts that you can choose from. Move to the one you like, and click on its box. The disk will spin as it loads the font. Now when you type, it will be in the font you chose! Keep in mind that on any of the pull-down or page-down menus, you could have pressed the spacebar to abort without making a choice. Keep the system disk in drive 0 until you exit to the main menu. Now exit text (using ALT).

9

SPRAY PAINTING

Spray painting is used mostly for special effects and shading. Click on the icon and you will be given a small menu with a choice of single color or multi-colored paint. If you choose single color, the area you later choose to paint will be only in the foreground color. If you choose multi-color, the area will be filled with droplets of all 16 colors off the palette. After you choose, you have only to point and then drag in the area you want to paint. In a small area around the cursor location, random droplets will be sprayed on the screen. The longer you hold in one area, the thicker the paint. Of course, you can also move around the screen, but do it slowly for the best results. F1 and F2 work just fine. Pressing the CTRL key will bring back the menu of single or multi-colored paint. Now press the spacebar.

CURSOR CONTROL

Click on the cursor control icon. Just as in spray painting, you will be given a small menu. Choose a tool that looks interesting to you. Now drag on the screen somewhere and "lines" will be drawn, as in freehand, except with the tool you chose! F1 and F2 still work (as in most all cases). CTRL will bring back the menu so you can choose a different tool.

RADI

"Radi" is an odd name, but radi is an odd function! Click on its icon. Now you will see your picture. Push CTRL and a pull down menu will appear with the choices of: y-imaging, x-imaging, four corner, and multilines. Click on y-imaging. Now draw something as if you were in freehand. Weird isn't it?! It is as if someone put a mirror on the y axis. I bet you can guess what x-imaging is like! Four corner is like having a mirror on both the y and x axis. Multilines is kind of hard to explain, just go ahead and try it (if the screen is too confusing try all undo, F2). Now that is neat! As soon as you are done being confused, exit using the spacebar.

MAKING A COPY

Click on the copy icon. Now, pretend you are going to make a small box (let's say about 2 inches by 2 inches) just like you were in the box function. Done yet? O.K. Suddenly, that whole chunk of the screen will start flashing! You will be able to move the chunk around. When you get it where you would like, you can place a copy of it down on the screen by clicking the mouse. You can make as many copies as you like. F1 will do a strange thing, but it works as normal, and you can undo or all undo or abort with the

spacebar. F2 will not function, as it is not necessary to change colors in copy. CTRL will take you back to the beginning and allow you to chose a new area you would like to make copies of (just like before). Now, this is important, the computer can only move a certain size area at a time. If, when you are defining an area to move, you hear a long, low beep and it doesn't let you define that area, you must define a smaller area. Also notice that if you go too far right, your control area gets distorted. (There are some uses for this.) Practice using this function then press the spacebar.

ERASING

If you are like me, you will be doing a lot of erasing! Click on erase. You will be given a small flashing box. Position the box over an area you want to erase and press the button down. Move the box back and forth over the areas you wish to erase, just like a real eraser. The eraser is setting all the areas it touches to the current background color (remember, you can see this color by pressing F2). The undo menu works as normal (you will notice that undo and all undo do the same thing), but the CTRL key has no function because erase has no special effects. Leave the erase mode. (If you don't know how to by now, you better get your brain examined!)

ERASING A WHOLE BLOCK

Sometimes you would rather erase a big area instead of scribbling a lot with a little eraser. Click on the block erase icon. This function works just like the box function. Just draw a box around the area you want erased (point and drag) and that area will disappear. F1 and F2 work as normal. CTRL has no function. Back to the main menu we go...

GET RID OF THAT SCREEN

By now your work screen is probably a disaster area! Click on the clear icon. You will be asked if you are sure you want to clear the screen. If you are sure, click on "yes" and the screen will be cleared to the current background color. "No" will abort the clear. No keys work in this function...

FOREGROUND/ BACKGROUND COLORS

This function is identical to the mode you get when when push F2. You can change the foreground and background colors as you like. If you make a mistake, just try again. Then press the spacebar.

PRINTING

System 5 was not designed in mind to print pictures, but there are two primitive print routines for the DMP105, DMP106, and the DMP130. Click on the print icon. The screen will prompt you instructions. Click again. You will see your picture but it looks different. All the colors that are not the background show up as black and the background shows up as white. This is because the printer can't print colors, so this is the way it will look. Now you need to define the area you want to print. Define it just as you would draw a box. Then screen will disappear. If the area was correct, put the printer on line and say yes. Otherwise, you can try again. Only the area you defined will be printed and it will be full sized. When done, it will return you to the main menu. We recommend that if you wish to print something complicated, draw it in two colors or use an external print dump.

LOADING A PICTURE

System 5 can quickly and easily load graphics pictures. Click on the load icon. The system disk should still be in drive 0 from using the fonts. The load screen will appear and the disk drive will start spinning. In no time, the word "sample" will appear in

the load box. This is the name of the sample picture on the System 5 system disk. To load it, all you have to do is point at the name "sample" and click. The picture will be loaded immediately, then you will be returned to the main menu. Go back to load and notice the four pictures of disk drives on the right. Lines connect the load box to the current drive (which should be the default of drive 0). System 5 supports up to 4 disk drives. Insert a blank disk into drive 1 then click on the icon of drive 1. The load box will then display all the picture names on drive 1. If there are no pictures on the disk, the box will be empty. There can be up to 4 pictures on a blank disk because one System 5 picture uses 14 granules. System 5 can load and display only pictures in PIC format which is what System 5 creates and uses, so all other things on the disk will be ignored and not put in the load box. If there is a loading error, an error message will be displayed. If you wish to abort or leave load then press the space bar.

SAVE IT FOR LATER

Save is almost identical to load. Scribble something on the screen that you can save. Click on the save icon with a blank disk in drive 0. The disk will spin and the load box (in this case the directory box) will be empty. Also notice the area marked "free"

15

14

says 4 because there is room for 4 pictures on this disk. Now type in the name of the picture you are saving, then push enter. The picture and current palette will be saved to disk and you will be returned to the main menu. You could have aborted by pressing the spacebar on a blank line. Also, you can change the current drive with the mouse.

"BLOWING UP" THE SCREEN

Big pixels is an extremely useful function. It is used for accurate pixel by pixel control of the screen. Click on the big pixels icon. Your picture will appear on the screen and so will a flashing box under your control. Move the box over an area you would like to zoom in on and click. A new screen will pop up and it will start filling up with large pixels. You will notice that the actual area you defined has been put in the upper left corner. You have been given the standard cursor. When you click on a pixel that is the background color, it becomes the foreground color. When you click on a pixel that is the foreground color, it becomes the background color. Also, if you click on a pixel that is some other color, it will become the foreground color. Notice that all the changes you make affect the "actual size" picture in the corner. Undo will correct the screen if necessary. Keep in mind that you can use F2 to change your color.

16

When you get the screen the way you like it, push the spacebar and the area will be returned to the main screen, then you will be returned to the main menu. Become proficient with this function, it will be of great help in intricate graphics.

MASTERING THE PALETTE

One of the best things about the CoCo 3 is all the colors! The current default palette is made of 16 colors of different variety. You have seen this palette when you chose the foreground and background colors. You have total control over what 16 colors you want to work with out of the available 64. Click on the palette icon. The palette page-down menu will appear. Click on the color that you like the least. Then move the cursor to the selection guide at the bottom of the screen and click. The bottom strip will become colored. Now, move the mouse slowly left or right. The color bar will scroll through the 64 available colors. If you stop, the number of the color will appear. If you like the color, then click and the color will stay in the box you chose. Continue this process until all the colors suit your needs. If you press the CTRL key, all the 16 colors will return to the defaults. When you are done, press the spacebar. The palette will remain as you left it and even saved and loaded with your pictures automatically.

17

DON'T LEAVE YET!

When you are ready to leave, you can click on the exit icon. You will be asked if you are sure you want to exit. Have you saved everything important? If not, click on no. If yes, click on yes. You will see the closing credits and the program will end.

TIME TO TAKE UP SOME INSURANCE

I am sure that by now you are dying to know what "insure" and "redraw" do on the undo pull-down menu! O.K. I will tell you. If you click on insurance, your picture will be memorized. Nothing you do can harm this memorized picture off in memory. When you want to recall this "saved" picture you click on redraw. The picture will then be redrawn on the screen where you can see it. As you know, when you leave a function (let's use circles as an example) and go back to the main menu, if you go back into that function then use undo or all undo, nothing will really happen. So you can use insurance to even further protect your pictures. Let's say you have a picture of a plain and you would like to see what a house would look like on it, but you are not sure. So, click on insure. Then draw a house using several different functions. You decide that you hate it! You could spend an hour erasing and reconstructing the screen, or just click

18

PLEASE NOTE:

If the action of the cursor is exceedingly jittery or jumpy, it may be due to dirty potentiometers in the mouse or joysticks. Sometimes this can be corrected by spraying tuner cleaner into the pots. (However, Elec-Soft cannot be held responsible for the results of this action)

20

on redraw and fix everything!

If you accidentally click on redraw and loose your picture you can use undo to recall it! Pretty neat!!! System 5 is very forgiving of mistakes! Using insurance frequently can save you from pulling your hair out later.

PIC FORMAT

The PIC format is in data format. The first byte must be a "P", the next byte is the HSCREEN mode (always "2" in System 5), the next 16 bytes are the palette codes (0-63). The rest of the block (238 bytes) is reserved and not used by System 5. Then comes the picture- in pure form.

CLOSING

We sincerely hope you enjoy System 5. A lot of work went into its design. Parts of System 5 are in BASIC, so learn from it! Elec-Soft wants to distribute quality software at a low price, and also let the owner learn from it! We make very little profit from the market of System 5 (as you can well imagine) so we urge you to tell other people about System 5! Good luck, don't forget to keep practicing and let's see some nice pictures surface!!!

-Mark A. Davis (speaking for Elec-Soft)

19