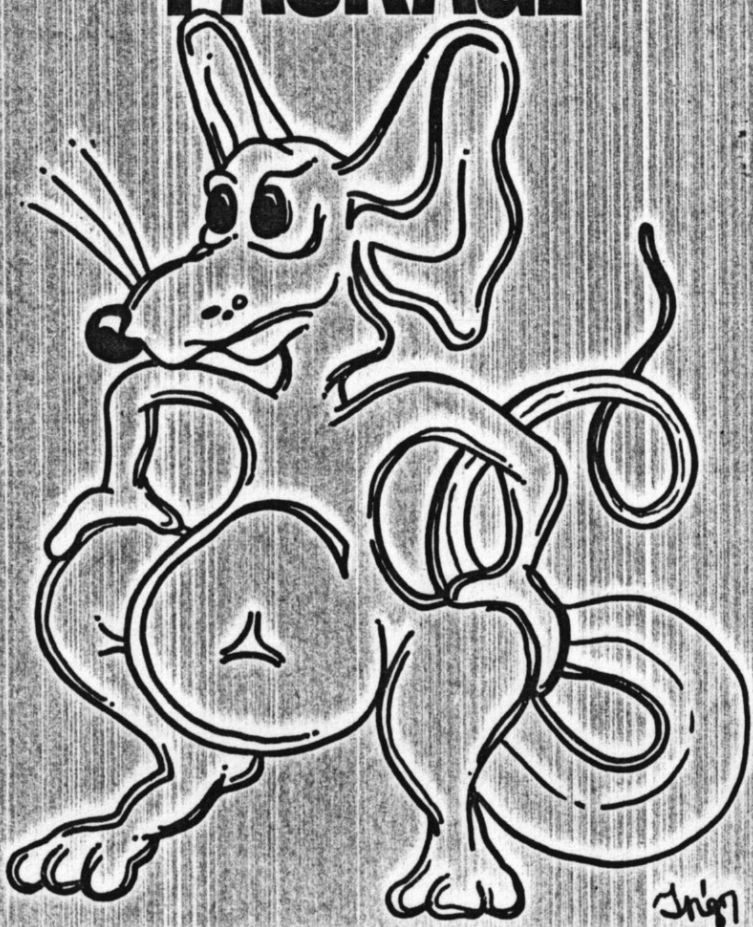


DIECOM PRODUCTS INC.

PRESENTS

THE RAT GRAPHIC DESIGN PACKAGE



THE RAT

by: dave dies & roland knight

SYSTEM REQUIREMENTS:

'THE RAT' requires a 128 K Color Computer 3.

LOADING INSTRUCTIONS

1. Plug your mouse into the right joystick port
2. Place disk in drive 0
3. Type LOADM"RAT" <ENTER>
4. The program will load and execute automatically.

NOTE: 'THE RAT' is supplied on a disk with no copy protection. You are advised to make a backup copy of the program before using it. Also note that the mouse must be plugged into the computer before you load the program or it may not function properly.

SOME TERMS YOU NEED TO KNOW:

ACTION BUTTON: is the button on the mouse used to set or activate modes and commands. When you first load the program it is set to the left mouse button

CANCEL BUTTON: is the button used to abort or cancel modes or commands. When you first load the program it is set to the right button

(The buttons can be reversed on the configuration window to be discussed later)

SINGLE CLICK: is accomplished by pressing the action button once

DOUBLE CLICK: is accomplished by pressing the action button twice in fairly rapid succession to activate a pull up window (where this is used will be explained later)

ARROW POINTER: is the arrow you see on the main menu screen that you use to select modes and is moved around with the mouse.

PULL DOWN MENUS: the four pull down menus are located across the top of the screen and each menu, when activated, contains many functions

HIGHLIGHTED: when there are a group of boxes the highlighted box will be the one that is set opposite the others

OVERLAYS: due to the size of the program some functions could not reside in memory at all times. These functions have been saved as separate files on the main disk. So when certain modes are selected you must have the main disk present in DRIVE 0. These modes are TEXT, ANIMATE, PAGES, ROTATE STAMP, STRETCH STAMP & PRINTER CONF. These files are saved on the disk as DVn/BIN. For people with more than one disk drive this is not a problem, just leave the main disk in DRIVE 0 and do all loading and saving to DRIVE 1, 2 or 3. For people with only one drive this can be a tedious task to keep switching from a load and save disk back to the main disk especially for fonts. For one drive systems you might want to copy these files to the disk with your pictures or fonts so you don't have to keep changing disks.

LOAD				SAVE				STAMP				OPTIONS			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DRAW				TEXTURE				FILL							
LINE				<input checked="" type="checkbox"/>				TEXTURE							
BOX															
CIRCLE								ANIMATE							
POLYGON								PAGES							
PAINT				"THE RAT"				OUTLINE							
C-LINE				COPYRIGHT (C) 1987				TEXT							
RAYS				BY				CHANGE							
STAMP				DIECOM PRODUCTS INC				AIR BRUSH							
				WRITTEN BY											
				ROLAND KNIGHT											
				&											
				DAVE DIES											
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6	7	8	9	10						

THE 'MAIN MENU'

A diagram of the main screen is shown above. Across the top line of the screen are the 4 pull down menus. Below the menus are 16 colour boxes showing the 16 colours you have currently selected. The current drawing colour will be marked with a check mark. Below the colour boxes are the 16 brushes that are currently defined. The current brush selected will be highlighted. All but the first brush may be edited to your liking. In the center of the screen below the brushes are the 16 default texture patterns. The current texture selected will be marked with a check mark. Across the bottom of the screen are the 10 screen numbers. The screen that is currently selected will be highlighted. Down the left and right sides of the screen are the mode boxes. The current mode selected will be highlighted. A detailed description of each mode will be given below. From the main menu screen if you press the CANCEL button you will switch to the current drawing screen and you will be able to perform whatever mode is currently selected. When you are on a drawing screen pressing the CANCEL button will switch you back to the main menu screen.

HERE ARE DESCRIPTIONS OF EACH SELECTION ON THE 'MAIN MENU':

FILL: the fill box is different than the other boxes. You will notice that when you select the fill box, you can turn it on and off by repeatedly pressing the ACTION button. When it is selected it will make functions fill in with the current colour selected. The functions that use this are BOX, CIRCLE and POLYGON.

TEXTURE: the texture box works much the same as the fill box. You can turn it on and off like the FILL box. When the FILL box and the TEXTURE box are both selected it will make functions fill in with the current texture selected. The functions that use this are BOX, CIRCLE and POLYGON. When using the PAINT function you do not need the FILL box selected.

DRAW: draws in the current colour with the current brush whenever you are holding down the ACTION button.

LINE: draws a line in the current colour with the current brush. Set the start point by positioning your pointer where you would like the line to start and press the ACTION button. You then move your pointer around to where you would like the end of your line to be. Notice that the start point will be connected to your pointer when you move so you can see what the line will look like before you set it. If you don't like the start point selected, then press the CANCEL button to abort the line or press the ACTION button to set the line. If you have a large brush selected the line will be drawn with the brush.

BOX: draws a box in the current colour with the current brush. You set the start point by positioning your pointer where you would like one corner of the box. You then move your pointer around until the box is the desired size and then press the ACTION button to set the box or press the CANCEL button to cancel. If FILL or TEXTURE are selected the box will be filled accordingly.

CIRCLE: draws a circle in the current colour with the current brush. Position your pointer at the center of where you want a circle and press the ACTION button. Move your pointer around until you have the desired circle and use the ACTION button to set or the CANCEL button to cancel. If FILL or TEXTURE are selected the circle will be filled accordingly.

POLYGON: draws a polygon in the current colour with the current brush. Position your pointer and press the ACTION button to set the start point of the polygon. Keep setting as many lines as you would like in the polygon. To join the last point of the polygon with the start point press the <ENTER> key or DOUBLE CLICK the ACTION button. At any point you can press the CANCEL button to cancel what you have done. If FILL or TEXTURE are selected the polygon will be filled accordingly.

PAINT: paint will paint in an area in the current colour selected or if texture is selected it uses the current texture. Position your pointer where you would like to paint and press the ACTION button to paint.

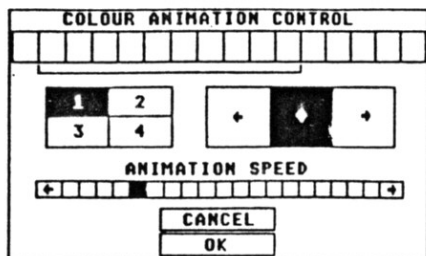
C-LINE: draws continuous lines like the polygon but does not connect up the start and end points. To end the line just press the CANCEL button.

RAYS: draws lines from a center point out to points you select. Position your pointer to the desired center point and press the ACTION button. You can draw as many lines from that point to your current pointer position by pressing the ACTION button to set each line. Use the CANCEL button to clear the current center point.

STAMP: will put you in stamp display mode. You can position the stamp and use the ACTION button to set the stamp as many times as you would like.

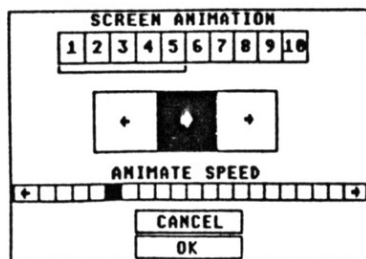
DOUBLE CLICK STAMP: if you double click the stamp box it will pull up a window that lets you select the stamp display mode. You can select transparent mode or behind mode. In transparent mode you select which colours in the stamp will not be displayed. Each transparent colour will be marked with a check mark. In behind mode you select which colours on the screen that the stamp will not display on. This gives the effect of the stamp going behind colours on the screen. Each behind colour will be marked with a check mark.

ANIMATE:



Colour animation mode lets you animate colours. You can set 4 different colour ranges to animate. Select one of the 4 different controls (left center). Select which direction to rotate the colours (right center). Select the speed to animate the colours. The farther to the left the faster the colours will change. And finally you have to select the range of colours to animate. First, position your pointer on the first colour of the range to animate and press the ACTION button and then select the end of the range of colour to animate and press the ACTION button again. You should now see a bracket under the range of colours selected. You can select again if you don't like the range you selected. You can set 1, 2, 3 or all 4 of the controls. Any control you don't want to use should be set to no direction or the center selection of the direction box (right center). When you are finished select the 'OK' box if you like what you have done or select 'CANCEL' to cancel any changes you have made. Note, if you press the CANCEL button at any time, it is the same as selecting the 'CANCEL' box. Now, from the main menu, go to the drawing screen and the colors you have set up should be animated. Press the CANCEL button to return to the main menu.

PAGES:

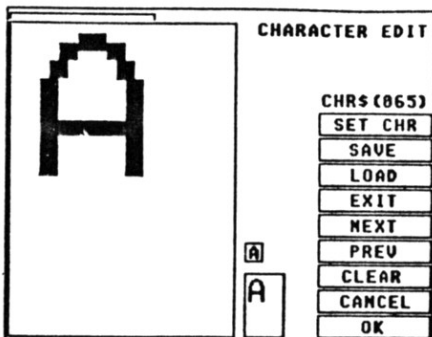


Screen animation is available only if you have 512 K. Screen animation is like colour animation, but instead of rotating colours you rotate screens. The set-up is the same but instead of selecting the colour range you select the screen range. When everything is set-up and you are back at the main menu go to the drawing screen and the screens should be animated. Press the CANCEL button to return to the main menu.

OUTLINE: outline is a form of paint but instead of filling in a colour, it outlines the colour selected in the current drawing colour. Try it and you will understand it better.

TEXT: if you have already picked a font to use it will automatically be loaded when you activate the text mode. If you haven't picked a font to use then read the DOUBLE CLICK TEXT section on how to load a font. When you have a font selected go to the drawing screen. Your pointer will now be a bracket. The bracket will be as tall as the tallest character in the font. Move the pointer around until you are at the position you would like to print the text. Press the ACTION button and the pointer will stop moving and you will be able to type from the keyboard. When the characters are displayed they will be displayed in the current colour selected. You can use the left arrow to backspace. When you have finished typing just press the <ENTER> key and you will be able to move the pointer again.

DOUBLE CLICK TEXT:



When you double click the text box you will enter the character edit window. Each box of the character edit screen and how to create fonts is listed below.

SET CHR: when you select this box the program will wait for you to hit a key and it will set the edit mode to that character. The CHR\$ number that is currently set is displayed above the CHR SET box.

SAVE: when you select this box you will go to the FONT SAVE window where you can save the fonts you create. For a more detailed description of the SAVE window refer to the section on loading and saving pictures.

LOAD: when you select this box you will go to the FONT LOAD window. From here you can load a font to edit or load a font to be used in the text display mode. The last font name selected from this will be the font loaded when you select the TEXT box on the main menu. For a more detailed description of the LOAD window refer to the section on loading and saving pictures. NOTE that THE RAT can load all COCO MAX 2 FONTS and .COLOR MAX 3 FONTS as well as RAT fonts.

EXIT: when you select this box you will be prompted if you are sure you want to exit. If so, select the 'OK' box and you will return to the main menu, if not, you will return to character edit.

NEXT: will display the next character.

PREV: will display the previous character.

CLEAR: will clear the current character.

CANCEL: will cancel any changes you made to the current character.

OK: will set any changes made to the current character.

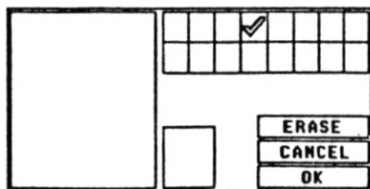
The large box on the left side of the edit window is used for designing characters. An actual size display of the character you are editing is located to the right of the edit box and above it is a guide to let you know which character you are editing. Note that this guide character is not always set or correct and that you should create characters according to the CHR\$ number. You will also note that above the edit box is a bracket. This is a proportional spacing size for the character that is being edited. This is used when the character is displayed so the program knows how wide the character is. So when you design new characters you must set the size of the space you want after the character. To set the bracket just position your pointer at the desired width and press the ACTION button to set the size. Make sure that you save your new font after you design it.

CHANGE: this mode is used to change colours on the screen. When you double click this box you will go to a window where you can choose which colours to change. Each colour selected will have a check mark on it. When you go to the draw screen and start drawing, you will only draw over the colours that are set on that window.

AIR BRUSH: this mode simulates a spray can. When you double click this box you will go to a window where you can set the size of the spray area and also the spray speed. When you go to the drawing screen your pointer will be a box. You move the box around and when you press the ACTION button random dots will be displayed in the box. You can use single dots or you can use one of the brushes to get larger dots to be displayed.

THE SCREEN NUMBER BOXES: as you have noticed, there are 10 numbered boxes across the bottom of the screen, one of which is highlighted. The highlighted box is the current drawing screen. You select the current screen by positioning your pointer on the desired box and pressing the ACTION button. Each screen can have a different picture with a different palette. When you select a different screen the palette for that screen is automatically displayed. NOTE if you have 128 K you will only be able to select screen 1 since there is not enough memory for more than one screen.

THE TEXTURE BLOCK: you select the current texture by clicking the pointer on it. The selected texture is shown with a check mark. If you double click a texture you will go to the texture edit window. The texture edit window consists of a magnified window of the texture pattern, a regular size window showing the texture, colour selection block, an ERASE box, CANCEL box and an OK box. You edit the texture in the magnified mode. Dots are set by pressing the ACTION button and are set in the colour you have selected. As you edit the texture, it is shown in actual size in the small window. The ERASE box will clear the texture to the current colour selected. 'OK' will set the texture with any changes you have made and return you to the main menu. Selecting CANCEL or pressing the CANCEL button will cancel any changes made and return you to the main menu. You can also load and save textures you have created with the load and save texture functions in the pull down menus (these will be explained in detail later).



THE BRUSH BLOCK: you select a brush by clicking the pointer on the desired brush. If you double click a brush box (except the first brush which can't be changed) you will go to the brush edit window. This window is basically the same as the texture edit window except there is no colour selections.

THE COLOUR BLOCK: you select a colour by clicking the pointer on the colour you wish to use. If you double click a colour box you will go to the colour selection window. This window will be different depending if you are in the RGB or CMP palette mode (selecting RGB or CMP will be described in the configuration section). In the RGB mode there will be three bars, one for red marked 'R', one for green marked 'G' and one for blue marked 'B' with the RGB colour displayed to the right. In CMP mode there will be two bars, an intensity bar and a colour bar with a colour number being displayed to the right. Select the colour to be changed from the colour block at the top. The current colour settings will be displayed for that colour. You can now modify the colour to suit your needs. Some other functions have been included to help you select the colours you want.

BORDER: border can be selected like all the other colours and can be set to any colour you desire.

FIND: this will display the current screen you are working on and the arrow pointer will be present. Position the arrow pointer on any colour on the screen and press the ACTION button. The current selected colour on the colour selection screen will be the colour you pointed to on your drawing screen. This can be used to locate the colour you wish to change.

PICK: when selected will switch to a screen and display all 64 colours on the screen at the same time. Each colour will be accompanied with its RGB or CMP number. All you have to do is locate the colour you want and remember its number. Press the ACTION button and you will return to the colour selection screen. You can then set the colour according to the colour number.

COLOUR SELECTION														
<input checked="" type="checkbox"/>														
INTENSITY					COL=0D									
<input type="text" value="I"/>					BORDER <input type="text" value=""/>									
COLOUR					FIND <input type="text" value=""/>									
<input type="text" value="C"/>					PICK <input type="text" value=""/>									
					VIEW <input type="text" value=""/>									
					CANCEL <input type="text" value=""/>									
					OK <input type="text" value=""/>									

COLOUR SELECTION														
<input checked="" type="checkbox"/>														
					RGB=123									
<input type="text" value="R"/>					BORDER <input type="text" value=""/>									
<input type="text" value="G"/>					FIND <input type="text" value=""/>									
<input type="text" value="B"/>					PICK <input type="text" value=""/>									
					VIEW <input type="text" value=""/>									
					CANCEL <input type="text" value=""/>									
					OK <input type="text" value=""/>									

VIEW: position your pointer over the view box and hold down the ACTION button. You will now see your current drawing screen. Release the button and you return to the selection screen.

CANCEL: will cancel any changes made and return you to the main menu screen.

OK: will set any changes made and return you to the main menu.

SOME COMMANDS YOU WILL NEED ON THE DRAWING SCREEN:

F1 & F2: the two function keys let you change to another drawing screen without going to the main menu. The F2 key will advance the drawing screen by one screen and the F1 key will select the previous drawing screen. The screens will not wrap around when you are at the first or last screen. Note that these keys are only active if you have 512 K of memory.

BREAK: the BREAK key is used to UNDO mistakes that are made when drawing. Just press the BREAK key and it will erase the last thing you have done. Note that the UNDO mode will not undo mistakes made with the AIR BRUSH, STAMP, CHANGE or the regular DRAW modes.

THE 1 - 5 KEYS: the numbered keys from 1 to 5 will put you into the zoom modes. The zoom modes are 4X, 6X, 8X, 10X and 12X respectively. This means you can magnify a section of the screen up to twelve times to make for easy editing of a picture. To use the zoom mode just press one of the numbered keys. Your pointer will turn into a box. This box is in proportion to the different zoom magnifications. The more you want to zoom in the smaller the area you will be able to see. When you have positioned the box where you would like to edit, just press the ACTION button and you will go to the zoom window. If you did not want to go to the zoom mode just press the CANCEL button and you will return to the previous mode you were in.

THE ZOOM WINDOW: the zoom window is broken up into four sections. The largest section (lower right) is the zoom area. This is where you do the editing. Just point where you would like to set a dot and press the ACTION button. To the left of the zoom area is a regular size view of a portion of your drawing screen. The box on this window is where the zoom area is located on the regular screen. This regular size area is used so you can see what your editing looks like in regular size. In the top left portion of the screen is a colour block. The current drawing colour for the zoom window is selected here. And in the top right is a box used to move the zoom window around. Just click the arrow boxes to scroll your zoom window around the regular screen. Beside this block is a zoom number to tell you which magnification you are currently in. Using the '+' and '-' boxes you can zoom in or zoom out on the regular screen. Pressing the CANCEL button will return you to the box pointer mode where you can select a new area to zoom or press the CANCEL button again to return to a previous drawing mode.

ALT: the ALT key is used to get a stamp. Pressing the Alt button will put you in stamp select mode. Two intersecting lines will appear on the screen. Move them around until you have set the upper and left side of the stamp you wish to get. Press the ACTION button once and the box will appear. Move the box around until you have set the size of the stamp to get. Press the ACTION button once more and you will have the stamp. You will now be in stamp display mode as described earlier. At any time if you wish to cancel what you are doing just press the CANCEL button. If you press the ALT key when you have the intersecting lines on the screen you will immediately go to stamp display mode and the last stamp you had selected will be displayed. Note, when you use the TEXT EDIT window, OUTLINE or the TEXTURE PAINT modes any stamp that had been used will be destroyed.

PULL DOWN MENUS:

The four pull down menus are LOAD, SAVE, STAMP and OPTION. Using these pull down menus is a little different than most others you may have used before. To activate a pull down menu just position your pointer on the menu you would like to use then PRESS and HOLD down the ACTION button. As stated you must remember to keep holding down the ACTION button. Now position the pointer on the selection you would like to use. As you point to the different selections they will be highlighted so you know which one is selected. To select the highlighted function just release the ACTION button and you will go to the desired function window. The following section will list each menu with a description of each function available from it.

THE LOAD MENU

LOAD PICTURE:

RAT/RAT			
LOAD PICTURE			
SELECTION :			
CANCEL	MORE	DRIVE 0	DRIVE 1
OK	DIR	DRIVE 2	DRIVE 3

Shown above is the load picture window. When you enter this window all files with the '/RAT' extension will be displayed in the top part of the screen. These are the files that can be loaded in this window. You can select any of the different DRIVE number boxes and that drive will automatically be directoryed and the files listed in the top part of the screen. To load a file you can just select a file name by positioning your pointer over the desired name in the top portion of the screen and pressing the ACTION button. When you select a file in this way the selected file name will appear in the selection box. If you wish to type in a file name you just have to start typing it in. When you are finished typing in the file name just press the ENTER key to reactivate the mouse. No extension is necessary because the program will default to the proper extension for whatever mode you are in. To load the file just click the OK box. If you put a new disk in the drive you can directory the disk by selecting the DIR box. The MORE box will display any file name that will not appear in the space provided. The CANCEL box will return you to the main menu. Note that this window is used for all the load and save functions and they work in the same way except the function that will be performed is displayed above the selection box. So always make sure that you are in the correct mode.

LOAD TEXTURE: this window is used to load texture files. Note that this mode uses the '/TXT.' extension as the default. This means that all files listed at the top of the screen will have that extension.

LOAD MGE: will load a picture created with the *COLOR MAX 3 drawing program with an '/MGE' extension. It will load regular format picture or pictures saved in the compressed format.

THE SAVE MENU

SAVE PICTURE: is used to save a picture. You can enter a name to save the picture under or you can select one of the names already on a disk. Selecting an already existing name will kill that picture when you save another picture with the same name. When you type in a name it is not necessary to include an extension because the program will automatically add a '/RAT' extension to the name you type in. If you type in an extension that is not a '/RAT' extension then it will not show up in the list of files. This would make it harder to load. So it's a good idea to use the default extension.

SAVE TEXTURE: is used to save the current 16 textures that are set on the main menu. Note that the texture files have a '/TXT' extension and that it is a good idea to use that extension.

SAVE CONFIG: will automatically save a configuration file on your disk that contains all the default information for the program when you first load it in. The information saved in this function is: all information set-up in the CONFIGURATION function, all brushes currently defined, current STAMP display mode, current printer selected with baud rate, the current ANIMATE colour set-up, the current PAGES set-up, the current CHANGE set-up, the current AIR BRUSH set-up and the name of the last font used will be saved. Note that the configuration file must be saved on the main disk that you load the program from.

THE STAMP MENU

ROTATE: will put you in stamp rotate mode. A box will be displayed on the screen with the current angle of degrees rotation. Move your pointer around until you select the desired rotation angle and press the ACTION button. Your current stamp will be rotated and displayed on the screen. If you like the new stamp then press the ACTION button to set the new stamp and return to the main menu. If you don't like it then press the CANCEL button and you return to the degrees screen. You may rotate the stamp again or press the CANCEL button to return to the main menu.

DISPLAY: will display your stamp on the screen for viewing. Press the ACTION button to return to the main menu.

HOR FLIP: will flip your stamp horizontally (left/right) and return to the main menu. Use display to view the change.

VER FLIP: will flip your stamp vertically (up/down) and return to the main menu. Use display to view the change.

STRETCH: will put you in stamp stretch mode. Your stamp will be displayed in the top left corner of the screen. A box will be displayed on the screen. You can move the box around to select the size you would like to make the stamp (smaller or larger). When you have selected the size you would like the stamp to be press the ACTION button. The new stamp will be displayed. If you like the stamp then press the ENTER key on the keyboard and the stamp will be set and you will return to the main menu. If you don't like it, then you can set the size again until you are happy. If you wish to cancel any changes just press the CANCEL button and any changes will be cancelled and you will return to the main menu.

THE OPTIONS MENU

CONFIGURATION:

CONFIGURATION	
COLOUR SET	
RGB	CMP
MOUSE SPEED	
NORM	HALF
MOUSE BUTTONS	
ACT/CAN	CAN/ACT
CONNECT LINES	
YES	NO
PICTURE COMPRESSION	
ON	OFF
CANCEL	
OK	

The configuration menu lets you set-up some of the main options of the program. Each option will be explained below. When you are finished your selections you can click the OK box to set the changes or click the CANCEL box or the CANCEL button to cancel. After making changes to this menu it is advised to use the SAVE CONFIG function to save the changes.

COLOUR SET: select RGB if you are using an RGB monitor or select CMP if you are using a composite monitor or colour TV. This will change the colour selection window to make it easier for you to select colours according to the type of display you are using. This will also switch your current palette to the correct setting for the type of display being used. So if you received an RGB picture from a friend and you use a TV you can switch this setting to make the picture look correct on your TV. Note that when you save a picture, the CMP or RGB setting will be saved with the picture and the setting will automatically be set when you load it back in.

MOUSE SPEED: you can select the speed of the mouse. If you find that the pointer on the screen moves too fast for your liking just change the setting to HALF and the mouse will move about half the speed.

MOUSE BUTTONS: when you first load the program the buttons will be set so that the LEFT button is the ACTION button and the right button will be the CANCEL button. This can be reversed for left handed people or people who prefer the buttons reversed.

CONNECT LINES: when in regular draw mode and you are drawing with a large brush you may or may not want the points connected. When you move the mouse quickly and the points aren't connected you will only get dots set where the pointer is. If you have lines connected and you move quickly the points will be joined with a line.

PICTURE COMPRESSION: this is used when saving a picture. This should be set so that when you save a picture it will be compressed and take up less disk space. It will also make the picture load and save faster because there will be less to load. If for some reason you wish to save a picture uncompressed you may turn compression off.

PRINTER CONF: this is where you select your printer type and the baud rate. The current baud rate will be highlighted and can be set by clicking the desired number. You then select the type of printer you have. The DMP-105 selection is for DMP-105's only. The EPSON box is for all EPSON, IBM and EPSON compatible printers. This prints a picture about half the size of a printer page. The EPSON X2 box is the same as the regular EPSON box except it prints the picture out on about one full page. The JX-80 C box will print a picture on an EPSON JX-80 printer in 64 colours. The CGP-220 C box will print a picture on a TANDY CGP-220 printer in 64 colours. All the black and white printer routines print the picture in 16 grey levels. These grey levels are selected according to the current palette that you have selected. A great deal of time was spent making sure that the resulting screen dumps would match the screen as well as possible. If the printer that you have is not currently supported, that means we did not have access to one. Please contact us and we will make every effort to write a screen print routine for your printer.

PRINT SCREEN: when you select this function the selected printer driver will be loaded and the screen dump will begin. If you wish to abort the screen print while in progress, just press the BREAK key on the keyboard and you should return to the main menu.

KILL FILE: can be used to delete files from your disks. This is quite helpful if you go to save a picture and not enough room is available on a disk.

CLEAR SCREEN: will prompt you to make sure you wish to clear the current screen. If yes, then select the OK box, if not, select the CANCEL box or press the CANCEL button.

'THE RAT'

CORRECTIONS AND ADDITIONS

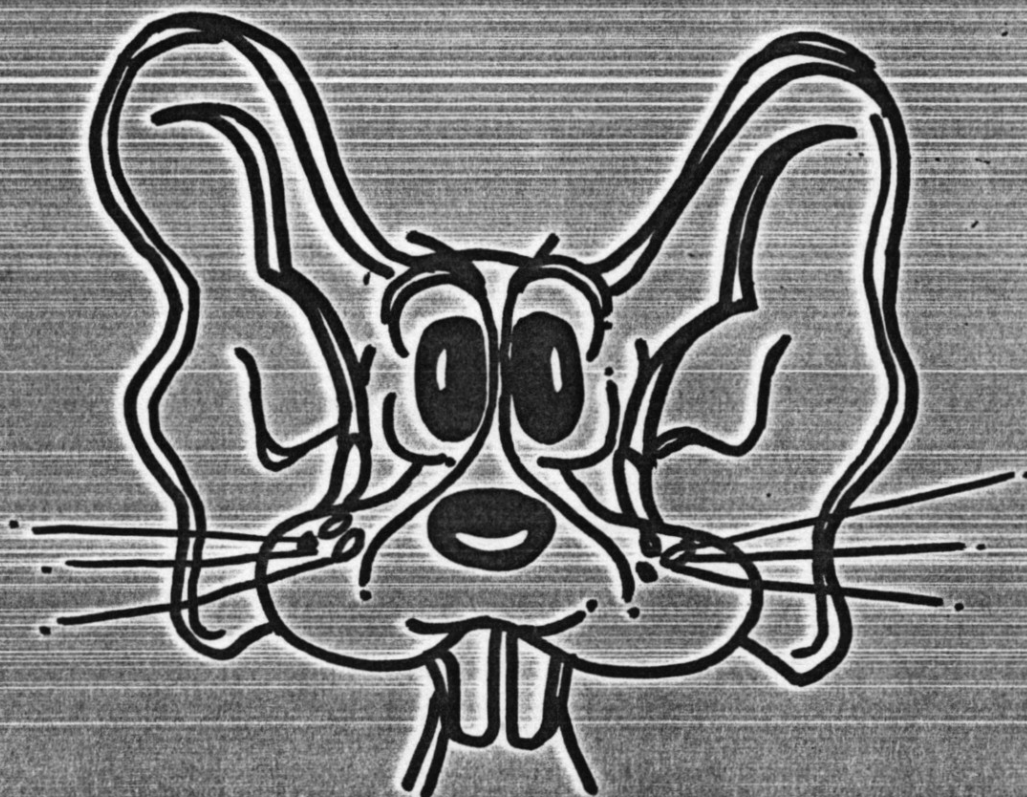
To get to the ANIMATE window described in the COLOUR ANIMATION section you just have to double click the ANIMATE box.

To get to the SCREEN ANIMATION window described in the PAGES section you just have to double click the PAGES box.

In the LOAD pull down menu a new feature was added. The feature is LOAD PMODE 4. This will let you load in any 256 X 192 PMODE 4 screen that has a '/BIN' extension. Note that you must ONLY load PMODE 4 screens, any other type of picture file may cause the program to crash.

In the SAVE pull down menu a new feature was added. The feature is SAVE PMODE 4. This will let you save a 256 X 192 PMODE 4 screen. The picture is saved from the top left corner and any colour in the picture will be converted to black and white.

If you have 512 k of memory you can copy a screen from one drawing page to another. Just double click the screen selection box of your choice at the bottom of the screen. A screen copy window will appear. Just select the destination screen for the copy and click the OK box or click the CANCEL box to cancel.





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ADDITIONS TO THE ADDITIONS...

If you have 512 K of memory, the overlays discussed in the manual will now be loaded into memory and the main disk does not need to be in Drive 0. You will still need to put the main disk in Drive 0 when using printer drivers.

New Printer Drivers...

The "DMP 1" selection is used for the Tandy DMP-130 printer and any compatible DMP printers being run 'serial' from the Color Computer.

The "IBM COMP" is used for any IBM compatible printer such as the "Star" or "Gemini" style printers. When using Tandy DMP printers that are IBM compatible and being used with a parallel printer interface this printer driver is used. eg: DMP-130.

The "IBM LGE" is the same as the above except that it prints a double size picture.

The "DMP 2" selection is used for the Tandy DMP-200 printer and any compatible DMP printers being run 'serial' from the Color Computer.

If these two(2) DMP printer drivers do not work on your printer, please let us know.

Thank you

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