

**RICK'S COMPUTER ENTERPRISE
PRESENTS**

"TREASURE CHEST"
(UNBELIEVABLE OFFER #3)

**CIRMATH
MYMICRO
SPELLING
USDRILL
LOCATE
PRESIDENTS
TICTACMATH
TUTOR
COLPRINT
PALSAVER**

**HANGMAN
NUMSLIDE
STONES
WHEELS
CONNECTS
DISCOVER
PIXSLIDE
TAKESOME
SHOPPER
TRANSPIX**

**Distributed by
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TREASURE CHEST (UNBELIEVABLE OFFER #3) SOFTWARE by RICK COOPER

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TREASURE CHEST (UNBELIEVABLE OFFER #3) Program Manual

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TREASURE CHEST

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RICK'S COMPUTER ENTERPRISE

PRESENTS

TREASURE CHEST

"UNBELIEVABLE OFFER #3"

DISK #1...SIDE #1

PROGRAMS: E1.BAS, (CIRMATH.BAS, MYMICRO.BAS, SPELLING.BAS, USDRILL.BAS)..... E2.BAS, (LOCATE.BAS, PRESIDEN.BAS, TICTAC.BAS, TUTOR.BAS)

E1.BAS - This is a MENU program for CIRMATH.BAS, MYMICRO.BAS, SPELLING.BAS, and USDRILL.BAS. Run "E1.BAS", then choose the program you want by pressing the letter between the parentheses in the program name. All four of these are educational programs.

CIRMATH.BAS - Here is a program for drilling addition facts of numbers 1 to 10. Upon running the program you will see the message COMPOSING PROBLEMS. All 100 possible addition problems which use the numbers 1 thru 10 are randomly placed for the user to practice.

A large circle appears on the screen and a message to press any key to begin. Press any key and the first problem appears. PLEASE NOTE: when answering the problems you must type the rightmost number in the answer first. If you make a mistake, you may not backup and try again. The objective of the drill is to be quick and to be accurate.

Another feature of this drill is the scoring. When a new problem appears, a circle with a 5 appears on the right side of the screen. If you answer the problem correctly while the 5 is displayed, you receive 5 points on your score. After a short time the 5 disappears and a 4 appears. Possible scores are 1 to 5 points.

When you miss a problem, there will be a slight pause before the next problem appears. If time runs out, you will have to press a key to continue.

I wrote this program for my daughter. I insisted she use it twice a day for two weeks. I believe it helped hone her addition skills.

MYMICRO.BAS - Learn the parts to a microscope. Upon execution you will see a microscope with the parts labeled. Study the 13 different parts. When you are ready for the drill, press the ENTER key.

The drill begins as one part is pointed out with a colorful arrow. Type in the name of that part and press ENTER. If you are correct, the label will appear and remain on the screen while you continue the drill.

At the end of the drill your score is given in percentage. Finally, you will be asked if you want to try again. Press Y to try again.

SPELLING.BAS - Here is an excellent drill for practicing spelling words. The program comes with a set of 11 words. It's value will become apparent when you place your own spelling words in the program. I'll tell you how after we look at the program features.

Here's how the program works. Each of your spelling words will be displayed in the WORD BOX (labeled on the screen). How long it is displayed will depend on the setting of the speed variable. You may choose the speed from SLOW, MEDIUM, FAST, and SUPER FAST by pressing the UP ARROW or the DOWN ARROW. This speed adjustment must be made before viewing any individual word.

After the speed is set to suit you, press any key to see the next word. If you need to see the word again, press the / key. Otherwise start typing the word and it will appear in the WORD BOX. If you spell it correctly, a CORRECT message will appear in the large box near the center of the screen. If you are wrong, the word will appear correctly spelled in the large box.

Here's how simple it is to put your own spelling words in the SPELLING program.

LOAD "SPELLING".

Type 20 NW=10 (substitute the number of your words for 10)

Now type your new words in DATA statements starting with line 50. If you are unfamiliar with using DATA statements, let me explain. Type a line number (we start with 50), space once, type the word DATA, space once, and now type your spelling words with a comma and a space between each word. Here's an example:

50 DATA FLEXIBLE, HOIST, NEUTRAL, CLOGGED, JOURNEY, CHASM

At the end of each DATA statement you must press the ENTER key. If you have many words, I suggest you use more DATA statements. This is necessary because each BASIC line holds no more than 256 characters. Here's an example using more than one DATA statement:

```
50 DATA FLEXIBLE, HOIST, NEUTRAL, CLOGGED, JOURNEY, CHASM,  
LOCALITY, COMMITTEE, RAVENOUS, NIECE, NOVELTIES  
60 DATA OBLONG, INDENTION, FRATERNITY, BLISSFUL, ORIENTATION,  
APPELATION, CONTINUAL, FRIVOLOUS
```

After typing in all your words, SAVE your program under an appropriate name. At my school we use SP1, SP2, SP3, etc. as names of each weeks spelling words. Using this system we can use the same drills year after year without having to type the words in again!

USDRILL.BAS - I wrote a states and capitals drill for RAINBOW a few years back. It was a very popular program and I still get calls and letters about it from time to time. USDRILL is a refurbished version of that program. It now appears on HSCREEN4, with a star covered background, and a new option for those just beginning the study of states and capitals.

When the opening screen appears, you will be asked to choose 1) STATES or 2) CAPITALS. Press the number of your choice. Next you will be asked to choose between 1) IDENTIFY or 2) LOCATE.

IDENTIFY is used for those wishing to practice spelling the states and capitals. Each of the states will be colored blue in random order. When a state is colored blue, you type in the correct spelling of that state or capital. If correct, the state turns red. Otherwise the state is colored white and a small x appears in that state. Press any key to continue. Your score in percentage is given at the end of the drill.

LOCATE is used by those wishing to learn the locations of the states before learning to spell them. The box at the bottom of the screen will display each state (or capital) in random order. Use the arrow keys to color in that state. If correct the state turns red, else the state turns back to white. Your score in percentage is given at the end of the drill.

E2.BAS - This is a MENU program for LOCATE.BAS, PRESIDEN.BAS, TICTAC.BAS, and TUTOR.BAS. Run "E2.BAS", then choose the program you want by pressing the letter between the parentheses in the program name. All four of these are educational programs.

LOCATE.BAS - Here is a great program for practicing geographical location skills. Latitude, longitude, major cities of the world, the continents, countries of the world, and famous landforms are included in the drill options. PLUG A JOYSTICK IN THE RIGHT JOYSTICK PORT BEFORE BEGINNING.

If you are unfamiliar with latitude and longitude or feel a need to brush up on this knowledge, I suggest you RUN "TUTOR" first to brush up on those skills.

Press L at the MENU to begin execution of the LOCATE program. The title screen, a revolving world will soon appear. Press the right joystick button. The MAIN MENU will appear. There are five choices. A description of each follows.

(A) WHAT'S MY LOCATION - This routine drills you specifically on latitude and longitude. The ZOOM feature, explained below, will help you to give specific latitude and longitude answers. There will be ten locations given in this drill for you to give their location. As the drill begins, a small white circle will mark the first location you are to identify. You may answer by pressing ENTER now or use the ZOOM feature to see the area enlarged.

Let's try ZOOM by pressing Z. Notice that a portion of the map appears in the lower left box. Move the joystick to frame the portion of the map that contains the white circle. Use the tic marks on the lower-left box edge to help you get a precise answer. Each tic mark measures two degrees.

When you are ready to answer, press the joystick button. The word LATITUDE will appear. Type your answer in this fashion...40N for 40 degrees North, then press ENTER. Now the word LONGITUDE appears. Type your answer as before, the number first, then the cardinal direction...120W for 120 degrees West. Press ENTER to see how you did. Press ENTER again to continue to the next location. You will be given a percentage score at the end of the drill. You may press Q at the appearance of any new question to quit the drill.

(B) LOCATE THE CITY - Ten locations will be presented for you to find what city is located there. You may use the ZOOM feature to get a more precise reading. Then use map to find what city is represented. Use the up and down arrows to select your answer from the 23 possible answers. You may press Q to quit. When you finish the quiz, your answer will be given in percentage.

(C) LOCATE THE CONTINENTS - This drill is about the world continents. Each continent will be filled in with white. Use the left and right arrow keys to highlight the correct answer. Press the ENTER key when the correct response is highlighted.

(D) LOCATE THE COUNTRIES - Again ten locations will be presented. Use ZOOM and a map to find what country is located at the white circle. Use the up and down arrow keys to select the correct response, then press ENTER.

(E) LOCATE THE LANDFORM - Ten familiar landforms are the theme of this drill. Use ZOOM and a map to find what mountain, desert, lake, etc. is located at the white circle. Use the up and down arrows to select the correct response, then press ENTER.

(Q) QUIT - This quits the program.

PRESIDENTS.BAS - Here is a program you will definitely want to use with a reference book in your hand. But...the more you use it, you will be able to make some experienced choices.

There are two parts to the program. The first part has ten questions. There are two types of questions. The first gives three clues and you are to name the president who fits all three clues. If you are correct on the first clue, you receive 2 points. You get 1 point for a correct response on clue two or three. The second type question asks who came first. You receive one point for a correct answer on this type question.

If you get 10 points on the first part, you will be rewarded(?) with a chance to put the presidents in order. As the display appears the presidents are listed in random order. If one or more are in order, they will be highlighted in red. You are to order the list by typing the numbers of any two presidents you wish exchanged. Good luck!

TICTAC.BAS - This program is for practicing single and double digit addition and subtraction. This two player program incorporates the tic tac toe game. After entering the names of the two players, a series of randomly generated problems will be presented. Upon answering correctly, the player will place his X or O by pressing the left arrow or right arrow to select a place. Press ENTER to place the mark. The scoreboard is updated upon completion of each game.

TUTOR.BAS - This program is a tutorial on latitude and longitude. The terms equator and prime meridian are explained as well as the correct method of writing locations using latitude and longitude. Run the program and follow the instructions. After familiarizing yourself with the information in this program, you will be set to try the LOCATE program.

DISK #1...SIDE #2

PROGRAMS: G1.BAS, (HANGMAN.BAS, NUMSLIDE.BAS, STONES.BAS, WHEELS.BAS)..... G2.BAS, (CONNECTS.BAS, DISCOVER.BAS, PIXSLIDE.BAS, TAKESOME.BAS)

G1.BAS - This is a MENU program for HANGMAN.BAS, NUMSLIDE.BAS, STONES.BAS, and WHEELS.BAS. Run "G1.BAS", then choose the program you want by pressing the letter between the parentheses in the program name. All four of these are games.

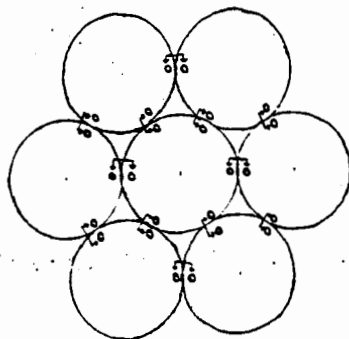
HANGMAN.BAS - Here's an old favorite. Try to discover the word at the bottom of the screen by guessing the letters in the word. Each time you press a letter that is in the word that letter will be placed in the proper blanks in the word. If you press a letter that is not in the word, a piece will be added to the gallows. Try to solve the word before you are hung. Letters that you use will be displayed at the top of the screen. This will help you not guess the same letter twice.

NUMSLIDE.BAS - Here's a puzzle you may recall from your childhood. Slide the numbered tiles with the arrow keys. Try to put the numbers in the same order as displayed in PUZZLE A. You may try other variations as well. For example, place the numbers backwards, or place the red numbers in order first then the white numbers on the lower half of the screen. This program does not check to see if you have correctly solved the problem.

STONES.BAS - This program is based on the popular SIMON program. Upon running this program you will see GOAL, PRESENT, and SEE IT AGAIN prompts. PRESENT reflects how many light-sounds have been played. GOAL is set at the number of light-sounds you are to try for.

As soon as the display is drawn, one light-sound will occur. If you need to see it again, press S (SEE IT AGAIN prompt). Then use the arrow keys to repeat the sequence you have seen on the screen. As you reach each goal a little color show will occur as a reward (or is it as a distraction?).

WHEELS.BAS - Here is a new puzzle which will keep you busy for awhile. Be forewarned, IT IS DIFFICULT. When the display appears you will see 7 wheels. Each wheel is numbered. Each wheel has six color circles on it. The objective of the puzzle is to rotate the colors or swap the wheel positions until each pair of adjacent colors match. The diagram below shows which circles must match.



To rotate the colors on a wheel, press the left arrow to rotate clockwise. Press the right arrow to rotate counter clockwise. Please note that all rotation occurs only on the currently selected wheel. (The one whose number is colored red.) To select a different wheel press the number of that wheel.

Sometimes it is necessary to swap the positions of two wheels. Here's how to do that. Press the number of one of the two wheels you wish to swap. Now press S (for swap). A red prompt will appear. It says SWAP WHICH. Now press the number of the other wheel. The colors on the two wheels will be swapped. Good luck! The program will let you know when you have solved the puzzle.

G2.BAS - This is a MENU program for CONNECTS.BAS, DISCOVER.BAS, PIXSLIDE.BAS, and TAKESOME.BAS. Run "G2.BAS", then choose the program you want by pressing the letter between the parentheses in the program name. All four of these are games.

CONNECTS.BAS - This program is based on popular game show which is found on one of the minor networks. The objective of the game is to guess the six hidden words in each game puzzle. A seventh word is given at the top of the gameboard. The six other hidden words are related in the following manner. The first hidden word is connected or related to the top word. Each following word is related to the word above it and below it, but not necessarily any other word in the game.

The player begins by typing in his guess for the first hidden word. Type in all the letters to the word you guess, including the one given. If you are correct, the missing letters of the word will appear on the appropriate line. The red block will move down and you will begin guessing on the second hidden word. If you make a wrong guess, an appropriate sound will be heard and one point will be subtracted from the LETTERS LEFT score. You get nine LETTERS LEFT to start the game. Have fun!

DISCOVER.BAS - Here's a twist on the popular SCRABBLE game. The gameboards for this program were created by my popular game VOCAB. Upon pressing D to start the game, you will be asked to press R for RGB monitor or C for CMP monitor. (If using a TV press C.) At the title screen press any key to continue.

Now answer the NUMBER OF PLAYERS prompt with a number between 2 and 6. (From 2 to 6 players can play this game. The computer does not play.) Now enter each player's name. Next the gameboard will be drawn and a flashing cursor will appear in the middle of the screen. The program will tell you who goes first.

The objective of the game is to score more points than your opponents by uncovering words which are hidden under the brown blocks. Your turn lasts until you uncover a blank square or until you uncover a word. If you uncover all the letters in a word or all the remaining letters in a word, you will receive the SCRABBLE equivalent of that word's letters score. The game lasts until all words have been uncovered.

Use the arrow keys to place the cursor over the square you wish to uncover. Then press the ENTER key. Various information boxes tell you each person's score, how many words are left in the puzzle, how many points were scored on the last word found, and individual letter values.

PIXSLIDE.BAS - Here's a neat little picture slide puzzle that is a little more difficult that would appear at first glance. Upon entering the program, you will see the picture loaded and displayed (NIB format style). Next the screen goes to black, except for a few messages, as the pieces to the picture are mixed up.

Your objective is to put the picture back together by sliding the pieces around. Use the arrow keys to move the pieces. When you have the 15 displayed pieces in place, the final piece will be fitted to it's correct position. Have fun with this puzzle that I've wanted to write for a long time!

TAKESOME.BAS - Many years ago I was introduced to this intriguing little puzzle. It's form as introduced to me, was 15 pennies laid out in the shape of a pyramid. There are only two simple rules to the game. RULE 1 is: each player must take one, two, or three of the pennies (apples in my game) on his turn. RULE 2 is: the player who is left with the last penny (apple) is the LOSER.

I have made the game a little different by letting the computer choose a random starting number of apples. Answer the question WHO GOES FIRST with Y or M. Then proceed to take one, two, or three apples on your turns. You'll probably lose for awhile. But....there is a formula for winning everytime. See if you can figure it out.

DISK #2....SIDE #1

PROGRAMS: COLPRINT.BAS, PSPOKER.BAS, SHOPPER.BAS,
TRANSPIX.BAS

COLPRINT.BAS - This program requires the STAR NX1000 color printer. The printer driver that comes with that program requires some tedious color mixing to print out color pictures. COLPRINT.BAS loads a machine language program which when executed prints your HSCREEN2 pictures without you having to decide on color mixing. This works because tables have been placed in the program, which

are matched to the current palette. These tables hold the correct colors (as well as I could manage) and cause a good likeness to be printed.

Here's how to use the COLPRINT program. First you must load your picture into memory and keep the palette intact. (Check out PSPOKER included in this package.) Second, you must have your printer on and the correct baud rate poked into location 150. (I recommend setting your printer to 9600 baud and poking 150,1.)

Finally, RUN "COLPRINT" and answer "Y" to the questions that appear on the screen. In a few minutes you will be rewarded with a nice likeness of your picture!

PSPOKER.BAS - This is the PALSaver program. It was written so that you can save and restore the palette to pictures being displayed by some graphics viewers. If you have ever tried to display a picture and get it to remain on the screen by resetting the computer, you know that the palette data is lost. The problem is that many of the programmers of graphics viewers have used interrupts to keep us from seeing the correct palette data after a reset.

I have not been very successful in intercepting programs using intercepts. However the PALSaver program works very well with the popular VUMASTER program. VUMASTER, a public domain viewer, is an excellent product.

Here's how you use PALSaver. First RUN PSPOKER. This program pokes a machine language program in memory which will intercept the interrupt used by VUMASTER.

Second, LOADM "VUMASTER". Now load a picture that you wish to work with. When the picture is displayed press the ALT key. You should hear a pinging sound or two. That tells you that PALSaver has recorded the palette data for the picture. (You can only save one pictures data per run.)

Now press the RESET button. Next place the PALSaver diskette in drive zero and RUN "PS". Your picture will appear with the correct colors. If you wish to save the program with another graphics compressor, such as my NIB COMPRESSOR, press BREAK, and RUN your compression program.

SHOPPER.BAS

INTRODUCTORY REMARKS

Shopper is a database program that allows you to collect up to 150 product names and up to four prices for the purpose of comparison. There are nineteen products already in the database. You will find it easy to edit the product names, descriptions, and prices. You can also delete any product entry or add other product entries to the database. Other features include inserting your favorite store names as column headers, marking the products you wish to purchase, and printing out a list of the store(s) which offer you the best price.

BEFORE YOU BEGIN

As always, you should make a backup copy of the original diskette and use the backup as your work disk. Store your original in a safe place in case of accidentally damaging the work disk.

INSTALLING YOUR FAVORITE STORE NAMES

The program "INSTALL" should be RUN before using the SHOPPER program. You need to RUN this program only when you wish to change the names of the column headers for store names.

Upon running INSTALL you will see the message that the data file is being read. Next you will see a prompt to enter your favorite store name. Type in the name of your favorite and press ENTER. Three more prompts will follow so that you may enter three more stores. I suggest entering the store names in the order of preferred shopping. (If two stores have the same low price, the program will print out the first store listed which has the low price.)

Before running SHOPPER, always set your printer baud rate if you are running a other than the standard baud rate (See RICK'S HINTS sheet which came with ALL RICK'S SOFTWARE).

RUNNING SHOPPER

To begin type RUN "SHOPPER". After a few seconds you will see the display screen and the first nine products in alphabetical order will be listed. Notice each entry has the product name on the first line, the four prices in the columns under the store names, and a product description on the second line. The lowest price for the

product appears in red. The other prices will be light green.

At the top left you will see the word **ENTRIES** and a number. This is the number of entries in the database. This number will change as you add or delete products to/from your database.

Also notice the first column labeled with an *. This is the column you will use to mark the items you wish to purchase. (See the instructions on marking under **MARKING**.) Each time you run **SHOPPER** you will find that all items are unmarked. Only items that are marked will be printed to your shopping list when you choose the **PRINT** option. (See the instructions under **PRINTING**.)

THE MAIN MENU

At the bottom of the screen you will find the current menu. The **MAIN MENU** is the one you see when you first enter the program. It looks like this:

MAIN MENU
(E)dit (M)ark (P)rint (S)can (Q)uit

Let's look at each option in the most sensible order.

SCAN

Press **S** to merely look thru your database. (The prices included in the program as sent, will not be useful to you. They should be changed to the data relevant to your stores.) When you press **S**, you will notice that the menu at the bottom of the page has changed to the following:

SCAN ENTRIES
ARROWS MOVE BY LINES F1-PAGE UP F2-PAGE DOWN CNTRL-MAIN MENU

You have five options (**HOT KEYS** is not listed). You may use the up and down arrows to move thru the database one line at a time. Press **F1** to move up 9 entries at a time. **F2** moves down 9 entries at a time. **HOT KEYS** are any of the keys **A-Z**. To get the idea let's say we want to see **ICE CREAM**. Press **I** and the entries which start with **I** will be on the screen. Press the first letter of the product name to get to that part of the database. The last option is to press the **CONTROL KEY** to return to the **MAIN MENU**.

EDIT

Now let's explore the EDIT option. Press E from the MAIN MENU to get to EDIT. The menu now looks like this:

EDIT ENTRIES

ARROWS TO MOVE ENTER-EDIT F1-INSERT F2-DELETE CNTRL-MAIN MENU HOT KEYS

Please note that one entry has been colored light green. This is the current selected entry. Use the up and down arrows to select another entry. Try it.

You may also use HOT KEYS to move thru the database. (F1 and F2 will not work as PAGE UP and PAGE DOWN in the EDIT option.)

Now let's see how to edit an entry. Suppose the price of ICE CREAM in store 2 had changed to \$2.05. First use the arrow keys to select that entry (turn the ICE CREAM entry green). Do that now. Next press the ENTER key to edit the selected entry. Do it (Press Enter).

The screen changes to width 32 and the entire entry for ICE CREAM is listed. In the middle of the screen you are instructed to enter new data or press enter to keep the data the same. Since the product name is the same just press ENTER. Since the description is okay press ENTER again. The first store's price is also okay so press ENTER again. Now we are at the price entry for the second store. Type 2.05 and press ENTER. Be sure you don't press the \$. The program will put that for us when we return to the 80 column display. Now press ENTER twice more for the second two stores.

Finally we are asked if the data is correct. Press ENTER if the changes are what we want. If not press the CONTROL key. If we press the CONTROL key the data will remain like it was before entering the editing process.

I hope you have found the process of editing an entry simple to understand. If not, you should practice on some other entries. When you get the hang of it you may wish to start putting your correct prices in the 19 data entries in your database.

Now let's see how to delete an unwanted entry. Let's say we never use MUSHROOM SOUP. To delete that product from the database simply select it (turn it green) and press the F2 key. The program will remove it from the screen and from the database.

Now let's insert or add a new product entry to the database. You don't have to insert it in alphabetical order; the program will do that for you. Press F1 to insert a new product. Do that now. Again we go to the 32 column screen. At the PRODUCT prompt type in the product and press ENTER. Next you may type in the brand name or a short description if you wish. (If you don't want to type a description just press ENTER.) Now type in each store's price and press ENTER. If you don't have a price for a specific store, just type 0 and press ENTER. (Remember don't type the \$.) After typing in the entry you will be prompted to press ENTER if all is correct or press the CONTROL key if you wish to abort the insertion.

To leave the EDIT option press the CONTROL key.

MARK

Before you can print out a meaningful shopping list, you must mark the products you wish to purchase. This is done by entering the MARK option.

At the MAIN MENU press M to enter the MARK option. After pressing M the MARK MENU will appear at the bottom of the screen. Also notice that the block beside the top item has turned to the light green color. If you wish to purchase that item, press the ENTER key. That is how you mark an item. If you press ENTER by mistake or change your mind you can unmark the item by pressing ENTER again. Notice that marked items are designated by an asterisk (*) appearing in the block.

You may move about the page for further marking by using the UP ARROW and the DOWN ARROW. Use the F1 key to move up a page or the F2 key to move down a page. A page is nine items.

After marking all your purchases, press the CONTROL key to return to the MAIN MENU.

PRINTING YOUR SHOPPING LIST

After marking the items you wish to purchase, you will probably want to print out your shopping list. At the MAIN MENU press P to begin printing.

Please notice that you must have set your proper baud rate before entering the SHOPPER program.

Your shopping list consists of a list for each of the four stores. Each store's list will contain only the items with the cheapest prices. At the bottom of each list is the total price of all items on that list.

QUITTING THE SHOPPER PROGRAM

When you have finished your work session, press Q to quit the program. PLEASE LEAVE THE DISK IN THE DRIVE UNTIL THE PROGRAM FINISHES SAVING YOUR DATABASE. WHEN THE SAVE IS COMPLETE YOU WILL SEE THE OK PROMPT ON THE 32 COLUMN SCREEN.

I hope you will enjoy this program and save lots of money in the process!!!!

TRANSPIX.BAS - If you're like me, you have lots of PMODE 4 pictures left over from the days of COCO I and COCO II. Have you ever wondered what they would look like on HSCREEN2? Although we can't make a 100% true conversion, the TRANSPIX program will allow us to transfer them to the HSCREEN2. The results is mixed. Some pictures don't look very good. Most are passable. A few are outstanding, better than their original form by far.

RUN "TRANSPIX" to make a conversion. In a few seconds you will see the menu. You can load any PMODE 4 picture that has been saved in the standard format. Put a diskette in the drive which contains PMODE 4 pictures. Press 1 to load a picture. The directory will appear on the screen. Now type in the name of the picture file including the . or / and the extension. Now press ENTER and the picture will be loaded. You will return to the menu.

Finally press 2 at the menu to transfer the picture to HSCREEN2. The picture will be displayed on HSCREEN2. Press any key to return to the main menu.

Here's hoping you'll transfer some beauties!