

CGP-220 INK JET PRINTER GRAPHIC SCREEN DUMP PACKAGE

Dump Graphics to you CGP-220 printer

*** F E A T U R E S ***

- * Fast, machine language
- * 4 color and 1 color versions
- * works on disk or cassette systems
- * works on 16 or 32K systems
- * select the colors you want to use
- * special CoCo Max version included
- * Easy to use, detailed instructions

Another fine product for the Color Computer
by Bob van der Poel
(C) 1985

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*          CGP-220 Screen Dump Package      *
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*          By Bob van der Poel             *
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*          REFERENCE  MANUAL                *
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*          copyright 1985                  *
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Thank you for purchasing CGP-220 SCREEN DUMP PACKAGE. We hope you will find it to be useful. Please show these programs to your friends. If they like them, ask them to buy their own copies. Continued customer support will enable the author to develop more programs for you. Continued sales also help to feed the family. Please do your part to stop software piracy . . . it hurts everyone.

Unlike much software you purchase today, these programs are not copy protected. In fact we encourage you to make as many copies as you need for your own personal use. But please be fair with us too. Don't give away the programs to your friends -- after all, if it's good enough for you to spend your money on, why shouldn't they do the same?

The disk or cassette which comes with this package contains 6 different screen dump programs specially written for your CGP-220 Ink Jet Printer. With them you can print-out those graphics you've created with your favorite graphics editor. But before you start printing, please take a moment to read this manual -- it'll save you pulling out your hair later.

Basically, there are two programs in this package. One prints out screens in one color, the other in four colors. The different versions of each program are included to print-out CoCo Max screens and to ease loading in 16 and 32K computers.

Before any of the programs can be loaded, you must do a CLEAR to reserve memory for the program to operate in. Please refer to the table later to find the values to use. Next you must load the graphics into memory. The program assumes that you are using standard PMODE 4 and 3 screens. These screens must be loaded into the normal graphics areas -- the routines themselves do an implicit PCLEAR and PMODE. Before loading the screens you should type "PCLEAR 4 <EXEC>" (PCLEAR 8 for CoCo Max) to reserve memory for the graphics. Now LOADM and EXEC the appropriate program. The programs included are:

I. 4COL-32K * FOUR COLOR SCREEN DUMP FOR 32K COMPUTERS

This program will allow the use of 4 different colors in your printout. When you first EXEC the program you will see a menu containing 8 choices. The first four may appear rather

cryptic, but they'll make lots of sense in a minute. If you skip to option <5>, you'll be able to see the screen on a PMODE3 screen. The first 4 choices effect the colors used in the print-out. Each time you press the keys <1> to <4> the corresponding color will change. If you do nothing, the print-out will be as shown with the <5> option. But let's say you want the green printed as violet. Just press <1> a few times until option one reads GREEN = VIOLET. Similarly the other colors can be modified.

The normal size print-out (option <6>) will produce an image appx. 3" X 2 1/4", the double size (option <7>) will produce an image exactly twice that size.

II. 4COL-16K * FOUR COLOR SCREEN DUMP FOR 16K COMPUTERS

This program is identical to the one described in 'I,' only it loads lower down in memory.

III. MONO-32K * MONOCHROMATIC SCREEN DUMP FOR 32K COMPUTERS

This program will produce a one color reproduction of a graphics screen. After the program is (C)LOADMed and EXECed you will see a menu containing 6 options. The first one allows the select of the color to use in the printout - any one of 7 is allowed. To change the color, just press <1>. Each time you do this another color will appear, until all 7 have been displayed -- then it will circle back to "black."

The REVERSE print option let's you print a negative of the image on the screen.

The normal size and double size print-out options produce images the same as in option "I."

IV. MONO-16K * MONOCHORMATIC SCREEN DUMP FOR 16K COMPUTERS

This program is identical to the one described in 'III,' only it loads lower down in memory.

V. 4COL-8PG * FOUR COLOR SCREEN DUMP OF 8 GRAPHIC PAGES

This program is the same as 4COL-32K, except that it dumps all 8 graphic pages as a continuous image -- this is included for CoCo Max screens.

VI. MONO-8PG * MONOCHROMATIC SCREEN DUMP OF 8 GRAPHIC PAGES

This program is the same as MONO-32K, except that it dumps all 8 graphic pages as a continuous image -- this is included for CoCo Max screens.

NOTES CONCERNING ALL THE PROGRAMS

1. All of the programs can be aborted during the print-out by holding the <BREAK> key.
2. All of the programs are written in position independent code. This means that they can be offset loaded anywhere in memory.
3. The programs have been created utilizing the 'Color BASIC Compiler' (C) 1985 Computerware. As an aside, this compiler has many limitations, however it is an excellent tool for producing simple programs such as these. Full marks to Mr. Ulrich.
4. The programs can be copied to another tape or disk. If you have a disk, just use the COPY command. If you are using a cassette system you must first load the program into memory. Now resave it with the CSAVEM command and the values below. There is no reason you must use the original names either, in fact they are rather cumbersome for regular use. If you have a 32K system you might save the program 4COL-32K simply as COLOR or CDUMP . .

ADDRESS FOR THE VARIOUS VERSIONS

(All values given in decimal notation)

	Clear value	Start	End	Execute
4COL-32K	28711	29079	32734	30532
4COL-16K	12328	12696	16351	14149
4COL-8PG	28711	29079	32764	30532
MONO-32K	28711	29187	32717	30640
MONO-16K	12328	12804	16334	14257
MONO-8PG	28711	29187	32758	30640

Example: To load the program 4COL-32K from tape, first type CLEAR 200, 28711 <ENTER>. Now load the program with CLOADM "4COL-32K" <ENTER>. Once the program has loaded, type EXEC <ENTER>. This program can be saved to another tape after loading with the command CSAVEM "YOURNAME", 29079, 32734, 30532 <ENTER>. If you load a graphics screen AFTER the program has loaded, you must execute the program with the exec address (EXEC 30532 <ENTER>).

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SCREEN DUMP PACKAGE

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