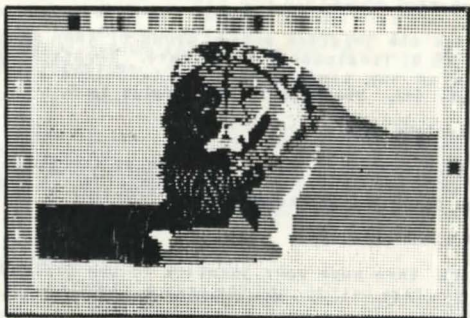


Art ~ Ease



ART-EASE

ART-EASE is a program allowing the user to make full use of the graphics of the Commodore 64 computer. Create spectacular pictures and save them to tape or disk.

Loading Instructions.

Place the tape into the cassette recorder, hold down the shift key and press the Run/Stop Key. Press play on the tape recorder. When loading is complete the screen will display the picture frame, and a cross-marker will be in the centre of the screen to indicate where the joystick is positioned. Your joystick should be placed in Port 2.

Colour Selection.

To select a colour, move the cross-marker over your choice and press the fire button. The colour will appear half way down the right of the screen.

Free-hand Drawing.

To draw in free-hand make sure the cross-marker is within the bounds of the frame and press the fire button. A box with a dot in will appear in the top right of the screen, and wherever you move the joystick you will draw a line.

Function Keys.

When the functions are in use they will light to show you which is being used.

F1 - Joystick Speed.

To change the joystick speed, press F1 then press a number from 1 to 9, (1=slowest, 9=fastest). Joystick speed may be changed at any time within the functions marked with an asterisk, (*). The default speed value is 5.

F3 - Straight Line Drawing. *

Press F3, then press the fire button at the start position of your line then again at the end position. A straight line will be drawn between them.

F5 - Fill An Area. *

Press F5, then move your joystick to the desired fill area, press the fire button, and the area will fill with your chosen colour.

NOTE: If the computer finds an area where four colours, (one being the background blue), are in close proximity then the computer may leave a gap to show it cannot fill that area.

Extremely complicated areas may not fill completely first time. Should this happen, perform another fill in the unfilled area.

F7 - Double Width Straight Lines. *

This function is similar to a single width straight line, (F3), but produces a double vertical width.

F2 - Text Mode. (SHIFT/F1)

When you press F2 the cross-marker will be replaced by a flashing cursor in your chosen colour. The computer may now be used as an ordinary type writer, with a few restrictions. No shifted, and some complicated lower case characters, are reproduced. However, you are able to print characters in REVERSE MODE, (hold down CTRL and press 9), and back to text mode, (CTRL and 0). The HOME key will return the cursor to the top left of the screen. To return from text mode, press the asterisk, (*) key.

NOTE: All characters are printed in a rectangular block, and any area within that block which is blue is treated as 'filled' by the computer. This ensures that if a fill is performed the characters are not lost in the background.

F4 - Out Free-hand Drawing. (SHIFT/F3) *

By pressing F4, you can remove by free-hand, unwanted areas of the picture.

F6 - Empty Colour. (SHIFT/F5) *

Having pressed F6, move your joystick over the colour you wish to remove from the screen and press the fire button. This chosen colour will be removed from all over the screen.

NOTE: To remove unwanted text, first use Empty to remove the 'filled blue' region from around the letters, then remove the letters themselves.

F8 - Circle. (SHIFT/F7) *

Move to the centre position of your desired circle and press the fire button, then move to the radius position and press the fire button again. A circle will be drawn as close as possible to your desired size.

NOTE: A circle will not be drawn if part of it will leave the frame of the picture.

Saving a Picture.

To save a picture to a tape or disk, move your cross-marker over the 'S' on the left of the screen and press the fire button. Enter 'T' or 'D' to choose between saving to tape or disk, then enter the name you want to use for your picture and press 'return'. If you are saving to disk make certain a disk is in

your disk drive, (drive 0 in a dual drive), or if saving to tape, that a tape is in the tape recorder. To exit from a save before it is completed, press the Run/Stop key.

NOTE: When saving to a disk drive, should you abort the save, the directory will probably contain the name you were saving the picture under, so that should you wish to save the picture again, then another name should be used.

Wiping the Screen.

To reset the screen, move your cross-marker over the 'W' on the left of the screen and press the fire button. The screen will now be wiped clean and again ready for use.

Loading a Picture.

To load a picture from tape or disk, move to over the 'L' and press the fire button. Enter 'T' or 'D' to choose between tape or disk and enter the name of the picture you wish to load and press 'return'. Make certain a disk is in your drive, (drive 0 for a dual drive), or a tape in the recorder. Should you wish to cancel the load before it is complete then press the Run/Stop key.

NOTE: If you cancel a load, perform a wipe of the screen before proceeding since it is possible that some of the picture you wished to load has been loaded to the screen area.

The Help Key.

When not in any other mode, if you press 'H' then the help page will be displayed giving a brief description of the screen display.

The Error Sound.

When you are using the options a 'beep' will sound. Should a second beep sound, at a lower pitch then you have made an error. Some functions are cancelled when an error occurs.

Disk Saving and Loading Errors.

If an error should occur when you try to save to, or load from a disk drive, wait until you are prompted to return to the picture screen, and, if the red light on the drive is still flashing, remove any disk present in the drive, and reset by switching the drive off and on again.

