ARTice V1.1 USER NOTES 22/2/86 © EIDERSOFT

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QL Shaded printer dump by DEREK JONES of Positron Computing.

INTRODUCTION

ARTice was developed in response to a general demand for a free hand
drawing program that was both easy to use and quick to learn.

There are very few items to memorise in keeping with the trend set by
the ICE program and the Macintosh type environments. Like riding a
bicycle once the trick is learn't then you never forget. Other drawing
programs currently available for the QL (to our knowledge) cannot claim
this feature. The program does not claim to provide much in the way of
"technical drawing" at the moment.

"The best way to learn is by experiment", this is really the moto of
all good self teach programs. As with ICE simply point at icons and
click the space bar or joystick button once or possibly twice. This can
be quite an adventure in itself, therefore the following notes have
been written in two parts.
PART 1. Contains essential information.
PART 2. More detailed notes to help make use of the program.

As usual please make **backups** of the master cartridge and always run
the program using one of these backups.
This can be done using the BACKUP procedure in ICE. Remember to format
a blank cartridge first.

To LOAD and RUN ARTice
This is a CHOice depending on whether you have extra memory or not.
Artice only just squeezes onto a standard QL and some fairly clever
tricks had to performed to achieve it.
STANDARD MACHINES

Reset the QL, place the ARTice cartridge in mdv1_ and either "double
click" the boot file or if you have version 1.10 ICE onwards use the
ALT key method of running a boot file.
When the boot file has been run you will automatically enter ARTice.
When you leave ARTice you will be returned to the ICE screen. Just get
a directory again by "double clicking" the mdv ICON and this time
"double click" either the "DUMP" file or the "ARTICED" file. This will
run the file in the former case which will allow a printer screen dump
of a 32K screen file to be made. The later file "ARTICED" is the art
program. When you leave either program you will be left in ICE. You
may need to reset the QL before you can run either file again.

MACHINES with at least another 128k of memory.

Reset the QL, place the ARTice cartridge in mdv1_, get a directory of
it in ICE and "double click" the ARTBOOT_BAS file. You would have to
replace the other BOOT file with the contents of ARTBOOT_BAS if you
wanted to start the program via the ALT key method. You may still use
superBASIC (if you like typing) with the command
LRUN MDV1_ARTBOOT_BAS
at the superBASIC command line.
This will result in a menu being displayed from which you can decide to
go into ARTice , print a screen file or quit. When you leave either the
printing program or ARTice (via QUIT) you will be returned to this menu
provided the Artice cartridge is still in MDV1_.
It is not advised that you make many further selections from this menu
without first reseting the QL as you may find yourself short of memory
again? The boot files are necessary to "respr" into top of memory the
extra superBASIC keywords that artice uses.

PART 1.
SECTION OF ALMOST ESSENTIAL READING FOR THOSE WHO WILL NOT (OR NEED
NOT) READ THE REST OF THIS MANUAL.
1. The first trick.
On loading, you will be presented with a circle filled in with white
INK. This is your present cursor. Try moving this with the cursor keys
or a joystick plugged into the CTL1 port. Press the space bar once and
try moving the cursor again. You will now be drawing!
CLICKING once turns the ink ON and once again turns it OFF.

2. Trick number two.
If you "double click" i.e press the space bar twice quickly, the MAIN
ICON MENU will present itself.

3. Point to EXIT and click once and you will return to your picture.
This pointing to and clicking is the standard method of selecting and
activating an icon. This action will be implied in much of the manual
from here on.

4.**COLOUR.**
A quick way to change the brush colour is to use the keys 0 to 7.
These allow immediate SOLID colour change according to the following
table.

```
MODE 8          MODE 4                   (The MODE is changed by clicking the
Medium res.     High res.                MODE option on the MAIN ICON MENU.
0 = BLACK       BLACK                    This should be done before you start
1 = BLUE          "                      drawing or loading in pictures
2 = RED         RED                      which have a different mode to the
3 = MAGENTA       "                      present one)
4 = GREEN       GREEN
5 = CYAN          "
6 = YELLOW      WHITE
7 = WHITE         "
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These 8 keys plus the cursor keys and the space bar are the only keys
used when painting on the screen.

The ESCape key can be used to escape when printing to the printer or
when using the FILL command to "escape from a leak situation".
When ENTERing information the ENTER key is sometimes required but only
when you are asked to ENTER. When entering TEXT most of the QL's keys
may be used. The joystick in CTL1 operates the cursors and the
space/fire/click button.
The 0 to 7 keys could be labelled with their colours if you wish.

Colour can be selected in another way and given a stiple effect via the
PAPER or INK commands on the MAIN ICON MENU.

If we wanted a PINK/RED coloured ink, point to the INK command and
click once in the MAIN ICON MENU. Notice that the old colour is in the
bottom right and corner, together with its shade number.

This "shade number" is the QL number usable in SuperBASIC programs to
identify the characteristics of the colour. First choose the ink colour
as RED by pointing to and clicking the arrow keys at either side of the
INK square. Having selected RED now do the same with MIX and STIPPLE.
Watch the effect in the NEW window.
Note that MIX sets the colour of the opposite stiple pixel and hence
there are 4 possible numeric values for the same solid colour.

5. "Toggle" Commands.
In many situations it is useful to have a function that can be put in
one of two states by moving a switch. When this done using a single
button, the action is known as "toggling". The **ERASOR** is just such an

option.
If you select the ERASOR and click once then the ERASOR changes state,
either on or off. The ERASOR always produces the PAPER colour when it
is activated. When the BRUSH is in ERASOR mode on the drawing screen, a
small beeping sound will remind you. The ERASOR is then used just like
any other brush.
The other two TOGGLE switchs in ARTice are the MODE icon which also has
a YES/NO safety check and the ink ON/OFF when drawing.

6. **UNDO.**
This is a sensible feature always present after all of the "set" pieces
:   CIRCLE, BLOCK, FILL, COPY, TEXT ,RECOL and LINE. The exception is
when loading a block in the block COPY command option. Unfortunately
each block when "fixed" is permanent. Do a picture save before using it
via the SAVE icon.

In the case of free hand drawing UNDO is only possible if you have
previously selected the UNDO option on the main icon menu. For more
explanation see part 2.

When drawing choose a time or place every 30 mins or so to make a save
to disc. I save after every good bit of screen work I complete. If you
save to a disc regularly then you can always return to a previous stage
if you make a hash of your latest action. Further it is possible to
keep returning to an earlier screen and experiment with various
different ways forward. Giving a development name to each screen saved
will help eg boat1_pic,boat2_pic,boat3_pic.

PRINTING
This must be performed from the menu after booting up.
When you leave ARTice via the ICE option you will return to the start
menu, here you decide to select the print option if you wish. The
computer will wait until a functioning printer is attached, so make
sure your printer works before entering this option.

The printer dump will work for Epson dot matrix and other compatible
printers only.
If you do not have a compatible printer, then you may find that some
other supplier, preferably your printer supplier, can help. All ARTice
full screen saves (not the block saves) are a standard 32k, compatible
with many other drawing programs.
NORMAL print is a representation of the actual screen shading i.e Black
will appear as black.
INVERSE is the opposite of this.

Avoid putting important parts of your picture on the last 20 pixels of
the right hand side. For reasons of matching the number of screen
pixels with the printer graphic mode they will not be printed.

If you have a none Epson standard printer (capable of graphics work)
you may still be able to print out the screen if you can get a printer
dump for your printer elsewhere. The supplier of your printer should

really be able to help out on this one.

The screens saved by ARTice are standard SBYTES 32K screen dump and may be loaded back onto a screen with a superBASIC command like:-
LBYTES MDV1_FILENAME,131072

131072 is the start of the QL screen in memory.

To save a screen created from SuperBASIC use a command like:-
SBYTES mdv1_picname,131072,32768
The filename mdv1_picname may then be loaded into ARTice.

Programs saved from other programs e.g EASEL, PSION QDRAW and SINCLAIR QL.PAINT (TALENT GRAPHIQL) may also be loaded into ARTice.

PART 2.
FURTHER USEFUL INFORMATION.

A BLOW BY BLOW ACCOUNT OF USING THE VARIOUS MENU ICONS.
Top left to bottom right.

LOADING

This Icon takes you through a sequence to load a picture. You may get a directory if you wish. If you choose to get a directory then ENTER the device name i.e MDV1_ is a device name.
The ENTER key should be pressed following the data entered (MDV1_)this is what the computer implies by asking you to "ENTER".
Having checked the spelling of the file you want select CANCEL.
Now enter the complete file description in order to load the file.
e.g MDV1_filename
Only attempt to load screen files, files over 32K should not be loaded as the will probably "crash" the machine. (A "crash" is sometimes referred to as a "LOCKUP") The QL must be RESET with the RESET button.

All other errors result in a chance to re-enter the file description.
To ESCAPE merely press the ENTER key with the cursor at the left hand edge and you will be returned to the picture screen.

If successful loading takes place, then when complete the picture will be displayed, you will have a White cursor with the INK off.

The above LOADING notes also apply to the PRINTING option.

SAVING
After selecting this Icon you will first be asked if you wish to format a cartridge. Be careful at this point as formating will wipe your disk clear of data. At each prompt it is possible to make a "NULL" (empty) ENTRY and you will return to the drawing screen. Entering a file description is the same as for LOADING.
3 screens can be fitted per microdrive.
22 screens per 3.5 in 720k floppy disc.

The SAVE OR LOAD file descriptions could just as easily refer to loading files up and down the NETwork SERIAL ports or any other DEVICE you may have attached to your QL.

FILL

This selection reminds you that you must point the area you require filling and CLICK once. Click OK to go on. The area selected must be enclosed by colours other than the present ink colour.
You will get a chance to UNDO any hash you have made, select YES to accept and NO to UNDO.

Care must be taken to fully enclose a shape before using the FILL
option otherwise the INK will "leak out". At any time while the program
is filling you may press the ESC key. This will suspend painting and
give you a chance to ACCEPT what has been done or UNDO it.

MAGNIFY / REDUCE

The MAGNIFY / REDUCE option works as an on/off switch to magnify the
area where the cursor is by 7 times. Click MAGNIFY and you will see a
magnified area of the cursor position plus a magnified point cursor. As
you move the cursor both cursors will keep accurate positioning. The
magnified window will move to the opposite end of the screen if you
move the screen cursor near it.
When in magnify mode you can still use the main icon menu in the normal
way, but the cursor can only be a point version.
Choosing the REDUCE option will put the screen back to normal.

COPY

Selecting COPY will put you into a sequence where you first define a
block size and position the choose how you wish to move this block. You
may LOAD, TRANSFER, DUPLICATE, SAVE.

TRANSFER allows the whole block to be picked up and moved leaving a
block of blank paper and placing the block in the new position when you
"click".

DUPLICATE leaves the present block as it is but allows multiple copies
of the block to be placed where ever you next click. Once the block has
been selected you get the chance to IGNORE certain of the colours. The
most common us of this is to ignore the background so that the square
shape of the block is not transferred. Selecting "OK" leaves you with a
block frame on the screen ready to be positioned where you wish and
"clicked" in place. If you "click" twice in the same place you will
bring up the UNDO YES/NO window. From their you return to the drawing
screen.

SAVE in conjunction with LOAD is a very powerful feature as they will
allow you to load and save blocks to a storage device. Those people
with extra memory and "Ram disks" will be able to make even more
efficient use of this feature.

When you select SAVE you will first be required to mark out a block.
When done you get the chance to format a disk and save the block as a
file. File descriptions always have the general form device+filename.
e.g mdv1_myblock_BLK

The BLK bit at the end is not essential, you could use anything wish.
These "file extensions" as they are known serve only as a useful
reminder to yourself as to what the file contains.

When you select the LOAD option, you first get the chance to ignore
colours of your choice as for DUPLICATE above. Next a directory option
is only useful if you hav'nt kept a written record of the files you
have saved. The file to be loaded must be a valid block or "window"
type. i.e at some stage in the past the file was created by using the
SAVE option in the COPY part of ARTice.
If a file is found to be loadable a block frame will appear which you
can position as you wish. The block is drawn when you next "click".
"CLICKING" twice in the same place twice results in you returning to
drawing mode on the drawing screen.

AIRBRUSH

AIRBRUSH is a form of brush that sprays RANDOM dots whenever the INK is
switched ON. Menu options allow the size and rate of spray to be set.

BRUSH

This option allows the cursor or BRUSH size and shape to be altered.
Point to the brush you require and "click"
The square brush may be defined to any size within a certain range,
using the DEFINE option in the BRUSH menu. This defined brush will then
replace the square brush of you choice. Just point and "click".

TEXT

First choose the text style you want and the ENTER your TEXT.
This text will then appear on the screen under cursor control. Move it
to your required position and "click" once. The UNDO YES/NO window will
then appear, choose as appropriate.
If you wish to print characters diagonally, it is possible to print to
screen just one (or any collection) of each of the characters that you
need, then use block move to move them where you wish.

EXIT

"Click" this and will return to the drawing screen.

PAPER and INK

SEE PART 1 under "COLOUR"

RECOL

Allows re-colouring of selected colours over the entire screen or just
a part of it which you will define with a block.
This is a useful function provided by SuperBASIC and made much easier
to use from this option. The trick to using this one is to follow the
sequence of colours and only change the colour or colours you wish to
change.
At first you will be presented with the list of colours on the right
and the first colour on the left. E.g If you wanted to change all the
BLACK into RED when in eight colour mode do as follows.
Point to the RED and "click" once.
Now BLUE will appear on the left hand side. As you don't want to change
BLUE point and "click" BLUE on the right hand side. Continue this
operation for all the colours that appear in the left hand window.
When all the colours have been presented, the screen will be redrawn in
the new colour or colours. The UNDO YES/NO window appears as usual.

ERASOR

SEE PART 1 under "TOGGLE"

UNDO.
This feature is always present as standard after all of the "set"
pieces : CIRCLE, BLOCK, FILL, COPY, TEXT, RECOL and LINE.
However, when free-hand drawing it would not be possible for the
computer to know when you had finished and hence whether or not you
wanted to revert to the previous screen.
This is all made possible by the fact that a second screen is kept in
memory which can be fetched back by the program whenever an UNDO
operation is chosen.

In the case of free hand drawing UNDO is only possible if you have
previously selected the UNDO option on the main icon menu. This UNDO
option was decided upon (as opposed to a futher key on the keyboard) on
the grounds that the extra key would slow the drawing cursor.

The effect of being in the free-hand UNDO ON mode is that a small
YES/NO menu is forced up every time you double click when trying to use
the MAIN MENU. When selecting YES this effectively certifies that you
wish the present screen to be copied to your background UNDO screen.

Quill Document

file:///J:/Dropbox/QL Preservation - Unsorted/Eidersoft/ArtICE/quill-viev...

Having selected the UNDO option on the main menu, you will also get the
chance to move the UNDO YES/NO window preferably to a place near where
you are currently working.

When drawing choose a time or place every 30 mins or so to make a save
to disc. I also save after every important bit of screen work I
complete. If you save to a disc regularly then you can always return to
a previous stage if you make a hash of your latest action. Further it
is possible to keep returning to an earlier screen and experiment with
various different ways forward. Giving a development name to each
screen saved will help eg boat1_pic,boat2_pic,boat3_pic.

HINTS AND TIPS
If you find yourself constantly using a special colour, try setting the
PAPER colour and using the ERASOR to reproduce this colour.
If you wish to erase without going via the main menu use the keys 0 to
7, however, this only works if the background was a solid colour.

MULTI-TASKING
Artice can be made to multi-task with your other multi-tasking (e.g
PSION programs) using the CHOice software and extra memory. Indeed it
was very convenient to write this manual when just THREE key presses
and half a second later I was back in ARTice! and VICE VERSA.
Artice and the printer dump use the RESPR() command to add superBASIC
keywords to the QL. These have to be loaded first, hence the boot
programs BOOT and ARTBOOT_BAS exist.
Therefore to allow ARTICE to be multi-tasked, ARTBOOT_BAS must be run
first before the TSK file is "double clicked". Leave the menu via the
quit option. The extra keywords needed by ARTice will still be there
and you are now free to get a directory and "doble click" a TSK file.

A TSK file is created by CHOice and contains information on the ARTiced
executable file and the other programs to be multi_tasked. Note ARTICED
and QUILL etc. are files that appear as EX files in an ICE directory.

In my case using a PCML 256K disc interface I created a TSK file using
CHOice using the following parameters :-
Dataspace of 55K to QUILL and 65K to ARTiced
2*32K storage screens to allow the fastest possible switching between
the programs.
This has proved 100% stable.
All the above was achieved using ICE version 1.11 and version 2 CHOice.

Another advantage of CHOice multi-tasking is that you have access to
all the file handling commands via ICE eg. deletion , copying
formating, viewing, info etc. which are better than those of the
present ARTice. The only restriction is that you must not get a
directoty of the program disk in ICE. If you do you will find the
computer will lock up on QUITing ICE to go back to the TASK menu. Hence
if file manipulation is necessary then perform this on another device
and use RAM disks if possible.

PHOTOGRAPHY

Slides for presentations or just photographs for the wall can be
produced by filming the TV or preferably a good colour monitor.
Unfortunately this won't work well with an "instamatic" type camera
because the shutter speed cannot be slowed enough.

A TV tube is scanned at about 30 frames a second with a gap between
each frame. If you photograph this at greater than a 30th of a second a
bar will appear across part of the image.

Filming a static picture at about half a second with a film ASA rating
of between 64 and 200 should allow correct exposure to be set. To avoid
screen reflections choose a darkened room with the lights out, a small
torch makes life easier.

Filming at slow shutter speeds is ideally done using a tripod and a remote shutter release or the camera self timer.

If you have a 100mm telephoto lens this should prove helpful.

PROBLEMS.
A skill will develop in time when switching the ink on and off and double clicking. It would be advisable to switch the INK off before double clicking and going to the MAIN ICON MENU. With an airbrush, when fine spraying, set the finest spray and be careful not to double click.

Skill at manipulating the cursor via the cursor keys can be improved by playing a game like SPOOK or just steering the cursor around a race track you have previously drawn.

You comments for improving ARTice are welcomed bearing in mind that the memory capacity of the standard machine is completely used up and more commands would mean a memory expansion or splitting the program into seperate programs.

Converting to floppy disc use.
The simplest method is to use the toolkit command FLP_USE MDV to emmulate microdrives or use a convert utility which converts every occurance of MDV to FLP etc. A conversion to flp or fdk on 3.5 in disc will be available direct from Eidersoft for the price of a guaranteed for life disc and a handling charge, total �5.50.

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File: C:\Users\Rich\Desktop\Eidersoft\ArtICE\MANUAL_DOC
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