

# icon art master

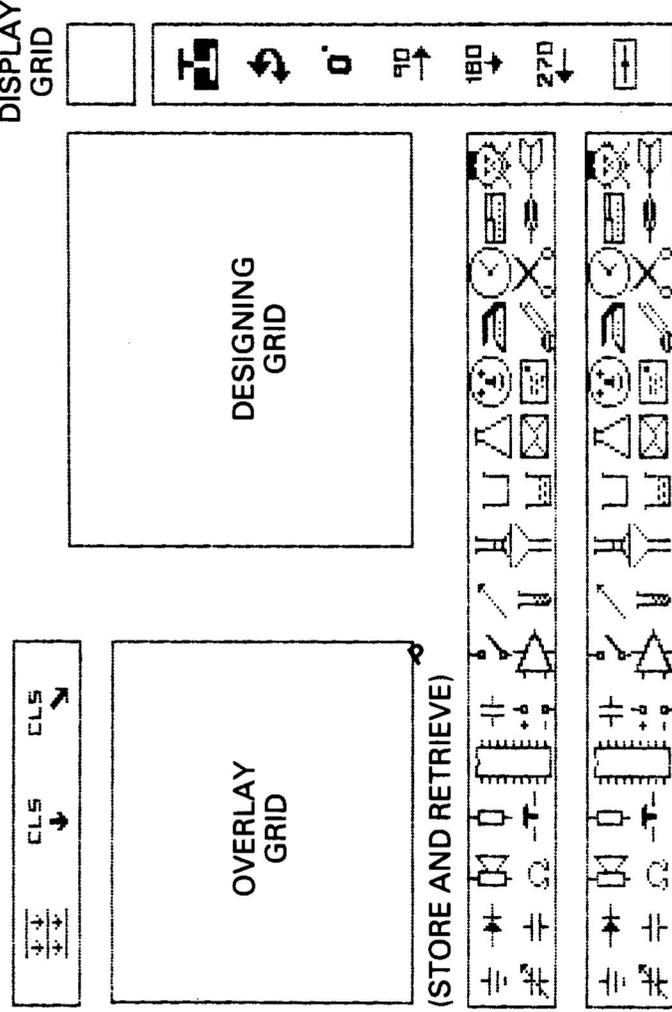


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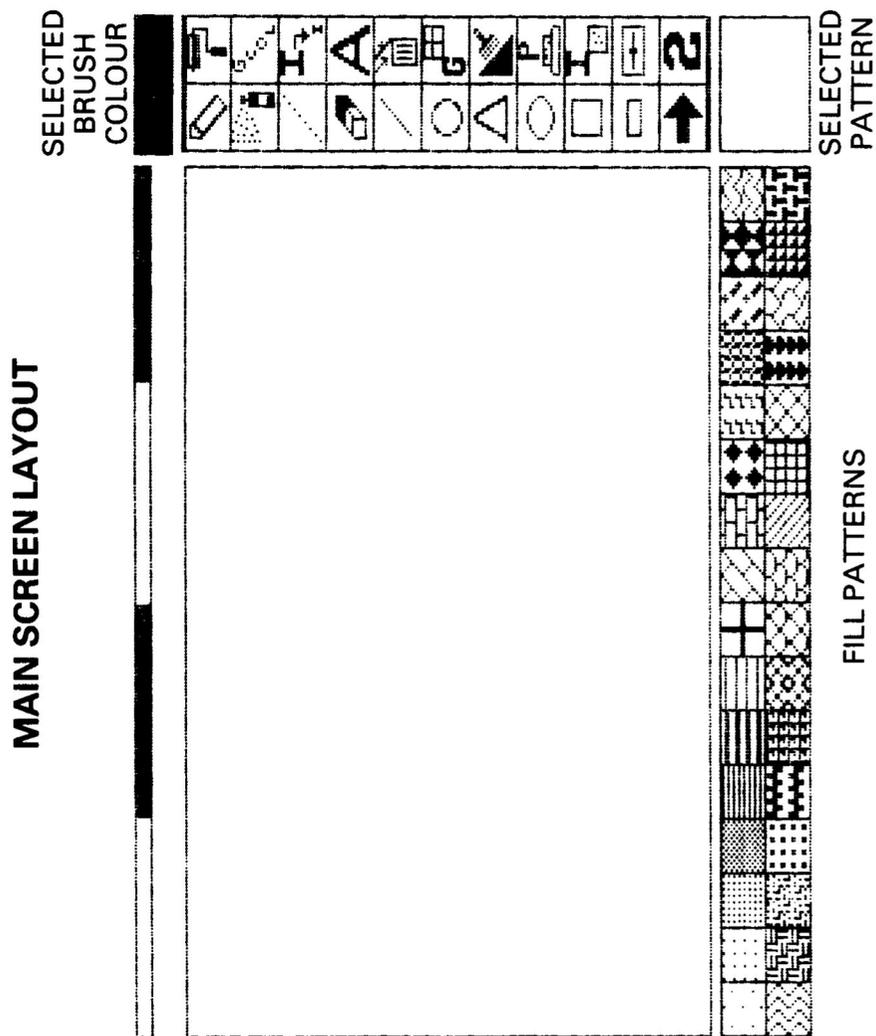
(MICRO-DRAW)

# ICON DESIGNER SCREEN LAYOUT



FILE 1 (STORE AND RETRIEVE)

FILE 2 (RETRIEVE ONLY)



## INTRODUCTION

To load the program use the AUTO BOOT function. Press <SHIFT> and <BREAK> simultaneously and then release <BREAK> whilst still holding down <SHIFT>, then release <SHIFT>.

Wait until the Icon menu appears on the screen, a pencil will be displayed.

### SELECTING A FUNCTION.

The pencil changes to a cursor when on a menu. Move the cursor to the required icon by rotating the TRACKER BALL, when this has been done press the CENTRE button. The icon background changes to red when selected.

Rotate the TRACKER BALL until the icon appears on the screen. When the desired starting point is reached press the CENTRE button to start drawing etc. If a cursor is preferred to an icon e.g. pencil etc. press the RIGHT button, if neither is required after the initial plotting, press the LEFT button. BOTH of these operations MUST be done when the functions are OFF.

## ABOUT THE PROGRAM

### FREEHAND DRAW



This represents free hand draw and when this function is selected the right hand side of the menu changes to a choice of line thicknesses. Pressing the CENTRE button starts and stops the function.

### SPRAY



Spray with a choice of spray patterns on the right hand side. The CENTRE button starts and stops the function.

## DOTTED LINE



The CENTRE button starts the function and fixes the lines. Lines can be joined at any angle simply by pressing the centre button. The LEFT button stops the function.

## ERASER



The rubber is useful to rub out small mistakes, do this by using the bottom left hand corner. The CENTRE button starts and stops the function, the LEFT button takes you back to the menu.

## SOLID LINE



The solid line also has a choice of line thicknesses on the right hand side of the menu. The CENTRE button starts and fixes the line and the LEFT button allows you to move to a new starting point.

## CIRCLE



Position the pencil for the starting point, press CENTRE button, move the TRACKER BALL to the required radius. (N.B. The centre of the circle will be at the opposite end of the line to the pencil.) Press CENTRE button for a solid outline, RIGHT button for a dotted outline and the LEFT button for a solid circle.

## TRIANGLE



Position the pencil for the first point of the triangle, press CENTRE button, after the required length of the first line is reached press CENTRE button. Position the remaining point. The CENTRE button gives a solid outline, the RIGHT a dotted outline and the LEFT a solid triangle

## ELLIPSE



Position pen, press CENTRE button, move pen above and to the right of the first point until desired size is reached. Press CENTRE button for solid outline, RIGHT for dotted outline, and LEFT for solid ellipse

## SQUARE



Position pen for first point of square, rotate TRACKER BALL until required size and position is achieved. Press CENTRE button for solid outline, RIGHT for dotted, and LEFT for solid square.

## RECTANGLE



The rectangle is obtained in the same way as for the square.

## 2nd MENU



Position cursor over ARROW to reveal second menu.

## FILL



This allows shapes to be filled either with solid colours or the patterns displayed at the bottom of the screen. Select any pattern by moving the cursor into the required box. Press CENTRE button, wait until the pattern appears in the box at the bottom right hand side of the screen. Move cursor into shape to be filled and press CENTRE button.

## Additional features:



Select this function to change foreground colour. Move cursor to new colour at the top of the screen, press CENTRE button, the new colour appears in the bottom right hand corner of the screen.



Selecting this allows the background colour to be changed in the same way as the foreground colour.



Select this function before choosing your pattern to give a mirror image on the vertical axis. N.B. The pattern will not change in the bottom right hand corner. Place the cursor back over the icon and press the CENTRE button to switch off the function.



Patterns at the bottom of the screen will be filled as displayed.



Select this function before choosing your pattern to turn it through 90°. N.B. The pattern will not change in the bottom right hand corner.



As 90° but turns the pattern through 180°.



As 90° but turns the pattern through 270°

#### PAGE.



This returns you to the original menu.

#### GCOL.



0,1,2,3,4, For a full explanation of GCOL see page 262 of the BBC Users Guide. When this function is selected using either 3 or 4, before using free hand draw, spray, circle etc., a great variety of pattern effects can be obtained. To switch off the function either place the cursor over GCOL or 0 and press CENTRE button.

#### ICON PRINTER



Select icon from the display at the bottom of the screen by placing cursor in the selected square and then press CENTRE button. The chosen icon appears in the bottom right hand box. To print simply press CENTRE button as many times as required. To return to the main menu return to page and press CENTRE button.

#### TEXT



Press CENTRE button to select either type of text from menu. Move cursor for horizontal starting point of text and press CENTRE button. "Type in your text" appears on the screen. Do this and then press <RETURN>. Move the TRACKER BALL vertically to position the text and horizontally to obtain the correct size. Press CENTRE button to fix text box. The angle can also be varied at this point by moving the TRACKER BALL and then press CENTRE button.

#### Additional features.



Selecting this function allows the top A type writing to be printed in italics. Use the same procedure as for text.



Select this for text colour and then choose the colour, this now appears in the top right hand corner.



Select this for tail colour and then choose the colour, this now appears in the bottom right hand corner.



Select this for tail effect after colours and type of text have been chosen. Press CENTRE button, "Type in your text" appears on the screen. When this has been done press <RETURN>. Press CENTRE button to fix text box, move TRACKER BALL to required text angle press CENTRE button. A cursor now appears and position this for the tail origin. Press CENTRE button.

#### CLEAR SCREEN.



Press CENTRE button "Warning: This is clear screen" appears on the screen. After this "Left key clear - Right key abort" appears. Press either right or left button as required.

#### GRAPHICS WINDOW



Press CENTRE button. Fix point for bottom left hand corner, and the window must be formed by moving the TRACKER BALL above and to the right press CENTRE button. The required drawing can only be used inside the window. To return to a normal window return to the menu, select Graphics window again by pressing CENTRE button, then press RIGHT button.

#### SWAP COLOURS



Select function, move cursor to colour to be swapped, press CENTRE button, move cursor into drawing area and press LEFT button until correct colour is reached. Press RIGHT button to finish.

#### PRINTER ROUTINE



Load the picture to be printed then select the function. "Normal or positive image (N/P)" appears on the screen. Select as required, and press <RETURN>. "Epson MX or FX printer (M/F)" appears on the screen. Select as required and press <RETURN>. "Remove menus (Y/N)" Appears on the screen. Select as required. The picture will now be printed if the printer is on line.

#### ICON GENERATOR



To use the icons already stored in this program press <RETURN> twice. Move the cursor to the files at the bottom of the screen and select an icon, press CENTRE button. The icon will be printed automatically on the screen.

#### Icon generator features



This will inverse whatever is on the designing grid.



This will give a mirror image of the icon.



Returns the icon to 0° degrees.



This turns the icon through 90°



This turns the icon through 180°

270



This turns the icon through 270°

To store

Point to icon display grid press CENTRE button, drag icon to a space in top icon file, and press CENTRE button.

### Overlay



The overlay function is switched on and off by placing the cursor over the arrows and pressing CENTRE button. When the function is on a yellow outline appears around the arrows. Drag icon from display grid and plot on overlay grid, if the function is on it will overlay on previous subject, if the function is off it will wipe out previous subject.

CLS



Place cursor over arrow and press CENTRE button to clear overlay grid.

CLS



Place cursor over arrow and press CENTRE button. If cleared in error drag icon from display grid and store. Select from file as before to replace on the designing grid. To clear display grid so that another icon can be created select this function and press CENTRE button, then select 0° and press CENTRE button.

### Saving



Select the function. Type in the name of the new icon file using six letters or less. Press <RETURN> "Which Drive" appears on the screen. Enter drive number. Insert correct disc. When the icons have been saved, insert control disc and press any key.

### SAVING AND LOADING.



Select the function, press L to load and S to save a picture, or N to go back to the drawing mode.

### Saving a picture

After pressing S, type in the name of the picture in six letters or less, then press <RETURN>. "Which Drive" appears on the screen, enter drive number. "Save picture? (Y/N)" appears on the screen. By pressing Y the picture is saved or by pressing N you are returned to the beginning of the function. Insert the correct disc and press Y. "Remove menus? (Y/N)" appears on the screen. By pressing Y the picture is saved without menus, pressing N the picture is saved with menus. Insert Master disc and press any key.

### Loading a picture

After pressing L type in picture name to be loaded, press <RETURN>. "Which drive is . . . . . on?" appears on the screen. Enter drive number. "Load picture (Y/N)" appears on the screen. Load picture after inserting correct disc, Press any key. Wait for the computer to set up the screen again.

Use the following routine to load a picture into your own program:

```

10 MODE 1
20 REM SWAP COLOURS
30 *LOAD "SNAME"
40 FOR A = 0 TO 3: VDU 19, A, ? (A+2755); 0;: NEXT A
50 REM LOAD PICTURE
60 *LOAD "NAME OF PICTURE"

```

NOTE: The name in line 30 must be the name of your picture preceded by S and in line 60 it must be the picture name only.

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