

For All 8-Bit ATARI Computer Systems

GRAPHICS *TRANSFORMER*



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GRAPHICS TRANSFORMER

INTRODUCTION

GRAPHICS TRANSFORMER is an easy to use utility which lets you use almost any graphic screen with almost any other graphics or drawing program. You're no longer confined to a single graphics program and it's limited features. Now, you can create Print Shop and Typesetter Icon graphics from almost any picture drawing program on the market. GRAPHICS TRANSFORMER allows direct capture of a small part of the picture, or compression of the full picture to Print Shop or Typesetter Graphics sizes. Additionally, pictures can be transferred back and forth between Magniprint II+, Koala Pad, Atari Touch Tablet, Micro-Painter, ComputerEyes, Print Shop, and Typesetter formats. GRAPHICS TRANSFORMER also allows you to load more than one Print Shop or Typesetter Icon to any part of the same screen, onto other screens, and resave them as full screen pictures. The possibilities are limited only by your imagination, so create away!

LOADING INSTRUCTIONS

To load GRAPHICS TRANSFORMER, just turn on your disk drive and insert the front of the GRAPHICS TRANSFORMER disk. Remove any cartridges (XL and XE users should hold down the OPTION key) and turn on the computer.

After a short loading time, this two choice menu will appear:

- 1) Graphics Workshop
- 2) Picture Conversion Utility

If you are going to use a picture from Magniprint II+, Koala Pad, Atari Touch Tablet, Micro-Painter, Computereyes, or a Print Shop or Typesetter Icon, no picture conversion is necessary. You can proceed directly to the GRAPHICS TRANSFORMER program by pressing the "1" key.

If you are going to use a picture in a different format as your source file, proceed to the Picture Conversion Utility by entering a "2".

Picture Conversion Utility

This utility will convert pictures from Paint, Fun With Art, B/graph, Graphics Master, Super Sketch, Strip Poker, Movie Maker (background only), Atari Graphics Light Pen, or Syngraph to Magniprint II+ format. Once they are in Magniprint II+ format, they can be loaded directly into GRAPHICS TRANSFORMER. After the Picture

Conversion Utility has loaded, a menu appears, along with a prompt which asks for the picture format to be converted. Choose the appropriate picture format. When the prompt for the source or destination filename appears, hitting RETURN without entering a filename will take you back to the picture selection menu.

Enter a "1" or a "2" at the filename prompt to see the disk directory on the disk in that drive. If you already know the filename, enter it and hit RETURN.

IMPORTANT NOTE: Be sure to type any extenders, or use * for a wild card. Some programs add .PIC to the end of the filename. Also, if you are loading from drive 2, don't forget to start with D2:.

We recommend the source picture file first be copied to a blank formatted disk using Atari's DOS "C" or "D" options, and that you use the copy with GRAPHICS TRANSFORMER. Most commercial drawing programs also have their own load and save utilities, which can be used to save the picture file to another disk. If you always use a copy of your picture file, you will not accidentally damage your original file. This is especially important when the destination file will be saved on the same disk as the source file.

After you have entered the destination filename, the conversion process will begin. The picture will be saved to disk in Magniprint II+ format.

Special Instructions for PAINT

The Paint conversion option shows the picture filenames in a normal directory. Some early versions of Paint used a hidden directory. To see these files, type a "1" or "2" for the drive number and hold down the OPTION key while pressing RETURN. The correct picture files from the hidden directory will be shown.

Using Pictures Drawn by a Program

If you have written a program that produces a graphics or text screen, you can save the screen in Magniprint II+ format, and use it with GRAPHICS TRANSFORMER. You can also use this process to convert pictures that are created with, or displayed by, BASIC programs. The screens are saved by ENTERing a small subroutine in the program.

Graphics Modes 8, 9, 10, 11, or 7.5 (Antic Mode E)

First, load your screen generating program, and find the correct place in the program, just after the picture is drawn. To find this spot, run the program and hit the BREAK key after the picture is drawn. Note the line number where the program has stopped. This line

is probably within a timing loop, or in a loop waiting for your input. In either case, remove the loop and put in the line:

```
GRMODE=X:GOTO 30000
```

"X" is the graphics mode the picture was drawn in. Replace the "X" with the correct graphics mode number. Use 24 for a Graphic Mode 8 picture (this eliminates the text window), 9, 10, or 11 for those graphics modes, and 14 for graphics mode 7.5 (Antic mode E) pictures.

Insert the GRAPHICS TRANSFORMER disk in your drive and type:

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ENTER "D:SCSAVE.LST"
```

This command will join the utility program Screen Saver to your drawing program. Make sure your program doesn't use the line numbers 30000 to 30030. Next, put a disk in your drive with at least 66 free sectors to save your picture.

When the program is run, the screen will be saved to the disk as PICTURE.MP in Magniprint II+ format. You can change this name by changing the filename in line 30000.

Text Modes 0, 1, and 2

Atari's three text modes can be converted to Magniprint II+ format. Text mode 0 will be changed to Graphics Mode 8 and text modes 1 and 2 will be changed to Antic Mode E (Graphics Mode 14 on XE and XL computers).

Begin by finding the appropriate place to insert the line "GOTO 30000", as described in the previous section. The value for GRMODE will be automatically assigned, you need to do nothing to that variable.

Place the GRAPHICS TRANSFORMER disk in your drive, and type:

```
ENTER "D:SAVE012".LST"
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The subroutine SAVE012.LST will now be added to your program. Insert your destination disk (with at least 66 free sectors) in the drive, and run the program. When the program is run, the text screen will be converted to Magniprint II+ format, and saved to disk as "PICTURE.MP", as explained in the previous section. To change the name of this saved picture, change the filename in line 30002.

Loading Pictures With Your Own Program

You can load any Magniprint II+ picture from your own BASIC program by using the same SCSAVE.LST routine. First, in line 30000, set RW equal to 4. When you want to load a Magniprint II+ picture, just use GOTO 30000.

GRAPHICS TRANSFORMER

After you have selected this option, the main GRAPHICS TRANSFORMER menu will appear on the screen. GRAPHICS TRANSFORMER prompts you all the way through the program with help screens. Remember that the SPACE BAR always moves you forward in the program, and the RETURN key always takes you back a screen.

Throughout the program you will be presented with options for looking at a disk directory. Enter a "1" to see the filenames on the disk in drive 1, and a "2" to see the ones in drive 2. If you are looking at a Print Shop disk, those special filenames will be shown. If an asterisk (*) appears before the filename, then the picture is not the small 5 sector Print Shop Icon, but a full size "Screen Magic" picture. Print Shop uses a special file format that is not Atari DOS compatible. Therefore, to save a file in Print Shop format, a specially formatted disk is required. Use GRAPHICS TRANSFORMER to format the disk in Print Shop format.

Loading Pictures

Loading Print Shop Pictures

After choosing the Print Shop loading feature, you will be prompted to enter a filename. For Print Shop files you must enter the EXACT filename. You cannot use any wild cards such as *. After that, you will see a help screen with all the features available to you once the picture has loaded. Hit the SPACE BAR to proceed to the picture screen.

IMPORTANT NOTE: If you are loading a small Print Shop Icon, the picture screen WILL APPEAR BLANK, with four cursors located in the upper left hand corner. Press the joystick button to make the graphic appear, and read the section below.

Small Graphics Pictures

The picture screen will appear blank, with four cursors in the upper left hand corner. Use the joystick to move the cursors around the screen. Position them at the point where you want the graphic to be located, and push the joystick button. The graphic will appear inside the cursors.

The SELECT key will change the size of the picture. You can put the picture on the screen as many times as you like, in any place you want.

The OPTION key allows you to switch from graphics 7.5 to 8 screens, and vice versa. The "N" key for a negative or inverse of the

picture. You can combine multiple graphics, sizes, graphics modes, and inverse modes to create many unique effects.

The Inverse key (the Atari key on Atari 800s) will slow down and speed up the cursor movement. The TAB key will change the cursor color.

When you are satisfied with your picture, press the START key to proceed to the SAVE SCREEN menu.

Full Size "Screen Magic" Pictures

Follow the screen prompts to load a "Screen Magic" picture. Full screen picture loads do not need all the features as partial screens loads.

Loading Typesetter Icons

Typesetter Icons are loaded the same way and with the same features that small Print Shop graphics are. Typesetter Icon pictures use the standard Atari DOS file format, and are four times the size of a Print Shop graphic picture. Typesetter Icons are the 15 sector file pictures created from the Sketch Pad portion of Typesetter.

Loading Different Icons on the Same Screen

As you experiment with all the features of GRAPHICS TRANSFORMER, you will probably want to load various Print Shop pictures on the same screen, or combine Print Shop pictures with full screen pictures. To accomplish this, hit the RETURN key until you reach the appropriate menu, and load the Print Shop or Typesetter Icon. Then, hold down the START button while pressing the SPACE BAR. This keeps the previous picture on the screen, and adds the new picture to it.

Loading Other Pictures

Selecting the 'Load Other Pictures' option from the main menu will show you another menu of picture format selections. Select the proper format to load, and enter a filename. A help screen will appear. For ComputerEyes pictures, you will be asked what type of capture was used with the picture. A graphics 9 capture will be automatically changed to graphics mode 7.5, since graphics mode 9 pictures cannot be saved directly into Print Shop or Typsetter format. Magniprint II+ pictures in modes 9, 10, and 11 will also be changed to 7.5, for the same reason.

Once the picture has loaded, you can return to the help screen by pressing the RETURN key, or go on to the SAVE screen menu by pressing the SPACE BAR.

Saving A Screen

Follow the on screen prompts to save a picture to disk in any format. Before saving a file in Print Shop format, we suggest you read the section about Print Shop saves. These pages give you some additional information to help you get the best saves.

Full Screen Saves

A full screen save in Magniprint II+, Koala Pad, Atari Touch Tablet, Micro-Painter, Print Shop Screen Magic, or ComputerEyes format is done by choosing the proper picture format, and entering a destination filename. If you need to format a disk, just follow the prompts. If you are saving to Print Shop format, the disk will be formatted in the special Print Shop arrangement. You can only save Print Shop pictures to a disk with the special Print Shop format.

NOTE: If you have created or modified a screen, so that it's different from the one you loaded, and you are going to compress it to Print Shop or Typesetter size, always save it in one of the full screen formats first. Compressing a picture will change it. By first saving it in a full screen format, you can always get it back by loading it. Otherwise, you will have to load the original picture, then re-create the modifications.

Print Shop Save

After choosing the save a graphics in Print Shop format option, a help menu will appear with all the information you need to complete the save. Hit the SPACE BAR to view the picture screen. The picture will appear in two shades in Print Shop's style. It's easier to see how the Print Shop printout will appear with the two shade picture. Four cursors will appear on the screen, one at each corner. Use the TAB key to change the cursor colors if you have difficulty spotting them.

From this point, you can save the entire screen, save a small part of the screen, or save about 1/4 of the screen as a Print Shop Icon. To save a small part of the screen, press the SELECT key. The cursor will close in on an area the exact size of a Print Shop Icon. Using the joystick, position the cursors on the part of the screen you want to save. Press START to save.

To save a larger part of the screen, press SELECT twice. The cursors will enclose an area approximately 1/4 of the screen. Since this area is larger than a Print Shop Icon, it must be compressed to the appropriate size before it can be saved. Position the cursors around the part of the screen you'd like to save, and press the

joystick button. Now you'll see several pictures of that part, in various shadings. Each one is a different compression of the same picture. If you don't like any that you see, press the SPACE BAR to see others. When you find one you like, position the cursors around that picture, and press START to save it.

Saving a full screen picture as a Print Shop Icon requires two compressions to get it down to the right size. Press the joystick button. You'll see four pictures of the full screen, with different shading, each in 1/4 screen size. Press the joystick button again, and you'll see several smaller pictures of the screen, each in different shading. These are Print Shop Icon size. Press the SPACE BAR to see more shading variations. Position the cursors around the picture you like best, and press START to save it.

It's also possible to save an area of the screen that is larger than 1/4, but less than the full screen. When you are viewing the picture, press the joystick button, as though you were going to save the entire screen. When the four 1/4 size pictures appear on the screen, press SELECT. This positions the cursor around an area that is Print Shop Icon size. Press the SPACE BAR to see the other shadings. Pick the one you want to use, then position the cursors around the part of that picture you want to save. Then press START.

NOTE: ComputerEyes pictures converted to Print Shop format may look best in inverse. When you convert these pictures, we suggest saving each picture twice, once normally, and once in inverse. This way, you can try them both, and use whichever looks best.

Typesetter Save

Saving in Typesetter Icon size is a little bit simpler than saving in Print Shop format. Since Typesetter Icons are around four times the size of Print Shop graphics, only one compression is necessary to save the entire screen.

If you want to save only part of the screen, press SELECT. The cursors will close in on an area the size of a Typesetter Icon.

Position the cursors around the area to be saved, and press START. To save the entire screen, press the joystick button. You'll see the screen in Typesetter size. Use the SPACE BAR to see other shadings, and the START key to save the screen, the same way you would for a Print Shop save.

Using GRAPHICS TRANSFORMER with Magniprint II+

GRAPHICS TRANSFORMER and Magniprint II+ use the same picture file formats, so you can load a picture from one program directly into the other. You can do conversions from another format into Magniprint II+

format with either GRAPHICS TRANSFORMER or Magniprint II+. For example, if you have already converted a Print Shop Icon into Magniprint II+ format to print a poster, and you wish to convert it into another format, you can simply load the file converted with Magniprint II+ directly into GRAPHICS TRANSFORMER, without running the conversion again.

Also, any picture converted into Magniprint II+ format with GRAPHICS TRANSFORMER, can be loaded directly into Magniprint II+ without any conversions. Once you have loaded it into Magniprint II+, you can print it with all of Magniprints features, including all sizes, from 1/4 page to a 6ft poster. You can print it normally on the page, or sideways, or in inverse. You can change the picture from one graphics mode to another, and add text in any of four different sizes, in one of the included alternate character sets, or your own character set. You can pick what shades of gray to use with graphics 7.5 (ANTIC E) pictures, and print graphics 9 pictures in all 16 shades of gray. For ordering information on Magniprint II+, call or write to ALPHA SYSTEMS, and get a free catalog. The address is on the warranty page of this manual.

Trouble Shooting

1. Disk Will Not Boot.

If you have a brand new disk that has never booted, send it back for a replacement. Although each batch of disks is tested, an occasional defective disk may slip through, or it may have been damaged in shipment. Refer to the warranty in the back of the manual.

If you have a disk which has booted before, but will not boot now, the problem may be in the disk or in the disk drive. Try a few other disks in your drive. If the drive seems to have trouble booting them, have your drive checked. It may need cleaning or alignment.

If your other disks work fine, then the GRAPHICS TRANSFORMER disk may have been accidentally damaged. Refer to the warranty in the back of the manual. Always store your disks in their sleeves, and never leave them in the drive, or lying out unprotected. Try to keep them away from excessive heat or cold, smoke, and any magnetic fields. Monitors may generate an electromagnetic field which could destroy disks, as do loudspeakers. Always leave the write protect tab on, since you will never need to write to the GRAPHICS TRANSFORMER disk.

2. Disk appears to boot, but produces the message "REMOVE BASIC".

You have BASIC installed on your machine. If you are using an 800 (or 48K 400) remove the BASIC cartridge from the slot. If you are

using an XL or XE computer, hold the OPTION button down while you turn the computer on, and the disk boots.

3. After loading a graphic, the screen is blank.

GRAPHICS TRANSFORMER allows you to Position a Print Shop or Typesetter graphic anywhere on the screen. Move the cursors with the joystick, and press the joystick button. The image will appear on the screen.

LIMITED WARRANTY

Alpha Systems warrants the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media returned by the purchaser during that ninety day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage, or excessive wear.

Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of \$6.50.

Defective media should be returned to:

ALPHA SYSTEMS
1012 SKYLAND DRIVE
MACEDONIA, OH. 44056

in protective packaging accompanied by: (1) a brief statement describing the defect; (2) a \$6.50 check or money order (if beyond the ninety day warranty period); (3) your return address; (4) the problem disk.

What is Not Covered by this Warranty

This warranty does not apply to the software programs themselves. the programs are provided "as is".

This warranty is in lieu of all other warranties, whether oral or written, express or implied. Any implied warranties, including imputed warranties of merchantability and fitness for a particular purpose, are limited in duration to ninety days from the date of purchase. Alpha Systems shall not be liable for incidental or consequential damage for breach of any express or implied warranty.

The provisions of the foregoing warranty are subject to the laws of the state in which the disk is purchased. Such laws may broaden the warranty protection available to the purchaser of the disk.

Tell Us What You Think

We at Alpha Systems are sincerely interested in bringing you the best possible products at the lowest possible prices. Please write us if you experience any difficulties with our products, or have any comments or ideas for improvements. We will do our best to make our products better meet your needs. When you write, please enclose the following: 1) Your name, address, and phone number. 2) Your comments, or a description of your problem. 3) A description of your system. 4) If you are reporting a problem, please also include a description of what you were doing when the problem occurred, any printouts or other output showing the problem if possible, and any suggestions you may have regarding the cause and solution.

GRAPHICS

Captured with
ComputerEyes
Printed with
Magniprint II+

TRANSFORMER



Have you ever wanted to use your own Koala Pad drawing with Print Shop? Or add your own touches to a ComputerEyes picture? Now, with GRAPHICS TRANSFORMER, you can do all that and much more.

GRAPHICS TRANSFORMER is a unique concept in computer graphics software. GRAPHICS TRANSFORMER converts your picture files from all most any format into seven different formats. GRAPHICS TRANSFORMER lets you combine the strongest features of all your graphics programs, giving you more graphics power than ever before.

GRAPHICS TRANSFORMER accepts pictures from Koala Pad, Atari Touch Tablet, Print Shop, Magniprint II+, Paint, Fun With Art, B/Graph, Graphics Master, Super Sketch, Strip Poker, Movie Maker (background), Atari Graphics Light Pen, ComputerEyes, Syngraph, Micro Painter, Micro Illustrator, Typesetter, pictures drawn with BASIC programs, in any graphics mode, as well as screens in text modes 0, 1, & 2. It converts and saves your picture in Koala Pad, Atari Touch Tablet, Print Shop, Magniprint II+, Micro Painter, Micro Illustrator, and Typesetter formats, for you to use with your own graphics programs.

With GRAPHICS TRANSFORMER, you're free to use your graphics screens the way YOU want to use them.



Converted with GRAPHICS TRANSFORMER
Printed with Print Shop

Picture file courtesy Digital Vision