

The Creators of Fancy Writer proudly present...

# HUMPTY DUMP

by James Reilly (c) 1983



A RAM RESIDENT SCREEN DUMP  
FOR THE ATARI 400/800.

PRINTS GRAPHICS MODES  
0,7,7+,8,9,10,11 --- EVEN  
WHILE A BASIC PROGRAM IS  
RUNNING !!!

WORKS WITH DEC, PROWRITER  
G.IYON SGTOR, EPSON RX/FX  
AND GEMINI TX DOT PRINTERS.

...AND WITH BOTH THE BASIC  
AND ASM/ED CARTRIDGES !!!

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## HUMPTY DUMP

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by

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HUMPTY DUMP is a machine language, RAM resident screen dump for use with the Atari 400/800 computers and a NEC, Prowriter, C.Itoh, Epson & Gemini dot matrix printers. The program is self loading and locates just below LOMEM. HUMPTY DUMP will print all data shown on the screen in graphics modes 0,7,8,9,10 and 11. The program will also dump pictures generated with MICROPAINTER by DataSoft (a mode commonly referred to as GRAPHICS 7+ or Antic Mode E).

Your original master copy of HUMPTY DUMP does not contain DOS. Therefore, you must make a WORKING COPY. In order to do that, use a properly formatted disk containing DOS 2 (or OS/A+ or K-Dos) and copy the entire contents of your master disk to the disk containing your favorite DOS. Your DOS manual has instructions for copying programs and files from one disk to another.

When you have your WORKING COPY made, place the Original HUMPTY DUMP in a safe place. Do not remove the write protect tab from your Original.

With your WORKING COPY, follow the procedure below:

Before using HUMPTY DUMP, you must select the proper dump program for the printer you have. To do this, boot the WORKING COPY in the usual "boot-up" manner (see your DOS manual). Next, type RUN "D:SETUP.BAS". IMPORTANT: follow the prompts as they appear to the letter ! The setup program is designed to PERMANENTLY select the proper dump program for a certain printer. If you choose the wrong option, you will have to make another WORKING COPY from your original (this is the reason for NEVER using the original copy of HUMPTY DUMP for actual work). When you have completed the setup procedure, your HUMPTY DUMP will be ready to print out your computer Art on your printer everytime you "boot-up" your WORKING COPY. (OS/A+ USERS NOTE: Type "LOAD AUTORUN.SYS after booting up).

You are now ready to printout whatever is on your screen by pressing the following keys:

START & P - small size normal	START & I - small inverse image
SELECT & P - large size normal	SELECT & I - large inverse image
OPTION & P - super duper size**	OPTION & I - super duper inverse**

\*\*NOT available on NEC, Prowriter, C.Itoh in Graphics 7 mode;  
\*\*NOT available in any mode on Epson/Gemini.

You may dump a screen at any time --even while a program is running, by pressing the appropriate "dump" keys as listed above !  
NOTE: a dump may be aborted at any time by pressing the break key or SYSTEM RESET. However, it will then be necessary to turn your printer off and back on again before proceeding with the program.

PRECAUTION: HUMPTY DUMP will be "lost" when going to DOS unless you have created a MEMSAVE file on your disk prior to loading. If you plan to use the DOS 2 menu, you must prepare a MEMSAVE file on your WORKING COPY. Should you accidentally go to DOS 2 without a MEMSAVE file, it will be necessary to re-boot the HUMPTY DUMP disk.

#### PROGRAMS ON THIS DISK:

- LOADER - This is a special file used by the dump program to relocate code. The dump will not operate without this file. After restructuring WORKING COPY, this will be changed to AUTORUN.SYS by the Setup program so that the proper dump for your printer will be ready on "boot-up".
- DUMP.NEC - HUMPTY DUMP for NEC, Prowriter, C. Itoh printers.  
DUMP.EPS - HUMPTY DUMP for Epson/Gemini printers.  
(\*NOTE: One of the above files will be deleted on the WORKING COPY, and the other will be renamed, "DUMP.OBJ", after SETUP.BAS is run.
- SETUP.BAS - This program will choose the proper dump file for use with your particular printer.
- SAVEPIC.LST - A BASIC subroutine for use with your BASIC programs for saving screens you have created.
- SHOWPIC.BAS - This program allows the user to load screens previously saved to the disk, either by the subroutine supplied with this disk, or screens created with MICROPainter by DataSoft.
- RIVER.PIC - A demonstration picture in Graphics 7+ to load with SHOWPIC.BAS and "dump".
- PYRAMID.PIC - Another demo picture in Graphics 7+ mode.
- SPIRAL.PIC - Demo picture in Graphics 8.

#### USING THE PROGRAM SHOWPIC.BAS

After booting Humpty Dump, type RUN "D:SHOWPIC.BAS". After a short wait, you will be presented with the following menu:

1. Load a picture
2. Review last picture
3. Change graphics modes
4. Disk Directory
5. Exit program

Select #4 and you will see:

Wild Card? D:

If you press RETURN you will see only a list of files on the disk with the extender ".PIC". If you type ".\*" you will see all programs and files listed in the current disk directory.

Select #1 from the menu and the following appears:

Filename to load D:

Type RIVER.PIC and press RETURN. A picture of a boat on a river should appear on your screen. If you press RETURN, you will be returned to the main menu.

Select #2 from the menu and the picture will immediately be restored on your screen. While a picture is on the screen, it is possible to change some of the colors by pressing a number Key and toggling with one of the cursor arrow keys. Just which numbers make what happen is left as a teaser puzzle for you to play with. Experiment and have fun !

You may also see the picture in other graphics modes (some of which may look weird if not created in that particular mode). To change graphics modes, select #3 from the menu. You will then see:

Current Graphics mode is (mode#)

What mode do you wish (7,7+,8,9,10,11,M)  
GRAPHICS ?

Type one of the numbers listed and press RETURN. Feel free to have fun, experiment, use the program as a tutor, change it or whatever (just don't re-sell it !).

Using SAVEPIC.LST

SAVEPIC.LST is a BASIC subroutine which you may attach to your favorite BASIC graphics program (such as a joystick sketching or drawing routine). After loading or writing your graphics program, type ENTER "D:SAVEPIC.BAS". Then, change the filename in line 32080 to a filename of your choice. Then, whenever you want to save a screen or work of Computer Art, just type GOTO 32080 (either from direct command, or within the program itself). Your screen will be saved to the disk with the title you have substituted in line 32080.

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- \*Atari, NEC, Prowriter, C. Itoh, Epson & Gemini are Trademarks of Atari, NEC, Prowriter, C. Itoh, Epson America & Gemini, respectively.
- \*Micropainter is a trademark of DataSoft, Inc.
- \*OS/A+ is a trademark of Optimized Systems Software, Inc.
- \*K-Dos is a trademark of Kay Enterprises Corp.
- \*Humpty Dump is a trademark of Kidstuff Software.