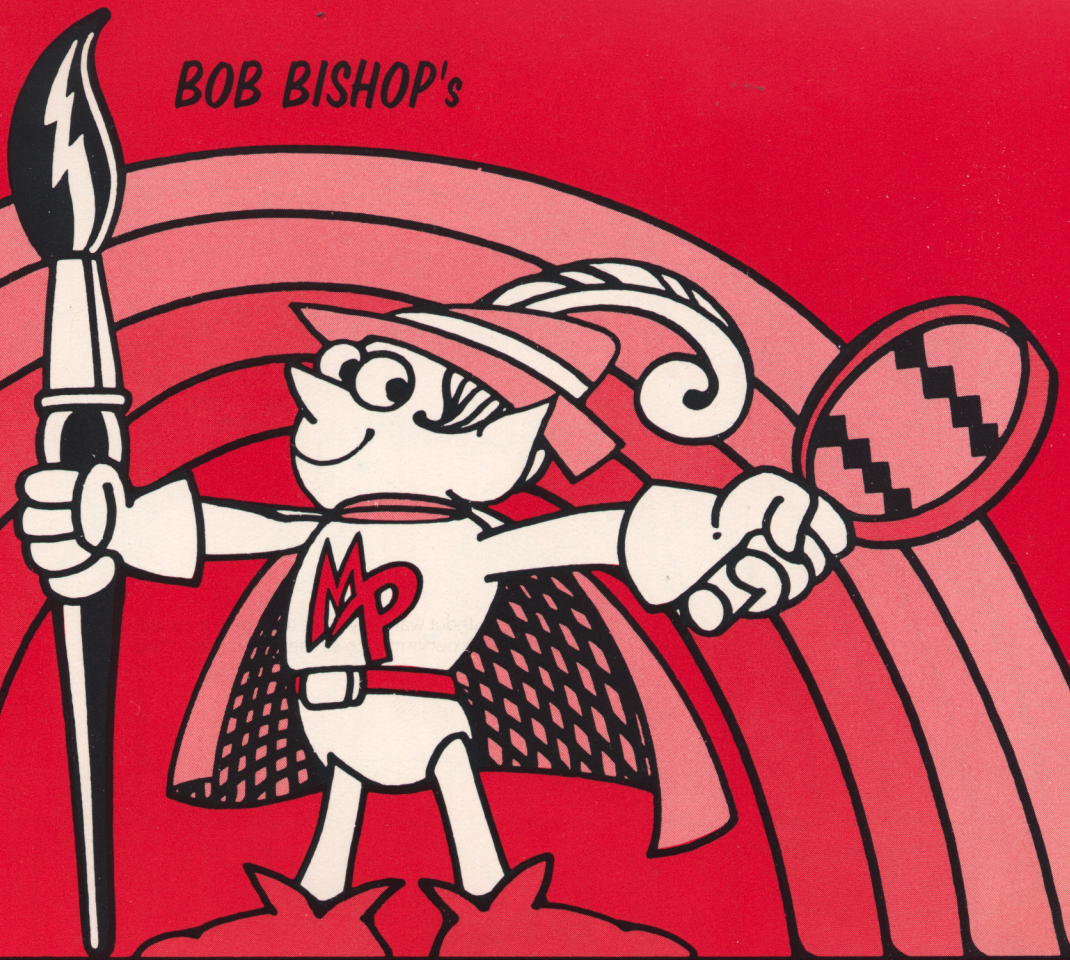


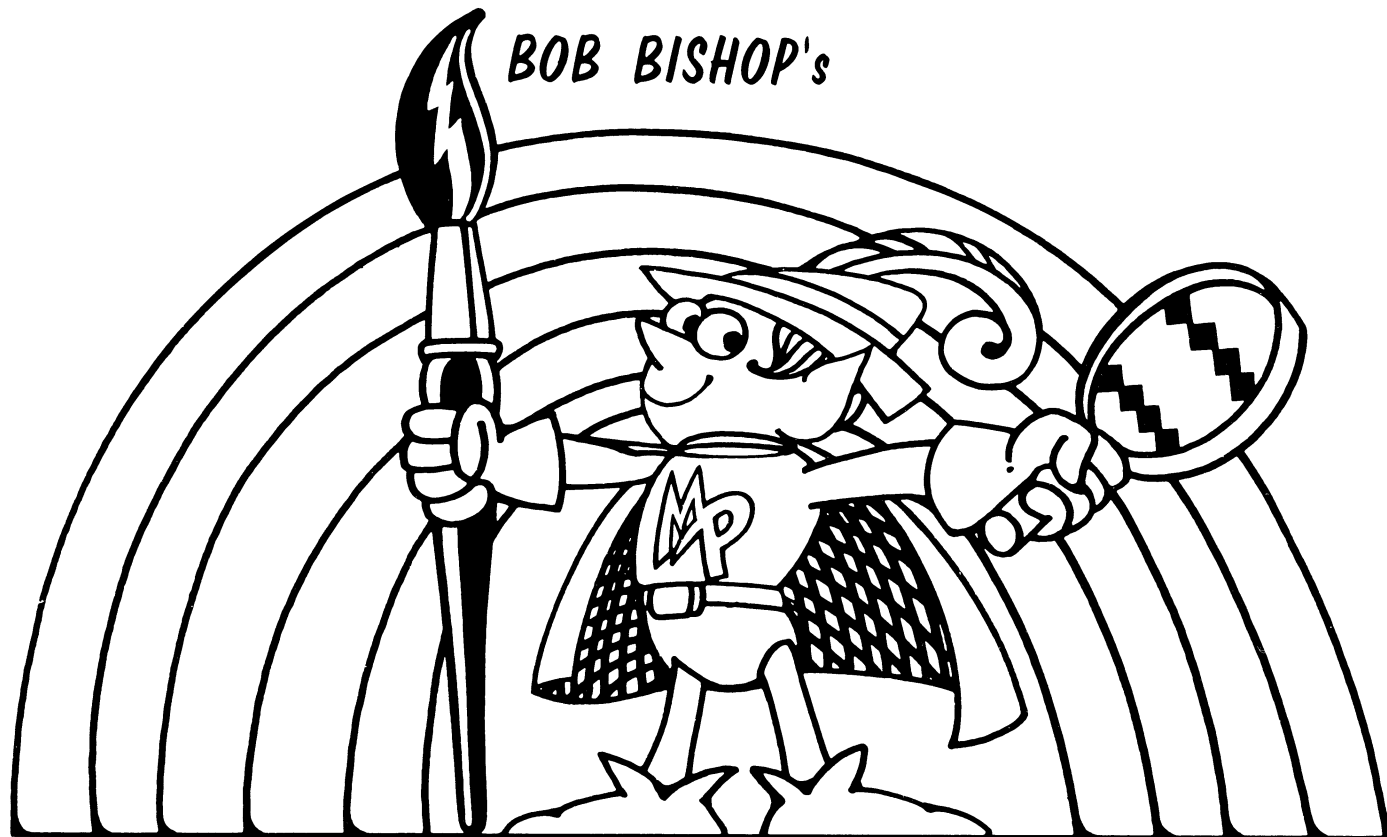
BOB BISHOP'S



MICRO★ PAINTER

Datasoft Inc.®
COMPUTER SOFTWARE

BOB BISHOP'S



MICRO★PAINTER^{T.M.}

**Written by Harry Tarnoff
Documentation by Gary Koffler**

Illustrations by Terry Asher, Barbara Bock and Saul Bernstein

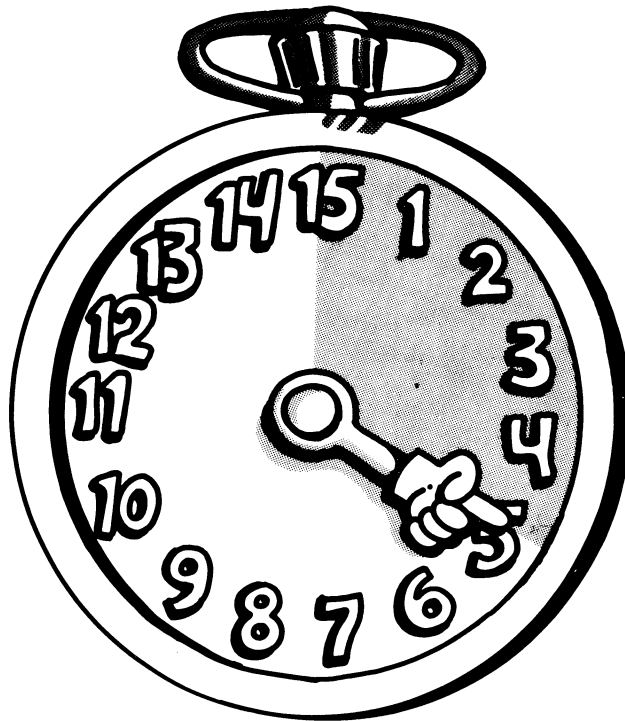
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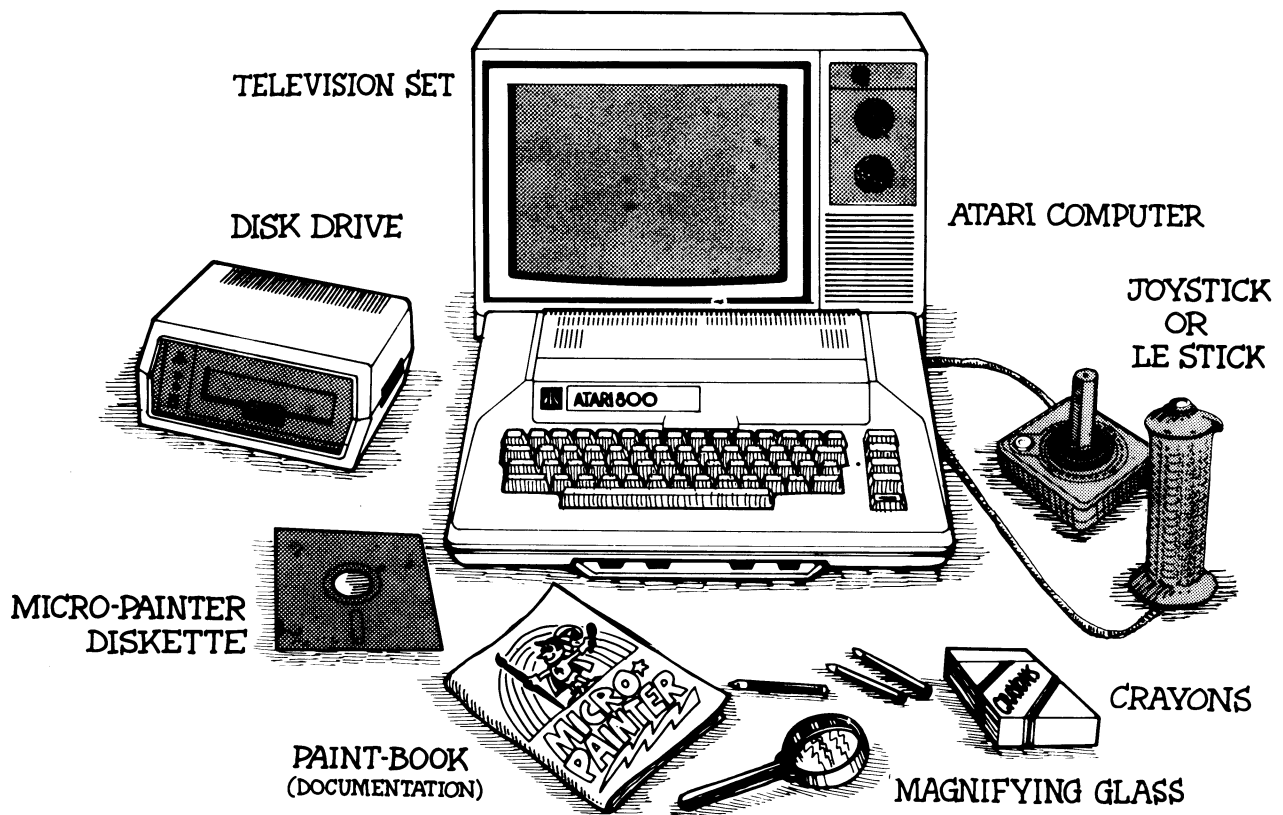
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THE FIVE MINUTE DEMO



The best way for you to learn about MICRO-PAINTER is to sit down and actually "USE" it. By reviewing this brief introduction for about five minutes, you will become familiar with some of MICRO-PAINTER's most frequently used features. Follow each step closely and see how easy it is to use your new "ELECTRONIC PAINT SET".

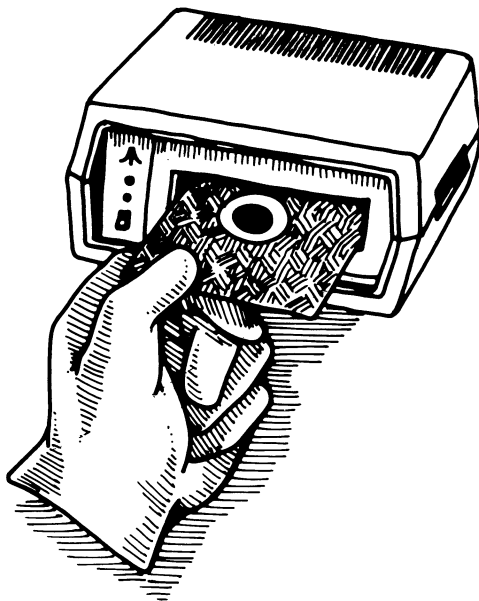


Here Is What You Will Need To Micro-Paint

Getting Started

1. Turn your computer OFF and plug a "Joystick" into Controller Jack #1. MICRO-PAINTER may be used entirely from the keyboard. However, most functions will seem easier if a Joystick is attached. Make sure all cartridges (BASIC, games, etc.) have been removed from the cartridge compartment.
2. Insert your MICRO-PAINTER Diskette into the Disk Drive as shown below. Close the drive door and turn on the power switch. Wait for the red "drive-busy" light to turn off and for the disk to stop spinning before you continue.

"Inserting the Diskette"



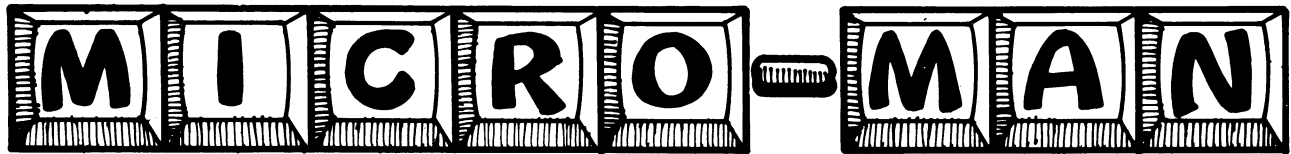
3. Turn on the power to your computer. Soon after the Disk starts turning, this title frame will appear on your T.V. screen:



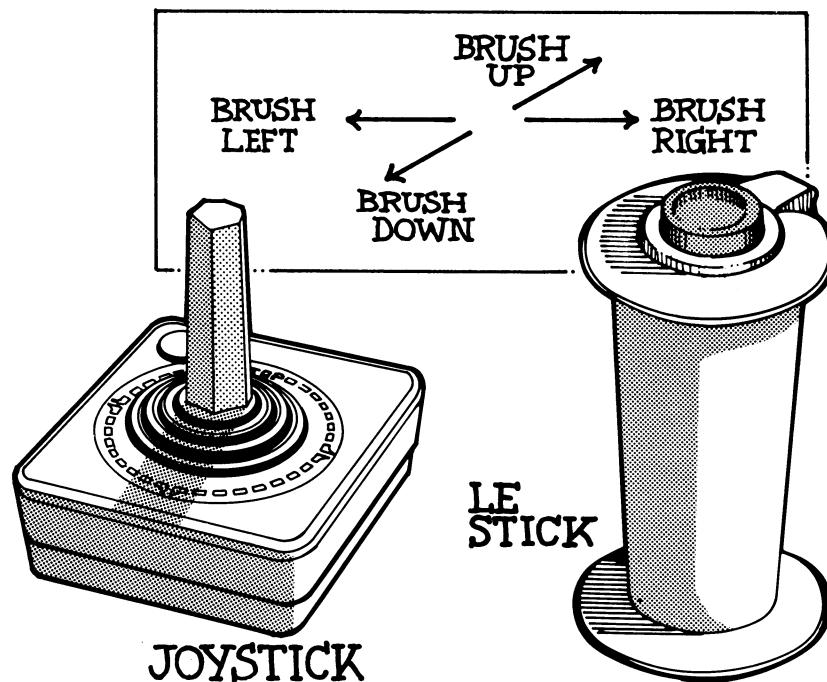
NOTE: *If this procedure does not work, consult your Disk Reference Manual or Computer Dealer for help.*

4. The title frame will remain on the screen until you press the **START** key. Press **START** now. When the title frame disappears you will be looking at the OPTION menu. When this menu is displayed, you may select one of the eight available Options. For this introduction exercise, let's Load a picture from the MICRO-PAINTER diskette. We will talk about drawing your own picture later.

There are eight unpainted pictures stored on the MICRO-PAINTER Diskette. You must tell MICRO-PAINTER which picture you want to paint. To do this, press the letter **L** on the keyboard. MICRO-PAINTER will then wait for you to type in the name of a picture. Type the name

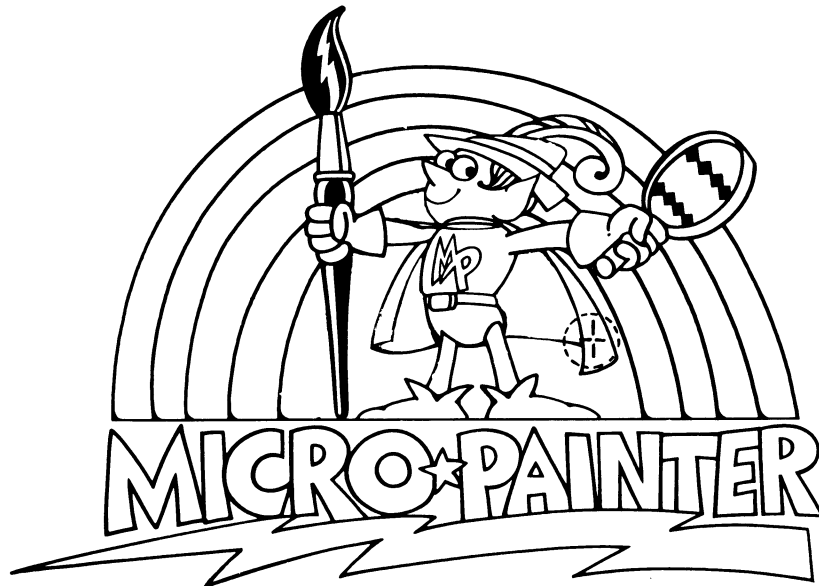


into the computer and press the **RETURN** key once. The red "drive-busy" light will turn on again and the diskette will start spinning. This means a picture is being "LOADED" into the computer's memory (or Picture Page). Soon the entire screen will fill with color and the friendly little Elf, MICROMAN, will be smiling at you. Notice that his cloak has not been fully painted. This will be your job. So let's learn how to PAINT ELECTRONICALLY!



5. Pick up the Joystick and move the handle to the left or right (if you are using the keyboard, press one of the arrow keys). The small "CROSS" you see moving on the screen is your "PAINT BRUSH". Now move the handle in another direction. This is how you tell MICRO-PAINTER where to paint a color. Take a few moments to learn how to move the Brush around the screen. This is easy and in no time at all you will get a FEEL for the correct movements.

6. Move the Paint Brush into the white area as shown in the drawing below.

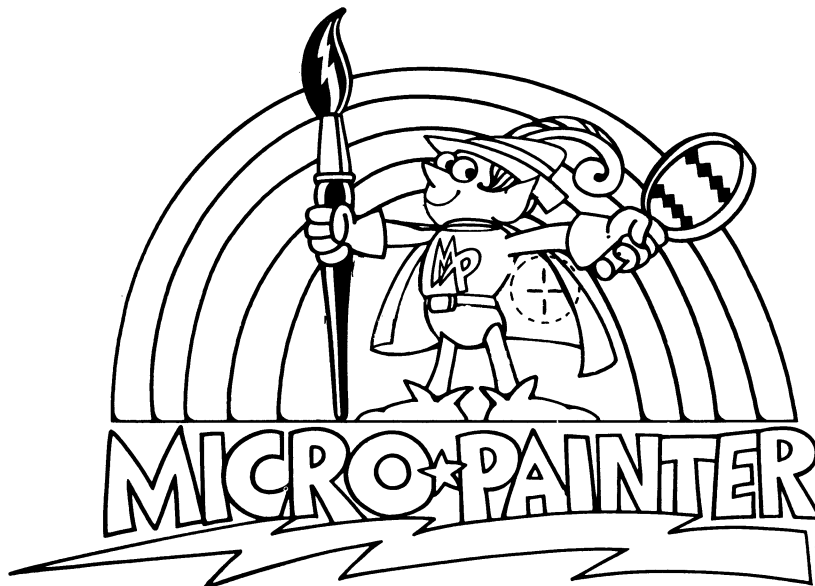


Press the **S** key on the keyboard. This tells MICRO-PAINTER that you want to paint with a SOLID color. You must now tell it which one.

Press the **2** key. This dips the Paint Brush into Paint Jar #2. Jar #2 is filled with Blue paint. You will use this color to paint MICROMAN's cloak.

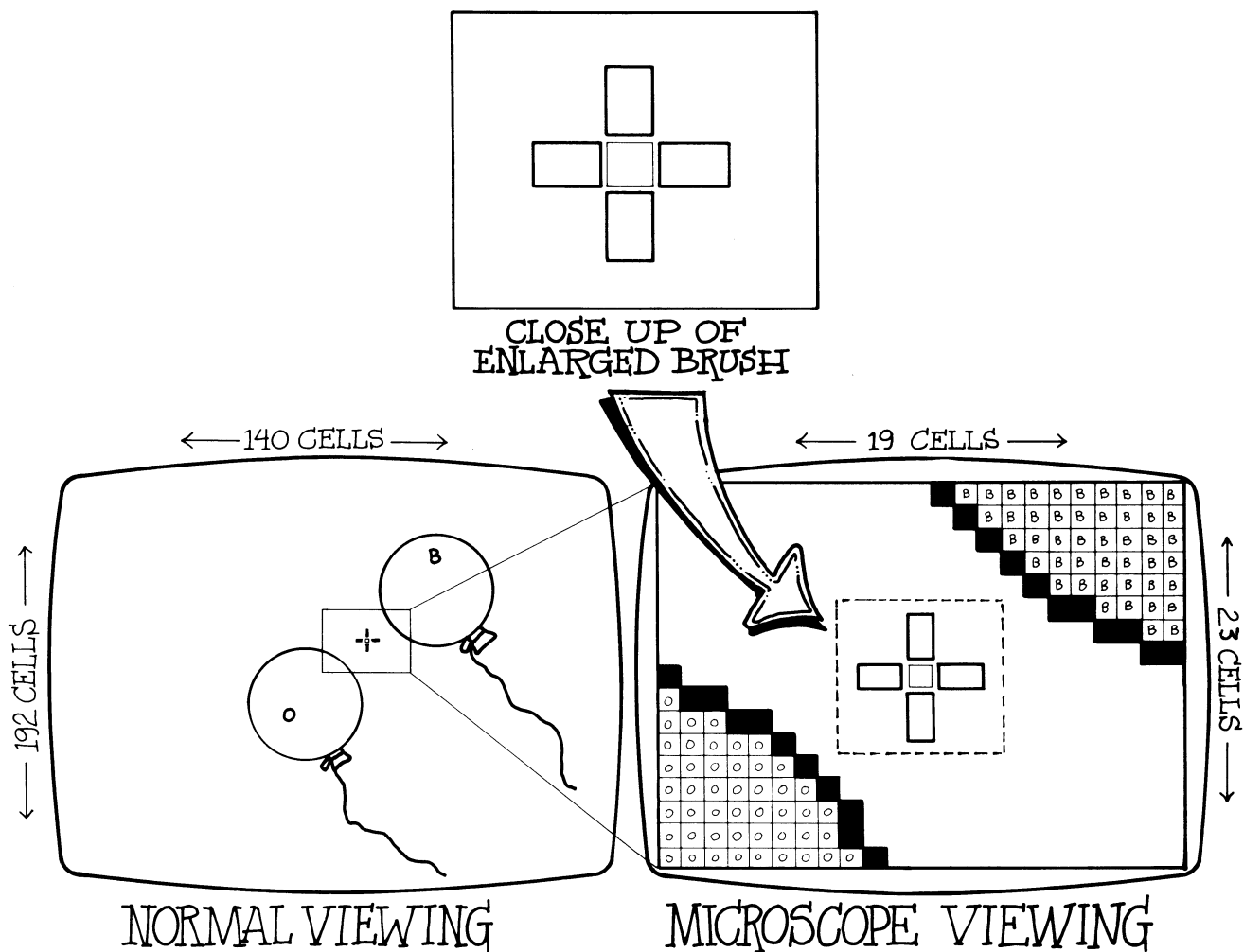
Push the red button on the Joystick or the **P** key on the keyboard. Congratulations!! You have just painted your first ELECTRONIC picture! Now move the Paint Brush to the other side of MICROMAN's cloak and push the button again. PRESTO! It too is painted BLUE.

7. To paint the inside of MICROMAN's cloak, let's pick a new color. Press the **C** key on the keyboard. Next, press the **1** key followed by the **2** key. The **C** key is used to select a Checkered pattern. The **1** key stands for color Jar #1 which contains Black paint. This combination produces a Checkered Black and Blue pattern.



Move your Paint Brush to the white area inside MICROMAN's cloak and push the Joystick button.

8. Before you leave MICROMAN, press the **SPACE BAR**. You will move into a new world called "MICROSCOPE". The **SPACE BAR** takes you in and out of this magnified world any time a picture is on the T.V. screen. The Paint Brush and the area around it are magnified four times when you enter MICROSCOPE.



Once you are in the MAGNIFIED WORLD, move the Joystick handle and watch the screen. Large colored Blocks appear to move beneath a new, larger Paint Brush. MICROSCOPE is used to get a detailed look at a picture. This makes it very easy to change the color of a single Block or fill in a very small area. You will learn more about this later.

9. Press the **SPACE BAR** again to turn MICROSCOPE OFF and bring back the entire picture of MICROMAN. Even though you have finished painting him on the Picture Page, there is another unfinished picture of him still on the Diskette. If you wish to SAVE the finished picture, skip to Page 22 for instructions.

This ends our 5-minute introduction to MICRO-PAINTER. How long did it take you? We hope you will enjoy painting the pictures on this diskette over and over again. We have additional pictures drawn especially for MICRO-PAINTER by talented artists. These pictures are available for purchase separately from the Dealer who sold you MICRO-PAINTER.

Learning More About MICRO-PAINTER

Let's take a detailed look at how MICRO-PAINTER works. Follow each new instruction yourself and use the enclosed crayons to color the illustrations as you go.

The Cast Of Colors

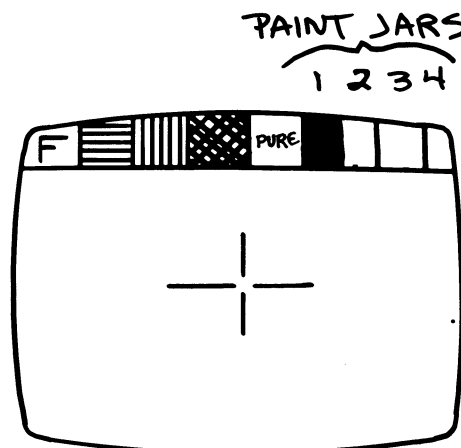
If you are familiar with the ATARI Computer, you probably know that it can display 16 HIGH RESOLUTION colors in each of 8 brightness levels. This gives you a total of 128 possible color choices.

The Atari Color Rainbow

GRAY	0	LIGHT BLUE	8
LIGHT ORANGE	1	TURQUOISE	9
ORANGE	2	GREEN-BLUE	10
RED-ORANGE	3	GREEN	11
PINK	4	YELLOW-GREEN	12
PURPLE-BLUE	5	ORANGE-GREEN	13
BLUE	6	LIGHT ORANGE	14
BLUE	7	RED	15

***NOTE:** *Colors will vary in appearance with type and adjustment of T.V. or monitor used. Use the TINT, COLOR, and BRIGHTNESS controls to attain the most pleasing picture.*

MICRO-PAINTER uses four colors at a time to paint pictures. These colors are stored in Paint Jars. To see them, simply type a **B** from the keyboard any time a picture is on the screen. Four color bars will appear on the screen as shown below:



These bars represent the colors currently available in MICRO-PAINTER'S Paint Jars. They are numbered 1 through 4 starting from the left. When MICRO-PAINTER is used for the first time, Jar #1 contains Black paint, Jar #2 Blue, Jar #3 Red, and Jar #4 White. You will learn how to change these colors later. Pressing the **B** key again will turn the Color Bar display OFF.

So how does MICRO-PAINTER produce billions of color combinations? It simply combines two of the four basic colors into "MICRO-PATTERNS". Light and dark colors are formed by using a Checkerboard design. Other combinations are created by alternating lines of color in Vertical and Horizontal stripes. By selecting different colors, intensities, and MICRO-PATTERNS, the painting possibilities are endless.

***NOTE:** *Certain color combinations may not appear as expected on your screen due to color "artifacting". Experiment with different combinations until you achieve the*

To select a MICRO-PATTERN, you must press one of four pattern keys. These keys are:

S for Solid

C for Checkered

H for Horizontal Stripes

V for Vertical Stripes

Once you choose a MICRO-PATTERN, type in the number of the Paint Jar or Jars you wish to use. Press one number for SOLID colors and two numbers (in a row) for COMBINATION colors. You do not have to press the **RETURN** key after a selection. Keys pressed while a picture is on the screen will not be displayed so take your time entering them. If you enter an incorrect key sequence, MICRO-PAINTER will "Beep" politely. This is its way of asking you to try again. If you get lost or forget what you typed, simply press the **BREAK** key and start over.

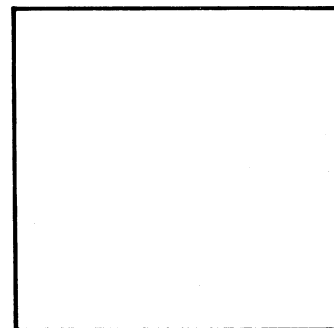
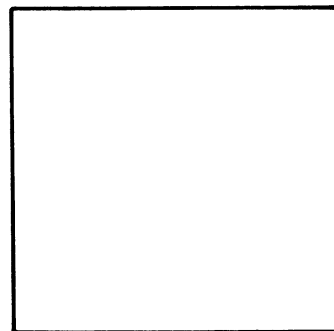
On the following pages are examples of the twenty-two possible MICRO-PATTERNS. They are drawn as they would appear under the MICROSCOPE using the four default colors. Use your Crayons to color in these MICRO-PATTERNS.

THE PAINT KEYS

S **1**

S **2**

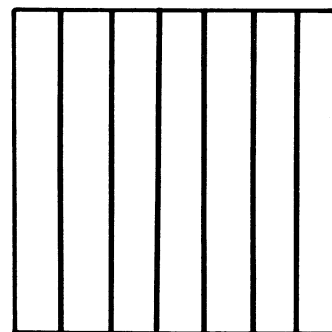
MICRO-PATTERN



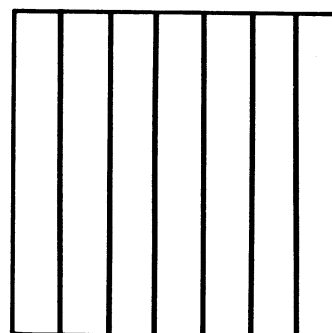
THE PAINT KEYS

MICRO-PATTERN

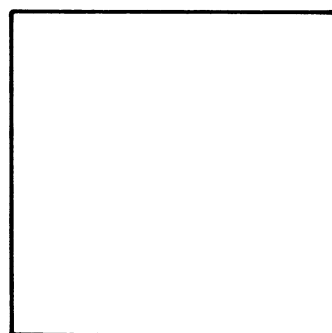
V 3 4



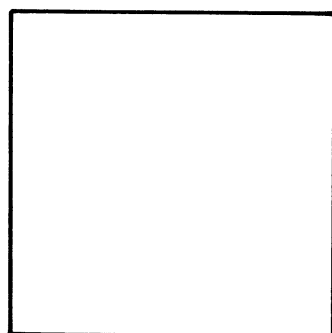
V 2 3



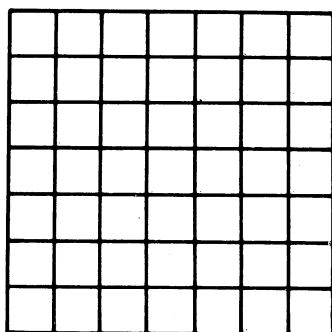
S 3



S 4



C 1 2



THE PAINT KEYS

C 1 3

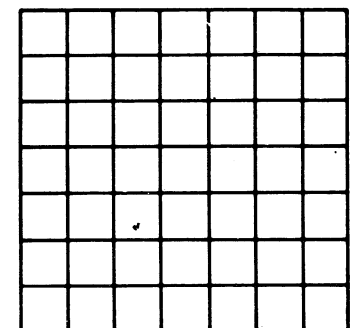
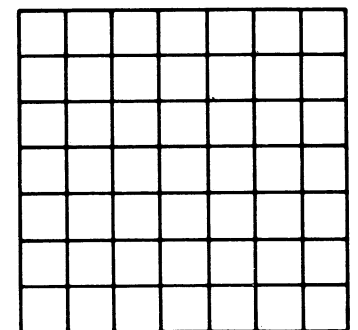
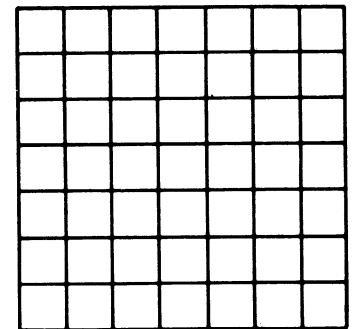
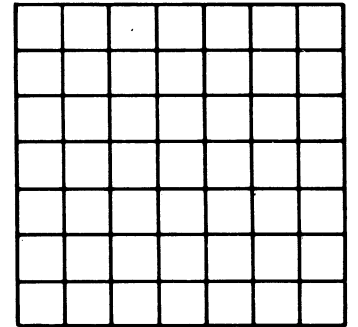
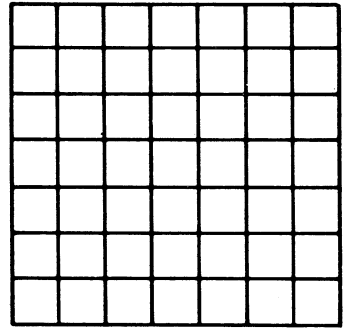
C 1 4

C 2 3

C 2 4

C 3 4

MICRO-PATTERN



THE PAINT KEYS

MICRO-PATTERN

H 1 2

H 1 3

H 1 4

H 2 3

H 2 4

THE PAINT KEYS

H 3 4

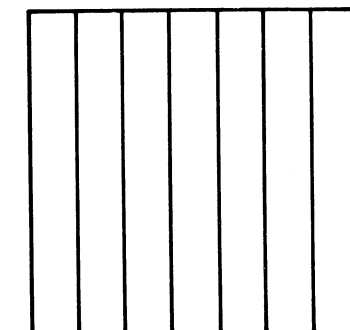
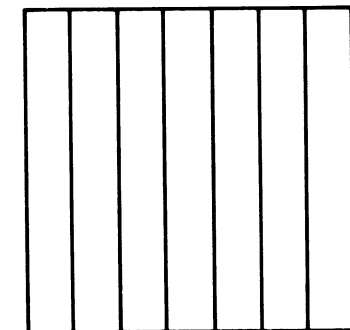
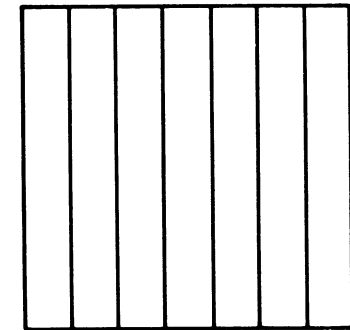
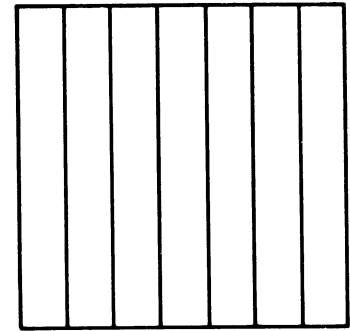
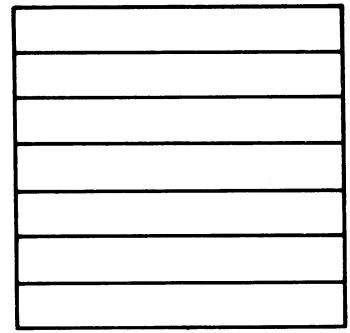
V 1 2

V 1 3

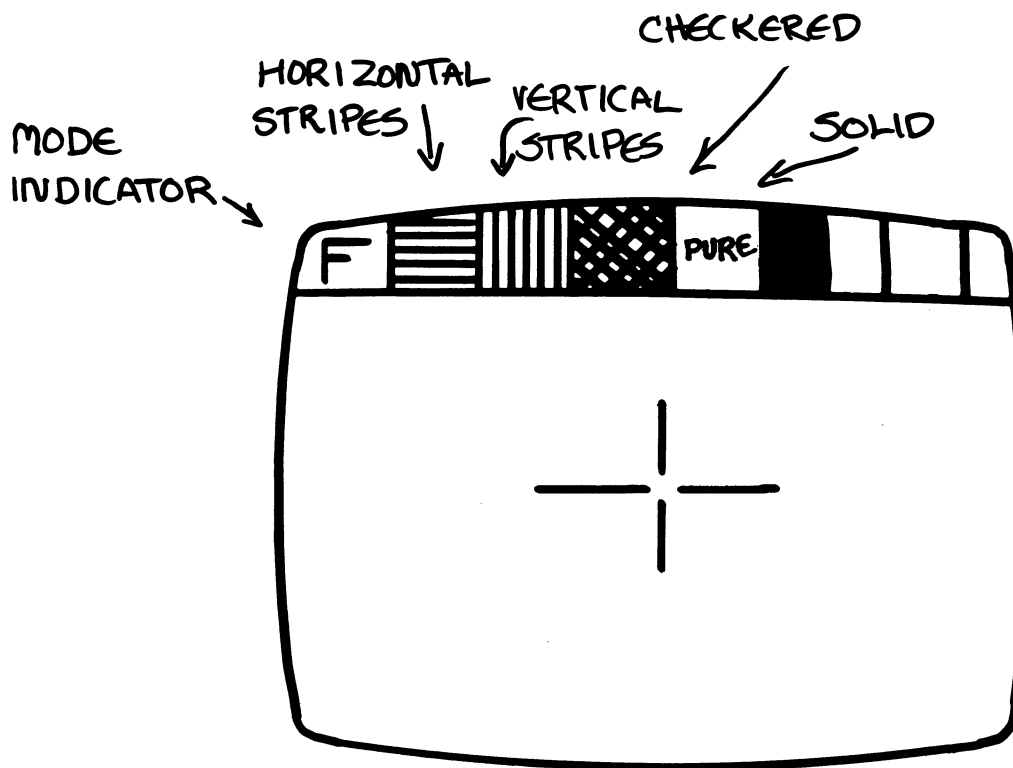
V 1 4

V 2 4

MICRO-PATTERN



There are two ways to choose colors and patterns using MICRO-PAINTER. The keyboard method has been discussed in detail. The second method uses the Atari joystick or Datasoft's Le Stick to select patterns and colors from a Menu Bar. The Menu Bar is located off the picture near the top of your display.



The box in the upper left of the Menu Bar is an indicator. It tells you which MICRO-PAINTER Mode you are in currently. If the letter **F** is displayed, you are in the Fill mode. If the letter **D** appears, you are in the draw mode. The letter **L** indicates you are in the Rubber Band line-draw mode. The cursor will change as you press the SELECT key. This indicator box makes things very convenient.

To use the Menu Bar, move the cursor into one of the four Pattern Boxes at the top of the screen and press the joystick button. You may also use the keyboard, however this defeats the purpose the Menu Bar, namely speed.

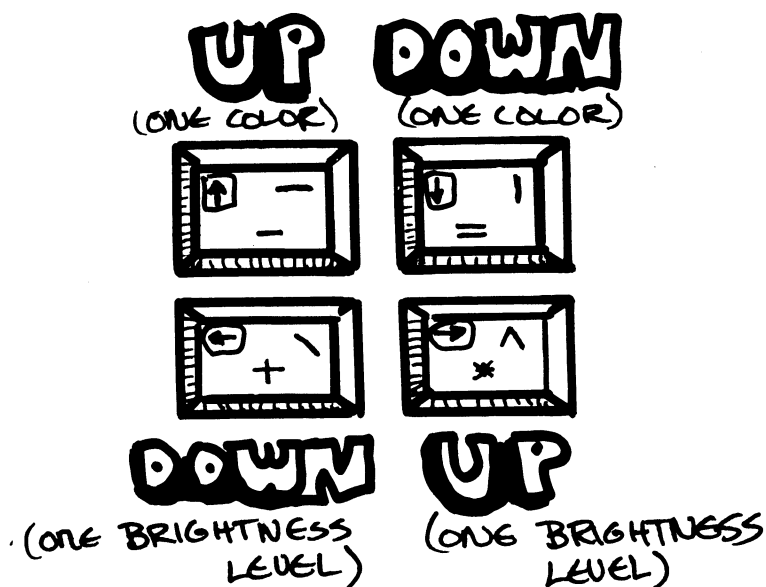
After you select a pattern you must choose a paint color or colors. If you choose a Solid pattern you need only choose one color from the Paint Jar display. If you pick a Striped or Checkered pattern, you must pick two colors from the display. To pick a color, move the cursor across the screen and position it over the color you wish. Press the joystick button. You may now move the cursor to the area you wish to paint. This technique works in all MICRO-PAINTER modes.

If you move your cursor from the Menu Bar before choosing a color combination, MICRO-PAINTER will warn you by sounding a beep.

A Change Of Color

Colors may be changed any time a picture is on the screen. You may use the keyboard or the Joystick to cycle through the sixteen colors and eight brightness levels. These colors will change on the screen so you can pick the shade you want.

To Change a color, type in the number of the Jar you wish to refill with a new color. Next, press the **SHIFT** key and the **C** key at the same time. Now that MICRO-PAINTER knows what you want to do, use the arrows on the keyboard or the Joystick to change the colors as shown below:



Pressing a key once or pushing the handle on the joystick once will change the color or brightness one level in the direction you choose. For example, color 1 is Black at intensity 0, Gray at intensity 5 and white at intensity 8. These colors will continue to cycle as long as a key or the Joystick handle is held down.

Once the sixteenth color or eighth brightness level is reached, MICRO-PAINTER will start the cycle over. When you are happy with a color/brightness combination, press the **BREAK** key or the Joystick button to exit. The Paint Jar is now filled with the new color for painting or drawing.

Reset Colors

When MICRO-PAINTER saves a picture, it also remembers the colors it used to paint it. These colors are loaded in with the picture. If you Change these colors on the screen (as discussed above) you may still RESET them to the original colors loaded in with the picture. To do this, type in the number of the Paint Jar you wish to RESET (remember they are numbered 1 through 4). Then press the **SHIFT** key and the **R** key at the same time. Do this for each color you wish to RESET.

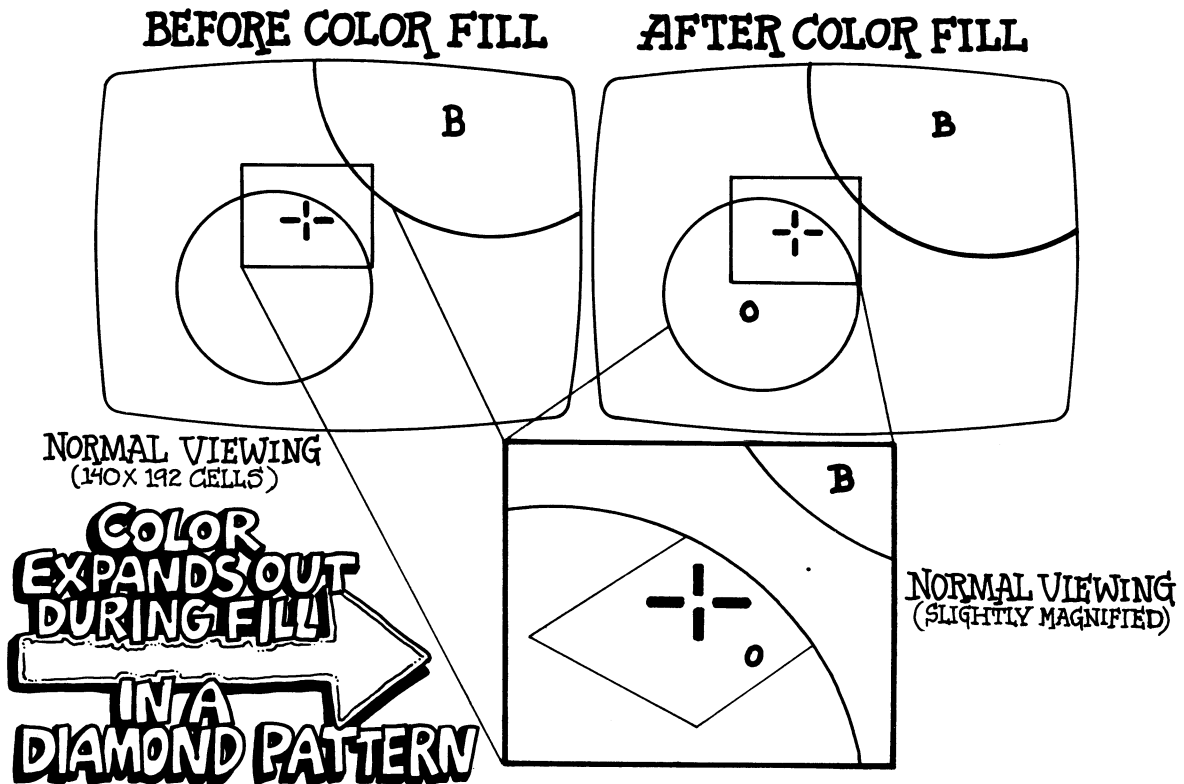
Rules For MICRO-PAINTING

1. Numbers representing Paint Jars may be pressed in either order. The color will look the same. However, the MICRO-PATTERN will appear different when in MICROSCOPE mode.

R
B
R
B
R
B
R

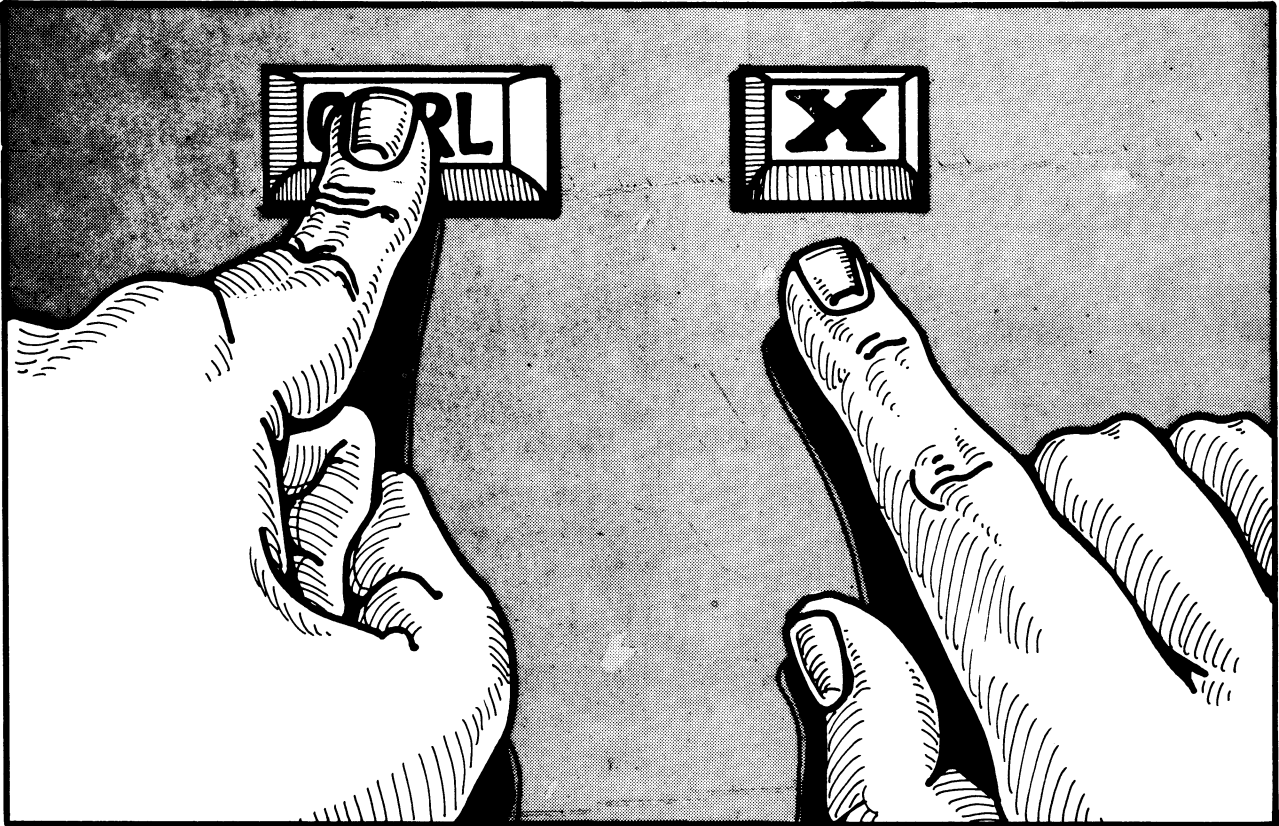
B
R
B
R
B
R
B

2. Areas filled with Solid colors may be repainted with other Solid colors. They cannot be repainted with a pattern containing that Solid color unless you choose a Checkered pattern. To paint a Solid area with a Horizontal or Vertical pattern which contains the solid color, you must first repaint the area with a color from one of the other three Paint Jars. To change a striped or Checkered pattern you must use the MICROSCOPE. (See page 19).



3. You may UNDO the last fill you made by pressing the **U** key while a picture is on the screen.
4. If you start to fill an area by mistake, you can stop the fill before it finishes by pressing the **BREAK** key.

5. MICRO-PAINTER will not let a color fill beyond a border or area which is a different color. Borders are usually black but may be any of the four available colors.
6. You can turn the Paint Brush OFF any time a picture is on the screen by pressing the **O** key. Pressing this key again will turn the Paint Brush back ON.
7. Colors painted using Paint Jars #2 and #3 may be removed from the Picture Page by pressing the **CTRL** key and the **X** key at the same time.



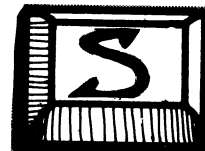
8. To erase a picture from the Picture Page, press the **SHIFT** key and the **CLEAR** key at the same time. Once the picture is gone it can not be recovered. It might be a good idea to have a back-up picture stored on a diskette in case you have a change of heart.
9. The **SYSTEM RESET** key is not supported by MICRO-PAINTER. If you press this key, the picture you were working on will be lost and the program will re-display the original title page.
10. If you do not touch your Atari keyboard for nine minutes, the screen will begin to flash different colors. This is a built-in feature of your computer, designed to prevent damage to you T.V. screen. It will not affect your painting. If your computer goes into the "attract" mode, simply move the handle on your Joystick or press a key on the keyboard not associated with a MICRO-PAINTER function.

All Right Partner . . . DRAW!!

MICRO-PAINTER may be used to draw an original picture using the Joystick or keyboard. You must first choose this mode by pressing the **SELECT** key. This key acts as a switch, alternating between FILL and DRAW modes. The FILL Paint Brush looks like a cross while the DRAW Brush looks like an "X".



When you select the Draw mode for the first time, the brush will be covered with White paint (the color in Jar #4). To Select a new color, type in the number of another Paint Jar. Then press the **SHIFT** key and the **S** key (for select) at the same time. To draw with the Joystick, hold the button down while you move the handle. Release the button to move the Paint Brush without drawing.



You may also use the arrow keys on the Atari keyboard to draw lines from either the Fill mode or Draw mode. To do this, hold down the **SHIFT** key while you press one of the arrow keys. Pressing the **P** key while in the Draw mode will plot a single point on the screen.

Since these keys have an auto repeat feature, drawing will continue until they are released.

Rubber Band Line-Draw

MICRO-PAINTER has, as one of its modes, a very unique way of drawing lines. Its name is taken from the rubber band-like appearance of the line before it is drawn.

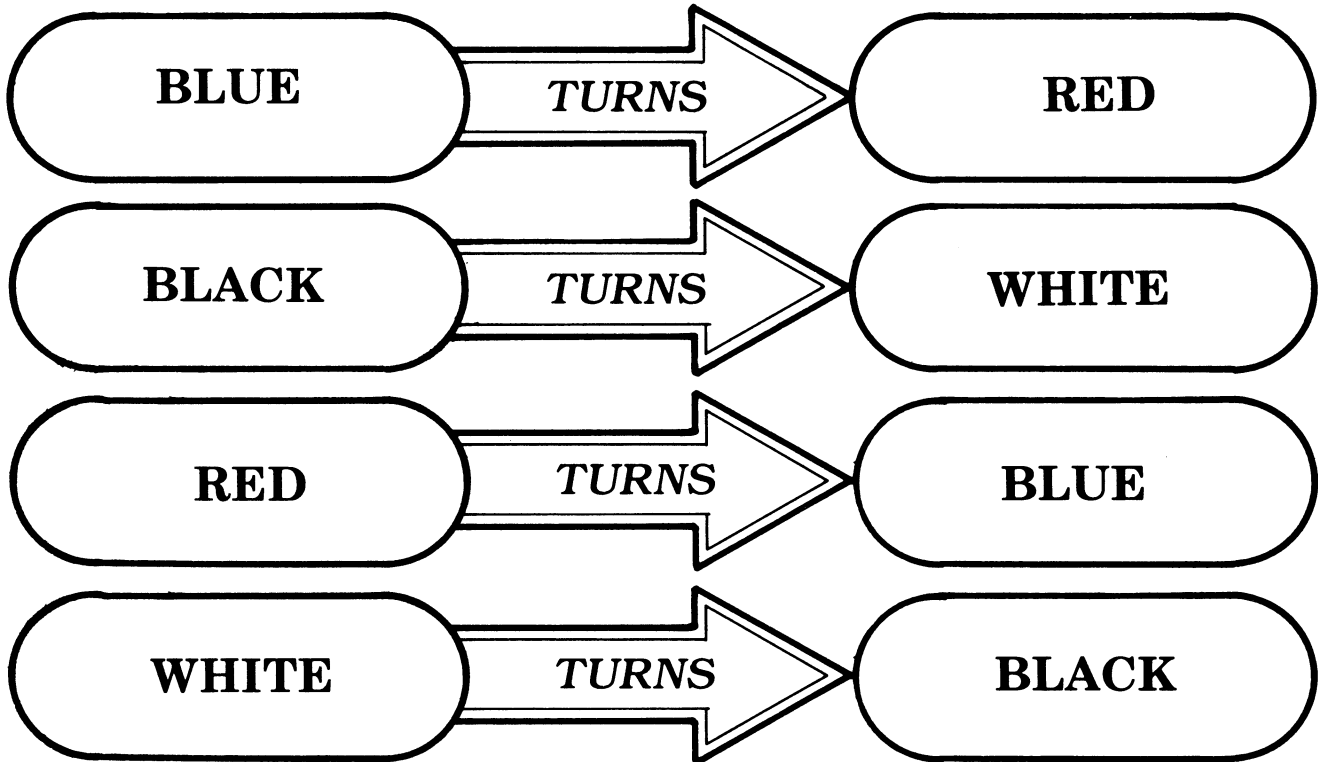
To enter this mode, press the **SELECT** key until the mode indicator (box in upper left of screen) displays the letter **L**. The cursor will look like a small circle with a single dot at its center.

Now, move the new cursor to a spot on the Picture Page and press the joystick button (of course, the arrow keys and the **P** key will work as well). Next, move the handle on your joystick in one direction and then another. SURPRISE!! The line seems to follow the cursor around the screen. This lets you "preview" a line before it is actually drawn. You can also move the end of the line into the Menu Bar to choose a new line color before you lay it down.

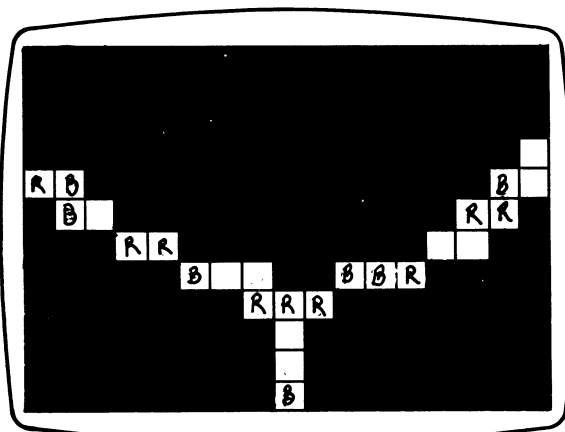
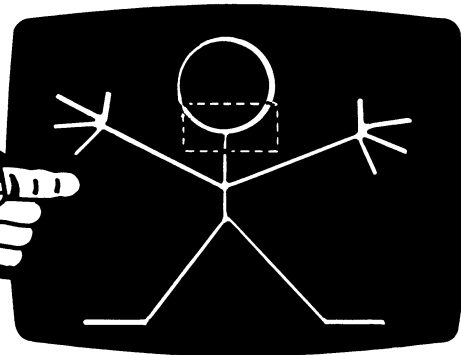
When you like what you see, press the joystick button again. This feature, like the others, will also work if you are in the Microscope mode.

Thanks For The Compliment

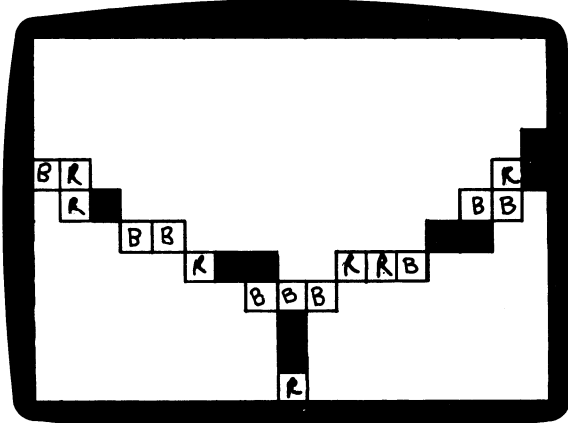
MICRO-PAINTER lets you create an interesting color effect called COLOR COMPLEMENT. To see the effect, press the **N** key while a picture is on the screen. All colors on the screen will immediately "NEGATE". Areas painted with the color from Paint Jar #1 will switch to the color in Paint Jar #4 and vice versa. The same thing will happen between Jar #2 and Jar #3. This color change will appear in the picture but not in the color bars.



WHITE LINE DRAWING



BEFORE INVERSE



AFTER INVERSE

Microscope World

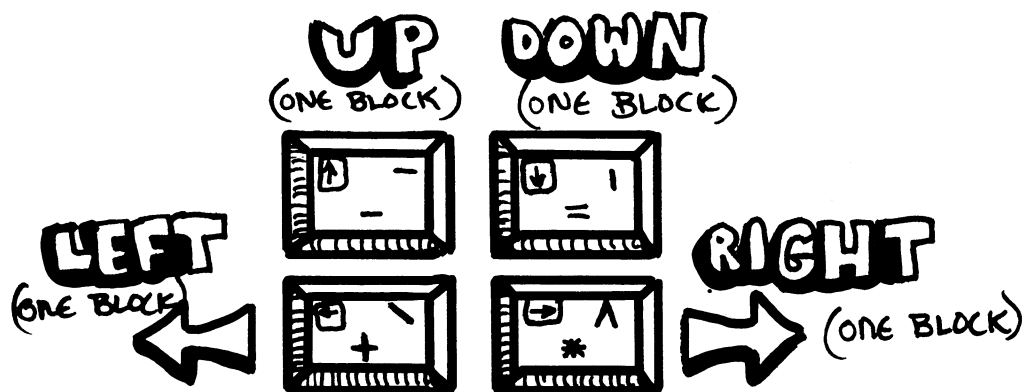
MICROSCOPE is one of MICRO-PAINTER's most interesting features. When you press the **SPACE BAR** you move from FULL-SCREEN, or normal view, to a magnified or MICROSCOPE view of the Picture Page. The Paint Brush, now appears much larger and remains stationary at the center of the screen. When you move the Joystick, the picture moves beneath the Brush. The screen displays 48 color blocks high by 40 blocks across. You can move across the entire screen in MICROSCOPE WORLD (although movement is very slow). Use the **SPACE BAR** to switch back and forth between views so you do not get lost.

MICROSCOPE is a tool for making close-up additions and corrections to a picture. It also provides a convenient way to close up any holes and gaps in borders. These are places where colors can leak through into areas you do not want painted.

To change the color of a block, first make sure you are in the DRAW mode. The Paint Brush should look like a large "X". If it does not, press the **SELECT** key. Next, press the number of the Paint Jar containing the color you want, followed by the **SHIFT** key and the **S** key (at the same time). Move the picture under the PAINT BRUSH so the block you want to paint is in the exact center of the screen. Then, press the Joystick button or the **P** key.

You may FILL an area with color while MICROSCOPE is ON. If the area to be filled is small, you will see the entire fill take place. If a large area is being filled, you must be patient while the area off the screen fills. You will hear a small beep when the fill is complete. Remember that fills take longer when the MICROSCOPE is ON.

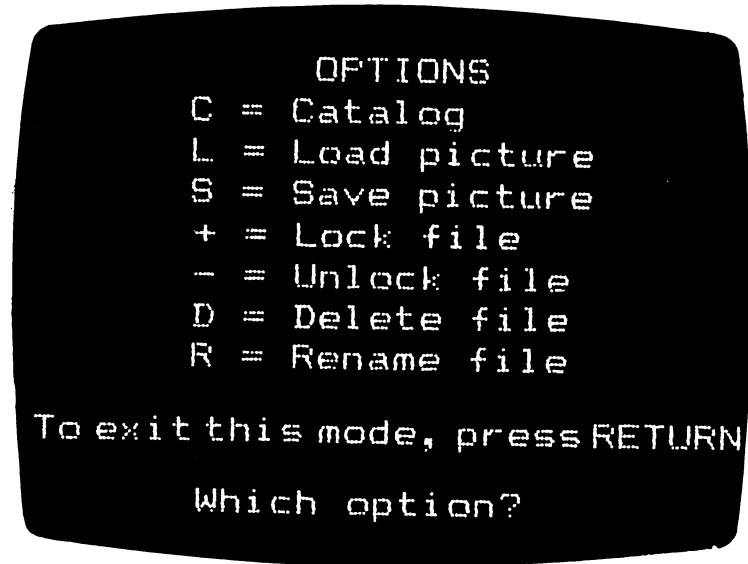
Sometimes it can be difficult to position the PAINT BRUSH accurately on the screen using the Joystick. This is especially true when MICROSCOPE is ON. The PAINT BRUSH may be moved around at any time (even with a Joystick connected) by pressing the keys shown below:



Pressing one of these keys will move the PAINT BRUSH one color block in the direction you choose. Holding the key down will cause the Paint Brush to move across the screen until it reaches an edge or you let go of the key. You may DRAW as you move by holding down the **SHIFT** key as you press the arrow keys.

At Your Option

There are six SPECIAL REQUESTS you can make of MICRO-PAINTER. To make a SPECIAL REQUEST you must first press the [[OPTION]] key. The following display will appear:



You do not have to press the **RETURN** key when making a SPECIAL REQUEST. Each REQUEST will be covered separately in the next section.

If you do not wish to make a SPECIAL REQUEST after entering the OPTION menu, press the **RETURN** key to return to the Picture Page.

Disks And DOS

DOS stands for Disk Operating System. When you are in the DOS OPTION MENU, you may ask MICRO-PAINTER to perform some task involving the Disk Drive (or Drives). You may ask for a CATALOG (or List) of all programs and pictures on a diskette; rename a picture; lock a picture (to prevent accidental erasure) or unlock a picture; load a picture or save a picture.

***NOTE:** *MICRO-PAINTER has been written for use with DOS 2.0S from ATARI COMPUTER, INCTM. It has also been tested on and works with the new Operating System ROMs.*

Catalog

To see what's on a diskette, press the **C** key when the OPTION menu is displayed. The disk will begin to turn and a Catalog of pictures and programs will appear on the screen. If you CATALOG your MICRO-PAINTER diskette, the screen will clear and display the following:



Pressing any key at this time will return you to the OPTION menu.

Loading And Saving Pictures

To LOAD a picture from a diskette and display it on your screen, press the **L** key when the OPTION menu is displayed. You do not have to press **RETURN**. The screen will prompt you to:

Load file name:

Type in the name of the picture you want to display and press **RETURN**. If you press **RETURN** by itself, you will cancel the request and return to the menu. MICRO-PAINTER will beep and display an error message if it cannot find a picture with the name you entered. If this happens, press **RETURN** and try again or Catalog the disk.

To LOAD a picture successfully, you must type in the name exactly as it appears on diskette. You may use the Atari feature which lets you type in first few letters of a name followed by the *.* suffix. MICRO-PAINTER will load a picture which matches those letters. After the picture is loaded, it is immediately displayed on the Picture Page.

***NOTE:** *MICRO-PAINTER uses Atari Graphics Mode E to display pictures. This mode is unsupported by BASIC or the Operating System but offers the benefits of higher resolution and more colors. Mode E falls between BASIC modes seven and eight. Mode 8 pictures may be loaded into MICRO-PAINTER, however, an error will be generated. This will not affect the image, which may be re-saved as a Mode E picture.*

To **SAVE** a picture to a diskette, press the **S** key when the **OPTION** menu is displayed. The screen will prompt you to:

Save file name:

Type in the name you wish to give the picture and press **RETURN**. (Make sure your diskette is not **WRITE PROTECTED**.) **MICRO-PAINTER** will **SAVE** the picture using the name you selected. The **OPTION** menu will remain on the screen while the picture is being Saved. When the red "drive-busy" light turns off, press **RETURN** to re-display the picture.

Names may not contain spaces, begin with a number, or be more than eight characters in length. You may add a suffix to the name to help you identify the file. For example:

PICTURE.PIC

will appear in the directory as:

PICTURE PIC 062

If you decide not to **SAVE** a picture at this time, press the **RETURN** key before you type in a name. **MICRO-PAINTER** will cancel the request and return to the menu.

Lock 'Er Up

Once you have colored a picture and Saved it on a diskette, we recommend you lock it to prevent accidental erasure. To lock a picture, press the **+** key from the **OPTION** menu. Next, type in the exact name of the picture and press **RETURN**. Don't forget to include a suffix if one was used when the picture was Saved.

A Locked picture will appear in a Catalog listing with an asterisk (*) in front of it. All The files on your **MICRO-PAINTER** diskette have been so protected. (The file, **AUTORUN.SYS**, contains the actual code for **MICRO-PAINTER**. The other file, **DOS.SYS**, contains all the routines for **MICRO-PAINTER** to talk to the disk drive).

A locked picture cannot be Deleted until it is Unlocked. Also, you cannot Save a picture with the same name as a locked file. To unlock a picture, press the **-** key from the **OPTION** menu. Next, type in the exact name of the file you wish to unlock. The asterisk will be removed from the front of the file when you view it in the Catalog.

Take It Off

You can delete a picture from a diskette by typing the **D** key when the **OPTION** menu is displayed. **MICRO-PAINTER** will prompt you with:

Delete file name:

Answer this with the name of the picture you wish to take off the diskette. You can not Delete a locked file.

***WARNING:** *Once a file has been deleted, it can not be easily recovered.*

A Picture by Any Other Name . . .

You may RENAME a picture on a diskette by pressing the **R** key when the OPTION menu is displayed. MICRO-PAINTER will respond with the prompt:

Rename file name:

Type in the old picture's name, a comma (,) and the new name you wish use. For example:

OLDPIC,NEWPIC

Error Messages

If MICRO-PAINTER is unable to do something you ask it to do, it is because it either does not know how or something is stopping it. If a snag occurs, MICRO-PAINTER will either sit there and do nothing or it will generate an error message. If MICRO-PAINTER seems to ignore you, press the **BREAK** key and try your request again. If this does not work, re-read the section in this book which describes the request you are making.

If MICRO-PAINTER understands your request but is still unable to follow through with it, it will notify you by displaying an ERROR message. These messages will be displayed at the bottom of the OPTION menu and will involve disk requests.

These ERRORS, and some possible actions, are listed below:

ERROR MESSAGE	ACTION
DEVICE DONE	See if diskette is write protected.
FILE NOT FOUND	Try typing in filename again or check catalog listing for correct spelling.
FILE LOCKED	Unlock file before attempting to Save a picture.
DISK FULL	Insert a new, formatted diskette into your drive.
FN NOT SUPPORTED BY HANDLER	You have addressed a device not on the system. Try another device.
BAD DISK DRIVE #	This disk drive is not available. Enter the correct drive number.
BAD FILE NAME	Check the Catalog for correct filename.

DIRECTORY FULL

Insert another diskette and re-save the picture.

BREAK KEY ABORT

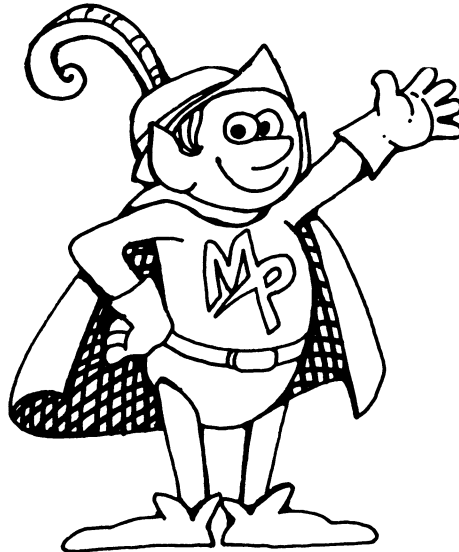
A command was intentionally interrupted. Try it again.

If MICRO-PAINTER responds with a DEVICE DOESN'T RESPOND message, check all power switches, cables and connectors.

The End

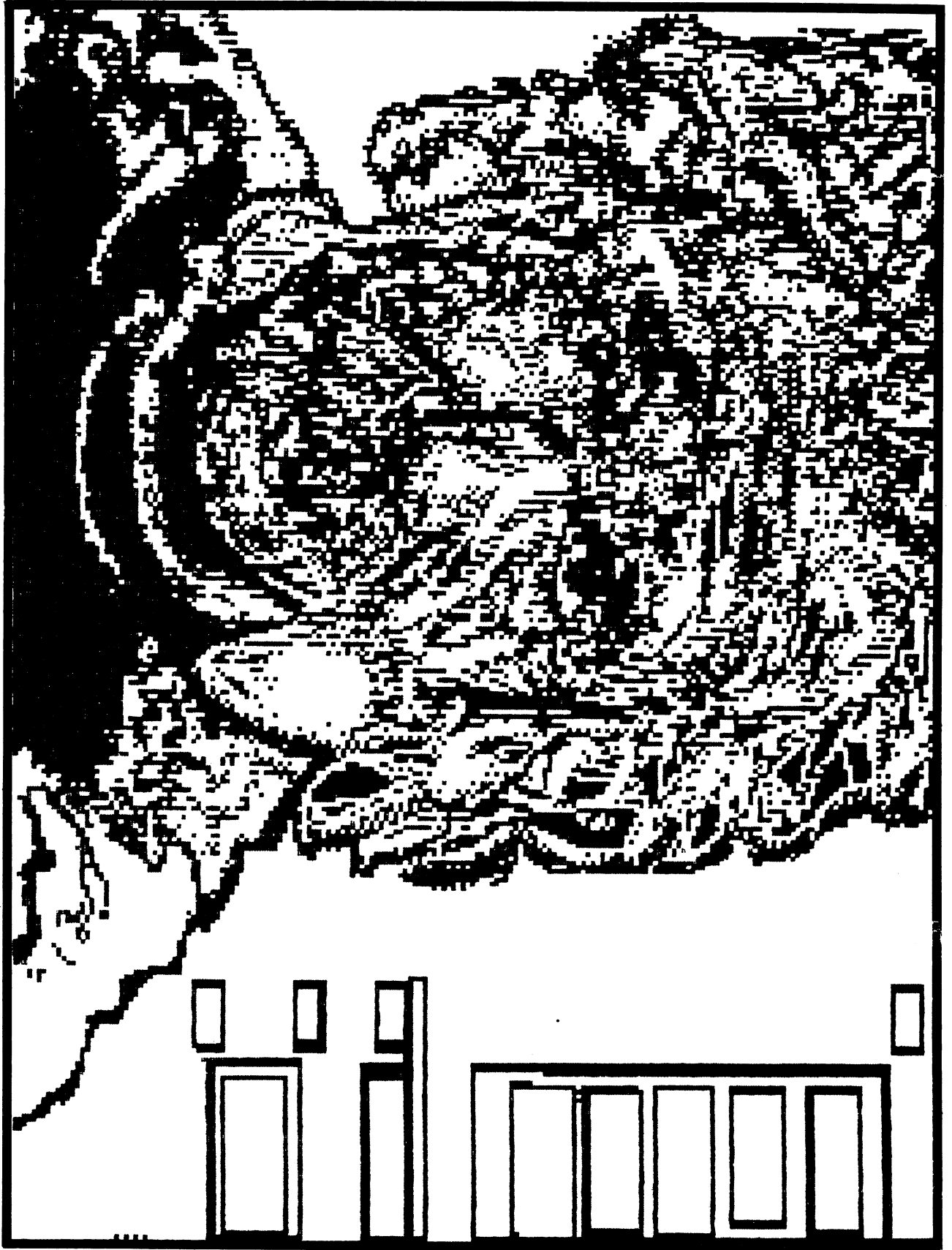
When you finish painting with MICRO-PAINTER, save your last picture and remove the diskette from the disk drive. Finally, turn off the power to your computer and disk drive. Don't forget to re-install your BASIC cartridge before attempting to use your computer for other programs.

THANK YOU
FOR USING
MICRO-PAINTER



TECHNICAL NOTES

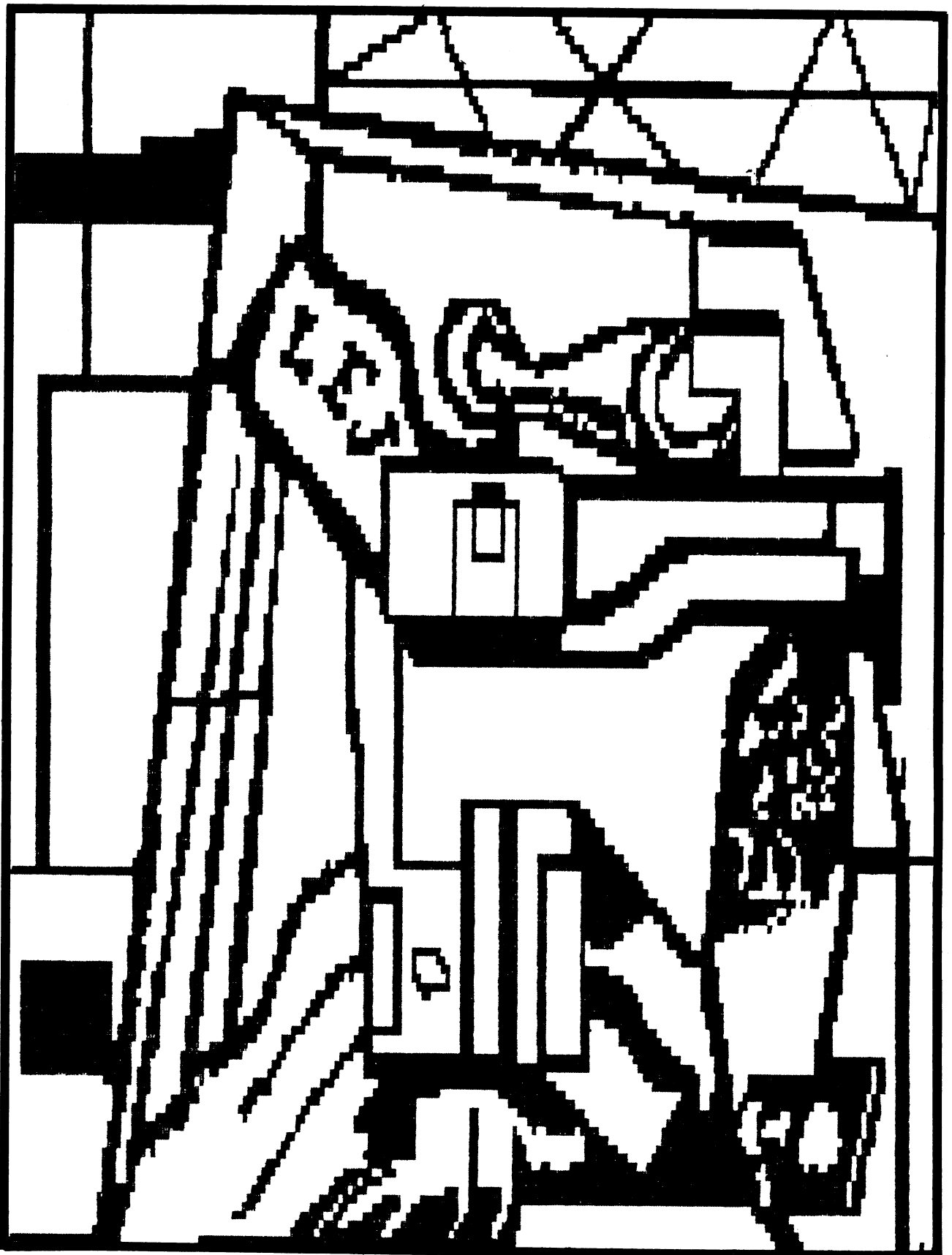
EINSTEIN

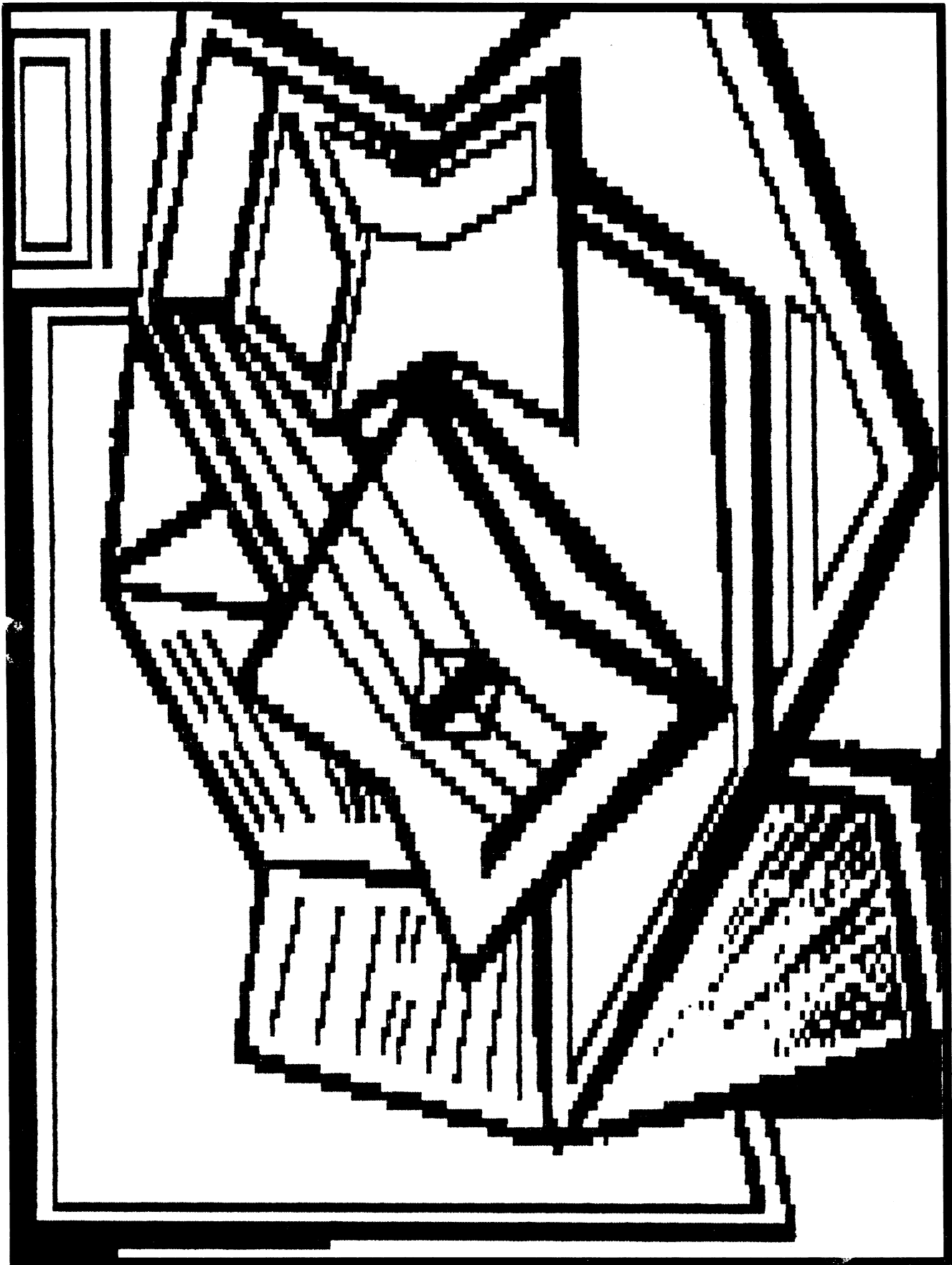




STILL LIFE

THACOFFEMILL, III,





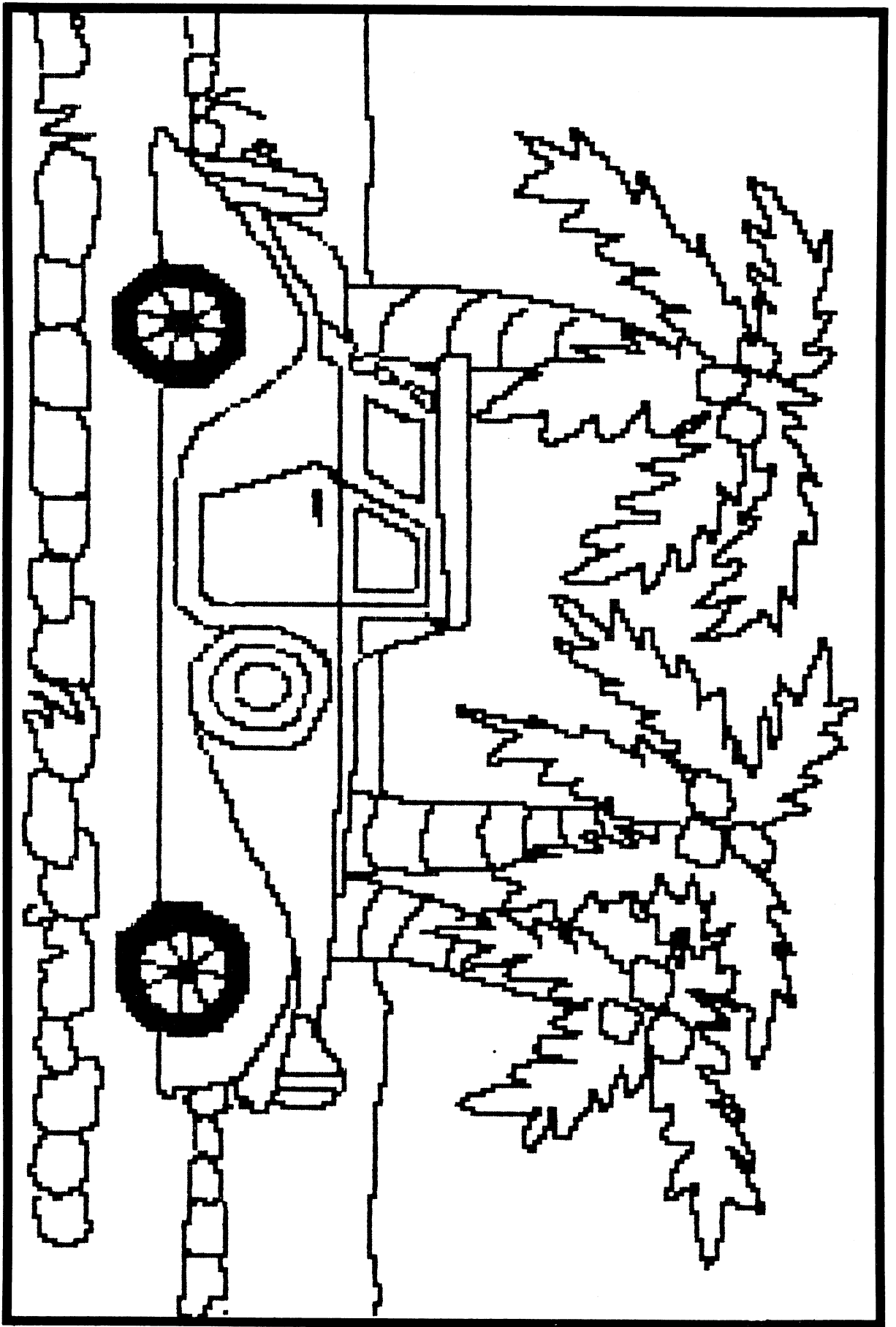
GUUITAR

'SAILBOAT'

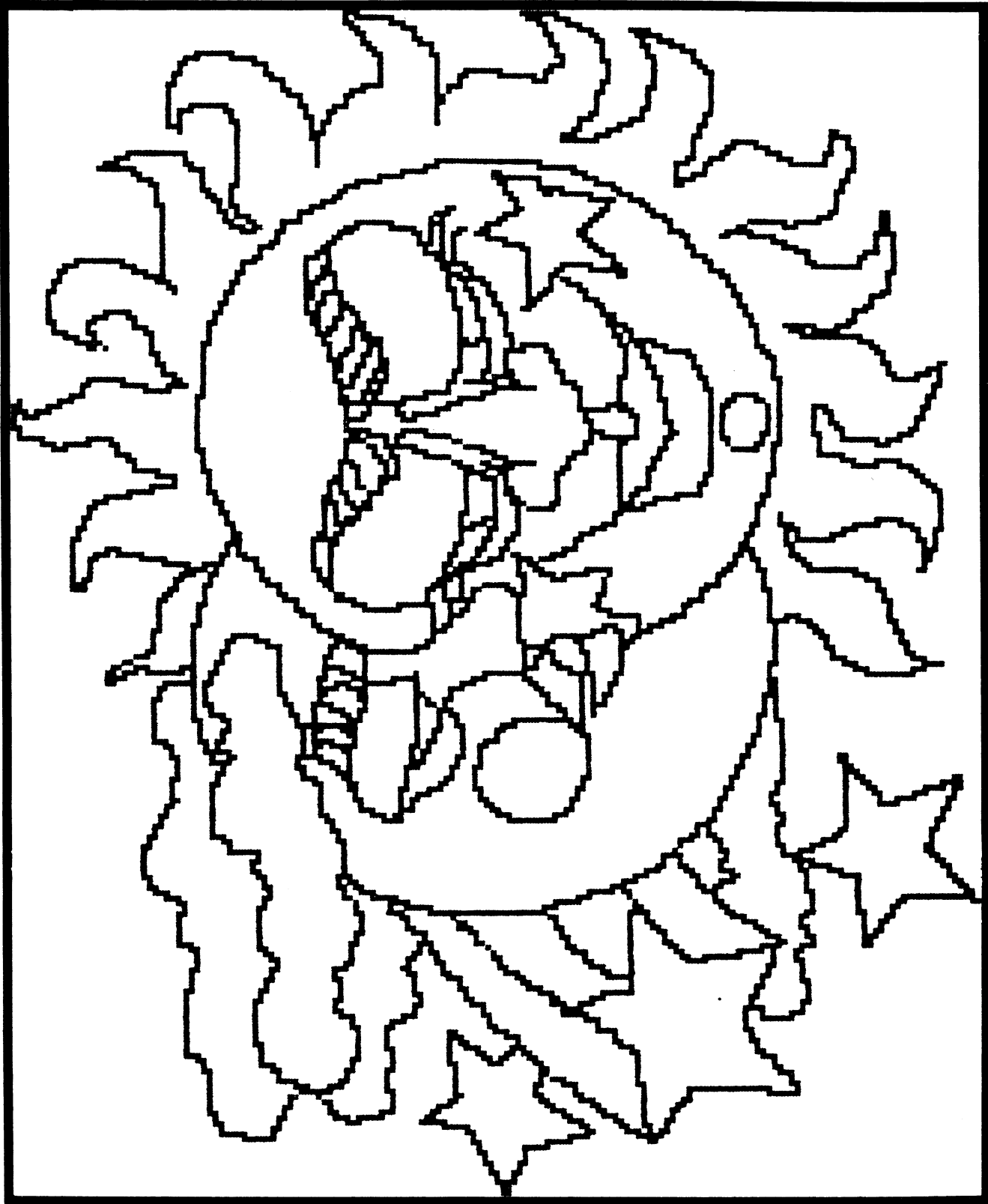




TIGER



CAR



SUNMOON

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