

DYNACOMP

PLAYER-MISSILE GRAPHICS TABLET

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INTRODUCTION

The PLAYER-MISSILE GRAPHICS TABLET was designed to take the drudgery out of developing four color displays in GRAPHICS MODE 7. No longer will you have to read the locations of those tiny blocks on your graph paper and calculate PLOT's and DRAWTO's. With PMG, you will be able to use your joystick to easily design colorful graphic displays and save them on diskette for later recall.

MINIMUM REQUIREMENTS

24K RAM
ATARI 800 Disk Drive
ATARI BASIC Language Cartridge
ATARI Joystick Controller (plugged into Port #1)
A second joystick is required to draw lines between points.

RUNNING PMG

As with almost all of DYNACOMP'S ATARI software, PMG is autoboot. To load PMG, turn on your disk drive and then insert the PMG diskette. Next, turn on your computer. PMG will automatically load.

The first thing you will see is a GRAPHICS 7 + 16 screen with a border plotted around it. A bright white cursor (cross) will be displayed within this border. You may move the cursor in any of the eight compass directions using the joystick. The color and control keys and their effects are shown below:

Color Keys (Keys 0, 1, 2, 3, and E)

Key 1: Gold
Key 2: Green
Key 3: Blue
Key E: Background (erase)
Key 0: No color - nothing is drawn

Control Keys

Key C: Draws a solid circle centered on the cursor having a width which you specify. The technique used is slow, but the circle produced is very good.
Key D: Draws a line (press a color key first!).
Key F: (Forms) Allows you to draw the following outlined shapes:

Triangle, Square, Rectangle, Octagon, Diamond

Key X: Square
Key C: Circle
Key O: Octagon
Key D: Diamond
Key T: Triangle
Key R: Rectangle (tall or short)

Key H: (Help) Will display commands.

Key L: Displays second cursor and then draws a line between both cursors when the fire button is pressed. Press a color key first. Observe that each of the two target cursors is controlled by a separate joystick (in Ports #1 and #2).

Key P: (Print) Write a letter on the screen (this is a slow procedure). When the square cursor is in position, choose your letter and press the trigger.

Key S: Draws a star centered on the cursor having dimensions which you supply.

CLEAR Key: Clears screen.

CONTROL-D: Displays disk directory.

CONTROL-L: Loads a data file from the diskette.

CONTROL-S: Saves a screen to a diskette data file.

NOTE: Remember to choose a color before executing any of the line draw commands. Also, before you attempt any serious graphics work using PMGT, experiment with the various commands so that you become familiar with them.

HOW TO LOAD CUSTOM SCREEN INTO YOUR OWN PROGRAM

Including the custom screen you have created in your own program is very easy. On your diskette is a subroutine named LOADSCRN.LST. This program begins at Line Number 32000, so you cannot use this range of line numbers in your program. To add this subroutine onto your own program, type ENTER D:LOADSCRN.LST. Now LIST Line 32020 and enter the name of your data file where it says OPEN #4,4,0,"filename.ext". Note that this is the same data file as was created when you used the CONTROL-L option in the editor. Now all you have to do is to execute a GR.7 or GR.7+16 command and GOSUB 32000 and the subroutine will load the custom screen. It is as easy as that!

Note: To SAVE on or LOAD from tape, respond C: to the prompt.

EXAMPLES

Several sample data files have been included on your disk. To see a nice graphics example, load (CONTROL-L) the data file D:EXAMPLE.DAT. To see a character printing example, load (CONTROL-L) the data file D:EXPRINT.DAT. Also try TEST1, TEST2, TEST3 AND TEST4.

Now that you can create and save images on diskette, you can create your own Player-Missile Graphics games and programs.

Additional Note: In some cases you may find the line drawn to be a little off from where you might expect from the cursor position. The cursor may be calibrated by using CONTROL-LEFT ARROW and CONTROL-RIGHT ARROW. The calibration is cancelled upon using CLEAR.

