

## ATARI VERSAWRITER ADDENDUM

Two improvements have been added to the VersaWriter diskette.

1. In High-Res drawing, you may now draw in 2 additional colors. Press "2" or "3" to draw in the additional colors. Generally "2" is an orange/brown color and "3" is a blue color. This may vary with your Atari and television.

The 2 new colors are also available in brush mode (described on page 14 of the manual). When asked "Brush Color", you may now answer 0,1,2 or 3.

2. An additional program has been added to the diskette. This utility program allows you to display pictures drawn with the VersaWriter from your own Basic programs. This utility is simply added to the end of your own program.

The name of this utility is PICPROG. It consists of lines 0 and 30000 through 30160. Your own Basic program may use any lines except these. PICPROG has been stored on the diskette in two different formats. "PICPROG.BAS" is stored on the diskette in standard SAVE format. It must be loaded (using LOAD "D:PICBROG.BAS".) before you begin typing in your program. "PICPROG.ENT" is stored in LIST format. It may be added to an existing program using ENTER "D:PICPROG.ENT". Just make sure your program does not have line 0 or lines 30000 through 30160 because they will be deleted when "PICPROG.ENT" is entered.

To display a picture from your program is now very simple. First, set the proper GRAPHICS mode for your picture (if not already in that particular graphics mode). Second, set FS\$ equal to the name of your picture. (Don't forget to include the D: and the extension of .PI7 for Medium-Res Mode 7 and .PI8 for High-Res Mode 8 pictures). Finally GOSUB 30000.

An example is:

```
GRAPHICS 8: FS$ = "D:USMAP3.PI8":GOSUB 30000
```

If you were already in Graphics Mode 8 it would simplify to just:

```
FS$="D:USMAP3.PI8":GOSUB 30000
```

This would provide a SPLIT screen picture so that you could display TEXT at the bottom. If you wished a FULL screen picture just add 16 to the GRAPHICS command.

An example is:

```
GRAPHICS 8+16:FS$="D:USMAP3.PI8":GOSUB 30000
```

A small example program demonstrating the above instructions is also included on the diskette. It's name is "D:EXAMPLE". Load and list it to familiarize yourself with the operational details.

## TECHNICAL DESCRIPTION OF VERSAWRITER PICTURE STORAGE

The VersaWriter pictures are stored on the disk as follows:

HIGH-RES PICTURE (.PI8)		MED-RES PICTURE (.PI7)	
BYTE # (Decimal)	Description	BYTE # (Decimal)	Description
1	Address Low*	1	Address Low*
2	Address High	2	Address High
3	Length Low**	3	Length Low**
4	Length High	4	Length High
5	DINT (#1)***	5	Color #0***
6	BINT (#2)	6	Inten #0
7	BCOL (#2)	7	Color #1
8	-	8	Inten #1
9	-	9	Color #2
10	-	10	Inten #2
11	-	11	Color #4
12	-	12	Inten #4
13	-	13	-
14	-	14	-
15-7694	Picture Data	15-3854	Picture Data

- = Currently not used.

\* = Screen start address minus 10 when picture was saved.

\*\* = Length of Picture File including Color register information but excluding 4 byte address and length header (bytes #1-4 above).

\*\*\* = Color Register information (numbers denote color register).