BLAZING PADDLES

ILLUSTRATOR

User Manual Insert

The BLAZING PADDLES program disk has the Commodore 64 version on side 1 and the Atari version on side 2. This insert describes how to use BLAZING PADDLES with your Atari Home Computer. If you want to use pictures created with BLAZING PADDLES in your own BASIC programs, there is an example BASIC program on both versions called PICLOAD that shows how to load and display the pictures.

Atari Version by
Joe Hellesen
Windy City Software, Inc.

Instructions for Atari Blazing Paddles

The operation is similar to the Commodore 64 with some important differences. Please read these instructions along with the enclosed user manual.

Equipment Requirements

1) An Atari 800, 800XL, 1200XL, 65XE, 130XE or compatible computer with at least 48K RAM.

2) An Atari 810, 1050, or compatible disk drive.

3) A monitor or color TV.

4) One of the following input devices: Joystick, Paddles, Touch Tablet, or Light Pen.

5) A printer is optional. You can use Epson, Gemini, Panasonic, Okimate or compatible printers to print your pictures.

Getting Started

Before running the program, make sure your input device is properly connected to Controller Port 1. Turn the computer OFF and the disk drive ON. Place the BLAZING PADDLES disk in the drive with the label facing down (the Atari version is on the back side of the disk). Then hold down the OPTION key and turn the computer ON. Keep the OPTION key pressed until the "Loading Blazing Paddles" message appears.

When the drive stops spinning, you will see the title screen with a menu of input devices. Use the SELECT key to highlight the desired input device and press the START key. The disk will run for a moment and the main program menu will appear. Most of the main menu functions are identical to the Commodore 64 version. The important differences are in the COLOR selection and the keys used for UNDO and REPOSITION.

ACTION BUTTON

The ACTION BUTTON is used to make a menu selection or to draw something on the picture. The ACTION BUTTON is also called the DO button:

TOUCH TABLET - There are two buttons on the touch tablet. The left button is the ACTION BUTTON.

JOYSTICK - The button on the joystick is the ACTION BUTTON.

GAME PADDLES - The button on the horizontal control paddle is the ACTION BUTTON.

LIGHTPEN - The button on the lightpen is the ACTION BUTTON. Depending on your lightpen, it is either a button on the side of the pen or a switch that is activated by pressing the tip of the lightpen on the monitor screen.

UNDO BUTTON

The UNDO BUTTON is used to remove the last item placed on the picture. This allows you to try things out before they become a permanent part of the picture.

TOUCH TABLET - The right button is the UNDO BUTTON. To undo last item drawn, lift stylus from pad and press UNDO BUTTON. To reposition last drawn text, shape, or window, move the cursor to new position and press UNDO BUTTON.

JOYSTICK, GAME PADDLES, and LIGHTPEN - The BREAK key is the UNDO BUTTON. To reposition last drawn text, shape, or window, move the cursor to a new position and press the ESC key.

COLOR Selection

Several hundred colors and textured patterns are available with the unique color mixing palette. The current drawing color appears in the COLOR icon square. To change color, move the cursor to the COLOR icon and press the ACTION BUTTON to get the color selection menu.

The Atari computer allows up to 4 solid colors to appear simultaneously in the picture (3 playfield colors and the background color). In addition, you can mix any two colors to create a variety of textured hues. These options appear at the left side of the color menu as: Playfield0, Playfield1, Playfield2, Background, and Mix. To select one of these as the current drawing color, move the cursor to one of these squares and press the ACTION button.

The colors that appear in the Playfield and Background squares can be changed at any time. Just move the cursor to a Playfield or Background square and press the ACTION button. Then change the color by selecting the desired HUE and LUMINANCE from the choices at the upper right side of the screen. Changing the color in a Playfield or Background square will affect everything in the picture that was previously drawn in that color.

To change the MIX color, select the MIX box and then pick any two colors from the options at the right of the MIX box. Then select the desired texture from the choices at the bottom of the screen.

The Drawing Routines

Most of the drawing routines are identical to the Commodore 64 version. The Atari version has two additional functions (SCROLL and MIRROR) not found in the Commodore version. There are also some slight variations in the TEXT, SHAPES, and ZOOM functions that are described here.

TEXT

When you select the TEXT icon from the main menu, you will have a choice of 3 different text sizes. If you have loaded a character set from the disk, you will also see a fourth text option. Select the text style you want and follow the instructions for TEXT in the user manual.

SHAPES

The SHAPES routine is identical to the user manual except that the shape color will always be drawn in the color shown in the COLOR icon square (unless you are using the XDRAW mode).

ZOOM

In the Atari version, the ZOOM lens always appears at the bottom of the screen with your picture at the top half of the screen. As you move the small box up or down, the visible portion of the picture will scroll to follow the small box. To change the drawing color, press the UNDO button. Then select one of the colors at the left side of the ZOOM lens and press the ACTION button.

SCROLL

This option allows you to move the entire picture around the screen. When you select SCROLL, you will see flashing arrows at the edges of the picture. Move the cursor over the arrow that points in the direction you want to move and press the ACTION button to scroll the picture.

MIRROR

This option will produce a mirror image of any rectangular portion of the screen. Position the cursor at one corner of the area you want to mirror and press the ACTION BUTTON. As you move around the screen, a shimmering rectangle will follow the movement. This is the Mirror box. Position the Mirror box so that it completely frames the area you want to mirror and press the ACTION BUTTON again. You will see flashing arrows at the edges of the screen. Move the cursor over the arrow that points in the direction you want the mirror image to appear and press the ACTION BUTTON. The mirror image will be drawn adjacent to the Mirror box (in the direction of the arrow). Press the UNDO button if you want to undo the last drawn mirror image.

Printing Your Atari Pictures

The printer routine will produce a full-page printout with the colors shown as shades of grey. A full color printout is produced with the Okimate 20 printer (you must have a color ribbon installed).

When you select the PRINT icon from the main menu, you will see the Printer Selection Menu. Position the cursor to highlight your brand of printer and press the ACTION BUTTON. Check to make sure the printer is turned on and ready to print. Press the ACTION BUTTON again to start the printing.