

## ADDENDUM II

### ATARI VERSAWRITER INSTRUCTIONS

#### DRAW HIRES MODE

The new commands available are:

CTRL-D	-	Screen Dump
F	-	Run Fast Fill Program
J	-	Run Shape Maker

#### SCREEN DUMP

"CTRL-D" (Screen Dump) - This command allows you to "dump" the screen to an Epson MX-80 or MX-100 printer. After hitting a CTRL-D, the computer will load the screen dump programs from the disk. The computer will now respond inverse (Y or N)?". Normally you would type "N" to this command so the printer will print out exactly what you see on the screen. Answering "Y" to this question will give you a print out like a photographic negative.

#### FAST FILL

"F" runs fast fill program - This program permits filling in irregular closed figures with 64 different colors. After running this program, the computer will ask you to point the cursor within a figure. You may type "ESC" to exit to the main program or position the cursor inside a closed figure on the screen. After doing this press return. Next the computer will ask the color number. After selecting a color, the computer will ask "test color first (Y/N)", you may display the color in the lower right of the screen. Pressing the ↑ and ↓ arrow keys will move the selected color up or down the color table. When the desired color is present in the test area, press the return key. You will now be asked if you would like to fill a black area or a white area. Type "B" for a black area or "W" for a white area. The figure will now be colored in. Press "Q" to return to VersaWriter routines. A chart of the 64 colors can be seen from the main VersaWriter Drawing Program by typing "L" (load command) and then entering the name "COLORS".

A very striking feature of the fast fill program is the invert function. By pressing an "I" the computer will "invert" the picture image. Black changes to white, red to green, etc.

#### SHAPE MAKER

"J" runs the Shape Maker Program - This function allows any portion of the HIRES screen to be moved into a shape table which can later be copied anywhere on the screen. From the command mode there are 9 commands available:

1. "Ø" Color Ø  
When the "Ø" key is pressed the VersaWriter will begin drawing in background color.
2. "1" Color 1  
When the "1" key is pressed the VersaWriter will begin drawing in foreground color.
3. "E" Erase  
This command will erase the screen.
4. "Z" Zero Shapes  
This command will erase all the shapes in the shape table. Because the "Z" key could accidentally be pressed, a confirm prompt is added. Answer with "Y" to erase the shapes.
5. "L" Load  
This command will allow you to load a previously saved picture or shape table from disk.
6. "S" Save  
This command will allow you to save the picture or shape table to disk.
7. "/" Split  
This command permits use of the full screen for drawing. When using this mode some status prompt messages will not be visible. All prompts requiring user input will switch back to split screen mode for entry.
8. "Q" Exit - This command will allow you to return to the main program.
9. "M" Enter the Shape Maker Sub Program.

SHAPE MAKER COMMANDS (Sub Program) Press "M" first.

- "D" - Pressing "D" will display the graphic screen point cursor. The user is directed to place the cursor at the upper left corner of the intended shape. After positioning the cursor, press any key. The user is now directed to place the cursor at the lower right corner of the intended shape and again press any key. The shape specified will then be automatically scanned, and placed in the shape table.
- "↑" - This command will move up the shape table to the next shape.
- "↓" - This command will move down the shape table to the last shape.
- "x" fix X - This function will fix the horizontal position of the shape while moving it up or down in perfectly straight lines.

- "Y" fix Y           - This function will fix the vertical position of the shape while moving it left or right.
- "Space Bar"       - This function will print the shape in the current position.
- "DELETE/BACK S"   - This command will delete the last shape entered in the shape table.
- "\*"               - This command will x-or the shape in the current position.
- "C"               - This function will return you to the command mode.
- "N"               - This function will restore normal movement.
- "U"               - This command will "unprint" a shape from the screen.