



The Graphics Magician

by Chris Jochumson, David Lubar, and Mark Pelczarski

Now Anyone can put Professional Graphics
into their own Programs . . .

penguin 
software

The Graphics Magician contains machine language animation routines that use the same techniques as most of the popular Apple arcade games. Three animation editors let you design your figures, their paths, and assemble animations with up to 32 independent objects. Also included is a hi-res picture/object builder that lets you store hundreds of 100-color pictures on a single disk and recall them quickly from your own programs. This capability is useful in designing adventure games, educational software, and other programs requiring a multitude of graphic images to be quickly and easily accessible. Plus, a new shape editor greatly extends the capabilities of Apple shape tables with multiple colors and angles that are preserved on scaling. All design of graphics is done through menu-driven editors; to use in your programs, just attach our machine language routines. The entire package is designed to be easy to use for the beginning programmer, yet flexible enough for the most advanced.

Requires a 48K Apple II with Applesoft and a disk drive.

