

MP Software **GRAPHICS** **PACKAGE plus**



*Includes High Resolution Drawing,
Shape Table Design,
and 2 demonstration programs: Slot Machine and Applesoft Invaders.*

With the High Resolution Drawing program you can use any of the Apple Hi-Res colors for drawing, with the paddles, or for your background. You can draw a line connecting any pair of points on the screen, fill areas on the screen, or use any of a set of nine "brushes" provided (or define your own brushes). You can also draw with, or plot, shapes that you define, with the capability of rotation or scaling. Furthermore, you can save drawings and they can be recalled by ANY other program. That means you can create graphics that your other programs will be able to use!

The Shape Table Design program allows you to define shapes without having to worry about binary and hexadecimal coding, as described in the Apple reference manuals. Shapes are defined in low resolution graphics mode, with the paddles or by keystroke. The program makes the necessary conversions to a high resolution shape. Shape tables created with this program can be used by the High Resolution Drawing program, or they can be used directly by your own programs.

The High Resolution Drawing program will recognize the following commands:

L : Line Mode. Set your blinking cursors on two points, push one of the paddle buttons, and a line is drawn connecting the points. The ending point of the line becomes the starting point of the next line. If you want to change the starting point, position the movable cursor with the paddles and press the other paddle button.

F : Fill Mode. This is basically the same as Line Mode, except when a line is drawn, the starting point does not change. This means that if you hold down the button that draws the lines while moving the cursor, you will fill in an area.

P : Paint Mode. After choosing this option you will be asked to specify brush 1, 2, or 3. Instead of a pair of cursors, the selected brush will blink at its location. One paddle button sets the brush down, the other raises it.

T : Gets a Shape Table. You will be asked to specify the name of a table you had previously created and saved with the Shape Table Design program.

U : Use a Shape -- Shape Mode. After you have loaded a shape table with the 'T' command, you may use any of those shapes in your drawings. You will be asked to provide the number of the shape in the table, if your table contains more than one. The paddle button that allowed you to draw lines will now cause the shape to be plotted. The other paddle button puts you into Rotate/Scale mode, in which the paddles control size and rotation of the shape. Pressing any key returns you to normal Shape Mode.

C : New Drawing Color. You may select color 0-7 with which to draw. The colors are: 0&4-black, 3&7-white, 1-green, 2-violet, 5-orange, 6-blue, but they may vary with individual systems.

B : New Background Color. This option clears the screen to the background color specified (0-7).

S : Save Picture on Disk. If you have a disk system, this option will save the current picture from the screen onto disk. You will be asked to give the picture a name.

G : Get Picture from Disk. Gets a previously saved picture from disk. You will be asked for the name of the picture you desire. The copy on disk is not affected, so if you make changes to your drawings you must resave it.

