

GENEVE

**The
MYARC 9640
Computer System**

MYARC MyArt

Instruction Manual

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Introduction to MY-Art

MY-Art is a graphics program that will create full color artwork on the screen in up to 256 colors using the MYARC mouse and a variety of commands selectable from the keyboard. With it, and the MYARC Mouse, free hand line drawing in all colors may be done as well as the drawing of colored boxes, circles, straight lines, adding of text from the keyboard, filling areas with colors, and moving and/or copying parts of the screen from one area to another.

For detailed work, a Zoom command allows the progressive expansion of an area of the screen to whatever level of detail needed down to 12 pixels filling the screen. Two modes of resolution are supported, 256 X 212 pixels with 256 set colors, 512 X 212 pixels with 16 set colors and mixing of any color required.

Artwork may be saved to disk and/or printed on a dot-matrix printer. The drawings created with this program may be used in other programs, although the techniques are beyond the scope of this manual. Disk directory and formatting functions are also supported.

Getting Started

Before loading the program, make sure the mouse is connected to the mouse port of the 9640. On the 9640 card the mouse port is the connector next to the video (monitor) connector. If the card is mounted in the Texas Instruments Peripheral Expansion Box, the connector is immediately below the video connector. Do not wait until after the program is loaded to attach the mouse, or the program may crash requiring a reboot. It is recommended that the original program disk be copied, it is not copy-protected, and using only the back-up.

Familiarizing Yourself with the Program

This section of the manual is a tutorial that will go step by step through the commands and features of MY-Art. The best way to learn to use the program is to perform each step as it is described.

When the program is loaded, a black screen with a white border and an icon (picture) of a pencil will be shown. The icon is a sprite that moves under the control of the mouse. At the bottom of the screen is a color bar of 256 colors, from which colors are selected for use. The color being used at any time is represented by the color of the border around the screen.

Using the Mouse

Use the mouse to move the pencil on the screen. Rest the mouse on a flat surface or mouse pad, with some room to move it around. Place your hand on top of the mouse with the cord away from you and the buttons by your fingertips. Without pressing the buttons, familiarize yourself with the feel of the mouse by moving the icon around the screen. If you run out of room to move the mouse before reaching the edge of the screen, pick up the mouse and move it back to the center of the flat area or pad.

The terms 'press' and 'click' mean different things when they refer to mouse buttons. If a button is 'clicked', it is being pressed and released. If a button is being 'pressed', it is being held down until an action is complete. Move the icon to the color bar. If the color bar has disappeared, click the left hand button or type S to bring it back. The left hand button and S toggle the color bar on and off.

Selecting Colors

With the icon is placed on the color bar, also called the palette, press the right hand button and move the icon across the bar. Notice the border colors change as the icon moves. In the 256 mode the icon may be moved to the far right or left of the palette and the palette itself will move as it wraps or scrolls, as if it were on a cylinder, making it easier to select a color from the far end. In the 512 mode the palette will not scroll.

Pick a color to draw with, and release the right hand button, or press the button and move the icon to an area on the screen that the color is to match and release. In the latter case, a correct match will be made by MY-Art.

Drawing with the Pencil

Move the pencil above the color bar, press the right hand button and wait a moment. With the button held down, draw a line across the screen. When the button is released, the line stops drawing. Erase the last line drawn by clicking the middle button. Bring it back by clicking it a second time. Get the feel of the mouse by drawing shapes on the screen. Return to the color bar any time a different color is needed. Remember, the left hand button toggles the color bar, the middle button erases the last entry, 2nd the right hand button activates the drawing command. If the icon is changed to different command, the pencil may be called back by typing P on the keyboard.

Help Screens

Type H and a Help screen will appear for the command currently being used. If different text and screen colors are required, toggle through the possible colors for each with Control-E and Control-D. For a complete list of commands press F9. The screens for which Help is available are indicated by an asterisk.

Clearing the Screen

Whenever the current drawing is to be cleared from the screen type Control-C, press Enter then Y at the prompt warning will clear the current screen. The current color selection will become the new screen background color. To change the background color again, return to the color bar, select a new color and clear the screen again or use the Fill command.

Icon Speed Control

To control the speed of the icon movement on the screen, use the number keys 1 through 0, 1 is the fastest speed. Rarely will a setting slower than 5 be required.

Draw some loops and circles on the screen making sure some of the loops or circles are enclosed with solid, not broken lines. If the mouse is moved very quickly, there may be broken lines. Set the speed to several setting as the loops and circles are drawn and see the difference.

Filling in with Solid Colors

Type F for Fill on the keyboard. The icon will change to the image of a teapot. Move the icon to the color bar and select a color. Then move the tip of the teapot's spout inside one of the loops or circles. Click the right hand button and watch the area fill with the color. Try it on several areas. See what happens if the line is not solid. The background color of the screen may be changed by using the Fill command. Check the Fill command Help screen for more information.

Straight Lines

Type L for Lines, and the icon will change to represent straight line drawing. Use this command to draw straight lines instead of the pencil command. Move the cursor to the spot the line is to begin. Press the right hand button and move the cursor to the point where the line is to end. While the cursor is moved, a line will appear stretched like a rubber band connecting the cursor with the starting point. Release the button and the line will appear on screen in the chosen color.

If the placement of the line is incorrect, click the middle button and it will disappear. To interrupt the line placement before the line is set, press the middle key in addition to the right hand key. This two key combination is often used in the program as an interrupt. Check the Help files for the Line command by typing H.

Drawing Circles

There are two commands that will assist in the drawing of circles. The C command places the Center of the circle and set its size is controlled by moving the icon out from the Center as a radius to define the size of the circle.

To use, type C, locate the icon where the circle Center is to be, and press the right hand button. While pressing the button, move the icon out from the Center and the circle will be defined in a contrasting color. When the button is released, the circle will appear in the selected color.

Now type D to use the Diameter circle command. Where the C command defined a circle by its center and radius, the D command allows the accurate placing of a circle by marking its diameter. Move the icon to a point where the circle is required to touch a point in tangent and press the right hand button. Move the mouse until the circle is located exactly as required, and release the right hand button.

Use the C command to place the Center of a circle accurately. Use the D command to fit a circle accurately between two points or lines. Both types are of very useful. As

before, erase the last entry with the middle key or interrupt placement of a circle with the two right hand keys. Check the Help screens, too.

Boxes and Rectangles

There are two commands for drawing boxes. One is an outline (R) and one is solid (B). Type R to select the Rectangle command and move the icon to where one corner is to start. Press the righthand button and hold it down while moving the icon. The rectangle will stretch like a rubber band. When it is as needed, release the button. Now try the B command. It works exactly the same way, except the resulting Box is a solid color instead of an outline. You can erase the last entry with the middle key or interrupt with the center and righthand keys. A Help screen is available for B and R.

Erasing Part of the Screen

The Box command can be used effectively to clear a portion of the screen. *Use* a Box of the same color as the area surrounding the portion to be erased. When the box appears, it will erase what lies under it and blend into the surrounding area. The pencil may also be used to erase a small area of the screen. Select a color that matches the area being erased and move the mouse over the area with the right button pressed.

Icon or Sprite Color

Sometimes, the icon (sprite) may be hard to see, because of the screen area being the same color as the icon. The icon may be toggled through a series of colors by typing and/or retyping Control-S.

Cutting and Pasting

These two commands allow the moving or duplicating of parts of the picture you are creating. The M command will create an exact duplicate of a rectangular area of the screen. Visualize the area to be copied. Type M and move the resulting scissors icon to a corner of that area. Click the right hand button and the icon will change again to the shape of a pastepot.

Now move it to the same relative position in the area where the copy is to be placed. Hold the right hand button down and it will create two rubber banded rectangles as the icon is moved. When the placement is satisfactory, release the button, and the copy will appear.

If it is decided the placement was wrong, before releasing the right hand button, press the center button, and the move will be canceled. If, after the move is complete and before a new active has started, the placement is found to be incorrect, erase it with the center button.

Moving Parts of the Picture

The N command lets you move part of the picture without leaving a copy behind. It works exactly like the M command, but the originating area is erased and filled in with the current border color. Try both commands several times. Check the Help screen, too.

Text

Text may be added to any part of the screen. Locate the cursor where the text is to start, and press T. A small box will appear where the first letter will be typed. Type a word or phrase. If a mistake is made, use Control-left-arrow to delete the last characters or set of characters for the screen.

The size of characters is also adjustable.

Adjust the size of the box with the arrow up, down, left and right keys, and the character size will change accordingly.

To change the direction the characters are being typed use Control-R. The program currently uses one style of letters. All letters will have the same shape, in all sizes, but may be edited using the Zoom command. When you are finished with the Text command, press the Escape (Esc) key to exit. There is no on-screen Help file for Text.

Zoom

The Zoom command allows the editing of artwork in increasing levels of detail. Type Z, the icon currently on the screen will change to a magnifying glass and may be used in much the same way the pencil icon is used to draw lines or change pixel color.

Place the icon on the area of the screen where Zoom is wanted and click the center button of the mouse. Each time you click the center button, the level of magnification will increase. As higher levels of magnification are reached the magnifying glass will change to a microscope.

In the Zoom mode no other drawing commands are available. To decrease the level of magnification press the two right hand buttons together. By adjusting the speed control of the icon (the number buttons), very precise work can be done. Zoom may only be exited by returning to normal magnification and selecting any other function.

Saving and Loading Pictures

Pictures may be saved and/or loaded from disk at any time. Typing I (for Input/Output) brings up a screen which asks if a file is to be Saved or Loaded. Whichever reply given, a filename is required. But, if using drive 1, there is no need to specify the drive, just type the name of the file to be saved or loaded. If using any other drive, include the drive in the filename (for example, DSK2.MYPIC). The program disk includes several examples of artwork created with MYART and may be loaded as file names FOX, CHICKEN, SWAN, MICE or any other picture on the disk. To exit from

Disk Directory

To check what files are on the disk, press Control-D for the Directory Function and type the drive number, do not press Enter.

Disk Formatting

Press K and the program will prompt you through the steps to initialize a disk. Only SSSD disks can be formatted. If any other format is required, it will may be done via another program or using MDOS. This function is included as a convenience to prevent losing artwork when no formatted disk is available. To exit from this function use the Escape (Esc) key.

Printing

Using an Epson or compatible printer, the picture on the screen may be printed. The printer default of MDOS is set for parallel (PIO) printers, if using a serial (RS232) printer, the printer configuration must be reset, using Version 1.0 or higher of MDOS, before loading MY-Art. See pages 66 through 68 of the 9640 section of the GENEVE manual. With some printer configurations Version 1.0 or higher of MDOS may be required for printing to function correctly. The printer used must also be set to its graphics mode.

Type Control-P and follow the prompts. One; size of printing, small or large, the larger of the two is rotated 90 degrees and prints sideways. Two; which resolution of printing is required, outline only or gray scale. Third; printer device name, enter only PIO or RS232, port number, baud rate and data bits are not required to be entered at this prompt. Use the Escape key before pressing Enter at the last prompt to abort printing.

256 and 512 Resolution Mode

MY-Art loads in the 256 resolution mode. Shift to the 512 resolution mode by pressing Control-M, Enter and Y at the warning prompt. In the 512 mode 16 colors are available shown in the palette. The 16 blocks of color are spread out across the bottom of the screen. As in the 256 mode the palette can be toggled on and off by clicking the left hand button on the mouse or by typing S.

Mixing Colors in 512 Mode

Any color may be created by mixing combinations of one or more of the three basic colors RED, GREEN, and BLUE (RGB) in varying intensities. Any or all of the 16 colors in the 512 resolution mode may be changed by adjusting the basic colors shown on the screen.

To mix or Adjust a color, press Control-A. The active color to be mixed is enclosed by a contrasting square. The square can be moved with the left and right arrow keys to any one of the 16 possible selections. Mix the active color by pressing the R, G, and B keys as required. When pressing any of these keys, the color progresses through steps increasing in intensity until the maximum intensity is reached and then returns to the minimum value to start over again.

Black is created by setting all three colors at the minimum setting; white is created by full intensity of all three colors. The color values may be changed even AFTER a picture has been completed. Experiment with the different possibilities. Whenever a file is saved, the current color palette is also saved. To exit the Adjust Color function, press the Enter key.

Differences of the 512 and 256 Mode

Most commands work the same in the 512 resolution mode as they do in 256 resolution mode. However, there are two differences, in addition to the different palettes. Pixels in the 512 mode are vertical rectangles, not squares as in the 256 mode. To see this difference, Zoom in to high magnification. The other difference, also caused by the pixel shape and orientation, is the shape produced by the circle commands. In the 512 mode both C and D produce vertical ellipses instead of true circles.

Interlace Mode

To toggle interlace on and/or off use Control-I. Interlace is offered on many RGB and/or high resolution monitors and is the default of MY-Art. But, not all monitors including some RGB's support interlace.

Oop or Undo

Clicking the center button of the mouse after a drawing action is completed but before a new one has started will reverse the screen to the one before the last drawing action was taken. Clicking the center button of the mouse a second time will again reverse the screen to the one after the last drawing action was completed.

Exit or Quit MY-Art

Exit to the A> prompt by pressing the Escape (Esc) key twice.

Command Summary

		How to Exit
Command Purpose		
B	Creates solid color Box	Choose another
C	Draws Circle from Center, radius	Choose another
D	Draws Diameter based circle	Choose another
F	Fills an area	choose another
H	Help	Press any key
I	Input/output (Load/Save)	Escape (ESC) aborts
K	Disk formatter	Escape (ESC) aborts
L	Draw Lines	Choose another
M	Move a copy	Choose another
N	Move, No copy	Choose another
P	Draw with Pencil	Choose another
R	Draw Rectangle (unfilled)	Choose another
S	Show color palette	Choose another
T	Type letters onscreen (arrow up, down, left, right)	Escape (ESC) aborts
Z	Zoom	Zoom out with right button and choose another command
F9	displays commands	
Control A	Adjust color in 512 mode w/R,G,B	Press enter
Control C	Clear	Automatic
Control D	Disk Directory	Escape (ESC) aborts
Control H	Horizontal mirror imaging	Choose another
Control I	changes Interlace/non-Interlace	Automatic
Control M	changes 512/256 Modes	Any key aborts except Y
Control P	Print screen	Escape (ESC) aborts

Control R Rotate typing of text 90 degrees	Automatic
Control S Change Sprite (icon) color	Automatic
Control V Vertical mirror imaging	Choose another

Left button toggles color palette on and off.

Center button erases last entry. 2nd click brings it back.

Right button selects colors from the palette or performs drawing function until released.

Center Button with the right button aborts the drawing command in progress.

Control left arrow deletes last letter of text entered with Text command if Enter key has not been pressed or mode has changed.