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The following programs are on the graphics diskette:

GRR1/CMD: Used in SUPERSCETCH

DRAW1:   Used in SUPERSCETCH

SNOOPY/PIX: B&W demo program

SHAPES/MOD: B&W demo program

GRR/CMD: Used in shapes program

KPLOT/CMD: Used in color graphics

COLOR1/CMD: Used in color graphics

MAPCR: Color mapping program

FAN1: Color demo program

CSHAPES: Color demo program

The minimum system requirment is two disk drives since this diskette contains no system.

DEMO PROGRAM 1: SNOOPY/PIX

1. Load in SUPERSCETCH

   TYPE: G

2. After FILESPEC:

   TYPE: SNOOPY/PIX

3. After PRESS ANY KEY

   TYPE: any key

An image of SNOOPY should be displayed.

DEMO PROGRAM 2: SHAPES/MOD

     1. After DOS READY

       TYPE GRR and press RETURN

     2. After DOS READY

       TYPE BASIC and press RETURN

     3. After READY

       TYPE CMD"T" and press RETURN

     4. AFTER READY

       TYPE RUN"SHAPES/MOD"

This program will run a variety of changing shapes

DEMO PROGRAM 3: FAN1

     1. After DOS READY

       TYPE: LOAD KPLOT/CMD and press RETURN

     2. After DOS READY

       TYPE: COLOR1 and press RETURN

     3. After DOS READY

       TYPE: BASIC and press RETURN

     4. After READY

       TYPE: CMD"T" and press RETURN

     5. After READY

       TYPE: RUN "FAN1" and press RETURN

This program will display a changing color pattern

DEMO PROGRAM 4: CSHAPES

      1. After DOS READY

        TYPE: LOAD KPLOT/CMD and press RETURN

      2. After DOS READY

        TYPE: COLOR1 and press RETURN

      3. After DOS READY

        TYPE: BASIC and press RETURN

      4. After READY

        TYPE: CMD"T" and press RETURN

      5. After READY

        TYPE: RUN "CSHAPES" and press RETURN

COLOR MAPPING

      1. After DOS READY

        TYPE: LOAD KPLOT/CMD and press RETURN

      2. After DOS READY

        TYPE: COLOR1 and press RETURN

      3. After DOS READY

        TYPE: MAPCR and press RETURN

You are now in the MAPCR PROGRAM and should refer to the MAPCR

instructions.

An application is to load in a standard Radio Shack game

program. Then determine on the color screen the areas and

colors to be mapped. Use a felt marker to indicate these

areas. Once this is done load in the MAPCR program.

Map the colors as discribed in the instruction and save this

to disk. The final step would be to load in the mapped colors,

then load in the game program. You now have a color game

program.

SUPERSCETCH

This program will allow you to draw figures in high resolution
black and white.

by

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LOADING

SUPER SKETCH (SS) consist of two (2) programs, GRR1/CMD and a
BASIC program entitled DRAW1. Please note this program will run
on the LNW80 only. It will not run on the TRS80. Use the
following procedure to load:

     1. After the system is up and prints DOS READY

        TYPE   GRR1   and press RETURN

     2. After DOS READY

        TYPE   BASIC   and press RETURN

     3. After READY

        TYPE   CMD"T"   and press RETURN

     4. After READY

        TYPE   RUN"DRAW1 and press RETURN

     5. You may draw after SS prints PLEASE PROCEED

COMMAND SUMMARY

All SS commands are single key commands. For example if you wish
to clear the graphic screen press "Z". The graphic will be erased
from the screen. A summary of all SS commands follows.

      A......will advance the cursor one (1) dot in the

direction the cursor was moving prior to
pressing "A". If SS is in the erase mode then
"A" erases one dot. If in the draw mode "A"
draws one dot.

B......blinks the cursor . This command is very
useful if you are in the erase mode.

C......draws a circle with center at current
position of the cursor. SS prints the
coordinates of the cursor and the maximun
radius of the circle. You must then enter
the radius and number of desired points. You
may enter as many points as you wish. However
, you get the best circle when the number of
points is equal to or less than the radius.
Small radius (R < 20) circles are an exception
and may require more points.

D......Dumps a picture from disk. This command use
NON-STANDARD disk I/O. Use with command "S".

E......reserved

F......files or saves a picture to disk. This command
must be used with standard file I/O. Use with
"G".   H......reserved

G......load a picture from disk. This command must
be used with standard file I/O.

L......draws a line between two points. Place the
cursor at one end of the line and press "W".
Place the cursor at the other end and press
"L". The program will connect the two points

with a line. The starting point , which was

located by pressing "W" remains in the program

until it is relocated by pressing "W"

somewhere else. This means you may draw

multiple lines with the same beginning point

simply by pressing "L" at the new end point.

P......plotts any figure by connecting coordinates.

This routine has two modes, the grid mode and

the standard LNW80 screen mode.

The grid mode divides the screen into an

invisible grid with the origin at the center

of the screen. In this mode you may enter

Negative or positive values for X and Y. X

may have any value between -240 and +240. Y

may have values between -96 and +96. You need

not enter the + sign.

If you reply "N" to the grid question SS

enters the standard mode. In this mode X

ranges between 0 and 480 and Y between 0 and

196.

The program prompts you for the number of

lines and coordinates. Remember, each line

has two sets of coordinates. Therefore, the

number of coordinates equals the number of

lines plus one (1). One line..........two

coordinates; two lines............three

coordinates ,etc. If you wish to close the

loop, that is draw a square, triangle, etc

the first and last set of coordinates must
be the same.

R......toggles between the erase mode and the draw
       mode. SS comes up in the erase mode and
       starts in the upper left corner. You move
       the cursor by pressing the arrow keys. Any
       combination of vertical or horizontal arrow
       keys may be pressed. While in the erase mode
       anything in the path of the cursor will be
       erased. To switch to the draw mode press "R".
       When in the draw mode the cursor leaves a
       trail behind it. As with the erase mode , you
       may use any combination of arrow keys in the
       draw mode. To switch bach to the erase mode,
       press "R".
       If you wish to move the cursor without
       disturbing the graphic, then hold down the
       space bar while pressing the appropriate arrow
       keys.

S......Saves a picture to disk. Use with command "D".

W......writes the coordinates of the current cursor
       location. The "W" command also marks the
       beginning of a line (see the "L" command).

Z......zaps or clears the graphic screen.

The one reserved commands will be implemented in the near

future.

Commands:

    A--- Advances the graphic cursor one (1) step in any

        of the four direction. After pressing "A" press

        the appropriate arrow key.

        Pressing the "Q" key will exit to the main

        program.

    B--- places a user specified Background color.

    C--- Clears the graphic screen.

    E--- Exits to DOS

    F--- Fills the designated area with a user specified

        color. The boundaries of the area must be marked

        (M) before pressing "F".

    L--- Loads a picture from disk. One picture occupies

        10 grans.

    M--- Marks the boundaries of the area to be filled.

    P--- display the current coordinates of the cursor.

    S--- Saves a picture to disk.