

The July 30th meeting was a success by any standard if attendance could be the criterion, since more than 20 members attended. Some SIG members of the Apple /// Unanymous Group, which meets twice each month (2nd & 4th Tuesdays) in San Jose, showed up to participate in the discussion of Draw-on-Three's attributes. Since they concern themselves with many of the programs and problems of usage we are now addressing ourselves to, members might want to attend discussions that frequently boast programmers and technicians from Cupertino. The meetings are held at 735 Timor Court starting at 7:00 p.m. and are presided over by John Cowman. Annual dues are \$10.00 and further information will be provided concerning what this brings subscribers in subsequent issues.

A compendium of commands used with the Draw-on-Three program was issued to the meeting July 30th. For its brevity it is helpful in obviating constant referral to the text to locate appropriate operational commands. This is not as complete as it might have been, since many of the commands have variations that require interchanging of the OA/CA/CONTROL/NUMERIC KEYPAD controls; but, for the convenience of members who missed the meeting and have a desire to know the command structure better, the following should prove useful:

DRAW ON THREE HELP COMMAND DIRECTORY

ABBREVIATIONS

BACKGROUND = BG
CLOSED APPLE = CA
CLOCKWISE = CW
COLOR OPERATING TABLE = COT
COUNTERCLOCKWISE = CCW
FILE OPTIONS MENU = FOM
FOREGROUND = FG
NUMERIC KEYPAD = < >
OPEN APPLE = OA
OA+CA+Q = QUIT DRAW ON THREE

L,R = L sets continuous LINE mode and starts new line at cursor;
R sets RAY mode
D sets FG (pen) mode
K sets BG (fill) mode
Press the Joystick or Mouse button to effect above.

C,A = C sets CIRCLE mode and >0 draws CW from cursor. <0 draws CCW from cursor.
NOTE: Set the desired degree via the Shape Utility Menu
OA+A resets degrees to 0 degrees of arc.

E,Y = E sets ELLIPSE mode and origin. Set your eccentricity via Program Configuration Menu.
OA+E resets ellipse eccentricity to 1.0
H sets elliptical arc mode and origin; arcs >0 are CW and all arcs <0 are CCW.
Y sets polygon mode and origin
(Set polygon via the Drawing Mode Menu)

B,X = B draws a RECTANGULAR BOX the size of the opened cursor.
X draws a CLIPPED CORNERED BOX.

~ = Floodfill = FILLS or FLOODS a contiguous area of one color with the pen color starting at the cursor location.

NOTE: Press any key other than (~) to abort the floodfill.

OA+CA+E = ERASE the entire screen with the current Fill Color.

To erase a small region, use an open cursor in the filling mode.

OA+B,F = Set the BRUSHING or FILLING mode

OA+N = INVERTS the colors within the window defined by the open cursor.

P,F = P sets the DRAWING PEN to the color under the graphics or text cursor. (The pen used for lines, dots, arcs, boxes, text characters, etc.)

F sets the FILL or BG color. The FILL Color is used for erasing and is the BG color for text.

((The | (SHIFT+BACKSLASH) is in the extreme upper righthand corner of the QWERTY keyboard.))

|*- = Put cursor on a CELL of the COT

* key sets a COT Cell to pen color

- key sets a COT Row to subtract the color at the left labelled Pen.

| key sets a COT Column to protect the color labelled Screen

NOTE: Think of the - as the horizontal or row control and the | as the vertical or column control for manipulating the C.O.T.

OA/ = resets the COT (when the COT/palette screen is displayed) to the default of no effect on the drawing.

OA+M = modifies the pair of colors in a texture table cell to be the open and fill colors and/or patterns via the FOM. See the Fotofile TEMPLATE.TXTR to change the texture patterns.

OA+T = (closed cursor) FLOODS a contiguous area of one color with the pattern starting at the cursor. Press any key (except 'T') to abort flood texturing.

If the cursor is open, all pen colored areas within the cursor window will be textured.

OA+P = PRESERVES the region within the window defined by the open cursor.

Only one object may be preserved at a time.

WARNING: Preserved objects are lost during texturing operations and during any subsequent preserve.

OA+R = RESTORES the most recently preserved window (or a portion thereof, referenced to the top left corner of the opened cursor).

NOTE: Any number of copies may be made. To cross a screen edge, scroll the screen, restore, then scroll back to the original screen.

OA+V = PREVIEW. Toggle this mode ON/OFF. A preserved area of approximately the total screen size may be previewed nondestructively and dragged into position. For larger objects, preview only the top left corner. A beep will

confirm the legal preview size.

OA+S = REBUILD SHAPE - redraws from the shape's record.

OA+Y = Turns ON shape recording mode

OA+N = Turns OFF shape recording mode

OA+O = Turns ON shape recording mode and sets the shape ORIGIN. Use this command to begin a new shape record.

OA+X = Sets the X,Y scale factor to 1.0

<ENTER> and G display currently the selected drawing screen.

<-> Zooms on the 40x24 pixel region

@ = Toggles the zoom coordinate display ON/OFF.

<.> or Spacebar displays palette and COT screen. Select new pen and/or fill colors from the palette and set color priorities via the COT. Use the command, for instance, to eliminate a color from an object being drawn.

<0> displays menu screen. Use the JS, M or Arrows to select a menu and a function within that menu. Press the appropriate buttons or RETURN to select the highlighted function.

CA+D = Allows you to delete a file.

<1-3> In modes (color 280), (B7W 560), (color 140)

1 displays drawing screen #1

2 displays drawing screen #2

3 displays drawing screen #3

NOTE: The manual contains further information concerning accessing Screens 4, 5 and 6 (Modes in B&W only)

<4> or ? = return to the HELP menu. All keyboard commands which are enclosed in < > brackets refer to specific numeric keypad keys.

<5> = Displays cursor status screen. The cursor coordinates and opened cursor dimensions are displayed on the screen.

<6> = Displays color/texture menu. Put cursor over desired color/texture pattern and press button or RETURN to select pattern. Press <ENTER> to return to the drawing screen.

<7> = Displays drawing and polygon menu screen. Select a drawing mode and/or polygon type. Press RETURN or button to accept both selections and return to the drawing screen.

<8> = Toggles GRID ON/OFF.

SHIFT+OA+ARROWS = Adjusts grid spacing. The grid is invisible in mode #1 (color 280) screen and until different FG or BG colors are placed in a 7-pixel segment.

<9> = Toggles Rubberband Mode ON/OFF

Rubberband is non-functional in mode 1 (color 280). Circle, ray, arc, ellipse and polygon origins are marked with an extra cursor when rubberbanding is in effect.

TO OPEN THE CURSOR, MOVE IT TO THE TOP LEFT CORNER OF THE WINDOW. PRESS OA+C to enter the Cursor Adjust Mode.

Press OA+C again to fix the cursor dimensions.

CA+C = Closes the cursor.

T = prompts for text string engtry.

W = writes the string as pen on fill.

O = writes the string as an overlay

I = writes the string in invert mode.

CA+T = sets the direct text screen mode ON

CA+G = sets the direct text screen mode OFF

NOTE: Direct text is normally set to OFF.

TAB = lines, dots etc. are drawn by pressing the JS button, RETURN or TAB.

To start a new line or set an origin, press the appropriate mode key: (D K L R C A E H Y S).

1 - 3 = Graphics modes

0 = Sets the currently selected drawing screen to mode B&W 280.

1 = Sets the limited color 280 mode

2 = Sets the High Resolution B&W 560 mode

3 = Sets the full color 140 mode.

NOTE: Remember that screen #2 in mode 0 (Zero) overlays buffer #1's high memory.

OA+ARROWS = Screen in desired direction.

OA+CA+0-7 = Sets transfer option mode.

SHIFT+ARROWS = Accelerates the cursor.

. or + sets the dot or crosshair cursor. By pressing the same keys again, the function is toggled to make a blinking cursor appear or disappear.

OA+CA+X,Y = Reverses joystick sense.

OA+CA+C = Toggles cursor ON/OFF

The July issue of the newsletter referred to the Apple /// Pascal Package. For those having a need to know more about the intricate programming techniques that are afforded by using Fortran and Pascal with potential applications for graphics and machine languages should avail themselves of this bargain that once sold for Big Bucks!

- Ed Suttles