

VOL. 2 NO. 2  
DRAW ON ///

I recently purchased Draw On ///. This package is all that it is advertised and more. At last, us non-programmers can now create graphics and sketches and fully utilize the color capabilities of the Apple ///.

Within an hour or so, the user can draw complicated graphics and sketches with a few keystrokes. Geometric shapes can be drawn with only a few commands. Lines, dots and patterns are not complicated to construct. Draw On /// allows access to three drawing screens without losing what you have created on the other two. Unlimited fonts can be created. Text can be added to your graphics as easily as typing. Sixteen colors and numerous texture patterns are accessed and used in your creation quickly and easily.

For those who are already using Graph n' Calc or Apple Business Graphics, these files can be loaded into one of the Draw On screens and then you can add text, change colors, or anything imaginable to really add the personal touch to your graphics.

Any part of your drawing can be zoomed into for detail work. Any object can be rotated, enlarged or made smaller without re-doing. Any part of the screen can be erased. You can use either the arrow keys, cursor ///, mouse or joystick to move any of the four cursors available around on the screen.

I use a Pkaso U printer interface with an Apple Dot Matrix Printer. I can then make a hard copy of my drawing without special controls. What I see on the screen is what I get on paper. Even the different character fonts. Draw On can be used with the UPIC interface as well.

The price for Draw On /// is \$179. I have not seen nor do I use a program on my /// that contains such power for the money. If all goes planned I will give a demonstration of Draw On at a future users meeting. Incidentally, Mel Astrahan, the author of Draw On now has a nice little slot machine available for the /// for \$15. A cute little game for the money. It is called the Apple /// Fruit Machine.

- John Rollins