

Since our last general meeting involved discussion of the upcoming elections and genial chitchat about various problems concerning continuation of the present program format, little was said regarding my outstanding presentation of "Graphics Manager" in April. Ha! It was so outstanding as to be ethereal in that not much of the sequential key-operation filtered down to the audience who were intently squinting at the monitors trying to follow what was happening there. And, the accompanying handouts displayed a plethora of printout results without a clue as to how they were accomplished.

Little did I foresee or expect the resultant interest shown in this program nor think that a sequential listing of the routines used would be of interest to members. My apologies. I just assumed everyone had diligently read their instructions before coming to the meeting.

It is regrettable that, when one masters a routine (or think they do), they take for granted that others will know exactly what's happening as they go about poking the various keys to get desired results. Compare that with the first time you witnessed a computer salesman demonstrate all the magic of a demonstration disc (which he had memorized by heart) showing off what the computer could do given intelligent commands. Very impressive and conducive to his sale! Strange that when you sat down to play your newly purchased machine it should so suddenly display pique and stubbornness by rejecting everything 'you' did by returning error messages. Only time and a lot of help from our fellow computer sufferers heals such wounds. Apparently, that is what has happened to many who purchased "GRAPHICS MANAGER" who found its operation a little difficult because of screen switching routines. Well, in answer to requests that it be provided, the following will shed some light on the mysteries of operating GM.

After booting the program you are presented with the optional command menu display: OA will always mean OPEN APPLE:

OA? = Open Apple Question Mark = Help = Instructions: This gives five pages of help concerning the various sequential key operations

OAD = Open Apple Driver, which, when toggled gives a number of choices of the driver to be used coincident to the type you use with your A///

OAP = A selection of printers from among the many that may be used with the A///. Instructions contained in the Graphic Manager booklet outline proper combinations to avoid forward feed and this may be tricky at first when synchronizing printouts. Practice makes perfect and a little helps mastery of this routine.

1. LOAD FOTOFIL
2. PRINT (normal) OAK
3. GRAPHICS [ENTER]
4. PAPER TEMPLATE [.]
5. SAVE FOTOFIL
6. SAVE PATH PREFIX
7. SAVE CURRENT SETUP
8. SET GRAPHICS FONT

OAE = ERASER = Toggle ON/OFF

OAF = FILL = TOGGLE White/Black

FONT = .D1/FONTS/Up Arrow shows font  
          selection menu

OAT = Text = toggle to select various

## text modes

For our purposes, let us use the given graphics and load the bird from the Graphics Manager Disk (.dl/bird). Once done, you will see nothing until you either select menu option 3 or [ENTER], which shows the bird downloaded from the disk on the Graphics Screen.

So, now what? The BIRD fills the screen, doesn't it? OAC toggled opens/closes the cursor to delineate the screen size, meaning that you can limit your projected printout to any part or all of the picture shown on the GRAPHICS SCREEN by drawing the (OPEN) cursor from the upper left to the lower right across the screen to either include a part or all of that screen and the picture of BIRD. IMPORTANT: Once you've determined the size of the area you wish to reproduce on the GRAPHICS SCREEN, be sure and FIX the size of that area by using OAC again which will freeze the window and allow you to move it around the screen and select any particular portion for reproduction (the BIRD's head, its feet, part of the foliage in the picture etc., etc). Now that you've got an idea of delimitation of the graphics area you are ready for setup of the printout.

[.] switches to the TEMPLATE SCREEN and allows you to set up the proper X/Y ratios for printout. Say you want to print twice the size of the cursor-controlled area on the graphics screen. Using OAC here allows you to expand the cursor along the x-axis, so that you can make any potential printout any size you want. If you select 1.00, then the ratio will be equal to the same size as the graphics-screen-controlled-area encompassed by the cursor on that screen. Since we said you wanted to print twice the size of the boxed-in area of the GRAPHICS SCREEN, we must make X conform to 2.00 and adjust the Y to compensate. When you have selected 2.00, be careful to adjust ratio printout by using the OAA to make the adjustment to include the Y ratio corresponding with the X selection you've just made. The resultant picture will be double the size of the area enclosed by your cursor on the GRAPHICS SCREEN.

IMPORTANT: Say at this point you want to have an idea of what the printout will look like. While in the PAPER TEMPLATE mode, press OAV to see a sample of the proposed printout projected on the PT screen. This will correspond to the size of what you have selected with your GRAPHICS SCREEN cursor only. If that is satisfactory, then you are ready to return to the main menu and order your printout. If not, you can start over on the PT screen by erasing what you have done there and starting over to rationalize your graphics. Once the PT image meets with your approval, you are ready to go to printout. Using the keypad 0, followed by 2, you should get the planned, desired results.

Again practice is required to obtain the proper positioning insofar as the placement of printout is concerned. Also, it is important to remember that, although there is a direct connection between the Graphics Screen and the Paper Template, they are separately programmed by the cursors in the different modes as to the results you obtain where the size and accuracy of the printout is concerned.

The storage of DOS 3.3 graphics is not difficult using the menu commands but remember that each GRAPHICS SCREEN (regardless of the size of the stored image) AUTOMATICALLY takes up to 12-1/2% of the disk's storage area, so that 8 SAVES are the maximum. Try 9 and you will have a jumbled display of only part of what your GRAPHICS SCREEN showed when you decided to risk saving it.

When the subject of the Draw-on-Three program is discussed in July, this will be reviewed and handouts covering command combinations will be made available for those interested in this exceptional graphics program. The one question that seemed to be uppermost in everybody's mind had to do with manipulation and alteration of uploaded graphics taken from downloaded images

or "Printshop" icons or other graphics. The CAC (Closed Apple C) in combination with the OAC to control the size of the cursor and the feature that permits using either white/black FILL allows for a great latitude of erasure or coloration of any graphic. Again, practice in their use enables the user to obtain better results and accuracy with time."

- Ed Suttles