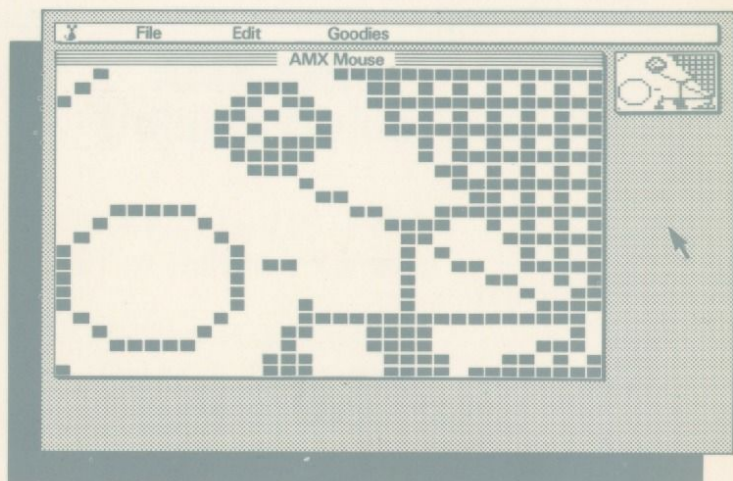
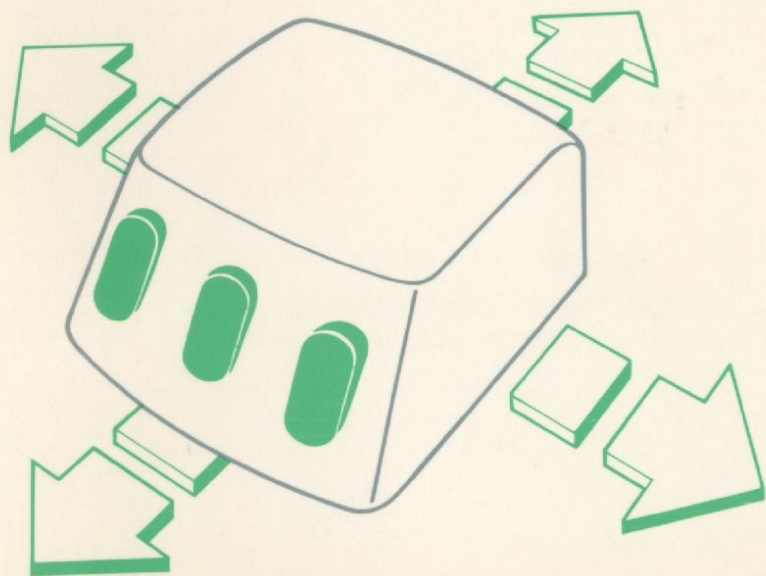


# AMX UTILITIES



**USERS GUIDE**





# **AMX-ART Utilities Guide**

Written by D.S. Elliot  
Elliot Software Limited

Programs written by  
**Peter J. Elliot and  
David S. Elliot**

(C)1985 Elliot Software Ltd.

ADVANCED MEMORY SYSTEMS LTD.  
Green Lane, Appleton, Warrington WA4 5NG

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## 1. THE AMX-ART UTILITIES DISC

The AMX-ART UTILITIES disc is specially created for owners of disc-based systems and the AMX Mouse package, consisting of the AMX Mouse and AMX ROM which must be in the computer when running the routines contained on this disc. The disc is recorded in **40 TRACK** format, but a conversion program is included to allow users of 80 Track drives to convert the disc to 80 track (see 2 below).

Existing users of the amazing AMX-ART program will find the suite of programs included on the Utilities disc enables them to extend the scope of their drawings, and the uses to which their drawings may be put. Several of the programs on the disc have been provided at the express request of users who wish to extend the uses for pictures created using AMX-ART.

Your drawings may now include your own fill patterns, and a new version of AMX-ART, AMXart2 is included which is extended to include this feature.

An enhanced icon **DESIGN** program is included on the disc, with additional error trapping, and a new **PATTERNS** program, which enables you to create new sets of fill patterns for use in the AMXart2 program.

The **UTILS** set of programs enables you to enhance your drawings by editing them at pixel scale; by using icons in your drawings; copying, rotating, and reflecting areas of the drawing; and by a powerful curve routine enabling the creation of ellipses, and arcs.

Also included on the disc is a program to enable you to "STRIP" pictures of their borders and save to disc for use in your own programs.

The **SLIDES** program enables you to prepare a "slide show" of your AMX-ART pictures, with up to 25 "slides", and with either automatic or manual slide changing.

The XdGen program enables you to create the **XDUMP** program for use with the AMX-ART "USER PRINT" option. It is used with one of the various Screen Dump **ROMS** available, and this can enable various sizes of screen dump to be printed.

For those who need a little colour, and for the younger members of the family, there is a little **SKETCH** program which is a simple icon-driven drawing program which enables all eight colours to be used and the saving of your creations to disc.



## 2. USING THE AMX-ART UTILITIES DISC

Before attempting to use the programs, users of **80 TRACK** disc drives should convert their disc to 80 track format using the "80" program included on the disc. This is recorded so as to allow it to be read on 80 track drives. To do this first remove the write protect tab, insert the disc in the 80 track drive and type 'CHAIN "80" <RETURN>'. This will automatically read in the programs, reformat the disc and rewrite the programs to disc in 80 track format. Now replace the write protect tab after which the disc may only be used with 80 track drives. The instructions for use are as for 40 track owners.

**NOTE: THE DISC WILL THEN BE UNSUITABLE FOR 40 TRACK DRIVES.**

For users of 40 TRACK disc drives, insert the disc in drive 0, hold down the <SHIFT> key and press <BREAK>. You will now be presented with the **DISC MENU** screen as shown in figure 1. The various programs are selected and **RUN** by means of the Mouse, and pressing the Execute button. If you quit from the **UTILS** program, or if you press <SHIFT> & <BREAK> in any other program, you will return to the **DISC MENU** page, but take care to save your picture first!

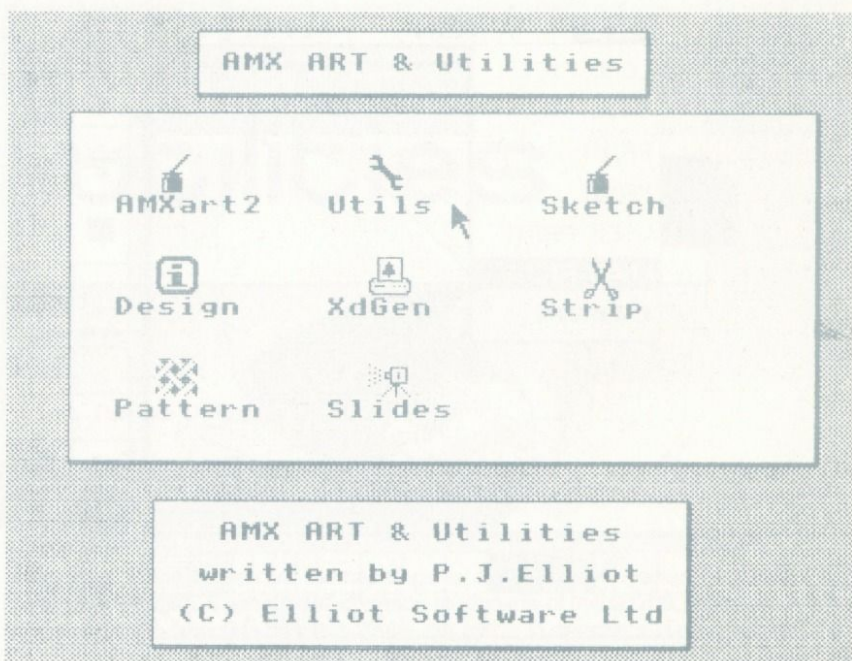


Figure 1: The DISC MENU

### 3. AMXart 2

This version of AMX-ART has been corrected for the well-known bug which affected the program after prolonged use, and therefore NO ATTEMPT AT FURTHER CORRECTION SHOULD BE MADE.

The principal change to the AMX-ART program is the addition of "LOAD FILLS" to the **FILES** pull-down menu as shown in figure 2. To load a new set of **FILL** patterns, simply select "LOAD FILL" from the **FILES** menu, and respond to the prompt with the File name, preceded by the drive number where appropriate. Two examples of new Fill pattern files are included on the disc, and may be loaded by typing "F.PAT1" or "F.LINES". An unlimited number of sets of Fill patterns may be created by means of the **PATTERN** routine as described in Section 6. The original fill patterns may be reloaded under the name "FORIG".

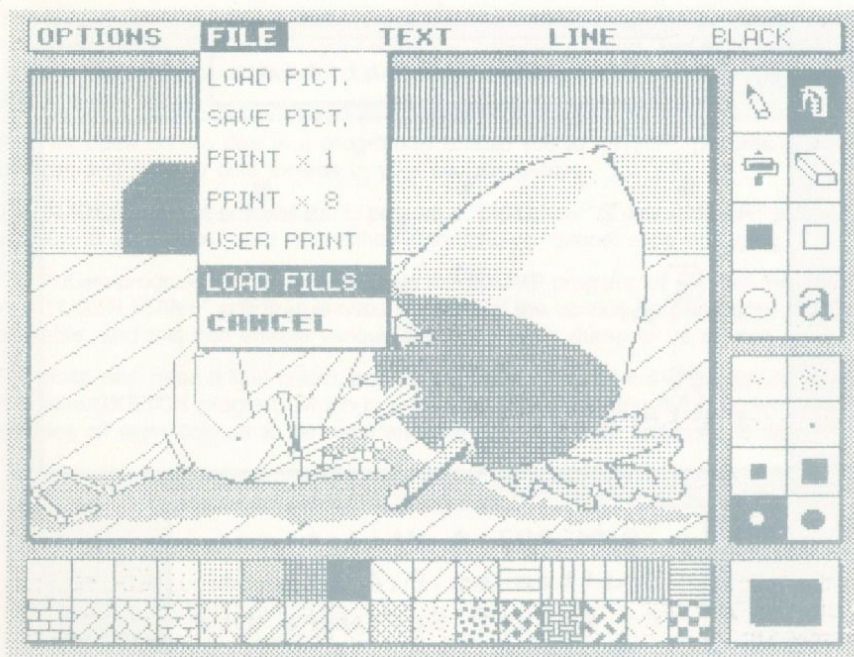


Figure 2: The FILES Menu



## 4. EDITING—THE UTILS PROGRAM

The UTILS program allows for the editing of pictures created on AMX-ART, and is selected from the **DISC MENU** page by selecting the **UTILS** option, and pressing **EXECUTE**.

You are now presented with the **UTILS MENU** Page, (identified by the "MENU" prompt at the top right of the main window), and this is shown in Figure 3. At the top of the main picture window the title of the current picture is displayed, or in the absence of a title (i.e. when first entering the program) "Untitled" is displayed.

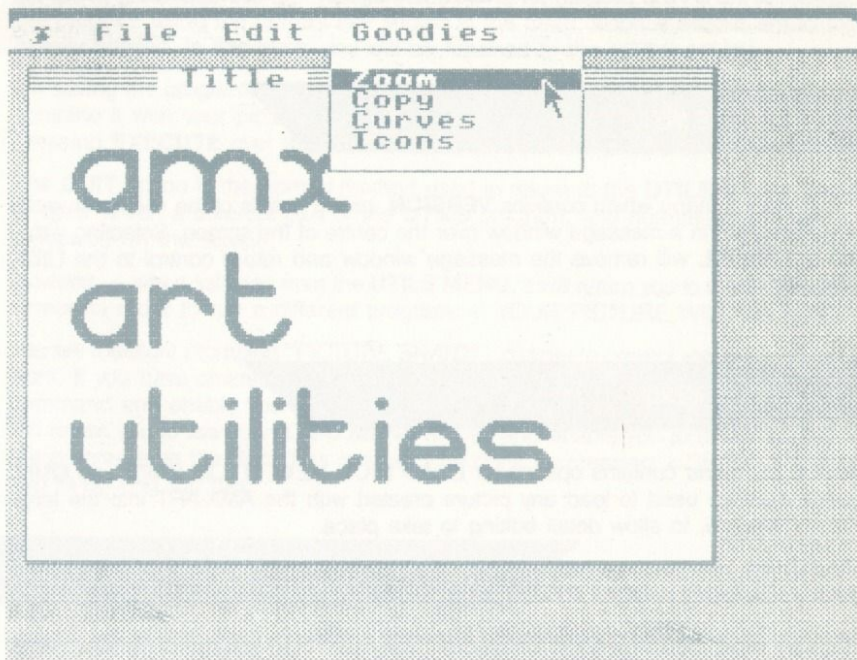


Figure 3: The Utils Menu page

### 4.1 THE PULL DOWN MENUS

At the head of the screen are the headings for the Pull-down menus, **MOUSE**, **FILE**, **EDIT**, and **GOODIES**, which are common to all parts of the **UTILS** program. In order to speed up the selection process, these are made to operate in a different way from those encountered in the **AMX-ART** program.

To reveal a pull-down menu, move your pointer over the required menu heading, press and **HOLD DOWN** the **EXECUTE** button. The menu will now be revealed, with the available options in black, the current option is indicated by a tick. Any options not available for any reason at that time are shown in grey.

Selection of the appropriate option is made by **HOLDING DOWN** the **EXECUTE** button and moving the inverted bar over the required option. **RELEASING** the **EXECUTE** button will now select your required option, and if this involves the running of a different segment of the **UTILS** program, it is run automatically, the title appearing at the top right of the picture window.

#### 4.1.1 THE MOUSE MENU

This reveals a menu which contains **VERSION**, giving details of the version number of the program in a message window over the centre of the screen. Selecting either **OK** or **CANCEL** will remove the message window and return control to the Utility program.

#### 4.1.2 THE FILES MENU

The **FILES** menu contains options for **LOAD PICT**, **NEW TITLE**, **SAVE** and **QUIT**. **LOAD** must be used to load any picture created with the AMX-ART into the large Picture Window, to allow detail editing to take place.

Alternatively, new pictures may be created using either of the **GOODIES** programs, given a title with the **NEW TITLE** option, and saved to disc using the **SAVE** option.

Selection of the **LOAD** option reveals a prompt window in the centre of the screen. You are prompted to enter the name of the picture to be **LOADED** from disc (maximum 7 letters) which may be preceded by the Drive number i.e. ":1." and pressing <RETURN>. You will now be presented with a Confirmation message which allows you to Confirm or Cancel the instruction by moving the pointer over the appropriate "button" on the screen, and pressing **EXECUTE** after ensuring that the disc containing your picture is in the appropriate drive.

Your picture will now be loaded, and the title will appear at the top of the window. Should you wish to change the title before saving your picture again, use the **NEW TITLE** option, which prompts you for the new title and destination drive number as above, i.e. ":1.PTEST". It is suggested that AMX-ART picture names are prefixed with "P" to allow for easy identification when cataloging discs at a later date.



**WARNING**  
BEFORE QUITTING FROM THE UTILS PROGRAM BE SURE TO SAVE  
YOUR PICTURE IN ORDER TO AVOID LOSING VALUABLE WORK.

Selecting **SAVE** will prompt you to enter the Title and destination drive for your picture as above. Simply pressing <RETURN> when prompted for the name will result in the program using the current title shown at the head of the window unless it was initially untitled. In this case, you will be returned to the **UTILS MENU**.

On saving the program will load a blank AMX-ART screen from the utilities disc, and combine it with your picture. You are then prompted to insert the destination disc. Pressing **EXECUTE** over the **OK** "button" will save the picture to disc.

The **QUIT** option is the normal method used to return to the **UTILS MENU** screen, in order to run a different part of the **UTILS** program, and normally your picture is preserved on the screen.

However – when selected from the **UTILS MENU**, it will return you to the **DISC MENU** screen in order to run a different program – YOUR PICTURE WILL BE LOST.

You are therefore prompted "PICTURE SAVED?" in order to prevent the loss of valuable work. If you have omitted to **SAVE** the picture, selecting "CANCEL" will cancel the command and enable you to save the picture as described above. Selecting "OK" will return you to the main **DISC MENU** screen and enable you to select another of the programs on the disc. This may also be done by pressing <SHIFT+BREAK> and re-booting the disc.

#### 4.1.3 THE EDIT MENU

When selected from the **UTILS** main menu the option to **CLEAR** the picture is available, but again you will be asked to confirm the instruction before execution in order to avoid losing valuable work.

Use of this menu will be described further under other sections of the **UTILS** program.

#### 4.1.4 THE GOODIES MENU

The content of the **GOODIES MENU** varies with the particular program in the **UTILS** suite that is being used. In the **UTILS MENU**, it allows the selection and running of the various programs; **ZOOM**, **COPY**, **CURVES**, and **ICON**. When moving between the various programs, except when leaving the **UTILS** Program, the current picture is maintained in the main window.

## 4.2 THE ZOOM ROUTINE

Selecting **ZOOM** from the **GOODIES** menu will automatically load and run the zoom routine, maintaining the current picture on screen, "ZOOM" appearing at the top right of the picture. To the right of the main picture window is a small window which displays the area of the picture available in **ZOOM** mode, and this is initially in the top left corner of the picture. This window may be centred on the current pointer position by pressing the **MOVE** button, allowing you to move around the picture making detail changes.

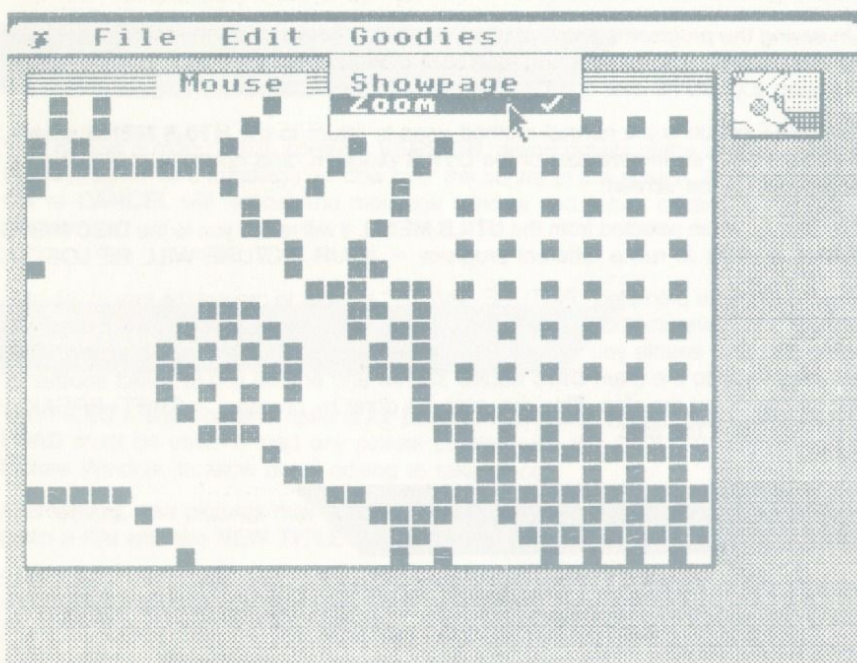


Figure 4: The ZOOM screen

The sole option available from the **FILES** menu is **QUIT**, which returns you to the **UTILS** menu, leaving your picture on screen.

In the **EDIT** menu, the sole option available is **CLEAR** which is available in the **SHOWPAGE** mode. This will clear the whole picture. (You will be asked to confirm this instruction for obvious reasons).



In the **GOODIES** menu you have the option of **SHOWPAGE** and **ZOOM**. Initially you are in **SHOWPAGE** mode, the whole picture being present in the main window. To "zoom" in on the area shown in the small window, move to the **GOODIES** menu and select **ZOOM**, or simply press the **CANCEL** button which toggles between **ZOOM** and **SHOWPAGE**. The picture will be instantly enlarged 8x, each pixel becoming a character. You are presented with the screen layout as shown in Figure 4. Minor adjustments to the area of the picture being worked upon may be made by holding down the **MOVE** button and moving the Mouse. The enlarged picture will now move inside the window, and the area covered will be shown in actual size in the small window. To move large distances, return to **SHOWPAGE** by pressing the **CANCEL** button and reposition the zoom window using the Mouse and the **MOVE** button as described above, before returning to **ZOOM** mode by pressing the **CANCEL** button again.

Detail adjustments to the picture are made using the **EXECUTE** button to invert the pixel under the pointer position. Holding the **EXECUTE** button down and moving the Mouse will set or reset all pixels under the pointer depending on the colour of the first pixel.

To leave the Zoom routine, simply select **QUIT** from the **FILES** menu, and you will be returned to the **UTILS** Menu leaving your picture on screen.

## 4.3 THE COPY ROUTINE

Selecting **COPY** from the **GOODIES** menu will automatically load and run the copy routine, maintaining the current picture, and "COPY" will appear at the top right of the picture.

A further pull-down menu – **EFFECTS** is now added at the head of the screen, as shown in Figure 5. The **EFFECTS** menu allows options of **OVER**, **INVERT** and **WIPE**.

On selecting **OVER**, **COPY** copies the original on top of any picture already present. Any pixels set to black in either the original picture or the copy will remain black.

**INVERT** copies by inverting any black pixels beneath the black pixels of the copy.

**WIPE** copies by obliterating the original picture that was present, and replacing it with the copy.

To copy a rectangular area of the screen, you must first locate the **SOURCE** window by defining a rectangular area of the screen. Simply locate the top left hand corner of the rectangle using the Mouse, pressing and **HOLDING DOWN** the **EXECUTE**



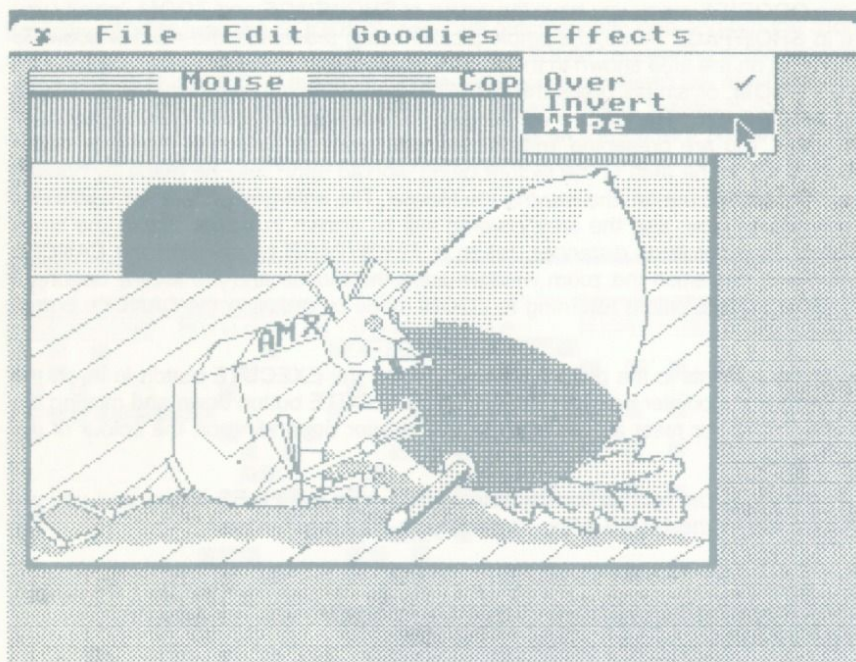


Figure 5: The Effects Menu

button. Moving the Mouse will now open out a rectangle which denotes the area to be copied. When you are satisfied, release the **EXECUTE** button. You have now defined the area to be copied but moving to the **EDIT** menu you will find an additional option of **CLEAR** which allows you to clear the window to white. Selecting **CLEAR** will prompt you for **EXECUTE** or **CANCEL** to avoid losing part of your picture.

Press **CANCEL** and move to the **GOODIES** menu which now has the following options which are illustrated in Figure 6:-

**SAME** This copies the window unaltered.

**X AXIS** This copies the window reflected in the X axis.

**Y AXIS** This copies the window reflected in the Y axis.

**ROT 90** This copies the window rotated through 90°

**ROT 180** This copies the window rotated through 180°

**ROT 270** This copies the window rotated through 270° clockwise.

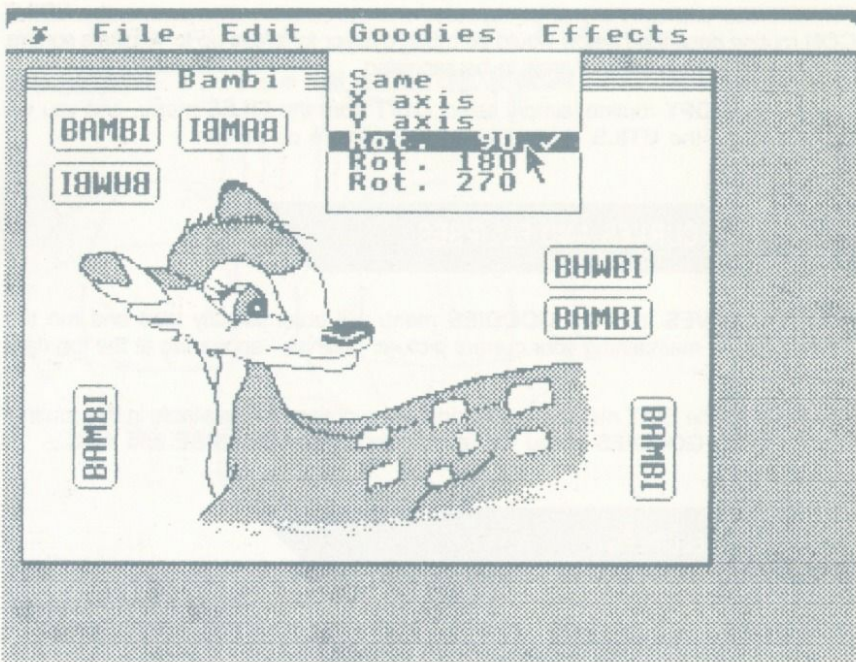


Figure 6: The GOODIES menu

Before copying the source window, the location of the **DESTINATION WINDOW** must be decided, and this is done by pressing and **HOLDING DOWN** the **MOVE** button when a destination window similar to the selected window will appear and can be located using the Mouse. For some rotation effects i.e. 90° and 270°, the window is rotated appropriately. When you are satisfied with the location of the destination window, **RELEASE** the **MOVE** button and move back to the **EDIT** menu.

You will now only have the option to **COPY**, and selecting this option will initiate the copying process. For small areas this is reasonably fast but for large areas it can take some time. However, it is very useful for drawing symmetrical figures, and is a very practical way of achieving vertical labelling of graphs, etc. When copying is completed, you will be prompted to confirm or cancel the operation if you wish to relocate the destination window. The copying process may also be halted at any time by pressing the **CANCEL** button. When copying is completed, you are asked to confirm whether you wish to keep or cancel the area copied.

Once a source window has been defined on your picture, it may be copied as many times as you wish, or the window may be relocated by use of the **EXECUTE** button as described above. The window may be removed by simply pressing the **EXECUTE** button once.



If small areas of picture are to be repeated many times over the picture, the **PRINT ICON** routine described below would be much quicker for areas up to 16 pixels square, by defining an icon for the area to be repeated.

To leave the **COPY** routine, simply select **QUIT** from the **FILES** menu, and you will be returned to the **UTILS** menu leaving your picture on screen.

## 4.4 DRAWING CURVES AND ELLIPSES

Selecting **CURVES** from the **GOODIES** menu will automatically load and run the Curves routine, maintaining your current picture. "Curves" appearing at the top right of the picture.

On examining the **EDIT** menu you will find that no options are available in this routine. Examining the **GOODIES** menu will reveal two options; **ELLIPSE** and **ARC**.

### 4.4.1 DRAWING ELLIPSES

The Ellipse routine is the default option and will be shown to be selected on examining the menu. This allows the drawing of horizontal and vertical ellipses. At the bottom of the screen are three windows which allow the three essential parameters, **CENTRE**, **Y AXIS** and **X AXIS** of the ellipse to be defined separately, (see Figure 7), each being indicated on screen by a distinctive cross-hair icon, the current option being indicated by the inverted window.

First position the centre of the ellipse by moving the pointer to the required position and pressing the **MOVE** button, when a "star" icon will appear at the pointer location. This may be relocated at any time by selecting the **CENTRE** window and pressing the **MOVE** button at the desired location.

Now selecting the **Y AXIS** window at the foot of the screen, by pressing the **EXECUTE** button. The window will be inverted, and on moving back to picture and pressing **MOVE**, a "cross" icon will appear vertically above the **CENTRE** icon, indicating the height of the ellipse to be drawn. This can be repositioned at any time by pressing the **MOVE** button at the required location.

Selecting the **X AXIS** window at the foot of the screen, by pressing the **EXECUTE** button and similarly positioning the **X AXIS** icon by pressing the **MOVE** button will now result in a dotted "trial" ellipse to be drawn using the centre and axes you have chosen. As soon as the three required points are on the screen a trial ellipse is drawn.

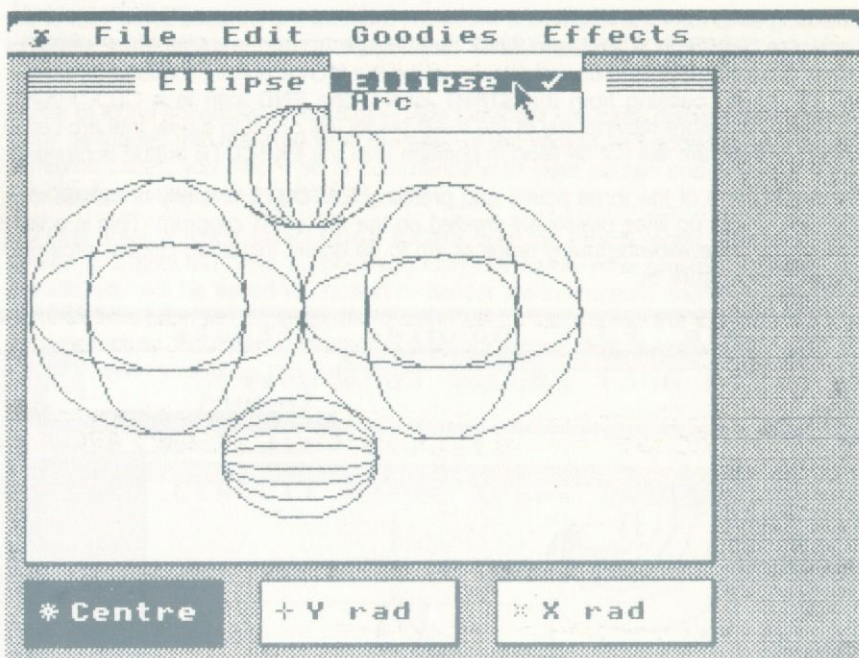


Figure 7: The ELLIPSE menu

REMEMBER nothing is fixed on screen until you press the **EXECUTE** button. This will result in the trial ellipse being erased and solid line substituted. Your centre point and axes will be preserved, and this allows families of ellipses to be drawn using one or more of the same parameters, so that concentric ellipses, and identical ellipses can be drawn with ease. Every time you "move" one of the three essential points, a new "trial" ellipse is drawn, and it can be fixed by pressing the **EXECUTE** button.

In the **CURVES** routine, the **EFFECTS** menu is available, giving the option of drawing **OVER** the existing picture. **INVERT**ing the existing picture, or **WIPE** which draws in white. The normal mode is **OVER**, which will draw in a black line.



#### 4.4.2 DRAWING ARCS

Selecting **ARC** from the **GOODIES** menu will redefine the windows at the foot of the screen to **CENTRE**, **START** and **END**, (see Figure 8), and once all three essential points have been located on the picture, using the **MOVE** button, a dotted "trial" arc will be drawn, passing from the **START** icon to the **END** icon in a **CLOCKWISE** direction. As before moving any of the three points will result in a new trial arc being drawn, but the arc will not be fixed in position until the **EXECUTE** button is pressed.

By moving one of the three points and pressing **EXECUTE** a family of curves may be used to join up lines previously created on the **AMX-ART** program. This is a very powerful routine allowing many types of arc to be drawn including circular arcs and spirals (see Figure 8).

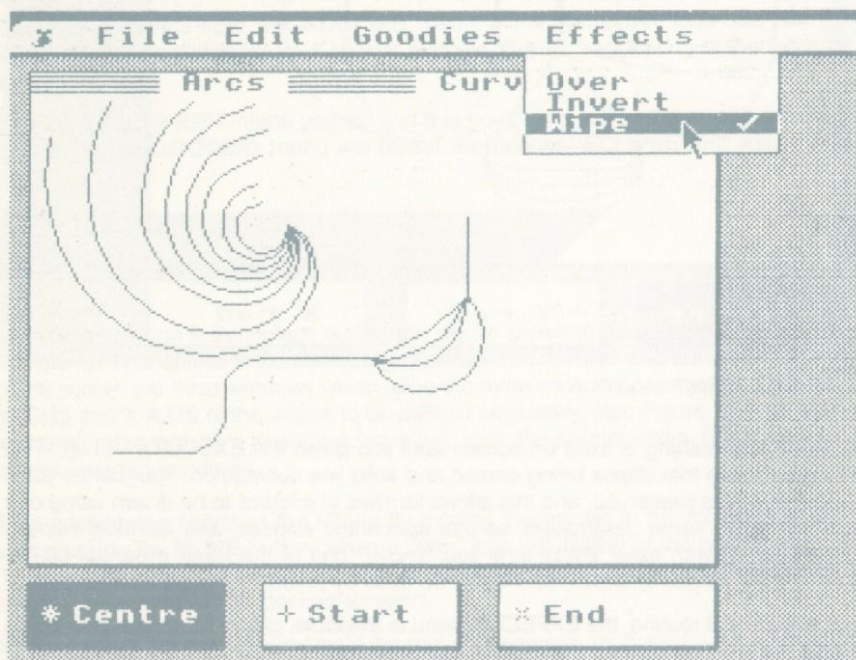


Figure 8: The ARC routine

As in **ELLIPSE**, the **EFFECTS** menu allows drawing in the **OVER**, **INVERT** and **WIPE** modes if required.

To leave the Curves routines, simply select **QUIT** from the **FILES** menu, and you be returned to the **UTILS** Menu leaving your picture on screen.



## 4.5 USING ICONS IN AMX-ART PICTURES

Selecting **ICONS** from the **GOODIES** menu will automatically load and run the Icons routine, maintaining your current picture, "ICONS" appearing at the top right of the picture.

A set of Icons previously created using the Designer program, (see section 5 below), may be loaded into the window at the base of the screen and added to your picture. In some cases, you may wish to commence with clear screen and create a picture or diagram using Icons completely.

To load a set of Icons, select **LOAD ICONS** from the **FILES** menu, and you will be asked to supply the Drive number and Icon File name. After providing the required details, you will be asked to confirm or cancel the instruction, and on pressing the **EXECUTE** button the required set of icons will be loaded into the Icon store for use in your picture. As drawing proceeds, several different sets of Icons may be loaded in and used in creating the final result.

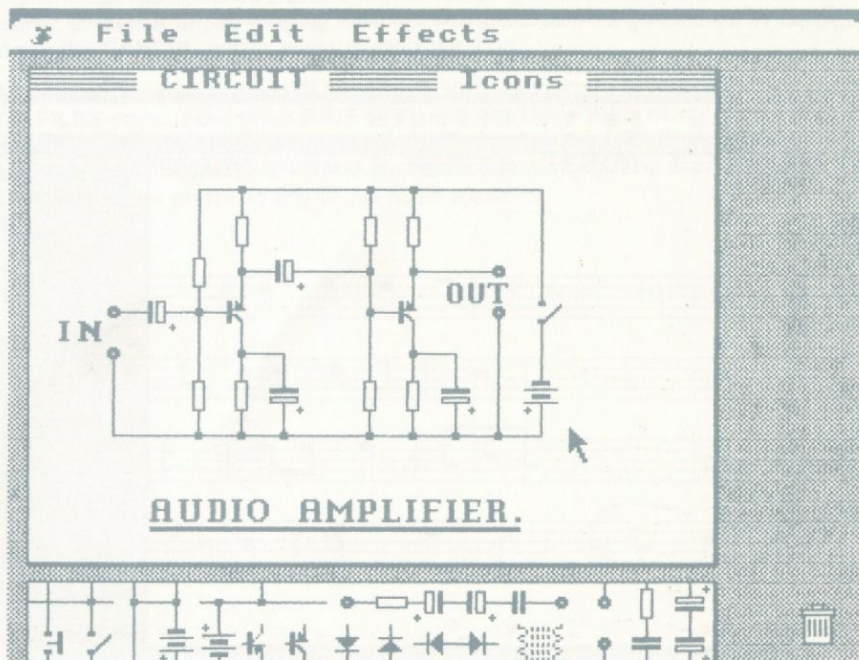


Figure 9: The Icons routine

To use the icons after loading, simply move the pointer over the icon required, and "Drag" it to the required position on the screen using the Mouse and holding down the **MOVE** button as in the **DESIGN** program. On first running, the routine is in the "Gridlock" mode, and when releasing the **MOVE** button, the icon will be deposited at the nearest grid position in your picture. This allows for easy lining up of picture elements when creating technical diagrams.

As an example of what may be achieved using this routine, two sets of Icons are provided on the disc. Moving to the **FILES** menu, select **LOAD ICONS**, and when prompted, type "I.COMPS", and a set of electronic symbols will be loaded into the Icon Store. These can be simply "picked up" and assembled into a circuit diagram (see Figure 9).

As in some of the other routines, the **EFFECTS** menu is available, allowing printing **OVER** the existing picture. **INVERT**ing any black pixels in the original picture, or **WIPE** mode which substitutes the Icon complete with its background for the area of picture covered. When drawing technical diagrams this latter option is the most frequent used.

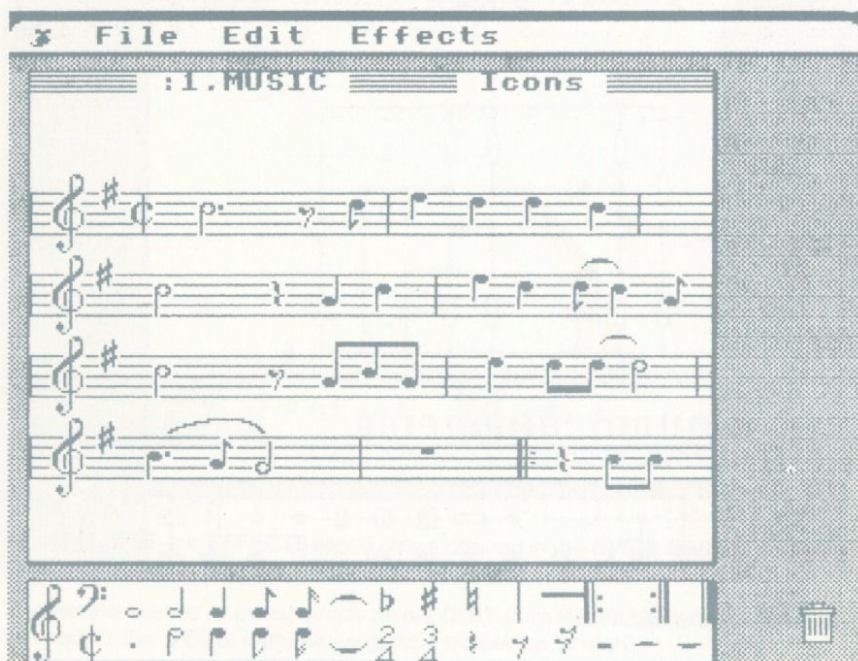


Figure 10: Making Music



You may not wish to be restricted to the Grid when placing your Icons on the picture, and the Gridlock feature may be cancelled by holding down the **CANCEL** button whilst placing your Icon in position. In this way you will be freed from the restriction of the grid.

An example of the latter use of the **CANCEL** button may be shown by creating a little music! Return to the **DISC MENU** by holding down the **<SHIFT>** key and pressing **<BREAK>**. Select AMXart2 and using the **FRAME** function on **GRIDLOCK** mode, create stave areas two grids high, and fill with the wide horizontal line pattern to create a few musical staves. Now **SAVE** to disc under the name "PSTAVES".

**<SHIFT>** & **<BREAK>** into the **DISC MENU** and select **UTILS**. Load in the "PSTAVES" picture using the **FILES** menu, and load in an Icon set as above typing "I.MUSIC".

Now let's create a few scales by selecting the **OVER** mode from the **EFFECTS** menu, and placing the musical elements on the staves as in Figure 10. For some elements the Gridlock mode will be needed (e.g. assembling the Treble clef symbol from two icons), and generally for placing the notes the Gridlock will be cancelled by holding down the **CANCEL** button when placing the Icon.

Remember to return to the **UTILS** menu to **SAVE** your picture by selecting **QUIT** from the **FILES** menu. Now select **SAVE PICT** from the Utils **FILES** menu and save your picture to disc as described. Pictures created using the **UTILS** routines may be **LOAD**ed into AMX-ART as normal pictures for re-working, and may of course be **DUMP**ed to the printer in any of the sizes available.

## 5. DESIGNING ICONS

For your convenience, the disc contains a copy of the Icon Designer program, and this is selected from the **DISC MENU** by pressing **EXECUTE** over the **DESIGN** option. The operation of the **DESIGN** program is identical to the original version supplied, and reference should be made to the AMX-MOUSE manual. Sets of Icons created may now be added to AMX-ART pictures by using the **ICON** option in the **UTILS** program, as in 4.5 above. Error trapping has been improved, and accidental pressing of the Escape key will allow recovery without losing your work.

Before leaving the **DESIGN** program, ensure that any icon set created is **SAVED** to disc first! It is suggested that Icon files are saved with an "I." prefix to enable easy identification when cataloging discs at a later date.

After saving your Icons, insert the UTILITIES disc in drive 0 and return to the **DISC MENU** by holding down the **<SHIFT>** key and pressing **<BREAK>**.

## 6. CREATING FILL PATTERNS

On selecting and running the **PATTERN** program, you are presented with the screen shown in Figure 11. The layout may seem rather familiar and it was designed to be similar to the **DESIGN** program and is used in a similar way.

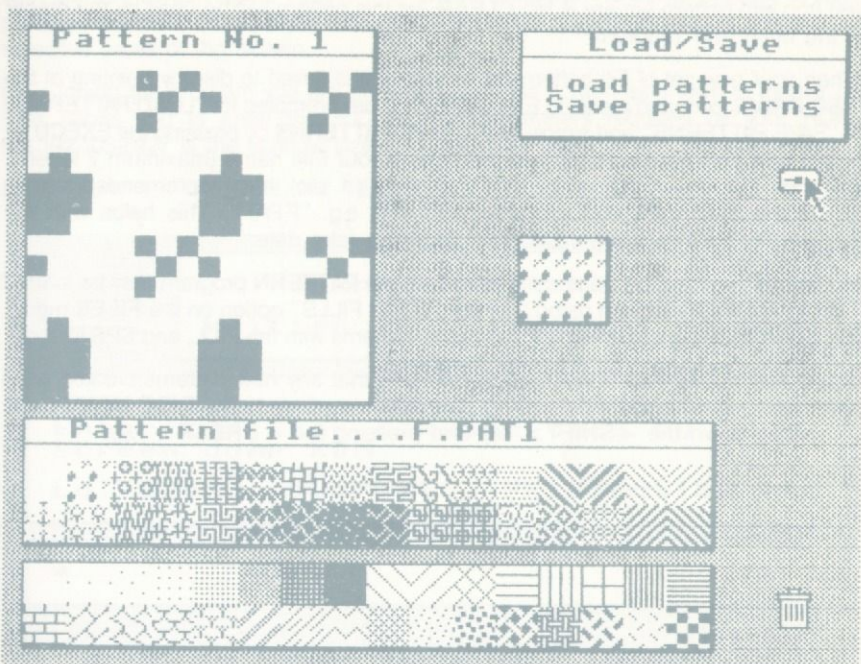


Figure 11: The Pattern routine

At the foot of the screen are two windows which hold the fill patterns being worked upon. The bottom window contains the standard patterns which may be used as the basis for a new set of patterns. A pattern which you wish to re-use in your new set is simply "lifted" from its place in the lower window and deposited either in the required position in the upper window or in the large **EDIT** window above by holding down the **MOVE** button.

On placing a pattern in the **EDIT** window, it is expanded to a large scale to enable setting and re-setting of pixels by pressing the **EXECUTE** button, as in the Icon Designer program. Pressing **EXECUTE** over a pixel location will invert the pixel, and repeat the process in the three remaining quarters of the window. At the same time, pixels are set/reset in a small **TRIAL WINDOW** to the right of the Edit window, to enable the effect of a larger filled area to be judged.



When you are satisfied with your pattern, simply "lift" it from the **EDIT** window using the **MOVE** button and deposit in the appropriate location in the upper pattern window.

**IMPORTANT:** When creating Fill pattern sets, care must be taken to ensure that the first (top left) pattern square is left **CLEAR**, as this pattern will be used by the eraser in the main ART program.

When your new set of Fill patterns is complete, it is saved to disc by pointing at the **DISC DRIVE** icon, and pressing **EXECUTE**. You are prompted for "LOAD PATTERNS" or "SAVE PATTERNS", and simply select **SAVE PATTERNS** by pressing the **EXECUTE** button over the prompt. You must now type in your File name (maximum 7 letters), which may be preceded by the Drive prefix (:1. etc). It is recommended that all Fill pattern files are saved with the prefix "F", e.g. "F.PAT1". This helps with the identification of files when cataloging discs at a later date.

As described above, Fill patterns created with the **PATTERN** program may be loaded into the AMXart2 program using the new "LOAD FILLS" option on the **FILES** menu, and are used in the same way as the original patterns with the **FILL**, and **SPRAY** tools.

Before leaving the **PATTERN** program, ensure that any new patterns created have been saved to disc first! After saving your patterns return to the **DISC MENU** page by holding down the <**SHIFT**> key and pressing the <**BREAK**> key.

## 7. SCREEN DUMP ROUTINES USING XdGen

Selecting XdGen from the **DISC MENU** will load and automatically run the XdGen program. This program allows you to create a special XDUMP program to be called from the AMX-ART "USER PRINT" option on the **FILES** menu. In this way, users with suitable screen dump ROMS may create a program to dump pictures to non-standard printers, or to create non-standard screen dumps of various sizes, or of selective areas of the screen.

On running the program you are presented with the screen as shown in Figure 12. This allows you to enter the \*Command parameters required by your ROM. (32,192,1052,927 is the window size for the picture only).

e.g. "GDUMP 1 1 0 0 0 32 192 1052 927"

Xdump Generator  
Written by P.J.Elliot

Enter the Star command used by your  
screen dump ROM.  
Eg. GDUMP, DUMPOUT3, PRINTMASTER etc

\*

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Figure 12: The XdGen screen

This will then prompt you to press **EXECUTE** or **CANCEL**. Cancel will return to the original prompt, and Execute will prompt for the destination drive to which the new XDUMP program will be saved. Pressing **EXECUTE** again will complete the process, **CANCEL** will abort the process and prompt for the Utilities disc to be inserted and you return to the **DISC MENU**.



## 8. STRIPPING AMX-ART PICTURES

Selecting **STRIP** from the **DISC MENU** page will load and automatically run the "STRIP" program. This is designed to allow the removal of the AMX-ART border and menus from pictures previously saved under the AMX-ART "SAVE PICT" option in the **FILES** menu. After "stripping", the pictures are then re-saved under a different name. The new file is saved from memory locations &5800 to &8000, and may be incorporated into your programs (Mode 4 only) by simply "*\*LOAD filename*" inverting the foreground and background colours by means of VDU 19,0,7,0,0,0 and VDU 19,7,0,0,0,0 commands.

On selecting "STRIP" from the **DISC MENU**, you will be presented with the screen as shown in Figure 13. You are prompted to input the name of the picture which requires "stripping", and if this is not preceded by :0-3. i.e. the drive number, after pressing <ENTER> you will be prompted for the drive number.

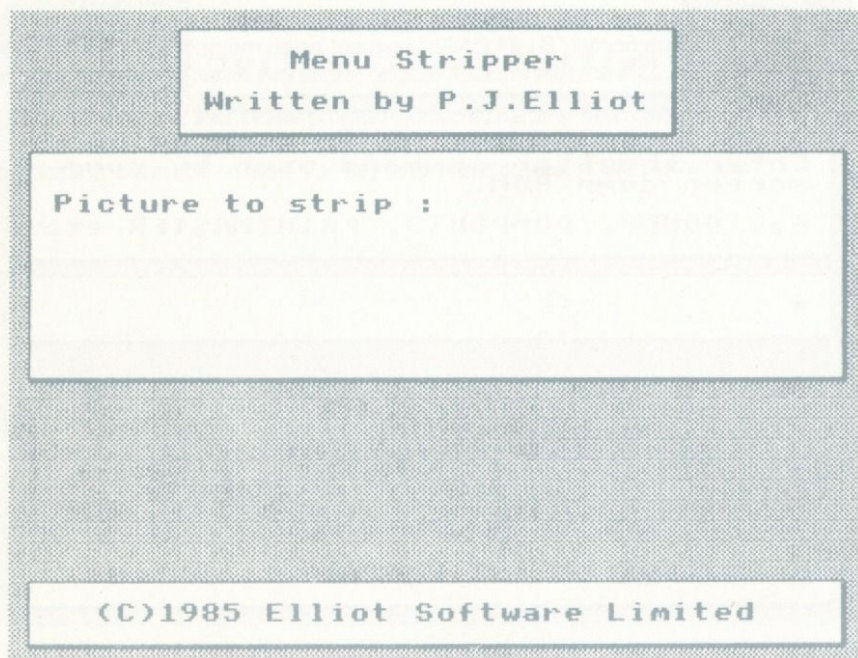


Figure 13: The "Strip" command

After the Drive number has been provided, you are prompted to give the name and drive number the picture will be **SAVED** under. If the details given are valid, you will be presented with a confirmation window and given an opportunity to Confirm or Cancel the instruction. If the picture is not found, or an invalid entry is made, you are returned to the initial screen.

NOTE: Pictures "stripped" using this program cannot be re-loaded into AMX-ART, or used by the **SLIDE SHOW** program.

To leave the **STRIP** program, hold down the **<SHIFT>** key and press **<BREAK>**, to return to the **DISC MENU** page.

## 9. MAKING A SLIDE SHOW

Selecting **SLIDES** from the **DISC MENU** will load and automatically run the "SLIDES" program. This program will allow users to create a "slide show" of pictures created with AMX-ART. Slides may be changed manually forwards or backwards, or automatically with a time delay chosen by the operator.

On loading you are prompted to type in a list of upto 25 "Slide" names, i.e. Drive number followed by picture title, e.g. ":1.Picture" followed by **<RETURN>**. (Function keys f0-f3 will enter :1 to :3. automatically in order to save typing). If you omit the Drive number you will be prompted to supply it. The "slides" may be distributed across several disc drives and may be in any order, "slides" may be repeated if required. On completion of the list of "slides" to be shown, press **<RETURN>** and you will be prompted for **MANUAL** or **AUTOMATIC** as shown in Fig. 14.

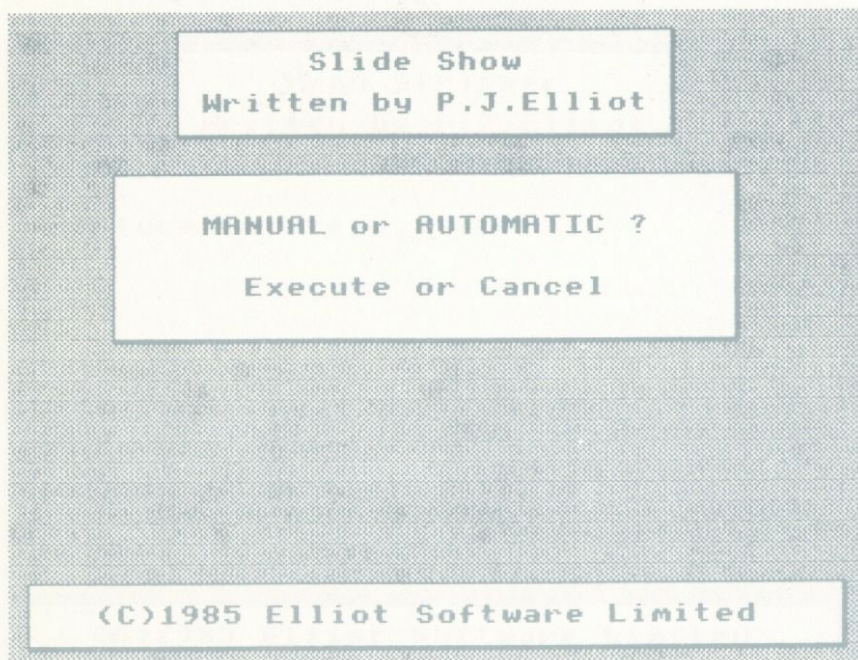


Figure 14: The Slides Screen



## 9.1 MANUAL MODE

In **MANUAL** mode, slides are changed using the Mouse **EXECUTE** and **CANCEL** buttons. Pressing a button will commence the slide show by loading and displaying the first "slide". Slides are changed by pressing the **EXECUTE** button for the next slide in the list, and by pressing the **CANCEL** button for the previous slide. It is possible to go backwards and forwards through the list in this manner, and when the last slide is reached, the show is repeated. The slide show may be aborted by pressing the **<ESCAPE>** key, which will return you to the original screen.

## 9.2 AUTOMATIC MODE

In **AUTOMATIC** mode you will be prompted to input the time delay between slides in seconds. Slides will then be loaded and displayed in sequence with the chosen interval between slides. (Minimum interval should be 15 seconds to allow disc drives to settle down). The slide show may be aborted at any time by pressing the **<ESCAPE>** key which will return you to the original key.

**CAUTION:** Short intervals between slides in the Automatic mode can cause severe wear on the discs if used for long periods.

## 10. COLOURED PICTURES USING "SKETCH"

Selecting "SKETCH" from the **DISC MENU** will load and automatically run the **SKETCH** program, and you will be presented with a screen as shown in Fig. 15. **SKETCH** is a simple program which allows some of the features met with in **AMX-ART** to be used in the 16 colour Mode 2. For the purposes of the program the eight flashing colours have been ignored. Colours may be changed at any time by moving down to the colour box required and pressing the **EXECUTE** button.

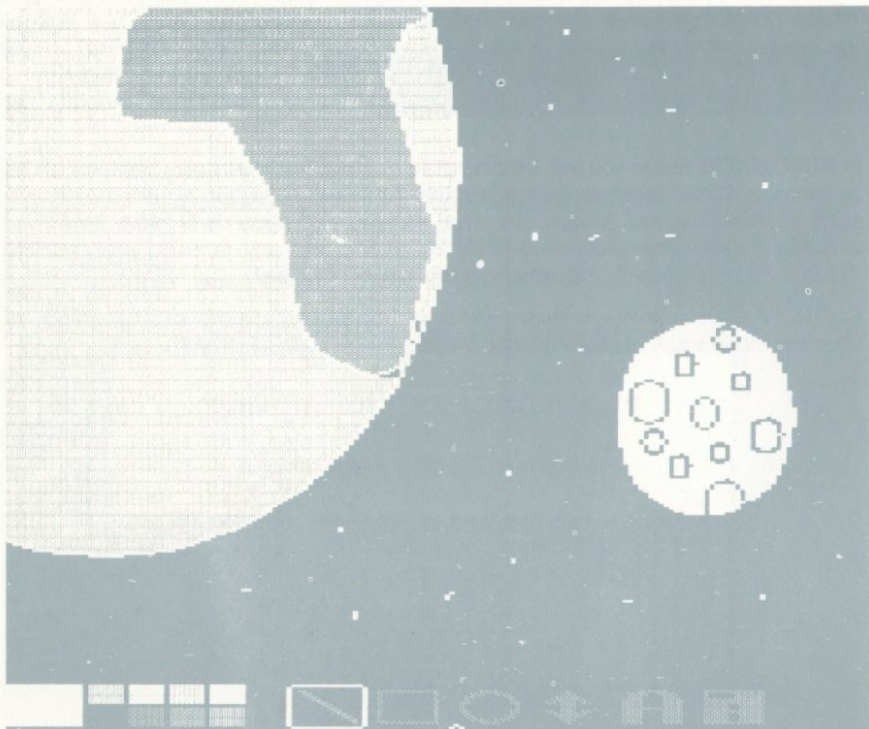


Fig. 15: The Sketch screen

At the bottom left of the screen are the eight colour blocks available with a large block indicating the colour in use. To the right are icons representing the facilities available. To select a feature, simply move the pointer to the base of the screen and press **EXECUTE** over the function required.

## 10.1 DRAWING LINES

Selecting the **LINE** icon will enable lines to be drawn in the current colour by using the **MOVE** button to locate the start of the line and the **EXECUTE** mode to fix the line in position. Lines are drawn in the "Rubber-Band" mode, and holding down the **CANCEL** button will bring **GRIDLOCK** into action making horizontal and vertical lines easier to achieve.

## 10.2 DRAWING FRAMES

Selecting the **FRAME** icon will enable rectangles to be drawn in the current colour by using the **MOVE** button to locate the first corner, and the **EXECUTE** button to fix the rectangle in position. Rectangles are drawn in "Rubber-Band" mode as in AMX-ART, and holding down the **CANCEL** button will bring **GRIDLOCK** into action.

## 10.3 DRAWING CIRCLES

Selecting the **CIRCLE** icon will enable circles to be drawn. Circles are drawn by moving the pointer to the centre of the required circle and pressing the **MOVE** button to fix the centre in position. Moving the pointer to the required radius and pressing **EXECUTE** will draw a circle through the radius point in the current colour. By moving the pointer and pressing **EXECUTE** concentric circles may be drawn. By holding down the **CANCEL** button, the **GRIDLOCK** facility is brought into action.

## 10.4 FILLING AREAS

Selecting the "UP-DOWN ARROW" icon will enable areas of the picture to be filled with the current colour by pressing the **EXECUTE** button within the required area. Colour will now flood the area in an up-down fashion stopping at any line which is a different colour to the background colour. This simple routine may require you to move around complicated areas in order to achieve a complete fill.

**HINT:** Mistakes made when filling may sometimes be rectified by re-filling with the original background colour.



## 10.5 ADDING TEXT

Simple text facilities are available by selecting the "A" icon and moving onto the drawing area. Pressing the **EXECUTE** button will enable text to be typed in from the keyboard. Due to the simplicity of the program any text typed in will be coloured according to the current colour selected and the background colour, and it is recommended that text be restricted to areas with one background colour. Again the **GRIDLOCK** facility is available by holding down the **CANCEL** button when positioning the start of text.

NOTE: Black may not be used as the current colour.

## 10.6 SAVING AND LOADING PICTURES

Pictures may be saved and loaded from disc by selecting the **DISC** icon, when the prompts: "**LOAD, SAVE, or CANCEL**" will appear at the base of the screen.

Selecting **SAVE** will prompt for the name and this must be typed in together with the drive number i.e. ":1.PICTURE" <**RETURN**>. The picture will then be saved onto the specified disc drive. Loading pictures from disc is carried out in a similar fashion.

## 10.7. CLEARING PICTURES

The current picture may be cleared by pressing <**ESCAPE**> which will prompt you for either Execute or Cancel. Pressing **EXECUTE** will clear the picture and return you to the drawing mode. Pressing **CANCEL** will return you to the drawing mode without clearing the picture.

## NOTES

## NOTES





# AMX MOUSE

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