

Welcome to the Acorn User Gallery Disc. You will have either a single 80-track disc or two 40-track discs - to set the gallery display in motion put the disc in the drive and type:

*GALLERY <Return>

Each picture will then be presented in turn in a rolling display. Note that you must leave the disc in the disc drive to enable each picture to be loaded in. There is a short delay between each picture, and pressing any key will move you directly to the next picture. Note: 40-track users should press Break then swap discs and start again to see the rest of the pictures.

Each picture is stored in a compressed form. The program which loads and expands each picture file is called LDPIC: if you want to display an individual picture, this command should be used. For example, to display the Elite picture, enter:

*LDPIC ELITEL

where ELITEL is the filename (found by cataloging the disc - all files are named according to their content).

To transfer a picture from the gallery to your own disc in expanded form, adapt the following program which copies the Elite picture onto a disc in drive 1:

10 *LDPIC ELITEL

20 *SAVE :1.ELITEL 3000 8000

Also included on your Gallery Disc(s) are the splendid Super Painter graphics design program and Pixel Editor from the January and March 1986 issues of AU. This program will enable you to alter any of the gallery pictures to suit your own needs - or simply to design and edit your own!

A full description of both Super Painter and Pixel Editor can be found in the respective issues of AU, but some brief operating notes are included below.

Note: The Gallery disc will not work with shadow RAM, or a second or co-processor switched on, and so these should be switched off before running the Gallery.

Super Painter

Before loading the program you should make sure PAGE is set to &1500 by typing:

PAGE=&1500

NEW

and then load the program with: CHAIN"PAINTER"

The screen will go blank for a few seconds while the program does its housekeeping. When it's finished a colour palette and cursor will appear on the screen - Super Painter is now ready for use. You can design a new picture or edit an existing one. If you wish to use a picture from the Gallery you must first have expanded and saved it as a normal screen file as described above.

The function key strip below can be cut out and placed under your function keypad. The following actions are also provided by keys. Cursor keys: move cursor; - + * [] : change cursor speed; A Z < > : changes size of cursor; Tab : black line to right of cursor; Copy : mark area for copying; Escape : quit Super Painter; Delete : executes copying; O : cursor/rubber-band toggle; S : move to rubber-band start; F : fixes rubber-band line; I : inverts colour; D : places dot; V : vertical rule toggle; H : horizontal rule toggle.

Colour filling: press f5, move cursor over chosen colour and press Shift. f3 starts filling from cursor. Colour outline: press f5, move cursor over one of the 4 solid colours and press Shift. Changing colour: press C - pressing 0 then steps through background colours. Keys 1-3 cycle through others. Press Return to continue drawing. Repeat images: enclose area to copy in 4 dots of cursor. Press Copy - move to new position. Press Delete to copy. Rotation: Press M before Delete. To mirror left press < and for right press >. Press N to mirror up/down. Pressing both gives 180-degree rotation.

Pixel Editor

The Pixel Editor allows you to 'blow up' small areas of graphics screen so you can edit and correct minor details. To use the program first set PAGE=&1900 and then type:

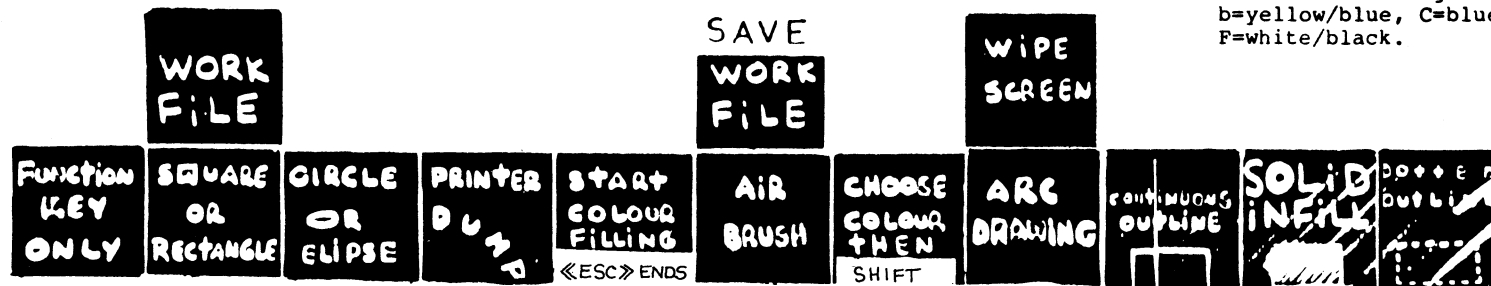
CHAIN"PIXEL"

The program will then catalogue your disc and request a filename. This should be the filename of a standard screen (not a compressed one). After entering this you will be asked for the mode number. After the screen has loaded a small box cursor will be displayed - this should be positioned using the cursor keys. Pressing Return will then blow-up this area. Note that a dummy workfile called WKFILE is created on the disc.

Pixels can now be edited. When you've finished, Return will re-load the original screen and your changes will be added. Copy will save the new screen as "WKFILE".

The keys used are as follows. Cursor keys: move window/pixel cursor; cursor keys+Shift : as above but faster; Return: enter editing mode; Copy: exit, leaving a final copy of screen in WKFILE.

The keys for the colours are as follows. Modes 0,4 : 0=black, 1=white; modes 1,5 : 0=black, 1=red, 2=yellow, 3=white; mode 2 : 0=black, 1=red, 2=green, 3=yellow, 4=blue, 5=magenta, 6=cyan, 7=white. Flashing colours: 8=black/white, 9=red/cyan, A=green/magenta, b=yellow/blue, C=blue/yellow, D=magenta/green, E=cyan/red, F=white/black.



Super Painter Function key strip