KoalaWare

FOR YOUR
COMMODORE 64
COMPUTER

Koala Painter ™ *Owner's Manual*

Command updates for: CIRCLE, DISC, BOX FRAME, and LINE.

The above commands perform as indicated in your manual with the added "transport" feature, which allows you to set the dimensions of your line, circle, frame, etc., and move. it to a different location before fixing it in place.

Example: The LINE command

- Select LINE.

- Position cursor where you want to start your line.

- Press either button and stretch the line from this point.

- Press either button when the line is the desired length. Your line will be set in length.

- "Transport" this line to a new location by moving the stylus on the tablet's surface.

- When you have decided on the new location, press either button. The line will be fixed at this new location.

- The line will be drawn in the selected color and brush style.

ADDITIONAL INFORMATION:

CIRCLE -   Change this command as follows:

- Move the cursor to where you want to locate the outside edge of the circle.

- Press either button and move the cursor. A circle will develop from this point. The cursor will be located inside the circle and indicate the circle's center.

- Press either button when you have reached the desired size.

- Use the "transport" function, if desired.

- Press either button to fix the circle in place.
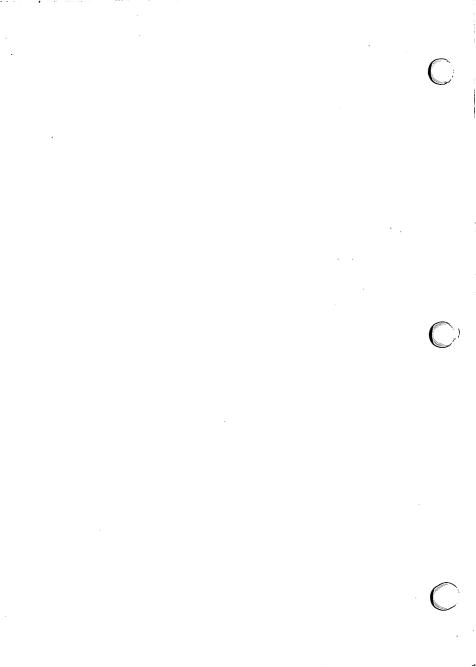
ADDITIONAL INFORMATION (continued)

SWAP - Add this to the current information in your manual.

The SWAP command allows you to view and switch between two screens without going to the menu.

- Select SWAP, press either button.
- Move the stylus to the bottom of the screen and press either button. Screen "A" will appear.
- Press either button a second time to view Screen "B".
- Repeat to switch between screens "A" & "B".

OOPS - Note that OOPS does work after using the ZOOM command.

STORAGE - An error message may appear while using the STORAGE command, which could be caused by an unformatted diskette or a faulty disk drive. First follow the initiating procedure as it appears in the KoalaPainter manual. If this does not solve the problem, refer to your VIC-1541 Owner's Manual, page 43.

(Table of Contents

Introduction

WHAT IS KOALAPAINTER?

KoalaPainter — the computer drawing tool - allows you to:

- Draw freehand using several different brushes and colors.

- Design geometric shapes of all sizes.

- Copy images from one part of the screen to another.

- "Un-do" any of your work to begin again.

- Take advantage of special kaleidoscopic features which "mirror" images in your drawing.

- Magnify your drawing for close-up work.

- Save your designs for future enjoyment.

KoalaPainter is easy to use - simply load the program and you can create your own designs immediately. Whatever your skill level, from beginner to serious artist, hours of fun and creativity await you.

SYSTEM REQUIREMENTS

- Commodore 64 Computer

- KoalaPainter Diskette

- One Disk Drive

- Color Television or Monitor

- KoalaPad Touch Tablet and Stylus

Getting Started

- Insert the KoalaPainter diskette into your disk drive.

- Turn ON your television or monitor.

- Turn ON your computer.

When your computer indicates "READY." type the following:
  LOAD "KPAINT", 8   <return>

When your computer indicates "READY." again, enter:
  RUN   <return>

You're now at the KoalaPainter menu.

THE KOALAPAINTER MENU

The menu is divided into three sections: Commands, Brushes, and Color Palette. Your current selections are indicated as follows: Commands flash on and off and Brushes have a marker beneath the current selection. The border of the menu shows the current drawing color selection, while a marker appears to the left of the color palette to indicate whether a solid color or a pattern has been chosen.

Begin With The Draw Command

- Press your finger or stylus on the tablet surface. An arrow will appear on the viewing screen.

- Position the arrow cursor in the box marked "DRAW".

- Keeping the cursor in this box, press either button on the KoalaPad touch tablet.

- Move the stylus to the very bottom of the touch tablet surface and press either button. A blank viewing screen will appear.

- Hold down either button and draw. A black line will be drawn on the screen that is controlled by your touch.

- Release the button and further drawing will stop.

2

- To return to the menu, move your stylus to the bottom of the tablet surface and press either button. The menu will reappear. You are now ready to choose other commands, colors or brushes.

To Make Other Selections

- On the menu screen, position the cursor in the box of your choice.

- Keeping the cursor in this box, press either button.

To Erase the Entire Screen

- Move cursor to the ERASE box and press either button. The ERASE command will turn red. If you wish to continue with ERASE, press either button a second time.

The Brush Set

- The KoalaPainter provides 8 brushes.

- To select a brush, point the arrow cursor to the brush of your choice and press either button.

- A colored box will appear under your selection to confirm your choice.

The Color Palette

- The color palette is composed of 16 solid colors and 16 patterns.

- The patterns are located directly beneath the solid colors. The patterns are a checkerboard of the solid color and the currently selected color. There are 128 possible patterns. The currently selected color forms the border of the screen.

- To select a solid color, position the arrow cursor on the color of your choice and press either button. This color becomes the border color and part of the checkerboard color in the patterns.

The Color Palette (cont.)

- To select a pattern, position the arrow cursor in the pattern of your choice and press either button.

- Note that a marker on the left of the color palette indicates whether the selection is a solid color or a pattern.

THE COMMANDS

DRAW—Freehand draw.

- Move the cursor to the point where you wish to begin drawing and hold down either button.

- A line will be drawn using your currently selected color and brush.

- To stop drawing, release either button.

- Return to the menu by moving the stylus to the bottom of the touch tablet surface and pressing either button.

LINE—Draws individual straight lines.

- Position the cursor where you wish to start your line.

- Press either button.

- Move the cursor. A "rubber band" line will stretch from this point.

- Press either button. A line will be drawn in your currently selected color and brush.

- To abort an unwanted line, move the stylus to the very bottom of the tablet surface and press either button.

LINES—Draws lines that are connected end-to-end.

- Establish one end of the line.
- Press either button.
- Stretch the line into place.
- Press either button. A line will be drawn in the currently selected color and brush. Move the cursor again and a second line will stretch from the end of the last line.
- Press either button to draw the line. Repeat for more lines.
- To exit this command, move the stylus to the bottom of the tablet surface and press either button.

OOPS—"Undoes" your most recent drawing command.

- Select OOPS from the menu and press either button.
- The OOPS command deletes from your picture the results of the last command you used.
- Note that OOPS has no effect after the use of the ZOOM command.

FRAME—Makes rectangular frames.

- Establish one corner of your frame.
- Press either button. The frame stretches from this point.
- When the frame is the desired size and shape, press either button. The frame will be drawn in the currently selected color and brush.
- To abort an unwanted frame, move the stylus to the very bottom of the tablet surface and press either button.

BOX—Creates a frame filled with a selected color or pattern.

- Select the color or pattern.
- Follow the same procedures as in FRAME.

RAYS—Makes lines that radiate from one point.

- Determine the starting point of the ray by pressing either button.
- Move the cursor to another point on the screen and press either button. A line will be drawn from your cursor to the starting point of the ray.
- Repeat this for each ray you wish to draw, or hold down the button and move your finger or stylus. A design will be drawn. Notice how you can vary the design by how fast you move the cursor.

XCOLOR—Changes a color on your picture to another selected color everywhere it appears.

- Select a replacement color from the menu screen.
- Return to the drawing screen by moving to the bottom of the screen and pressing either button.
- Position the cursor on the color to be changed and press either button.
- The color will be changed to your selected color everywhere it appears in your picture.
- To return to the menu, move to the bottom of the screen and press either button.

COPY—Copies a picture or a portion of a picture on your
   drawing screen to another location.

   • Position the cursor next to the area you wish to copy
     and press either button.

   • Stretch the frame around this area. When the area is
     completely framed, press either button. The frame
     remains.

   • Move the frame to another location where you wish to
     place this copy and press either button.

   • Press either button to place a copy of your picture in
     the desired location. Press the button repeatedly for
     multiple copies of your picture.

MIRROR—Creates mirrored images using the current drawing
   mode.

   • Follow the instructions for the selected drawing mode.

   • Move to the drawing screen.

   • All drawings will be replicated in the 4 corners of the
     screen.

   • To exit the drawing mode, move the stylus to the bot-
     tom of the tablet surface and press either button.

   • To turn off MIRROR, select MIRROR a second time.

CIRCLE—Makes a circle.

   • Move the cursor to the location of the center of the
     circle.

   • Press either button.

   • Move your finger or stylus away from the center point.
     A circle will grow from that point.

   • When you have the desired size, press either button.
     The circle will be drawn in your currently selected
     color and brush.

   • To abort an unwanted circle, move the stylus to the
     bottom of the tablet and press either button.

DISC—Creates a circle filled with a pre-selected color or pattern.

- Select a fill color or pattern.
- Follow the same procedures as in CIRCLE.

FILL—Fills selected areas with pre-selected color or pattern.

- Select color or pattern.
- Position the cursor in area to be filled.
- Press either button.
- See Hints and Explanations section for further information on the FILL instructions.

ZOOM—Magnifies pictures for detailed drawing.

- Position the ZOOM window on the area you want to enlarge and press either button.
- On the top one-third of your screen you will see your picture in its actual size and on the bottom you will see your picture enlarged.
- Point to the color you want to draw with and press either button. You will be drawing the size of one brush image at a time.
- Watch your picture in its actual size to check your work as your draw.
- To relocate the zoom window move the cursor to the new location in the upper third of the viewing screen and press either button.
- To exit ZOOM, move the stylus to the bottom of the tablet surface and press either button.
- See Hints and Explanations section for more details.

SWAP—Allows the movement between two separate pictures
and provides access to two separate screens.

You can use screens or pictures from memory files or
orginal pictures. The SWAP command toggles between
the two screens allowing you to borrow and add parts to
either screen as desired. To copy parts from one picture
requires the use of the COPY command. To move from
one screeen to the other requires the SWAP command.

To Load Pictures From Disks:

• Select STORAGE from the menu and move to the
Storage Menu.

• Insert your diskette containing the pictures you wish
to load.

• Move the cursor to "CHANGE DISK" and press either
button. A directory of your disk will be shown.

• Move the cursor to "GET" picture and press either
button.

• Point your cursor to the name of the picture you wish
to load and press either button.

• When the picture is loaded, return to the main menu
by moving to the bottom of the screen and pressing
either button.

• Select SWAP from the main menu and press either
button.

• Select STORAGE again from the menu by pressing
either button and return to the Storage Menu.

• Move your cursor to "GET" picture from disk and
press either button.

• Point your cursor to the name of the second picture
you wish to load and press either button. Your second
picture will be loaded into the computer.

• Move to the bottom of the screen and press either but-
ton to return to the main menu.

To Load Picture From Disk: (cont.)

- Select SWAP from the menu and press either button.
  Selecting SWAP will toggle you back and forth
  between the first and second pictures you loaded.

To Use Original Pictures:

- Create a picture on one screen.
- Return to the menu and select SWAP.
- A second viewing screen will be accessible.
- You are now able to create a second picture.
- To move between these pictures, return to the menu
  and select SWAP.
- See Hints and Explanations Section for move details
  on copying between the two pictures.

ERASE—Erases the entire drawing area to the currently
selected color.

- Select ERASE
- Press either button twice.

STORAGE PROCEDURES

To save or retrieve stored pictures:

Enter the Storage Mode by selecting STORAGE from the
menu. The sixteen lines prefixed by PIC A through PIC P
represent sixteen possible stored drawings. A few
seconds after entering the storage mode, the contents of
the disk currently in the disk drive will appear. Each file
will either have a name, or it will be described as
"EMPTY." The following are operations which can be
performed.

Save—To save a current drawing to a new file, point your cursor at the box marked "SAVE" and press either button. Then move your cursor to the next file marked "EMPTY" or to an existing file and press either button. Your drawing will be saved to the indicated file. To return to the main menu, move your cursor to the bottom of the Storage Menu and press either button.

Get—To retrieve a drawing that has been previously saved, select the "GET" box and point to the file to be loaded, press and release either button. Do not try "GET" an empty file. To return to the main menu, move the cursor to the bottom of the screen and press either button.

Name & Save—To save a drawing by a specific name, select "NAME & SAVE" and press either button. Move your cursor to a PIC line and press either button. From the computer keyboard, enter the name of the file you wish to save. Press the <return> key when you have finished entering the name of the file.

Change Disk—If you wish to save or retrieve drawings from another disk, remove the disk currently in the disk drive and replace it with the new disk. Select "CHANGE DISK" to update the disk's file directory on the screen. (If you insert a brand new disk, be sure to initialize it first as follows.)

Init Disk—A brand new disk must be initialized before it can be accessed by the disk drive. If you intend to save drawings to a new disk, select this box immediately after inserting your disk into the disk drive and press either button.

Hints and Explanations

COPY—This command allows you to take portions of a picture or screen and duplicate it on the same screen or a different screen. Used with SWAP, parts of picture A, for example, can be placed in picture B and vice versa. To erase both screens: select ERASE, then press either button; select SWAP, and press either button.

To copy between two pictures, you must have two pictures loaded in memory. First, you select SWAP from the menu. Then you select COPY. Follow the copy procedure to frame picture and press either button. You will automatically move to the second drawing screen. Position the frame where you want the picture to be located and press either button. Press the button repeatedly for multiple copies. To move to your first drawing screen, move to the bottom of the screen and press either button. You can repeat this process to transfer multiple copies between the pictures. To exit to the menu, move to the bottom of the drawing screen, and press either button.

FILL—This command colors entire areas of the screen. It fills in all directions until it encounters another color. You may fill onto any solid color but not into a checkered pattern. Notice that it will "leak" out of any area that is not completely enclosed. To correct an uwanted fill, select OOPS. Your picture will be restored to what it was prior to the FILL command.

TO ERASE SMALL AREAS WITHOUT ERASING THE ENTIRE PICTURE—You may wish to erase small errors or make improvements on a particular picture. To do this:

- Select the background color from the color palette.

- Select a brush to use as an eraser.

- Return to picture and draw over the area you want to erase. This will even remove a checkerboard pattern.

- To erase large areas quickly, use the BOX command.

PHOTOGRAPHING YOUR PICTURES—To photograph a picture on the screen:

- Position the camera using a tripod.
- Use Kodachrome 64 daylight film for slides and Kodacolor VR100 for photographs.
- Set the shutter speed for one second.
- Take pictures in a darkened room or arrange a hood over the screen to shelter it from light reflections on the screen.

GLOSSARY

Brush — Any one of the number of differently shaped imaginary brush tips used to make lines or patterns on the display screen.

Color Palette — The colors and patterns from which you can choose for use in drawing.

Current Mode — The mode being used by the person working with the program. KoalaPainter will use the current mode until it is instructed to change.

Cursor — A movable arrow marker used to show a position on the display screen. This is used to select and carry out all the commands listed on the program menu.

Load — To enter a software program into the memory of a computer.

Menu — Just like in a restaurant, a menu is a list of program choices presented on the display screen. The user selects from these choices.

Mode — A method of operation which determines the activity performed by the KoalaPad touch tablet, such as Draw Mode, Line Mode, etc.

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