

 **COSMI**
Tomorrow's Reality...Today



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TO BEGIN

Turn your computer off and then on. Turn on your disk drive. Do not have any expansion or utility cartridges plugged into the computer and do not load any "wedge" programs. Insert the program disk in the drive. Type:

Load "*", 8, 1 or Load "PC", 8, 1

and press "return." The program will load and run automatically.

The first thing to appear will be an inquiry regarding work disks. If these already exist, then follow the instructions to continue. Otherwise, you will need to create at least two work disks to operate with. One disk will store the editing files, individual pieces of work that you have done, and the other will be used to store completed and formatted bodies of work such as an entire printed page. If new disks are required, then follow the instructions for formatting the disks. Upon completion, it would be wise to label these as work and "display" disks and to number them if more are necessary.

THE MAIN MENU

This menu offers all of the available functions. Move the joystick up and down to make a selection and press the fire button to activate. At the time of activation, the program disk must be in the drive. You will be prompted if something is not right.

1. DRAW AND PAINT

This option allows the creation of high-resolution drawings and paintings in normal or multi-color modes. The program maintains one full screen image at a time. If a larger picture is required (up to six screens in a 2 X 3 format) then each section must be drawn and saved individually. At the bottom of the screen is the command panel. This is activated by holding the fire button down for a few seconds without moving the stick and is deactivated by placing the pointer over the "off" button and pressing the fire button. On the drawing screen, move the brush with the joystick and draw by simultaneously holding the fire button.

The commands are operated by placing the pointer over the corresponding "button" and pressing the fire button. If the "button" is "lit," then the function is on. If it is "out" then the function is off.

DRAW – If on, then you can draw or paint on the screen. If off, then you can erase on the screen.

- COLOR** – Press the button once and you can change the background color (1) by moving the stick up or down. This color will only be apparent in multi-color mode. Press the button again and you can change the pixel off color (2) by moving the stick up or down. This is the color of all off pixels in an 8 X 8 area of the hi-res screen.
- Press the button again and change the pixel on color (3) by moving the stick up or down. This is the color that you draw or print with. Press the button a fourth time and you can change the primary color (4) in multi-color mode.
- The changes in color will be displayed in the small bar next to the command button and will be on the screen when you return to drawing. Press the button again to turn off this command.
- BRUSH** – Press the fire button and hold it down. The number to the right indicates the current brush style 1 – 8. Release the button and you can either leave the command or press it again for the next brush.
- OFF** – Press this button to return to the drawing screen.
- INVERT** – Pressing this button in hi-res mode will switch the background and foreground colors giving a color negative image. In multi-color mode it will switch multi-colors 2 and 3.
- LINES** – Press this button “on” to activate line mode. When you return to the drawing screen, lines will be drawn between any two selected points. Place your drawing pixel at Point A and press the fire button. Now move the pixel to Point B and press it again. A line will be drawn from Point A to Point B.
- SPEED** – Press this button “on” and move the stick up or down to change the speed of your brush from 1 – 9, with 1 being the slowest.
- MODE** – The on/off button switches between hi-res (off) and multi-color (on) modes. The resolution of the screen is reduced by half in multi-color mode.
- CLEAR** – Press the button and the entire screen will be cleared.
- RESTORE** – Press this button and the image that was last cleared will be restored to the screen. This restored image will remain in memory until another screen is cleared, the program is changed, or the computer is turned off. Therefore, it is useful to clear and restore a working picture at

various intervals so that if you make a mistake or exit the program, either inadvertently or to save a picture, you can return to this program and restore the previous image intact.

EXIT – Press this button and exit the program to return to the main menu. Upon exiting, you will be asked if you wish to save the work. If you do, follow the instructions to name and save the current picture.

2. CREATE CLIP ART

This option allows the creation of blocks (MOB) individually or grouped in any desired configuration. The command panel and sprite drawing sheet are on screen at all times and the pointer is controlled by the joystick. To operate a command, place the pointer over the corresponding "button" and press the fire button.

To draw or erase on the sprite sheet, move the pointer with the joystick and press the fire button to draw or erase.

DRAW – When this button is off, you are in erase mode. When on, you can draw on the sprite sheet.

MOVE – Press the button on and a number will appear representing one of the eight sprites (0 – 7). You can then move that sprite on the screen with the joystick. Press the button again and the next sprite number will appear and so on thru number 7. After number 7, the button will go off and you can leave this command. Moving sprites is useful in arranging a large, multi-sprite image. All sprite data, including relative positions, will be saved if desired.

ENABLE – Like the move command, this button steps through the eight sprites (0 – 7) making each one visible (if an image has been created). After Number 7 the command and all sprites will be turned "off". At any time, you can leave this command, and the last sprite number enabled will remain on. (Remember that "0" is the first sprite number, so that a "3" here will mean four sprites enabled.)

COLOR – This button also steps through 0 – 7. At any number you move the stick up or down to change the primary color of that sprite. After 7, you can leave the command.

MULTI – Press this button on and hold the fire button down. The number "1" will appear and multi-color sprite mode will be engaged. Move the stick

up or down to change multi-color Number 1. Press the button again, and it will remain "on" and you may leave the command with multi-color mode engaged. If the button is on when you go to this command, then pressing the button turns off the button and multi-color sprite mode. When in multi-color mode, the drawing sheet will behave differently.

The horizontal resolution of the sprite is now made of bit pairs. That is, each horizontal, colored point is actually two points and the color is determined by the status of the pair. If the right point is on and the left is off, then the color will be multi-color 1. If both points are on, then multi-color 2 will be displayed and if only the left point is drawn, then the primary color is shown. The drawing pointer will still move over every individual point but when drawing a point (pressing the fire button) two points on the sheet will be filled and colored depending on the status of that point pair.

SCAN –

(One or more sprites must be enabled).

Press this button on and move the stick up or down to scan through the sprite data memory from Number 128 (the first block) to 255. This constitutes the 128 available sprite images. Below the command panel is displayed the number and memory address of the current sprite image in both decimal and hexadecimal numbers. The actual sprites displayed on the screen will also scan in a manner determined by the number of enabled sprites. For example, if one sprite is on when scanning, the image displayed will change with each new memory block (just like the drawing sheet). However, if four sprites are on at once, then the images of all four will remain until four memory blocks have passed.

This is useful for multi-sprite drawings. Let us say that a picture consisting of all eight sprites has been made in a particular arrangement. When scanning through memory, the eight sprites displayed will stay constant until eight memory blocks have been scanned through and at that point the sprites will display the next eight memory blocks. This way, if you have drawn several multi-sprite pictures that relate to each other, then you can preview by simply scanning through the memory.

COPY –

Press the button to make a copy of the current image displayed on the drawing sheet. The button will remain on. You can then leave the

command for any purpose and the copy will remain as long as the button is on. Scan through memory to some other sprite memory block, then return to the copy button and press. The stored image will be sent to the current block. To make multiple copies, press the button on again and scan to the next desired location, and so on. Just remember to recopy the image before moving on. If drawing many related sprite images, copying the original image several times makes changing the "parts" easier.

- CLEAR** – Press this button to clear the drawing sheet and current sprite image.
- RESTORE** – Press this button to restore the previously cleared image.
- EXPAND** – Press this button once and all sprites will double in size in the vertical direction. Press it a second time and they will double their original size in the horizontal direction. Press it a third time and the sprites will expand in both directions, quadrupling in size. Press it once again, and they will return to normal size. This command button can be left at any time.
- REVERSE** – Press this button to reverse the current image.
- SHIFT** – Press this button on and use the joystick to move the image around within the sprite sheet. Caution should be taken, such as making a copy before shifting, because any drawn points shifted off the sheet will be lost.
- FLIP** – Press this button to flip the current image upside down.
- EXIT** – Press this button to exit the program.

3. CUSTOMIZE CHARACTERS

Design a custom character set that can consist of up to 256 different designs of letters, numbers, and symbols or for creating a screen image made of original characters. Custom characters used in screen displays allow for easier and faster animated or scrolling pictures than bit-mapped, high resolution images while remaining the same in detail and color. The only limitation is that a character set has a minimum of 256 characters while one screen is comprised of 1000 character sprites. However, if most pictures were broken into 1000 equal sized pieces, many pieces would be virtually identical. This is the concept behind creating screen images with a single character set.

To operate the character editor, move the pointer anywhere on the screen with the joystick. The command panel is at the bottom of the screen at all time. Place the pointer over the corresponding buttons to operate the commands. The rest of the screen is comprised of four smaller "windows" and a large central "window." The small windows are magnified characters where designs can be drawn or erased with the pointer. A real-sized version of the character is located near the bottom of each window. The large window in the middle is the entire 256 character set arranged in rows of 16. When the pointer moves over this window, it changes to a bit pointer. Here you can draw over the entire set to create a whole image that will be written in characters. Wherever images are made on the screen, they will be reflected in all the formats.

- WRITE** – Press this button "on" to write to the character set. Press it off to erase.
- COLOR** – Press this button repeatedly to change the primary color that the characters are written in. This color affects only this program display.
- MULTI** – Press this button "on" once and engage multi-color mode. (If the character color is less than 8, then multi-color will not be apparent.) Move the stick up and down to change multi-color 1. Press this button again and move the stick to change multi-color 2. Press it once more and you can leave this command with multi-color mode on. If you press this button while it is "on," it and multi-color mode will be turned off. (Multi-color 1 colors bit-pair 01, on/off, character color affects bit-pair 11.)
- SCAN** – Press this button on and move the stick up and down to scan through the character set. In the central window, a reversed image of the current character will show the location of the character while scanning. The magnifying windows show four consecutive characters. The upper left window is the character indicated by the number shown on the right side of the command panel.
- The lower left is the next numbered character, the upper right, the next and the lower right, the fourth.

- CLEAR** – Press this button on and clear the current character displayed in the upper left window and at the CHR number. Move the stick up and you can clear all subsequent characters from that point on.
- (*Note: Only the first character cleared when the button was pressed is recoverable.*)
- RESTORE** – Press this button to restore the character previously cleared. This function can be used to copy characters to other locations. Simply clear and restore the character to be copied and then scan to the desired character number and restore again. To make multiple copies, clear and restore again and repeat the process.
- C SET** – Press this button to switch in the standard COMMODORE character set. This set can then be modified, if desired.
- EXIT** – Press this button to exit the program.
- CHR.** – This indicates the number of the current character displayed in the upper left window.

4. CREATE LETTERING

This option lets you make unique alphanumeric characters for letterhead, banners, headlines, flyers or bold video displays and titling.

The program will first display the optional sizes of the characters to be designed and one of these can be selected with the joystick. (Mixed sizes are not possible).

NOTE: In some select sizes, there is a memory limitation. For example, if the largest size (No. 9) is chosen, then the maximum number of characters will be 28, which will not contain a complete alphabet and number set. Therefore, you must decide which alphanumeric characters are not required for this particular job.

After the size selection has been made, the designing screen appears. A real size character space and a magnified designing sheet in the selected size occupy the upper part of the screen. Use the joystick to move the pointer and write or erase with the fire button. The command panel is at the bottom of the screen and is always available.

- WRITE – Press this button on and you can write on the designing screen. Press it off and you can erase.
- COLOR – Press this button to change the primary color of the character.
- SCAN – Press this button on and move the stick up or down to scan through the set. Press off to escape.
- DISPLAY – Press this button to display the entire character set. Press it off to return to the designing screen.
- COPY – Press this button on and a copy of the current character will be made. Press it off to write the copy to another character location selected by SCAN.
- CLEAR – Press this button to clear the current character.
- RESTORE – Press this button to restore the previously cleared character.
- EXIT – Press this button to exit the program.

When exiting programs 1 – 6, you will be asked if you wish to save the work. This is optional. If you do want to save, then a name must be entered for the file. Type the name, which can be no more than eight characters, and press return. The material will now be saved to an "editing" disk. If any error occurs, this sequence will repeat.

CAUTION: All file names used will save even if a file with the same name already exists.

If an error occurs for no apparent reason, it is probably that the work disk is full and another will need to be used. The option of formatting a new work disk before saving will be provided.

5. FORMAT A PRINTED PAGE

This program compiles the full 8½ by 11 page that will be printed on the printer. A full page is 6 times larger than can be displayed by the C64 video image. Therefore, the work on the page must be done in 3 separate sections; the top, the middle and the bottom, each section being 2 screen areas wide. The two sections scroll back and forth by holding down the CTRL key.

Each third of a page can be stored on disk and recovered at anytime so that all sections can be worked on randomly. Disk functions are at the bottom of the menu and numbered section 1 - 3 (top to bottom).

The page can be constructed using regular or custom characters typed on the keyboard, special lettering, or fonts, that are applied with the joystick, and clip art blocks (sprites) that are also joystick manipulated.

The beginning page can be either a blank sheet or a draw and paint image created earlier.

All options are listed in the menu and selected by joystick and fire button. Specific instructional prompts will be displayed when necessary.

As the page is in progress, the work is saved as sections on a work disk. When completed, the entire page is compiled for printing on a display disk. This disk will be asked for by the "print" program.

6. BANNERS AND BUMPER STICKERS.

Construct a banner in a manner similar to the page format program. Except that only one screen size at a time can be worked on.

Save each screen as completed on a work disk and then continue on the next section, and save it, and so on, to a maximum of 6 screens.

All the options of the page format program are available to compose the screen.

When complete, call the print program and, when prompted, select the expansion option when prompted. For 'bumper stickers', do not expand the data.

7. PRINT

This program will output to a number of different types of printers the work that was done with the previous programs. The types of things that can be printed are: a full 8½ by 11 page, a single-screen draw and paint image, clip art, and character and font sets.

The 4 basic printer configurations are listed at the beginning. There are many printers of differing brands that conform to these printers. Please check your printer's manual to find the list of compatible printers in order to make your selection here.

The printing function is a linear process. The program will move from step to step with full instruction on screen as to the requirements. All options are joystick selected.

The disk drive will be working in conjunction with the printer so both must be properly connected and ready when this function is called.

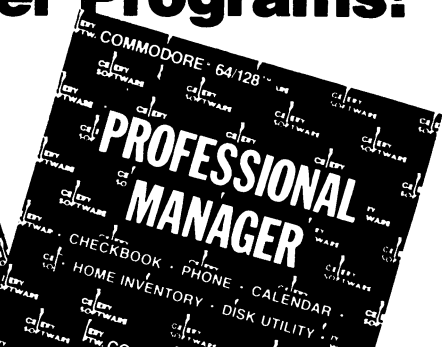
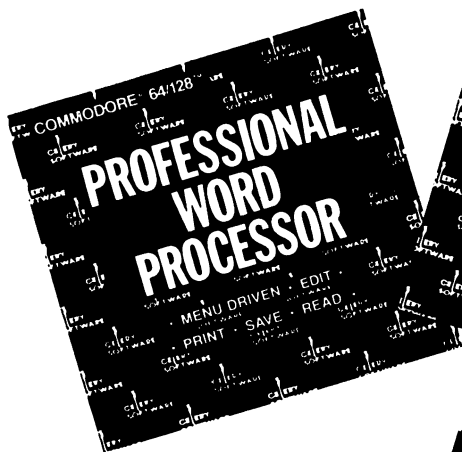
8. SAMPLE FILES

The last selection on the main menu will display a list of sample font sets, character sets, and clip art that can be used as is or modified.

The program disk is formatted as a "work" disk and so the samples are loaded from the program disk when a 'work' disk is asked for.

However, no work can be saved on the program disk.

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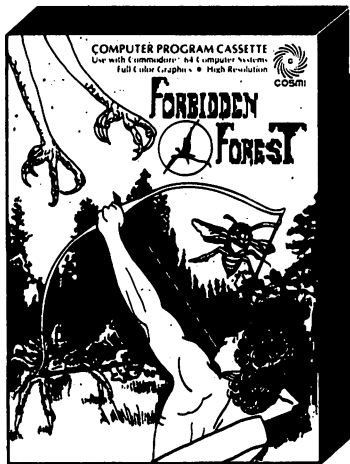


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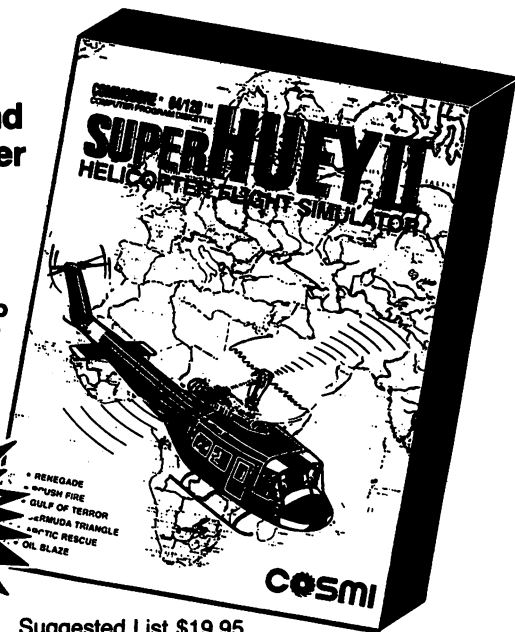


Zounds! And gadzooks! You were just out to do a little target practice with your bow and arrow when you lost your way. Now the moon is coming out and it's getting darker, the forest is getting more ominous and there are some strange rustling noises coming from the bushes. Egad! You have mistakenly wandered into the "Forbidden Forest!" Only your skill as an archer can protect you now. Here they come! Giant spiders, an enormous bumble bee, huge leaping frogs, a fire breathing dragon, a phantom protected by killer skeletons, an 80 foot snake and, finally, the ghost demogorgon who only appears during flashes of lightning that herald the coming storm. Move quickly, aim accurately, destroy the monsters and you just may escape from the "Forbidden Forest."

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- Ervin Bobo
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