QL DESIGNER
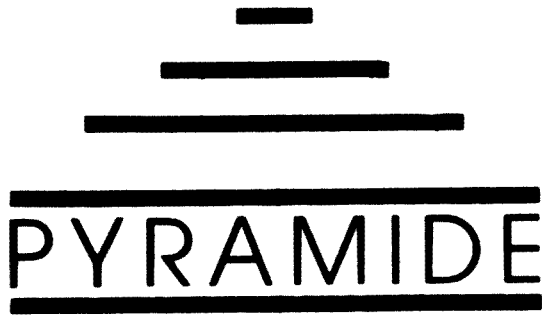

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QL DESIGNER

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INTRODUCTION

Powerful and easy to use, QL DESIGNER is a Computer Assisted Design (CAD) program can be driven by cursor keys, a joystick or mouse (according to your own preferences).

QL DESIGNER has been written so as to implement the powerful features of QL turtle graphics and produces drawings which are extremely economic of file space for complete drawings, background mattes, or libraries of cells.

QL DESIGNER enables you to make both artistic and technical drawinq. in which individual elements of each cell or entire drawings can be modified, manipulated, or simply recoloured, for particular applications.

1.0.1 APPLICATIONS

Drawings made with QL DESIGNER can be included in shop window and other display animations (using Task 3 and the Demo option), to provide an attention—qetting personal touch for advertising, or hardcopy can be ued in report or instruction manual illustrations.

Using a 640 K QL, you can load a series of pictures into RAM disk and "replay" them in a particular sequence and either a single "run" or continuously.

1.0.2 RE-CONFIGURATION

With fully multi-tasking capabilities QL DESIGNER can be configured to run from either microdrive. floppy disk or RAM disk.

If you use floppies, you can load all of the files from both cartridges onto a single disk and configure the program to call for the file, to be loaded from, for example. FLP1_.

Although QL DESIGNER has been written so that it can be used with almost any machine configuration, whether with a standard 128K machine and the

cursor keys, or with the most sophisticated add—on. available, we highly recommend the use of Eidersofts MICE system for speed and ease of drawing.

1.0.3 PROGRAM CONTROL

Options are selected from menus showinq both icons and text labels regarding the function of the option. Moving through the menu is, depending upon your configuration of QL DESIGNER, by cursor keys, joystick or mouee.
Tasks 1 and 2 (Drawing and printing, respectively) each has the option for saving drawings — backgrounds and/or cells — either made or modified by the respective task. These drawings may be loaded into the other Task for further modification.

For consistency between screen prompts and the instructiois contained in this manual, we have adopted a number of conventions for the instruction notation used throughout this manual.

1.0.4 KEYBOARD CONTROL

<B>   = press <SPACE> or joystick fire button.
<SHIFT> + cursor keys (or joystick movement) = slow cursor incrementing (single pixel).
<ENTER>   = to enter data
<F5>   = to obtain a list of functions.

1.0.5 EIDERSOFT MOUSE CONTROL
   (and notations used in this instruction manual):

Button		Operation	Replaces
<B>	= Left-hand	Drawing input	<SPACE>
<B2>	=Centre	Functions	<F5>
<B3>	= Right-hand	Slow cursor	<SHIFT>

1.0.6 How QL DESIGNER works

QL DESIGNER draws, so to speak, in layers. Sets of forms are superimposed upon each other in a particular order.

A complete drawing is composed of background, background colour, one or more sets of shapes, shape colours, a text map and a pallette of cells.

The possibilities of mixing any combination of drawing elements from a picture library are endless.

Compared to conventional drawing systems, the turtle graphics are relatively slow. Drawings consist of a comlex set of co-ordinates which, when screen re-drawing is done, are recalculated each time.

The principal advantage of using this type of system for drawing is that it is extremely versatile and file space is very economical.

Complexity of a drawing has two limiting factors: the amount of available memory, and the time you are willing to allow for screen re-drawing which, as the drawing progresses, takes longer and longer.

You can, however, make a drawing in a series of stages. As soon as you feel that you have reached a definitive version. save it as a background and make a new drawing using these successively complex backgrounds.

1.1.0 Getting Started

The first step in using any new program is to make a backup copy of the master cartridges. This is a rule which should become standard practice with all programs and media which are susceptible to corruption.

The first cartridge, "No. 1", contains:

        BOOT
        INSTALL_DAT
        INSTALL_BAS
        CLONE

des 3
Supercharqe extensions
Demo drawings

Put the QL DESIGNER master c:artridge in mdv1. type "lrun mdv1_CLONE" and follow the screen prompts.

Alternatively, copying QL DESIGNER files manually for backups, using the COPY command, should be made to cartridges which are formatted with the same name ("des").

QL DESIGNER requlres two cartridges in order to have backups of the files. The second cartridge contains two main drawing tasks:

"des1" file is the drawing task
"des2", another task, handles all of the filing operations.

You may wish to make two copies of the demonstration cartridge, including completed drawings.

These backup cartridges will form the basis of your working set of programs and data media.

1.1.1 Mouse or cursor keys; disks or microdrives?

INSTALL_BAS is a separate routine which will alter the functioning of the program and configure QL DESIGNER to your own particular repuirements. by selecting from a menu of nine notions, you can alter system parameters to tailor QL DESIGNER for your machine configuration. System options include:

1. File Drive — The drive containing your drawings.
2. Program Drive
3. Printer Speed — BAUD Rate.
4. Multi—Task (Y/N)
5. Sound (Y/N) — Off or on.
6. Mouse (Y/N)
7. Mouse Speed 10 to 30 — sets movement ratio.

8. Screen in memory. (see below)
9. French QL (Y/N) — Corrects the bug in the MG ROM

Select the numbers required for changing, input the required change and press <ENTER>. Repeat this operation with the remainder of the options until you have changed the parameters for your QL.

When all of the required options have been altered. press <SPACE>. This will delete your old INSTALL_DAT file, and write the reconfigured file to the same media.

But please be careful and be sure to alter only your backup copy of the programs. It is a good idea to make notes regarding the changes you have made, in case you need to make another backup copy.

II you use QL DESIGNER as supplied, you will have a proqram configured to work with the cursor keys. If, however, you wish to use QL DESIGNER with a mouse, the INSTALL_BAS program will allow you to modify the input requirements. This will require modification of the appropriate lines in the INSTALL_BAS program.

If you wish to set the program so that the system is disk (floppy or RAM) orientated, INSTALL_BAS will enable you to change the default parameters.
Because of the massive size of QL DESIGNER, if you use disks, you must also have extra memory available. The reason for this is that, when a disk drive is accessed. about 1.3K of RAM is required for the slave b1ocks and operating parameters of the disk system.

INSTALL _BAS will also enable you to store two 32K screens at the same time (with or without RAM disk). This will allow you to make a hard copy print while you are working on another drawing on screen. For this option, alter line 9, where It asks for "Screen in Memory", choose "v".

While QL DESIGNER's cursor can be controlled directly from the keyboard, a tremendous improvement in the ease of drawing will be made if you use either a joystick or a mouse and EIDERSOFT's MICE and Its associated EPROM is highly recommended.

The actual keyinq input repuirements which are followed by QL DESIGNER throughout vary according to whether or not you are using the cursor keys, a joystick or a mouse.

1.1.2 EXTRA MEMORY

A QL with a full 640K of memory and without disk drives can multitask all three QL DESIGNER tasks. You are, however, limited to a single RAM disk of 256 sectors (this also makes allowance for a screen in memory).

2.0.0 GENERAL NOTES

2.0.1 Initial Practice

Until you have acquired some proficiency with QL DESIGNER. we recommend that you practice with the sample pictures supplied in the program set. After resetting your QL, put the backup cartridge or disk (containing the BOOT and des3) in drive one and a file media in drive 2. Press <F2>. Choose DEMO from the main menu.

With a standard 128K QL. this will load Task 3 (des3) — PRINTING. Users of expanded OLs should press <F3>. You will be in the main menu of Task 3.

> DRAW
> DIRECTORY
> MODE
> DEMO
> CHANGE MEDIUM
> CHANGE TASK

You will then be asked to insert a file media in mdv2. Place Your backup copy of the cartridge containing the demo picture files in mdv2_.

Select the 'DEMO' option and, unless you have drawing files in another drive. 'NO' to the second drive option.

You will be asked if you would like to 'ORDER or not'. In order to gain experence with the QL DESIGNER system, we rec ommend that you experiment with both options. When you select the 'ORDER' option, when prompted to the "Last Number?", type "14" and press <ENTER>.

Entering a 'DELAY TIME' will add a pause (in seconds) between the presentaton of each of the drawings in a sequence of files — either the demonstratian files or any media containing QL DESIGNER files. In this way, you may run drawing sequences for dramatic displays.

To exit this sequence, press <B2>. A beep will indicate that you have exited the sequence.

Next, select CHANGE TASK from the main menu. The screen will prompt for a change of program cartridge. Place your other cartridges containing des1 and des2.

You can view the MAIN MENU of the other tasks by choosing CHANGE TASKS several times, which will pass cantrol to the various other tasks.

2.0.2 NOTES REGARDING MAKING A BACKUP

1. The cartridge containing des1 must not be write—protected in order to work correctly. Use only your backup.
2. If you find that your working copy does not work correctly. use the INSTALL_BAS program to configure the program to the requirements of your QL...

2.0.3 Configuring for multi-tasking

Although QL DESIGNER's modules will only be available singly with a standard 128K QL, if you are using an expanded QL. you will be able to load all of the Tasks simultaneously and switch between them.

In order to configure QL DESIGNER to fully multi—task. load INSTALL_BAS and modify the appropriate line.

To use a multi—tasking—configured QL DESIGNER, you can change from one task to another by pressing <F1>. <F2> or <F3>.

One of the advantages of multi—tasking is that you can simultaneously print one drawing while you are working on another.

3.0.0 TASK 1 — DRAWING

3.1.0 The relationship of the FUNCTIONS

Menus of available functions:

```
OPTION            CHOICES           FUNCTIONS
                  PALLETTE:         Colour
NEW                Keep            -><ESC>
DRAWING ------>   Cancel         /  Rub Line/Pt
                               /    Rub Form
                  View Current /
                    Drawing --/\  DRAW:
DRAW --------->  Pen Available \----Menu
                                    Grid
                                    Cell
                                    <ESC>
                                    Ink
                                    Mirror
                                    Rub
                                    Trace
                  COLOUR:
RECOLOUR ----->   Keep (up/down)
                    Change             VIEW  CURRENT
CELL
                                    PEN AVAILABLE


                  Form --------> Same functions as in
DRAW CELL ----> Ellipse            the DRAW option
                  <ESC>
                                    Draw
                                    Recolour
                  Set size -------> Keep
                                    Cancel

                  List of        Load
```

```
DIRECTORY ----->  Drawings -----> Delete
                                  <ESC>


               List of           SV2:
SAVE ---------->  Drawings -----> Change
                                  Keep
                                  <ESC>
                                  Other name?
CHANGE MEDIUM

MORE ----------> Change mode (Toggles mode 4/8)

CHANGE TASK
```

3.2.0 Main Menu Options

3.2.1   **DIRECTORY**
You can obtain a directory of the drawings on the media. ln order to become
familiar with the QL DESIGNER system, we recommend that you use the
backup copy of the cartridge containing the picture files.

By moving the screen cursor. you can select the option to LOAD or DELETE
particular picture files. Selecting <ESC> will return you to the previous
drawing.

You will be offered two additional chances to either LOAD (by pressing <B>)
or abandoning your choice from the directory listing.

After loading a drawing, you are returned to the MAiN MENU, by selecting
the DRAW option, you can yiew the drawing you have just loaded.

If you then press <B2> (the latter for use with a mouse), you can obtain the
FUNCTIONS sub-menu. Selecting MAIN MENU from this sub—menu will
return you to the MAIN MENU.

3.2.2 NEW DRAWING

Selecting this option will delete the current drawing from memory. You can
KEEP or CANCEL the cell PALLETTE.

if CANCEL options are seiected throughout, the screen will be cleared of any drawings loaded Into memory.

Pressing <B2> and selecting MENU will return you to the MAIN MENU. If you select DRAW, you return to the empty screen.

3.2.3 DRAW

After cancelled the current drawing, the screen is prepared to accept a new drawing.

3.2.4 PEN

The PEN can be moved by using the usual cursor controls (kevboard, jovstick or mouse). Pressing <B3> wIll produce single—pixel incremented movements.

Rubber—band lines are produced by pressing <B>. movinq the cursor and pressing <B> again.

If the jovstick or mouse is moved vertically, the line wIll become an arc. if you do this several times you will obtain a broken line.

Pressing <B2> will produce the FUNCTIONS sub—menu. Drawing option aids available to this menu.:

RUB LINE - a single line is deleted from the drawing.
RUB FORM — deletes the current form.
COLOUR — the colour selection. Sub—optIons include:
      Interior colour of the form.
      Border colour of the form.
      Fill colour.
      Grid.

3.2.5 RECOLOUR

After loading a drawing, you can select the RECOLOUR option instead of DRAW.

You will see the elements of the drawi na proluced on screen and you are prompted to either KEEP or CHANGE their colours. You can practice with any of the demonstration drawings.

When the drawing is completed, you will see the pen clear and you can either continue or call the DRAW functions by pressing <B2>.

If you load the PLAN file, for example. and do not recolour it, you will see how each element has been put together to make the drawing.

We recommend that you view it using the DRAW Option, to set the GRiD and then select the RECOLOUR option. Each element will appear In the order originally drawn over the grid. Once complete, select the KEEP option.

3.2.6 MODE

You can load a drawing, view it with the DRAW option, return to the MAIN MENU, select the MODE option and then view it In the changed mode with the DRAW option.

3.2.7 CHANGE MEDIUM

This option must be used each time you change media. even if you do not change the drive. The only exception is with Task 2. when you save a full 32K screen.

3.2.8 CHANGE TASK

Allows you to switch between tasks.

WARNINGi With a standard 128K QL and microdrives, you must use two cartridges for the three tasks of the program and change media when prompted by the program.

3.2.9 SAVE

Selecting this option will produce a directory of drawings from the default media. You will then be offered the name of "SV2" for the drawing. You can KEEP or CHANGE this name.

If you accept the default "SV2" name, QL DESIGNER will delete the drawing named "SV1". the old "SV2" file is renamed "SV1" and the current drawing (or stage of drawing) is saved as "SV2".

This feature is unique to QL DESIGNER and automatically allows you to save more than one version of your current drawing, always deleting the oldest.

If you wish to change the name of your drawing you must only use capital letters and "_" for the file name.

File name conventions used In QL DESIGNER have been arranged to provide the maximum amount of information from a directory listing.

Some typical file name examples:

"T_0_EXAMPLE_1_des" = background—free drawing called "EXAMPLE_ 1".
"T_A_EXAMPLE_2_des" = Drawing called "EXAMPLE 2" with associated with
                            the letter A.
"E_AB_ATTEMPT_des" = Cell pallette called "PAL_1".

3.2.10 THE FUNCTIONS

Pressing <B2> will produce the FUNCTIONS sub—menu. Options available on this menu are:

MENU — Returns you to the MAIN MENU. By selecting DRAW again and
        <B2>. you will return to the FUNCTION menu.
RUB — Deletes the current form.
GRID — Toggles a grid as a drawing aid.
<ESC> — Enables the system pen.

MIRROR — This option toggles on/off and places a horiontal line on the screen which can be moved up or down. Pressing <B2> will change this into a vertical symmetry axis.

  If you draw a form, QL DESIGNER will draw it as a symmetrical form and you can then recolour it.

TRACE — This option toggles off/on.

  Allows you to trace points instead of lines. Each time you press <B>. a point will be set on the screen at the current cursor position. A maximum of twenty points (19 lines) can be used to outline a form. These can be recoloured as a polygon, but use only the border colour.

INK — Access to commands for changing INK or PAPER.

CELL — Produces a pallette of pre—drawn picture elements. Sub-commands enable you to manipulate any of the cells in many different ways from the on—screen prompts.

  A PALLETE of cells is part of a drawing and will be SAVEd with a drawing. In use, it is held in memory.

3.2.11 DRAWING A CELL

From this menu. you can select:

ELLIPSE — sets the size with the cursor keys, a mouse, or joystick and pressing <B>. The ellipse drawn will become one of the cells of the PALLETTE.

FORMS — Cells of parts of a drawing may be produced as in the DRAW option. The main difference is that the main drawing is kept in memory while the cell is being drawn.

MENU	Returns you to the next range of options i:
DRAW	) These two options operate
RECOLOUR	) as previously noted.
KEEP	Will ask you to set the size of the cell and stores it memory in the PALLETTE of other cells.
CANCEL	Will delete the drawing made in a cell.

Selecting either of the last two otions will, at the completion of the operation, return you to the MAIN MENU. Please note: SuperBASIC's FILL

command has been completely rewritten for QL DESIGNER and works much better. Even so, there are two restrictions:

1. One colour cannot be used for fill — red, in mode 4 and magenta, in mode 8.

2. Forms which are to be filled must be contained wholly within the screen area.

But, after the form is drawn and filled, it can be re—coloured with red (or magenta) using Task 2.

Also, when using the MIRROR option, you must draw on the smaller part of the screen, relative to the position of the axis.

3.3.0 Task 1 TUTORIAL — Practical exercises.

3.3.1 Draw a polygon.

Draw an irregular shape.

Press <B2>, and choose COLOUR from the sub—menu. By selecting colours from the pptions shown - a border colour, two fill colours — and moving the menu indicator to the arrow option will exit the colour selection menu and a triangle will be drawn at the position and in the colours selected.

3.3.2 Load the "PLAN" file.

This drawing is not complete and will give you practical experience finishing a partially completed working drawing.

3.3.3 CONCENTRIC CIRCLES

Select the grid option.

Select a starting position on a point on the grid about mid—screen.

Press <B>.

Move six increments towards the right.

Press <B>.

Change your line thus produced into an arc by pressing the up/down cursor keys.

Press <B>.

Return to the centre of the circle and draw another half—circle, as above, to the same dimensions, but this time movinq to the left.

Select a colour for the shape.

Repeat the above several times, but reduce the size of each successive completed circle, using the grid as a layout reference.

Any mistakes can be deleted by pressing <B2> and selecting the RUB LINE or RUB FORM options.

3.3.4 IntroductIon to Cells

Application of the cell concept of QL DESIGNER may be seen in the "BUTTERFLY" demo file. Load into Task 2: Filing one of the BUTTERFLY demo pictures.

Using the menu options, you can view each of the cells in the PALETTE.

Selecting one of the cells, a rectangle appears on the screen. This outline frame may be moved or, by pressing <B2>, you will have access to the FUNCTION menu.

Selecting one of the command options you can alter the relative size of the cell or ratate it.

When you are satisfied with the alterations you have made to the cell, selecting FORM replaces the on-screen rectangle with the cell's image contents. Once a cell is SET, it can then be recoloured.

3.3.5   PRACTICE WITH CELLS

A.After selecting NEW DRAWING, and CANCEL PALLETTE, draw several geometrical cells using ellipses of different sizes, arcs and polygons.

Usinq the MIRROR and GRID. compose a drawing using each of the cells you have made.

B.Draw a coloured triangle, setting the first vertex near the bottom left corner of the screen and the first side horizontally along the screen border.

Draw each of the three sides roughly equal and then select your colour.

Return to the menu and select KEEP. The triangle you have iust drawn will appear on the screen along with a mobile rectangle.

Align the top right—hand corner so that the horizontal side of the triangle coincides with one side of the rectangle frame and that one side of the rectangle passes by the vertex of the triangle, BE SURE TO KEEP THE FRAME IF THE RECTANGLE AS CLOSE AS POSSIBLE TO THE TRIANGLE.

C. Draw other geometrical shaoes for successive cells. You can vary the cell's contents using various semi—circles. rectangles and ellipses.

3.3.6   Practice with the demonstration drawings

In order to acquire proficiency with QL DESIGNER, practice drawing with the demonstration pictures. Comments and sugoestions from QL DESIGNER's author, Michel Lebeque:

1.   a. Load "SEA" into Task 1.
         b. Choose 'NEW DRAWING' and 'KEEP' the pallette.

      c. Compose a new drawing with the pallette of cells (kept in memory)

2.   For the 'HOUSE' drawing, a "WINDOW" CELL was first composed using Task 1 and then saved with the name 'SV2' (it wan an emoty drawing containing only the one cell.

      "PLAN DEMO", loaded in Task 2, was saved as a BACKGROUND, with the name 'PLAN'. With "SV2" loaded again, the 'PLAN' BACKGROUND (BACKGR. and CHANGE) was again saved with the name "SV2".

      Returninq to Task 1 and loading "SV2", the "HOUSE" drawing was completed over a prepared background and saved in its finished form.

      The background was cancelled in task 2.

3.   <u>MATH demo drawing</u>

The diagram was first drawn in Task 1 and saved.

Then the text was added in Task 2 and saved as a BACKGROUND with the name "TEXT". I added the background to obtain two identical drawings, one over the other. this was saved as a file.

Returninq to Task 1, I drew the mathematical symbols In CELLS over the text. This was saved as a complete drawing.

Finally. I canceled the BACKGROUND with task 2.

Note: For large amounts of text, you may find it better to keep It on a background which can be saved several times, if necessary, with BACKGROUNDs containing more and more text).

This composite BACKGROUND is then added, after selecting the NEW DRAWING option with the. symbols superimposed over the BACKGROUND.

4.0.0 TASK 2 — FILING

4.1.0 MENU FUNCTIONS

```
                  PALLETTE
NEW DRAWING --−−−> Keep
                  Cancel
DRAW -------> View Current Drawing --> <ESC>
                                       Menu
                                       Text
                                       Col.
                                       Backg.
CELL PLLETTE --> Save
                 Complete
                 Modify
                 End
DIRECTORY -----> Of drawings --------> Load
                                       Delete
                                       <ESC>

SAVE ----------> Drawings -----------> SV2:
                                       Change
                                       Keep
                                       <ESC>

CHANGE MEDIA −--> "Name of new device?"

MODE -----------> Change resolution mode.

CHANGE TASK
```

4.2.0 Using the Filing FUNCTIONS

4.2.1 DIRECTORY

This function operates in the same way as Task 1. From the DIRECTORY listing. you can choose a file to either LOAD or DELETE.

Try Loading "FILL_DEMO". For this practical experiment, you will need an additional formatted cartridge.

4.2.2 DRAW

Current drawing is viewed. Pressing <B2> will call up the FUNCTIONS menu options:

MENU — Returns you to the MAIN MENU.
<ESC> — Cancels the FUNCTION MENU. Press <B2> to recall it.
TEXT — Provldes the screen character input facility, Move the cursor to the required position and press <B>. The text cursor will appear on the screen at the position of each character input. Press <ENTER> to "set" the characters. Any errors made durIng this option can be corrected by pressing <B2>.

PLEASE NOTE :

1. <B2> deletes everything that has been typed n starting from the graphic cursor position. Also. you must not go to the line without pressing <ENTER>.

2. Press <B2> when the graphic cursor is present on screen and NOT the text cursor. This will present a four—function menu:

<ESC> — Cancels the FUNCTION MENU and re—calls the graphic cursor.
END — Returns to the previous stage.
CHAR — Calls for the COLOUR menu.
RUB — Allows you to delete the text nearest the graphic cursor.

3. You can, for example, write text on your drawing in several different colours and, if required, delete the text, but NOT the original. Select END to exit this option.

BACKG — You are asked to select one of four options:
      CHANGE — Prints the list of backcirounds (if available. The current
           backqround drawing may be interchanged with another.
      <ESC> — Exits this option menu.
      CANCEL — Deletes the current background.
      SAVE — Saves the background as a 32K screen file (if there is enough
           room on the default media).

4.2.3 NOTES:

1. If you have included characters in your drawing, at this stage, press <B2> and return to the MAIN MENU. Return to your drawing by usinq the DRAW option. Your text will not be on the screen, but will be held in memory. Text will be saved when the "SV2" save option is used.

2. If you work with the backup of the demo cartridge, you will probably not have 32K of free space on the media.

Should this be the case and if you attempt to SAVE the screen, you will receive a warning message.

Replace the media with a previousIy formatted cartridge and proceed with saving your current screen.

3. Change cartridges to your original backup (you must, however, use the CHANGE MEDIUM option — even if you are only using a single drive). You can load another drawing, such as BUTTERFLY, change media (this option must be used) and SAVE this second drawing, first using the SV2 option and secondly, as a 32K screen file.

4. Call the CHANGE (backg) function. You can load the backqround from the previous drawing.

Your drawing is now composed with a background and a set of forms. Call the CHANGE function again and you can replace this background with another one. And so on...

5. Background directory names are prefixed by a letter and a number. The number represents the mode the drawing was saved in. As several drawings may uee the same background, they will be prefixed by the same letter.

A background—free drawing will be prefixed by 0.

You can verify this by saving your drawing and doing a DIRECTORY of the files.

COLOUR — You can use this option to select a colour to replace colours missed by Task 1.

> Use —> to execute.
> To exit this option, select CANCEL.

CELL PALLETTE - Load the "ELEC_DEMO" file. Select the PALLETTE option. All of the cells will be shown on the screen and you can select a number of options from the menu:

> COMPLETE
> SAVE
> MODIFY
> END

Use the MODIFY option and then select one of the cells. Select another cell and exchange the places of the two cells.

You can also select a single cell and cancel it, if it is not used in the drawing. You can save the PALLETTE on the default media, but it must be given a file name.

Selecting the COMPLETE option, you can load cells from any pallette on the media. This procedure will allow you to select the cell you require.

NEW DRAWING — As with Task 1, this will delete the current screen. If this option is selected, however, you can optionally choose to KEEP the pallette. Try this option after Loading 'ELEC_DEMO'. Select NEW DRAWING, but choose KEEP pallette from the menu and save the now blank screen. You will have a file containing symbols which can be used in a new drawing.

The remainder of the options have the same function as those in Task 1.

5.0.0 TASK 3

5.1.0 PRINTING

the options available are exactly the same as those used for Tasks 1 and 2 with the exception of the DEMO and the DRAW option.

DEMO — You will be prompted for an eventual second drive, and a Delay Time. You will also be asked if you wish to view the drawings in a numerical order.

If you opt to use a numerical order, all of the drawings are viewed. If not, only the drawings having a name prefixed by a number will be printed to the screen.

Experimenting with your backup of the demo cartridge is recommended.

DRAW — Pressing <B2> will call the FUNCTION menu. By selecting the PRINT option, you can make a hardcopy print on any Epson—compatable printer.

We have provided you with the option of printing in either of two sizes: In double—size, however, it is not possible to print the entire screen.

NOTE, You can, however, save 32K screens (such as backgrounds) with Task 2 and subsequently print them using a different printer dump, if required.

A screen called 'BACKGR', for example, will be saved as "E_xx_BACKGR_des" on the media. "xx" is a letter and a number.

<p align="center">**   **   **</p>

Finally, we at Pyramide would like to thank you for purchasinq QL DESIGNER. Many hours of very hard work have gone into its production and we sincerely hope that it wll give you many, many hours of enjoyment.

SUBJECT INDEX