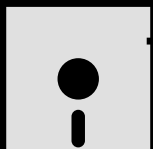
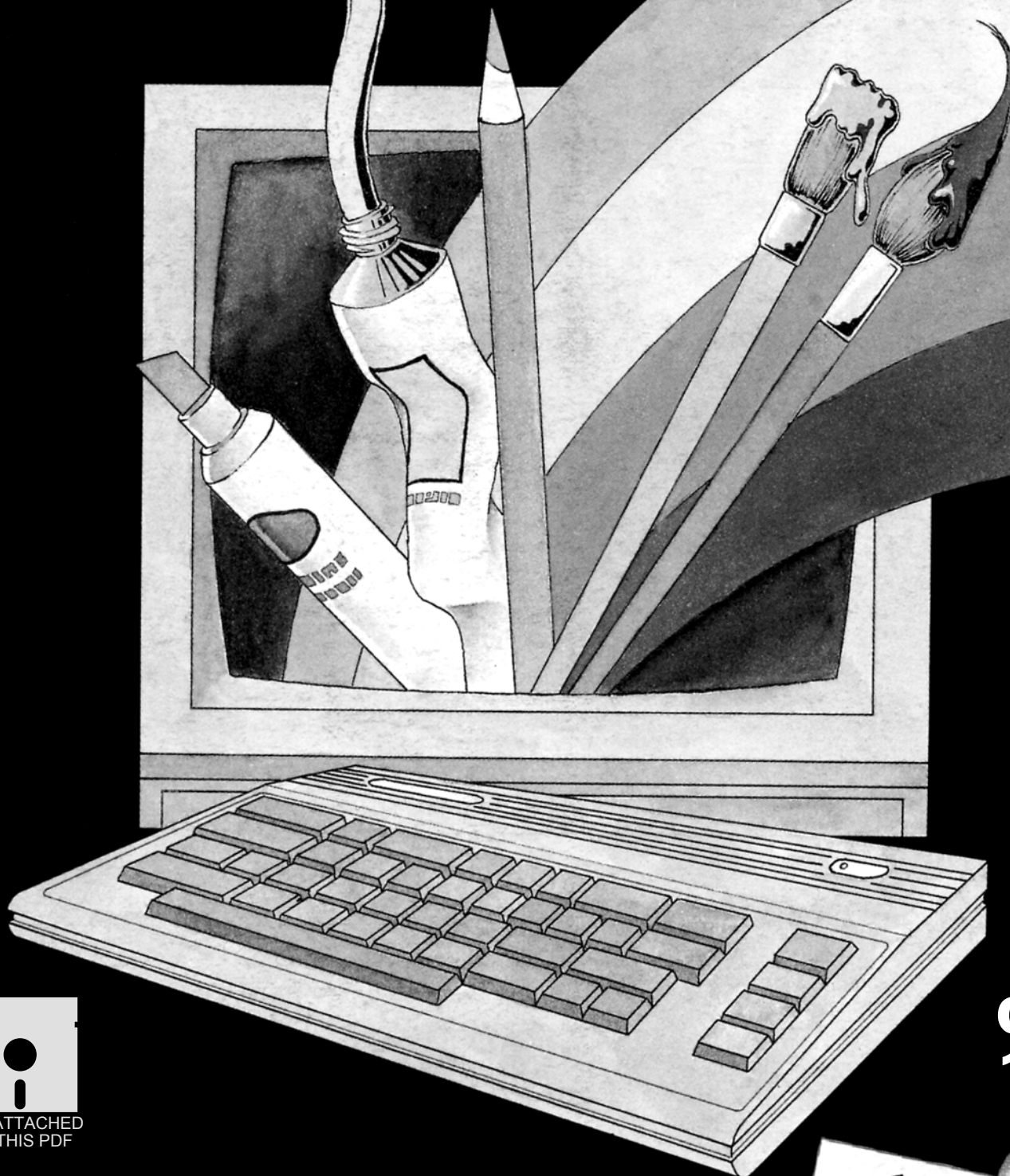


# SARACEN PAINT



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**USER'S GUIDE**

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# SARACEN PAINT

Saracen Paint is a graphic program that can transform your Commodore 64/128 into a powerful drawing tool.

Saracen Paint enable you to start drawing immediately, with its intuitive icon-driven system, and its easy-to-use pull down menu.

With Saracen Paint you can touch up your drawing in the smallest details with the help of a large range of colours and two zoom options.

Saracen Paint is fully compatible with KOALA PAINT and supports all well-known paint programs

It works at low resolution with 160 x 200 16-colour-pixels.

You can use either the mouse or the joystick.

## SYSTEM REQUIRED

- Commodore 64/128
- Drive or tape recorder
- Joystick or mouse

Magnetic supports content:

Disk:

- Side A: - Saracen Paint graphic program
- S.C. conversion program

Side B: - Collection of sample-drawings

Cassette:

- Side A: - Saracen Paint graphic program
- Side B: - collection of sample-drawings

## Users' Instructions:

Do not use drive and tape recorder simultaneously.

If you use a drive, always format your work-disk with Saracen Paint "Format" option.

Do not ever save screens on the program disk. Make always sure you have applied the protection label on the disk before using it.

The program will perform at its best by using the mouse.

## LOADING INSTRUCTIONS

Insert the mouse or the joystick in port 2.

**Disk:** Insert the disk in the drive with the label facing up in. Type **LOAD"\*",8,1** and press **RETURN**.

**Cassette:** Insert the cassette (side A) in the cassette recorder Press **SHIFT** and **RUN/STOP** simultaneously. Press **PLAY** on the cassette recorder.

As the loading operations are completed you will see on the screen the loading screen: press **M** to use the mouse or **J** to use the joystick.

## MOVING AND SELECTING

To move the arrowshaped cursor which will appear on the screen, use the mouse or the joystick.

### Select button:

To select any option you have to move the cursor on to the chosen object and then press the select button.

Joystick: the select button is the fire button.

Mouse: the select button is the left mouse button.

To interrupt any operation at any moment, press RUN/STOP or the right mouse button. Thus you will go back to the main menu. To close windows, click on the icon at the top left of it. To activate the chosen option inside windows, move the cursor on the striped slash at the top of it and press the select button.

## HOW TO START

Move the cursor onto the SARACEN PAINT caption. On the screen will appear the following menus:

### **FILE DRAW ZOOM OTHER**

To have access to the menus, move the cursor onto chosen one with the select button pressed, then highlight the chosen option.

### **FILE**

This menu contains all the options needed to operate both the screens and the magnetic supports.

1. TAPE
2. DISK
3. LOAD S.
4. FORMAT

1. **TAPE:** This option controls loading and saving operations when using the cassette.
  - 1a. LOAD
  - 1b. SAVE

**1a. LOAD:** This option loads a screen from the cassette.

Type the name of the screen, press RETURN and then press PLAY on the tape recorder. (If nothing appears on the screen at the end of the loading operation, it means that the selected screen has not been found).

**1b. SAVE:** This option saves screen on cassette.

Press PLAY and REC simultaneously on the tape recorder. Type the name of the screen and press RETURN.

- 2. DISK:** This option controls loading and saving operations when using the disk.  
2a. LOAD  
2b. SAVE

**2a. LOAD:** This option loads a screen from the disk.

A window will appear displaying the names of the existing drawings on disk. Choose the name of the screen you want to load positioning the cursor on it and pressing the select button or typing the name; press RETURN. (If nothing appears on the screen at the end of the loading operation, it means that the selected screen has not been found).

**2b. SAVE:** This option saves screen on disk.

Type the name of the screen and press RETURN.

- 3. LOAD S.:** This option loads and displays one by one all the screen which are on the disk.

To move on to the next screen, press the select button.

- 4. FORMAT:** Use this option to format disks.

Before selecting this option, make sure you do not have the program disk in the drive. After selecting the FORMAT option you will have to confirm it by choosing YES if you want to format the disk. Choose NO if you want to go back to previous options.

## **DRAW**

This menu contains all options which enable you to draw.

1. PAINT
2. LINE
3. DRAW
4. ELLIPSE
5. BOX
6. FILL
7. ELLIPSE F.
8. BOX F.

Before executing any drawing operation, a window will appear on screen and you must select the colour you require. To choose a colour, click onto one of the coloured icon on the left side of the screen. Now you can start drawing.

In some drawings you may note some flaws. This is due to C64's limited graphic potential. Such flaws can be masked with other colours during the ZOOM phase.

- 1. PAINT:** This option allows you to change the same colour all over the drawing. Select the chosen colour. Move the cursor on the colour you want to change and then press the select button.

**2. LINE:** This option allows you to draw line.

Move the cursor to the point of the screen from where you want your line to start, then press the select button; release the button (a "bip" sound will tell you that the starting point has been fixed). Then move the cursor to fix the finishing point and briefly press the button (a double "bip" sound will tell you that the line has been fixed).

**3. DRAW:** This option allows you to draw free-hand.

Position the cursor on the screen and keep the button pressed while moving the cursor. Thus will obtain free-hand drawings.

**4. ELLIPSE:** This option allows you to draw circles or ellipses.

Move the cursor to the point of the screen from where you want your circles or ellipses to start, then press the select button; release the button (a "bip" sound will tell you that the starting point has been fixed). Then move the cursor to fix the finishing point and briefly press the button (a double "bip" sound will tell you that your ellipses has been fixed).

**5. BOX:** This option allows you to draw squares.

Move the cursor to the point of the screen from where you want your square to start, then press the select button; release the button (a "bip" sound will tell you that the starting point has been fixed). Then move the cursor to fix the finishing point and briefly press the button (a double "bip" sound will tell you that your square has been fixed).

**6. FILL:** This option allows you to fill in delimited areas with the selected colour. Position the cursor inside the area to be filled in and press the select button to confirm.

**7. ELLIPSE F.:** This option allows you to draw coloured circles or ellipses. Move the cursor to the point of the screen from where you want your circles or ellipses to start, then press the select button; release the button (a "bip" sound will tell you that the starting point has been fixed). Then move the cursor to fix the finishing point and briefly press the button (a double "bip" sound will tell you that your circles has been fixed).

**8. BOX F:** This option allows you to draw coloured squares.

Move the cursor to the point of the screen from where you want your square to start, then press the select button; release the button (a "bip" sound will tell you that the starting point has been fixed). Then move the cursor to fix the finishing point and briefly press the button (a double "bip" sound will tell you that your square has been fixed).

## **ZOOM**

This menu allows you to magnify an area of the screen in order to touch up your drawing.

1. BYTE
2. ZOOM

**1. BYTE:** In the screen's left corner a square will appear to isolate the magnified area.

Clicking the button on one of the two arrows under the name OUT, you will change the square's colour. Remember that the four opposite enable you to move on the screen area that

you want to magnify. If you select OUT, the various areas will be automatically isolated on the screen.

If you select IN, you will be able to copy the magnified area every time you move. Highlighting the CLEAR selection, the selected area will be cancelled.

When selecting, the four available colours will be displayed. To modify them, highlight the desired option, then press the select button on the chosen colour.

COLOUR 0 represents the background colour, if you change it, the COLOUR 0 will be changed all over the screen.

You can also change the inside of the magnified area by positioning the cursor on the parts you want to modify and pressing the select button.

**2. ZOOM:** To avail of this option, move the square onto the area you want to magnify and press the select button. (In case the square is not clearly visible, you can change its colour by quickly pressing the select button). On the screen a window containing the magnified area will appear. If you wish to move from one magnified area to another, move the cursor onto the arrows on the window frame and guide them to move across the screen. If you want to change the inside of the magnified area, position the cursor on the parts you wish to modify and press the select button.

## **OTHER**

This menu includes all general options.

1. LOOK
2. CLEAR
3. COPY
4. FONTS
5. INVERT
6. QUIT

**1. LOOK:** This option displays the entire graphic sheet.  
To change the background colour, move the cursor outside the screen and press the select button.

**2. CLEAR:** This option cancels the entire graphic sheet.  
When you select this option you will be asked to confirm it by choosing YES. If you want to go back to the previous options, choose NO.

**3. COPY:** This option allows you to duplicate any part of your drawing. Position the cursor on the point on the screen at which you wish to start. To confirm the starting point press the select button. Then move the cursor to fix the finishing point whilst keeping the select button pressed. Now, if you move the cursor you can move the portion of the drawing that has been captured. Position it where you want and keep the select button pressed to fix it.

**4. FONTS:** This option enables you to write your text using different styles. After choosing the character and the colour you want to employ, move the cursor onto the point

at which you wish to start writing and press the select button to confirm. Type your text on the keyboard and press RETURN at the end.

**5. INVERT:** This option allows you to invert any part of your drawing. First of all choose whether you want to invert it horizontally or vertically (HORIZ/VERT). Then move the cursor onto the point at which you wish to start and press the select button to confirm the starting point. Then move the cursor to fix the finishing point whilst pressing the select button to invert the drawing.

**6. QUIT:** You can select this option to quit the program. You will have to confirm your choice by pressing YES. Press NO if you want to go back to the previous options.

## UTILITY

A program is available to convert drawings made with KOALA PAINT into the format compatible with SARACEN PAINT and viceversa (disk version only).

### LOADING INSTRUCTIONS

Switch the computer off and then switch it on again.

Disk: insert the disk with its label facing up in the drive. Type **LOAD "SC",8,1** and press **RETURN**.

It will appear the screen with the menu:

- 1) SARACEN PAINT
- 2) KOALA PAINTER

If you press 1 you will be asked for the file's name to be loaded in KOALA PAINT format. Type the file name and press RETURN. Once loaded you will be asked for the name of the file you wish to save in SARACEN PAINT format. Type the file name and press RETURN.

When you have finished the conversion operation you can either proceed to convert a second drawing, or exit the conversion program by pressing N.

If you press 2 you will be asked for the file's to be loaded in SARACEN PAINT format. Type the file name and press RETURN. Then you will be asked for the name of the file you wish to save in KOALA PAINT format. Type the file name and press RETURN.

When you have finished the conversion operation you can either proceed to convert a second drawing, or exit the conversion program by pressing N.

### SARACEN PAINT

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### ACKNOWLEDGEMENTS

Program by: Vincenzo Saraceno

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