

CONTROLS

KEYS I,J,L,M move the cursor. Key K inserts/deletes a point. The keys may be redefined. Or you can use a joystick in port 1. Use CLR/HOME to 'home' the cursor. SHIFT and CLR/HOME will clear the sprite board. Keys F5 and F7 select commands from the menu and 'RETURN' will enter that command.

THE EDITOR

Any sprite in the library may be edited and entered into the library. The current library sprite is not altered until you decide to replace it, so you may experiment without fear of losing a sprite from the library.

1. ENTER: Moves you onto the ENTRY BOARD (see below).
2. SCRUB: Deletes the current sprite from the library. You have the option to abort this command after entry.
3. MODE: Switch between Standard and Multicolour modes. Note that a sprite may look completely different when the mode is switched.
4. NEXT: Move onto the next library sprite. Hold down the shift key before pressing return to move backward through the library. If the sprite has been altered you have the option to enter the sprite into the library after entering this command.
5. ANIMATE: Moves you to the ANIMATION BOARD (see later).
6. XPAND: Expand/contract in the X (horizontal) or Y (vertical) direction.
7. COLOUR: upon entering this command the command cursor will move onto the colour bar chart.

RETURN for sprite colour.

SHIFT/RETURN for background colour.

CBM/RETURN for multicolour 0.

CTRL/RETURN for multicolour 1.

To move back onto the command menu, move the cursor to the back arrow symbol and press return. In multicolour mode the three control colours are displayed at the bottom of the command menu. The colour displayed in reverse type is the one which will be entered on the editor board. The control colour may be altered by moving the cursor against the required colour and pressing return.

THE ENTRY BOARD

The current sprite is displayed in both normal and reversed configurations and in both normal and expanded sizes. The current library sprite is displayed at the bottom of the screen.

MIRROR: Produces a mirror image of the current sprite.

FLIP: Produces an upside down image.

ROTATE: Available only if the right hand three pixels of each row are left blank. The image may be rotated through 90 degrees.

REPLACE LIBRARY SPRITE: Replaces the library sprite with the current sprite being edited.

NEXT FREE BLOCK: Will enter the current sprite into the next available space in the library. Once entered, you will move onto the editor board at the position where the sprite was entered.

EDITOR: Moves you back to the editor board.

CREATE DATA: Converts the current sprite into Basic data statements and adds them to the data file. As many sprites as you wish may be converted to data statements before saving them with the next command.

SAVE DATA: Saves the current data file to tape or disk. Once the file has been saved it will be deleted. Subsequent files will start with the next basic line number so that several files may be appended in sequence (see later).

SAVE LIBRARY: saves the current sprite library to tape or disk.

LOAD LIBRARY: loads a library which has been saved using the previous command.

ANIMATION

The animator allows you to build 'frame by frame' animations of any sprite in the library. Before entering the animator, you will be asked to enter the number of images required.

NEXT: moves to the next image. The sprite on the far right is the current image to be edited. The one on the left is the previous image, provided for reference. RUN: steps through each image in turn. Speed may be varied using the + and - keys.

SAVE: saves the animation as a data block from hex \$3400 onward. To load this data into your program, use LOAD"NAME",8,1 for disk or LOAD" ",1,1 for tape.

COLOUR: The sprite colour only may be altered for each image. The colour selected is stored in the last byte (byte 63) of each image.

APPENDING DATA FILES TO YOUR PROGRAMS

The data files have high line numbers (63000+). Provided that your basic programs have line numbers lower than this, the following simple method will append a sprite data file to the end of your program.

1. Load your program and enter: POKE 43 , PEEK(45)-2 : POKE 44 , PEEK(46)
2. Load the sprite data file.
3. Enter: POKE 43,1 : POKE 44,8