The Complete Graphics System II

The sections of the command blocks that are in white are the ones used in each corresponding module of The Complete Graphics System II.

The Drawing Module

Tablet input is used almost exclusively in this module allowing easy movement between the modes. A few keyboard commands are kept active to save, load, clear the screen, and return to the menu.

When you clear the screen, you can use the tablet to choose the color you want for the new background.

The Text Module

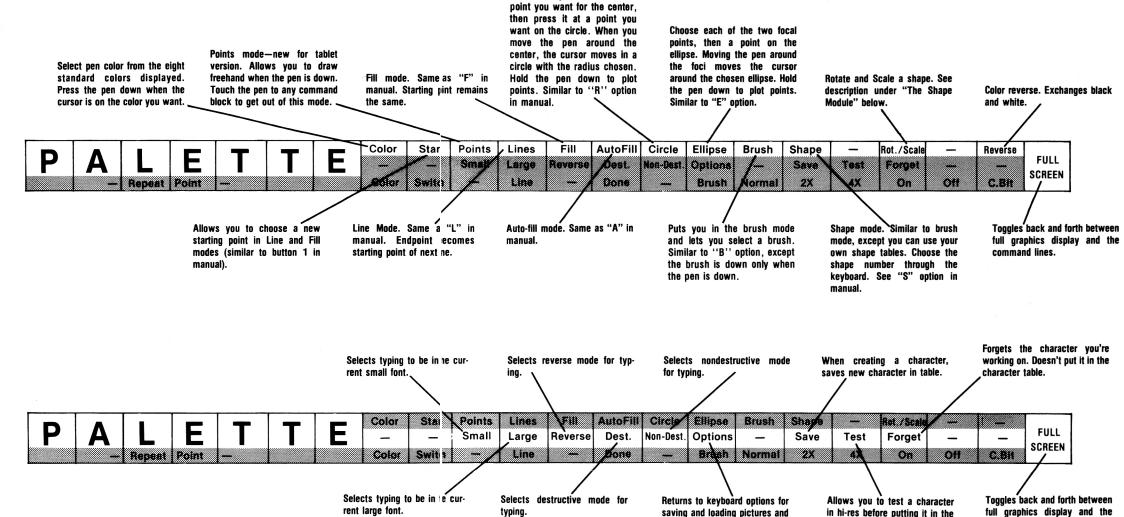
Using the tablet, you have immediate access to command blocks to change the typing options. You can also change the starting position of characters you are about to type by moving the pen. The keyboard is used only for the actual typing of

When you are creating a character the pen is used to turn points on and off. If the point is off, touching it will turn it on and vice versa.

The Panel Module

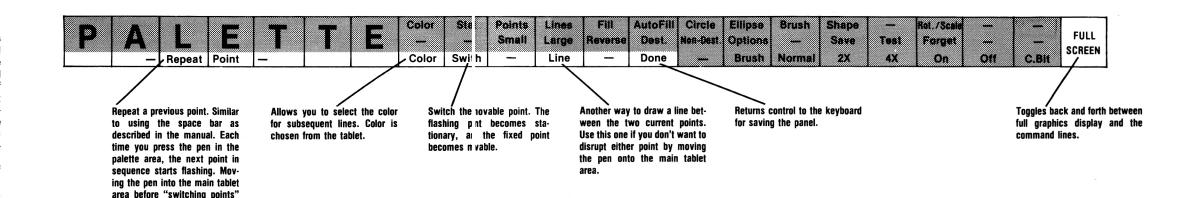
The I, J, K, M directional commands described in the manual are replaced by tablet input. Pressing down on the pen replaces the "L" command and draws a line. Before you go to one of the command blocks, be sure to lift the pen away from the tablet. Otherwise, you may continue to change the position of the movable cursor as you move your pen to the command sec-

rest of your picture.



Press the pen down at the

You may only have 512 each of points and lines in memory at a time. Drawing a circle uses a lot of points and lines, so be careful not to use so many in making a very smooth circle that you won't have any left for the



fonts.

The Shape Module

point again.

or drawing a line will change the

This module uses the lo-res method of defining hi-res shapes. After you have pecified the width and height of the shape, the pen controls the cursor's position within te shape. Pressing the pen down on a point turns the point on if it was off and vice versa

When you are done drawing the shape, press the pen on the "Done" comman block to return to normal keyboard control.

Tablet input can also be used to rotate and scale shapes both when viewin them or

when creating a shape using the keyboard option. When viewing a shape, the pen at the upper left corner gives a rotation of 0 and a scale of 1. Moving the pen to the right changes the rotation and moving the pen down increases the scale.

To rotate and scale a shape after creating it using the keyboard option, type "R" or "S" and then use the pen to move the shape. Press the pen down to keep the shape at that size and rotation. Lift the pen away from the tablet until you are ready to rotate or scale again.