# **TABLET COMMANDS**

### for the Apple Graphics Tablet versions of

The Complete Graphics System II by Mark Pelczarski

#### and

#### Special Effects by Mark Pelczarski and David Lubar

These tablet notes are for two separate products, The Complete Graphics System II and Special Effects. These instructions are combined to facilitate the use of the programs for people who have both. Also, there is only room for one extra command strip on the tablet, so this eliminates the possible need to keep changing it.

The major difference between the Apple Tablet versions, and the paddle/joystick versions which are described in the manuals, is that most of the input is now taken from the tablet instead of from paddles or joystick.

The Complete Graphics System II uses tablet input in the Drawing, Text, Shape, and Panel modules. In Special Effects, the Painting and Tricks modules are controlled with the tablet.

Copyright 1983, Penguin Software, Inc. Apple II is a registered trademark of Apple Computer, Inc. When you first use these programs you need to calibrate the tablet. You should use the backup copy of your master disk with the write-protect notch left uncovered. From the main menu choose which module you want to go to. You will then receive a prompt on the screen to touch the upper left, then the lower right corners of your tablet. Press down on the small dot in each of these corners with the point of the tablet pen.

The coordinates of the points you have input will be stored on your master disk in a file called "XY". After this initial calibration, the calibration will be done automatically every time you use the disk. If it is necessary to recalibrate your tablet (if you've moved the overlay), delete the "XY" file before running the program. Then, when you first use the program again, you will be asked to input the coordinates just as before.

Included in your package is a strip of paper with the tablet commands printed on it. Place this strip under the plastic overlay in the blank row under the row which has the commands imprinted on the overlay. The commands that are accessible depend on the module you are using. Most commands directly correspond to the keyboard commands described in the manual with some slight variations in implementation.

The two commands below are used in both The Complete Graphics System II and Special Effects.

#### Palette

The Palette is used in The Complete Graphics System II to choose colors for the autofill routine of the Drawing module, and for the colors of large fonts created with the Text module. You also choose the color you want from the palette in the Painting module of Special Effects.

To look at the colors in the palette, press the pen down on any one of the first seven command blocks where PALETTE is printed. Select the color you want by pressing the pen to the tablet when the cursor is on the color you want.

#### **Full Screen**

This command is used when you want to switch back and forth between full screen graphics and mixed text and graphics. It corresponds to the ESC key function described in the manual.

## **Special Effects**

The sections of the command blocks that are in white are the ones used in Special Effects.

#### **The Painting Module**

Point selection in the magnify modes, brush selection and movement, and color selection can be done using the tablet.

Since magnification is done around the current cursor point, after you choose the magnification you want by pressing the pen on the 2X or 4X block, lift the pen so that the cursor disappears on the screen. Then press the pen on the point in the middle of the area you would like magnified.

If you have difficulty getting the area you want magnified because of the pen reading input from the tablet in the area of the command blocks, you can still use the keyboard commands "2" and "4" for magnification with the pen at the desired location.

When you are painting, the brush is down whenever the pen is pressed down on the tablet.



#### **The Tricks Module**

This module uses the tablet input only when you are specifying which section of a picture is to be moved to another. Press down with the pen to indicate the four corners of the area you want moved.

