Hello!

Believe it or not, I'm still alive and kicking ... as is Gibson Labs! Amid rumors that Gibson Labs had been acquired by ATARI, that I'd become rich and had fled to Tahiti (Sigh, no truth in any of that) we've been working steadily on the completion of the final software and documentation. For those relentless few who have called so many times that your fingers dial our number automatically (you know who you are), you have my sincere apology that this has taken so much longer than we ever anticipated. Really.

If you missed seeing demonstrations of MULTIDRAW, our newest breakthrough (included in final form on the enclosed disk), at the Anaheim or Boston Applefests, then you could not know why the software is so late ... or why many of our customers have been SO anxious for the final system. MULTIDRAW was both a blessing and a curse. A blessing, because we knew what we could and would achieve: One magazine commented that in some ways MULTIDRAW was actually BETTER THAN LisaDraw!!! The curse of MULTIDRAW was that it turned out to be SO FANTASTIC that the rest of our existing Applesoft software seemed really dumb by comparison.

So ... Dana Smith, our excellent customer support manager, undertook the complex task of rewriting EVERYTHING from the ground up ... and then documenting everything. The final result, though time-consuming, was worth the wait. I know you'll agree.

Enclosed you will find the FINAL SOFTWARE and DOCUMENTATION for the LPS II / PENTRAK Graphics System / Gibson Light Pen. Even as I write this I can hardly believe it's really true ... Whew!

Knowing that many of you will immediately BOOT the new disk and run MULTIDRAW (if you haven't already!), below is a "Quick-Start" guide to the main MULTIDRAW "buttons". So go ahead and skip the manual (until later) and figure it out yourself!!! -- You know how these things work! (Remember, MULTIDRAW REQUIRES an Apple //e or Apple II+ with 16K Ram card.)

We've added lots of new Applesoft application programs TOO!!!

As I was saying above, Dana Smith has completely rewritten the Main Menu System and the Applesoft Applications. He has also entirely rewritten the Pen's documentation. I think he's done an excellent job! The resulting application environment is far more cohesive, with the applications fitting together, sharing a common Hi-Res page, and allowing you to jump from program to program with your image intact. A common "Filer" sub-section in each of the Applications further unifies the environment, making the disk-
related interface highly consistent. As a result of the excellent job he has done, the system is far more useable. Dana will continue to provide excellent telephone support during business hours.

Getting a Quick Start with MULTIDRAW

NOTE: See also Appendix C (pages 94-96) MULTIDRAW COMMAND SUMMARY

<table>
<thead>
<tr>
<th>Command</th>
<th>Key Combinations</th>
</tr>
</thead>
<tbody>
<tr>
<td>To Toggle Main Menu on/off</td>
<td>SpaceBar</td>
</tr>
<tr>
<td>To Start a Function,</td>
<td>1 or Left Arrow</td>
</tr>
<tr>
<td>To End a Function,</td>
<td>2 or Right Arrow</td>
</tr>
<tr>
<td>To ZOOM IN or OUT</td>
<td>Z or /</td>
</tr>
<tr>
<td>To PAN around the Zoom Screen</td>
<td>on/off with SpaceBar or Hold a Paddle Button</td>
</tr>
<tr>
<td>* with unmodified Apple II</td>
<td>Hold either Shift Key</td>
</tr>
<tr>
<td>* with Shift-Key Mod Apple II</td>
<td>Hold either Apple Key</td>
</tr>
</tbody>
</table>

NOTE: Try opening the CARDS (the lowest, left-most symbol) then try drawing on the Cards, try choosing which card (touch the card's index tabs!) and then mess with the MOVEIT symbol!! (the one to the right of the CARDS symbol) WOW!!! Lisa can't even do these things!!!

Experiment with zooming in and out at ANY TIME!! While zoomed in, try PANning around (see above) YOU own this now!!

That should get you up and running with MULTIDRAW!!! DO eventually read the manual to get the most out of the system, and enjoy the most advanced graphics system on the face of this earth!!!
NEW
10 HGR2 : &INIT,NEG : HCOLOR=0
20 &TRACK(X,Y,KEY,LINES,NC) : XX=X : YY=Y
30 &TRACK(X,Y,KEY,RUBRECT)
40 HPLTX,X,Y TO X,Y TO X,Y TO XX,Y TO XX,YY
50 GOTO 20

Use the SpaceBar while holding the Pen up to the screen ... RESET to quit. 
Now tell me that isn't neat!!! A five-line Applesoft program ... doing things you've only seen on LISA!!! As mentioned, the new Owner's Manual provides details and examples of all changes from PENTRAK 1.1 to 2.0

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So what have we been up to? What's our recent past and near future? Where does the Pen go from here? Are we going to ignore Mice?

Well, the rumors have been flying!!! And, as with most rumors, there have been shreds of truth in some of 'em.

As I said already, ATARI has not, nor will they, purchase Gibson Labs. Back in May, they said they'd make me a deal I couldn't refuse to purchase the whole kit and kaboodle, the works! But, as I'm sure you've heard, ATARI hasn't been doing so great lately. So, no offer. Just as well too, I like Gibson Labs.

ATARI DID, however, contract with me personally to design and develop their Light Pen and one ROM Cartridge for their machine. So, I helped them with their Pen design and wrote the software cartridge which they'll be shipping with each Pen. Their Pen should be on the market around February ... but then again, who knows? If you have any friends who love your Pen, but own an Atari, I highly recommend (naturally) the Atari cartridge!!!

The future??? Well, you've got me there. Apple will be announcing a mouse for the II soon ... and a combo mouse/pen system might be able to give you the best of both worlds!!! I've got a LISA-mouse interfaced to my own Apple II (with MOUSETRAK!), and I've got to say that, even when compared to an excellent mouse (as theirs is) ... with great software (as mine is) ... the LIGHT PEN is a spectacular device, it wins out! It's easier to do many things with the Pen than with the mouse ... it's just so much more direct and immediate. But the world is falling in love with mice ...

Let me know your feelings about super Mouse software for our Apple II's. Then there's the issue of the //e's Double Hi-Res mode. I'd like some opinion there too. If anyone has any strong thoughts for a product they'd love to see, and thinks might sell if properly developed, drop me a line about that too ... we'll see.

Thanks for your undying patience and support!

Steve