

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.

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 auto-fill 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.

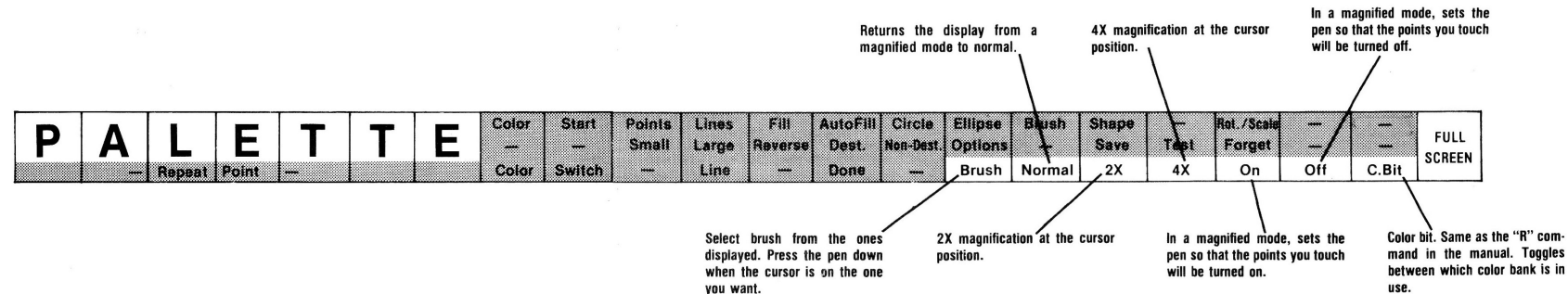
The Painting Module

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.

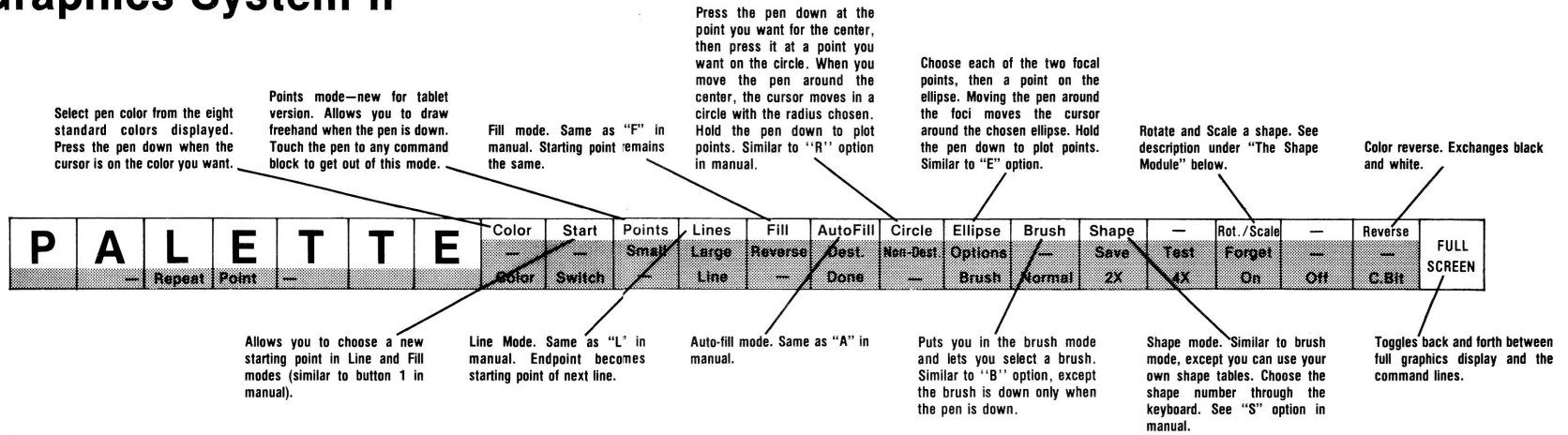
The Complete Graphics System II

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.

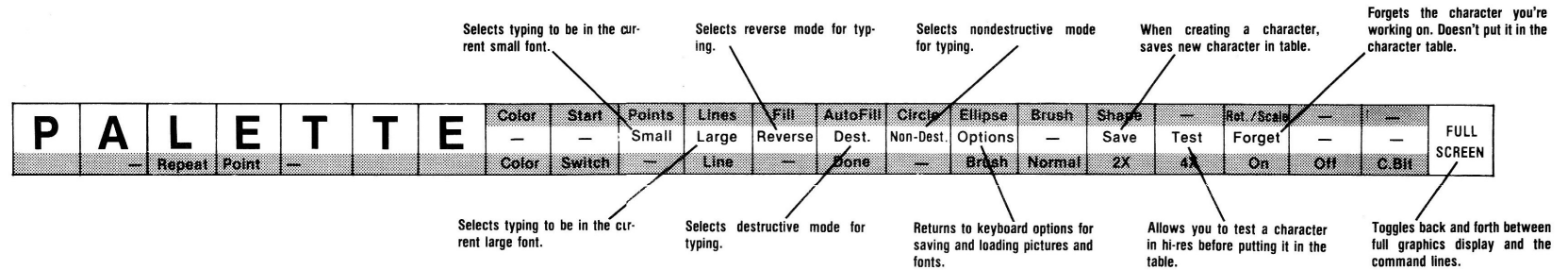
When you clear the screen, you can use the tablet to choose the color you want for the new background.



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 text.

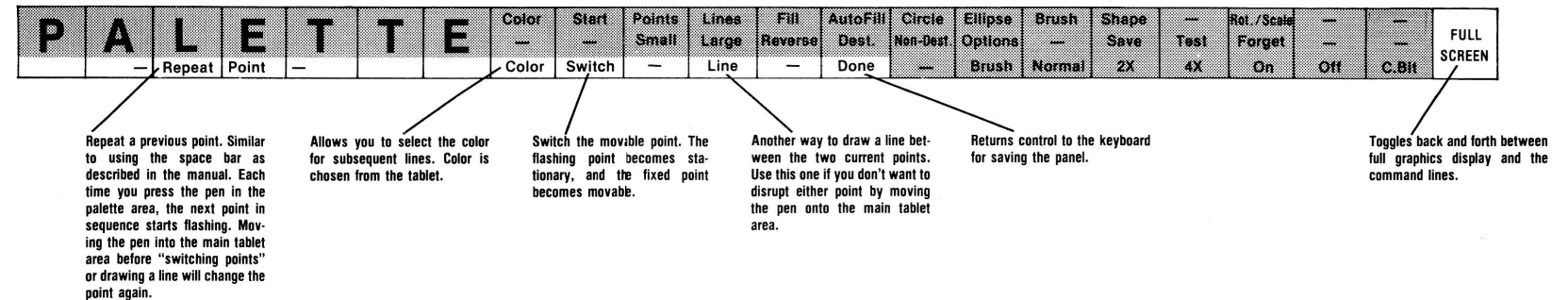
When you are creating a character the pen is used to turn points on and off. If the point is off, touching it will turn it on and vice versa.



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 section.

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 rest of your picture.



The Shape Module

This module uses the lo-res method of defining hi-res shapes. After you have specified the width and height of the shape, the pen controls the cursor's position within the 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" command block to return to normal keyboard control.

Tablet input can also be used to rotate and scale shapes both when viewing 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.