ADVENTUREWRITER
GRAPHICS EDITOR

INSTRUCTION SHEET

ADVENTUREWRITER fully supports HI-RES graphics and comes complete with its own graphics editor. Standard pictures created with other HI-RES editors (eg: KOALA PAD) are also compatible.

To create a HI-RES graphics screen, you must have the following equipment:

* Apple II+, IIe, IIc or Franklin Computer
* 1 Disk Drive
* Joystick, Paddles, Graphics Tablet, etc.
  (refered to 'joystick' from here on)

CREATING/EDITING A HI-RESOLUTION PICTURE

Take the option to run the GRAPHICS EDITOR from the ADVENTUREWRITER MAIN MENU after verifying that you have a Joystick or similar tool secured to the GAME I/O port. After a few help screens, you will immediately be placed into the ADVENTUREWRITER GRAPHICS EDITOR.

Now replace the ADVENTUREWRITER disk with your own application disk. The graphics editor will only recognize drive #1.

A list of options should now be displayed at the bottom of the screen along with a color bar and the current color.

To select a color, move the cursor with the joystick to the desired color and press the fire button. The current color is displayed on the bottom left corner of the screen.

To select an option, move the cursor with the joystick and press the "FIRE" button. The selected option will now be underlined.

OPTIONS

DRAW: Draws continuously, following the cursor movement. The button must be depressed to activate the DRAW.

LINE: Draws a straight line between two points. Position the cursor to the point where you wish the line to be, press the button, move the cursor to second point, then release the button.

FILL: Fills in a defined area. Position the cursor in the interior of the area desired to be filled then press the button. Make sure there is no 'Leak' in the desired area – otherwise the entire screen will be filled.

TEXT: Allows you to place text on the screen. Position the cursor over the place you wish to insert the text, press the button, then begin typing.

BOX: Creates an empty box. Position the cursor to the place you wish the box to begin, press the fire button, move the cursor to the ending position, then release the fire button.

UNDO: When this option is taken, the last action taken is reversed in case of error.

MORE: Displays a second set of Menu Options.

LOAD: Loads either a picture or font from the disk in drive #1. When this option is taken, you will be asked to specify whether you are loading a picture or a font from the disk.

If you are loading a picture, you must also specify whether the picture was originally saved with ADVENTUREWRITER or another graphic utility.

SAVE: Saves the current picture to disk. When naming your picture, enter a number between 0 and 255, inclusive. When the command **PICT** is encountered in a running adventure, ADVENTUREWRITER will load the picture with the same number as the **Location #**.

CLEAR: Erases the entire screen without saving to disk.

QUIT: Exits from the GRAPHICS EDITOR. Before quitting, make sure you have saved the picture to disk if you wish to keep it.

MAIN MENU: Returns you to the first menu of options.

INCORPORATING A PICTURE INTO AN ADVENTURE

NOTE: Due to the lack of internal memory, the memory available is reduced by approximately 7K (7000 bytes). Also, when testing an adventure, the **PICT** command has been disabled.

[Before going through this instruction sheet, make sure you have first gone through the tutorial in the manual]

The created adventure may have up to 256 pictures (0-255), one for each location. If the person which is playing the adventure types in the command **PICT**, ADVENTUREWRITER will scan the disk currently in the drive for a picture which matches the current location and display it to the screen. If no picture is found corresponding to the current location, the message "NO PICTURE FOUND" will be displayed.

HELPFUL HINT

If you have an excessive amount of locations which have corresponding pictures, you may wish to have a separte disk (other than the disk which contains the adventure) to hold the pictures. The average picture occupies approximately 5 to 15 blocks of disk space depending on the complexity of the picture. The adventure player must know, however, that he must have the "picture disk" in the drive if he wishes to use the **PICT** command.

SAVE: Saves the current picture to disk. When naming your picture, enter a number between 0 and 255, inclusive. When the command PICT is encountered in a running adventure, ADVENTUREWRITER will load the picture with the same number as the Location #.

CLEAR: Erases the entire screen without saving to disk.

QUIT: Exits from the GRAPHICS EDITOR. Before quitting, make sure you have saved the picture to disk if you wish to keep it.

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HELPFUL HINT

If you have an excessive amount of locations which have corresponding pictures, you may wish to have a separate disk (other than the disk which contains the adventure) to hold the pictures. The average picture occupies approximately 5 to 15 blocks of disk space depending on the complexity of the picture. The adventure player must know, however, that he must have the "picture disk" in the drive if he wishes to use the PICT command