Program: CREATE   Help Card No. 5

1. *Write a new story*
2. *Edit a story*
3. *Make or change a set of pictures*
4. *Add pictures to a story*
5. *See a completed story*
6. *Print or dump pages*
7. *Look at a disc*

IMPORTANT

When you first use the program you will choose either:

1. Write a new story or *3. Make or change a set of pictures*

The other options will not be needed.

WRITING A STORY

You will be asked to give a title for the story. This must be 7 letters or less. It is best to use one word.

(If you want a longer story title you can always write it on page 1.)

You may choose to have lines on the page when you are writing.

Do not press RETURN to start a new line unless you want to leave a whole line (or part of a line) blank.

If you do press RETURN a marker will appear but this will not be seen in a completed story.

To delete letters move the cursor to the correct position (with the arrow keys) and press DELETE . The letter to the left of the cursor will be deleted.

To insert letters move the cursor and type the new letter. It will appear above the cursor.

To turn the pages press TAB . You can then use the arrow keys ← and → to go backwards or forwards through the pages.

DO NOT press ESCAPE until you have finished your writing session. When you are ready to save the story press ESCAPE and have a data disc ready.

It is not necessary to leave blank pages for pictures.

Once a story has been saved you may edit it by choosing:

2. Edit a story.

DRAWING PICTURES

Choose option *3. Make or change a set of pictures*.
Then choose *1. Make a new set of pictures*.

Move the cursor around the grid with the arrow keys.
To make the cursor move more slowly press TAB *once. Press* TAB *again to make it move fast.*

Press the SPACE bar to fill a box.

Press │SHIFT│ to empty a box.

Press │C│ to add a colour block and then choose a colour (or │D│ to delete the colour block).

A colour block will colour the filled squares on all three lines to the right of the colour block.

Press │ESCAPE│ to see how the picture will appear without the grid.

A completed picture may be moved up and down and the border may be changed or removed.

Up to 12 pictures may be drawn but you do not have to complete them all now.

If you want the next picture to be similar to the last one press │N│ when you are asked if you want a fresh screen.

When you save a picture set you may give it the same name as your story.

ADDING PICTURES TO A STORY

Once you have completed a story and a set of pictures you may put them together.

You will be asked for the name of the picture set and then the title of the story.

Press the SPACE bar to turn the pages.

Press │COPY│ when you want to add a picture and then choose which picture you wish to use.

Pictures may be used in 3 different ways:
  1. Still picture
  2. Moving picture
  3. Two picture animation

(Borders are automatically removed when moving pictures or animations are chosen).

Moving pictures

You may choose from 6 different types of movement.
You may also choose how many times the movement is repeated and the speed of movement.

Two picture animation

A second picture must be chosen.
You can choose how many times the animation is repeated and its speed.

When you have finished adding pictures you may see the story before it is saved. The completed story will have the same name as the story-without-pictures.

Printing and dumping pages

See the manual before you attempt to use a printer.