Atari Touch Tablet Instructions

To use the Atari Touch Tablet with the picture editor, press **Control-J** (hold down the **Control** key while pressing **J**) while in the editor. **Control-J** toggles between joystick and tablet input. In tablet mode, the tablet has control over the cursor location on the screen.

When the pen is on the tablet, pressing the pen's button is just like pressing the joystick button; it draws lines, fills areas, or plots a brush.

When the pen is raised from the tablet, pressing the pen's button will toggle back and forth between the drawing page and the selection page. This is just like using the Space Bar.

The left button on the tablet puts a "Start Line" command at the current cursor location.

The right button on the tablet deletes the last command.

To get back to joystick mode, just press **Control-J** once again.

Atari DOS Note

Some versions of Atari DOS 2.0S use a different loader address than that given on page 16, listing 1 of your manual. If the sample program quits before even loading PICDRAW, change line 6040 to:

6040 CALL$(3)=CHR$(**160**):CALL$(4)=CHR$(21)

Also, to return to BASIC from the DOS menu of **The Graphics Magician** (if you put this DOS on your BASIC disk), simply use option M from the DOS menu and enter A000 as the address from which to run.

Extra Programming Instructions for Commodore 64

The bottom of page 26 of your manual lists several subroutine locations that can be accessed from your programs. The following additional subroutines have been added:

$9013   36883   Puts the screen in all text mode.
$9016   36887   Puts the screen in all graphics mode.
$9019   36890   For use from assembly language, takes value from accumulator and outputs that character to the screen.

Note that the "set graphics" routine at $9000 sets the graphics to mixed text and graphics, with the top of the screen used for graphics and the bottom five lines for text. The two new subroutines set either full-screen graphics or full-screen text. The text screen takes locations $8000-83FF.

Commodore Manual Correction

Page 12 states that you can continue entering text at the previous text cursor position by pressing **Control-T**. That will not work, since **Control-T** is the equivalent of Commodore's **DELETE** key (which deletes the previous command). Instead, use **Commodore-T** (hold down the **Commodore** logo key on the lower-left corner of the keyboard and press **T**).