Graphic Designer

Introduction

SEGA GRAPHIC DESIGNER is a programme designed to allow you to test your artistic skills with the aid of the computer.

An essential requirement for this programme is a joystick. This controls a cursor which allows you to draw from the following range of options:—

(a) Boxes
(b) Circles
(c) Freehand drawing and erasing
(d) Lines
(e) Paint portions of the picture
(f) Save picture onto tape
(g) Retrieve picture from tape
(h) Print words on the screen
(i) Erase last entered option off the screen (in case you made a mistake

Loading Instructions

1. Connect the computer as shown on the User Instruction card and insert a Basic level IIIa or IIIb cartridge.

2. Connect a lead from the EARPHONE socket of the tape recorder or from the OUTPUT socket of the data recorder to the "IN" socket on the back of the computer.

3. Switch on the computer.

4. Type in LOAD or, while holding down the FUNC key press the key with the word LOAD written above it. (You will find this on the number zero key.) Now press the CR key. The message LOADING START will appear on the screen.

5. Insert the tape into the tape recorder or data recorder and rewind the cassette. Now press the PLAY or LOAD button. After a short delay if everything has been set up correctly a message will be displayed telling you that the program has been found. The program will then be loaded from the tape recorder or the data recorder into the computer.

6. If the volume and the tone controls are correctly set, after a short time the message LOADING END will appear. You will probably find volume and tone settings of about 6-7 will be most successful. If the message TAPE READ ERROR is displayed the program has not loaded correctly. This is probably due to an incorrectly set volume or tone level. Alter the settings, rewind the cassette and go back to STEP 4.

7. To start the program type in RUN and press the CR key or, while holding down the FUNC key press the key with the word RUN above it. (You will find this on the key at the top right of the keyboard.) The program will then begin.

8. This program is loaded in two sections (the title screen and the program itself). Please note the program will not run if the first section is not loaded and run first. The second section is loaded automatically from the first program. To load in the second section of the program follow the instructions given to you by the computer.

There are two copies of the program on the cassette (one on each side). If, after altering the volume and tone settings you cannot get the program to load in on side one turn the cassette over and try the second side. The program recorded on the side 2 is exactly the same however it is recorded at different levels.

Operation of the Program

After the second part of the program has loaded in and you have pressed any key to start, you will be prompted to move the cursor to any of the option boxes along the top of the picture.

When the cursor is on the chosen option press the fire button on the joystick. You will be given the next instruction on the screen.

For example: a black box is required to be drawn.

There is no need to change the colour as black is already selected as indicated by the colour of the square at the bottom righthand side of the picture.

Move cursor over top of letter "B" then press the fire button.

The message at the bottom of the screen will ask you to move the cursor to one corner of the box and then to press the fire button.

When this action is complete you are prompted to move the cursor to the diagonally opposite corner and then to press the fire button again. A box will now be drawn about your chosen co-ordinates.

Similar procedures are used to drawn circles, lines and to paint parts of the picture.

The following further facilities are also available.

OPTION D: Freehand drawing or erasing part of the picture.

OPTION S: Saving picture on tape or starting a new picture.

OPTION T: Retrieving from tape a completed or partially completed picture.

OPTION W: Printing text on the graphic screen.

OPTION E: Erasing the last drawn option on the screen.

OPTION P: Painting an area on the screen.

OPTION C: Drawing a circle.

OPTION L: Draw straight lines between two points on the screen.

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Move cursor over top of letter "B", then press the ins
button.

The message at the bottom of the screen will ask you to
move the cursor to one corner of the box and then to
press the ins button.

When this action is complete you are prompted to move
the cursor to the alternate opposite corner, and when to
press the ins button again. A box will now be drawn
about your chosen co-ordinates.

Similar procedures are used to draw circles, filled and
to paint parts of the picture.

The following further features are also available

OPTION D: Freehand drawing or erasing part of the
picture.

OPTION S: Saving picture on tape of starting a new
picture

OPTION T: Retrieving from tape a completed or partially
completed picture.

OPTION W: Flashing text on the graphic screen.

OPTION E: Erasing the last drawn object on the screen

OPTION P: Painting an area on the screen

OPTION C: Drawing a circle

OPTION L: Draw straight lines between two points on the
screen