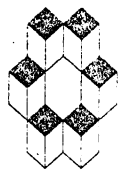
BeeArtistic Release 1.0

Instruction Manual Revision 1.0

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Chapter 1. Warranty

The BeeArtistic software and instruction manual are sold "AS IS". EXITEK warrants, to the original purchaser, the program medium to be free from defects in materials and faulty workmanship under normal use and service for ninety (90) days from the date of purchase.

If during this period a defect should occur, the medium may be returned to EXITEK for replacement without charge. Your sole and exclusive remedy in the event of a defect is limited to replacement of the medium.

Replacement will be made for a nominal fee if damaged after the warranty period. Send the original diskette with five dollars and an extra three dollars for postage and packing and proof of purchase to EXITEK, P.O. Box 348, Balwyn North 3104.

No warranty, expressed or implied, is made with respect to quality, performance, merchantability, or fitness for a particular purpose. In no event shall EXITEK or anyone else involved in the creation and production of this software be liable for direct, indirect, special, or consequential damages. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation may not apply to you.

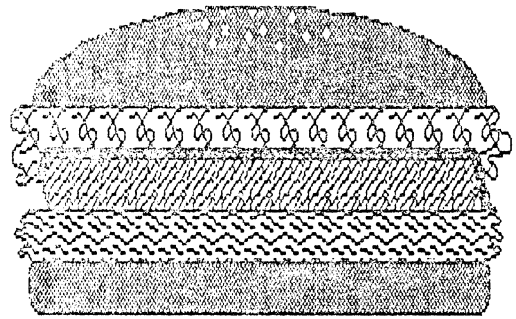
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Chapter 2. Introduction

BEEARTISTIC GIVES YOU.....



graphics WITH THE LOT.

BeeArtistic is an interactive software package which allows you to create high resolution drawings using a variety of tools.

Using a joystick or keyboard, you can draw pictures and use the many built-in options to enhance these drawings. Easy to use menus allow you to draw lines, circles and other shapes quickly. Imaginary 'mirrors' allow you to draw symmetrical shapes and patterns with ease. The fill option allows you to fill enclosed shapes with a variety of spectacular patterns of your choice.

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The 'Zoom-Edit' feature grabs a small area of the screen and enlarges it to almost full screen size for adding those fiddly details. If you ever make a mistake, there is an 'Undo' function which lets you forget the last instruction.

With variable size and shape brushes and an incredible range of patterns you will be painting spectacular pictures in no time!

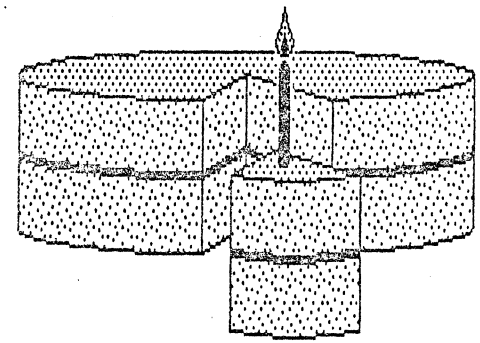
If you need a special brush shape or pattern, you can design them as simply as choosing predefined ones. Drawings can be stored and retrieved from disk and may even be used in your own programs. You can even print your pictures on an Epson printer (or compatible) so you can immortalise your creative talents forever.

If this isn't enough, you can display your pictures in a slide show thanks to 'BeeSlide' - a program supplied free with every copy of BeeArtistic. For business or just for fun, you can be artistic in just a few minutes thanks to BeeArtistic from EXITEK.

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NOW, THANKS TO.....

BEEARTISTIC



YOU CAN HAVE YOUR CAKE AND EAT IT TOO.

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Chapter 3. Before you begin

3.1 Equipment you need

Minimum Requirements:

* MicroBee with at least 32K memory.
* One or more disk drives.
* The CP/M operating system.
* A monitor.

Optional:

* An EPSON (or compatible) printer.
* A MicroBee joystick.

3.2 Preliminary setup

BeeArtistic will use a MicroBee joystick if one is available. If you wish to use a joystick, connect it to the MicroBee in the usual manner. Refer to the appropriate manual if you are unsure about this.

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3.3 Care of the diskette

This diskette will give many hours of trouble-free use over a long period of time if you follow normal diskette handling precautions. If you are unsure of correct diskette handling procedures, read the appropriate section in the MicroBee manual.

Avoid, especially, bending the diskette and exposing it to foreign substances like coffee or cigarette smoke. Insert it into the diskette drive with care.

Never open the disk drive door while the drive is in operation. The diskette contains valuable information and this may be damaged, preventing correct operation of the program.

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Chapter 4. Using BeeArtistic

4.1 Copying BeeArtistic

Prior to the first use of BeeArtistic, you must make a backup copy of the disk. Load CP/M in the usual way (if you are unsure of how to do this, refer to the appropriate manual). Format a blank disk and copy the BeeArtistic disk onto this. Now put the BeeArtistic disk away in a safe place, ideally you should not need to use it again. Using the 'SYSGEN' program supplied with the MicroBee, copy CP/M onto your copy of BeeArtistic. Congratulations, you now have a usable copy of BeeArtistic.

(PS: If you didn't understand a word of this, consult someone who does.)

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* * * * * * * * PLEASE * * * * * * * *

Please make backup copies of BeeArtistic for your own use ONLY. EXITEK is a small Australian company producing high quality software at extremely reasonable prices. We do not condone software piracy although we do appreciate that many software companies charge very high prices for their products. We believe that the price we charge for software is both reasonable and affordable to the general public, and is of a quality such that we can sell it without being embarassed by the price tag. So please, if we or any other Australian software company is to continue producing quality software at reasonable rates, don't give copies to your friends, give them our address instead. We rely on your integrity as a valued customer of EXITEK in this matter.

* * * * * * * * THANK-YOU * * * * * * * *

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BY EXITEK AN AUSTRALIAN COMPANY.

Once you have a working copy of BeeArtistic, load this disk in the normal manner. When the 'A ' message appears, enter the command: 'BA' and press the RETURN key....

A> BA (then press RETURN)

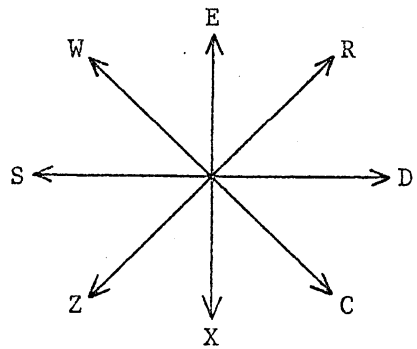
You are now using BeeArtistic.

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4.2 General Information

Once BeeArtistic has been loaded, a message will appear for a few moments, then the screen will be cleared and the outline of a pencil will be displayed, this screen is called 'the canvas' because all your creative work will be done here. The pencil is called 'the tool' because you will be using it (and the other tools available) to create your pictures.

If you don't have a joystick connected, these are the keys you need to press to move the tool you are using. Press the 'CNTRL' key and one of the following:



Don't forget to press the 'CNTRL' key at the same time as one of the other keys. For instance, press 'CNTRL' and 'E' together to move up, 'CNTRL' and 'C' together to move down and to the right.

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The button on the joystick, or the SPACE BAR are the 'action' keys. These keys tell the tool to do something. For instance, if you are using the pencil, the action key puts the pencil tip down onto the canvas (screen) ready to begin drawing. If you press the action key again, the pencil tip is raised (similar to the button on a retractable ball-point pen). If you are using the spray can, the action key turns the spray on, if you press it again, it turns the spray off.

The '?' key is used to display the main menu - this gives you access to the wide range of tools and commands available in BeeArtistic. To move the selection box on the MAIN MENU, use the joystick or the same keys used to move the tool on the canvas. The action key is used to select a tool or command from this menu.

The number keys (1 2 3 4 5 6 7 8 9 0) are used to change the amount that the tool moves each time a movement control is used.

Key '1' moves the tool the least and key '0' moves the tool in very large steps. The other keys cause the tool to be moved in a range between the 1 and the 0 keys. Remember, these keys don't actually move the tool, they just change the amount by which the movement controls move the tool.

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4.3 Getting Started

Before creating your first masterpiece, take some time to become familiar with the different tools and commands. Practice first with the pencil. Try moving it around using the movement controls. Now, press the action key and move the pencil around. You will notice that when the action key is pressed the details inside the pencil are shown, this is to remind you that the pencil tip is down and the tool is 'active'.

4.4 Using this manual

We recommend that you follow the 'tutorial' section of this manual (section 5) the first time that you use BeeArtistic. Later, just use the Summary in Appendix B as a reference for the unfamiliar commands.

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Chapter 5. A Tutorial guide to BeeArtistic

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5.1 The Main Menu

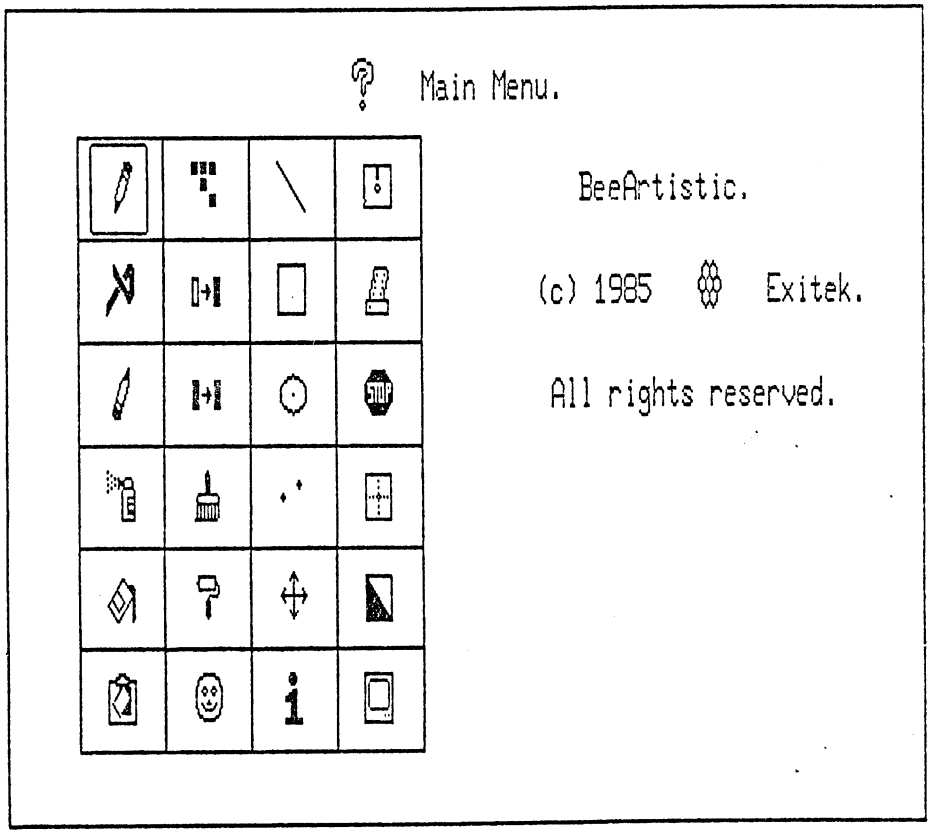


Figure 1. The Main Menu.

Call up the main menu by pressing the '?' key and move the selection box to the selection just below the pencil. Press the action key. This selects thick lines drawn with a brush. Try drawing a few things with this tool. Repeat this with the spraycan. You will notice that lines drawn with the spraycan are the same width as lines drawn with the brush. Shortly we'll show you how to change this thickness. A full list of all the commands available on the MAIN MENU, and a brief description is presented in Appendix B.

Call up the main menu again (Remember: you use the '?' key for this), and select the eraser, this is the picture of the upside-down pencil (Yes! the pencil has a rubber on the end). As you draw with this tool you will notice that the picture disappears as you go, use this tool to erase small areas of the picture.

5.2 Wiping the canvas

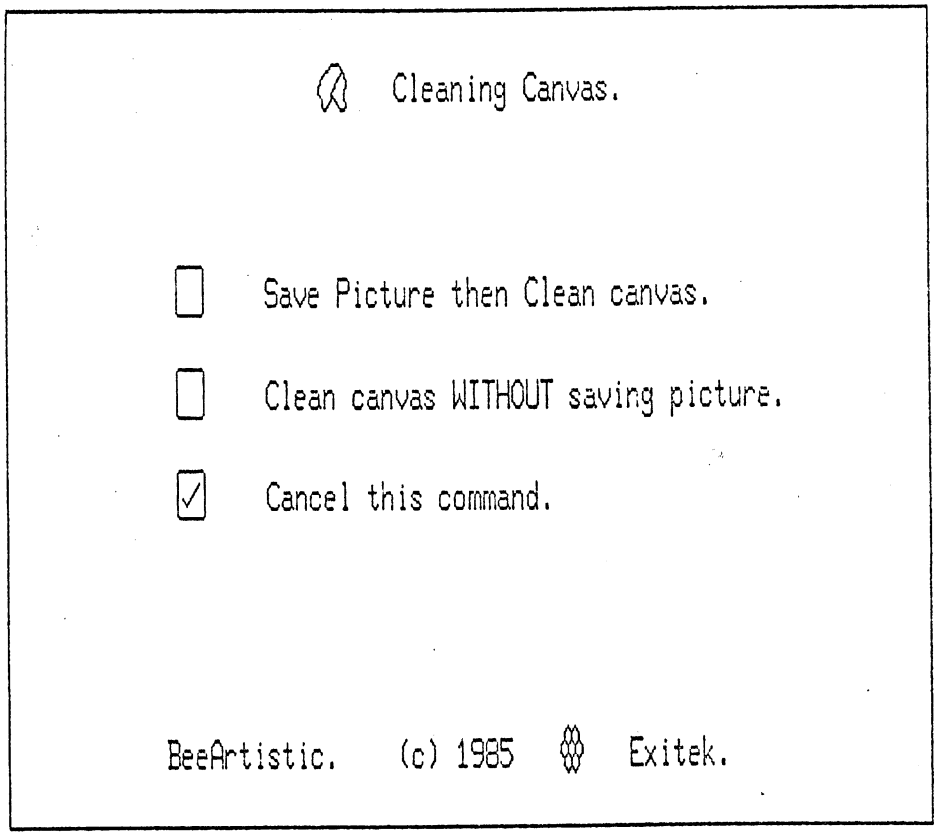


Figure 2. Wiping The Canvas

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To wipe the whole canvas, press the 'Z' key (Z stands for ZAP!). A new type of screen will be displayed. This is called a 'tick-box menu' (just like those I.Q. tests everyone knows and detests). Use the movement controls to move the tick up and down. Press the action key to select a choice. Select 'Clean canvas WITHOUT saving picture'.

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5.3 Lines and markers

Call up the main menu and select the pencil. Call up the main menu again, but this time choose the 'MARK' command (the two little '+' symbols. You will notice a '+' symbol has appeared at the tip of the pencil, this is called 'the marker'. Move the pencil away from the marker and call up the main menu again. This time select the 'LINE' command. When the canvas appears again, you will see that a line has been drawn from the marker to the tip of the pencil. Practice this a few more times.

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5.4 Thick lines

Now call up the main menu and select the 'THICK LINES' (brush) tool. Try drawing a few lines using the marker and line commands. You will see that if the tool was a pencil, the lines are thin, but if the tool was a brush the lines are thick, just as if you had drawn the line with the brush.

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5.5 Circles and boxes

Two other commands that use the marker are the 'BOX' command and the 'CIRCLE' command. If you select the box, you will notice that one corner of the box is at the marker and another corner is at the tip of the tool. 'CIRCLE' is slightly different, the centre of the circle appears at the marker, but you will notice that the tool doesn't quite touch the circle. Imagine a box around the circle, touching it at the top and bottom, left and right. The tool is actually on the corner of this imaginary box. This method allows you to draw anything from very long thin ellipses to circles.

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5.6 Out of paint

If you do lots of drawing with the spraycan or draw lots of circles, you will notice a message 'OUT OF PAINT' appears (if you haven't seen this yet - draw lots of large circles). This happens because of the way the MicroBee draws in high-resolution mode. The MicroBee uses programmable characters to draw dots on the screen, there are only 128 of these characters available and even though we use sophisticated techniques to ensure maximum use of each character, they do run out sometimes. If this message appears, just clean the canvas using the Z command, later we will demonstrate a method of clearing only a small part of the canvas so your whole picture isn't lost. (Refer to section 5.25, 'Adding text to your pictures'.)

See section 5.22, 'Saving pictures', to see how to save and recover your pictures.

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5.7 Filling an area

Now that you've learnt most of the basic commands and tools in BeeArtistic we can try something a little more complicated. First use the 'Z' command to clean the canvas. Draw a box on the canvas and call up the main menu. Select the 'FILL-CAN' tool. When the canvas reappears, move the fill-can into the middle of the box and press the 'action' key. Paint is 'poured' from the fill-can into the box.

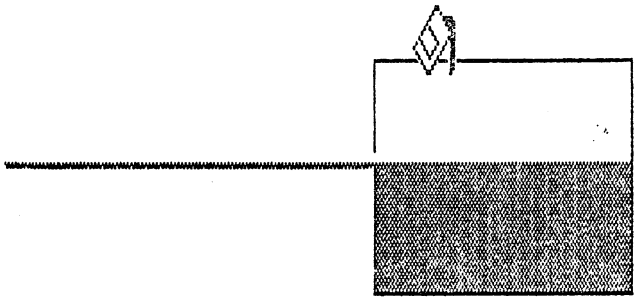


Figure 3. Remember to enclose the area

Try drawing a more complicated shape using the pencil or brush and fill it. If you left any gaps in your shape, the paint will leak through and start to fill the rest of the canvas. Press the ESC key if this happens (you might need to hold it down for a few moments). Press the 'U' key to undo the fill command, use the pencil to touch up any gaps and fill the shape again. If the shape is particularly large, fill may take a little while before it finishes.

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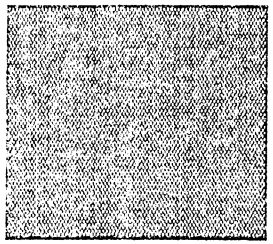


Figure 4. That's better!

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5.8 The Undo Command

The 'U' key can be used to undo almost any command, not just filling. Draw a line using the LINE command and then press 'U' to undo it. If you draw several lines and then press 'U', you will notice that only the last line is undone; 'U' works only on the very last command.

If you try to undo 'freehand' drawing with the pencil or brush, it will undo everything to the last major command ('LINE' or 'BOX' or 'FILL' etc. are major commands)

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5.9 Patterns

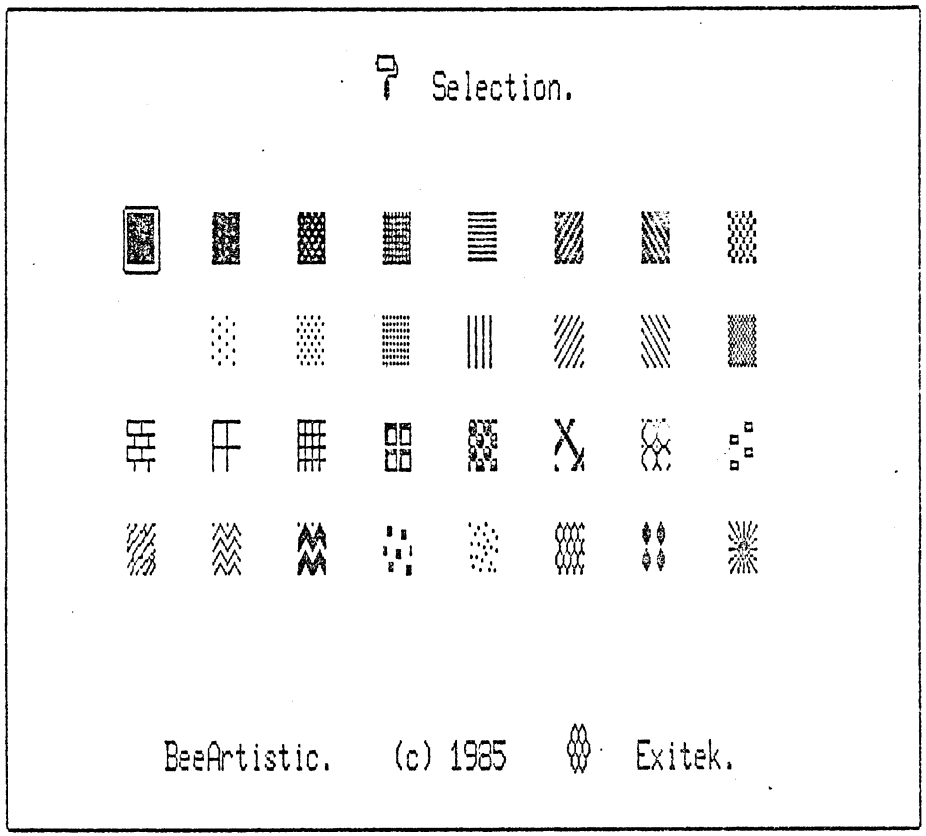


Figure 5. Pattern Selection Screen

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Call up the main menu and select the 'PATTERN' command (this is the picture of a paint roller). You will notice that a pattern selection screen is displayed. Move the selection box using the movement controls and press the action key to select a new pattern. Try drawing something with the brush, you will see that the trail is drawn in whichever pattern you selected. Draw a shape with the pencil and fill it. You will notice that it is filled with the pattern that you selected. Try selecting another pattern and doing this again.

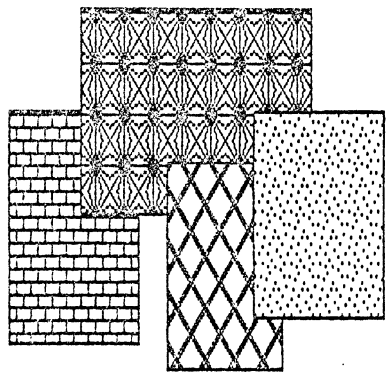


Figure 6. A Few Patterns

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5.10 Changing the Brush shape

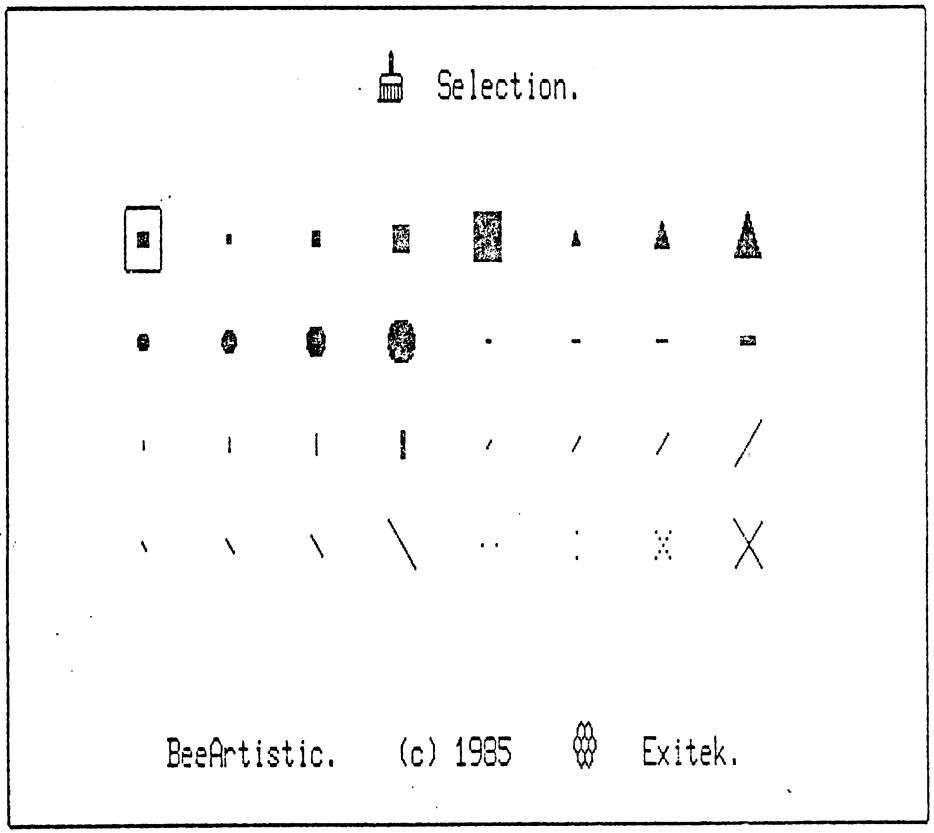


Figure 7. Brush Shape Selection Screen

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Call up the main menu and select the 'BRUSH SHAPE' command (the picture of the brush). The screen that is displayed is very similar to the pattern selection screen, and is used in exactly the same way. Select a new brush shape and try drawing something with the brush. The tools that are affected by your selection are the brush (of course), the spraycan and the eraser. Lines, circles and boxes drawn using the brush as a tool are affected as well. The pencil IS NOT affected by the brush shape.

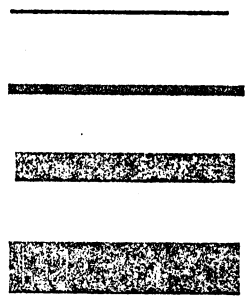


Figure 8. Different width lines

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5.11 Moving an area

Call up the main menu and select the 'MOVE' command. The tool will become a small box, move this to the area that you want to 'MOVE' and press the action key. The tool will become the same shape as the area to be moved. Move the area to another part of the canvas and press the action key again. When you move away, you will see that a copy of the area has been left there. You may press the action key as often as you like, each time a copy of the area will be left.

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5.12 Copying an area

Call up the main menu and select the 'COPY' command. The tool becomes a small box, just like the MOVE command, and behaves in a similar manner. The difference is that 'COPY' will leave a copy of the area that was initially selected where it was, and 'MOVE' won't.

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5.13 Editing fine detail

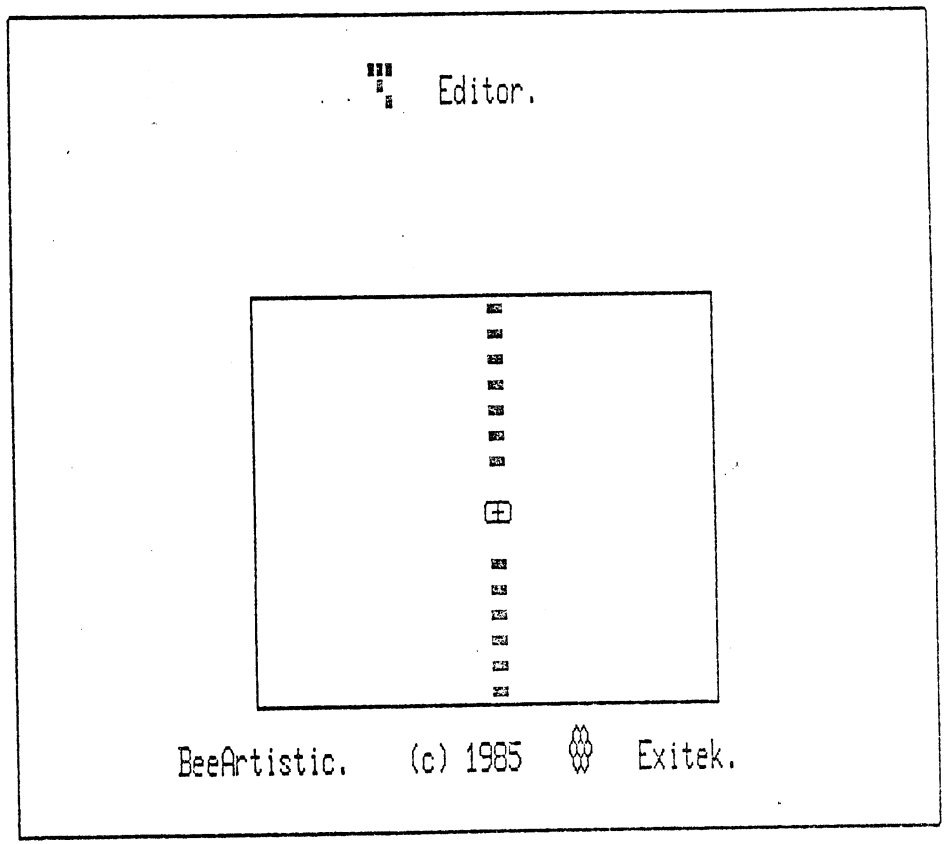


Figure 9. Zoom Edit Screen

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Call up the main menu and select the 'EDIT' command. As with move and copy the tool becomes a small box. Press the action key to select the area in the box for fine detail editing. You will be presented with a representation of the area that has been 'zoomed' to fill most of the screen. The small dots that comprise the picture on the main canvas are now quite large. In the centre of the editing area there is a small '+' symbol - just to remind you that this is the centre. Around the centre dot is a small box, move this by using the movement controls. Press the action key to change a dot from 'ON' (visible) to 'OFF' (invisible), and of course, from OFF to ON. There are several extra commands for this screen. The 'DEL' key may be used to delete or wipe the whole editing area, and the 'I' key may be used to 'invert' the area (this changes all dots that are ON to OFF, and all dots that are OFF to ON). When you have finished editing an area, press the ESC key. You will be returned to the canvas and the modified area will replace the selected area. This command is very useful for writing fancy characters on the canvas.

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5.14 Making your own brushes and patterns

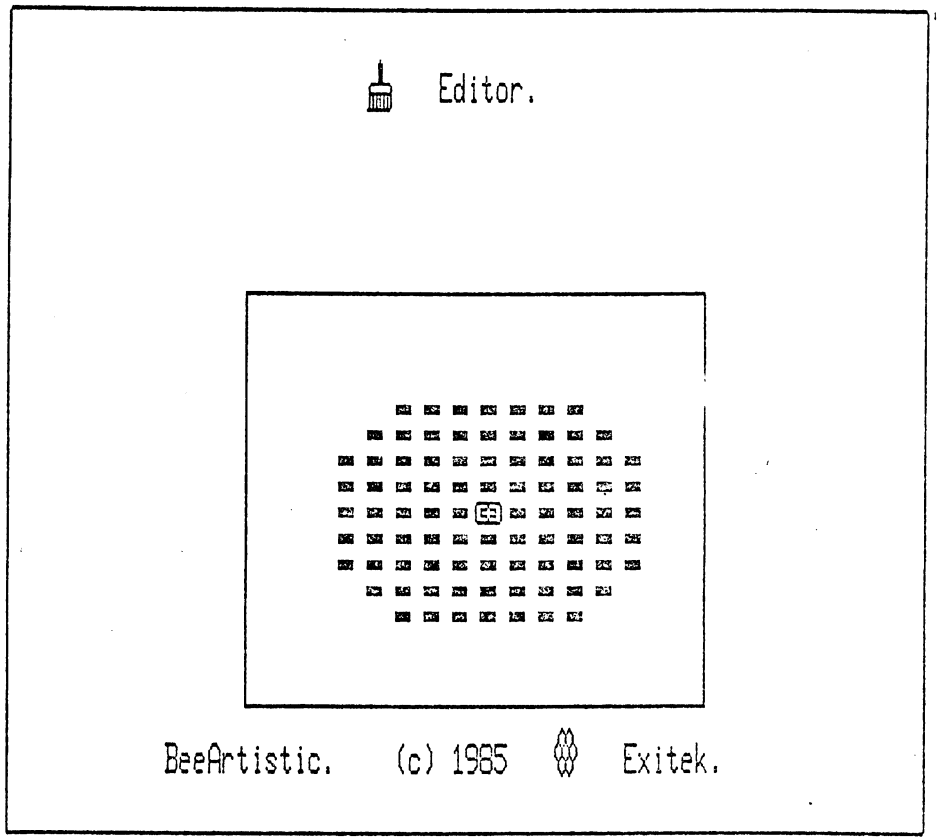


Figure 10. Brush Edit Screen

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Display the main menu and select the 'BRUSH SHAPE' command. The familiar brush shape selection screen will be displayed. There are several commands that can be used to create your own shapes. Select one of the shapes and press the 'DEL' key, this will delete or wipe that shape. Move to another shape and press the 'C' key, a small box will be left around that shape as well as the selection box. Move the selection box to the shape that you wiped, press the action key. You will see that a copy of the shape that was selected by the 'C' (COPY) command has now appeared in the area that was deleted. Press the '/' key. The familiar fine detail editing screen will be displayed with the editing area filled with the brush shape selected. Use the same edit commands to change the brush shape. When you press the ESC key, the brush selection screen will be redisplayed with the changed brush shape, press the action key to begin painting with this new brush shape.

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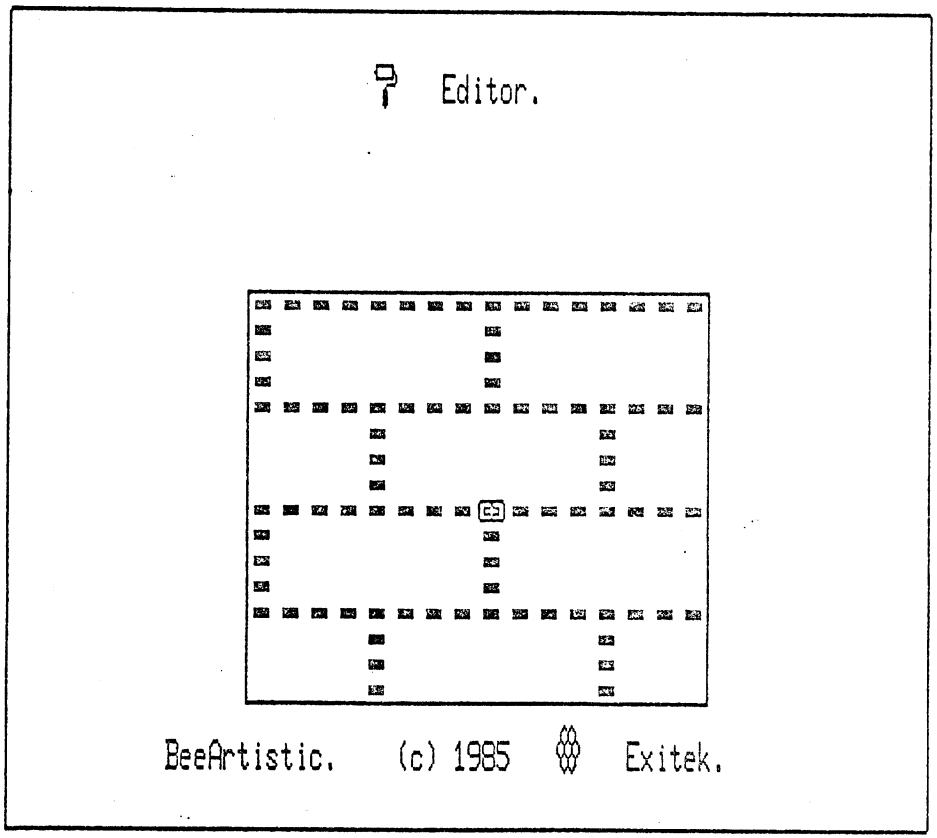


Figure 11. Pattern Edit Screen.

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The previous instructions also apply to the pattern selection screen. Try creating your own pattern.

The modified shapes or patterns will be stored on disk and will appear every time you call the brush selection screen or pattern selection screen. This can be nasty if you manage to destroy a valuable pattern or shape, so if you want to leave the pattern selection or brush selection screens without changing anything, press the 'ESC' key instead of the action key.

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5.15 Icons (small pictures)

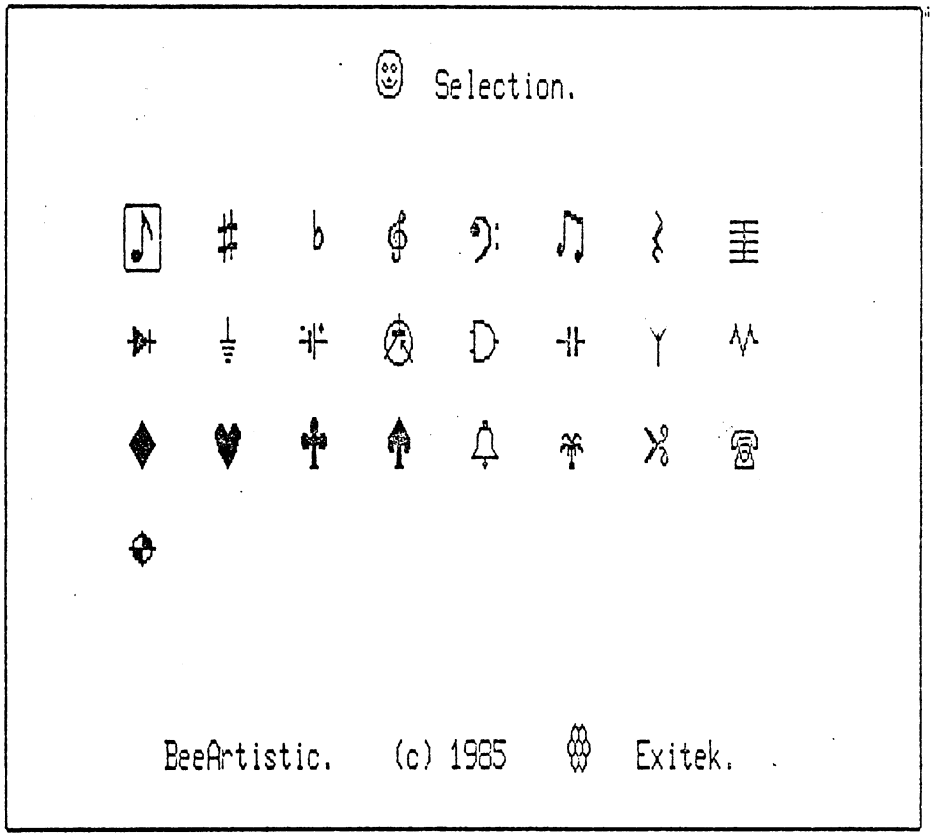


Figure 12. Icon Selection Screen

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Display the main menu and select 'ICONS', you will notice a menu very much like the 'BRUSH SHAPE' and 'PATTERN' menus has appeared. Select an icon (a small picture) by using the movement controls and pressing the action key. You will notice that the tool has changed into the icon that you selected. Press the action key to deposit the icon on your picture.

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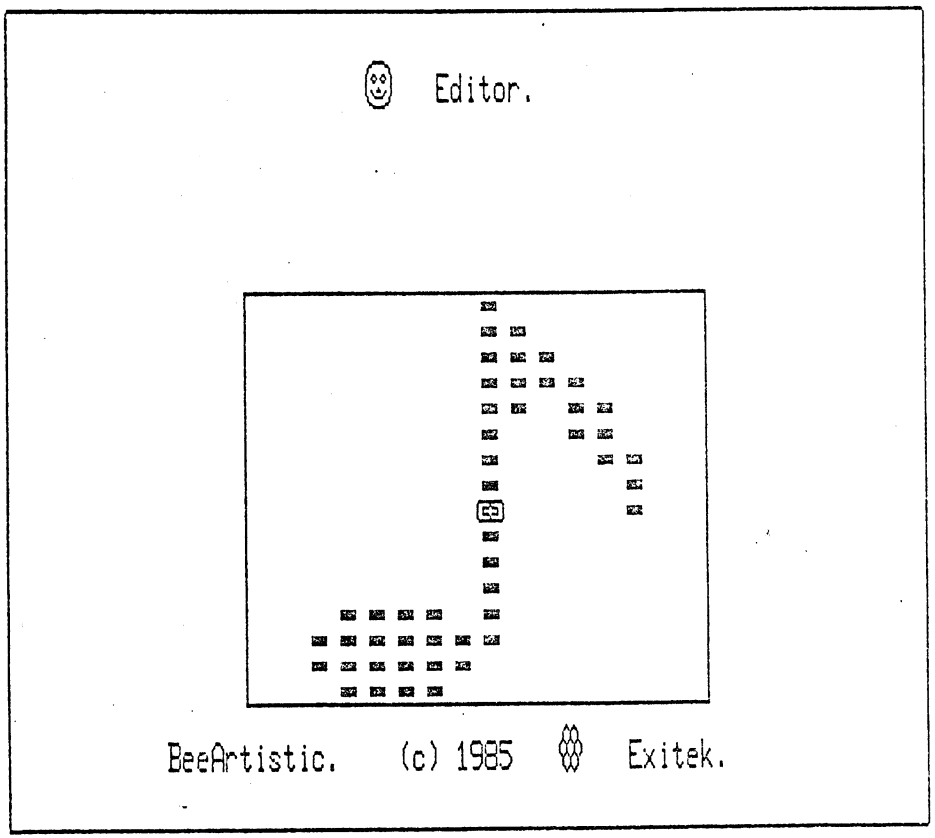


Figure 13. Icon Edit Screen

The same editing and copying commands that work in the 'BRUSH SHAPES' and 'PATTERN' menus also work in the 'ICON' menu, so you can make your own icons!

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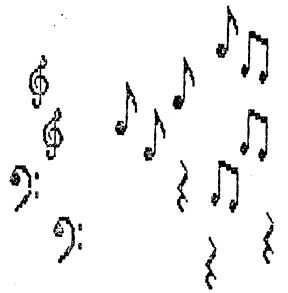


Figure 14. A Few Sample Icons.

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5.16 The Clipboard

The 'CLIPBOARD' is a tool for copying small areas of your picture between the canvas and the 'BRUSH SHAPE', 'PATTERN' or 'ICON' menus. Display the main menu and select the 'CLIPBOARD' tool. When the canvas reappears, move the clipboard (the small rectangle) to the area of the canvas that you want to copy and press the action key). Now select ICONs from the main menu and move to a blank area. Press the 'F' key, this copies FROM the clipboard TO the ICON menu. This icon may be copied, edited or selected like any other icon on the menu. Now return to the canvas and select PATTERNs from the main menu, move to a pattern and press the 'T' key. This copies the selected pattern TO the clipboard. Return to the ICON menu and press 'F' to see for yourself!

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5.17 Brush Mirrors

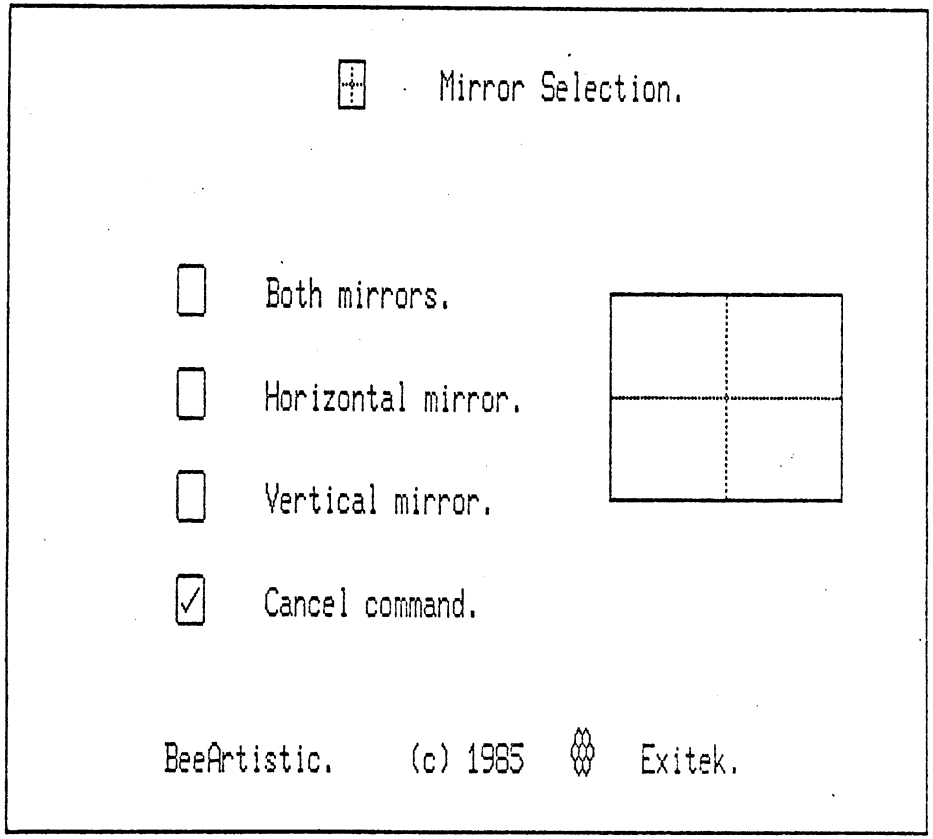


Figure 15. Mirror Selection Menu

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Clean the canvas using the 'Z' command. Yes, we're about to do something really exciting! Choose an interesting brush shape and pattern. Select thick lines from the main menu, then select 'BRUSH MIRRORS' from the main menu. BRUSH MIRRORS displays a tick-box menu, select 'BOTH MIRRORS' from this menu. As you draw with the brush, you will notice three other traces are left, this is very useful for drawing symmetrical shapes with the brush or pencil.

The 'HORIZONTAL MIRROR' selection reflects anything drawn in the lower half of the canvas into the upper half and vice-versa. The 'VERTICAL MIRROR' selection reflects anything drawn in the left half of the canvas to the right half and vice-versa. The 'BOTH MIRRORS' selection uses both horizontal and vertical mirrors. Lastly, 'CANCEL THIS COMMAND' turns off any mirrors that were previously used.

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5.18 Paint Colour

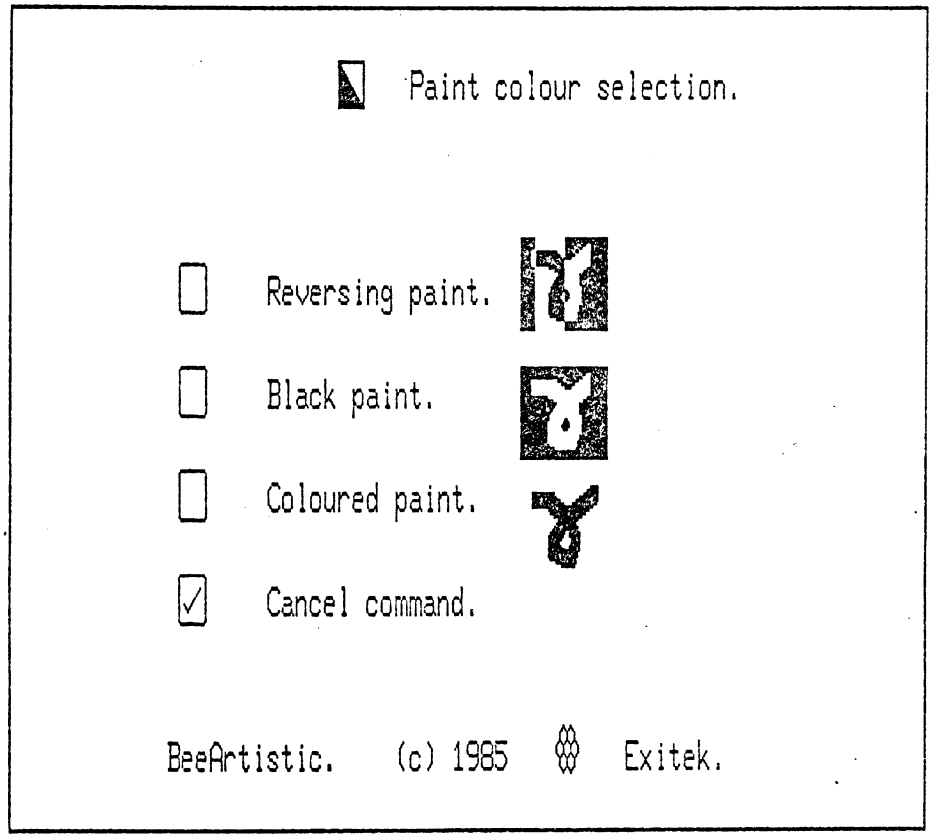


Figure 16. Paint Colour Selection Menu

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So far you have been using 'coloured' paint on a black background. You can change this by selecting the 'PAINT COLOUR' command from the main menu. A familiar tick box screen will be displayed with four choices. 'COLOURED PAINT' is what you have been using, 'BLACK PAINT' will draw black on anything that was painted with coloured paint and 'REVERSING PAINT' will paint coloured on black areas and black on coloured areas.

Draw a rectangle on the screen and fill it with coloured paint. Select BLACK PAINT from the PAINT COLOUR menu and draw over your rectangle with a brush. Now try using REVERSING PAINT. Remember, every command that draws on the canvas uses the paint colour that you selected so if you try to draw something on a blank canvas and nothing happens, try changing the paint colour to COLOURED PAINT before you throw the program out of the window!

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5.19 Information screen

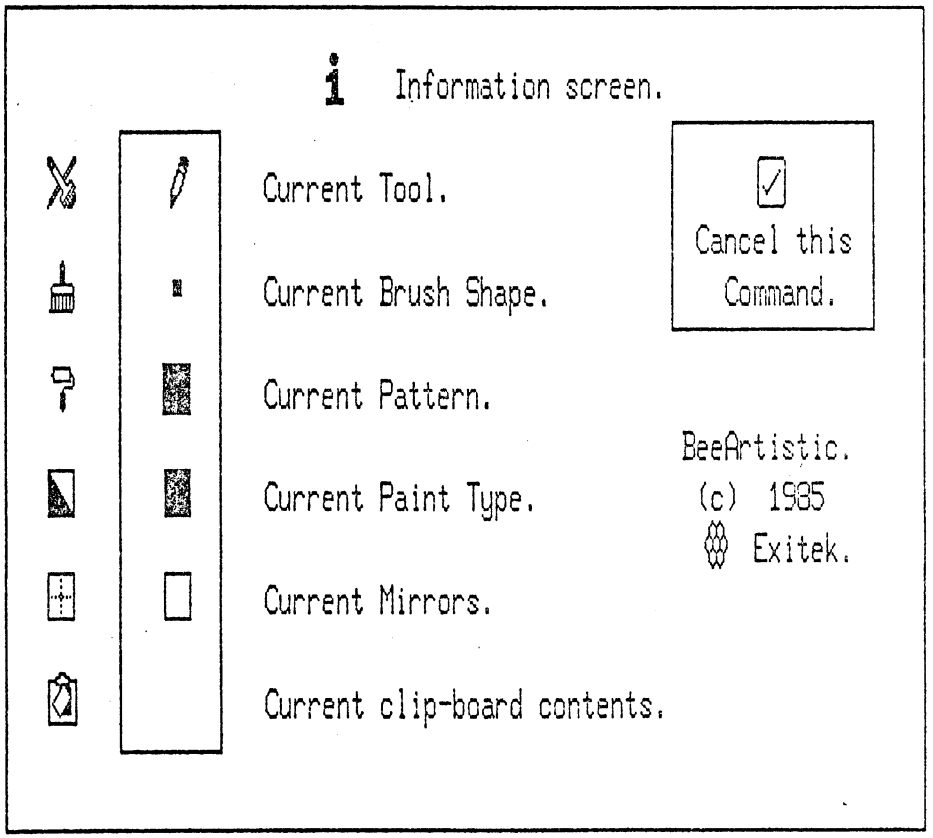


Figure 17. Information Screen

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Display the main menu and select 'INFORMATION'. This screen displays the current tool (pencil, brush etc.), the current brush shape and pattern, the current paint type and the brush mirrors that you have set, and the current clipboard contents. This screen saves you going to all the other menus just to find out what you have done. Press the action key to return to the canvas.

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5.20 Moving the Picture

Display the main menu and select 'WHOLE CANVAS MOVEMENT'. The canvas will reappear but no tool will be displayed. Use the UP, DOWN, LEFT and RIGHT movement controls to move the canvas. Press the action key when you have finished.

IF YOU MOVE ANY PART OF YOUR PICTURE OFF THE CANVAS IT WILL VANISH, use the UNDO command to return the picture to its original condition.

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5.21 Special Effects

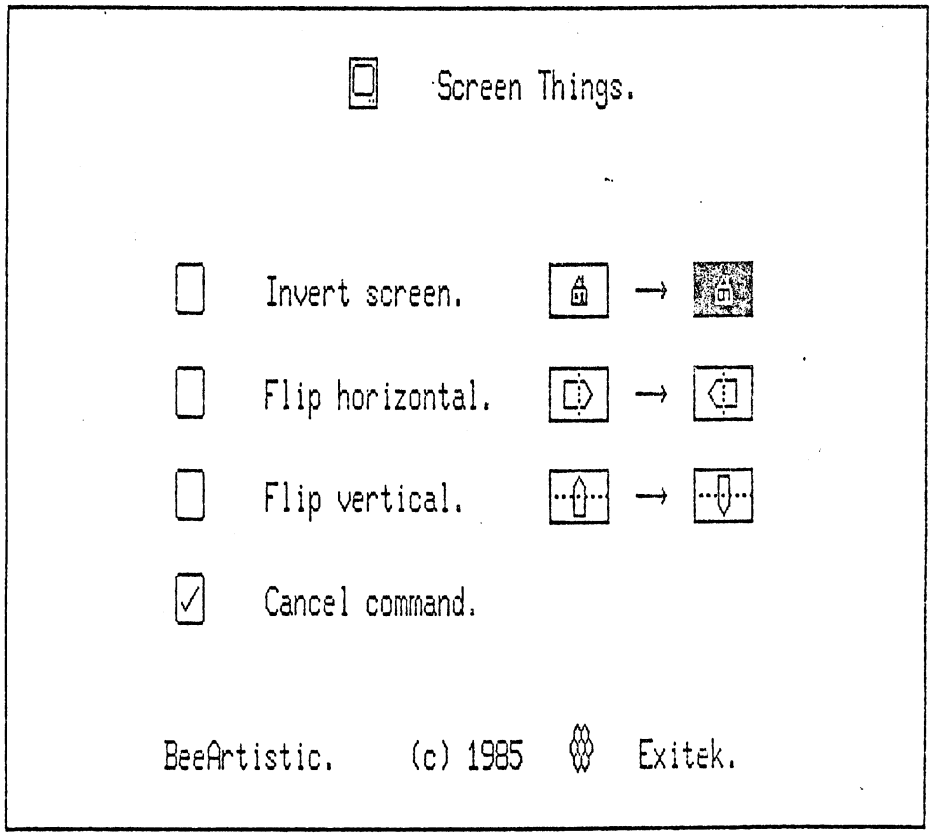


Figure 18. Special Effects Menu

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Display the main menu and select 'SPECIAL EFFECTS'. A tick box menu will be displayed. 'FLIP VERTICAL' turns your picture upside down. 'FLIP HORIZONTAL' reflects your picture as though it was seen in a mirror. 'INVERT SCREEN' changes any coloured areas on your picture to black and changes any black areas to coloured.

Try a few special effects for yourself.

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5.22 Saving pictures

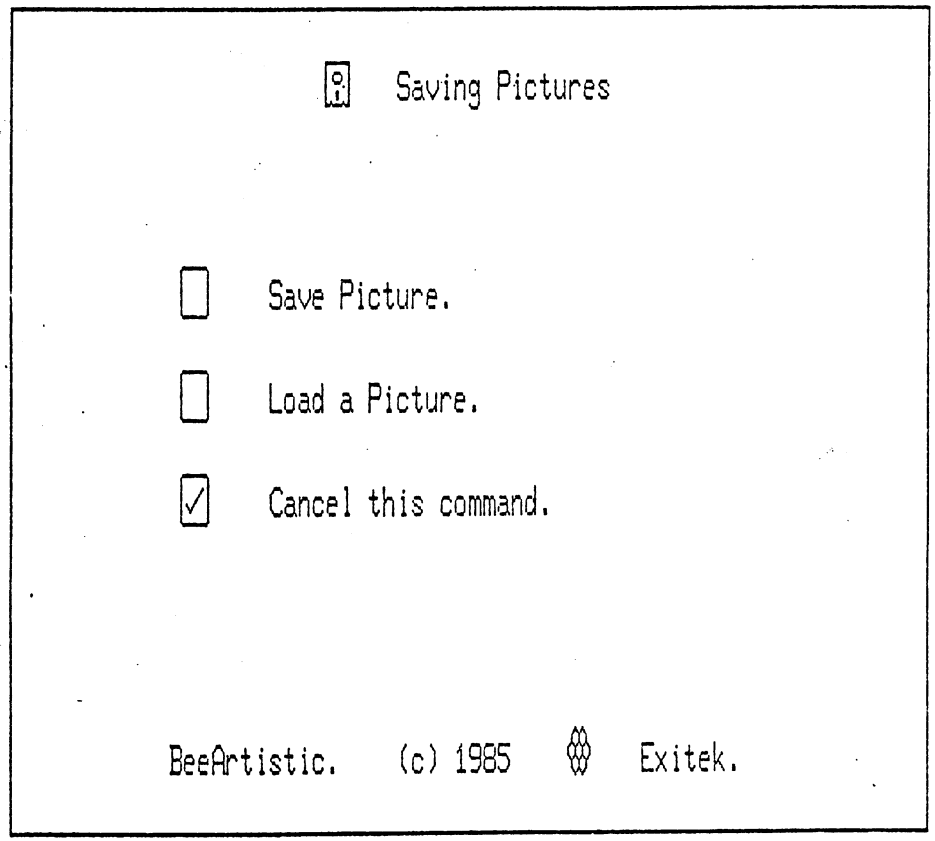


Figure 19. Saving Pictures Menu

Display the main menu and select 'SAVING PICTURES'. Once again a tick box menu is displayed. Select 'SAVE PICTURE' to save your picture on the disk, select 'LOAD PICTURE' to retrieve a picture from the disk. Enter the name of the picture when requested. A picture name consists of an optional drive letter, A or B followed by a ':' then one to eight characters followed by an optional '.' then another three optional characters. Some examples of picture names are:

```
FROG
PICTURE.PIC
B:HELLO.ABC
```

If you would like to display your picture from CP/M without loading BeeArtistic, then name your picture with '.COM' as the last four letters. For example, if your picture is called 'NOGGIN.COM' then typing:

```
A> NOGGIN
```

will display your picture until you press a key.

When BeeArtistic asks you for a picture name, the last name that you used will be displayed underneath, pressing 'CNTRL' and 'R' together will repeat that name.

Note: BeeArtistic will only allow you to use drives A and B to save your picture, so if you have three or more disk drives (you lucky person, you!), you can only use your first two drives.

5.23 Printing pictures

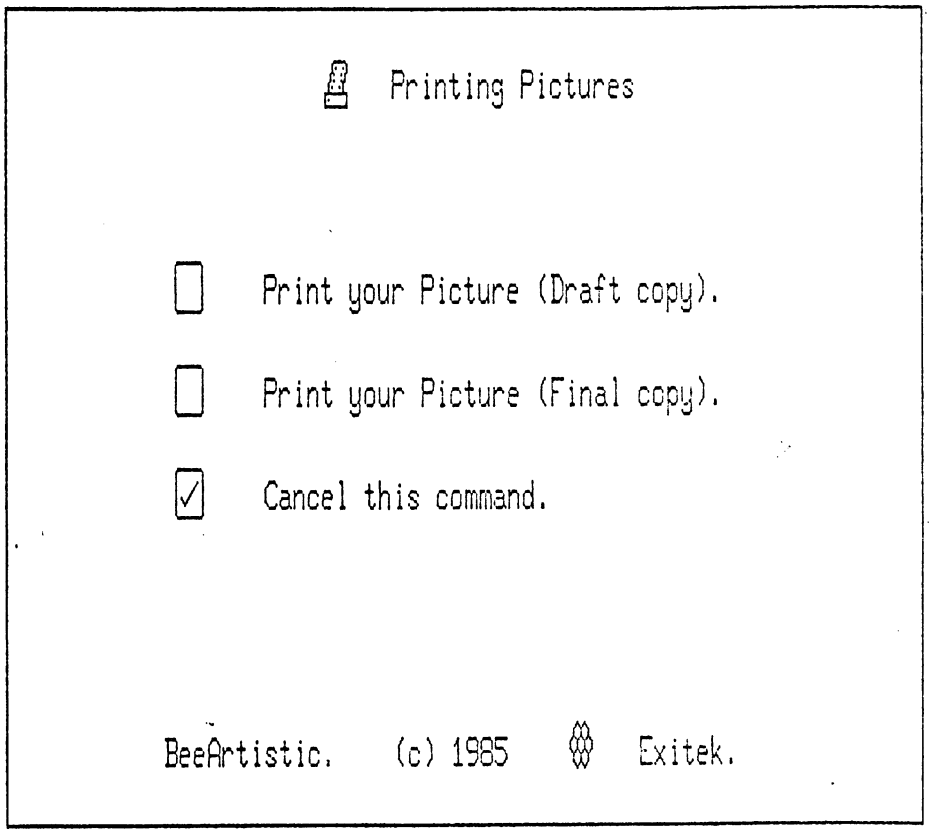


Figure 20. Printing Pictures

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Display the main menu and select 'PRINTING PICTURES'. Select 'DRAFT COPY' for a quick printout of your picture, select 'FINAL COPY' for a larger and better drawn printout. After selecting one of the printout types, a message screen will be displayed telling you to unplug the joystick and plug in the printer. When you have done this (if you had a joystick connected), press the 'RETURN' key. Your picture will now be printed. When the printout has finished, another message screen will be displayed telling you to unplug the printer and plug in the joystick again, when you have done this, press the 'RETURN' key.

Note: To stop the printout at any time, hold down the 'ESC' key.

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5.24 Stopping BeeArtistic

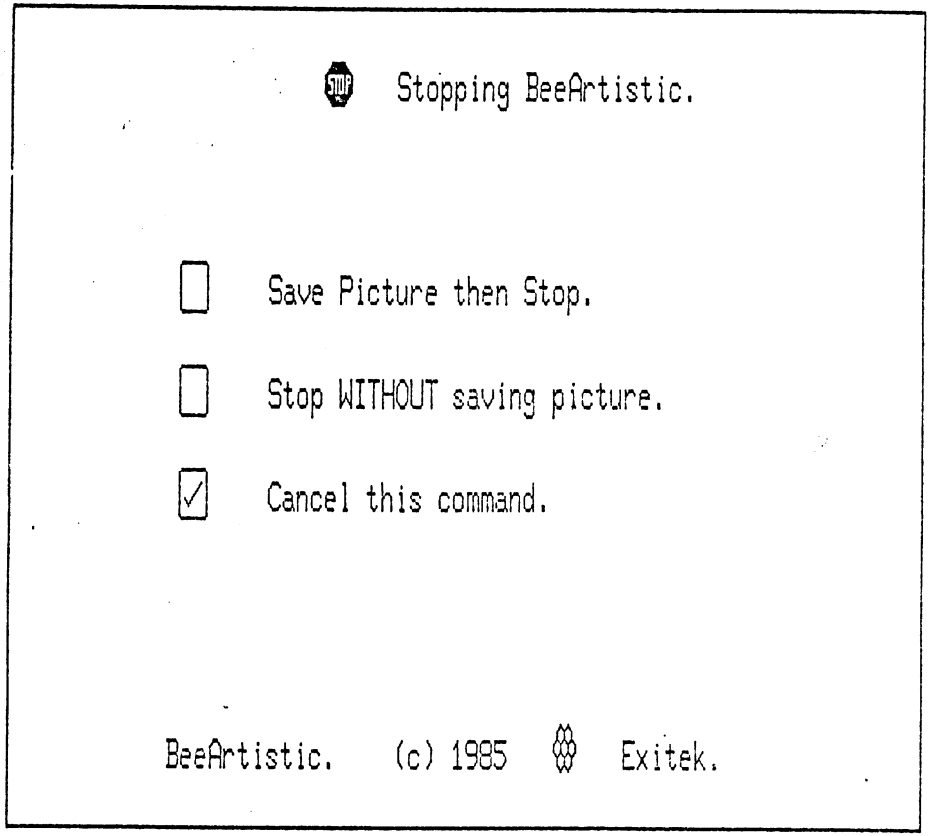


Figure 21. Stopping BeeArtistic Menu

To leave BeeArtistic, select 'STOPPING BEEARTISTIC' from the main menu and choose one of the choices from the tick-box that is displayed. When the 'A>' sign has appeared, you have left BeeArtistic.

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5.25 Adding text to your pictures

When the canvas is displayed, press 'T', the tool will turn into a text 'CURSOR'. Enter characters from the keyboard and they will be displayed on the screen. Press 'ESC' to finish entering text. The movement controls will move the text 'CURSOR' around just as they do any other tool. To edit text on a picture, move the 'CURSOR' to the correct position using the movement controls and re-type the text.

If you accidently type text over your picture, the UNDO command will restore the picture to its original condition.

Note: You will find that text cannot be grabbed, copied, moved or edited. You will find that entering spaces over areas of your picture will overcome the 'Out of Paint' error message that occasionally appears.

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5.26 Quick movement commands

The quick movement commands are used to move to the edges or corners of the canvas and to the centre or marker position. Press 'CNTRL' and 'Q' before a movement control. For example, 'CNTRL' and 'Q' then the UP movement control moves to the top of the canvas. The additional quick movements are CNTRL and 'Q' then 'C' to move to the centre of the canvas, and CNTRL and 'Q' then 'M' to move to the marker position.

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Appendix A. Shortcut commands

It becomes annoying to have to keep calling the main menu for commonly used commands, so these are available as single keystroke commands called 'Shortcut commands'. Here is a list of the shortcut commands available:

?	Display the main menu
D	Change the tool to a pencil
]	Change the tool to a brush ('] ' looks a bit like a brush)
:	Change the tool to a spraycan
DEL	Change the tool to an eraser
F	Change the tool to a fill-can
M	Set a marker at the tool position
L	Draw a line from the marker to the tool position
B	Draw a box from the marker to the tool position
C	Draw a circle centred at the marker
#	Display BRUSH SELECT menu
$	Display PATTERN menu

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Appendix A. Shortcut commands - Contd.

%	Display ICON menu
G	Grab (ZOOM edit) an area of the screen
.	Copy an area of the screen
,	Move an area of the screen
;	Copy an area of the screen to the clipboard
I	Display the information screen
H	Whole canvas special effects

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Appendix B. Summary

Following is a list of commands and a short summary of each. The description refers to the tool icon displayed immediately above it, the letter in the '( )' brackets is the single key (shortcut command) for each tool.



(D)

Draw thin lines in current paint colour. Movement controls move the pencil, action key turns pencil on or off.



( ])

Draw lines using current brush shape, current pattern and current paint colour.



(:)

Draw lines like a brush but use random spray instead of solid brush shape.

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Appendix B. Summary - Contd.



(DEL)

Erase areas of the canvas, using brush shape.



(F)

Fill enclosed areas of the screen with the current pattern. Press ESC to stop filling.



(M)

Set a marker for lines, boxes and circles.



(L)

Draw a line from marker to tool position. If pencil is current tool lines will be thin. If brush is current tool, lines will be drawn using current brush shape.

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Appendix B. Summary - Contd.



(B)

Draw a box with one corner at the marker position and diagonally opposite corner at tool position. Uses current tool just like LINE.



(C)

Draw an ellipse with centre at marker and tool at corner of an imaginary box surrounding ellipse.



(G)

Edit in fine detail a small area of the canvas.



(,)

Move a small area of the canvas.

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Appendix B. Summary - Contd.



(.)

Copy a small area of the canvas.



(#)

Select a new brush shape or edit an existing shape.



($)

Select a new pattern or edit an existing pattern.



(%)

Select an icon (small picture) or edit an existing icon.

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Appendix B. Summary - Contd.



Move a picture on the canvas.



(I)

Display the information screen.



(/)

Add mirrors to the screen for drawing with tools.



(S)

Change the current paint colour (type).



(H)

Whole screen special effects.

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Appendix B. Summary - Contd.



Save or retrieve pictures from disk.



Print pictures in either draft (rough) mode or final (high quality) mode.



Leave BeeArtistic, return to CP/M.



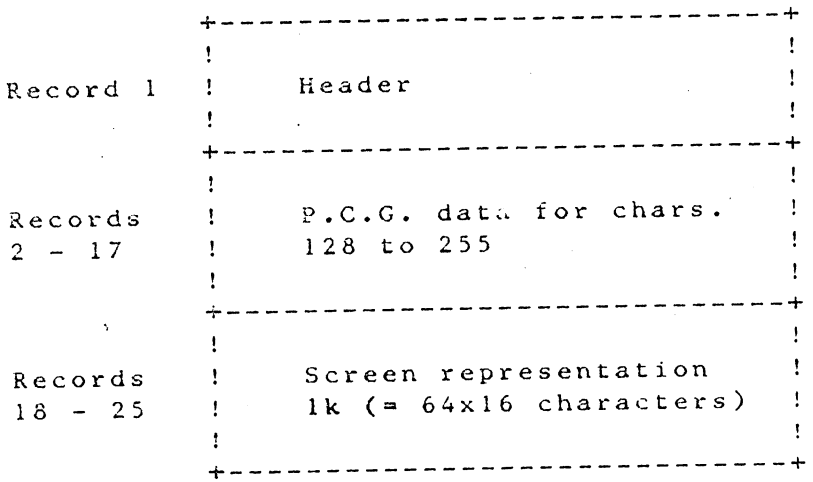
(;)

Copy a screen area to the clipboard.

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Appendix C. File Structure

For those people who like to dig a little deeper than most, here is a description of the structure of the picture files created by BeeArtistic:



A record is 128 bytes long. The header contains a small program to load the picture into the screen and PCG so that you can display the picture directly from CP/M. The screen representation contains the characters in order from the top left of the screen (address F000) to the lower right of the screen (address F3FF). The PCG data is also stored in order from the first entry in the PCG (address F800) to the last entry (address FFFF).

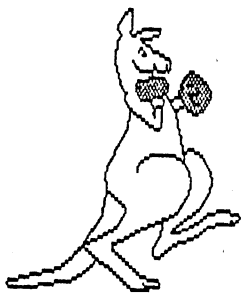
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With this in mind it should be quite simple to include the pictures generated from BeeArtistic into your own application programs. A few examples are:

Sign-on logos
Screen backgrounds for games
Graphic menus
Other graphic applications

The tick-box screens in 'BeeSlide' were drawn by BeeArtistic, the program just moves the tick up or down.

We would appreciate it if you added a small message to your screens saying that the screen was drawn with BeeArtistic from Exitek so that people can see what can be done with this package.



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Appendix D. BeeSlide

BeeSlide is the 'slide-show' program included free with every copy of BeeArtistic. To use this program, enter 'BEESLIDE' and press the RETURN key when 'A>' appears:

A> BEESLIDE (then press RETURN)

After a few moments the first menu will appear. Choose 'CONTINUOUS RUN' if you want the slide show to start again once it gets to the last slide (this is good for advertising displays). Choose 'SINGLE RUN' if you want the slides to display only once (this is good for classroom presentations).

After making a selection, the second menu will be displayed. Choose 'WAIT FOR A KEY BETWEEN SLIDES' if you want to display a slide then press a key before displaying the next slide. Choose 'INSERT A DELAY BETWEEN SLIDES' to wait for a period of time before displaying the next slide. If you select the latter option, the message:

Please enter delay factor 1-9
1 is fastest and 9 is slowest
RETURN selects default delay (3)

Type a key from '1' to '9' to select the appropriate delay. '1' corresponds to a delay of about 2.5 seconds, '3' (the default) corresponds to about 5 seconds, and '9' corresponds to a delay of about 45 seconds.

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Appendix D. BeeSlide - Contd.

When you have entered a delay factor, the message:

BEESLIDE: Please enter filename:

is displayed. Enter the name of the file which holds a list of slides to be displayed (more on this later). This file is called 'the projector file. If you haven't used BeeSlide before, enter the name 'LIST', this will display some sample slides. Now just sit back and watch!

Note: press 'ESC' to stop the show and return to the first menu.

To make your own 'projector file', use WordStar or some other text editor program. The file is just a list of picture names, one per line, with optional comments:

```
SLIDE1.COM      ; This is the first slide
PICTURE
NEW.PIC         ; This is another slide
```

Comments are entered after the filename on a line, with a ';' in front of them.

Picture names MUST be legal CP/M file names, and they must be pictures created by BeeArtistic.

If BeeSlide can't find a picture that you entered in the projector file, it will warn you. Also if you used an illegal filename you will be warned.

When you have finished with BeeSlide, select 'EXIT BEESLIDE' from the first menu.

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Appendix E. Copyright Information

BeeArtistic: Version 1.00 (c) 1985 Exitek

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