

ANIMATOR

Using ANIMATOR

Twenty different pages are available for use.
The pages are named A to T.

An animated sequence is prepared as follows.
Select page T as a "master".
Use option 3 to prepare the first picture.
Transfer a copy of page T to page A.
Edit page T to produce the second stage.
Copy it to page B.
Edit page T again and copy it to page C etc..etc..
Continue until the sequence is complete.

The Options

[1] Save pages to tape.

Enter the names of the pages to be saved (eg ABCD)
then press [CR].

Press SHIFT/BREAK at any time to return to the menu.

Each page is written to tape as a separate file to allow the loading back of individual pages. One page occupies nearly 2K of memory.

[2] Load pages from tape.

Use the same format as for saving.

It is important that when specifying pages to be loaded, page names are entered in the same order that they were saved on the tape.

Loading a page will replace a page in memory with the same name, but other pages will remain unaffected.

[3] Draw / Edit a page.

To enter EDIT mode give a page name from A to T.
To return to the menu press [CR] or use SHIFT/BREAK.

In EDIT mode, a page may be drawn or edited using the keyboard characters and the cursor keys.

Pressing [CR] displays a STATUS LINE at the top of the screen which shows the page name, the current colours, and the character set in use.

The foreground [character] is selected by pressing a number between 0 and 7, and the background colour by pressing SHIFT and 0 to 7.

Character set is either [N]ormal or [A]lternative.

The use of the alternative character set is made easier if reference is made to the table which is enclosed with this manual.

To return to EDIT mode, press [CR] again.

Pressing SHIFT/BREAK ends the editing.

[4] Copy a page.

Enter the name of the page to be copied and the destination page.

e.g, if page T is being used as a master, it could be copied to page A. Page T could then be edited using option 3 and copied to page B, edited again and copied to page C, and so on.

SHIFT/BREAK to return to the menu.

[5] Display sequence of pages.

A sequence of upto 40 pages may be specified.

Each page name must be followed by a number between 0 and 9 to set the time delay between successive pages.

With a delay of 0 pages are displayed at the rate of 25 per second. A display of 9 gives a rate of 3 pages per second. Longer delays are possible by displaying the same page more than once. If an error is made you can use the DEL key only after the letter AND the number have been typed in.

press [CR] when the sequence has been entered.
SHIFT/BREAK to return to the menu.

Enter the number of repetitions required then
press [CR] to start the display. A sequence may be
repeated upto 65535 times.

On completion of the display sequence, or if
interrupted by SHIFT/BREAK, you are returned to
the start of this option.

pressing SHIFT/BREAK at any time returns you to
the menu.

[6] End program.

Entering "Y" in response to the prompt ARE YOU
SURE? [Y/N] returns you to Monitor.

Pressing [N], [CR], or SHIFT/BREAK causes a return
to the menu.

It is vital that the pages be saved before ending
the program. ANIMATOR may be restarted by the
Monitor command JC000 [CR] but all pages will
have been cleared.

USING ANIMATED DISPLAYS IN BASIC PROGRAMS

ANBAS has been provided and is on side B of the
cassette. The purpose of the program is to allow
an animated sequence to be displayed from within a
BASIC program.

Upto 8 pages [A-H] may be used, these having first
been prepared and saved using ANIMATOR.

ANBAS and the display pages must be first be
protected from the BASIC interpreter with the
LIMIT statement. The table below shows the LIMIT
size required for a given number of pages.

Pages to be used	LIMIT	Free memory remaining [K]
A to H	\$7FFF	4
A to G	\$87FF	6
A to F	\$8FFF	8
A to E	\$97FF	10
A to D	\$9FFF	12
A to C	\$A7FF	14
A to B	\$AFFF	16
A only	\$B7FF	18

It can be seen that if the 8 pages A to H are to be used, the first statement in the program should be `LIMIT $7FFF`.

To load ANBAS enter the command `LOAD "ANBAS" [CR]`.

When ready, type `LOAD"A" [CR]`.

Several pages may be loaded together by typing `LOAD"A":LOAD"B":LOAD"C" etc.`

Pages A B C & D are displayed by using the command `USR ($C0000,"A2B2C2D2")`.

By putting the statement within a `FOR....NEXT` loop, the sequence may be repeated.

The following demonstrates the procedure to load and display the demonstration pages on side A of the cassette. It is assumed that BASIC has already been loaded.

Enter as direct commands:

```
LIMIT $7FFF
```

```
LOAD "ANBAS"
```

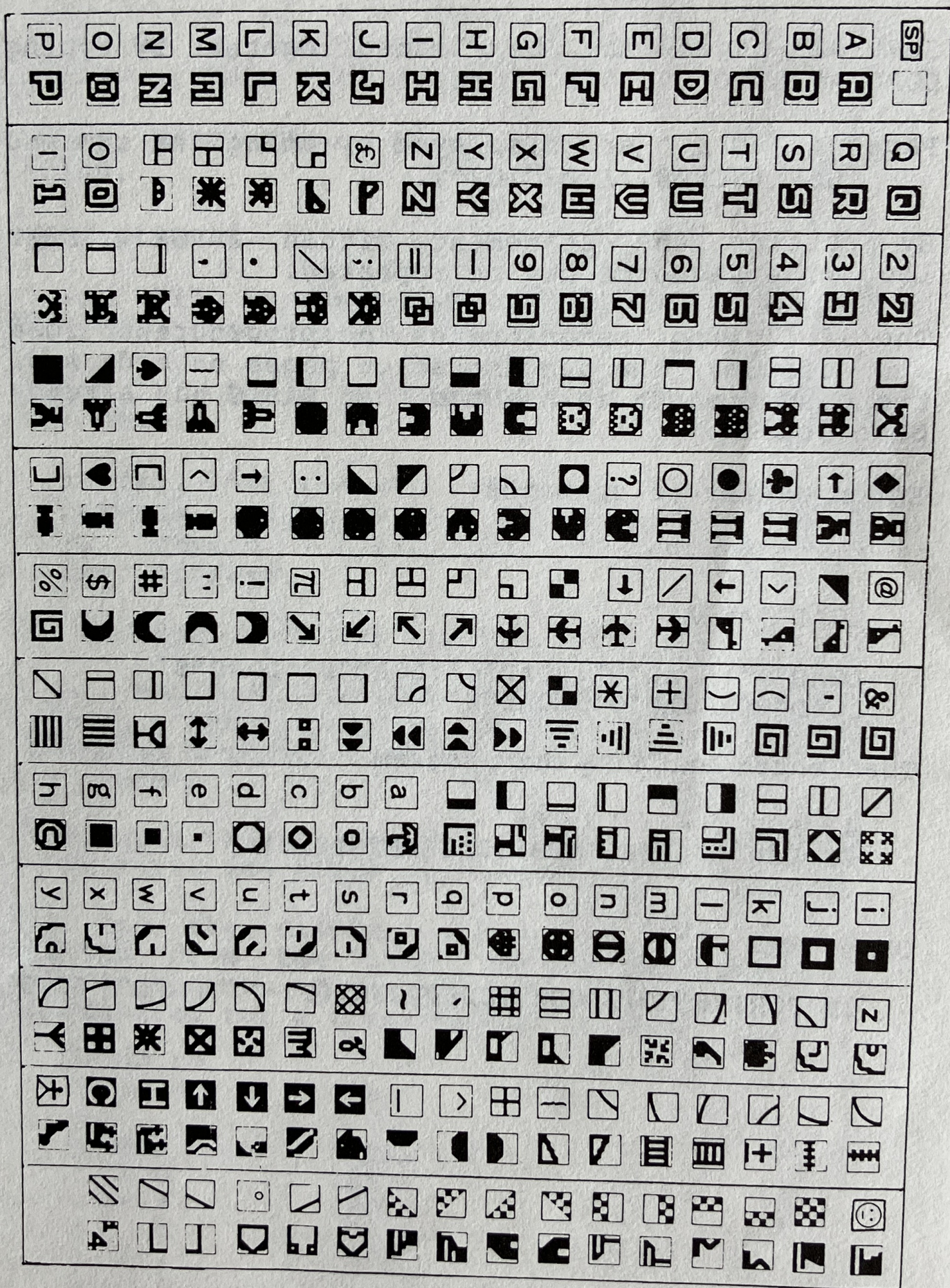
```
LOAD"A":LOAD"B":LOAD"C":LOAD"D":LOAD"E"  
LOAD"F":LOAD"G":LOAD"H"
```

Then enter and RUN the program

```
10 FOR T = 1 TO 100  
20 USR ($C0000,"A2B2C2D2E2F2G2H2")  
30 NEXT
```

OR

```
10 FORT=65TO72:USR[$C0000,CHR$(T)+"2"]:NEXT:GOTO10
```



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