PLUGGING IN THE HARDWARE

Make sure your spectrum is turned off before you commence. Plug the interface into the user port at the rear of the machine, then plug your joystick, or the Saga GP if you are lucky enough to have one, into the interface. Power can now be turned on again, and the spectrum should come up with the normal sinclair copyright message.

LOADING UP THE SOFTWARE

You are now ready to load STYLE. Place the cassette in your tape-player with the relevant side facing up (i.e. joystick or graphics-tablet), and type:-

LOAD "STYLE"

Then press play on your tape player and settle down with this manual while the program loads. (Chances are you will only need to read it once anyway). Once the program has loaded, you should be confronted with the main menu.

In the top left of the screen, you will see a small pointer. This can be moved with the joystick or the pen. Simply move the pointer so that its point is in the box containing the ICON of the function you require, and press the button (use the space bar on the joystick version), its as simple as that.

Note that a mode can be exited at any time by lifting the pen and pressing the button, or by pressing the "X" key on the joystick version, also, within the various modes in the joystick version, the pointer can be moved faster by keeping the fire button pressed.

The Joystick and Graphpad version of STYLE are functionally identical. The following description is written for Graphpad operation but if you intend to use Style with a joystick then read "Space bar" for button.

A DESCRIPTION OF EACH FUNCTION

LINE
This mode allows you to draw straight lines accurately. This is done by moving the pointer to the start of the line you want to draw and pressing the button. The line will elastic-band out as you move the pen and can be placed on the page by pressing the button again.

LINES
The next line starts where the last one finished, thus giving you joined up lines.

RAYS
Each line starts from the same start position. This is particularly useful for pie charts.

CIRCLES
This mode allows you to draw circles as accurately as the spectrum can. This is done by moving the pointer to the center of the circle you desire, and pressing the button. Then move the pointer to any point on the circumference of the desired circle, and press the button again. The circle will then be drawn.

BOXES
This mode makes it possible to draw accurate rectangles. The pointer is moved to one of the corners of the required box and the button is pressed. The box will then elastic out and is placed on the screen by pressing the button again.

TRIANGLES

This mode is used to draw triangles. One corner is placed by moving the pointer and pressing the button, a line will then elastic-band out, and the next corner is specified by pressing the button. Finally, the last two lines elastic-band to the third corner and the triangle is completed by pressing the button again.

DRAW

This mode allows the user to draw in freehand on the screen. It must be said that it is relatively useless on the joystick version, however it is an extremely useful feature on the GP version. In this mode, the pen should be kept on the tablet at all times, and the button held down when you want to draw. If you lift the pen while the button is pressed or vice-versa, you will be returned to the main menu.

FILL

This function allows you to fill in an enclosed shape. Simply move the pointer to a position that is inside the enclosed shape. If for any reason the shape should "leak" or you have filled the wrong shape, the machine will beep three times after filling. Holding the button down during these beeps will cause the shape to be unfilled.

POINTS

This mode simply places a pixel wherever the pointer is when you press the button.

GRID ON/OFF

This function will displace or remove a grid of yellow and white squares, which show where the attribute bytes are. This is very useful for colour pictures.

TEXT

In order to place text onto the screen, the pointer is moved to the point where the text is to start, and the text is typed in using the keyboard. Most characters and symbols work, including delete. When text is finished, pressing enter will return you to the beginning of this mode, alternatively, should your text reach the right hand side of the screen, you will also be returned.

ERASE

This mode allows a block erase function (for detailed or small erasing, the zoom function should be used) and works in exactly the same way as the boxes mode, except that once the box is specified, anything inside the box is erased.

ZOOM

This mode is probably the most useful editing tool in the package, and allows the user to zoom a piece of the screen up with eight times magnification, change it with pixel accuracy, and then shrink it back down again to its normal size. It is used by placing the small rectangle over the part of the screen that you want to zoom and pressing the button. Within about a second, the zoomed image should appear on the screen. The cross can then be moved around the image, and pixels changed by pressing the button (i.e. if the pixel under the cross is set, it will become reset, and vice-verca).

CLS

This is simply a clear screen function. You will be told to press the button within three seconds. Failure to do this will result in a beep and return to the main menu with the screen still intact, otherwise, the screen will be cleared.

UTILITY

This function will bring up another menu including the following features:-

TWO TYPES OF SHADING FOR FILL: Selection of one of these will mean that any filling is done using that shade until it is changed again by the user.

TWO TYPES OF BRUSH FOR DRAW: Selection of one of these will result in the computer asking for a filename. Pressing delete while typing in this name will cause the name to clear, and allow another one to be typed in. On completion of the filename the computer will then load or save the screen, and return to the main menu.

COLOUR
This function will display another menu incorporating the following features:

UNIVERSAL PAPER CHANGE: A colour is selected from the bars displayed, and all paper on the screen is changed to that colour.

LOCALISED PAPER CHANGE: A colour is selected from the bars displayed, you are returned to your picture and the selected colour can be placed at any time by holding down the button over the area.

UNIVERSAL INK CHANGE: As for universal paper change except that the ink colours are affected.

LOCALISED INK CHANGE: As for localised paper change except that it is ink colours that are changed.

RETURN TO BLACK AND WHITE: This function is similar to the clear screen function except that it clears all colour, but leaves the picture intact.

NOTE: IT IS STRONGLY ADVISED TO ADD THE COLOUR OF A DESIGN LAST

SAVING STYLE TO MICRODRIVE

Style can be saved to microdrive by using the following procedure.

1. Break out of style by taking it into utilities mode and selecting the storage to tape icon. When asked for a filename, just press enter, and the illegal filename error will appear.

2. Type in the line:-

30 LOAD *"M";1;"CODE"CODE

3. Change the SAVE n$SCREEN$ in line 120 to:-

SAVE *"M";1;n$SCREEN$

4. Change the LOAD n$SCREEN$ in line 130 to.-

LOAD *"M";1;n$SCREEN$

note that in instructions 3 and 4, the other part of the lines should not be altered.

5. The program is now ready to be saved. Insert a blank cartridge into microdrive 1 and type the following:-

SAVE *"M";1;"RUN"LINE 10

Once this has saved, the code can be saved using the instruction:-

SAVE *"M";1;"CODE"CODE 25000, 40534

Style should now be on microdrive, and can be loaded using RUN

A SPECIAL NOTE FOR THOSE OF YOU USING TABLET

Occassionally you may find it difficult to place the pointer at an exact point on the screen. If this is so, simply lift the pen, and place it down on the tablet a millimeter or so away.

A Short Overview of The Hardware for STYLE

The main STYLE interface consists of a Kempston compatible joystick interface and two Analogue to Digital converter channels.

In exceptional circumstances, some games may appear not to work, if this is the case, then before loading type in:

LET A=IN 95

The joystick is read using IN 31, i.e. if we say:

LET A=IN 31

then for up A=8, for down A=4, for left A=2, for right A=1 and for fire A=16.

The analogue to digital converters have their imputs on pins 5 and 9 of the joystick connector and measure voltages in the range of 0 to 2·5 Volts, any larger voltage applied to these or any other connections on the interface will cause irrepairable damage to the unit. **YOU HAVE BEEN WARNED!!**

The following program reads the analogue to digital port:

```
10 OUT 95,X
20 LET A=IN 31
30 IF A<127 THEN GO TO 20
40 PRINT IN 95
50 GOTO 10
```

Where X=4 for converter 0 and X=5 for converter 1

GOODBYE!

The staff of Saga Systems hope you enjoy using this package, and would welcome any improvements that you may be able to think of. If you are interested in our other products you can obtain an up to date catalogue from us or ask any supplier.

HARDWARE
INTERNATIONAL

There follows a short list of errors that have cropped up in the documentation -

To load style use:-

LOAD " "

And not LOAD "STYLE" as stated in the instructions.

The section on the brushes for use with draw does, in fact, refer to the "storage to and from tape" icons.

It should read as follows:-

TWO TYPES OF BRUSH FOR DRAW: Selection of one of these will mean that any drawing is done using that brush, until the brush is changed again by the user.

REVERSE CASSETTE FOR

OPERATION