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ACTION!
YOU ARE
THE DIRECTOR
WITH...**

SCREEN



solutions & unlimited

SCREEN F/X

Credits

SCREEN F/X is the result of the creative efforts of the Solutions Unlimited Software Development Team:

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NOTES

INTRODUCTION:

Welcome to Screen F/X, a powerful application for creating professional presentations using your Commodore computer. Screen F/X helps you create shows in many different forms from simple shows that involve only a few events to sophisticated presentations involving animation and text.

SCREEN F/X: the software

No doubt you've seen some exciting video effects on the local TV news. That fancy dissolve or diamond that changes the scene to the weather map. Or how about Monday Night Football with its elaborate screen wipes to show you player statistics. We challenged ourselves with the concept of creating those effects with a Commodore 64 computer while allowing the user instant results and all the available graphics popular on the C64. The final outcome was SCREEN F/X.

SCREEN F/X is an extremely powerful effects generator for the C64. The combinations of effects number well over 100,000. It is divided into the F/X EDITOR, the F/X PROCESSOR and the F/X EXECUTOR.

What's an F/X EDITOR?

Our concept was to develop an EFFECTS EDITOR - something to allow you to create different effects in a fast, script format and permit you to review your creations instantly.

We set out to accomplish this by designing an Intelligent Menuing System. The result was the 'SCREEN F/X EDITOR'.

What's an F/X PROCESSOR

An F/X PROCESSOR is a text and graphic cut and paste system. It allows you to create screens utilizing your Print Shop, Print Master and Newsroom graphics as well as many picture formats for use with SCREEN F/X. You can also create text screens using Public Domain/Flexi/programmable character sets.

What's an F/X EXECUTOR?

The F/X EXECUTOR is a stand alone program that will execute any script created with the F/X EDITOR. Using this program you can send scripts and allow your friends to view them.

WHAT CAN YOU DO WITH SCREEN F/X?

Screen F/X was originally designed to be a simple slide show maker but it has grown into something much, much more. The capabilities inherent to SCREEN F/X allow you to create some amazing illusions on your computer monitor. These shows can be used in the following applications:

VIDEO TITLING

COMPUTERIZED GREETING CARDS

BUSINESS PRESENTATIONS

SLIDE SHOWS

ANIMATION PRESENTATIONS

PRODUCT DEMONSTRATIONS

ADVERTISING

EDUCATIONAL GAMES

OPENING SCREEN DESIGN FOR PERSONAL PROGRAMS

TEACHING AID

COMPUTERIZED INSTRUCTION GUIDES

PRODUCT PROMOTIONS

etc...etc...etc..

USING SCREEN F/X

To better familiarize yourself with the workings of the SCREEN F/X editor it is strongly suggested that you use the walk thru in the back of the manual FIRST before attempting to investigate the sophisticated workings of the editor. PLAY with the editor and make sure you are understanding the concept of designing a SCRIPT. This product is EXTREMELY POWERFUL and can create visual effects far exceeding what was once possible. Due to this power you must take time to LEARN the SYSTEM!

Using Screen F/X to produce a presentation consists of three main steps:

- 1) **PLAN YOUR PRESENTATION:** Think about what you would like your presentation to accomplish and develop an outline or a plan of action. Make sure you have a few formatted disks and the necessary HI-RES or MULTI-COLOR pictures available for your presentation.
- 2) **BUILD THE SCRIPT:** Once you know what you want to accomplish, you can begin to build a script following your outline and the instructions provided in this guide.
- 3) **DISPLAY THE PRESENTATION:** When you finish your script, you can easily display your presentation.

SYSTEM TERMINOLOGY

Editor	The F/X editor, the section of Screen F/X where all script creation, editing and testing is done.
Effects	All the commands of Screen F/X, which includes all the visual actions, as well as those that occur blind to the user.
Element	The sub-parts to each event.
Event	Each line of script.
Executor	The F/X Executor, the section of Screen F/X that allows anyone to view a show created with Screen F/X.
F/X	F/X is a abbreviated term for "EFFECTS".
Picture	Any Hi-Res or Multi-color image supported by Screen F/X.
Processor	The F/X Processor, the section of Screen F/X in which the user can cut and paste pictures and text for use with Screen F/X.
Script	A single file of Screen F/X events.
Show	All files, pictures and linked scripts, that are required for any one presentation.
Window	A section of the screen where actions occur.

MAIN MENU

After loading, you will be presented with the main menu. Here you will be able to install the 1541/1571 rapid loader, and move to the various sections of the Screen F/X program.

1. Install Rapid Load

This will read the Rapid Load program from the Screen F/X master disk. Once installed, it will work with the F/X Editor and F/X Processor. The rapid Loader will not only decrease the load time of your disk drive, it will also work with up to four hard device number changed disk drives. (i.e. the physical drive number jumpers changed on the disk drive board.)

If more than one hard numbered disk drive is turned on, then while the program is executing a load procedure, program will automatically check all the connected disk drives for the file. In other words, you can effectively create a multiple disk presentation, and minimize or eliminate any disk swapping during execution.

2. Load F/X Editor

This function will load, then present you with the Screen F/X editor, the heart of the Screen F/X system. This is where you will do all script creation, editing and testing.

3. Load F/X Processor

This option will bring you to the F/X Processor, the text and graphic cut and paste system. Its function is to allow you to layout text using multiple fonts, as well as piece together portions of pictures. It is your link to Print Shop graphics, Print Master graphics, and Newsroom Photos. All of your creations made with the F/X Processor can be saved for use with Screen F/X.

4. Load Setup

This presents you with a powerful Screen F/X utility program. This is where you would create work disks, setup auto run scripts, and copy files and shows.

LOADING SCREEN F/X

There is a way to bypass the Screen F/X Main menu to bring you directly into each specific section of Screen F/X. They are as follows:

LOAD "SCREEN F/X",8,1	Main Menu
LOAD "SCREEN F/X",8,2	F/X Editor
LOAD "SCREEN F/X",8,3	F/X Processor
LOAD "SCREEN F/X",8,4	F/X Setup
LOAD "SCREEN F/X",8,5	F/X Editor + Rapid Load
LOAD "SCREEN F/X",8,6	F/X Processor + Rapid Load
LOAD "SCREEN F/X",8,7	F/X Setup + Rapid Load

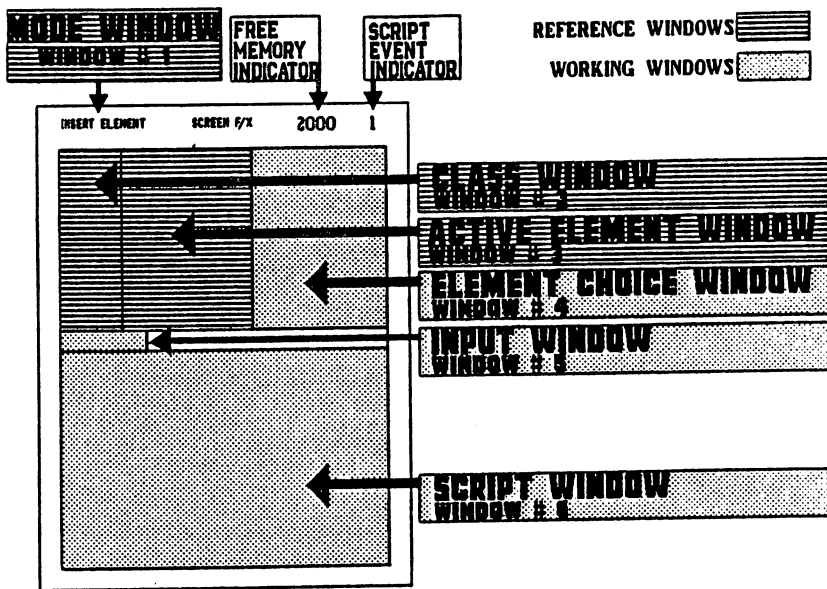
The F/X Editor, F/X Processor and F/X Setup will be presented in detail in their own sections.

THE F/X EDITOR

Insert a copy of Screen F/X into your disk drive.

At the blinking cursor, type LOAD**8.1 and press RETURN.

When the main menu appears on the screen you will be given 4 choices (1 through 4). If you have a 1541 or compatible disk drive, install the Rapid Loader (choice 1) by pressing the "1" key. Next press the "2" key to load the F/X EDITOR. Wait a few seconds and a blank Edit Script screen will appear. Press RETURN to get to the Insert Element screen and you are now ready to begin learning about Screen F/X.



THE SCREEN:

The screen consists of six windows, each represented by a specific color. The screen is broken down into two different types of windows: Reference windows which merely display information, and Working windows where you will create, edit or modify script.

REFERENCE WINDOWS:

WINDOW #1 or THE MODE WINDOW:

This WINDOW is represented by the brown strip at the top of your screen and indicates the screen mode you are currently using (ie: the Insert Element, Edit Script, Edit Element or Mark Block Mode, etc.), the title of the program, the amount of memory remaining and the script row (event) you are working in.

WINDOW #2 or THE CLASS WINDOW:

This WINDOW is represented by the grey window and it merely reflects the classification in which you are working (ie: are you specifying a category, a pattern, a color, etc...)

WINDOW #3 or THE ACTIVE ELEMENT WINDOW:

This WINDOW is represented by the light blue window and it indicates the choices you have already made for a particular classification - those currently ACTIVE-. (ie: you chose brick for a pattern, you chose red for a color, etc..)

WORKING WINDOWS:

WINDOW #4 or THE ELEMENT CHOICE WINDOW:

This WINDOW is represented by the dark blue window. This window displays all possible choices for a particular classification. It is in this window where you will make your selections. (ie: will your pattern be brick, shingle, cinder block...will your color be red, blue, brown, etc...) In the ELEMENT CHOICE WINDOW you may also edit your chosen elements.

WINDOW #5 or THE INPUT WINDOW:

This WINDOW is represented by the dotted black line in the middle of your screen. In this WINDOW you can set coordinates for a particular event, call up (LOAD) a stored script or display screen, set the warning timer, save a specific script or display screen, perform DOS functions, or mark a block for modification.

WINDOW #6 or THE SCRIPT WINDOW:

This WINDOW is represented by the brown box at the bottom half of your screen. This WINDOW displays the events you have created, your script, as it will occur when displayed on screen. In this WINDOW you may also edit script.

THE WORKING WINDOWS:

All script creation occurs in the INSERT ELEMENT mode. Check the MODE WINDOW (WINDOW #1) to determine what mode you are in. If you are in the EDIT SCRIPT mode, you may access the INSERT ELEMENT mode by pressing RETURN. In the CLASS WINDOW (WINDOW #2), the word CATEGORY appears meaning you will be selecting a category from the ELEMENT CHOICE WINDOW (WINDOW #4).

THE ELEMENT CHOICE WINDOW:

Before we discuss any element selections, lets review how to get around in the ELEMENT CHOICE WINDOW.

ACTION KEYS

IN THE ELEMENT CHOICE WINDOW

The Cursor UP/DOWN key moves the element choice indicator bar one line up or down.

The Cursor LEFT/RIGHT key moves the element choice indicator bar one page up or down.

The RETURN key enters the element highlighted by the element choice indicator bar into the ACTIVE ELEMENT WINDOW (WINDOW #3) as the desired choice for that class and moves forward to the next set of choices for the next class.

The RUN/STOP key backs up through your element choices for the class you are currently working in without changing these choices. If you back out of the top of the window no elements will be changed in that event.

The T key brings you to your element choice of the PATH CLASS.

The B key brings you to the last event or bottom of the script window, as long as you are past the PATH CLASS.

The SHIFT/HOME key deletes all element choices for the class you are currently working in.

ELEMENT CHOICES

In the ELEMENT CHOICE WINDOW, the words Transparent, Visual and Program appear. These are your category choices.

TRANSPARENT EFFECTS: are those effects that do not involve action. They are passive effects and include such things as setting a background, setting a pattern, flipping an image, etc...

VISUAL EFFECTS: are those effects that involve an action and include such things as fading images, weaving patterns, pushing text, etc...

PROGRAM EFFECTS: also involve action, but it is a programed action such as starting and ending loops, linking various scripts, etc...

WORKING WITH TRANSPARENT EFFECTS:

Using the cursor up/down key, place the element choice indicator bar on the word **TRANSPARENT** and press RETURN.

In the CLASS WINDOW, (WINDOW # 2), the word EFFECT appears meaning that you will now be selecting an effect.

In the ACTIVE ELEMENT WINDOW, (WINDOW #3) the word **TRANSPARENT** appears meaning that you have already chosen transparent as the category you will be working in.

In the ELEMENT CHOICE WINDOW, (WINDOW #3), you will find that you have eight transparent effect choices:

LOAD: Load simply retrieves a stored picture from a file. This stored picture will be referred to as either PICTURE A or PICTURE B. The reason for PICTURE A or PICTURE B is, this defines a place in memory where the loaded picture will be stored. You will be able to store 2 pictures in memory and take all or part of each one to place on the DISPLAY SCREEN.

TARGET: Asks you to refer to the file you wish to load as either PICTURE A or PICTURE B.

FILENAME: You will be asked to type in the INPUT WINDOW (WINDOW #6), the name of the file you wish to load.

FORMAT: You will also be asked to identify the format in which it was saved (ie. DOODLE1, BLAZING PADDLES, BILLBOARD MAKER, etc...). **WARNING: YOU ARE RESPONSIBLE FOR CHOOSING THE CORRECT FORMAT! ENTERING THE WRONG ONE COULD RESULT IN GARBAGE ON THE DISPLAY SCREEN.**

FLIP: Flipping an image simply means to rotate a picture or pattern from left to right, so that it appears as the mirror image.

ORIGIN: You will be asked to identify whether you are flipping PICTURE A, PICTURE B or a PATTERN.

UPSIDEDOWN: means exactly what it says, to turn an image upsidedown, from top to bottom.

ORIGIN: You will be asked to identify whether you will be flipping PICTURE A, PICTURE B or a PATTERN.

REVERSE: Reversing applies the opposite color value to an image. (ie: what is black on white becomes white on black, what is green on orange becomes orange on green, etc...)

ORIGIN: You will be asked to identify whether you will be reversing PICTURE A, PICTURE B or a PATTERN.

PAUSE: Pause inserts a time delay between two effects.

PAUSE: You will be asked to specify the delay length which ranges from waiting for a KEYSTROKE to 7 seconds.

SET BACKGROUND:

DESIGN: A background may be set in a solid color or in a stripe border frame design that you will create. The background design is created in the INPUT WINDOW (WINDOW #6) where you will enter a combination of 1's and 0's. 1 represents the foreground color and 0 represents the background color. By entering all 1's or all 0's, you will create a solid background. Four 1's followed by four 0's will give you a frame of two equal width stripes, and so on.

FOREGROUND COLOR: After determining your design, you will be asked to select a foreground from sixteen preset colors.

BACKGROUND COLOR: After determining your foreground color, you will be asked to select a background color from the same sixteen preset colors.

SET SHADOW: A shadow is a striped or color band that may appear at the top, bottom, right, left, top right, top left, bottom right, or bottom left of a specified image.

DESIGN: In the same way that a background is set, by entering 1's and 0's in the INPUT WINDOW (WINDOW #6), you may also set a shadow.

FOREGROUND: After determining your shadow design, you will be asked to select a foreground from the sixteen preset colors.

BACKGROUND: After determining your foreground color, you will be asked to select a background from the sixteen preset colors.

SET PATTERN: Setting a pattern simply requires choosing from thirty-two preset patterns.

FOREGROUND: After determining your pattern, you will be required to select a foreground color from the sixteen preset colors.

BACKGROUND: After determining your foreground color, you will be asked to select a background from the sixteen preset colors.

WORKING WITH VISUAL EFFECTS:

Using the cursor up/down key, place the element choice indicator bar behind the word VISUAL and press RETURN. In the CLASS WINDOW (WINDOW #2), the word EFFECT appears meaning that you will now be selecting an effect.

In the ACTIVE ELEMENT WINDOW, (WINDOW #3) the word VISUAL appears meaning that you have already chosen VISUAL as the category you will be working in.

In the ELEMENT CHOICE WINDOW, (WINDOW #3) you will find that you have nineteen VISUAL effect choices:

BLINDS: This causes a specified picture or pattern to appear segmented into horizontal rows producing a venetian blind effect. As the blinds close, the picture or pattern appears.

PATH OPTIONS:

Mini Blinds: The specified picture or pattern is segmented into thinner horizontal rows, producing a larger blind.

Micro Blinds: The specified picture or pattern is segmented into wider horizontal rows producing a smaller blind.

Opening Blinds: Unlike the Mini and Micro blinds, the specified picture or pattern seems to appear as the blinds PEN, not close.

BORDER: This causes the trim surrounding your working screen (yellow in the Insert Element Mode and Black in the Screen Edit Mode) to display a preselected background color.

BOX NORMAL: This effect causes a specified picture or pattern to appear on the screen a section at a time.

PATH OPTIONS:

Box Normal In: The edge of the defined box appears first and works its way IN towards the center until the complete box is on screen.

Box Normal Out: The center of the defined box appears first and works its way OUT until the complete box is on screen.

Box Normal Diagonal In: The edge of the defined box appears first and works its way IN towards the center, but **DIAGONALLY**, until the complete box is on screen.

Box Normal Diagonal Out: The center of the defined box appears first and works **OUT DIAGONALLY** until the complete box is on screen.

BOX QUADRUPLE: This effect splits the defined box into four equal segments. Each segment then becomes a box normal.

PATH OPTIONS:

Box Quadruple In: In each of the four segments, the edges appear first and work their way **IN** towards the center until the defined box is completely on screen.

Box Quadruple Out: In each of the four segments, the centers appear first and work their way **OUT** until the defined box is completely on screen.

Box Quadruple Diagonal In: In each of the four segments, the edges appear first and work their way **IN DIAGONALLY** until the defined box is completely on screen.

Box Quadruple Diagonal Out: In each of the four segments, the centers appear first and work their way **OUT DIAGONALLY** until the defined box is completely on screen.

CORNER BOX: This effect causes a specified picture or pattern to appear **CORNER FIRST** (ie: top row and the left column forming the top/left corner) and then work its way up/down adding one **HORIZONTAL ROW** and one **VERTICAL COLUMN** together at a time, until the defined box is completely on screen.

PATH OPTIONS:

Corner Box Down Right: The top/left corner of the specified picture or pattern appears first and works its way down/right until the defined box is completely on screen.

Corner Box Down Left: The top/right corner of the specified picture or pattern appears first and works its way down/left until the defined box is completely on screen.

Corner Box Up Right: The lower/left corner of the specified picture or pattern appears first and works its way up/right until the defined box is completely on screen.

Corner Box Up Left: The lower/right corner of the specified picture or pattern appears first and works its way up/left until the defined box is completely on screen.

DIAGONAL: This effect, like the corner box, causes a specified picture or pattern to appear CORNER FIRST. However, only a small portion of the top row and the left column appears first and works its way up/down adding one DIAGONAL ROW at a time until the defined box is completely on screen.

PATH OPTIONS:

Diagonal Down Right: The top/left corner of the specified picture or pattern appears first and works its way down/right until the defined box is completely on screen.

Diagonal Box Down Left: The top/right corner of the specified picture or pattern appears first and works its way down/left until the defined box is on screen.

Diagonal Up Right: The lower/left corner of the specified picture or pattern appears first and works its way up/right until the defined box is completely on screen.

Diagonal Up Left: The lower/right corner of the specified picture or pattern appears first and works its way up/left until the defined box is completely on screen.

DIAMOND: This effect causes a specified picture or pattern to appear in a DIAMOND shape and work its way in/out until the defined box is completely on screen.

PATH OPTIONS:

Diamond In: The specified picture or pattern appears framing the diamond (the diamond is actually dropped out of the specified picture or pattern) and works its way IN towards the center until the defined box is completely on screen.

Diamond Out: The specified picture or pattern appears as a small diamond and works its way OUT until the defined box is completely on screen.

DISSOLVE: This effect causes the background of the defined box to DISSOLVE or FADE AWAY as the specified picture or pattern appears or FADES IN.

DOOR VERTICAL: This effect splits the defined box in half with a vertical line and causes the specified picture or pattern to work its way in towards or out from the vertical divider.

PATH OPTIONS:

Door Vertical In: The specified picture or pattern first appears at the extreme left and right columns of the defined box and works its way IN towards the vertical divider.

Door Vertical Out: The specified picture or pattern first appears at the vertical divider and works its way OUT toward the extreme left and right columns of the defined box until it is completely on screen.

DOOR HORIZONTAL: This effect splits the defined box in half with a horizontal line and causes the specified picture or pattern to work its way in towards or out from the horizontal divider.

PATH OPTIONS:

Door Horizontal In: The specified picture or pattern first appears at the extreme top and bottom rows of the defined box and works its way IN towards the horizontal divider.

Door Horizontal Out: The specified picture or pattern first appears at the horizontal divider and works its way OUT towards top and bottom rows of the defined box.

FADE: This effect causes the specified picture or pattern to increase or decrease in tone generating a **FADING IN** or **FADING OUT** result.

PATH OPTIONS:

Fade In: The specified picture or pattern increases in tone (gets brighter) and **FADES IN** a shade at a time, until the defined box is completely on screen.

Fade Out: The specified picture or pattern decreases in tone (gets darker) and **FADES OUT** a shade at a time until the defined box is completely off screen.

Fade Down: The specified picture or pattern increases in tone (gets brighter) **ONE HORIZONTAL ROW AT A TIME**, until the defined box is completely on screen.

FILL: This effect saturates the defined box with a predetermined set of colors, designs or both.

PATH OPTIONS:

Fill Color: The defined box will fill from top to bottom with a predetermined set of colors, leaving unchanged whatever picture or pattern appeared in the defined box at the time.

Fill Color & Design: The defined box will fill from top to bottom with a pre-determined set of colors and designs, changing whatever picture or pattern appeared in the defined box at the time.

LIGHTNING: This effect causes the defined box or working screen border to flash between two sets of predetermined colors, producing a flickering effect resembling lightning.

PATH OPTIONS:

Lightning Border: This causes the trim surrounding your working screen to flash between two predetermined sets of foreground and background colors. Only the background colors are displayed.

Lightning Display: This causes the defined box to flash between two predetermined sets of foreground and background colors, leaving unchanged whatever picture or pattern appeared in the defined box at the time. The second set of colors remain on the screen after the effect is complete.

PUSH: This effect causes a specified picture or pattern in a defined box to shove aside a predetermined number of push spaces, whatever image appears in its path at the time. How much of the image is pushed aside depends on the number of push spaces you determine and the size of the box you create. Note that the number of push spaces are based on 40 vertical columns and 25 horizontal rows. These push spaces are referred to as **PUSH #**. When choosing a **PUSH #**, it refers to the number of spaces, either rows or columns, depending if your path is up/down or left/right, respectively. You can push less, the same size, or more than the defined box, with each option creating its own illusion. By pushing less than the defined box, the illusion of the object moving in the box is created, as long as you are only pushing around blank areas. Pushing the same size of the box is an automatic feature. By choosing **AUTO** in the **PUSH #**, **Screen F/X** will automatically calculate the size of the box, and will effectively replace the contents of the box with the picture or pattern you chose. The illusion of scrolling text through a viewport can be accomplished through pushing more than the size of the box. You can choose any number you like, but the program will stop the push when the boundary of a picture or pattern occur.

PATH OPTIONS:

Push Up: The specified picture or pattern in the defined box **SHOVES UP** towards the top of the screen, a predetermined number of horizontal push spaces, whatever image it encounters in its path.

Push down: The specified picture or pattern in the defined box **SHOVES DOWN** towards the bottom of the screen, a predetermined number of horizontal push spaces, whatever image it encounters in its path.

Push Left: The specified picture or pattern in the defined box **SHOVES TO THE LEFT** a predetermined number of vertical push spaces, whatever image it encounters in its path.

Push Right: The specified picture or pattern in the defined box **SHOVES TO THE RIGHT** a predetermined number of vertical push spaces, whatever image it encounters in its path.

PUT: This effect causes the specified picture or pattern in the defined box to appear on screen. It is with this effect that animation can be accomplished.

SNAKE: This effect causes a specified picture or pattern to wind or encircle its way on screen until the defined box is completely displayed.

PATH OPTIONS:

Snake In: the specified picture or pattern starts in the center of the defined box and **SNAKES IN** toward the edges until the defined box is completely on screen.

Snake Out: The specified picture or pattern starts at the edges of the defined box and **SNAKES OUT** toward the center until the defined box is completely on screen.

TEXT: This effect enables you to place a maximum of 40 characters and a background color on screen.

PATH OPTIONS:

Text Expand Width: The specified text will double in width.

Text Expand Height: The specified text will double in height.

Text Expand Width & Height: The specified text will double in width and height.

It is recommended when using text on a multi-color screen that you use expanded width to insure proper color.

WEAVE: This effect causes a specified picture or pattern in a defined box, to appear on screen with each alternate row/column filling-in in opposite directions, producing a weave impression. The thickness of the weave is determined by the **Weave Number** which is based on 40 vertical columns and 25 horizontal rows. A weave number of 1 will reverse the direction of the weave every other line. A weave number of 4 will reverse the direction every fourth line. A weave number of AUTO will do a replace without reversing the filling direction at all. This is another variation of a wipe.

PATH OPTIONS:

Weave Vertical Left: The specified picture or pattern weaves in predetermined horizontal weave rows with **Weave Row #1** starting at the right of the defined box and working its way **LEFT**.

Weave Vertical Right: The specified picture or pattern weaves in predetermined horizontal weave rows with **Weave Row #1** starting at the left of the defined box and working its way **RIGHT**.

Weave Horizontal Up: The specified picture or pattern weaves in predefined vertical weave columns with **Weave Column #1** starting at the bottom of the defined box and working its way **up**.

Weave Horizontal Down: The specified picture or pattern weaves in a predetermined vertical weave column with **Weave Column #1** starting at the top of the defined box and working its way **down**.

WIPE: This effect causes a specified picture or pattern to appear a row/column at a time until the defined box is completely on screen.

PATH OPTIONS:

Wipe Up: The specified picture or pattern starts at the bottom row of the defined box and works its way **UP**, one row at a time, until the defined box is completely on screen.

Wipe Down: The specified picture or pattern starts at the top row of the defined box and works its way **DOWN**, one row at a time, until the defined box is completely on screen.

Wipe Left: The specified picture or pattern starts at the extreme right of the defined box and works its way **LEFT**, one column at a time, until the defined box is completely on screen.

Wipe Right: The specified picture or pattern starts at the extreme left of the defined box and works its way **RIGHT**, one column at a time, until the defined box is completely on screen.

SECONDARY OPTIONS:

SECONDARY OPTIONS are additional selections that must be made in almost every **VISUAL EFFECT**, and are answered in the same manner. In order to maintain the consistency of the menuing options some options are standard default and do effect the outcome of the effect. (eg. The only pertinent information in **BORDER** is the background color and the **PAUSE**. You must answer the other questions, though they do not affect the outcome.)

ORIGIN: This option asks you to specify whether you will be working with Picture A, Picture B or a Pattern.

SCREEN: This option asks you to indicate where this effect will take place. **ENTIRE** (completely covering the screen) or **USER DEFINED** (where you, the user, define a specific screen area where this effect will occur.) You will later be required to set the coordinates for this area.

SPEED: This option asks you to determine how fast or slow this effect will occur. **NONE** (instantaneously), ***** (the fastest) and ********* (the slowest).

PAUSE: This option determines the length of time between two consecutive effects. **KEY STROKE** (the next effect will occur as soon as you strike any key) **0.00 SECONDS** (the next effect will occur instantaneously) **0.25** (the next effect will occur in a quarter of a second) **0.50** (the next effect will occur in half a second) etc...

SHADOW: This option allows you to place a defined shadow at the **TOP** **BOTTOM**, **LEFT**, **RIGHT**, **TOP LEFT**, **TOP RIGHT**, **BOTTOM LEFT** OR **BOTTOM RIGHT** of your effect.

SHADOW BACKGROUND: This option allows you to place a background you predetermined in the **TRANSPARENT EFFECTS**, around the effect you are working with. **BACKGROUND NO SHADOW** (eliminates the shadow and displays only the background), **SHADOW NO BACKGROUND** (eliminates the background and displays only the shadow, and **BACKGROUND & SHADOW** (displays both the background and the shadow).

FOREGROUND COLOR: This option simply asks you to select a foreground color from the sixteen preset colors. When entering a design, this refers to the user entered "1"s. For text, this is the character color. For border lightning, this option has no effect.

BACKGROUND COLOR: This option asks you to select a background color from the sixteen preset colors. When entering a design, this refers to the user entered "0"s. For text, this is the background color behind the letters. For border lightning, this is the color that is displayed.

DESIGN: In the same way that a background is set in the **TRANSPARENT EFFECTS**, this option asks you to create a design. The design is created in the **INPUT WINDOW (WINDOW #6)** by entering a combination of 1's and 0's. 1 represents the **FOREGROUND COLOR** and 0 represents the **BACKGROUND COLOR**. Entering all 1's or all 0's will create a design of one solid color. Entering four 1's followed by four 0's will create a striped design of equal widths.

PUSH OR WEAVE #: Remember that the screen is divided into 40 vertical columns and 25 horizontal rows. This options asks you to determine the number of columns or rows to be modified by the **PUSH** or **WEAVE EFFECT**. **AUTO** will take control of the **PUSH** effect doing the effect to the entire defined area. A number will control the amount of lines that will be pushed. The effect will stop if a boundary on the source screen is reached. **AUTO** will **WEAVE** the defined area without breaks. A number will control the number of lines before the next reverse of the fill.

WORKING IN THE INPUT WINDOW:

In the **INPUT WINDOW (WINDOW #6)** one can set coordinates for a particular event or call up a stored file .

SETTING COORDINATES:

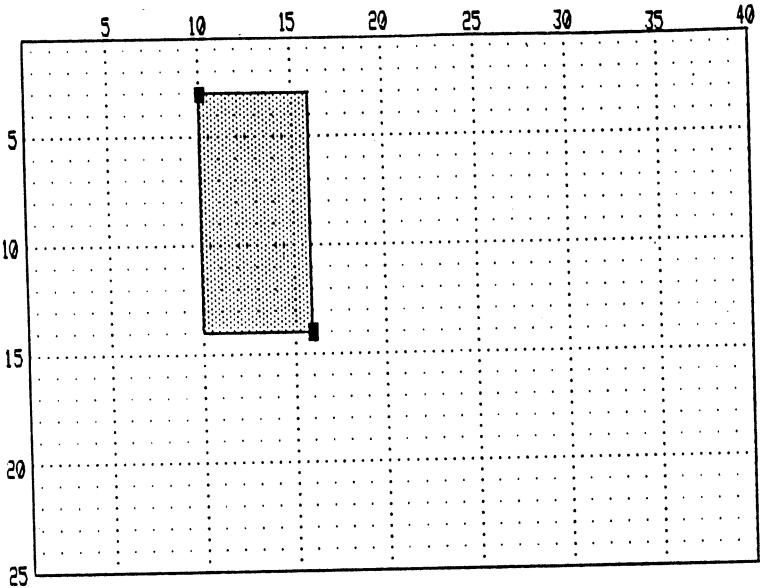
If you selected **USER DEFINED** as your **SCREEN** option for a **Visual EFFECT**, you will be required to set the coordinates for the screen area in which you want your effect to occur. Coordinates can be set either in the **INPUT WINDOW (WINDOW #6)** or visually.

SETTING COORDINATES IN THE INPUT WINDOW: When you are required to set coordinates, 6, 4 or 2 blue boxes will appear in the **INPUT WINDOW**, depending on the effect. The first four boxes represent the **Display Screen**, and will determine the screen position of the box in which your effect will occur. The last two boxes represent the **Source Screen** and will determine what portion of **PICTURE A**, **PICTURE B** or **PATTERN** you will be using, as well as the size of the box in which your effect will occur.

DISPLAY SCREEN COORDINATES: Imagine that your screen is a grid of 25 rows by 40 columns. The Blue coordinate Box #1 represents the top row which has 25 row positions. The Blue Coordinate Box #2 represents the left column and has 40 column positions. The blue Box #3 represents the bottom row which like the top row, has 25 row positions. The blue box #4 represents the right column, and of course, has 40 column positions.

SOURCE SCREEN COORDINATES: The blue coordinate box #5 represents the top row, which has 25 row positions. The blue coordinate box #6 represents the left column and has 40 column positions.

the coordinates for the box displayed:
(3) (10) (14) (16)



INPUT WINDOW

COORDINATE ACTION KEYS

Cursor right/left, places the dark blue choice indicator bar behind the coordinate you wish to change.

The Cursor Up key will increase the coordinate number in the highlighted box

The Cursor Down key will decrease the coordinate number in the highlighted box.

The RETURN key will set the new coordinate values and return to your script window.

The RUN/STOP key will abort the process and return to your script window.

SETTING COORDINATES VISUALLY: Without entering any coordinate values in the INPUT WINDOW, press V, which will allow you to view the source and display screen, and set coordinates using a CAPTURE BOX.

The first screen that appears is your Source Screen, which determines the size of the box in which the effect will occur and the portion of PICTURE A, PICTURE B or a PATTERN you will use. (ie. It is a visual representation of the size and locations of the screens, or "take this from here, and put it there.")

VISUAL

COORDINATE ACTION KEYS

The SHIFT - L key loads the picture or pattern into the Source Screen area.

The CURSOR UP/DOWN KEY and the CURSOR LEFT/RIGHT key will move the captured box in that direction.

The I key decreases the height of the capture box.

The M key increases the height of the capture box.

The J key decreases the width of the capture box.

The K key increases the width of the capture box.

The V key centers the captured box vertically.

The H key centers the captured box horizontally.

The Shift - 1, 2, 3, or 4 key memorizes the current captured box size and position.

The 1, 2, 3, or 4 key recalls the memorized captured box size and position.

The RETURN key will bring you from the Source Screen to the Display Screen, and from the Display Screen back to the Script Window.

The RUN/STOP key backs you up to the Source Screen from Display Screen or aborts the process and returns to the Script Window when accessing the Source Screen.

ENTERING INFORMATION

If you have chosen to load a stored picture when working in TRANSPARENT EFFECTS, you will be required to enter the file name in the INPUT WINDOW. The user may enter any filename using available wildcard symbols (eg: 'DDMA*' meaning to load whichever file is listed first on the Directory that fits the criteria.) You may also use a '?' as a wildcard (eg: T??L will load TOOL, TELL, TALL, Etc...depending on whichever one is found first on the directory.) This window also used for entering text, designs, loading and saving scripts and screens, and appending scripts.

INPUT ACTION KEYS:

The SHIFT/HOME key erases the entire INPUT WINDOW input area.

The HOME key restores the original input prior to typing over.

The RUN/STOP key aborts access to the input area and brings you to the SCRIPT WINDOW.

The DELETE key erases the character to the left of the arrow.

The RETURN key enters your input as part of the script.

The BACK ARROW key displays the file directory of the current drive in the ELEMENT CHOICE WINDOW. After pressing the BACK ARROW, the following keys become active.

The / key finds the next logical drive and displays the file directory in the ELEMENT CHOICE WINDOW.

The SPACE BAR key continues the directory listing in the ELEMENT CHOICE WINDOW.

The CURSOR UP/DOWN key moves the element choice indicator bar up/down one line.

The RETURN key enters the file highlighted by the element choice indicator bar as your desired choice and places that file name in the INPUT WINDOW Input Area. Access is then returned to the Input Area.

The RUN/STOP key aborts the directory listing in the ELEMENT CHOICE WINDOW and returns access to the input area in the INPUT WINDOW.

WORKING IN THE SCRIPT WINDOW

The **SCRIPT WINDOW (WINDOW #6)** displays the sequence of events you have created, your script. In this **WINDOW** you may **EDIT** a script or **MARK** a block for modification.

EDIT ACTION KEYS:

The T key goes to the top line of the script

The B key goes to the bottom line of the script.

The CURSOR UP/DOWN key moves the indicator bar up/down one line.

The CURSOR RIGHT/LEFT key moves one page up/down in the script.

The E Key - If the **E** key is pressed when the indicator bar is at the bottom of the script (highlighting nothing), access is simply returned to the **ELEMENT CHOICE WINDOW** and the **MODE INDICATOR WINDOW** will show **INSERT ELEMNT**. If the **E** Key is pressed when the indicator bar is highlighting an event, this will access the **Edit Mode** which allows you to edit your script. The **ELEMENT CHOICE WINDOW** displays your **ELEMENT CHOICES** starting with the last entered first.

The RETURN key shifts access to the **ELEMENT CHOICE WINDOW** and changes the **MODE INDICATOR WINDOW** to **INSERT ELEMNT**,

The L key loads a script and access is shifted to the **INPUT WINDOW** Input where you will enter the necessary filename.

The S key saves the script and access is shifted to the **INPUT WINDOW** where you will enter the necessary filename. If the file already exists you will be asked if you wish to continue to overwrite the original.

The A key Append Script Mode, shifts access to the **INPUT WINDOW** Area.

The SHIFT/HOME key erases the active script, the entire script screen. You will be asked to confirm with a **(Y)** yes or **(N)** no.

The D key deletes the current line highlighted by the indicator bar.

The M key shifts access to the **MARK BLOCK COMMAND MENU**, which we will review next.

The C key shifts access to the **INPUT WINDOW** Coordinate Menu.

WORKING IN THE SCRIPT WINDOW

(continued)

The F1 key executes the entire script.

The F3 key views the current Display Screen.

The F5 key loads the Display Screen and access is shifted to the INPUT WINDOW Area where you will enter the necessary filename.

The F7 key saves the Display Screen and access is shifted to the INPUT WINDOW Area where you will enter the necessary filename. At this point the display screen will be saved under the entered filename in the BILLBOARD format.

The W key gives you access to the INPUT WINDOW where you will be allowed to set the WARNING TIMER.

The @ key gives you access to the DOS command menu.

INTERMEDIATE FEATURES and TECHNIQUES

The following section of this manual assumes you have become familiar with the SCREEN F/X BEGINNERS section of this manual. It is strongly advised that you become comfortable with the basic system prior to undertaking these intermediate techniques.

SCRIPT APPENDING: Script appending is accessed from the EDIT SCRIPT MODE. By pressing the "A" key you will be prompted with "SPT." on the INPUT AREA WINDOW. At this point you can either press the BACK ARROW key to look at the available SCRIPTS on the disk and pick with the INDICATOR BAR, or enter the name if you know it.

This feature is helpful for putting together smaller SCRIPTS into one large SCRIPT. The SCRIPT file that is appended to the one already in the SCRIPT WINDOW will be placed at the current SCRIPT INDICATOR position. Let's say that you have a script in the SCRIPT WINDOW that has 5 lines. Your SCRIPT INDICATOR BAR is pointing to line 3. If you append another SCRIPT, the appended script will be inserted between lines 2 and 3 of the current script in the SCRIPT WINDOW. If you wish to append a script to the bottom of a script already in the SCRIPT WINDOW remember to place the SCRIPT INDICATOR BAR on the last available blank line of the current script in the SCRIPT WINDOW before attempting to append.

To best utilize this feature, design some small scripts, then test and save them independently. When you are satisfied with your results take each small script and append them together using the APPEND SCRIPT feature to create a larger, final script.

WARNING TIMER: The WARNING TIMER is a convenience feature that allows you to set an internal clock to remind you to save your current SCRIPT. This feature is accessed while in the EDIT SCRIPT MODE. By pressing the "W" key the current setting of the WARNING CLOCK will appear in the INPUT WINDOW. This setting can be adjusted by press the UP/DOWN cursor key. You can set the clock to remind you to save the SCRIPT every minute up to every 59 minutes (a setting of 0 turns off the WARNING entirely). After you have adjusted the setting with the UP/DOWN cursor keys press the RETURN to make the setting permanent.

The WARNING TIMER starts counting from 0 to the setting you have established every time you save a SCRIPT. When it reaches the pre-determined setting the border of the screen will change to rapidly scrolling black and white lines while you are accessing the EDIT SCRIPT WINDOW. The only way to continue is to acknowledge the warning by pressing the "ASTERISK (*)" key. This should be enough to jog your memory. YOU MUST MAKE THE NECESSARY SAVE YOURSELF!! This feature is simply a WARNING and DOES NOT perform the save function automatically.

This timer is polite enough not to interrupt your show viewing or element editing. It will only go off if you are in the EDIT SCRIPT mode.

DOS COMMANDS: Screen F/X allows you convenient DOS control. DOS is accessed while in the EDIT SCRIPT MODE by pressing the "@" key. Your choices will appear in the INPUT WINDOW.

ERROR CHANNEL FORMAT INIT RENAME SCRATCH

ERROR CHANNEL: The DOS command allows you to read the drive channel to see what the problem may be.

FORMAT: This DOS option allows you to format a disk. It will request a DISK NAME and DISK ID.

INIT: This DOS option will reset the current disk drive (INITIALIZE)

RENAME: This option will request you for the old name and the new name of a file you wish to rename. The **BACK ARROW** and **WILD CARDS** can be used to display a directory of files on disk. The **INDICATOR BAR** can be used to choose a name from the directory.

SCRATCH: This DOS option will request the filename that you wish to erase (**SCRATCH**) from the current disk in the drive. The **BACK ARROW** and **WILD CARDS** can be used to display a directory of files on disk. The **INDICATOR BAR** can be used to choose a name from the directory.

BLOCK TECHNIQUES:

MARKING A BLOCK **ACTION KEYS**

The **T** key sets the Top of the block on the script line the **INDICATOR BAR** is highlighting.

The **B** key sets the Bottom of the Block on the script line the **INDICATOR BAR** is highlighting.

The **R** key resets the Top and the Bottom settings.

The **V** key allows you to view the current settings.

The C key shifts access to a secondary menu (The Command Choice Menu) and the following action keys become active.

The D Key deletes the marked block.

The C Key copies the marked block to the position of the INDICATOR BAR. Once a block is copied, multiple copies can be made.

The M Key moves the marked block to the position of the INDICATOR BAR.

The E Key executes (runs) the marked block.

The RETURN Key shifts access to the Script Window.

The RUN/STOP Key aborts to the Script Window.

ADVANCED FEATURES and TECHNIQUES

The following section of this manual assumes you have become VERY familiar with the SCREEN F/X system. It is strongly advised that you become comfortable with both the BEGINNERS and INTERMEDIATE SECTION prior to venturing into this section.

PROGRAM EFFECTS: These effects allow you to control the line progression (flow) of the scripts. Using the Cursor up/down key, place the element choice indicator bar behind the word PROGRAM and press the RETURN.

In the CLASS WINDOW, (WINDOW #2), the word EFFECT appears meaning that you will now be selecting an effect.

In the ACTIVE ELEMENT WINDOW, (WINDOW #3), the word PROGRAM appears meaning that you have already chosen program as the category you will be working in.

In the ELEMENT CHOICE WINDOW (WINDOW #4) you will find that you have TEN PROGRAM EFFECT choices:

START LOOP: A loop causes a predefined portion of your script to repeat itself. Start loop designates exactly where the predefined portion will begin.

LOOP: You will be asked to name this loop either Loop X, Loop Y or Loop Z. The names of the loops are simply for reference purposes. Nesting of the loops is allowed.

TIMES: You will be asked to determine how many times the predefined portion of your script will repeat itself.

END LOOP: End loop designates exactly where the predefined portion will end.

LOOP: You will be asked to specify whether you will be ending Loop X, Loop Y or Loop Z.

A LABEL is a specific numbered position in the SCRIPT that is referenced by the IF (LABEL) condition.

IF (LABEL):

KEY: You will be asked to designate which key on your keyboard will be compared to the last key pressed. If they are the same then the SCRIPT will move to the LABEL specified. If no key (BY PRESSING THE RETURN ONLY, A BACK ARROW WILL APPEAR) was specified, the SCRIPT will jump to the specified LABEL without comparing. Similar to BASIC'S GOTO.

LABEL #: This is the LABEL number that the SCRIPT will jump to based on the IF (LABEL) comparison.

LABEL:

LABEL #: The number 1 through 10 that is assigned to a specific LABEL.

A SUBROUTINE is a specific numbered position in the SCRIPT that is referenced by the IF (SUBROUTINE) condition. The difference between the LABEL and SUBROUTINE is, the SUBROUTINE command will remember where it was called, and will return to the next line in the SCRIPT after the SUBROUTINE is complete. Similar to BASIC'S GOSUB.

IF (SUBROUTINE):

KEY: You will be asked to designate which key on your keyboard will be compared to the last key pressed. If they are the same then the SCRIPT will move to the SUBROUTINE specified. If no key was specified (BACK ARROW) it will jump to the specified SUBROUTINE unconditionally.

SUBROUTINE #: This is the SUBROUTINE number that the SCRIPT will jump to based on the IF (SUBROUTINE) comparison.

START SUBROUTINE: This defines the starting point of the SUBROUTINE. All events following this command will be executed until the END SUBROUTINE is encountered.

SUBROUTINE #: You will be asked to specify whether you will be starting SUBROUTINE #1 through #10.

END SUBROUTINE: End SUBROUTINE designates exactly where the predefined SUBROUTINE will end.

SUBROUTINE #: You will be asked to specify whether you will be ending SUBROUTINE #1 through #10.

LINK: This effect enables you to run a number of different scripts consecutively. After a LINK all LABELS and SUBROUTINES will be reset.

FILENAME: You will be asked to enter the filename of the script you wish to link.

END SCRIPT: This command allows you to abort the current SCRIPT at any line.

BLANK: This command inserts a BLANK LINE in the SCRIPT to separate the events of the SCRIPT for easier reading. It does not affect the SCRIPT in any way.

DISPLAY SCREEN SAVING: DISPLAY SCREEN SAVING is accessed while in the EDIT SCRIPT mode by pressing the F7 key. After you press the F7 key you will be asked to name the display screen you wish to save. The DISPLAY SCREEN SAVE is used to give you the ability of returning to a very complicated screen creation without having to re-create it with the SCRIPT.

Let's say you have a fifty line SCRIPT in which you have extracted graphics from a number of pictures, overlaid text and patterns. You are now faced with erasing a large portion of it for a user information window you'd like to place directly in the center of your masterpiece.

You could arrange it so that Screen F/X could recreate the DISPLAY SCREEN by looping back to the beginning, but that would take time and it would not have the impact you desire.

Simply press the F7 key and name the current DISPLAY SCREEN. The system will save that DISPLAY SCREEN to a file with the name you gave it. Now add the information window effects you want. Whenever you wish to re-create that saved DISPLAY SCREEN simply use a TRANSPARENT LOAD PICTURE command and make sure the name is the one you saved and the format is a BILLBOARD MAKER. Once that is completed you can re-display all or any part of the DISPLAY SCREEN just like and other PICTURE.

This feature will create an extremely powerful impact giving the illusion that the computer has an infinite amount of memory to store unlimited graphic screens and recall them instantly.

DISPLAY SCREEN LOADING: Loading the DISPLAY SCREEN is accessed by pressing the F5 key and entering the screens name while in the EDIT SCRIPT mode. The purpose for allowing you to LOAD your DISPLAY SCREEN is to give you a continuation point for developing your SCRIPT. This option is only used for DEVELOPING A SCRIPT. You must still use the TRANSPARENT LOAD PICTURE option to put a DISPLAY SCREEN into either the PICTURE A or PICTURE B area.

Let's say you've spent a few hours creating a SCRIPT and now wish to design another SCRIPT that will be LINKED to the original. That DISPLAY SCREEN you saved is going to be the starting point for this NEW SCRIPT. You may wish to overlay an additional pattern on it, for example. By using the DISPLAY SCREEN LOAD you can place the SAVED DISPLAY SCREEN back into memory so you can reference it for positions. This feature gives you a starting point for continued SCRIPT development*.

F/X PROCESSOR

The F/X Processor is a powerful text and graphic cut and paste system. It works with three different areas: The text area, the picture/graphic area, and the display area.

The text area is where you will type your data onto a screen using any standard Commodore Programmable Character Set. These are Public domain fonts or Flexi fonts. After typing and positioning your text on-screen, you can then cut a block of text and paste it onto the display screen.

The picture/graphic area is where the user may load in images from the different file formats. It is here that the Print Shop graphics, Print Master graphics and Newsroom photos are supported. After loading in an image, the user can cut and paste it onto the display screen.

The display area is where all pasting occurs to create a screen to be used with Screen F/X. It is under the Billboard Maker format.

THE MAIN MENU

Seven options will appear on the Main Menu, referring to its seven functions. You may cursor up/down to highlight the different choices, or simply press the number of the choice you want. Pressing the cursor right/left will move you through the different picture and graphic formats. This must be set before trying to load a picture or graphic.

There is a status box on the bottom of the screen which displays the last loaded font, picture/graphic, and display screen. The current format is shown, being either hires or multicolor, and refers to the format of the last loaded picture, graphic or display screen.

1. Load Font

After choosing this options, a pair of double quotes will appear, which will wait for you to enter a filename. Pressing return without entering a name will display the current font. Pressing the back arrow will show the directory of the current disk using any characters between the quotes as a wildcard. Selecting a filename from the directory is accomplished through the use of the cursor up/down or the appropriate number. Pressing space will page you through the directory, which will wrap around to the beginning after you viewed all the choices. Pressing return moves the highlighted name between the quotes where the user can edit or choose to load the font. You may use any of the programmable character set files created by FLEXI-FONT, the Commodore character editor or any other character set editor (all the public domain programmable character set files). After loading, the font will be displayed. You can choose the specific group of letters to assign the keyboard by pressing the Up/Down Cursor keys. Your choice group will be highlighted in yellow. Press RETURN to return to the MAIN MENU.

2. Load Picture

This option is identical to option 1 (Load Font), except it will load a picture or graphic, depending on the user chosen format. Different formats can be accessed using the CURSOR LEFT/RIGHT keys.

3. Load Display

This option also is identical to option 1 (Load Font), except it will load a display picture. These files are saved through the Screen F/X Editor, using the F5 key. This file must be in the Billboard Maker format, if attempting to fool the system into accepting a file not saved with the F/X Editor.

4. Modify Text

Text may now be entered onto the screen in the loaded font. If there was any text previously on the screen, it will now be displayed in the current font. Pressing the CLR/HOME key will erase the current screen.

After the text is entered, it can now be formatted by pressing SHIFT - C to center, SHIFT - L to left align, or SHIFT - to right align. Notice that the background is grey, any previously stored text is blue, and the current text is cyan. When ready to cut text, press the SHIFT - B.

The variable box is identical to the coordinate edit box in the F/F Editor. Change the size with the I, J, K, and M keys. Move the box with the cursor keys. Memorize the coordinated with SHIFT 1, 2, 3, or 4, and recall them with the 1, 2, 3, or 4 key. Press Return to move to the display screen.

Position the box with the cursor keys. The V and H keys Vertically and Horizontally center the box, respectively. The X key expands the height of the box, while the Y key expands the width. Press the Space bar to overlay the text. The grey areas of the text screen will be transparent during the overlay. Overlay the block of text as much as you like. Pressing Return sets the overlay. Pressing RUN/STOP aborts the changes and returns you to the text screen.

The display screen can be Flipped, Upsidedowned, and Reversed by pressing the Shift F, U, and R, respectively.

5. Modify Picture/Graphic

This option is identical to the above option 4 (Modify Text) except in the overlay procedure. In this mode, the entire box is overlaid, regardless of the color. It also can expand the width and height, and can also do multiple overlays.

6. Modify Display

The display screen can be Flipped, Upsidedowned, and Reversed by pressing the Shift F, U, and R, respectively.

Pressing the Shift - B will call the display screen box functions. Here, after the size of the box is defined, the delete key will erase whatever is inside the box. The Shift - Delete will erase whatever is outside the box. The Shift - C key will edit the color of whatever is inside the box. F1/Shift F1 will step up/down through the background colors. F3/Shift F3 will step up/down through the foreground colors. Pressing Return will set the changes, Run/Stop will abort them.

Whenever displaying a multi-color picture on the display screen, the F1/F3 will step up/down through the background color.

7. Save Display

The display screen can be saved to disk for use with Screen F/X. Enter the file name to save, then press Return. If the file exists, the program will ask you if you wish to replace the file. Respond with a Y or N.

LEAVING THE F/X PROCESSOR

Pressing the Shift - Q key will exit the processor and return you to Basic.

THE F/X EXECUTOR

The F/X Executor is a stand alone file that was designed to allow the viewing a show from outside the Screen F/X environment. The F/X Executor can be placed on any disk (through the F/X Setup program) and will let the user choose the Script he wishes to view. The user can not, however, alter or add to the script in any way. The F/X Executor and any show can be given or sent freely to anybody.

The operation of the F/X Executor is fairly simple, and is limited to only a few keystrokes.

Entering a script name:

Type in the name of the script to run, adding the SPT. prefix if necessary, and press Return. The script will load, then execute.

Choosing the script to run from disk:

Pressing the back arrow key will read the directory of the current disk drive and display all the script (SPT.) files. Pressing the down cursor key will scroll you through the script choices. Pressing Return will load and execute the script.

Installing the Rapid loader:

Pressing the F1 key will toggle the status of the current load procedure from the rapid loader to the standard Commodore load.

Re-viewing the current script:

After the show is over, if the script did not link to another script, then the name of the script will appear in the "Now Showing" box, and can be re-displayed by simply pressing Return.

Leaving the F/X Executor:

Press the Shift - Q to exit the F/X Executor and return to Basic.

F/X SETUP

This program is used to setup up disks for use with Screen F/X as well as setting up Auto run shows, and basic file maintenance. It is driven by a very simple operating menu that, upon loading, presents you with six options. Options are chosen by pressing a number, and most options can be aborted by pressing Run/Stop.

1. MAKE F/X WORK DISK

This option will ask you if you wish to format the destination disk. It will wait for a Y or N. If Y is answered, you will be asked to enter a name. You must enter a DISK NAME, followed by a comma (",") then a two digit DISK ID. This will perform a standard Commodore format. If you leave out the comma and disk id, a "short format" will occur, where just the directory of the disk will be erased, but the tracks will not be formatted. This is legal for a previously formatted disk. If N is answered you will be passed to the next option.

Next, you will be prompted to Insert your Screen F/X Master disk. After it is inserted, press any key. A file will be read in, then a prompt for the destination disk will occur. This will be the disk you just formatted, or a disk with data that you wish to become a Screen F/X work disk. After you press a key, the file will be written, and you will be presented with the setup menu.

A brief explanation on the use of a work disk is, when your script uses both picture A and picture B, part of the Screen F/X system must be overwritten. After the show is over, if needed, the program will search for a file containing vital data. If the file is not on the disk, the system will prompt you to insert a Screen F/X work disk. This can be any disk, as long as you set it up through the setup program.

2. MAKE EXECUTOR DISK

This is identical in operation to option 1 (Make F/X work disk). The only difference is in what it accomplishes. An executor disk is simply a diskette containing the "F/X EXECUTOR" program. This program can display a show created with the Screen F/X editor. The editor is not required for viewing, so you can send the Executor and shows to your friends to enjoy.

3. MAKE AUTORUN DISK

Sometimes you might want to display a certain show you created, then load and run another program. This option will do just that. After answering the format prompt, and inserting the Master disk, you will be presented with a few pertinent questions:

Use Rapid Load (Y/N)?

Y will allow all file loading of the screens and linked scripts to be done with the Rapid loader. N will use the standard load procedure.

After the show is done, the load routine is reset to the one used to load the Auto Run program. (ex. FASTLOAD!)

Enter Script Name

You must enter the name of the script to be executed. If the scripts are linked, enter the name of the first one to be executed.

Enter Name of Program

You must enter the name of the program to load after the show is over. In most cases it will be some sort of boot program. The only limitation on this option is that the program being loaded can not occupy memory from (\$8000-\$8300).

Run or SYS Program (R/S)?

Enter R if it is a basic program, or S if it is ML that requires a direct system address.

Enter HEX 4 digit SYSADDR

If you answered S to the above, you will be asked to give the HEX system address.

Reset video display (Y/N)?

If you answered Y the video display will turn to black while loading your program after the show is over. Answering N will leave the last frame of your show on the screen until your program is about to execute. The only time you must answer Y is if your program loads in memory at (\$0C00-\$1000) or (\$2000-\$4000). For the non-technical, if you see your display changing into garbage before your eyes as the disk drive spins, you should have chosen Y.

The file will then be saved to your destination disk with the name "F/X AUTORUN". You can, and are encouraged to, change the name of this file to something else. If not, you can only have one autorun file on a disk. You may be required to move your show onto your Auto run disk. This can be done with option 5 of this section.

4. COPY A FILE

This option is a very simple file copier. Upon choosing it, the directory of your source drive will be read and displayed. You cursor up/down through the choices, and press "/" to toggle the status of the file. Files to be copied have a "+" in front of their names. The space bar will move you through the pages of the directory. When ready to copy, press Return.

The files will be read one at a time from the source disk, then written to the destination. The operation is automatic with a two drive setup.

This is a very simple copy procedure, and it is perfectly OK to use any other file copy program. The other file copy programs, however, can not copy whole shows automatically as the option below does.

5. COPY A SHOW

This options starts the exact same as choice 4 (Copy A File). After pressing Return, the chosen file is copied. After that it will interpret the script to see if any pictures are required for that script. If there are, they will be copied. Also, if there are any linked scripts, they will be copied too. It will even check through all the linked scripts to see if anything must be copied within them. Select the main script from the source disk directory. It has been designed to be intelligent so it will not copy a picture or script twice.

Copy A Show is indispensible for setting up Auto Run Disks, and moving shows onto an Executor disk. If you do not know if a Script on a disk is its own entity, or part of a linked script, try to copy it anyway. If you get a file exists error, then most likely it was already copied as part of a linked script.

6. SOURCE/DESTINATION DRIVES

There are three options in this choice. Pressing the number "1" will toggle the status of your source disk drive from 8 to 9. Pressing "2" will toggle the status of your destination drive from 8 to 9. And "3" will return you to the Setup Menu.

LEAVING THE F/X SETUP

Pressing the Shift - Q keys will exit the Setup Menu and will return you to BASIC.

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ADVANCED TOPICS

ANIMATION TECHNIQUES

There are two different techniques for accomplishing animation sequences. They both have a number of different variations.

The first is utilizing the Visual Push command. By working the Push #, you can effectively create the illusion of object movement. If you fill an area with a pattern, then place an object on top of the pattern, you can Push with a Source Pattern, which also gives a movement illusion.

The second is using the Visual Put command. By placing, and replacing a section of the screen, movement occurs. There are many variations to this. If you draw different frames of the sequence with an alternate drawing program, you can then run a series of Screen Puts and produce incredible results. Utilizing a utility program, such as Icon Factory, that has micro crop capabilities, you can reposition objects, then overlay them onto a single screen. Screen F/X can again employ the Screen Put technique for a wild animation segment.

There are a number of demos on the Screen F/X disk. Look at what they are doing. You will be surprised at how easy the neat effects really are.

HI-RES AND MULTI-COLOR PROCESSING

Screen F/X has the ability to work with both Hi-Res and Multi-color images. The only limitation is you can not display both formats on screen simultaneously. Due to the format incompatibilities, whenever Screen F/X finds a difference in what the screen format and the source screen format, the screen will automatically be cleared. A pattern or fill will take on the current screen format.

The advantage in using Hi-Res is its higher resolution. Multi-color offers a much more colorful image, but it sacrifices half the resolution. In simpler terms, you can do half the color and twice the definition with Hi-Res. There are some slight limitations to using Multi-color with Screen F/X, but if you take the time to understand the explanations in this section, you will be able to overcome any of its limitations.

Text: When using the Visual Text command, if you always expand the width, you will never have a color problem. This is also true when operating the F/X Processor.

Patterns: This feature is hit and miss. Some patterns with certain colors appear better than others. Experiment with these.

Designs: Whenever doing any fills or setting backgrounds, you must keep in mind the resolution loss. Instead of having eight vertical columns being displayed, you only have four. For the technically inclined, think about the bit patterns associated with the color selections. For the less technical, follow the chart below:

Desired outcome:	Design to input:
0000	10101010
0001	10101001
0010	10100110
0011	10100101
0100	10011010
0101	10011001
0110	10010110
0111	10010101
1000	01101010
1001	01101001
1010	01100110
1011	01100101
1100	01011010
1101	01011001
1110	01010110
1111	01010101

In the above chart, the "0"s in the desired outcome are background colors, the "1"s are foreground colors. The design to input is what you would type into the Design Class.

Remember, you can use Hi-Res and Multi-color in the same show, but the screen will clear between them. Also, making a screen with just pattern and text may not appear the way you intended then to after a multi-color screen. You may want to plan your shows so they end up on a Hi-Res screen.

PICTURE A AND PICTURE B

There is more to Picture A and Picture B than just two spots to load a picture. Manipulating them properly will increase the speed and appearance of your shows. The reason two screens were supplies is for the ability to take data from more than one screen, without having to do a picture load. As an example, this gives you the flexibility to have two screens worth of animation data at one time. Another use is, if you have a screen with data that is constantly displayed, such as a logo, or press a key message. If it is always on Picture B, it can be loaded at the beginning of the script, and will always be there for you.

Something to keep in mind is development time. Whenever a Picture B is loaded, part of the editor gets overwritten. Then, a small load occurs after you execute your script. Sometimes this is necessary, but if you do not need two pictures in memory at one time, it is recommended that you only use picture A.

To save time, it is understandable to only load in your pictures at the beginning of a script, then delete the Load event of Picture A to develop your script. Since the picture stays resident, it is fine. You must leave in the Picture B load, or else you will view garbage. When using the editor, and using Shift - L while viewing the coordinates, the picture loaded will end up in the picture A position. This could alter the viewing of your script from the editor if you do not load in your picture when executing your script.

MENU LOGIC AND DESIGN:

SCREEN F/X has the ability to create a menu to allow the viewer to choose an option on the screen. The outcome of the choice can be whatever you wish, from a simple effect to the LINKING to an entirely different SCRIPT. This technique is done with either the IF (LABEL) PROGRAM COMMAND or the IF (SUBROUTINE) PROGRAM COMMAND. (see SPT.MENULOGIC for an example)

1. Layout your MENU on the screen offering the viewer certain keys to press in order to select their option.
2. Use a TRANSPARENT, PAUSE, KEYSTROKE COMMAND which will suspend the SCRIPT at that point and wait for the viewer to press a key.
3. Use the IF (LABEL) or the IF (SUBROUTINE) COMMAND and set each IF to the keystroke that is required. REMEMBER - ONLY USE THE IF (SUBROUTINE) IF YOU ARE STAYING IN THE CURRENT SCRIPT. USE THE IF (LABEL) IF YOU ARE LINKING TO ANOTHER SCRIPT BASED ON THE VIEWERS KEYSTROKE.
4. Once you have determined what KEYSTROKE you are expecting, you can set the LABEL # (or SUBROUTINE #) to the number of the LABEL (or SUBROUTINE) that you wish to go to based on that KEYSTROKE. (eg. If the viewer presses the 'A' key then send the SCRIPT to LABEL #1.)
5. You can recognize any of the following keystrokes;

SPACE, ! " # \$ % & . () * + , - . / 0 1 2 3 4 5 6 7 8 9 : ; < = > ? @
 ABCDEFGHIJKLMNOPQRSTUVWXYZ

SCRIPT LAYOUT HINTS: The following hints are here to help you create a better and more interesting presentation.

THE MOST IMPORTANT RULE

KEEP THE VIEWER INTERESTED

- * Work with small SCRIPTS and use the APPEND SCRIPT feature to attach them together when you are done testing them.
- * Use "USER DEFINED" areas for effects whenever possible. This creates an extremely dramatic overlay to the display screen. Any VISUAL EFFECT can be used with both the ENTIRE and USER DEFINED selection.
- * Use interesting transitions from one display to the next. Some visual effects look better with certain colors or patterns. Experiment with them.
- * Take advantage of the PICTURE or SCRIPT loads. The F/X EXECUTOR will run your SCRIPT just like the editor of Screen F/X. When using the RAPID LOAD feature the average HI-RES SCREEN will load in approximately 7 seconds on a 1541 Drive (without the RAPID LOAD this could take up to 30 seconds). That means that whatever is being displayed on the screen during the LOAD should take the viewer some time to examine.
- * Use the PAUSE command to allow the viewer to observe the display screen after an effect takes place. This is especially important if you are presenting text to be read.

REMEMBER THAT WHILE YOU ARE DEVELOPING THE SCRIPT YOU'LL KNOW WHAT TO EXPECT! THE VIEWER HAS NO IDEA - SO - SLOW DOWN THE TRANSITIONS IN THE COMPLETED SCRIPT.

- * Some VISUAL EFFECTS become more dramatic at slower speeds. Adjust the SECONDARY OPTION - SPEED - to a longer line of '*'s and test the results. BLINDS, for example, appear more impressive at a '*****' setting than at the 'NONE' setting.
- * Use different COLORS (both foreground and background) to enhance your text and pattern displays.
- * Display the LIGHTNING visual effect to draw attention to a specific part of the DISPLAY SCREEN.
- * Make use of the DISPLAY SCREEN SAVE feature to give the illusion of unlimited graphic screen storage and recall.
- * If 7 seconds is not enough, use multiple Transparent, Pauses.

A SIMPLE "WALK THROUGH" EXAMPLE

The following is a simple, step-by-step example of editing and inserting a line of SCRIPT. Follow each instruction and it should clear up any basic questions you may have regarding the Screen F/X editor's major functions.

1. Turn on your computer, monitor and drive. Insert the Screen F/X disk into the drive and enter the following;

At the blinking cursor, type LOAD:*.8.1 and press RETURN.

When the main menu appears on the screen you will be given 4 choices (1 through 4). If you have a 1541 or compatible disk drive, install the Rapid Loader (choice 1) by pressing the "1" key.

Next press the "2" key to load the F/X EDITOR.

2. The disk drive light will go on and the program will start to load. The opening screen will appear followed by the Screen F/X editor windows.
3. Please note that the border of the screen will be BLACK and the upper left hand corner of the screen will say "EDIT SCRIPT" (that's WINDOW #1, the MODE INDICATOR WINDOW)
4. Now press the "L" key (L for "L"OAD) and you will notice that on the left hand side of the center line of dashes there will appear "SPT." followed by a BACK ARROW (that's WINDOW #5, the INPUT WINDOW). The system is now waiting for a SCRIPT name to LOAD.
5. At this point we could enter the name, if we knew it, by simply typing the name and pressing RETURN; however let's use the DIRECTORY look-up function to find it. Press the BACK ARROW key on your keyboard. This will cause the drive light to go on and ALL "SPT." files to appear in the upper right hand WINDOW. (WINDOW #4, the ELEMENT CHOICE WINDOW).
6. The indicator bar in the upper right hand window is now pointing to the script named "SPT.SAMPLE".
7. Press the RETURN to select "SPT.SAMPLE" and you'll notice that your selected SCRIPT has appeared in the INPUT WINDOW.
8. At this point press the RETURN one more time and the "SPT.SAMPLE" will be LOADED into the SCRIPT WINDOW (WINDOW #6).

9. Press the 'F1' key and the SCRIPT will execute. This simple SCRIPT will show you some very basic effects in action and then ask you to press any key to return to the editor. After you have viewed the SCRIPT you will be asked to PRESS A KEY and then be returned to the EDIT SCRIPT mode.
10. Press the DOWN cursor until the LINE INDICATOR (the number in the far upper right hand corner of the screen) shows a 8.
11. Press the 'E' key (E for 'E'DIT). The border on the screen will turn BLUE, the small MODE INDICATOR WINDOW in the upper left hand corner of the screen will say EDIT ELEMNT and selections will appear in the upper right hand window.
12. Press the RUN/STOP key 6 times. Notice that each time you press the RUN/STOP the lists in the 2 windows to the left get shorter. Look in the right hand, dark blue window. You will notice that the INDICATOR BAR has the IN highlighted.
13. Press the DOWN cursor 1 time. The INDICATOR BAR now has the word OUT highlighted.
14. Press the RETURN once. Notice that the word you had just selected is now listed in the light blue window (WINDOW #3, the ACTIVE ELEMENT WINDOW) next to the word EFFECT in the grey window (WINDOW #2, the CLASS WINDOW). Now you should be aware that as you press the RETURN, the lists in the 2 left windows get longer! What we have just done is edit the VISUAL EFFECT from a SNAKE - IN to a SNAKE - OUT.
15. Press the RETURN 7 times. The border should now be BLACK. The MODE INDICATOR WINDOW (WINDOW # 1) should say EDIT SCRIPT. If the border turns YELLOW, this means you have pressed the RETURN key too many times. Press the RUN/STOP until the border turns BLACK.
16. Press the 'F1' key and the SCRIPT will execute. Notice the changes to the SCRIPT that you edited. After you have viewed the SCRIPT you will be returned to the EDIT SCRIPT mode.
19. Press the UP cursor until the LINE INDICATOR in the upper right corner of the screen shows number 6.
20. Press the RETURN key. The border will turn YELLOW and the MODE INDICATOR WINDOW (WINDOW #1) will say INSERT ELEMNT. The upper left grey window (WINDOW #2, the CLASS WINDOW) will have the word CATEGORY and the upper right hand, dark blue window (WINDOW #4, the ELEMENT CHOICE WINDOW) will show 3 choices; TRANSPARENT, VISUAL and PROGRAM.

21. Press the DOWN cursor 1 time. The choice VISUAL should be highlighted.
22. Press the RETURN and the choice VISUAL will be placed in the light blue, center window (WINDOW #3, the ACTIVE ELEMENT WINDOW) next to the word CATEGORY.
23. CONTINUE WITH THE FOLLOWING CHOICES UNTIL YOU RETURN TO EDIT SCRIPT MODE.

CURSOR DOWN 8 TIMES-DOWN VERTICAL HIGHLIGHTED
PRESS RETURN

CURSOR DOWN 1 TIME-OUT HIGHLIGHTED
PRESS RETURN

CURSOR DOWN 2 TIMES-PATTERN HIGHLIGHTED
PRESS RETURN

CURSOR DOWN 1 TIMES-ENTIRE HIGHLIGHTED
PRESS RETURN

NONE HIGHLIGHTED
PRESS RETURN

CURSOR DOWN 1 TIMES-0.00 HIGHLIGHTED
PRESS RETURN

NONE HIGHLIGHTED
PRESS RETURN

NONE HIGHLIGHTED
PRESS RETURN

24. When you have returned to the EDIT SCRIPT mode press the 'F1' key and view the addition you have made to this SCRIPT.
25. You have just accomplished 2 very important operations of Screen F/X. Editing an existing EVENT and inserting a new EVENT into a SCRIPT. Make adjustments to other lines in this SCRIPT using the same procedures and review those changes by pressing the 'F1' key. Practice these 2 operations until you feel comfortable with the process. You are now on your way to creating some incredible shows.

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