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# IBM Storyboard Plus

**Productivity Family**



14F9911

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*Continued on inside back cover.*

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# IBM Storyboard Plus

**Productivity Family**

**IBM**

## **Second Edition (September 1987)**

Changes are periodically made to the information herein; these changes will be incorporated in new editions of this publication.

This manual contains examples of data and reports used in daily business operations. To illustrate them as completely as possible, the examples contain the names of individuals, companies, brands, and products. All of these names are fictitious and any similarity to the names and addresses used by an actual business enterprise is entirely coincidental.

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# Preface




## Where to Find Information

### Book


This book teaches you how to use Storyboard Plus. It also contains reference information and your program diskettes.

### Quick Reference



The reference card is an easy way to find information you need when using your keyboard with Picture Maker, Story Editor and Text Maker.

### F1 Key



If you have a question about Storyboard Plus while you're using it, use the F1 key for help.

# How This Book is Organized

## Introducing Storyboard Plus

Defines the five major parts used to create and display stories. It also explains the software and hardware requirements, how to use the Storyboard Plus Backup/Install and the Quick Menu/Setup program, and how to start and select Storyboard Plus tools.

## Tutorial

Gives you step-by-step instructions on the most commonly used commands in Picture Maker, Story Editor, and Story Teller.

## Reference

Explains in detail all the commands used in Picture Maker, Picture Taker, Story Editor, Story Teller, and Text Maker.

## Appendixes

- Appendix A. Lists the messages Storyboard Plus produces and their meanings.
- Appendix B. Describes all of the hardware Storyboard Plus supports.
- Appendix C. Explains how to add Storyboard Plus to the Assistant Series Quick Menu/Setup Program Menu.
- Appendix D. Explains where to obtain information on the Picture Maker and Digitize Driver file formats.

Appendix E. Describes how to set up a Kodak Remote Control Adapter.

Appendix F. Explains how to set up Storyboard Plus to work on the IBM PC Local Area Network (LAN).

## **Prerequisite Knowledge**

To use Storyboard Plus, you need some knowledge of how to use the IBM Personal Computer Disk Operating System (DOS) or an equivalent operating system. It is assumed that you have this prerequisite knowledge, because we do not attempt to teach DOS concepts in this book. For information about DOS, see your DOS book.

## **Related Programs**

In this book, we refer to the DOS 2.10 (or later) program that you purchase separately.

## **How to Obtain Service for Storyboard Plus**

Program service is available for this Personal Computer licensed program (P/N6024401 FC 4401) during the first 90 days from the date of delivery to you by IBM or IBM's authorized representative. You must register for this service by completing and mailing the attached postage

paid Service Registration card enclosed in the Read This Information First package

IBM Corporation  
P. O. Box 720576  
Atlanta, GA 30358-2576

## Available Service

If you determine that you have a problem caused by a defect in an unmodified portion of the program during the 90-day service period, you may mail to IBM a description of the problem using the Program Problem Report form contained in the Read This Information First package. Or you can print the Program Problem Report form out on your printer. Here's how:

1. Place DOS in the default drive and turn on your computer.
2. Align the paper and turn on your printer.
3. At the DOS prompt, remove the DOS diskette from the drive and insert the Storyboard Plus Diskette 1.
4. Type **pcsp** and press **Enter**.
5. A copy of the Program Problem Report form will be printed.

IBM will evaluate your documentation to determine if a program correction is necessary and:

1. If the problem is an error and has been fixed, you will be sent a notice of availability or an update containing the correction;

OR



2. If the problem is an error that has not previously been reported, IBM will make reasonable efforts to develop a correction and send it to you;

OR

3. You will be advised that the problem is not caused by a program defect.

A response to a defect will be made only if the defect occurs when the program is used in the operating environment described in this document.

IBM does not guarantee that the program will be error-free, or that all program defects will be corrected.

## **Duration of Program Service**

Service will be available during the first 90 days from the date of delivery to you by IBM or IBM's authorized representatives, but not later than June 30, 1989. During the service period, if you transfer this license to another party, you must provide IBM with information about the new user: name, company, telephone number, and the service registration number (instructions for displaying the service registration number are located in the support information brochure). This information must be submitted to the following address:

IBM Corporation  
P. O. Box 720576  
Atlanta, GA 30358-2576

# Program Specifications

## Licensing

The use of Storyboard Plus is subject to the terms and conditions of the IBM Program License Agreement (Z125-3301-02) contained in this book, except as specifically stated here with respect to the Story Teller module.

The Story Teller module (ST.EXE and ST1.PDR) allows Storyboard Plus stories to be displayed. Additional copies of *only this module* may be made to allow the user to distribute and show stories, provided that each diskette copy is labeled as follows:

CONTAINS  
IBM Story Teller program (ST.EXE & ST1.PDR)  
© Copyright IBM Corp. 1985, 1986, 1987  
All Rights Reserved

## Program Updates

We want you to have the most recent update to the program that you have licensed. Upon receipt of your Service Registration Card, IBM will send you a program update if changes have been made since your copy was manufactured.

Licensed users beyond the 90 days Program Service period may request updates for supported licensed programs before the program service end date. Program updates contain all currently available

# IBM Extended Support - 12 Month Subscription Period

IBM Extended Support continues your IBM support for 12 months.

- Toll-free telephone assistance
- Program service
- IBM Extended Support Response Journal
- Program updates (one copy per required update).

To purchase this service, you must register by completing and mailing the IBM Extended Support Subscription Application provided with the Extended Support Offering information contained in the Read This Information First package. This information defines in detail the terms of this service agreement. A postage-paid envelope is provided along with your application.

Extended support pricing information will be sent to you upon receipt of your application. Or, you can call the toll-free number provided below.

1-800-IBM-2266

## **OTHER SERVICES OFFERED BY IBM INCLUDE:**

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If you have not subscribed to 12 months of IBM Extended Support, you can still obtain IBM support on an individual problem basis. If you have a question or a problem with a supported program, then for a fee you may receive (as applicable):

- Toll-free telephone assistance
- The current issue of the IBM Extended Support Response Journal
- Program service (includes a program update if one is required).

### **For Additional Information**

For additional support information and prices, check the box on the Service Registration Card, or call the IBM Problem Support Center at 1-800-IBM-2266.

### **Operating Environment**

To use Storyboard Plus, you need the following equipment and programs:

- A supported computer from the IBM Personal Computer or Personal System/2 family with at least 320Kb of memory and one 5.25-inch, double-sided, diskette drive or one 3.5-inch diskette drive.

- A supported graphic display from the IBM Personal Computer or Personal System family or a compatible 80-column personal computer display capable of displaying graphics.
- A keyboard or supported mouse input device. (The mouse is recommended when using either Picture Maker or Story Editor.)
- The IBM Disk Operating System (DOS) Version 2.10 or later for most IBM Personal Computers, except:
  - The IBM PCjr requires DOS 2.10.
  - The IBM Personal Computer AT® requires DOS 3.00 or later.
  - The IBM PC Convertible requires DOS 3.20.
  - The IBM Personal System/2 Models 30, 50, and 60 requires 3.30.
- The four 5.25-inch, double-sided, double-density Storyboard Plus diskettes or two 3.5-inch, double-sided, diskettes and this instruction book.

## **Optional Equipment**

- Mouse
- Joystick
- Graphic tablet
- A supported printer from the IBM Personal Computer family or a compatible serial or parallel printer.



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# About Storyboard Plus

Storyboard Plus is a productivity aid that can be used by people who present information to others. A business or professional user can use this tool to create computer controlled presentations which can be shown directly on the IBM Personal Computer, projected with a video projector, or transferred to other media such as video tape, slides, or paper.

Storyboard Plus consists of the following five major parts that are used for story creation and display:

- Picture Maker
- Picture Taker
- Story Editor
- Story Teller
- Text Maker.

## Picture Maker

Picture Maker allows you to create pictures and modify previous pictures saved by Picture Maker or graphic pictures taken with Picture Taker. We recommend that you use a "mouse" to draw with, although you can also use a keyboard, joystick, or graphic tablet to draw free-form figures, boxes, lines, and ellipses. You can select various color patterns to paint your picture. You can create business charts, including horizontal and vertical bar graphs, line graphs, and pie charts. You can "magnify" a part of the picture so that very detailed work can be done.

For text characters (graphic text) created in Picture Maker, you can choose from several typefaces and styles. You can also create your own text characters. The characters may be displayed in boldface. You can italicize,

underline, shadow, or outline any group of characters. You can display your characters in five different sizes, set the amount of spacing between characters, and justify lines of text.

Depending on the display, the adapter card, and the resolution mode you have selected, you can use several different colors with which to draw lines, rectangles, and circles.

## **Picture Taker**

Picture Taker allows the contents of screens created by IBM Personal Computer DOS programs to be “captured” and saved on disk for later inclusion in a story. Screen contents are written to diskette or fixed disk in a compressed format. Pictures can all be saved in one file or saved individually. Various screen formats may be taken, including 40-column and 80-column color text modes, and medium and high resolution color graphics modes.

## **Story Editor**

Story Editor allows you to display pictures previously made by Picture Maker, Picture Taker, or Text Maker and sequence those pictures into stories using special dissolve techniques both between pictures and within pictures.

As you interactively create a story, you can see the results of an addition or change immediately. You can display pictures sequentially forward or backward, or jump to specific lines in the story table. After you create or modify a story, you can save it on diskette or fixed disk.

# Story Teller

Story Teller allows you to display stories previously created by Story Editor. You can make presentations to large groups on a large monitor or video projector, if the monitor or projector is supported by the hardware being used. If you are using the IBM Personal Computer Color Graphics Adapter (CGA) card, you can record the entire show on video tape by connecting the “video out” port on the CGA card to the “video in” jack on a standard VCR.

## Text Maker

Text Maker allows you to create or modify text screens created with Text Maker or text screens taken with Picture Taker. Later, using Story Editor you assemble these text screens, along with graphic pictures created by Picture Maker, into your story.

## Getting Started

The tutorial demonstrates how to combine some of the most commonly used tools in Picture Maker, Story Editor, and Story Teller to create a story presentation.

The first part of this tutorial, “Picture Maker,” takes you step-by-step through the process of creating pictures for a presentation. You’ll draw and color boxes, enter text, and make graphs. In the second part, “Story Editor,” you will organize pictures created in Picture Maker into stories that can be presented with a wide variety of special effects and timings. In the last part of this tutorial, “Story Teller,” you will present the story on your display.

This book assumes you are familiar with your system hardware and know how to start DOS.

1. Turn on your IBM Personal Computer and start DOS.

2. Copy the SYSTEM.PIC, OPEN1.PIC, OPEN2.PIC, ENDSTB.PIC, and TUTORIAL.SH~ files from Diskette 1 onto your work diskette.

Later in the tutorial you will use these pictures to build your story.

Refer to your *Disk Operating System* (DOS) book for information on how to use the DOS Copy command.

If you install your program on a disk other than Drive A, use the appropriate drive names for your system when you work through the exercises in this book. Your DOS book can help you set up directory paths.

If you have one diskette drive on your computer system, you will need to replace the program diskette with your work diskette after you start Storyboard Plus. As you work, leave the work diskette in the drive.

## Using F1 = Help

As you continue with this chapter, you'll discover that instructions appear on the screen as needed and that menus lead you through each procedure.

If you need information about any of the options on the Quick Menu/Setup or Main menus, highlight the option you want help with and press **F1**. At the Picture Maker drawing screen and Story Editor screen, place the pointer over the item that you want help with and press **F1** on the keyboard. To get help at the Text Maker Create or Edit screen, press **F1**. A list of topics on Text Maker appears on the screen. Use the **↑** or **↓** key to highlight the topic and press **Enter** to display the help information. To remove a Help panel, press the **Esc** key.

# Start Backup/Install Program

Before you begin using Storyboard Plus, use the Backup/Install program to make a backup copy of each of the original program diskettes, so that if one copy becomes damaged, you can use the other to run Storyboard Plus. With the Backup/Install program, you can also install Storyboard Plus on a disk (which can be either a diskette or a fixed disk), or you can remove Storyboard Plus from a fixed disk.

Before entering the Backup/Install program:

- At the DOS prompt, specify **A >** as the default drive. (See your *IBM Disk Operating System* (DOS) book for an explanation of default drive.)
- If you want to backup the Storyboard Plus diskettes, format and label one blank diskette for each Storyboard Plus diskette to be backed up. If you are using the 5.25-inch, double-sided, double-density Storyboard Plus diskettes, you will need four of the same type 5.25-inch formatted diskettes. If you are using the 3.5-inch (double-sided) diskettes, you will need two of the same type 3.5-inch formatted diskettes.

*Note:* If you intend to store the pictures you create on a diskette, you should format one additional diskette.

At the DOS prompt **A >**, insert the Storyboard Plus Diskette 1 in Drive A and close the diskette drive door. Type **install** and press **Enter**. The Backup/Install Menu appears, listing the three options (also known as tasks) you can perform.



Date:XX/XX/XX IBM Storyboard Plus  
Backup/Install

Backup/Install Menu
1. Backup program diskette
2. Install on a disk
3. Remove program from a fixed disk
To select, use ↑ or ↓ and press ↵.

Version 1.00  
Copyright IBM Corporation 1986, 1987

F1=Help

Esc=Exit

Note that the first option is highlighted in the Backup/Install Menu. You can select an option either by:

- Pressing the number that corresponds to the option on the menu. This causes the program to respond immediately, so you don't have to press Enter.

OR

- Using the ↑ or ↓ keys to highlight another option and press **Enter** to select it. To get help, highlight the option and press **F1** on the keyboard.

## Making a Backup Copy of Storyboard Plus

Make a backup copy of the Storyboard Plus diskettes before you begin to use Storyboard Plus.

At the Backup/Install Menu, follow these steps to back up the Storyboard Plus program diskettes:

1. Select **Backup program diskette** from the Backup/Install Menu.

2. Follow the instructions that appear on the screen.  
Remember if you need help, use the **F1** key.

*Note:* When the backup program option prompts you to insert a diskette into the drive, it is referring to the original program diskette. When the backup program option prompts you to insert the Backup diskette, it is referring to the formatted diskettes to which you are copying the program.

The backup process is complete when the message **Backup is complete** appears. Press the **Enter** key to return to the Backup/Install menu. Store the original diskette in a safe place and use the backup copy of Storyboard Plus to run the program. If the backup copy becomes damaged, you can make another backup copy using the Backup/Install program. If you want to install Storyboard Plus on a fixed disk, read the next section, "Installing Storyboard Plus on a Fixed Disk"; otherwise, press **Esc** and go on to "Starting Storyboard Plus" in this chapter.

## **Installing Storyboard Plus on a Fixed Disk**

Although you can use diskettes to run Storyboard Plus, you may choose to install the program on a fixed disk. Installing Storyboard Plus on a fixed disk eliminates the need to start the program from the diskettes each time you want to use it.

On a fixed disk, we recommend that you install the Storyboard Plus programs in a subdirectory named **STORYBD**.

You can store your data files in any subdirectory, regardless of where you install the program.

# Installation Steps

The following procedure includes the creation of one subdirectory which you can name **STORYBD** or another name of your choice.

At the Backup/Install Menu, follow these steps to install the Storyboard Plus program on a fixed disk:

1. Select **Install on a disk** from the Backup/Install Menu and press **Enter**.

*Note:* The Install on a disk option creates the subdirectory for you automatically.

2. Follow the instructions that appear on the screen. The subdirectory **C:\STORYBD** appears as the default drive and directory path. If you want Storyboard Plus installed in a different location, type over **C:\STORYBD** to specify the drive and directory path you want.
3. Press **Enter** and a prompt appears asking you to confirm the locations of your disks. Follow the instructions that appear on the screen.
4. Installation is complete when you see the message **Installation is complete**. Press **Enter** to return to the Backup/Install Menu.
5. If you are using 5.25 inch diskettes, remove Diskette 4 from the default drive and insert Diskette 1. If you are using 3.50 inch diskettes, remove Diskette 2 and insert Diskette 1.
6. Press **Esc**; then press **Y** to return to DOS. Store the original diskettes in a safe place and use the installed program. Go on to "Starting Storyboard Plus" in this chapter.

# Removing Storyboard Plus from a Fixed Disk

If you want to reorganize your fixed disk or move Storyboard Plus to another fixed-disk system, you should first remove Storyboard Plus from the location where it is currently installed. When **Remove program from a fixed disk** is selected, only the program files shipped with the product are removed. Any files created by the user will remain in the subdirectory.

*Note:* This procedure removes Storyboard Plus from your fixed disk only, not from diskette.

Follow these steps:

1. At the DOS prompt **A>**, put your Storyboard Plus Diskette 1 in Drive A.
2. Type **install** and press **Enter**. The Backup/Install menu appears.
3. Select **Remove program from a fixed disk**. The subdirectory **C:\STORYBD** appears as the default drive and directory path.
4. If Storyboard Plus is in this directory, press **Enter**. If not, type the name of the directory path where Storyboard Plus resides over the default directory path and press **Enter**.
5. Storyboard Plus is removed from your fixed disk.
6. Press **Enter** to return to the Backup/Install Menu.
7. Press **Esc** to return to DOS.

# Starting Storyboard Plus

## With Two Diskette Drives

To start Storyboard Plus from a two drive system:

1. At the DOS prompt **A >**, place the Storyboard Plus Diskette 1 in Drive A and your work diskette in Drive B.
2. Type **sbmenu** and press **Enter**.

The Quick Menu/Setup screen appears, with Picture Maker highlighted.

## With a Fixed Disk

To start Storyboard Plus from a fixed disk:

1. At the DOS prompt **C >**, change to the subdirectory where Storyboard Plus resides and press **Enter**.

Example: **cd\storybd**

(Refer to your DOS book for information about changing subdirectories.)

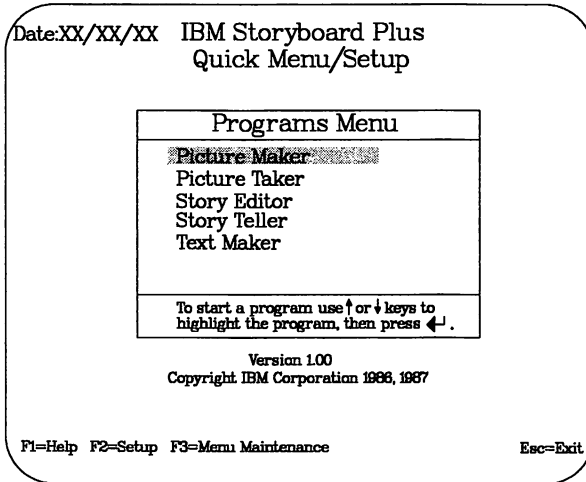
2. Type **sbmenu** and press **Enter**.

The Quick Menu/Setup screen appears with Picture Maker highlighted.

# Quick Menu/Setup

The Quick Menu/Setup program provides a menu to start Storyboard Plus. From this menu, you can start the following programs:

- Picture Maker (PM)
- Picture Taker (PT)
- Story Editor (SE)
- Story Teller (ST)
- Text Maker (TM).



## F1 = Help

F1 = Help explains the program options on the Quick Menu/Setup menu. Help is available for all options and functions in Storyboard Plus.

# F2 = Setup

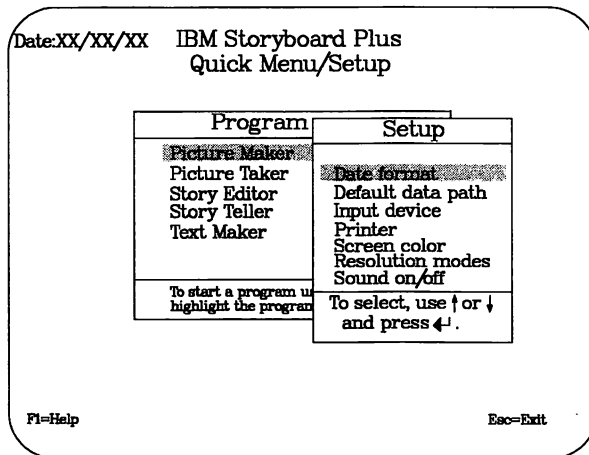
F2=Setup allows you to customize the Storyboard Plus program for the type of equipment you have installed on your system. Use F2=Setup to indicate how you want information displayed or printed. For example, you can change the format used to display the date on the Picture Maker Main Menu or change the error message screen colors.

Storyboard Plus is preset to work with:

- An IBM Personal Computer with Drive A as the default data path.
- A keyboard as the input device, and an IBM Pro-printer as the printer.
- An IBM Color Display using 320 x 200-4 color as the screen resolution.

If you have other equipment, you must use the Setup Menu to change the default settings for your computer system.

Press **F2** to select F2=Setup.



Note that the Setup menu (often referred to as a panel) is displayed in front of the Program menu. Throughout the Storyboard Plus program, successive panels are displayed so that you can see your steps as you follow a procedure. To go back one step, press **Esc**.

Use the **↑** and **↓** to highlight the Setup options and press **Enter** to select them. If there is more than one panel assigned to an option, use the **PgUp** and **PgDn** keys to view the other panel. Now that you know how to select options in the Setup menu, you will no longer be asked to use the **↑** and **↓** to highlight and press **Enter** to select the option. You will simply be asked to select the option. Go ahead and set up Storyboard Plus for your computer system, starting with Date Format.

## Date Format

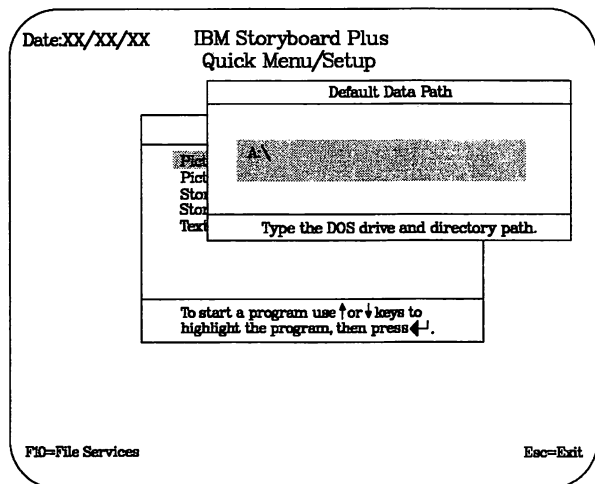
Date format allows you to change the format of the day, month, and year which appears on all of the Program main menus. The date format panel displays three formats at a time.

Date formats
DD.MM.YY
DD-MM-YY
YY/MM/DD
YY.MM.DD
YY-MM-DD
MM/DD/YYYY
MM.DD.YYYY
MM-DD-YYYY
DD/MM/YYYY
DD.MM.YYYY
DD-MM-YYYY
YYYY/MM/DD
YYYY.MM.DD
YYYY-MM-DD
MM/DD/YY
MM.DD.YY
MM-DD-YY
DD/MM/YY



1. Select **Date format**.
2. Select the date format you want to use.

## Default Data Path



Default Data Path allows you to change the drive and path that lead to the subdirectory you want to use to retrieve, save, or remove your drawings. Let's change the default data path B:\. If you intend to set up a different default data path, do so now. When the Default Data Path menu appears, type the name of the drive and path (subdirectory) you want to use and press **Enter**.

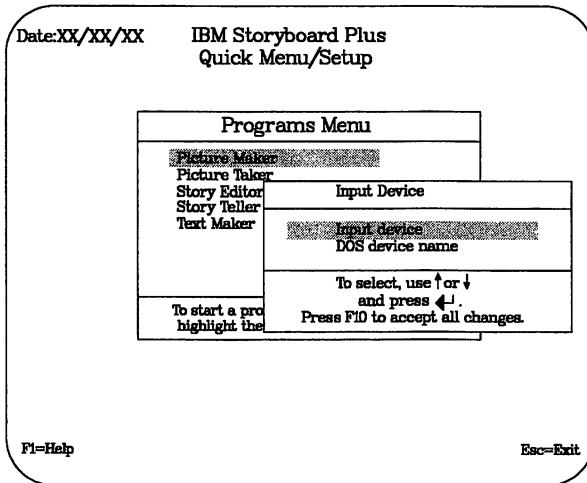
*Note:* Make sure you've created the directory on the specified disk before you attempt to change directories. For information on creating directories, refer to the "MKDIR (Make Directory) Command" in the DOS book.

# Input Device

Input device tells Storyboard Plus which input device you intend to use. The keyboard is the default input device. The input device you select here will be the default selection each time you start Storyboard Plus. Change your input device to the type you have installed on your system. The tutorial assumes you are using a mouse.

## 1. Select Input Device.

When the Input Device panel appears:



## 2. Press **Enter** to obtain a list of input devices to select from.

<b>List of input devices</b>
IBM Personal System/2
Keyboard
Kurta Series One Tablet
Kurta Series Two Tablet
Microsoft (serial)
Mouse Systems (2 button)
Mouse Systems (3 button)
Summasketch MM1201 Tablet
Visi On
Other

3. Select the input device you are going to use.

If your Input Device is on a communication line (COM1 or COM2), read the next topic, "DOS Device Name."

If not,

1. Press **F10** on your keyboard to accept all changes.
2. Skip the next topic, "DOS Device Name."
3. Go to "Input Device (Hand and Button Action)."

## DOS Device Name

If your input device is located on a communication line, you need to let Storyboard Plus know if it is on COM1 or COM2 (communication line 1 or 2 ). The default for DOS Device Name is COM1.

1. Select either **COM1** or **COM2** (depending on which communication line you are using for your input device).
2. Press **F10** on your keyboard to accept all changes.

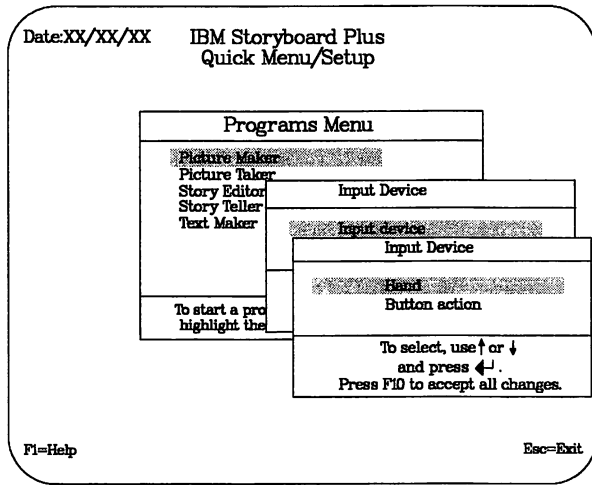
If your input device is a mouse, read the next topic, "Input Device (Hand and Button Action)." This tells Storyboard Plus which hand you intend to use to operate the mouse and how you want your buttons to operate. If

your input device is **not** a mouse, skip the next topic, “Input Device (Hand and Button Action)” and go to “Printer.”

# Input Device (Hand and Button Action)

## Hand

If you select any of the mouse options, Storyboard Plus asks if you want your mouse to be set up for right- or left-handed operation. The default for Hand is right-handed. A right-handed selection makes Button 1 the one on the left and Button 2 the one on the right. A left-handed selection makes Button 1 the one on the right and Button 2 the one on the left.



## Button

You can operate your mouse in two different ways. You are given this option so you can select the type of mouse operation you feel most comfortable using. Operate the default, **Button press**, by pressing and releasing the button to start or stop most commands.

Operate **Button release** by pressing and holding the button to start most commands, and then releasing the button to stop.

*Note:* The manual assumes you are using the Button press operation.

Select which hand and button action you intend to use to operate your mouse and press **Enter**.

Press **F10** to accept all changes.

## Using a Joystick as the Input Device

When you want to use an IBM PCjr Joystick or an IBM compatible joystick, you need to install the joystick driver program supplied with Storyboard Plus. After you have loaded DOS, you must load the joystick driver program (which resides on Storyboard Plus Diskette 2) into memory before starting Storyboard Plus.

At the DOS prompt:

1. Insert Storyboard Plus Diskette 2 in Drive A and type **joystick**.

You will be instructed to position your joystick in the following positions:

2. In the upper left corner and press one of the buttons on the joystick.
3. In the center and press one of the buttons on the joystick.

4. In the lower right corner and press one of the buttons on the joystick.

After the last button has been pressed, a message appears indicating the successful installation of the joystick driver program.

When the DOS prompt reappears:

5. Remove the Storyboard Plus Diskette 2 from Drive A and insert Storyboard Plus Diskette 1 into Drive A.
6. Type **sbmenu** to start the Storyboard Plus program.

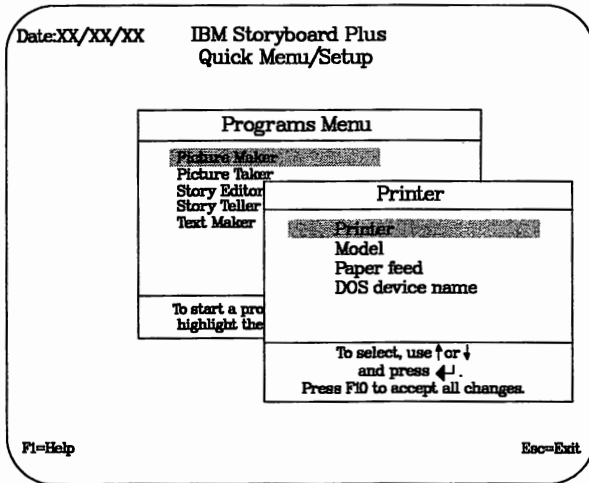
From the Quick Menu/Setup screen you need to:

7. Press **F2 = Setup**.
8. Select **Input Device**.
9. Select **Other**.
10. Press **F10** to accept all changes.

*Remember:* When using a joystick, or any other external input device, you must install the driver program into memory each time before starting Storyboard Plus. The driver program will stay in memory until you load another input device that requires an external driver program, reboot (pressing Ctrl-Alt-Del keys), or turn off your machine.

# Printer

The Printer option tells Storyboard Plus the kind of printer you have installed on your system, the model, the type of paper you intend to use, and to what port the printer is attached.



The printer you select here will be the default selection each time you start Storyboard Plus. IBM Proprinter is the default for this option.

1. Select which printer you intend to use with Storyboard Plus.

## Printers

IBM Color  
IBM Color Jetprinter  
IBM Compact  
IBM 5140 System Printer  
IBM Graphics  
IBM Pageprinter  
IBM Proprinter  
IBM Proprinter X24  
IBM Proprinter XL  
IBM Proprinter XL24  
IBM QuietWriter Model II  
IBM QuietWriter III  
IDS Prism 123  
NEC 8023  
Okidata 82A  
Quadram Quadjet QJ9000  
Other  
C. Itoh ProWriter  
Epson  
HP LaserJet+  
HP LaserJet 500+

The Model option tells Storyboard Plus if the printer will be used as a United States printer or as an Other countries printer. The default is United States.

2. Select the model you intend to use with Storyboard Plus.

The Paper feed option tells Storyboard Plus the type of paper you intend to use. The default is continuous feed.

3. Select the type of paper you intend to use with your printer.

The DOS device name option tells Storyboard Plus to which port your printer is connected. The DOS device name panel displays three port positions at a time.

*Hint:* Select the LPT device you intend to use (if it is other than the default, LPT1) for a parallel printer, or COM1 or COM2 for serial printer.



4. Select the port your printer is connected to and press **Enter**.

<b>DOS device names</b>
LPT1
LPT2
LPT3
COM1
COM2

5. Press **F10** to accept all changes.

## Screen Color

Screen color allows you to change the colors of text error message panels, help text, instructions, screens, and the Main Menu. You are given this option so you can change screen colors to the ones you feel most comfortable viewing. Use the keys described on the panel to make your menu item selections. Use F1 = Help for a description of each menu item.

Select the screen colors you want to use and press **F10** to accept all changes.

## Resolution Modes and Memory Requirements

Storyboard Plus works in four different resolution modes and with 4, 16, or 256 drawing colors.

The “resolution” or sharpness of your drawing is determined by the number of pixels (also referred to as dots, points or pels) on your display.

The following chart shows the resolution modes and number of colors available in Storyboard Plus:

#	Screen resolution	Mimumum memory (Kb)	Number of colors available
1	320 x 200	320 Kb	4/16
2	320 x 200	384 Kb	256/256,000
3	640 x 200	384 Kb	16
4	640 x 350	512 Kb	16/64
5	640 x 480	512 Kb	16/64

*Note:* Using Storyboard Plus with the 3270 PC Control Program requires 640Kb of memory.

To determine which resolution mode or modes work with the hardware you have, locate your display and graphics adapter in the following chart. You **cannot** draw in a mode for which you do not have the appropriate hardware.

If you have this	You can run in modes
IBM Convertible CGA Option	320 x 200-4 color
PCjr. with PCjr. Color Display	320 x 200-4 color
Portable Personal Computer and Color display	320 x 200-4 color
Color Display and Color/Graphics Monitor Adapter	320 x 200-4 color
Color Display and Enhanced Graphics Adapter	320 x 200-4 color

<b>If you have this</b>	<b>You can run in modes</b>
Enhanced Graphics Display and Enhanced Graphics Adapter	320 x 200-4 color
Enhanced Graphics Display and Enhanced Graphics Adapter (with Memory Expansion Card and Memory Kit)	320 x 200-4color, 640 x 200-16 color, 640 x 350-16 color
IBM Personal System/2 Models 50 and 60 with Color Display 8512 or 8513	All modes
IBM Personal System/2 Model 30 with Color Display 8512 or 8513	320 x 200-4, 320 x 200-256 color
IBM Personal System/2 Display Adapter with Color Display 8512 or 8513	All modes
3270 PC with APA adapter	320 x 200-4 color
3270 PC\G	320 x 200-4 color
3270 PC AT	320 x 200-4 color

**Note:** If you select a mode without the proper hardware installed, Storyboard Plus will put you in the 320 x 200-4 color mode.

Select the resolution mode you intend to use and press **Enter**.

# Transferring Files into Higher Modes

The following chart shows which resolution modes (the pictures created in the various resolutions) can be transferred into higher modes. Use the numbers 1 through 5 at the top of the chart to represent the resolution modes for transferring your pictures.

Modes	1	2	3	4	5
If your picture was created in mode	320 x 200-4 color	320 x 200-256 color	640 x 200-16 color	640 x 350-16 color	640 x 480-16 color
You can transfer it into mode(s)	1, 2, 3, 4, 5	2	3, 4, 5	4, 5	5

**Remember:** You can switch between the various modes only if you have the appropriate equipment.

## Sound On/Off

You can choose whether or not the program will notify you with sound tones when tasks are completed and when errors occur.


1. Select **Sound on/off**.
2. Select whether you want the sound on or off.

## Saving the Setup Changes

1. Press **Esc** to save your setup selections. A screen appears indicating your selections have been saved.
2. Press **Enter** to continue.

## F3 = Menu Maintenance

F3 = Menu Maintenance allows you to change the Quick Menu screen colors and edit and sort the program names.

 Use Menu Maintenance to change the following options for the Quick Menu screen:


- Date format
- Screen colors
- Program names
- Sort the program names.

After you select an option, use the keys described on the panel to make your menu item selections. Select the appropriate option to perform the following operations:

- Select **Change Quick Menu date format** to change the format of the date for the Quick Menu/Setup screen.
- Select **Change Quick Menu screen colors** to change the color combinations for the Quick Menu/Setup screen.
- Select **Edit a program name** to change the names on the Programs menu.
- Select **Sort program names** to rearrange the names alphabetically on the Programs menu.

## Summary

You can install Storyboard Plus on a fixed disk so that you don't have to change diskettes as you work with the program.

 Use Setup to customize Storyboard Plus for your computer system.

Use Menu Maintenance to customize your Quick Menu/Setup screen colors and edit and sort the program names.



# TUTORIAL





# Chapter 2. Creating a Story

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# Creating a Story

This section explains how to select Storyboard Plus's different types of drawing tools. When you complete this chapter, you'll have a good working knowledge of Picture Maker, Story Editor, and Story Teller.

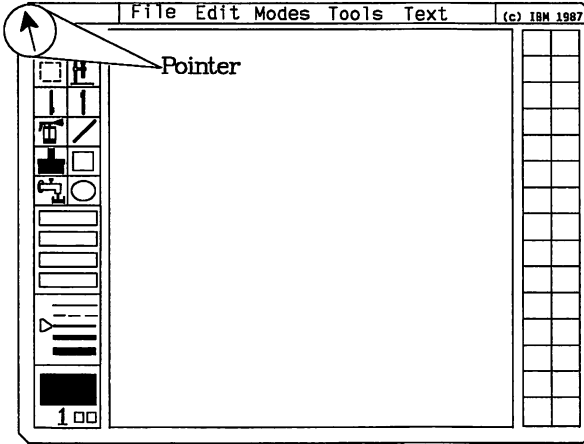
The first part of this tutorial, "Picture Maker," takes you step-by-step through the process of creating pictures for a presentation. You'll draw and color boxes, enter text, and make graphs. In the second part, "Story Editor," you will organize pictures created in Picture Maker into stories that can be presented with a wide variety of special effects and timings. In the last part of this tutorial, "Story Teller," you will present the story on your display.

The tutorial assumes that you are using a system that has two diskette drives. The program diskette is in Drive A and the work diskette is in Drive B. In setting up the Storyboard Plus program, the default data path is Drive B, your input device is a mouse, your hand action is Button press, and you have selected resolution mode 320 x 200-4 color.



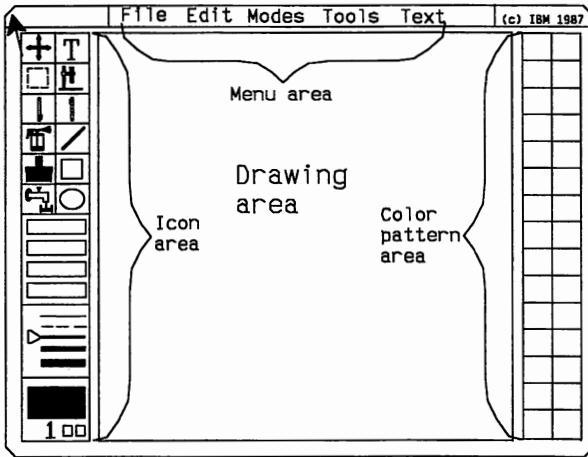
# Moving the Pointer

The pointer is located in the upper left-hand corner of the drawing screen. This pointer is used to select icons, patterns, and options from the menus and to perform their functions in the drawing space.



You can move the pointer with a mouse, keyboard, or other input device that has the appropriate device driver installed. The four main areas of the drawing screen are:

- Menu area
- Icon area
- Color pattern area
- Drawing area.



## Menu area

The Menu area manages your picture files. Each key word in the Menu area represents different menus you can use to manage your pictures.

## Icon area

The Icon area uses the following items to help draw your pictures:

### Icons

The drawing and painting symbols called *icons* represent the tools available to use with Picture Maker. For a description of each icon, use the Help function.

### Color Palette

Displays the various drawing colors that can be used to draw your picture. Drawing colors affect the Text, Pencil, Line, Rectangle, Circle, and Microscope icons. If the drawing color is made the active color pattern, then it also affects the Brush, Fill, and Spray icon.

- Line styles** Displays the different widths and styles of lines that can be used to draw your pictures.
- Active pattern box** Displays the current color pattern or drawing color being used to paint. The Brush, Fill, and Spray icons and the Fill Shape mode are affected by the color pattern displayed in this box.
- Color number** Displays the number that corresponds to the color that is currently selected.
- Button status** Displays which button is active on your input device.

**Color pattern area**

The Color pattern area displays the colors and patterns available to use with the different drawing tools. Some resolution modes have two sets of color patterns for your use.

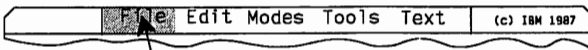
Let's retrieve our first picture to edit.

## Retrieving a Picture

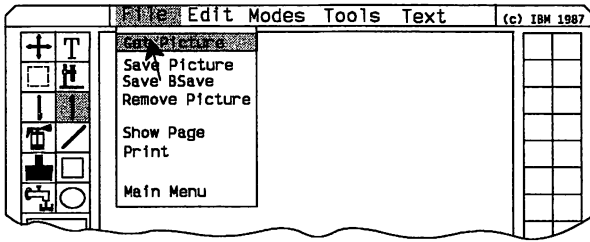
The first thing you need to do is retrieve the first illustration copied to your work diskette.

Here's how to retrieve the SYSTEM.PIC file from the work diskette.

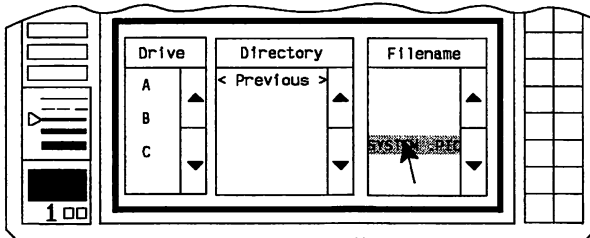
1. Select **File** in the Menu area of the drawing screen by moving the pointer to File and pressing Button 1. The File menu will be displayed showing all of the options available.



2. Select **Get Picture** by moving the pointer to **Get Picture** and pressing **Button 1**.

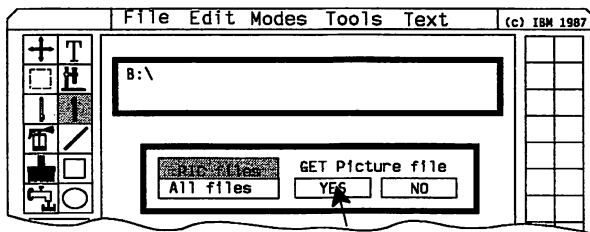


3. Move the pointer to the **Filename** box in the lower right-hand corner, place it directly over the filename **SYSTEM.PIC**, and press **Button 1**.

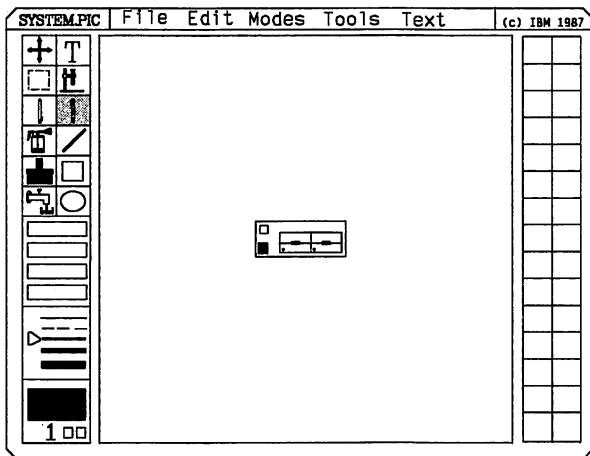


*Note:* If the **SYSTEM.PIC** file is not displayed on the first page of the **Filename** box, move the pointer to the **Page Down** arrow on the right of the **Filename** box and press **Button 1** until the **SYSTEM.PIC** filename appears.

4. Move the pointer to **YES** in the **GET Picture** file box and press **Button 1**.



This retrieves the SYSTEM.PIC file from the work diskette.

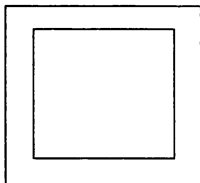


Let's draw a display for your story using the Rectangle and Circle icons.

To draw your display unit, use the Rectangle and the Circle icons. The Rectangle icon is used to draw boxes of any size or shape. The Circle icon is used to draw circles or ellipses of any size or shape.

## Using the Rectangle Icon

1. Move the pointer to the Rectangle icon and press **Button 1**.

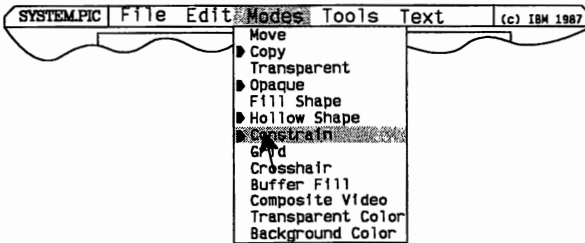


When the **Rectangle** icon is selected:



- Use **Button 1** to start and undo a rectangle.
- Use **Button 2** to fix the rectangle in the drawing space and create more rectangles from the same corner.
- Your pointer becomes a crosshair in the drawing space.

*Hint:* If you find that you can draw only squares, select **Modes** (in the Menu area) move your pointer to **Constrain**, and press **Button 1**. This enables you to draw rectangles other than squares.

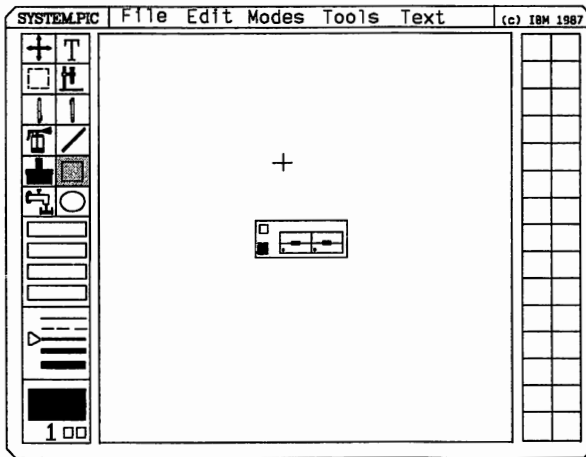


For information on any option in the icon area, position the pointer on the option and press **F1** for help.

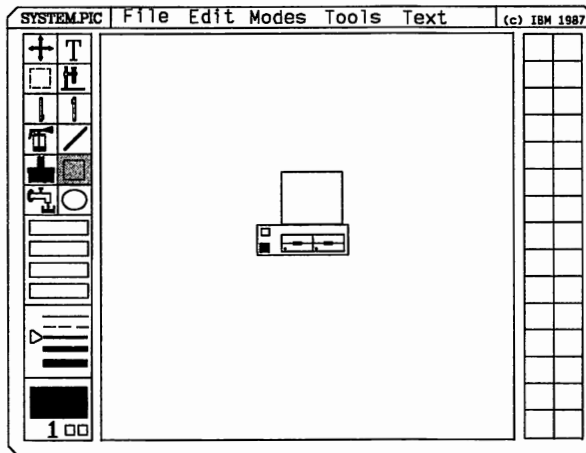
Note when **Button 1** is pressed that the center of the crosshair symbol anchors the first corner of the rectangle. From the anchored corner you can pivot and expand the rectangle in any direction.

Draw three boxes, using the following steps:

2. Move the pointer to the drawing space as shown in the picture and press **Button 1**.



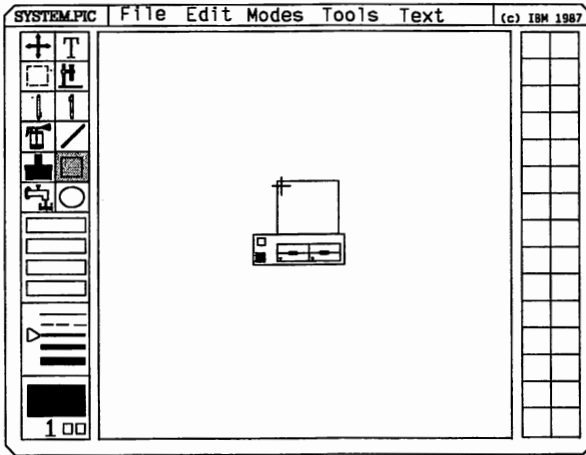
3. Expand the rectangle by moving the mouse, like the one shown and press **Button 2** to fix it in the drawing space.



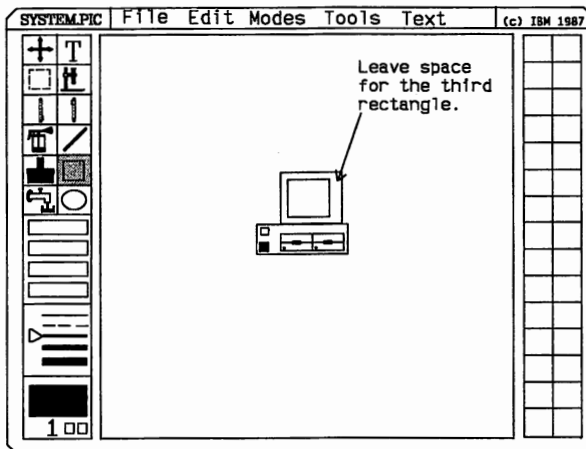
4. Press **Button 1** to reposition the crosshair symbol and begin the second rectangle.

*Note:* If you make a mistake, select **Undo** in the Edit menu and try again.

- Place the crosshair symbol inside the rectangle you've already drawn (as shown) and press **Button 1** to start the second rectangle.

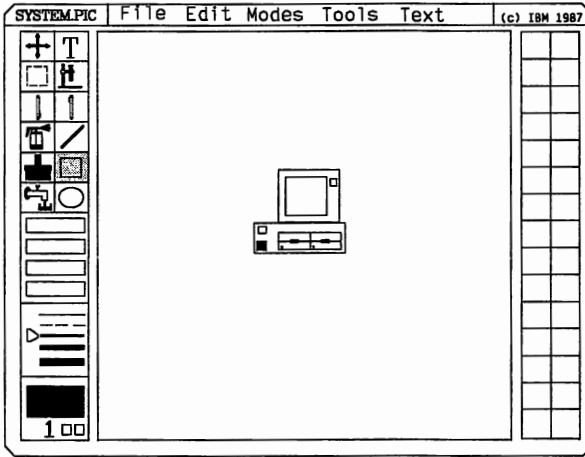


- Expand the rectangle (as shown) and press **Button 2** to fix it in the drawing space. Make sure you leave enough space on the right side to draw the third box and the knobs of your display.

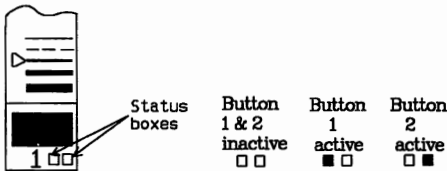


- Press **Button 1** to reposition the crosshair for the third rectangle.

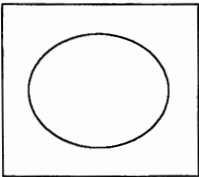
8. Now make the third rectangle.



*Remember:* To select a new icon, both status boxes in the lower left corner of the icon area have to be inactive.



Move the crosshair symbol to the icon area and select **Circle**.



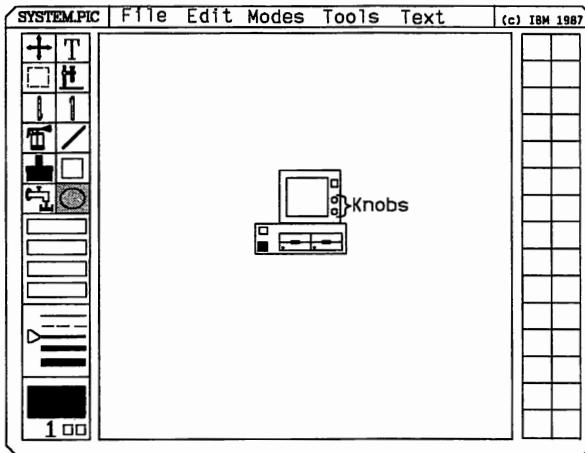
When the **Circle** icon is selected:

- Use **Button 1** to start and undo the circle.
- Use **Button 2** to fix the circle on the drawing space and create more circles from the same center point.
- Your pointer now becomes a crosshair in the drawing space.

The Circle icon uses Buttons 1 and 2 just as the Rectangle icon.

*Hint:* If you cannot draw perfect circles of any size, select the **Modes** menu and select **Constrain**. When **Constrain** is turned on, it enables you to draw circles rather than ellipses.

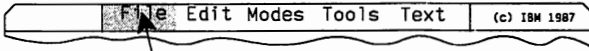
Draw two knobs on your PC, as shown. As you draw the circles, note that the center of the crosshair is the center of the circle.



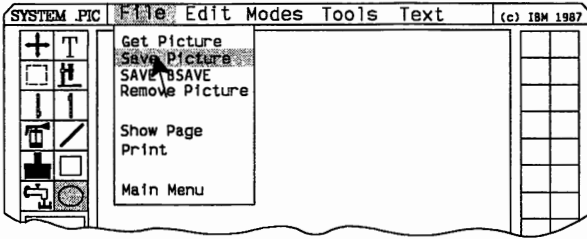
## Saving a Picture

Now let's save the drawing and name it PC1.

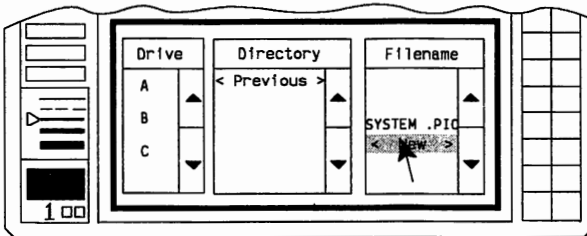
1. Select **File** in the Menu area of the drawing screen by moving the pointer to **File** and pressing **Button 1**. The File menu will be displayed showing all of the options available.



2. Select **Save Picture** by moving the pointer to Save Picture and pressing **Button 1**.

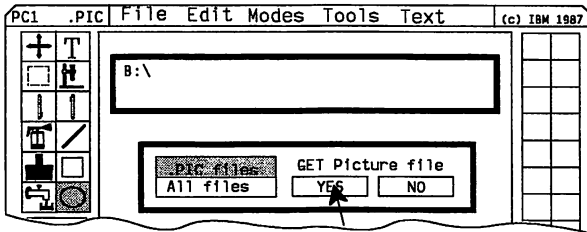


3. Move the pointer to **New** in the Filename box and press **Button 1**. The word **New** disappears and the line becomes highlighted with a blinking cursor. The blinking cursor lets you know that you can now type your filename. The filename can contain up to 8 alphanumeric characters.



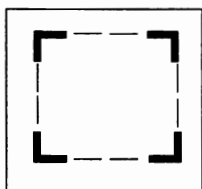
*Notes:*

- a. *If **.PIC files** is highlighted, the file extension of all files displayed in the Filename column will be **.PIC**. While **.PIC files** is highlighted, any pictures saved will use **.PIC** as the file extension.*
  - b. *If **All files** is highlighted, all of the files in the selected directory will be displayed. You can save a picture using any three characters as the file extension. To change the extension, type the filename and then press the "." key. The cursor will move into the extension field for you to enter a new file extension.*
4. Type **PC1** and press **Enter** on your keyboard.
  5. Move the pointer to **YES** in the **SAVE** Picture file box and press **Button 1**. Your file is saved in the drive and directory shown in the top box. The File Services panel is removed and the new filename appears in the upper left corner of the drawing space. A copy of the file remains in the drawing space for you to continue editing.



# Using the Select Icon with Move Option

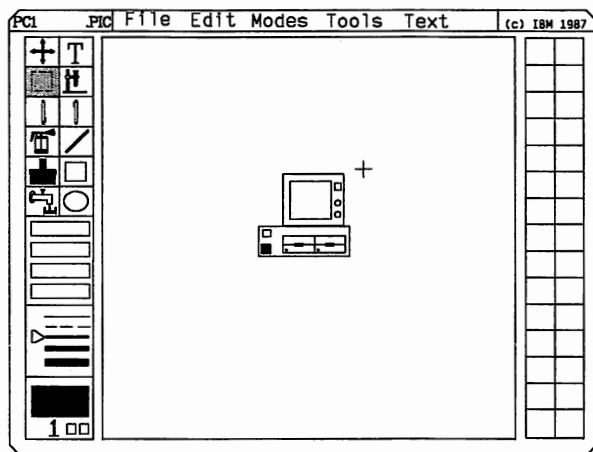
Let's move the PC to a new location on the drawing space using the Select icon and the Move option.



1. Choose the **Select** icon.

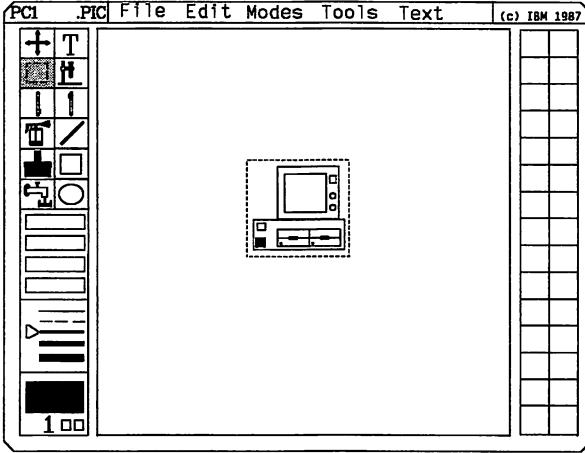
When the **Select** icon is selected:

- Use **Button 1** to start and undo the Select box.
  - Use **Button 2** to fix the Select box on the drawing space.
  - Your pointer becomes a small crosshair in the drawing space.
2. Move the crosshair to the outside right-hand corner of the PC (as shown) and press **Button 1**.

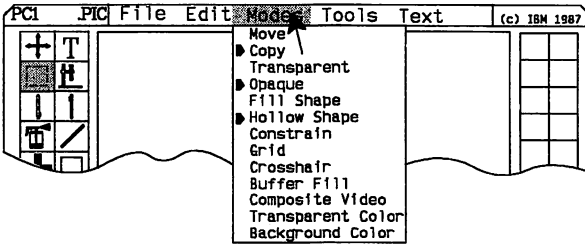




3. Move your input device to expand the size of the Select box around the PC and press **Button 2** to fix the Select box in the drawing space.

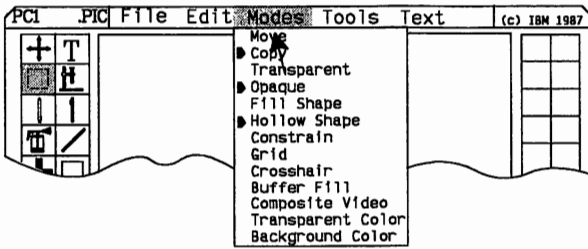


4. Select the **Modes** menu by moving the pointer to Modes and pressing **Button 1**.

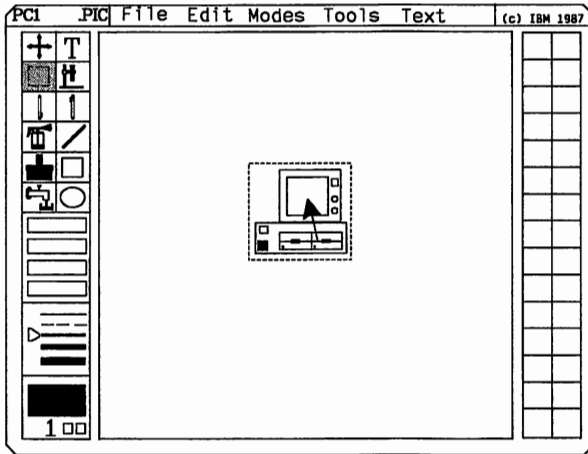


*Remember:* For information on any option in a menu, move the pointer to the option and press **F1** for help.

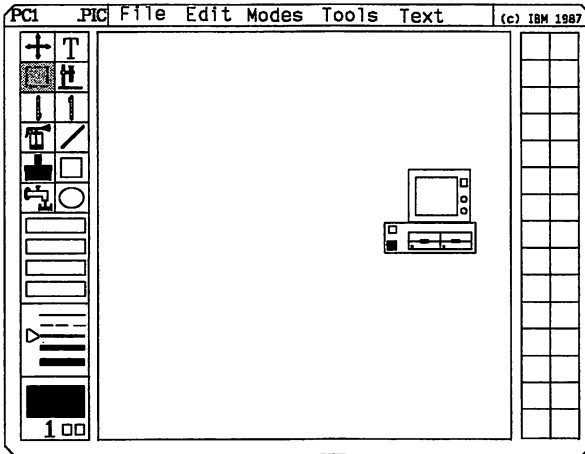
5. Select the **Move** option by moving the pointer to Move and pressing **Button 1**.



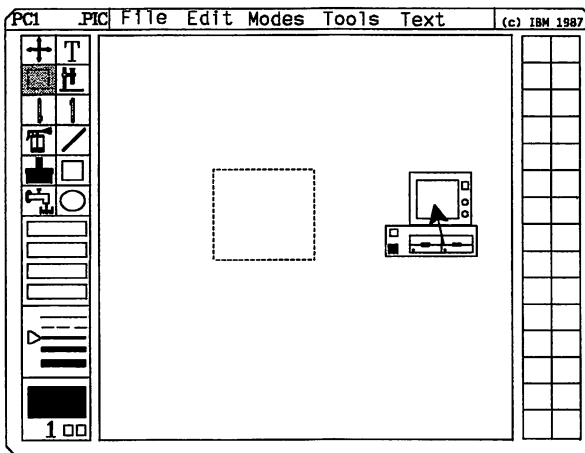
- Position the pointer inside the Select box and press **Button 1**.



- Move the PC over to the right side of your drawing space (as shown) and press **Button 2**.



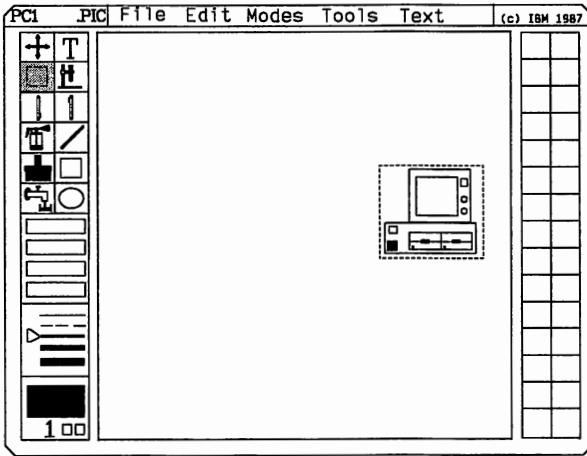
8. Press **Button 1** to exit the Move option. Notice the Select box returns to its original position on the drawing space. To remove the Select box from the drawing space, ensure the pointer is outside the Select box and press **Button 1**.



Now let's make three copies and position them in the drawing space using the Select icon with the Copy option.

1. Select **Modes** in the Menu area.

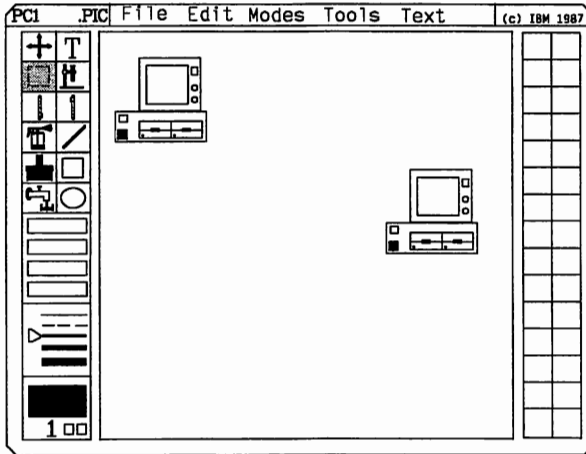
2. Select the **Copy** option.
3. Position the Select box around the PC and press **Button 2**.



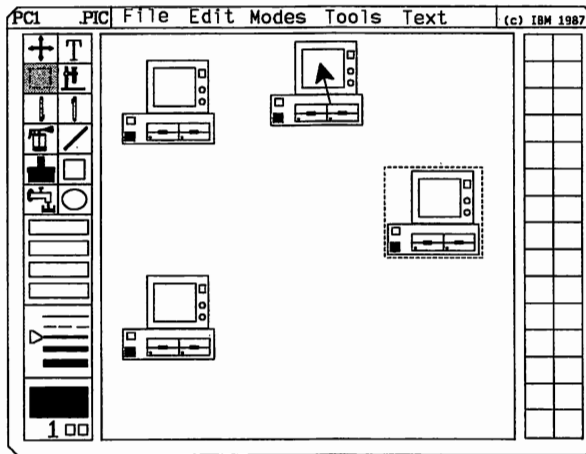
4. Position the pointer inside the Select box and press **Button 1**.

Note that as you move your mouse you have a copy of the PC drawing.

5. Move the copy to the upper left-hand side of the drawing space and press **Button 2**. You have another copy of the PC.



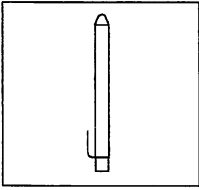
6. Position the other two copies as shown.



7. Press **Button 1** to remove the fourth copy of the PC and to exit the Copy option. Notice the pointer and the Select box return to the drawing space. To remove the Select box from the drawing space, ensure the pointer is outside the Select box and press **Button 1**.

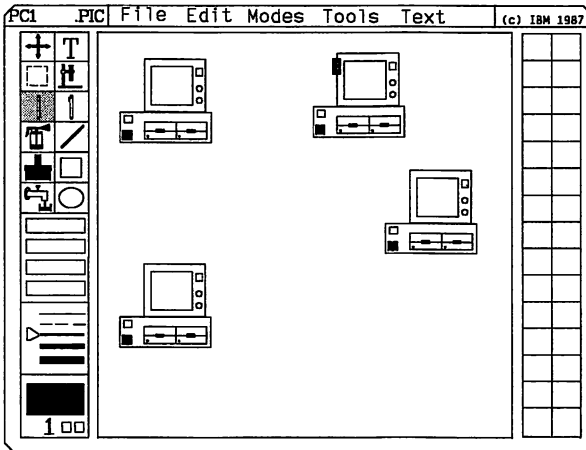
# The Erase Icon

If you want to erase a mistake, use the Erase icon.



When the **Erase** icon is selected:

- Use **Button 1** to start and stop the erase function.
  - Use **Button 2** to restore the images that were just erased.
  - Your pointer becomes a solid block in the drawing space.
1. Select the **Erase** icon.
  2. Position the solid block on the last PC you've copied and press **Button 1**.

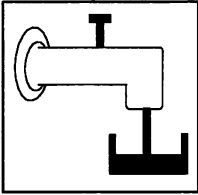


3. Erase the PC by moving the pointer back and forth over the PC until it is erased.

4. Press **Button 1** to stop the Erase function.

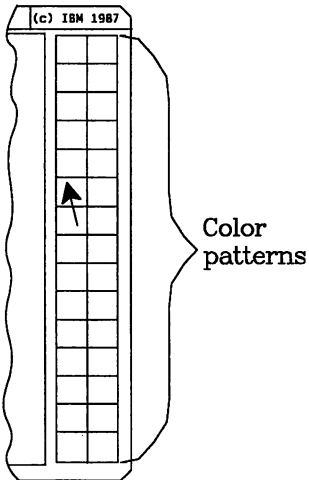
## Using the Fill Icon

Let's add some color to the displays, using the Fill icon.



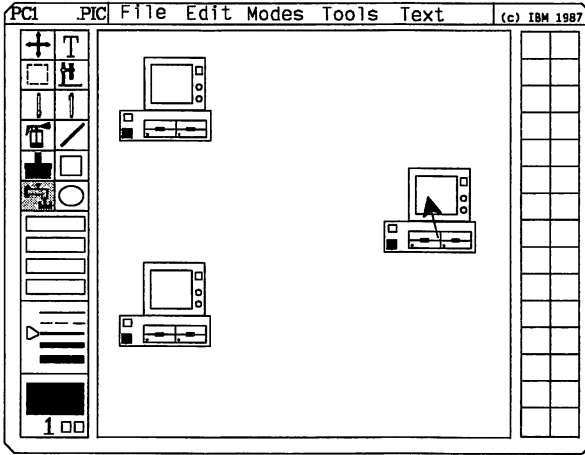
When the **Fill** icon is selected:

- Use **Button 1** to start filling an area.
  - Use **Button 2** to stop filling an area.
1. Select a color pattern by moving the pointer to a specific pattern and pressing **Button 1**.



2. Select the **Fill** icon.

3. Move the pointer inside a blank display and press **Button 1**.



4. Fill the other two displays.

Save this picture and name it **PC2**.

## Filling an Area Automatically

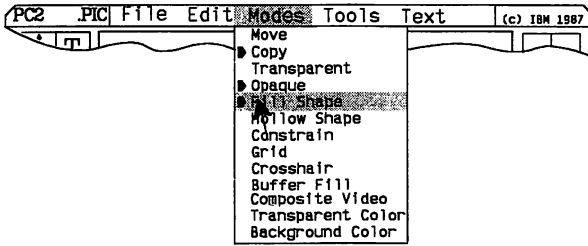
Here's a technique you can use to fill boxes or circles automatically as you draw them:

1. Select **Modes**.

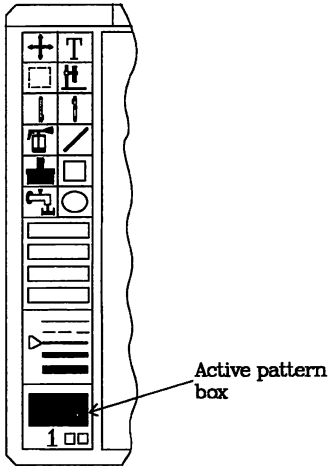


2. Select **Fill Shape**.





3. Select the **Rectangle** icon and make a box.
4. Notice after you press **Button 2** that the box is automatically filled with the active color pattern displayed in the Active pattern box. This also works the same way when you use the Circle icon.



5. Select **Modes** again and change Fill Shape to **Hollow Shape**.

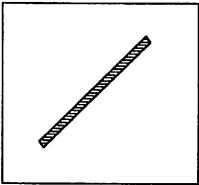
# Selecting Undo

Before we go on, let's undo the filled box you just created.

1. Select **Edit**
2. Select **Undo**. The filled box is removed from the drawing space.

# Using the Line Icon

Let's connect the three PCs together. To do this, use the Line icon.



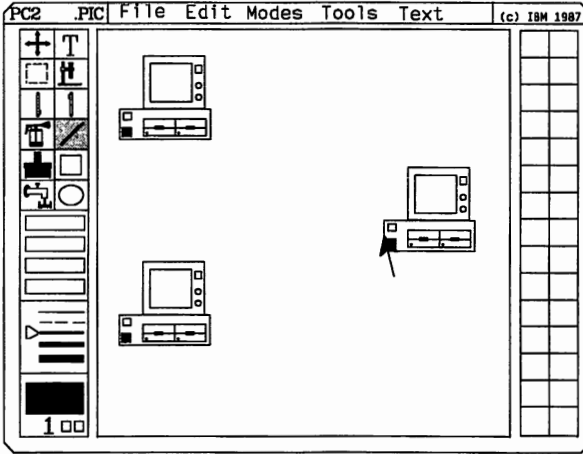
When the **Line** icon is selected:

- Use **Button 1** to start, undo, and end the Line function.
- Use **Button 2** to fix the line in the drawing space or allow the line being drawn to start in a new direction.

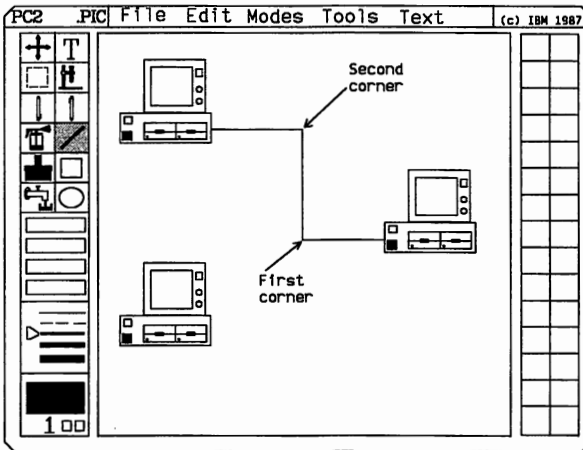
Let's try it.

1. Select the **Line** icon.

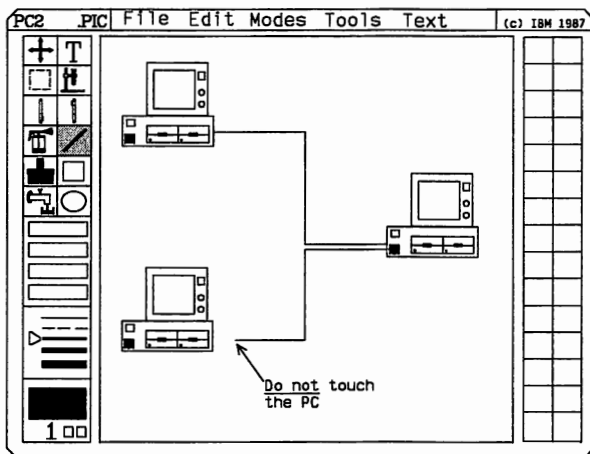
2. Move the pointer to the PC on the right side of the drawing space, position the pointer as the one shown and press **Button 1** to start your line.



3. Draw a short line and press **Button 2** to start the first corner. Extend the line up, position it as shown, and press **Button 2** to start the second corner. Extend the line to touch the System unit in the center and press **Button 2**.

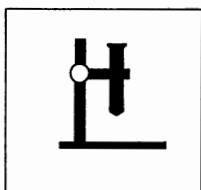


4. Press **Button 1** to reposition the line function to start the second line.
5. Position the second line as shown.



## The Microscope Icon

To magnify a part of your drawing for detailed editing, use the Microscope icon.

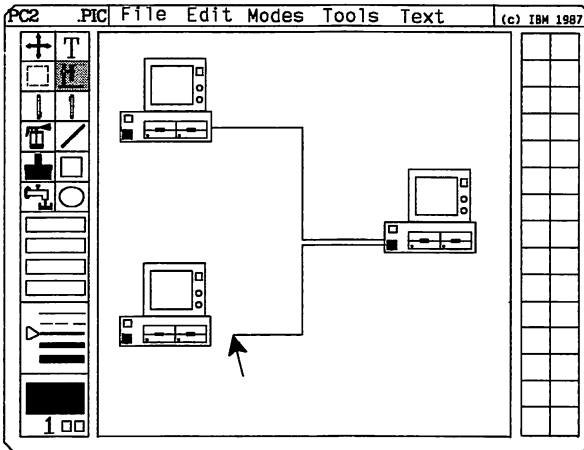


When the **Microscope** icon is selected:

The following icons/areas are active:

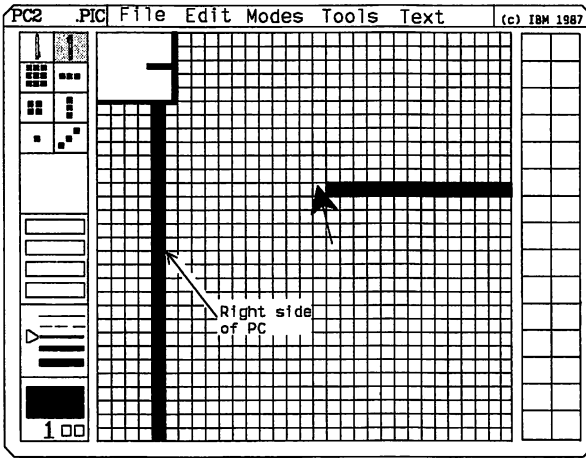
- Pencil icon
- Erase icon
- Six drawing shapes

- Color palette area
  - Color patterns.
- Use **Button 1** to:
    - Start and stop Microscope
    - Select the Pencil or Erase icons
    - Select the six brush shapes.
  - Use **Button 2** to:
    - Scroll the entire picture
    - Erase currently drawn pixels (dots) or color patterns.
1. Select **Microscope**.
  2. Move your pointer to the line **not** touching the second PC and press **Button 1** to magnify it in the drawing space.



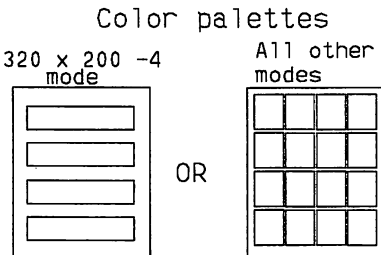
That section of the drawing is magnified and a small window appears in the upper left-hand corner. As you move your pointer to change the dots (pixels), the changes will appear in this window.

3. Move your pointer to the line and and press **Button 1** to connect the line to the PC.



4. When the line touches the right side of the PC, press **Button 1**.

*Hint:* The default color is black. To change drawing colors, select a different color from the Color palette area.



1. To scroll the picture, move the pointer inside the small window and press **Button 2**.
2. Move your pointer to view a new area of your picture and press **Button 2** again. The new area you scroll to is magnified in the drawing space.

To exit Microscope:

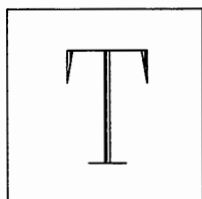
Position the pointer inside the small window and press **Button 1**.

You're out of Microscope.

Save this picture and name it **PC3**.

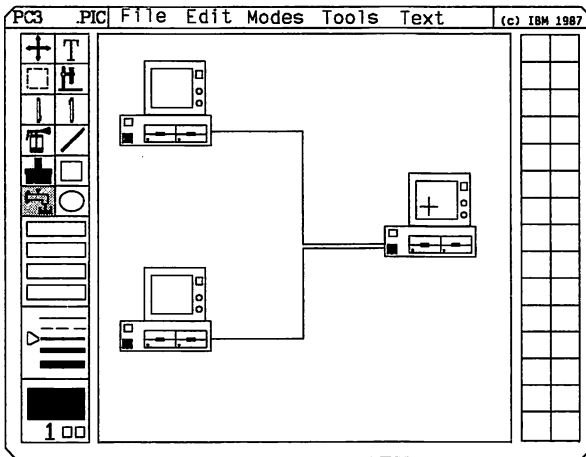
## Using the Text Icon

Let's add some text to our drawing, using the Text icon.



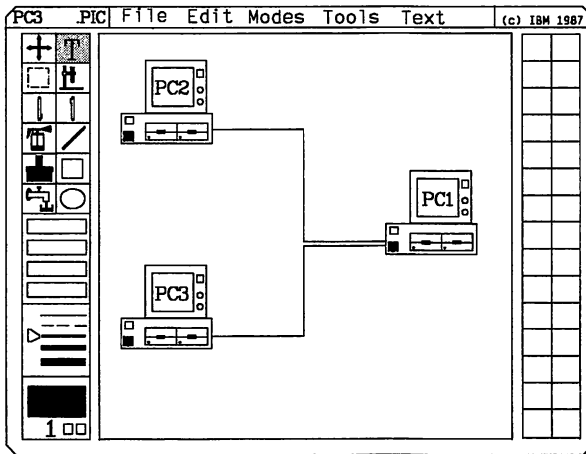
When the **Text** icon is selected:

- Use **Button 1** to start writing text. Press **Button 1** again to display the Set Attributes panel.
  - Use **Button 2** to fix the text in the drawing space.
  - Your pointer now becomes a small crosshair in the drawing space.
1. Select the **Text** icon.
  2. Position the crosshair as shown and press **Button 1**. Note the crosshair disappears and a blinking cursor appears where the first position of your text will be placed.
  3. Type **PC1**.



4. Press **Button 2**.

5. Continue labeling the other PCs as shown.





# Changing Typeface

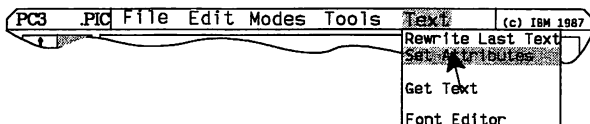
To change the typeface, you can either:

- Select the **Text** menu and then the **Set Attributes** option.

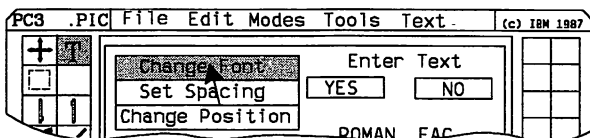
OR

- While the Text icon is active and displaying a blinking cursor, press **Button 1** to display the Set Attributes menu. The defaults for Set Attributes are Proportional and Left Justified.

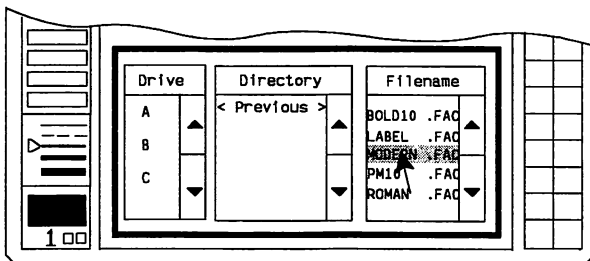
1. Select **Set Attributes** from the **Text** Menu.



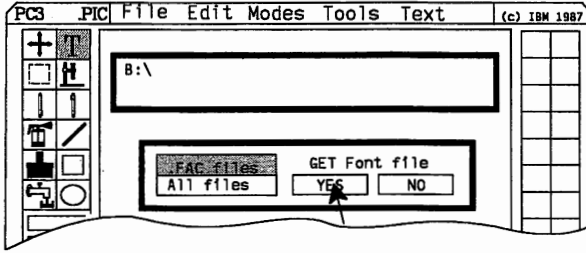
2. Select **Change Font**



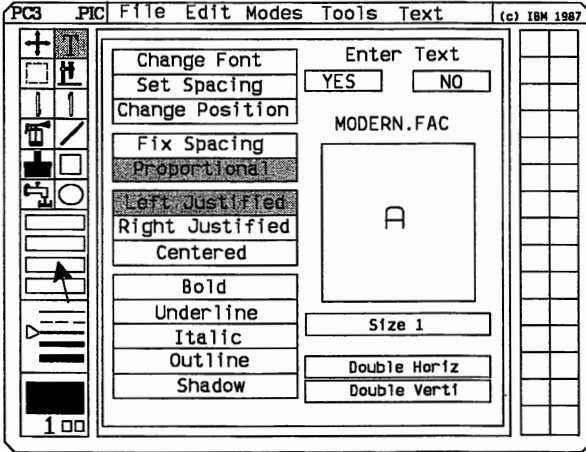
3. Select **MODERN.FAC** in the Filename box.



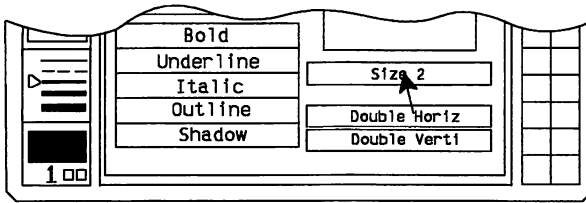
4. Move the pointer to the **YES** box and press **Button 1**.



An example of a MODERN.FAC character appears in the box. To change the color of the font, move the pointer to the Color palette area and select a color. Note the character in the box reflects the new color you selected.



5. To change the size of the font you selected, move the pointer to **Size 1** and press **Button 1** to change the size to 2.



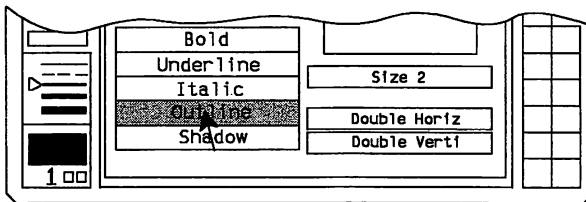
6. Try selecting each of the following options and notice how as each option is selected, the text character in the box reflects the selection.

**Bold**  
Underline  
*Italic*

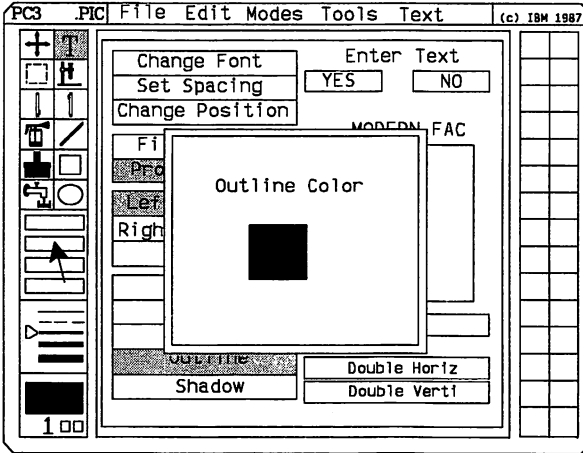
## Outlining Your Text

When the **Outline** option is selected:

- Use **Button 1** to select and display the active outline color.
  - Use **Button 2** to change and remove the outline panel.
1. To outline your text, position the pointer over **Outline** and press **Button 1**. This turns on the Outline option and places the active outline color around your text.
  2. To change the outline color, position the pointer over **Outline** and press **Button 2** to display the Outline Color panel.



3. Move the pointer to the Color palette area, position the pointer on a color and press **Button 1** to change the outline color.



4. Move the pointer inside the drawing space and press **Button 2** to remove the Outline panel and return to the Set Attributes panel.

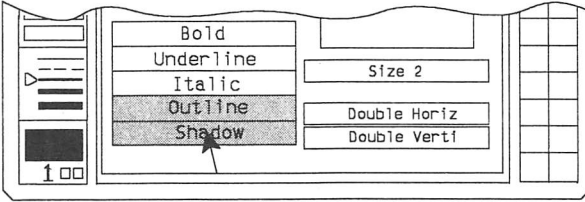
*Hint:* Avoid pressing **Button 2** in the Color Palette area, because you might accidentally place your pointer over the first or second drawing color and change the screen mask color.

## Shadowing Text

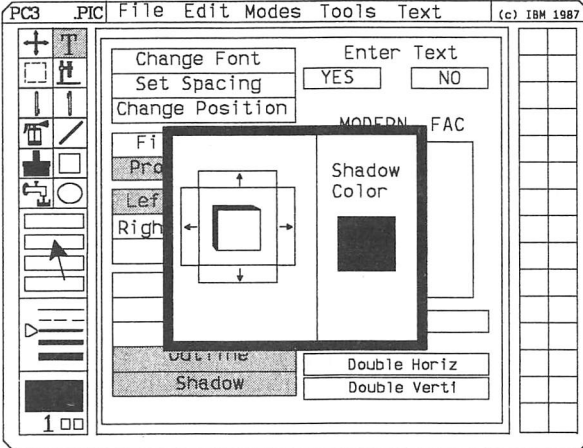
When the **Shadow** option is selected:

- Use **Button 1** to select and display the active shadow color.
  - Use **Button 2** to display and remove the shadow panel.
1. To shadow your text, position the pointer over **Shadow** and press **Button 1**. This turns on the Shadow option and places the active shadow color around your text.

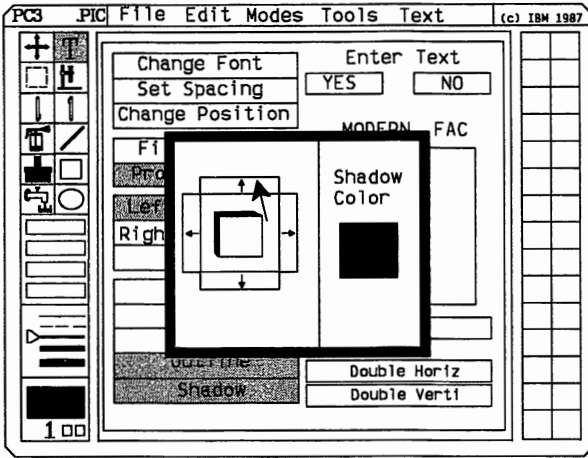
2. To change the shadow color, position the pointer over **Shadow** and press **Button 2** to display the Shadow Color panel.



3. Move the pointer to the Color Palette area and select a color different from the one you selected for outlining and press **Button 1**.



4. Move the pointer inside the Shadow Color panel and position the pointer over any of the arrows.



Each box you select will change the direction and the amount of shadow on your text.

**Box      Direction**

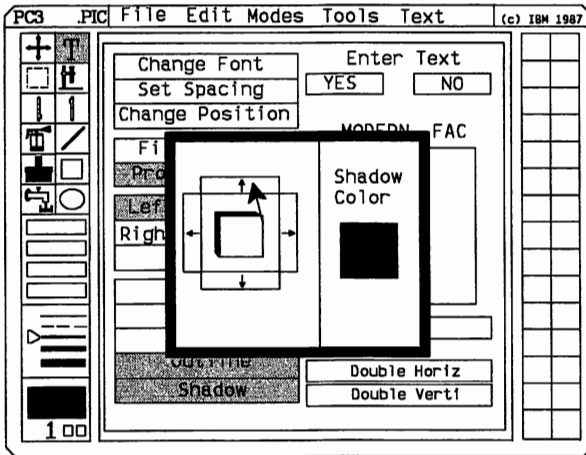
Top      Moves the shadow down.

Right    Moves the shadow to the left.

Bottom   Moves the shadow up.

Left     Moves the shadow to the right.

5. Move your pointer inside the top box.

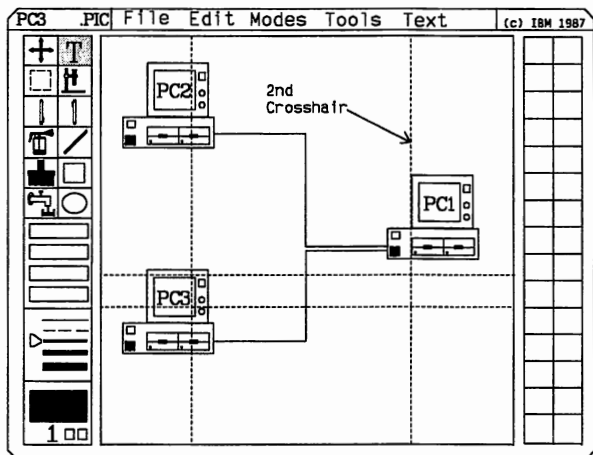


6. Press **Button 1** to change the direction of the shadow and increase or decrease the amount of shadow you want to use.
7. When you have the amount of shadow you want to use, press **Button 2**.

*Hint:* Avoid pressing **Button 2** in the Color palette area, because you might accidentally place your pointer over the first or second drawing color in the palette and change the screen mask color.

When you have finished changing your text attributes and you are satisfied with the results:

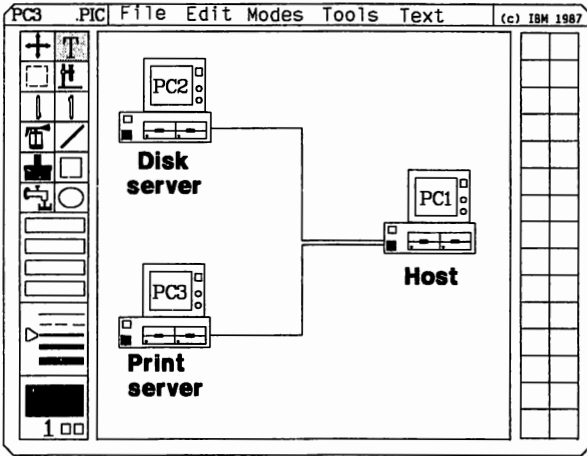
1. Move the pointer to the **YES** box and press **Button 1** to return to the drawing space for text entry.
2. A large crosshair appears showing the current position of where your text will be displayed on the screen. As you move your input device, a second large crosshair appears to indicate where the new position of your text will be placed.
3. Position the second crosshair as shown and press **Button 1**.



4. Press **Button 2** and type **Host**.
5. Press **F10** to preview the shadow on your text. If your text is positioned correctly, press **Button 2**. If not, press **Button 1** and select **Change Position** from the Set Attributes panel. Position the crosshair where you want your text to appear and press **Button 1**. The text is moved to the new position.
6. Press **Button 2** to continue adding text to your picture or press **Button 2** again to fix the text to the drawing space.

Use the sample picture as a guide to label the other two PCs.



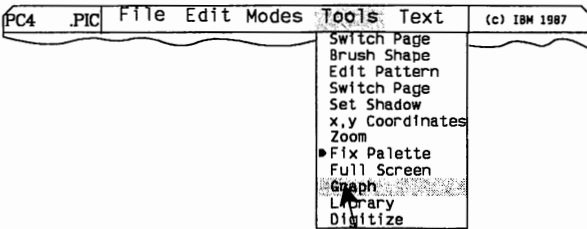


7. Save the drawing and name it **PC4**.
8. Select **Clear** from the **Edit** menu to clear the drawing space.

## Using the Graph Option

Now let's create a graph that will illustrate the projected sales of local area network software from 1986 to 1993.

1. Select **Graph** from the **Tools** menu.

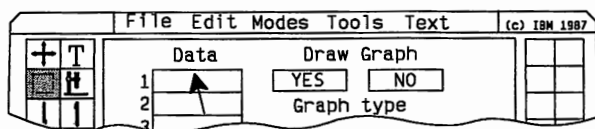


When the **Graph** option is selected:

- Use **Button 1** to select options, change graph colors, and display and select colors for graph shadows.
- Use **Button 2** to remove the shadow panel and turn Shadow on/off.

*Note:* You can enter up to 36 data points. You can view 12 data values at a time by using the **PgUp** and **PgDn** keys. Data values can be expressed as either positive, negative, whole, or decimal numbers.

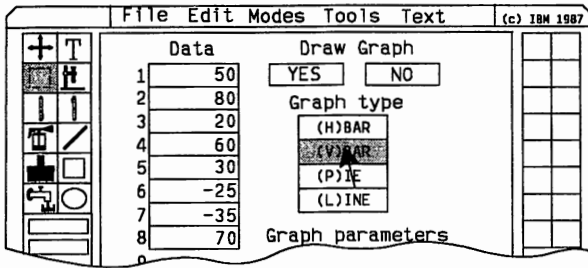
2. Move the pointer to the first field in the **Data** column and press **Button 1**.



3. Type **50** and press **Enter** on the keyboard. The highlight moves down to the second field in the **Data** column. Continue typing the following numbers into the **Data** column.

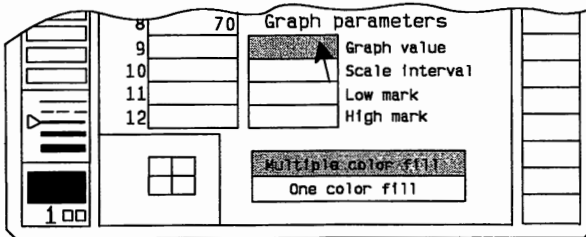
80  
20  
60  
30  
-25  
-35

4. Type **70** and press **Button 1** to accept all of the numbers.
5. To represent a vertical bar graph, highlight **(V)BAR** in the **Graph type** column.



Let's define the graph's parameters:

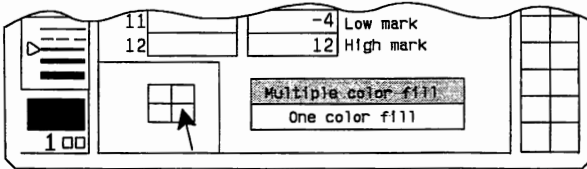
1. Move the pointer to the first field in Graph parameters and press **Button 1**.



2. Type **50** in the Graph value field and press **Enter** on the keyboard. Graph value indicates the amount of space to leave between the columns of the (H)BAR and (V)BAR graph.
3. Type **10** in the Scale interval field and press **Enter**. The Scale interval indicates the increments by which your graph will be divided.
4. Type **-50** in the Low mark field and press **Enter**. The Low mark indicates the lowest scale mark you want to use.
5. Type **100** in the High mark field. The High mark indicates the highest scale mark you want to use.
6. Press **Button 1** to accept all of the information.

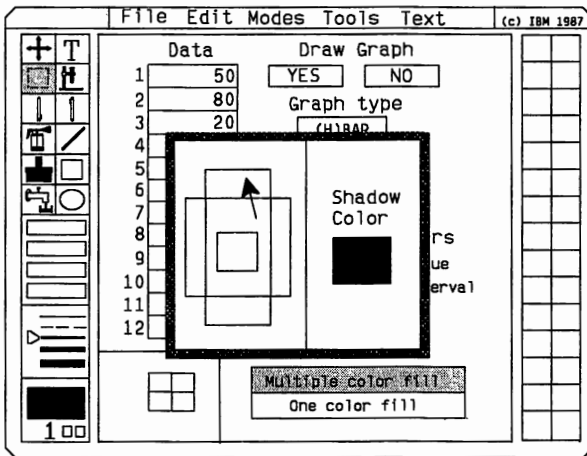
To put shadow on your graph do the following:

Position your pointer as shown and press **Button 1**.

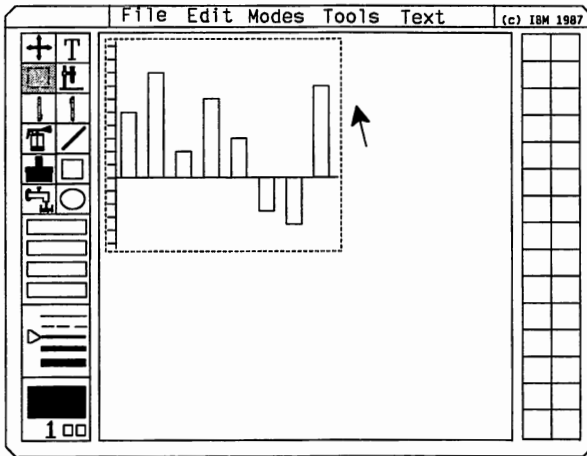


To change the shadow setting:

1. Use the shadow panel to set the amount of shadow you want to use on your graph. Use the Color palette to change the shadow color.

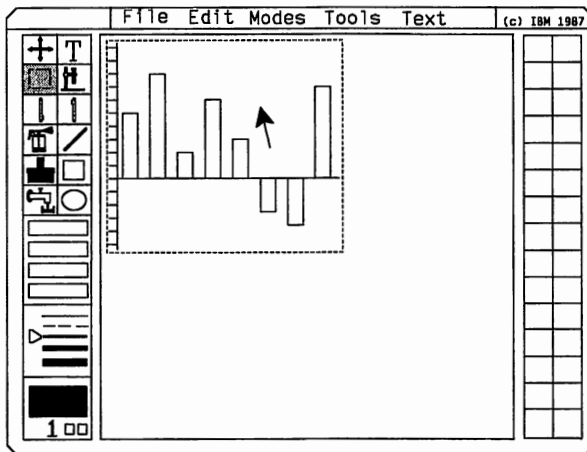


2. Place the pointer inside the drawing space and press **Button 2** to accept the changes. The shadow boxes will display the color and the amount of shadow that will be on placed on your graph.
3. Select **YES**. The graph panel is removed and the framed graph is displayed in the upper left-hand corner in the drawing space.

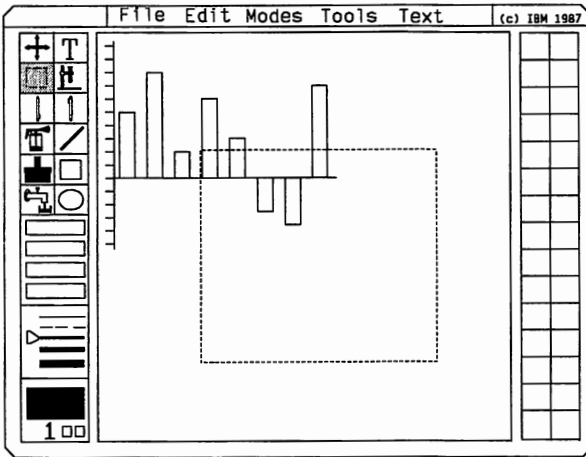


To move the graph to a different location within the drawing space:

1. Position the pointer inside the Select box that is surrounding the graph and press **Button 1**.



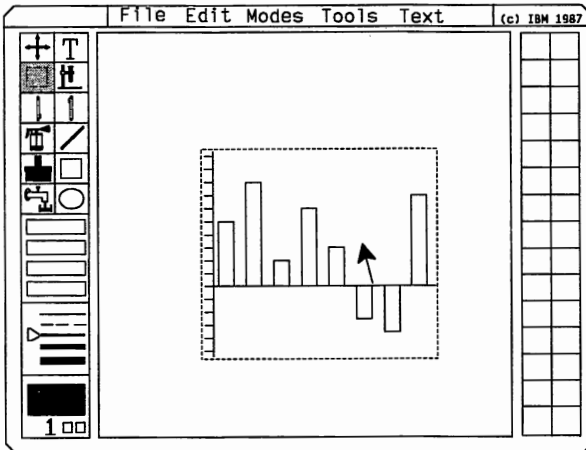
*Note:* The graph remains in the upper left-hand corner as you move the Select box to a new location.



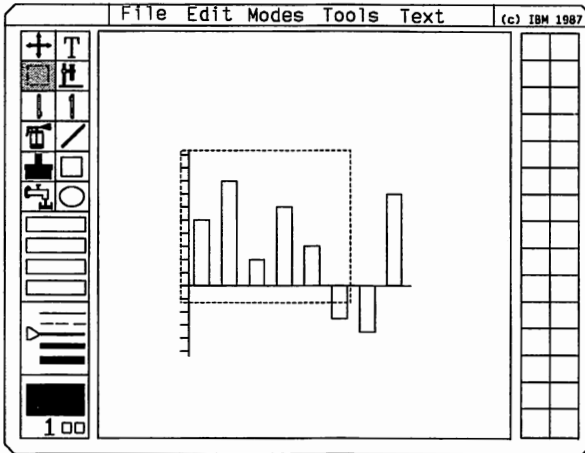
2. Use the pointer to move the select box to the new location and press **Button 1**. The graph is moved from the upper left-hand corner to the new location.

To increase or decrease the size of the graph:

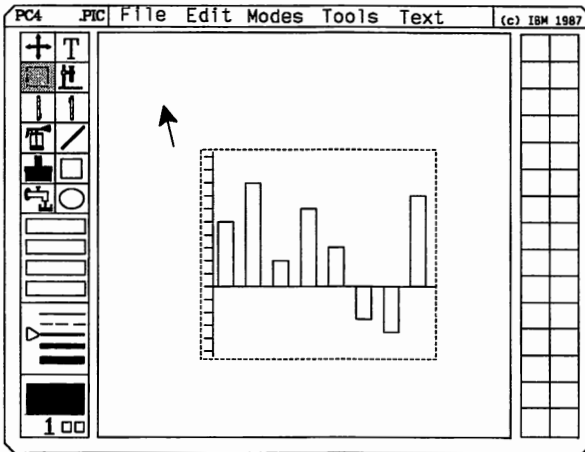
3. Position the pointer inside the Select box and press **Button 2**.



4. Move the input device to increase or decrease the size of the Select box and press **Button 2**. The graph is resized and displayed inside the Select box.



5. Position the pointer outside the Select box and press **Button 1** to fix the graph to the screen.

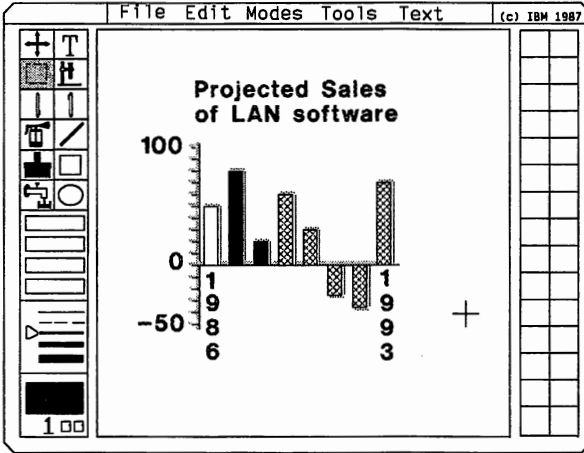


6. Press **Button 1** to remove the Select box from screen.

*Hint:* If you want to use the same values but change the graph type, select **Graph** again from the Tools menu and select a different Graph type.

Let's add some text to your graph, using the Text icon.

1. Select the **Text** icon.
2. Select a new font and position the information in the drawing space as shown here.

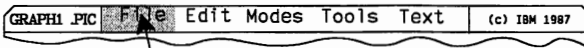


3. Save the graph and name it **GRAPH**.

## Exiting Draw

Here's how to exit Draw:

1. Select **File**.



2. Select **Main Menu**.
3. Press the **Esc** key on your keyboard.



A message appears to remind you that you are about to exit Picture Maker.

4. Type **Y** to return to the Quick Menu/Setup menu.

You have completed the drawing portion of Storyboard Plus.

## Using Story Editor

In Story Editor you will find several special features to help you make attractive presentations. You can select any of several picture-to-picture transition methods that allow one picture to dissolve into another.

You can:

- Vary the speed of the dissolve and the length of time each picture is displayed.
  - Display a picture in its entirety or develop it as a series of partial pictures that result in a full picture.
  - Easily enter, move or change the selections in your story, often without having to type in the filename.
  - Run your story in part or in full while using Story Editor, so you can quickly experiment with various presentation techniques.
1. At the Quick Menu/Setup menu for Storyboard, select **Story Editor**.

Date:XX/XX/XX IBM Storyboard Plus  
Quick Menu/Setup

Programs Menu

Picture Maker  
Picture Taker  
Story Editor  
Story Teller  
Text Maker

To start a program use ↑ or ↓ keys to  
highlight the program, then press ↵.

Version 1.00  
Copyright IBM Corporation 1986, 1987

F1=Help F2=Setup F3=Menu Maintenance

Esc=Exit

## 2. Select **Edit Story**.

Date:XX/XX/XX Story Editor

Main Menu

1. Edit Story (320 x 200 - 4 color)  
2. Input device setup  
3. Input device  
4. Printer  
5. Printer port

To select, use ↑ or ↓ and press ↵.

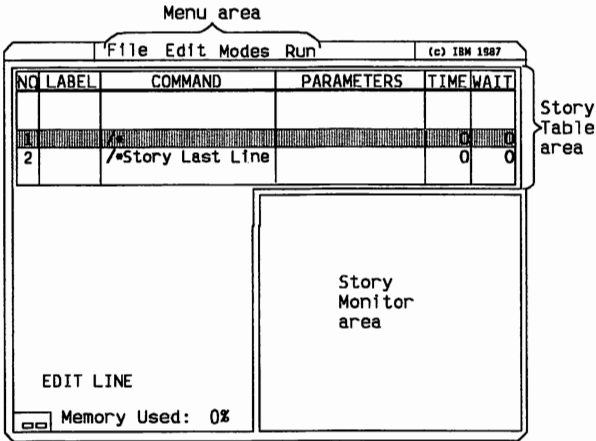
Version 1.00  
Copyright IBM Corporation 1986, 1987  
Copyright Marek and Rafal Krepec Inc 1986, 1987

F1=Help

Esc=Exit

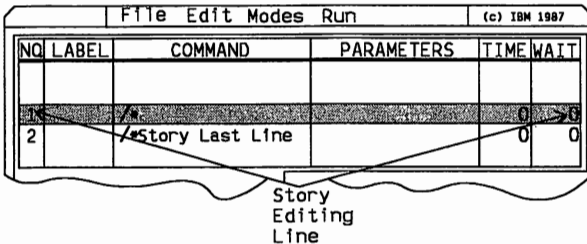
The Story Table Screen is divided into three areas:

- Menu area
- Story Table area
- Story Monitor area.



The Menu area manages your story files. Each key word in the Menu area represents different menus you can use to manage your story.

The Story Table is the part of the screen where you select the options for each line of your story. In the Story Table there is one line which is highlighted. This line is referred to as the Story Editing Line.

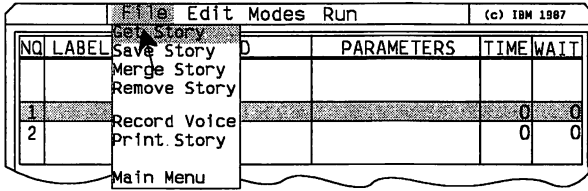


The Story Monitor area is used when you want to run or step through your story while viewing each story line at the same time. The pictures of your story will be displayed at the bottom right-hand of the screen below the Story Table area.

*Note:* The pictures that appear on the monitor will not be of same quality as those on the full screen.

Each line on the Story Editing Line represents one step in the story. Let's begin building your story.

2. Select **Get Story** from the File menu.



3. The File Services panel appears for you to select a story.
4. Select **TUTORIAL.SH~**.

Now you're ready to describe how you want your story to appear by entering the information at the Story Editing Line.

Because you are building on an existing story, lines 1, 2, 11, 12, and 13 have already been completed.

Input your information on lines 3 through 10 on the Story Editing Line. When you have completed describing how you want a particular picture in your story to be displayed, move your story line up to begin describing how you want the next picture in your story to be displayed.

To select any of the following options:

- NO
- LABEL
- COMMAND
- PARAMETERS
- TIME
- WAIT.

Position your pointer on the highlighted column you want to select and press **Button 1**.

TUTORIAL.SH File Edit Modes Run					(c) IBM 1987	
NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT	
1		/•DISPLAY*	OPEN1	.PIC	FAST	1
2		/•DISPLAY*	OPEN2	.PIC	MED	2

Story  
Editing  
Line columns

Let's move line 3 to the Story Editing Line to begin entering information for our story.

- Position the tip of the pointer slightly below the Story Editing Line as shown to scroll down.

*Note:* The pointer changes to a vertical position pointing down. To scroll up place the pointer slightly above the Story Editing line.

TUTORIAL.SH File Edit Modes Run					(c) IBM 1987	
NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT	
1		/•DISPLAY*	OPEN1	.PIC	FAST	1
2		/•DISPLAY*	OPEN2	.PIC	MED	2

- Press **Button 1** two times to scroll to the third line of your story.
- Select **COMMAND** from the Story Editing Line.

*Hint:* The menu for the COMMAND column is displayed. The COMMAND menu has two menus. Position your pointer inside the menu and use **Button 2** to scroll between the two menus.

TUTORIAL.SH		File Edit Modes Run		(c) IBM 1987	
NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT
1		/DISPLAY	OPEN1	FAST	1
2		/DISPLAY	OPEN2	MED	2
3		/*		0	0
4		Input Comment		0	0
5		/*		0	0

Input Com	/CLEAR
/INPUT	/COLOR
/IF	/DISPLAY
/IFNOT	/SHOW
/GOTO	/MOVE SPRITE
/GOSUB	/SPEAK
/RETURN	/SOUND EFFECTS
/INT	/MUSIC ON
/EXEC	/MUSIC OFF
/LOCK ON	/PRINT
/LOCK OFF	/PALETTE
/TELL	
/END	(Menu 1)

(Menu 2)

9. Select **/CLEAR**. This command is used to clear all or part of a picture displayed in a story.
10. Select **PARAMETERS** from the Story Editing Line.

TUTORIAL.SH		File Edit Modes Run		(c) IBM 1987	
NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT
1		/DISPLAY*	OPEN1 .PIC	FAST	1
2		/DISPLAY*	OPEN2 .PIC	MED	2
3		/CLEAR*		0	0
4		/*	Get Color	0	0
5		/*		0	0

11. Select **Get Color** to select a color to clear all or part of the screen.
12. Select white (number 4) from the Get Color panel.
13. Select **TIME** from the Story Editing Line to enter the amount of transition time needed to go from one screen to the next.
14. Select **FAST**.

This completes line three of your story. Go to line four and insert the following information:

1. Select **COMMAND** from the Story Editing Line.
2. Select **/DISPLAY** and press **Button 1**.
3. Select **PARAMETERS** from the Story Editing Line.
4. When the File Services panel appears, select **PC2.PIC**.
5. Select **FADE** from the **METHOD** column.

*Note:* When the **FADE** method is selected, **DIR** and **LINE** are not active.

Ensure **FULL** is in the **AREA** column.

This completes line four of your story. Go to line five and insert the following information:

1. Select **COMMAND** from the Story Editing Line.
2. Select **/DISPLAY** and press **Button 1**.
3. Select **PARAMETERS** from the Story Editing Line.
4. Select **Get Existing Name**.
5. Select **PC3.PIC** from the File Services panel.
6. Select **REPLACE** from the **METHOD** column.
7. Select **LEFT** from the **DIR** column.

Ensure **FULL** is in the **AREA** column.

This completes line five of your story. Go to line six and insert the following information:

1. Select **/DISPLAY** from the **COMMAND** column.
2. Select **Get Existing Name** from the **PARAMETERS** column.

3. Select **PC4.PIC**
4. Select **REPLACE** from the **METHOD** column.
5. Select **RIGHT** from the **DIR** column.

Ensure **FULL** is in the **AREA** column.

This completes line six of your story. Go to line seven and insert the following information:

1. Select **/CLEAR** from the **COMMAND** column.
2. Select **Get Color** from the **PARAMETERS** column.
3. Select the color white (number 4).
4. Select **REPLACE** from the **METHOD** column.
5. Select **LEFT** from the **DIR** column.

Ensure **FULL** is in the **AREA** column.

This completes line seven of your story. Go to line eight and insert the following information:

1. Select **/DISPLAY** from the **COMMAND** column.
2. Select **Get Existing Name** from the **PARAMETERS** column.
3. Select **GRAPH.PIC**
4. Select **FADE** from the **METHOD** column.
5. Select **PART** from the **AREA** column.

METHOD	DIR	LINE	AREA
FADE	NONE	NONE	PART
FROM PICTURE		TO	FULL
10-20	100-115	53	PART
			TRANSPARENT FULL
			TRANSPARENT PART

Current Story Drive\Path



Selecting **PART** allows you to have certain pictures “develop” on your display screen as a series of partial pictures. As with full pictures, each line in the table represents **one** step in the resulting show, so each partial picture must be on a separate line in the story.

6. Select **TO SCREEN**.

METHOD	DIR	LINE	AREA
FADE	NONE	NONE	PART

FROM PICTURE		TO SCREEN
10-20	100-115	531-174
Set on Monitor		
Set on Full Screen		
Input Coordinates		

7. Select **Set on Monitor**. This allows you to use a Select box to define the coordinates or location of the partial picture and the location where you want the partial picture to be displayed.

8. Move the pointer into the monitor area but outside the Select box.

9. Press **Button 1**. The pointer becomes a crosshair.

10. Position the crosshair as shown and press **Button 1**.

METHOD	DIR	LINE	AREA
FADE	NONE	NONE	PART

FROM PICTURE TO SCREEN	
136-38	504-192 132-38

Current Story Drive\Path

EDIT LINE

Memory Used: 2%

**Projected Sales of LAN software**

Year	Sales
1986	~40
1989	~80
1993	~60

11. Move your input device to enlarge the select box and surround the title of your graph.

12. Press **Button 2** to fix the Select box to the screen.

Leave the selected area in the same location:

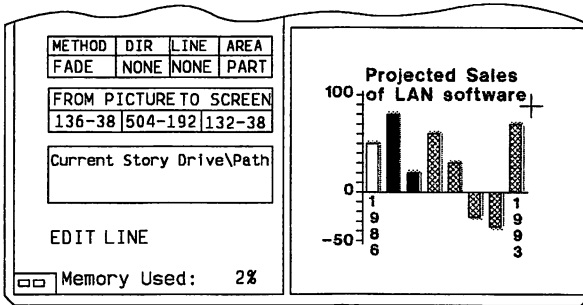
13. Move the pointer inside the Select box and press **Button 1**. The previous picture in the **PARAMETERS** column will appear as background with the area framed by the Select box over it. Move the pointer inside the Select box and press **Button 2**. The coordinates in the **From Picture To Screen** column of the story table change to reflect the new location.

To move the selected area to a new location:

14. Move the pointer inside the Select box and press **Button 1**. Move the selected area to a new location and press **Button 2** to set the Select box in the new location.

This completes line eight of your story. Go to line nine and insert the following information:

1. Select **/DISPLAY** from the **COMMAND** column.
2. Select **Get Existing Name** from the **PARAMETERS** column.
3. Select **GRAPH.PIC**.
4. Select **FADE** from the **METHOD** column.
5. Select **PART** from the **AREA** column.
6. Select **TO SCREEN**.
7. Select **Set on Monitor**.
8. Move the pointer into the monitor area but outside the Select box and press **Button 1**. The pointer becomes a crosshair.
9. Position the crosshair as shown and press **Button 1**.



10. Move your input device to enlarge the Select box and surround the graph.
11. Press **Button 2** to fix the Select box to the screen.
12. Move the pointer inside the Select box and press **Button 1**. The previous picture in the PARAMETERS will appear as background with the area framed by the Select box over it.
13. Move the pointer inside the Select box and press **Button 1** again.
14. Align the text framed with the select box with the graph and press **Button 2**.

If your text is too close to your graph and you're having difficulty surrounding the area with the Select box, you can return to Picture Maker from Story Editor to move the text away from the graph using the Move option.

1. Select **Modes** from the Story Editor menu area.
2. Select **Picture Maker**. This puts you in Picture Maker where you can use the Move option with the Select icon to increase the space between your graph and text.
3. Select **File** from the Picture Maker menu area.

4. Use the **Get Picture** to retrieve the GRAPH.PIC file and correct your problem.
5. Use the **Save Picture** to save the GRAPH.PIC file using the same directory path.
6. Select **Story Editor** from the **File** menu in Picture Maker to return to Story Editor. Retrieve the **GRAPH** file, again.

*Note:* This option is only available from Story Editor program.

Now that you have defined how you want to present your story, let's have a trial run.

1. Press the **Home** key to return to the first line of the story.
2. Select **Modes** from the Menu area.
3. Select **Full Screen**.
4. Select **Run** from the Menu area.
5. Select **Run Story**.

The story will be shown on the full screen. When the program reaches the last line of the story and there is no command (GOTO) that starts the story over again, Story Editor will exit the Run Story mode and return to the Story Table.

Before exiting the Story Editor program, be sure to save your story.

To save your story:

1. Select **Save Story** from the File menu.
2. Save the story and name it **TUTOR**.

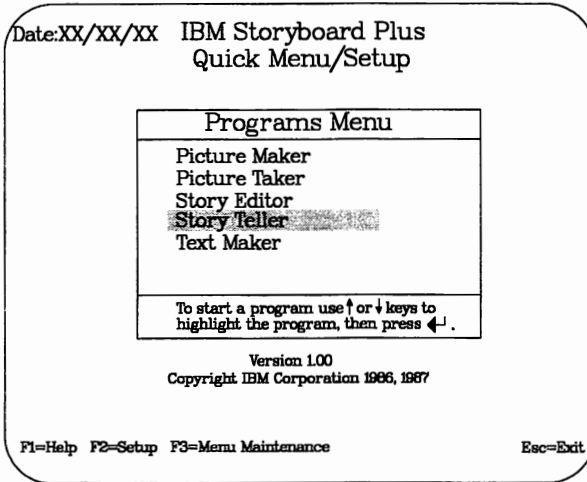
This completes the Story Editor part of the tutorial. Exit Story Editor and return to the IBM Storyboard Plus Quick Menu/Setup screen.

## Using Story Teller

Story Teller is the program you use to run stories previously created with Story Editor.

Story Teller begins with the first line in your show and continues in the same way as when you select Run Story in Story Editor.

1. At the Quick Menu/Setup Menu for Storyboard, select **Story Teller**.



A screen appears for you to type the name of the story you want to show.

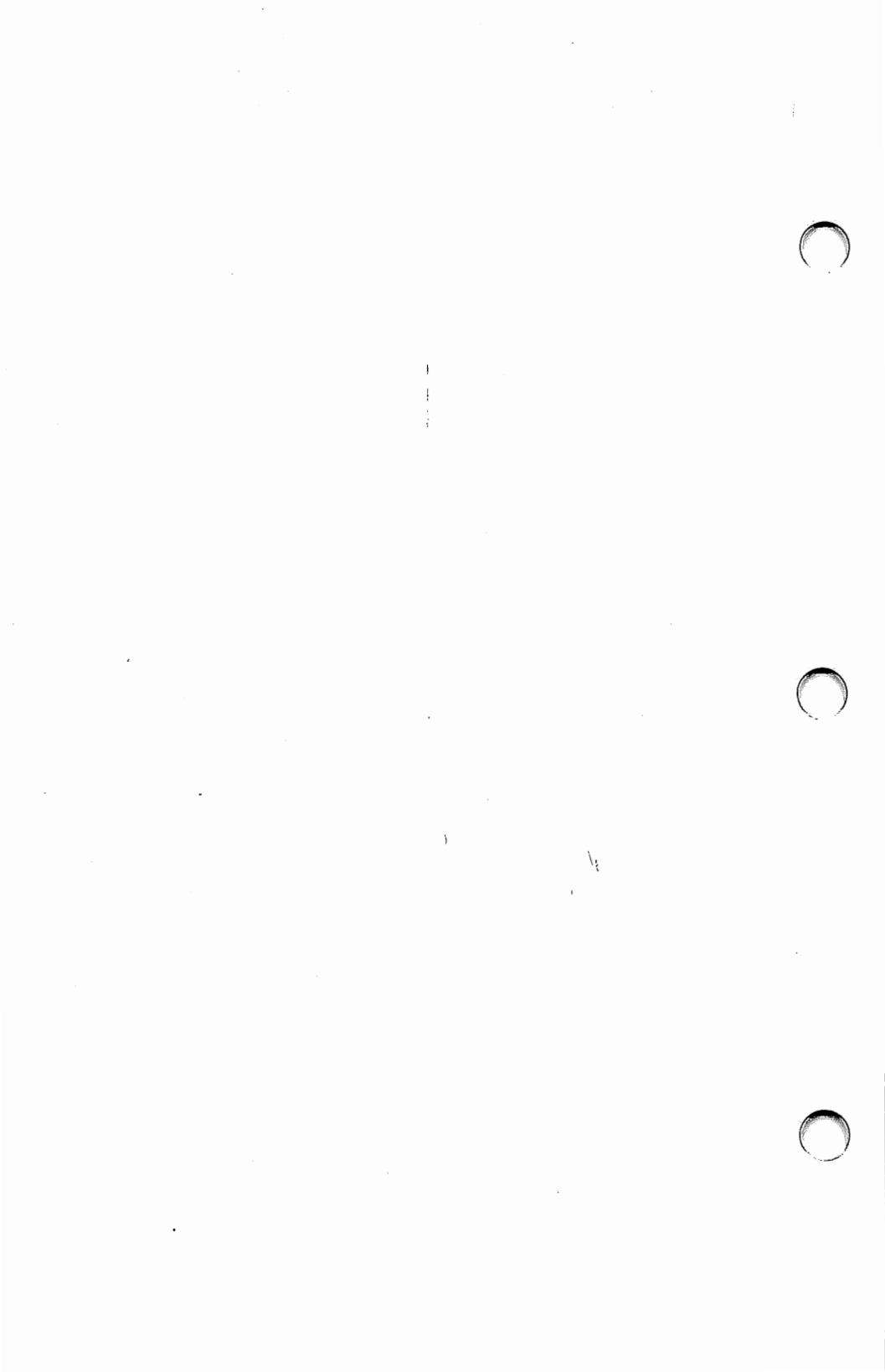
2. Type **TUTOR** and press **Enter**.
3. The Story Teller screen appears requesting you to press any key.

*Note:* After 30 seconds, your story will run whether you press any key or not.

STORY NAME:

This completes the tutorial section of Storyboard Plus. For information on any of the menus, options, icons, or commands, see the reference section of this book.

# REFERENCE





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# Picture Maker

Picture Maker is the program you use to create pictures or edit existing pictures. When done, you can store your picture as a new picture file or update an existing picture file. Later, using Story Editor, you can assemble these pictures into a story.

## Starting Picture Maker

Type **PM** to start the program from the DOS prompt, or type **SBMENU** to start Picture Maker from the IBM Storyboard Plus Quick Menu/Setup program. At the IBM Storyboard Plus Quick Menu/Setup menu, you can change the Setup options of your product and then select Picture Maker from the menu.

Read the following section that applies to your input device.

## Using the Mouse with PM

If you are using a mouse, the pointer moves around the screen as you move your mouse, relative to the position of the device. If the pointer doesn't move, you may have selected the wrong input device. Press **Esc** to return to the Picture Maker Main Menu. Then select **Input device** to change the input device for the current drawing session. To change the input device permanently, go to the **Quick Menu/Setup Menu**. Select **F2=Setup** and change the input device to the one you have installed on your system.

The mouse has two buttons you can press to select tools from the drawing screen and perform functions.

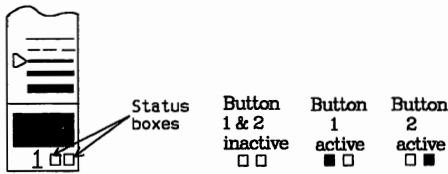
### Two-button mouse

If you have a two-button mouse, the button closest to your thumb is Button 1 and the button closest to your little finger is Button 2.

### Three-button mouse

If you have a three-button mouse, the button closest to your thumb is Button 1 and the center button is Button 2. (Button 3 is inactive.)

The button Status Boxes display which button is currently active.



### Right-handed operation

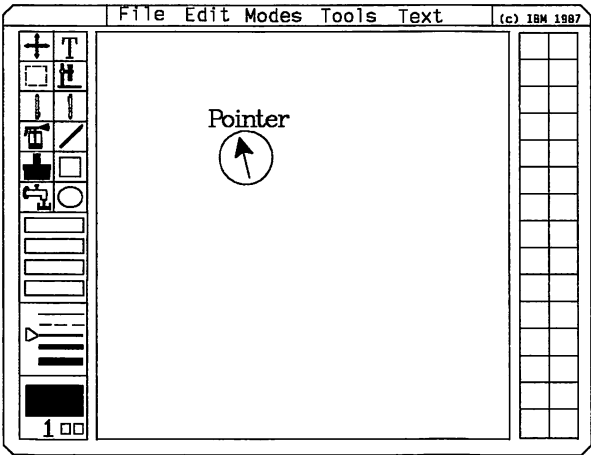
If your mouse is set for right-handed operation, Button 1 is active when the left button status box is highlighted. When the right button status box is highlighted, Button 2 is active.

### Left-handed operation

If your mouse is set for left-handed operation, Button 1 is active when the right button status box is highlighted. When the left button status box is highlighted, Button 2 is active.

# Using the Keyboard with PM

When the keyboard is selected as the input device, the pointer appears in the middle of the drawing space in the Picture Maker drawing screen.



The keyboard has two keys that you can use to select menu options. Use the numeric keypad plus (+) key as Button 1 and the minus (-) key as Button 2.

To help you select icons and menu options and also change current drawing colors, patterns, and line widths, certain keys are assigned specific areas on the screen.

The screen areas and their assigned keys are:

Icon area	F3
Color palette	F4
Line style area	F5
Color pattern area	F6
Active pattern box	F9

File Menu	1
Edit Menu	2
Modes Menu	3
Tools Menu	4
Text Menu	5

Pressing one of these keys will move the pointer from its current position on the drawing space to a specific area on the screen. You can make your menu selection by using the ↑ and ↓ keys to highlight your choice and pressing the + key (**Button 1**) to select the option. The pointer returns to the drawing space ready to use the new selection.

For example, suppose you were using the Pencil icon and you wanted to draw a circle.

1. First, press the **F3** key to move the pointer into the Icon area.

The currently selected icon is highlighted.

2. Use the cursor movement keys to move the pointer to the icon you want to select.

In this example, press the ↓ key three times to move to the Circle icon.

3. Now press the + key (**Button 1**) to select the Circle icon. Notice that your pointer returns to its original location on the drawing space.

For pointer movement within the drawing area:

→ ←	The direction of arrow
↑ ↓	The direction of arrow

Home	Diagonally towards the upper left
End	Diagonally towards the lower left
PgUp	Diagonally towards the upper right
PgDn	Diagonally towards the lower right
Shift - Arrow Key	One pixel in direction of arrow
Shift - Diagonal Key	One pixel in direction of diagonal

For pointer movement within a panel:

Tab	Moves one right one column
Shift-Tab	Moves left one column
Pg Up	Displays previous panel selections
Pg Dn	Displays additional panel selections
Y	Confirms selection
N	Exits panel without executing selection

## Getting Help

To get specific information on any of the key words (File, Edit, Modes, Tools, Text) in the Menu area:

1. Position the pointer over a key word in the Menu area and press **F1** on the keyboard.
2. Use the **PgUp** and **PgDn** keys to scroll through the help panels.
3. To exit and remove the help panel, press the **Esc** key.



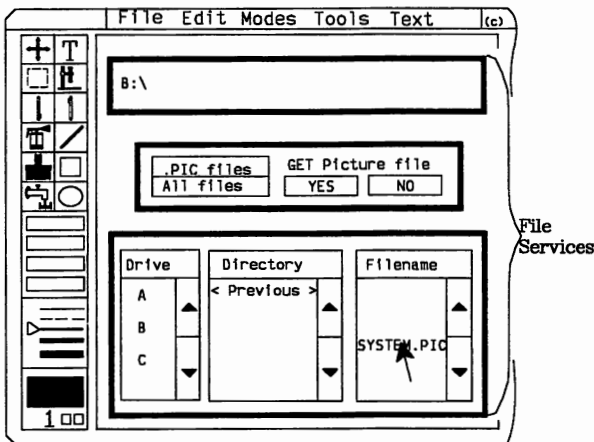
To get help on any options within a menu:

1. Select a menu.
2. Position the pointer over an option within the menu and press **F1**.
3. Use the **PgUp** and **PgDn** keys to scroll through the help panels.
4. To exit and remove the help panel, press the **Esc** key.

To get specific information on any item in the Icon area or Color pattern area, move the pointer to the item and press **F1** for help information.

## File Services Panel

When either **Get**, **Save**, or **Remove a file** is selected, the File Services panel is opened.



The top line of the panel shows you the current drive and directory accessed.

The middle of the panel gives you the option of viewing a specific type of files or all files. The specific type of files will be determined by the function you choose. It also has an area for you to confirm that you want to select a file by responding with a **YES** or **NO**.

The bottom of the panel lets you select the drive, directory, and file that you want. If you have saved any files on the disk, a list of those files will appear in the Filename column in the lower right corner of the screen. If no files are on this disk, the entry **None** is displayed. If you are saving a file, the entry **New** is displayed as an option.

## Using the File Services Panel

To select a file from the File Services panel:

1. Select either the highlighted file type or all files.
2. If you wish to see all file types, move the pointer to **All Files** and press **Button 1**.
3. Place the pointer on the drive letter for the correct drive and press **Button 1**. If the drive displayed at the top of the panel is correct, this step is not required.

If you have more drives than are displayed, move the pointer to the ↓ box on the right of the drive column and press **Button 1** to see the other installed drives. Continue pressing **Button 1** until you find the correct drive. You can see previous drives by moving the pointer to the ↑ box and pressing **Button 1**.

4. Place the pointer on the correct directory and press **Button 1**. If the directory displayed at the top of the panel is correct, this step is not required.

If you have more directories than are displayed, move the pointer to the ↓ box on the right of the directory column

and press **Button 1** to see the other directories. Continue pressing **Button 1** until you find the correct directory. You can see previous directories by moving the pointer to the ↑ box and pressing **Button 1**.

5. Place the pointer on the file you want to get and press **Button 1**.

That file is now highlighted. If you have more files than are displayed, move the pointer to the ↓ box on the right of the filename column and press **Button 1** to see the other files. Continue pressing **Button 1** until you find the correct file. You can see previous files by moving the pointer to the ↑ box and pressing **Button 1**.

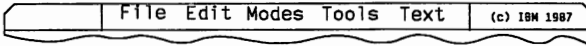
Storyboard Plus arranges the files in alphabetical order by file extension and then by filename so you can easily locate your file.

6. When you have highlighted the file you want to get, move the pointer to **YES** and press **Button 1**.

The File Services panel closes.

7. If you decide you don't want to get a file after all, place the pointer on **NO** and press **Button 1**.

## Picture Maker Menus



## Opening a Menu

To open a menu, move the pointer to the menu you want and press **Button 1**. To select an option, move the pointer to the item you want and press **Button 1** again. This selects the option and closes the menu.

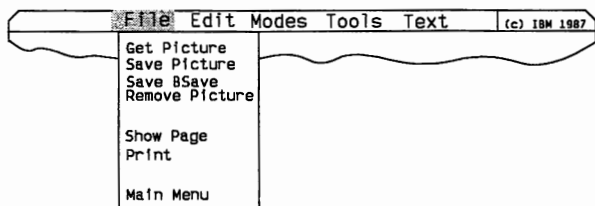
In the Modes and Tools menus, you can make more than one selection at a time without having to reopen the menu. After opening the menu, highlight your choice and press **Button 2** (instead of Button 1) to select the option. An arrow beside an option indicates that the option is currently active. (**Active** means the mode is currently available for operation at any given time.) Continue using **Button 2** to select the options. When you are finished making your selections, move the pointer outside the menu and press **Button 1** to close the menu.

## Exiting a Menu

To return to the drawing area without selecting any options, position the pointer outside the Menu area and press **Button 1**.

*Note:* If you select an option in the Modes or Tools menu and the arrow doesn't appear, the option can only be selected using **Button 1**.

## File Menu (PM)



## Get Picture

Use Get Picture to retrieve picture files previously saved on a disk. After you get the picture, you can edit or print it.

To get a file:

1. Select **Get Picture** from the File menu.

The File Services panel will appear.

2. Select the file you want to get. (If you need help using the File Services panel, see “File Services Panel” in this section.)

Notice that the name of the picture appears in the upper left-hand corner of the drawing screen. Whenever you get an existing picture or save a picture, the picture name appears here.

If you select a file that has more than one image saved under the filename, the **Get Capture File Panel** will display.

## Get Capture File Panel

If you select a file that has more than one image file saved by Picture Taker, under the filename (usually with a .CAP or .LIB extension), the **Get Capture File** panel will be displayed. You can then select a specific image in the file.

There are three options on the Get Capture File panel:

- Get Picture
- View Picture
- Exit.

*Note:* Picture Maker can only get or view graphic images. Use Text Maker to get or view text images.

## Using Get Picture

Select Get Picture to get a graphic image.

To get a graphic image:

1. Place the pointer on the graphic image you want to get and press **Button 1**.

The image is now highlighted. If you have more images than are displayed, move the pointer to the ↓ box on the right of the image column and press **Button 1** to see the other images. Continue pressing **Button 1** until you find the correct image. You can see previous images by moving the pointer to the ↑ box and pressing **Button 1**.

2. When you have highlighted the image you want to get, move the pointer to **Get Picture** and press **Button 1**.

The Get Capture File panel closes and the image is displayed in the drawing space.

## Using View Picture

Select View Picture to preview graphic images.

To view a graphic image:

1. Position the pointer on the graphic image you want to view and press **Button 1**.
2. Move the pointer to **View Picture** and press **Button 1**.

To view all of the graphic images in a file one at a time:

3. After the first image is displayed, press **Button 1** to display the second. Continue this procedure until each image in the captured file has been displayed.
4. Press **Button 2** to return to the Get Capture File panel.

## Exiting the Get Capture File Panel

To exit the Get Capture File Panel without making a selection and return to the Get Picture File Services panel, move the pointer to **Exit** and press **Button 1**.

## Save Picture

After you create a drawing, you can save it on disk by selecting **Save Picture**.

*Note:* Unless you save the picture, you will lose it when you clear the screen or turn off the power. When you make changes to a picture that has been previously saved, you must save the picture again in order to keep those changes.

To save a picture:

1. Select **Save Picture** on the File menu.

The File Services panel will appear.

2. Select an existing picture name if you want to replace a previously saved picture or **New** if you want to create a new picture. (If you need help using the File Services panel, see “File Services Panel” in this section.)
3. If you selected **New**, the word **New** disappears and the line becomes highlighted with a blinking cursor. The blinking cursor lets you know that you can now type your filename. The filename can use up to 8 alphanumeric characters. Use the keyboard to type in the name you want to give your picture and press **Enter**.

*Notes:*

- a. *If **.PIC files** is highlighted, the file extension of all files displayed in the Filename column will be **.PIC**. While **.PIC files** is highlighted, any pictures saved will use **.PIC** as the file extension.*

- b. *If All files is highlighted, all of the files in the selected directory will be displayed. You can save a picture using any three characters as the file extension. To change the extension, type the filename and then press the "." key. The cursor will move into the extension field for you to enter a new file extension.*

4. Move the pointer to **YES** and press **Button 1** .

The picture is saved and the name appears at the upper left-hand corner of the screen. Although the picture is saved on disk, a copy remains in memory for you to continue editing.

## Save BSave

Select the Save BSave option to save drawings in the standard BSave file format. The Save BSave option is valid only if you are using the 320 X 200 - 4 color resolution mode.

To save a BSave file:

1. Select **Save BSave** on the File menu.

See "Save Picture" for steps to save the picture.

## Saving a Portion of a Picture

If you have a portion of the screen framed using the Select icon and choose the Save option, only the area framed will be saved.

1. Choose the **Select** icon and frame a small area of a picture.
2. Position your pointer on the File menu and select the **Save Picture** or **BSave** option.
3. The File Services panel is displayed. Enter a filename and select **YES**.



A message appears informing you that only the area framed will be saved.

4. Move the pointer to **YES** and press **Button 1** to save the selected area.



## Remove Picture

Use Remove Picture to erase files from your disk. You may want to delete old pictures or make room on your disk for new pictures.

To remove a picture:

1. Select **Remove Picture** on the File menu.

The File Services panel will appear.

2. Select the picture you want to remove. (If you need help using the File Services panel, see “File Services Panel” in this section.)




The picture will be removed from your disk.

## Show Page

Show Page removes the Icon, Menu, and Pattern areas to display the entire picture. There are no icons or menu options available when the Show Page option is selected.

To return to the Icon, Menu, and Color pattern areas, press **Button 1** or **2**.

## Print



Use Print to print the picture that is currently displayed in the drawing space. You have two choices in selecting how your picture will be printed. They are:

- **Normal** - used to print the picture vertically on the paper.

- **Turn Page** - used to rotate your picture 90 degrees and print the picture horizontally on the paper.
- **Use Shades** - used to represent colors with gray shades when using a black and white printer.
- **Use Patterns** - used to represent colors with patterns when using a black and white printer.

When you are ready to print a picture:

1. Select **Print** from the File menu.

A panel appears displaying the print options.

2. Select the direction you want to print your picture and select **YES**.
3. To exit from the Print option panel without printing, select **NO**.
4. To cancel a print job once you have started it, press the **Esc** key.
5. When printing is finished, select **NO** to return to the drawing area.

## **Main Menu**

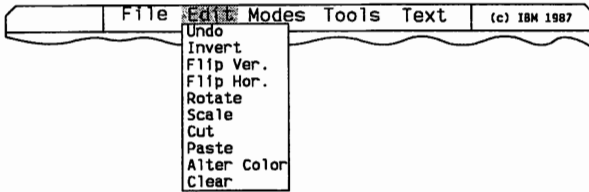
To return to the Picture Maker Main Menu, select **Main Menu** from the File menu.

To return to the Picture Maker drawing screen, select **Draw** from the Picture Maker Main Menu.

## **Exiting File Menu**

To return to the drawing screen without selecting any option, position the pointer outside the File menu and press **Button 1**

# Edit Menu (PM)



## Undo

Use Undo from the Edit menu to undo everything done since you last selected an icon.

*Note:* During the active Fill session, the Undo option removes all fills since the last pattern was selected.

For instance, suppose you select the Brush icon and paint several strokes, and then decide you don't like the pattern you have chosen. Just select the **Undo** option in the Edit menu and your brush strokes will be removed. You return to the drawing as it was before you began using the brush.

## Invert

Use Invert from the Edit menu to reverse the colors on your screen. If you select Invert again, the original colors will return to the drawing space.

To invert only a portion of the picture:

1. Choose the **Select** icon and frame the portion of the picture you want inverted.
2. Select **Invert**.

The framed portion of the picture is inverted and anything outside the framed area remains the same.

## Flip Vertical

Use Flip Vertical from the Edit menu to flip the entire picture from top to bottom.

To flip just a portion of the picture vertically:

1. Choose the **Select** icon.
2. Frame the portion of the picture you want flipped and select **Flip Ver.** from the Edit menu.

The framed portion of the picture is flipped vertically and anything outside the framed area remains in its original position.

## Flip Horizontal

Use Flip Horizontal from the Edit menu to flip the entire picture left to right.

To flip a portion of the picture horizontally:

1. Choose the **Select** icon.
2. Frame the portion of the picture you want flipped and select **Flip Hor.** from the Edit menu.

The framed portion of the picture is flipped horizontally and anything outside the framed area remains in its original position.

## Rotate

Select Rotate to rotate part of your picture in five degree increments. The Rotate option uses the Move and Copy options. If you rotate an image and move the image to another location, make sure the Move option in the Modes menu is active. Otherwise, a copy of the picture is rotated and the original remains in its initial location.

To rotate a portion of the picture:

1. Choose the **Select** icon and frame the portion of your picture you want to rotate.
2. Select **Rotate** from the Edit menu.

As you move your input device, the area framed by the Select box is rotated. A number showing the degree of rotation will appear in the Line style area of the screen.

*Note:* When rotating in Full Screen mode, the number showing the degree of rotation will not be displayed on the screen.

3. Press **Button 2** to fix the rotated picture to the screen.

To move or copy the rotated area to a new location:

1. Choose the **Select** icon to frame the portion of your picture you want to rotate.
2. Select **Rotate** from the Edit menu.
3. Rotate your picture.
4. Press **Button 1**, move the framed area to the desired location on the screen, and press **Button 2**.
5. Press **Button 1** to end the move or copy action.

*Notes:*

1. *Depending on the resolution mode and the amount the image is rotated, your picture may be displayed with some distortion.*
2. *If the Select icon starts flashing and you cannot rotate the area that you surrounded by the Select box, try reducing the area you framed.*

## Scale

Select **Scale** to increase or decrease the size of your picture. The **Scale** option uses the **Move** and **Copy** modes. If you scale an image and move the image to another location, make sure the **Move** option in the **Modes** menu is active. Otherwise, a copy of the picture is scaled and the original remains in its initial location. If you scale an image and want to copy the image, make sure **Copy** is active.

To scale a portion of the screen:

1. Choose the **Select** icon to frame the portion of your picture you want to scale.
2. Select **Scale** from the **Edit** menu.

As you move your input device, the area framed by the **Select** box is scaled. Two numbers appear in the **Line Style** area of the screen. The top number shows the percentage of horizontal scaling and the bottom number shows the percentage of vertical scaling.

*Note:* When scaling in **Full Screen** mode, the numbers showing the percentage of horizontal and vertical scaling will not be displayed on the screen.

3. Press **Button 2** to set the scaled picture in the drawing space.

To move or copy the scaled area to a new location:

1. Choose the **Select** icon to frame the portion of your picture you want to scale.
2. Select **Scale** from the **Edit** menu.
3. Scale your picture.
4. Press **Button 1**, move the framed area to the desired location on the screen, and press **Button 2**.

5. Press **Button 1** to end the move or copy action.

*Notes:*

1. *Depending on the resolution mode and the amount the image is scaled, your picture may be displayed with some distortion.*
2. *If the Select icon starts flashing and you cannot scale the area that you surrounded by the Select box, try reducing the area you framed.*

## Cut

Select this option to cut an area of your picture and store it in a “hidden” buffer to use later in the current drawing session with the Paste or Buffer Fill options.

To cut a portion of your picture:

1. Choose the **Select** icon to frame the portion of the picture you want to cut.
2. Select **Cut** from the Edit menu.

The framed portion of the picture is stored in a “hidden” buffer and is available for later use with Paste or Buffer Fill.

*Notes:*

1. *If the Select box changes to a dash dot style (normally the box is made of dashes), it means the area you have surrounded is too large to cut. If you want to perform this option, reduce the size of the area you surrounded with the Select box until the box changes back to dashes. The area you can surround before the Select box changes to the dash dot style depends upon the resolution mode you selected in Setup.*
2. *If you hear a beep after you select Cut, the Cut process was not completed successfully.*

## Paste

Select this option to paste the last image stored in the hidden buffer by the Cut option. The image is placed in the upper left-hand corner of the screen. This image can now be moved or copied to other areas of the screen.

### Using the Cut and Paste Options

To cut a portion of a picture and paste it in another file:

1. Use the **Select** icon to frame the area of the current picture you want to cut.
2. Select **Cut** from the Edit menu. The framed area is cut and placed in a hidden buffer.
3. Select the **File** menu.
4. Select **Get Picture**.
5. Retrieve the picture you want to use.
6. Select **Paste** from the Edit menu.

The picture in the hidden buffer appears in the upper left corner of the screen. This image can now be moved or copied to other areas of the screen, by using the **Move** or **Copy** options in the Modes menu.

## Alter Color

Use Alter Color to change a color in the drawing space to the active drawing color.

To use Alter Color:

1. Select **Alter Color** from the Edit menu.
2. Move the pointer into the drawing space and a box pointer will be displayed. As the pointer tip touches the colors in the drawing space, it displays the pixel colors in the connected box.



3. Identify the color you want to change and press **Button 1**. Every pixel that color in the drawing space (also referred to as drawing area) will be changed to the active drawing color.
4. Press **Button 2** to exit Alter Color.

To alter the color of just a portion of the screen:

1. Choose the **Select** icon and frame the portion you want to alter.
2. Select **Alter Color**, move the pointer inside of the framed area to the color you want to change, and press **Button 1**.
3. Press **Button 2** to exit Alter Color.

## Clear

To clear the Picture Maker screen:

1. Select **Clear** from the Edit menu.

A window appears asking you to confirm that you really want to clear the drawing space.

2. Select **YES**. The drawing space is cleared.
3. If you decide not to clear, select **NO**.

To clear part of a picture:

4. Use the **Select** icon to frame the area you want to clear.
5. Now select **Clear** and the area framed is removed.

*Notes:*

1. *No panel appears when you use Clear to remove a portion of a picture.*
2. *If you clear the screen before saving a new drawing or an old one you've just edited, you'll lose the drawing or the changes.*

To use Clear and update the drawing space to a new background color, do the following:

1. Select **Background Color** from the Modes menu. The Background Color panel appears, displaying the active background color.
2. Select a color from the Color palette area. The color selected is displayed in the background color box as the new background color.
3. Press **Button 2** to remove the Background Color panel.
4. Select **Clear** from the Edit menu.
5. Select **YES**.

The drawing space is cleared and the active background color replaces the previous background color.

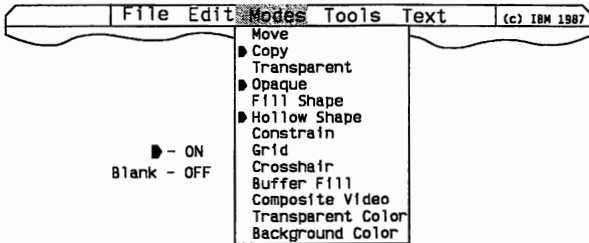
To use Clear to replace a portion of the screen to a new background color:

1. Select **Background Color** from the Modes menu.
2. Select a color from the Color palette area. The color selected is displayed in the background color box as the new background color.
3. Press **Button 2** to remove the Background Color panel.
4. Choose the **Select** icon and frame the area that you want to change the background color.

5. Select **Clear** from the Edit menu.

The framed area is cleared and the active background color replaces the previous background color.

## Modes Menu (PM)



When you start Picture Maker, the Copy, Opaque, and Hollow Shape modes are active.

## Move

You may have a portion of a picture that you would like to move to a different location within the picture.

1. Select **Move** from the Modes menu.
2. Use the **Select** icon to frame the part of the drawing that you want to move.
3. Then position the pointer anywhere inside the section that you just framed.
4. Press **Button 1** to move the framed section to a new location in the drawing space. Note the pointer and the frame disappear, and the area framed can be moved anywhere in the drawing space.
5. When you are satisfied with the new location, press **Button 2**.
6. Press **Button 1** to end the Move option.

7. Move outside the framed section and press **Button 1** to remove the Select box from the screen.

*Note:* If the Select icon starts flashing, it means the area you have surrounded is too large to move. If you want to use the Move option, reduce the size of the area you have surrounded until the Select icon stops flashing. The area you can surround before the icon starts flashing varies, depending on the resolution mode you selected in F2 = Setup.

## Copy

Copy allows you to make as many copies as the drawing space can hold. Copy works similar to Move, but with Copy you still have your original design in its original position when you're finished. Follow these steps to copy:

1. Select **Copy** from the Modes menu.
2. Frame the design or object you want to copy using the **Select** icon.
3. Position the pointer inside the Select box.
4. Press **Button 1**, move the copied section to the new location, and press **Button 2**.
5. Press **Button 1** to end the Copy option.
6. Press **Button 1** to remove the Select box from the screen.

Now you have two identical objects or designs.

*Note:* If the Select icon starts flashing, it means the area you have surrounded is too large to copy. If you want to use the Copy option, reduce the size of the area you have surrounded until the Select icon stops flashing. The area you can surround before the icon starts flashing varies, depending on the resolution mode you selected in F2 = Setup.

## Transparent

If you select Transparent from the Modes menu, the active transparent color that appears within a framed area is **not** moved or copied. For instance, if black is the active transparent color, here's how to move just the text written in white on a black background:

1. Select the **Modes** menu.
2. Select **Transparent Color** and select the color **black** from the Color palette area.
3. Move the pointer into the drawing space and press **Button 2** to remove the Transparent Color panel.
4. Select **Transparent** in the Modes menu.
5. Use the **Select** icon to frame the text.
6. Position the pointer inside the framed area and press **Button 1**. Move the text to the new location and press **Button 2**. Only the white text inside the framed area is moved to the new location.

The opposite option to Transparent is Opaque.

## Opaque

If you choose Opaque, all colors that appears within a section being moved or copied are moved or copied along with the object you are moving or copying. For instance, here's how to move text written in white with a black background:

1. Select the **Modes** menu.
2. Select **Opaque** (if it's not already selected) in the Modes menu.
3. Use the **Select** icon to frame the box and text.

4. Position the pointer inside the framed area and press **Button 1**. Move the text to the new location and press **Button 2**. Both the white text and the black background inside the framed area move to the new location.

The opposite option to Opaque is Transparent.

## Fill Shape

If you want to fill your circles and rectangles as you create them, select Fill Shape.

For example:

1. Select **Fill Shape** from the Modes menu.
2. Select the color pattern with which you want to fill your shapes.
3. Select the **Circle** icon.
4. Move the pointer to the drawing area and make a circle.
5. Press **Button 2** and the shape is filled with the active color pattern.

To fill areas that are already drawn, use the **Fill** icon.

## Hollow Shape

Select **Hollow Shape** to draw circles and rectangles without filling them with the color pattern displayed in the Active pattern box. Then you'll get only the outline of the circle or rectangle.

## Constrain

To draw squares, perfect circles, or lines at multiples of 45 degrees, select **Constrain** from the Modes menu. When this option is on, you get only squares and circles (rather than rectangles and ellipses) when you use the Rectangle or Circle icon. With the Line icon, you get lines drawn at multiples of 45 degrees.

*Note:* When using the keyboard as the input device, use the diagonal cursor movement keys (Home, End, PgUp, and PgDn) to draw squares and circles with Constrain on.

When **Constrain** is turned off, you can create ellipses or rectangles using the Circle or Rectangle icons or lines at any angle using the Line icon.

## Grid

Using Grid is similar to using graph paper to help you draw. The grid does not appear on the screen. It is an invisible grid that helps you do things like:

1. Align text properly.
2. Draw parallel lines that are equal distances from each other.
3. Position circles or rectangles on the same line.

With Grid, you cannot access every pixel (dot) on the screen. The grid makes your lines, text, and rectangles start at a point on the grid. They cannot start at a point that isn't on the grid.

Select **Grid** from the Tools menu before drawing objects or typing text that you want to align.

*Note:* Grid is not valid when using the keyboard as your input device.

## Crosshair

Select **Crosshair** to use a large crosshair pointer with the Circle, Rectangle, Line, Select, and Text icons option.

## Buffer Fill

Select Buffer Fill to fill an area of the drawing screen with the last image stored in the hidden buffer using Cut.

The steps to use Buffer Fill are:

1. Select **Buffer Fill** from the Modes menu.
2. Select the **Fill** icon.
3. Position the tip of the pointer inside the geometric shape or area that you want to fill.
4. Press **Button 1**.

The area is first filled with the lower case “c” to show that it is being filled with the last image cut. After the area is filled, the image from the hidden buffer overlays the area.

Buffer Fill continues to fill an area until it meets another pattern or enclosed area. You can stop a fill by pressing **Button 2**.

If the area you want to fill is not completely closed, surrounding areas get filled as well. Before you fill an area, make sure it has closed boundaries.

## Composite Video

Select **Composite** to turn Composite Video mode on and off.

*Note:* This option is active only for the 320 X 200 - 4 color mode.



Picture Maker produces pictures that can be displayed in two ways. Normally, pictures are displayed on an RGB color display monitor. However, pictures can also be displayed in composite video mode on a video monitor, video projector, or television screen. If you intend to record your stories on a video cassette recorder (VCR), you should use Composite Video mode.

Further information about the attachment of Composite Video and RGB monitors to the Color/Graphics Monitor Adapter board in the IBM Personal Computer can be found in the **Guide to Operations** book.

To prepare pictures for correct display in Composite Video, you **must** first use this option. This option will assure that images are aligned on even pixel boundaries, as required for Composite Video display technology.

*Note:* Pictures that are prepared or edited for Composite Video display without the composite video mode ON may not produce acceptable results.

## Transparent Color

To change the color being used when the Transparent option is active, select Transparent Color.

To change the active Transparent Color:

1. Select the **Modes** menu.
2. Select **Transparent Color**.
3. Position the pointer over the drawing color you want to use as the Transparent Color and press **Button 1**. The color you selected is now the active Transparent Color.
4. Press **Button 2** to remove the Transparent Color panel.

To scroll through the available transparent colors while using any option that requires the Select icon, press the

**F7** or **F8** key. Press **F7** to scroll through the available colors in one direction and press **F8** to scroll through the available colors in the other direction. For example:

1. Select the **Modes** menu.
2. Select **Transparent**.
3. Frame an area with the **Select** icon that has the active transparent color within the frame.
4. Position the pointer inside the framed area and press **Button 1**.
5. Move the selected area to a new location.
6. Press **F7** or **F8** to scroll through the active colors available within the selected area.
7. When the combination of colors you want to use is displayed, press **Button 2**.

*Note:* If the Select box moves without the image, you cannot rotate through the transparent colors.

## Background Color

Select Background Color to change the color being used for the background color in the drawing space.

To change the background color:

1. Select **Background Color** from the Modes menu.
2. Select a color from the available drawing colors by moving the pointer to the specific color and pressing **Button 1**.
3. Press **Button 2** to exit the Background Color panel.

You can use the Erase icon to change to the active background color.

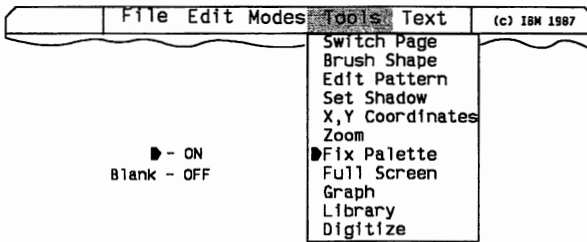
OR

To change the entire drawing area to the active background color, select the **Clear** option from the Edit menu.

OR

To change the background of a specific area, frame the area using the **Select** icon and select the **Clear** option from the Edit menu.

## Tools Menu (PM)



When you start Picture Maker, Fix Palette in the Tools menu is active.

*Note:* In the 320 x 200-4 color mode, Fix Palette will not be displayed in the Tools menu.

## Switch Page

You can have two drawings in memory at the same time. One drawing can appear on your screen while a second drawing is hidden until you are ready to work with it. This allows you to move or copy parts of one drawing to the other quickly and easily.

Your computer must have additional memory to use Switch Page in four of the resolution modes. The additional memory required for each mode is:

Mode	Minimum memory required (Kb)	Additional memory required
320 x 200 - 4	320 Kb	0Kb
320 x 200 - 256	384 Kb	64Kb
640 x 200 - 16	384 Kb	64Kb
640 x 350 - 16	512 Kb	128Kb
640 x 480 - 16	512 Kb	128Kb

*Note:* If you want to use both the Switch Page and the Font Editor options during the same drawing session, add the additional memory required for the Switch Page option to the additional memory required for the Font Editor option to determine how much additional memory is needed for your system. If you are running in the 640 X 480 - 16 color mode, you can only use one of the options at a time.

To use Switch Page:

1. When you have a picture on your screen that you want to temporarily hide, select **Switch Page** from the Tools menu.

The picture is hidden and remains hidden until you select Switch Page again.

2. Next, get or create a second picture.

You can use Move or Copy to move part of the second picture to the first or from the first to the second. Just surround the area you want to move or copy with a Select box and then select **Switch Page**. The other picture appears along with the area you outlined with the Select box.

## Brush Shapes

You can choose from 15 different brush shapes to get a variety of effects when you are painting with the Brush icon.

1. Select **Brush Shape** from the Tools menu.

A panel appears showing the various choices. The active shape is outlined with a small box.

2. Move the pointer to the shape you want and press **Button 1**.

The panel closes. After you select the **Brush** icon, you're ready to begin painting with the active brush shape.

## Edit Pattern

You may need a pattern that is different from those that are available on the screen. In that case, you can design your own.

Any patterns that are created during a working session to help make the picture or chart can be saved with that picture or chart.

The original patterns return when you restart the program.

To create your own pattern:

1. Select the pattern that can be most easily modified to achieve the effect you want.
2. Select **Edit Pattern** from the Tools menu.

A panel with two large boxes appears. The left box is a magnified portion of the pattern. Use this box to create a new color pattern.

The box on the right shows the overall pattern in the same size you'll see when you're finished.

3. Position the pointer inside the large box on the left.
4. Press **Button 1** to change the pattern pixel-by-pixel. To add a different color to your pattern select a color from the Color palette area.

Each individual pixel you touch with the pointer changes color. The large box on the right shows each change that you make and lets you know if you're achieving the effect you want.

Press **Button 2** if you want to change a point back to its original color.

5. When you're satisfied with the pattern, move the pointer to **YES** and press **Button 1**.

The changes are saved. Look at the pattern you selected originally. It is temporarily replaced with the pattern you just created.

6. If you don't want to save the changes for the current drawing, move the pointer to **NO** and press **Button 1**.

## Set Shadow

Set Shadow is used to place emphasis on objects within a picture. With Set Shadow active, you can make objects in your picture appear to have a shadow. Set Shadow is used to adjust and change the shadow color of the Line, Circle, and Rectangle icons, Move, Copy, Graph, and Library options. The Set Shadow option does **not** work when making Lines, Circles, or Rectangles with the dash line style.

To change the shadow setting or color:

1. Select the **Tools** menu.

2. Position the pointer on the **Set Shadow** option and press **Button 1** to change the shadow color and the amount of shadow.
3. Move the pointer to the Color palette area and press **Button 1** to select a new shadow color. The color selected is displayed in the Shadow Color panel.
4. Move the pointer to one of the four direction boxes surrounding the shadow box and press **Button 1** to adjust the shadow settings. The more **Button 1** is pressed, the more the shadow is adjusted.
5. To exit from the Set Shadow panel, be sure the pointer is outside the Color palette area and press **Button 2**.

Here's how to use the Select icon to move and shadow an image and make the background color transparent:

1. Select the **Modes** menu.
2. Position the pointer on the **Transparent Color** option and press **Button 1** to change the transparent color.
3. Move the pointer to the Color palette area and set the Transparent Color the same as the background color of the area you intend to move. The color selected is displayed in the Transparent Color panel. For instance, if the background color inside the Select box (the area you intend to move) is white, select white.
4. To exit the Transparent Color panel, be sure the pointer is outside of the Color palette area and press **Button 2**.
5. Move the pointer to the Select icon and press **Button 1**.
6. Use the Select box to frame the area you want to move.
7. Select the **Modes** menu.
8. Select **Transparent**.

9. Select the **Move** option.
10. Position the pointer inside the Select box and press **Button 1**. The pointer and the Select box disappear and the image can now be moved.
11. Move the image contained inside the Select box to a new location and press **Button 2**. Because Set Shadow is still turned on, the image has a shadow.
12. Press **Button 1** to remove the copy of the image and return the pointer and the Select box to the screen.

*Note:* If the Select box moves without the image, no shadow will be drawn.

To turn the Set Shadow option off and on, move the pointer to the Set Shadow option in the Tools menu and press **Button 2**. Then move the pointer outside of the menu and press Button 1.

## **X,Y Coordinates**

Select **X,Y Coordinates** to display the current location of the pointer in pixels and as a percent of the screen for the X and Y axes. These numbers are displayed in the Line Styles area and are updated as you move the pointer.

## **Zoom**

When **Zoom** is turned on, a grid appears in the Line Styles area of the screen when you move the pointer into the drawing space. This grid shows the area of the screen surrounding the pointer in detail. The grid provides greater accuracy in editing your picture.

Zoom works with the following options: Pencil, Line, Rectangle, Circle, Select, Fill, Brush, Spray, and Erase icons.



## Fix Palette

Use the Fix Palette option in the Tools menu to alter the colors in the Color palette area.

When Fix Palette is turned on, you will not be able to change any of the colors in the color palette. The number of colors available will vary with the resolution mode you are using.

The resolution modes and the fixed number of colors are:

320 X 200 - 256 colors  
640 X 200 - 16 colors  
640 X 350 - 16 colors  
640 X 480 - 16 colors.

*Note:* Fix Palette is not valid in the 320 x 200-4 color mode.

Fix Palette is used to maintain consistency between pictures as you create and run stories with Story Editor and Story Teller.

When Fix Palette is turned off, you will be able to change the colors that can be used to draw your pictures. The number of colors available will vary with the resolution mode you are using.

When you start Picture Maker, Fix Palette is turned on.

## Full Screen

Selecting Full Screen allows you to select an icon or Menu option, and then remove the Icon area, Menu area, and Color pattern area from the screen in order to draw on the entire screen.

To use Full Screen:

1. Select **Full Screen** from the Tools menu.

The Icon area, Menu area, and the Color pattern area are removed from the screen and you can draw on the full screen.

2. To select a different icon, menu option, or color pattern, press the **Space Bar** key.
3. Select an icon, menu option, or color pattern.
4. To remove the three areas and start drawing again, press the **Space Bar** key.
5. When you have completed drawing using the Full Screen option, select **Full Screen** again to exit.

*Note:* If you are using the keyboard as your input device, press the specific key assigned to the area of the screen where you would like the pointer to be placed. For instance, if you want to select the Edit menu, press the number **2** key. The three areas will reappear with the pointer over the Edit menu.

The Scroll and Microscope Icons and the Edit Pattern, Zoom, X,Y Coordinates, and the Font Editor options are not available when using the Full Screen option. When Full Screen mode is selected, you will **not** be able to use any of these icons or options.

## **Graph**

To draw horizontal and vertical bar charts, pie charts, and continuous line charts, select Graph from the Tools menu.

The Graph panel is divided into specific areas. These areas are:

### **Data**

This is the area where the actual numbers in the graph are entered. You can enter up to 36 data points. Graph data can be either positive or negative values, expressed as either whole or decimal numbers.

With pie charts, negative data values cause those segments of the pie to be exploded from the center.

## Graph Type

This area is where you select the type of graph you want to create. The specific graph types are:

### Graph Type Meaning

**HBAR** Represents a horizontal bar graph.

**VBAR** Represents a vertical bar graph.

**PIE** Represents a pie chart.

**LINE** Represents a line graph.

### Graph Parameters

This is the area that controls the appearance of your graph. The different fields are:

#### Graph Parameters Meaning

**Graph Value** Indicates the amount of space to leave between the columns of the HBAR and VBAR or the amount of offset for the negative pie segments of a PIE graph.

**Scale Interval** Indicates the increments by which your graph will be divided.

**Low Mark** Indicates the lowest scale mark you want to use.

**High Mark** Indicates the highest scale mark you want to use.

Details on how these parameters relate to each graph type are shown in the charts below.

## Graph Type - HBAR OR VBAR

	+	<b>Standard</b>	-
Graph value	Percent of column filled by bar. Bars overlap if > 100.	100 = 100%	Bars overlap if < -100.
Scale interval value	Enter any value. Tics on axis only.	Blank = no scale. (0 = scales without tics.)	Enter any value. Grid lines extend across graph.
Low mark value	Enter any value (*).	Blank = minimum data value or zero, whichever is less.	Enter any value (*).
High mark value	Enter any value (*).	Blank = maximum data value or zero, whichever is greater.	Enter any value (*).

**Note:** (\*) If you enter data values outside of the Low and High mark values, those data entries will default to low and high values when the graph displays.

## Graph Type - PIE

	+	Standard	-
Graph value	Distance that exploded pieces are removed from center of pie. Distance is a % of radius length.	20 = 20%	Any negative value causes exploded pieces not to be shown.

*Note:* Scale Interval, Low mark, and High mark are not applicable when using PIE.

## Graph Type - LINE

	+	Standard	-
Graph value	Enter any value between 1 and 10 for line width in pixels (dots).	1 = graph line is 1 pixel wide. (0 = no line.)	Enter any value between 1 and 10 for line width in pixels.
Scale interval value	Enter any value. Tics on vertical axes.	Blank = no scale. (0 = vertical scale without tics.)	Enter any value. Tics extend from the vertical axes to form grid.
Low mark value	Enter any value (*).	Blank = minimum data value or zero, whichever is lower.	Enter any value (*).
High mark value	Enter any value (*).	Blank = maximum data value or zero, whichever is higher.	Enter any value (*).

*Note:* (\*) If you enter data values outside of the Low and High mark values, those data entries will default to low and high values when the graph displays.

### Chart Appearance

These fields will define the colors and the amount of shadow that will be used when the graph is drawn.

## Multiple color fill

Draws your graph using a different color for each of the bars or pie segments.

## One color fill

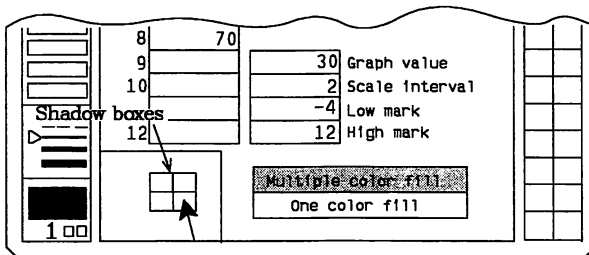
Draws your graph using the current pattern for all bars or pie segments. To change the pattern being used, select a new pattern.

*Note:* If you would like to choose your own colors for the graph, select the **One color fill** option and use white as the active color pattern. Then, once the graph is set on the drawing area, use the **Fill icon** and the color pattern area to color the graph.

## Changing Graph Shadow Sizes

To change the shadow settings:

1. Position your pointer over the four shadow boxes in the lower left corner and press **Button 1** to select and change the shadow color.



At the Shadow box panel, use the Color palette area to select a color for your shadow and press **Button 1**. The color selected is displayed in the shadow color box.

2. Position the pointer on any of the four direction boxes surrounding the Shadow box panel and press **Button 1** to adjust the shadow settings. The more **Button 1** is pressed, the more the shadow is adjusted.

3. To exit from the Set Shadow panel, return the pointer to the Graph panel and press **Button 2**.

The shadow boxes display the amount of shadow on a graph. You can turn shadow off or on by placing your pointer in the lower left-hand corner where the four shadow boxes are located and pressing Button 2.

To use Graph:

1. Select **Graph** from the Tools menu.
2. Point to the first box under **Data** and press **Button 1** to enter data.
3. Type the first graph number in row one and press the **Enter** key to move to the next row.

Continue entering numbers in the same manner. If you enter 12 data points and need to enter more, press the **PgDn** key and the next 12 data points will be displayed. The maximum number of data points that can be entered is 36. You can see previously entered data points by pressing the **PgUp** key.

To stop entering data points, you can press **Button 1** to end data entry or press the **Tab** key to move to the **Graph Parameters** field.

4. To enter a value in any of the Graph Parameters fields, point to the specific field and press **Button 1**. Type a number and press the **Enter** key to move to the next field.
5. To stop entering values, press **Button 1**.
6. Select a graph type by pointing to one of the four types and pressing **Button 1**.
7. Before you select **YES** to draw the graph, you have the option of selecting one of three solid line styles. To change your line style, move the pointer to the specific line style in which you would like your graph drawn and press **Button 1**.



8. To draw the graph on your screen, point to the **YES** box and press **Button 1**. To exit the Graph panel without drawing the graph, point to the **NO** box and press **Button 1**.

To position your graph:

1. The graph will be drawn in the upper left-hand corner of the drawing space and framed by the Select box unless the Select box is already active on the screen. In that case, the graph will be drawn wherever the Select box is located.
2. You can move the graph to a different location on the screen by moving the pointer to a point within the Select box and pressing **Button 1**. Then move the pointer to the new location and press **Button 1** again.
3. You can scale the graph by pressing **Button 2** and moving the pointer in the direction you would like the graph scaled. Once you have the desired size, press **Button 2** again to scale the graph.
4. To fix the graph to the screen, move the pointer outside of the Select box and press **Button 1**. The final appearance of the graph will vary, depending on which fill option you have selected.
5. If you intend to use the entire drawing space (Full Screen or Regular drawing space) to scale your graph, press **F10** to fix your graph on the screen and to remove the Select box.

Use of the Graph option is affected by the Transparent and Opaque settings in the Modes menu. When Transparent is turned on, the graph will be drawn in the drawing space without a white border. Use this method to overlay your graph on a section of another picture without "hiding" that section of the picture beneath it.

When Opaque is turned on, the graph will be drawn in the drawing space with a white border, overlaying an area of the drawing space.

## Labelling a graph:

Here's an example of how to label your graph:

1. Select the **Text** icon.
2. Position the pointer where you want the first graph heading to appear and press **Button 1**. A blinking cursor appears, indicating the first position of the text.

*Hint:* To move your blinking cursor to the next line, press the **Enter** key.

3. Type your heading and press **Button 2** to set it to the screen.
4. Reposition the pointer to continue labelling your graph.

For more information on changing text in Picture Maker, read "Text Icon (PM)" in this section.

## Library

Select the **Library** option in the Tools menu to help create pictures from predefined images. There are several libraries from which you can make selections. Here are the libraries supplied with Storyboard Plus:

COMPUTER.LBR  
FRAMES.LBR  
MAPS.LBR  
MAPS2.LBR  
NOTATION.LBR  
PM.LBR  
SYMBOLS.LBR.

## Change Library

Select **Change Library** to change the library file used by Picture Maker. These files contain different images that can be used in your pictures.

*Note:* If you are running Storyboard Plus from the 5.25 or 3.50 inch diskettes, the libraries are located on Diskette 1. To view all of the Storyboard Plus libraries (except for the PM.LBR file which is on Diskette 2) you need to insert Diskette 1 in your default drive and select that drive in the Get Library File Services panel.

To change your library:

1. Select **Library** from the Tools menu.
2. Select **Change Library** from the Library panel.

All of the library files saved on the default drive and directory will be displayed.

3. To change libraries, point to one of the library files, press **Button 1**, and select **YES**. If you need help using the File Services panel, see "File Services Panel" in this section.

## View Picture

Use the View Picture option to display the library images before selecting them.

1. Select a library image description.
2. Select **View Picture** from the Library panel.
3. To scroll through all of the images in the file, continually press **Button 1** while an image is displayed on the screen.
4. To return to the Library panel, press **Button 2**.

## Multiple Color Fill

Select Multiple Color Fill to draw your image using different colors.

## One Color Fill

Select One Color Fill to draw your image using only one color. The image will be drawn using the Active color pattern. To change the pattern being used:

1. Select the **One Color Fill** option.

To change the color of the image:

2. Position the pointer in the Color pattern area and select a color. Note the Color fill box area reflects the color you selected.
3. To use a drawing color with the One Color Fill option, position the pointer in the Color palette area and select a color. Move the pointer to the Active pattern box and press **Button 1**. Note the Color fill box area reflects the color you selected.
4. You can also change the outline color used with the One color fill option by moving the pointer to the specific color in the Color palette area and pressing **Button 1**. The outline color of the Color fill box area reflects the color you selected.

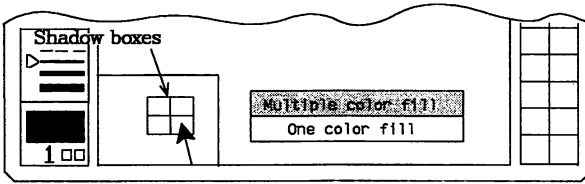
*Note:* If you would like to choose your own colors for the image, select the **One color fill** option and use white as the active color pattern. Then, once the image is set on the drawing area, use the **Fill** icon and the Color pattern area to color the image.

# Library Images Shadow

Use this option to change the library images active shadow settings and colors.

To change the Library Images Shadow setting:

1. Position your pointer over the four shadow boxes in the lower left-hand corner and press **Button 1** to select and change the shadow color.



At the Shadow box panel, use the Color palette area to select a color for your shadow and press **Button 1**. The color selected is displayed in the Shadow color box.

2. Position the pointer on any of the four direction boxes surrounding the Shadow box panel and press **Button 1** to adjust the shadow settings. The more **Button 1** is pressed, the more the shadow is adjusted.
3. To exit the Set Shadow panel, return the pointer to the Library panel and press **Button 2**.

The Shadow boxes display the amount of shadow on a image. You can turn shadow off or on by placing your pointer in the lower left-hand corner where the four shadow boxes are located and pressing **Button 2**.

# Selecting Library Images

To select an image:

1. Move the pointer to a specific image name and press **Button 1**.

To see more names, move the pointer to the ↑ or ↓ box and press **Button 1**.

2. Select **YES** to remove the panel and draw the image.
3. To exit the Library panel without drawing the image, point to the **NO** box and press **Button 1**.

To position your image:

1. The image will be drawn in the upper left-hand corner of the drawing space and framed by the Select box unless the Select box is already active on the screen. In that case the image will be drawn wherever the Select box is located.
2. You can move the image to a different location on the screen by moving the pointer within the Select box and pressing **Button 1**. Then move the pointer to the new location and press **Button 1** again.
3. You can scale the image by pressing **Button 2** and moving the pointer in the direction you would like the image scaled. Once you have the desired size, press **Button 2** again to scale the image.
4. To fix the image to the screen, move the pointer outside of the Select box and press **Button 1**. The final appearance of the image will vary, depending on which Fill option you have selected.
5. If you intend to use the entire drawing space (Full Screen or Regular drawing space) to scale your image, press **F10** to draw your image and to remove the Select box from the screen.

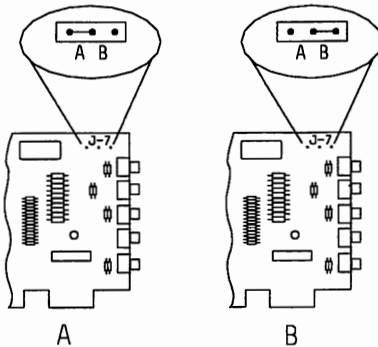
# Digitize

Use Digitize to create an image using a video camera. The Digitize option takes video signals and digitizes them for use with Storyboard Plus. Once digitized, the image to be edited or saved is displayed in Picture Maker. Special hardware is required to use this option. The hardware supported by this option is the CHORUS Data Systems, Inc. PC-EYE 1000, 1100, and 1200 Video Capture Systems. Before selecting this option, make sure you have your hardware installed correctly. For information on setting up the Chorus PC-Eye<sup>1</sup> Video Capture board, refer to the *Chorus Video Capture System User's Guide* in the "Installation and Configuration" section.

Depending on the type of camera you are using, you may need to change the position of Jumper 7 on the PC-Eye Video Capture board.

If you are using an RGB camera, Jumper 7 should be in position B as shown:

If you are using a B&W camera, Jumper 7 should be in position A as shown:



1. If an indicator is located beside Fix Palette on the Tools menu, position the pointer on **Fix Palette** and

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<sup>1</sup> PC-Eye is a trademark of Chorus Data Systems, Inc.

press **Button 1** to remove the indicator (and turn off Fix Palette).

2. Select **Digitize**.
3. Position the pointer on the **Brightness** scale and press **Button 1** to change the brightness of your digitized image.
4. Position the pointer on the **Contrast** scale and press **Button 1** to change the contrast of your digitized image.

*Hint:* The image will have to be digitized again to reflect any changes made to the Brightness or Contrast setting.

You have three options for digitizing your picture:

- Black & White
- Shades
- Color.

The number of shades and colors available will vary, depending on the resolution mode you selected in F2=Setup.

1. To digitize an image, move the pointer to the **YES** box and press **Button 1**. Whatever the video camera is pointing at will be digitized onto the screen.
2. Once the image has been digitized, press the **Enter** key to digitize the image again. To return to the Digitize panel, press the **Esc** key. You can now make adjustments in the brightness and contrast and digitize the image again, or move the pointer to the **NO** box and press **Button 1** to exit the Digitize option.

### **One Input**

Select this option to use a video camera that has one input jack. The input line from the camera should be placed in the first channel of the Chorus PC-EYE card.



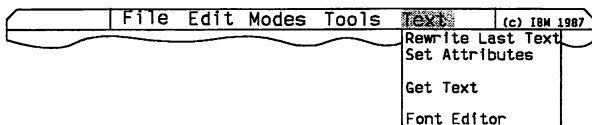
*Note:* When the One Input option is selected, only the Black & White color option is available. The image will be displayed on the screen using a grey scale range. The amount of grey depends on the location of the indicators for the Contrast and Brightness scales.

### **RGB Input**

Select this option to use a video camera that has RGB input capabilities. The RGB input lines should be placed in the second, third, and fourth channels of the Chorus PC-Eye card.

*Note:* When the RGB Input option is selected, all of the color options are available.

## **Text Menu (PM)**



### **Rewrite Last Text**

Select **Rewrite Last Text** to rewrite the last text you have entered. This text will be written in the upper left-hand corner of the drawing space with a large crosshair cursor displaying the current position of the text on the screen.

You are able to move this text to a different position on the screen by moving your input device. As you move your input device, a second large crosshair cursor displays on the screen. The second crosshair cursor displays the new position where your text will be located. Once you have the new position selected, press **Button 1** and the text will move. Press **Button 2** to fix the text in this location.

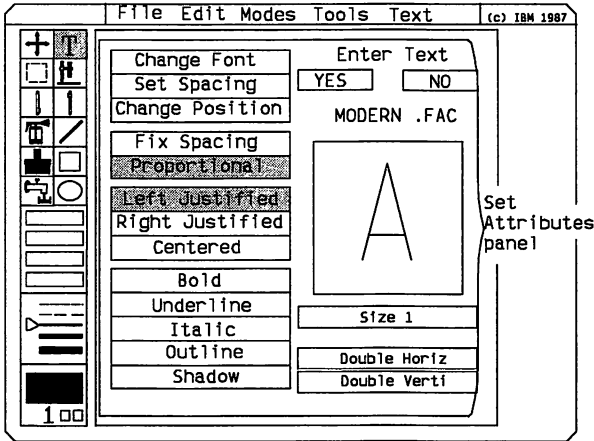
If you want the text fixed in the upper left-hand corner of the screen, press **Button 2**.

# Set Attributes

Select Set Attributes to set the styles and sizes of text you type with the text icon.

To set your text attributes:

1. Select **Set Attributes** from the Text menu. If you are already in Text mode with a flashing cursor, press **Button 1** or **F2**.



2. After you change your values by pointing to options and pressing Button 1, select **YES** to exit this panel, and return to text mode or select **NO** to exit this panel, and return to draw mode.

## Change Font

Select Change Font to change the type of font being used by the program. You have a choice of the following type styles that are shipped with the product:

LABEL  
MODERN  
ROMAN  
STANDARD

BOLD 10 (PC Storyboard 1.0 font)  
PM 10 (PC Storyboard 1.0 font)  
ROMAN 10 (PC Storyboard 1.0 font)  
THIN 10 (PC Storyboard 1.0 font).

To change your font:

1. Select **Change Font** from the Set Attributes panel.

All of the font files saved on the default directory will be displayed.

2. Position the pointer on the font you want to get and press **Button 1**.

The font name is now highlighted.

3. When you have highlighted the font you want to get, move the pointer to **YES** and press **Button 1**. If you need help using the File Services panel, see "File Services Panel" in this section.)

Any text that is entered but not set (by pressing **Button 2**) will change to the new font as you return to the drawing space to enter text.

## Change Font Size

Each font has five different sizes available within the file (except LABEL which has only three sizes available).

To change the size of the font, move the pointer to the box where the specific size is displayed and press **Button 1**. Continually press **Button 1** to scroll through all of the available sizes.

As you select a new size, the sample character displayed in the panel changes to reflect the current font size.

## Double Horizontally

Select **Double Horiz.** to double your font horizontally.

To select this option, move the pointer to the **Double Horiz.** box and press **Button 1**. Press **Button 1** again to turn this option off.

As you select this option, the sample character displayed in the panel changes to reflect the current font size.

The **Double Horiz.** option can be used with the **Double Vert.** option.

## Double Vertically

Select **Double Vert.** to double your font vertically.

To select this option, move the pointer to the **Double Vert.** box and press **Button 1**. Press **Button 1** again to turn this option off.

As you select this option, the sample character displayed in the panel changes to reflect the current font size.


The **Double Vert.** option can be used with the **Double Horiz.** option.

## Set Spacing

Select the **Set Spacing** option to change the number of spaces that are placed between characters as you enter text.

To set or change the spacing from the **Set Spacing** panel:

Move the pointer to one of the four directional boxes and press **Button 1**.



↑	Increases vertical spacing.
↓	Decreases vertical spacing.
→	Increases horizontal spacing.
←	Decreases horizontal spacing.


The limits of spacing between words are +30 and -10.

To exit the Set Spacing panel, press **Button 2**.

## Change Position

Select Change Position to move the text you have entered (but not set) to a different position on the screen.

To change the position of your text:

- 
1. Select **Change Position** from the Set Attributes panel.

A large flashing crosshair cursor displays the current text position.

2. As you move your pointer, a second crosshair cursor displays on the screen. This is used to show the new position of your text.
3. Once you have the new spot, press **Button 1** and the text moves.
4. Press **Button 2** to end Change Position.

## Spacing Text

### Fix Spacing



Select Fix Spacing to have typed characters spaced at the setting entered for Set Spacing.

## **Proportional Spacing**

Select Proportional Spacing to space typed characters proportionally across the screen.

## **Justifying Text**

Use **Button 1** to turn Left Justified, Right Justified, or Centered on or off.

### **Left Justified**

Select Left Justified to have your text left justified as it is typed.

### **Right Justified**

Select Right Justified to have your text right justified as it is typed.

### **Centered**

Select Centered to have your text centered as it is typed.

## **Type Styles**

Use **Button 1** to turn on or off Bold, Underline, Italic and Outline.

### **Bold**

Select Bold after selecting the desired font. You can use Bold in combination with any size type style and with Underline, Italic and Shadow.

### **Underline**

Select Underline after selecting the desired font. You can use Underline in combination with any size, type style and with Bold, Italic, Outline, and Shadow.

### **Italic**

Select Italic after selecting the desired font. You can use Italic in combination with any size, type style, and with Bold, Underline, Outline, and Shadow.

**Outline** Select Outline after selecting the desired font. You can use Outline in combination with any size type style and with Underline, Italic, and Shadow.

*Note:* Your text can be displayed either as bold or outlined. If both Bold and Outline are selected, Outline will override the Bold option.

To change your outline color:

1. At the **Set Attributes** panel, move the pointer to **Outline** and press **Button 2**.
2. Point to a color in the Color palette area and press **Button 1** to make that color the outline color.
3. Press **Button 2** to exit the Outline box.
4. The color you selected is reflected in the text character in the box.

**Shadow** Select Shadow after selecting the desired type style and size. You can use Shadow in combination with any size type style and with Bold, Italic, Underline, and Outline.

To change the amount of shadow and color:

1. Select **Shadow** from the Set Attributes panel and press **Button 2** to change the amount of shadow and color.
2. Point to a color in the Color Palette area and press **Button 1** to make that color the shadow color.
3. Move the pointer to one of the four direction boxes surrounding the shadow box and press **Button 1** to adjust the shadow settings. The more Button 1 is pressed, the more the shadow is adjusted.

To exit the Set Shadow panel, ensure the pointer is out of the Color palette area and press **Button 2**.

*Note:* The shadow doesn't show as text is typed. You can get a preview of how the text will appear with the shadow by pressing the **F10** key, but the shadow is not fixed to the drawing space until you press **Button 2**.

## Changing the Text Color

To change the color of your text:

1. Select **Set Attributes** from the Text menu.
2. Point to a color in the Color palette area and press **Button 1**.

The color of the text will change to the color that was selected.

## Get Text

Select Get Text to read in a text file into the drawing area in the current font type and style. To read a text file:

1. Select **Get Text**.
2. Select a file by pointing to a filename and pressing **Button 1**. If you need help using the File Services panel, see "File Services Panel" in this section.)
3. When you have highlighted the file you want to get, move the pointer to **YES** and press **Button 1**.

The text displays (starting in the upper left-hand corner of the drawing area) with a large crosshair cursor displaying the current position of the text on the screen.

You are able to move this text to a different position in the drawing space by moving your pointer. As you move your pointer, a second crosshair cursor displays the new position of the text in the drawing space. This is used to show where your text will be located. Once you have the new position selected, press **Button 1** and the text will move. Press **Button 2** to fix the text in this location.



If you want the text fixed in the upper left-hand corner of the drawing space, press **Button 2**.

The amount of text displayed depends on the size of the active font. The amount of text displayed can be increased or decreased by selecting different types and sizes of fonts.

## Font Editor

Select **Font Editor** to create new fonts or edit existing fonts used by **Picture Maker**.

Your computer must have an additional 64Kb of memory to use **Font Editor**.

*Note:* If you want to use both the **Font Editor** option and the **Switch Page** option during the same drawing session, add the additional memory required for the **Switch Page** option to the additional memory required for the **Font Editor** option to determine how much additional memory is needed for your system. If you are running in the 640 x 480 - 16 color mode, you can use only one of the options at a time.

## Get Font

Select **Get Font** to edit an existing font file.

To get a font:

1. Select **Get Font**. Select the size you would like to edit. Move the pointer to either **Keep the original size** or **Scale to current size** and press **Button 1**.
2. When you have selected the options you want, move the pointer to the **YES** box and press **Button 1**. All of the font files on the default directory will display.

*Note:* If you want to exit the **Get Font** panel without getting a font, move the pointer to the **NO** box and press **Button 1**.

3. Select a file by pointing to a filename and pressing **Button 1**. If you need help using the File Services panel, see “File Services Panel” in this section.
4. When you have highlighted the font you want to get, move the pointer to **YES** and press **Button 1**.

The font file is read into Picture Maker and is ready for editing.

### Select Font Size

To select a certain size font to edit, move the pointer to the specific size you want to edit and press **Button 1**.

### Keep the Original Size

Keep the Original Size reads the font file into Picture Maker, keeping the original size of the font as defined when the file was created. This option changes the Font editing area to the size of the specific font file.

### Scale to Current Size

Scale to Current Size reads the font file into Picture Maker and scales it to the current size of the Font editing area.

*Note:* Depending on the current size of the Font editing area and the original size of the font file, scaling the file may degrade the overall appearance of the characters.

### Save Font

Select Save Font to save any font you have created or modified.

To save a font:

1. Select **Save Font** from the Font Editor panel.
2. Select the size you want to save by moving the pointer to a specific size and pressing **Button 1**.

3. Select **YES** from the Save Font panel.
4. Move the pointer to the existing filename if you want to replace the previously saved font file with the font you have created or edited. If you want to create a new file, move the pointer to the **New** box.
5. Press **Button 1**. If this is a new file, the **New** box is highlighted and the pointer disappears. Use the keyboard to type in the name you want to give your font. Press **Enter** when you have typed the filename. The pointer reappears on the screen.
6. Move the pointer to **YES** and press **Button 1**.

The font will be saved using the filename that you specified.

## Start New Font

Select Start New Font to create your own font.

To create your own font:

1. Select **Start New Font** from the Font Editor panel.

You have two choices when using this option.

- You can create your font using the currently defined size for the Font editing area. To create your font using the current size, move the pointer to the **YES** box and press **Button 1**.
- You can create your font using a font size that you defined by moving the pointer to one of the four directional boxes and pressing **Button 1**.

↑	Increases vertical size
↓	Decreases vertical size

→	Increases horizontal size
←	Decreases horizontal size

As you press **Button 1**, the new size of the Font editing area is shown on the right-hand side of the Font Editor panel. This size is shown in horizontal and vertical points. The minimum size you can create a font is 5 x 5 pixels and the maximum size is 48 x 50 pixels. Once you have defined the size of your font, move the pointer to the **YES** box and press **Button 1**.

## Exit Font Editor

To exit the Font Editor panel, select **Exit Font Editor**.

## Pencil

Select Pencil to help edit or create fonts with point precision.

To use Pencil:

1. Select **Pencil** from the Font Editor panel.
2. Move the pointer into the editing area. Press **Button 1** and touch the end of the pointer against each point that you want to change. When you want to stop changing points, press **Button 1** again.
3. If you press **Button 2** and then touch the pointer against points you have changed, they change back to their original setting. You can go directly from changing points to erasing the points you have just changed by pressing **Button 2**.

*Note:* If you selected the keyboard as your input device, press the **Space Bar** to switch between the Font editing area and the Pencil option.

## Brush

Select Brush to help edit or create fonts using a 2 X 2 pixel brush shape.

To use Brush:

1. Select **Brush** from the Font Editor panel.
2. Move the pointer into the Editing area. Press **Button 1** and touch the end of the pointer against the points that you want to change. When you want to stop changing the points, press **Button 1** again.
3. If you press **Button 2** and then touch the pointer against points you have changed, they change back to their original setting. You can go directly from changing points to erasing the points you have just changed by pressing **Button 2**.

*Note:* If you selected the keyboard as your input device, press the **Space Bar** to switch between the Font editing area and the Pencil option.

## Cut

Select Cut to edit and create fonts by cutting a design from one character and copying that design to another character using the Paste option. Cut is similar to the Cut option used in the main drawing mode, except that you do not have to frame a portion of the editing area before selecting Cut.

Select the **Cut** option, move the pointer into the editing area, and press **Button 1**. The character in the editing area is stored in a hidden buffer and is available for later use with Paste.

If you hear a beep after you select Cut, the Cut process was not completed successfully.

## Paste

Select **Paste** to recall the last image you stored in the hidden buffer while using **Cut**.

1. Select **Paste**, move the pointer into the editing area, and press **Button 1**. The last image stored while using the **Cut** option will be pasted into the Font editing area.
2. Move the pointer to position the image and then press **Button 1** to set the image in place.

To copy the design of one character into a different character box:

3. First select the character design by using **Cut** and then select the new character box and select **Paste**. The design will be pasted into the box.

If you want take advantage of the editing options available in the main drawing mode, you can use **Cut** and **Paste** to copy the design of a character in the main drawing mode and transfer it back to the Font Editor. The character will always be pasted in the same position in the character box, unless that position has been changed in the main drawing mode.

## Define Baseline

Select **Define Baseline** to set the baseline for the character you are creating or editing. The baseline is the distance in the vertical direction between the bottom of a character and the line on which it is written.

To define the baseline:

1. Select **Define Baseline** from the Font Editor panel.
2. Point to the line where you want the baseline to be located and press **Button 1**.

## Undo

Selecting **Undo** enables you to undo everything you have done since you last selected an editing tool.

*Note:* If you selected the keyboard as your input device, press the **Space Bar** to switch between the Font editing area and the Pencil option.

## Create or Edit a Font

To create a new font:

1. Select **Font Editor** from the Text menu.
2. Select **Start New Font** from the Font Editor panel.

You have two choices when using this option. You can create the new font using the current default size or you can change the default size.

3. Once you have selected the size of your font, move the pointer to the **YES** box and press **Button 1**.

To edit an existing font:

1. Select **Font Editor** from the Text menu.
2. Select **Get Font** from the Font Editor panel.

You have two choices when using this option. You can get the font and use it in Picture Maker (keeping the size of the font as it was created) or get the font and scale it to the current font size selected in the Font Editor option. As you edit your different font sizes, you need to save them individually. Editing a character in one particular font size does not change that character in all of the different sizes.

3. To keep the original size or scale to current size, point to the option and press **Button 1**.
4. Select the size of the font you want to edit.

5. Select **YES** to view the Get Font File Services panel.

All of the font files on the default directory will display.

6. Position the pointer on the font file you want to get and press **Button 1**. If you need help using the File Services panel, see “File Services Panel” in this section.)
7. When you have highlighted the font file you want to get, move the pointer to **YES** and press **Button 1**.

The font file you specified is brought into the program and you can edit any of the characters that are in the file. The active character is shown in the box on the right side of the Font Editor panel. The size of the font and the numeric number assigned to the character are also shown.

8. The three ways of selecting the characters you want to create or edit:

- Point to the ← or → box and press **Button 1** until the character you want to edit is displayed in the box.
- Enter the specific ASCII decimal value by pressing the **Alt** key and then the number on the numeric keypad on the right-hand side of the keyboard. For example, press the **Alt** key and then 65 for the “A” character.
- Enter the character by pressing the actual key. For example, if you want to edit the lower case “a,” press the “a” key.

9. Use the editing options (Pencil, Brush, Cut, Paste, Define Baseline, and Undo) to edit the characters contained in the font file.
10. When you have finished editing the font file, select **Save Font** from the Font Editor panel.



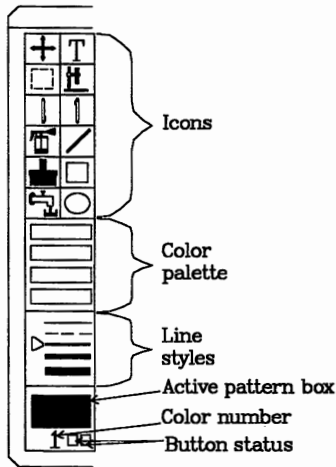
11. Select the size you would like to save the font in.
12. Select **YES** to display the Save Font File services panel.
13. Move the pointer to an existing filename if you want to replace the previously saved file with the edited font file. If you want to create a new file, move the pointer to the **New** box and press **Button 1**.
14. If this is a new file, type in the name you want to give your font and press **Enter**.
15. Move the pointer to **YES** and press **Button 1**.

The font will be saved using the filename that you specified.

16. Select **Exit Font Editor** in the Font Editor panel to return to the drawing space.

# Icon Area

The Icon area uses the following items to help draw your pictures:



## Icons

The drawing and painting symbols called *icons* represent the tools available to use with Picture Maker. For a description of each icon, use the Help function. Position the pointer over the desired icon and press **F1**.

## Color palette

Displays the various drawing colors to draw your picture. Drawing colors affect the Text, Pencil, Line, Rectangle, Circle, and Microscope icons. If the drawing color is made the active color pattern, then it also affects the Brush, Fill, and Spray icons.

## Line styles

Displays the different widths and styles of lines that can be used to draw your pictures.

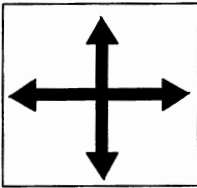
**Active pattern box** Displays the current color pattern or drawing color being used to paint. The Brush, Fill, and Spray icons and the Fill Shape mode are affected by the color pattern displayed in this box.

**Color number** Displays the number that corresponds to the drawing color that is currently selected.

**Button status** Displays which Button is active on your input device.

## Icons

### Scroll Icon



The pictures you create can be larger than your present drawing space area. Use the Scroll icon to move the screen horizontally or vertically and view the whole page in memory.

To scroll the drawing space:

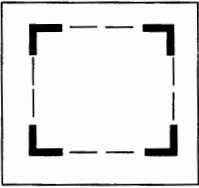
1. Select the **Scroll** icon.
2. Position the pointer anywhere inside the your picture space.

3. Press **Button 1** and move the input device in the direction of the area you want to view.

If the screen does not scroll in a particular direction, you have reached the limits of the direction.

4. When the picture is where you want it, press **Button 2** to set it to the screen.

## Select Icon



The Select icon lets you frame a portion of or the whole picture to use with any of the following options:

- Move
- Copy
- Invert
- Flip
- Clear
- Cut
- Rotate
- Alter color
- Scale
- Save.

For example, to clear an area:

1. Choose the **Select** icon.
2. Move the pointer to a corner of the area you want framed.
3. Press **Button 1** and move the pointer to the opposite corner of the area you want to frame.

4. When the area is surrounded by the Select box, press **Button 2**.

The Select box remains active until you either choose another icon or position the pointer outside the rectangle and press **Button 1**.

When you move the pointer outside the drawing area, the Select box disappears, but it is still active. When the pointer returns to the drawing area, the Select box reappears.

To clear just that part of the screen you framed using the Select icon:

5. Select **Clear** from the Edit menu. The part that was inside the framed area is removed from the screen.

If the Select icon starts flashing, the area you have surrounded is too large to move, copy, rotate, or scale (but not to invert, flip, or clear). If you want to perform one of these options, reduce the size of the area you surrounded until the Select icon stops flashing. The area you can surround before the icon starts flashing varies, depending on the resolution mode you selected in F2 = Setup.

If the Select box changes to a dash dot style (normally the box is made of dashes), the area you have surrounded is too large to cut. If you want to perform this option, reduce the size of the area you surrounded with the Select box until the box changes back to dashes. The area you can surround before the Select box changes to the dash dot style depends upon the resolution mode you selected in Setup.

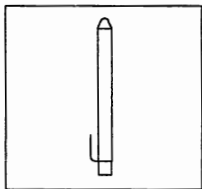
Use the Select icon when you want to move, copy, invert, flip, cut, rotate, alter color, scale, or save an area.

To remove the Select box from the screen, position the pointer outside the framed area and press **Button 1**, or simply select a different icon.

## Notes:

1. If you use the **Select** icon to frame the entire drawing space, press **F10** to remove the **Select** box.
2. If the **Select** box moves without the image, the image will not be shadowed or have the ability to rotate through the **Transparent** colors.

## Erase Icon



Use the **Erase** icon to remove mistakes that you make while drawing, painting, or filling an area or just to refine your picture. After selecting the icon, press **Button 1** to start and stop the erase option. To restore any area you have just erased, press **Button 2**.

For example, you may want to erase a large section of a drawing and then restore a small section containing an object or design that you want back in the picture:

1. Select the **Erase** icon. Note as you move the pointer into the drawing area that it changes to a solid block.
2. Press **Button 1** and erase a portion of your picture.
3. Press **Button 2** and move the pointer over the area you want to restore.

*Note:* Restoring an erased area only works during the time the **Erase** icon is active. Once another icon is selected, whatever has been erased cannot be restored by pressing **Button 2**.

# Spray Icon



The Spray icon gives a spray-paint effect. You can spray with any of the patterns in the Color pattern area or Color palette area. Notice that as you continue to spray the same area, that area becomes more solid. For example, to spray an area using a color pattern:

1. Move the pointer over to the Color pattern area and press **Button 1** to select a pattern.
2. Move the pointer over to the icon area and select the **Spray** icon. Note that as you move the pointer into the drawing area the pointer changes to a diamond-shape.
3. Move the pointer into the drawing area and press **Button 1** to start spraying. To stop spraying, press **Button 1** again.

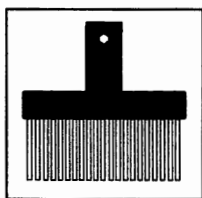
If you spray an area by mistake, press **Button 2** and move the pointer over the area you want to erase. Press **Button 2** again to stop erasing.

Here's an example of how to spray an area using a drawing color:

1. Move the pointer over to the Color palette area and press **Button 1** to select a color.
2. Move the pointer down to the Active pattern box area and press **Button 1** to make the drawing color the active pattern.

3. Move the pointer up to the icon area and select the **Spray** icon.
4. Move the pointer into the drawing area. Note that as you move the pointer into the drawing area the pointer changes to a diamond shape. Press **Button 1** to start spraying with the active color pattern. To stop spraying, press **Button 1** again.

## Brush Icon



Use the Brush icon to paint areas of the screen with any of the available patterns in the Color pattern area or Color palette area. For example, to paint an area with the Brush icon using a color pattern:

1. Move the pointer over to the Color pattern area and press **Button 1** to select a pattern.
2. Move the pointer over to the Icon area and select the **Brush** icon.
3. Move the pointer into the drawing area and press **Button 1** to start painting. Note as you move the pointer into the drawing area the pointer changes to a diagonal line. You can change the shape of the brush by selecting **Brush Shape** in the Tools menu. To stop painting using the Brush icon, press **Button 1** again.

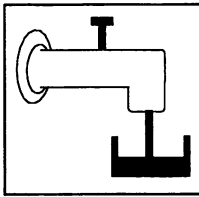
If you paint an area by mistake, press **Button 2** and move the brush shape over the area you want to erase. Press **Button 2** again to stop erasing.



Here's an example of how to paint an area with the Brush icon using a drawing color:

1. Move the pointer over to the Color palette area and press **Button 1** to select a color.
2. Move the pointer down to the Active pattern box area and press **Button 1** to make the drawing color the active pattern.
3. Move the pointer up to the Icon area and select the **Brush** icon. Note that as you move the pointer into the drawing area the pointer changes to a diagonal line.
4. Move the pointer into the drawing area and press **Button 1** to start brush-painting with the active color pattern. To stop brush-painting, press **Button 1** again.

## Fill Icon



Use the Fill icon to fill geometric shapes or areas of the screen with any of the available patterns in the Color pattern area or Color palette area. For example, to fill an area using a color pattern:

1. Move the pointer over to the Color pattern area and press **Button 1** to select a pattern.
2. Move the pointer over to the Icon area and select the **Fill** icon.

3. Position the tip of the pointer inside the geometric shape or area you want to fill and press **Button 1**. To stop filling, press **Button 2**.

The area is filled with the color pattern you selected. It continues to fill an area until it meets another pattern or enclosed area. You can stop a fill by pressing **Button 2**.

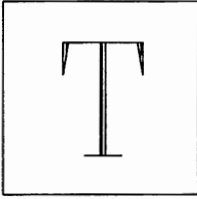
If the area you want to fill is not completely closed, surrounding areas get filled as well. Before you fill an area, make sure the area has closed boundaries.

*Note:* To fill over the last area filled with a different pattern, select a new pattern and move the pointer into the drawing area, and press **Button 2**. Once you select a menu option, icon, or help or fill another enclosed area, the pattern is locked in and you can remove it only by erasing. However, you can always replace a solid with another solid or pattern.

Here's an example of how to fill an area using a drawing color:

1. Move the pointer over to the Color palette area and press **Button 1** to select a color.
2. Move the pointer down to the Active pattern box area and press **Button 1** to make the drawing color the active pattern.
3. Move the pointer up to the Icon area and select the **Fill** icon.
4. Position the tip of the pointer inside the geometric shape or area you want to fill and press **Button 1**. Press **Button 1** to start filling with the active color pattern. To stop filling, press **Button 2**.

# Text Icon



The Text icon lets you label your pictures with different styles and sizes of text. If you want to use type styles or sizes other than the current ones, select them from the Set Attributes panel in the Text menu before or while you're typing. For a description of all the various text options, see the Text menu. The following keys are used for editing purposes when the Text icon is selected:

Enter	Moves cursor to beginning of next line.
Backspace	Erases characters.
Cursor keys	Moves the cursor in the four directions.
Insert	Inserts characters.
Delete	Deletes characters.
Shift-Insert	Inserts a blank line.
Shift-Delete	Deletes a line of text.
Home	Moves the cursor to the beginning of the block of text as set by pressing Button 1.
Esc	Exits and accepts the text.
Shift-Esc	Exits without accepting text.
F2	Displays the Set Attributes panel.

F10	Displays a preview of the final appearance of text when using shadow.
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To enter numbers in Picture Maker text entry mode, use only the numbers at the top of the keyboard. The numbers 1 through 9 on the numeric keypad are not active when the Text icon or Text menu is selected.

Storyboard Plus accepts 25 lines of 80 characters per line during one text entry session. The style and size of the font you select will determine whether or not you can view all of the text in memory on the screen. For instance, if you selected the THIN10 .FAC font, Size 2, Proportional, and the Full Screen option in the Tools menu, you could type and view all 25 lines of 80 characters. If you increased the size to 4, all of the characters would still be in memory, but not all of the characters would be seen on the screen. After typing the first 25 lines of 80 characters, press **Button 2** to accept the information. Press **Button 1** to type the next 25 lines of 80 characters per line. Use this technique when you have more than 25 lines of 80 characters to enter into your picture.

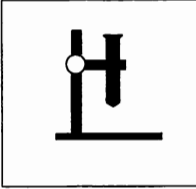
Follow these steps to add text to your pictures or charts:

1. Select the **Text** icon.
2. Position the pointer where you want the text to begin.
3. Press **Button 1**.
4. Start typing your text using the keyboard as you would a typewriter.
5. Press **Enter** when you've finished a line of text. This moves the cursor to the beginning of the next line.
6. If you want to set a new left margin, press **Button 2** to accept the text entered and cancel the current margin. Move the pointer to where you want the new margin to begin and press **Button 1**.

7. When you are ready to quit typing text, press **Button 2**.

Text can also be easily aligned by using the Grid option described in the Tools menu.

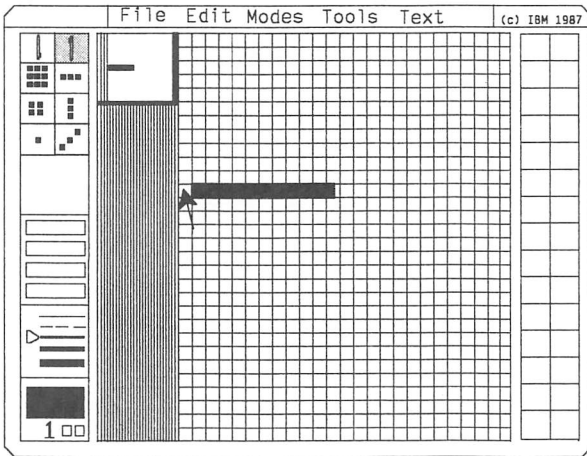
## Microscope Icon



The Microscope icon magnifies a part of your picture so that you can do very detailed work in that area. The following icons are active when using Microscope: Pencil, Erase and six different brush shapes.

1. Select the **Microscope** icon.
2. Move the pointer to the desired area of the screen and press **Button 1**.

That section of the screen is magnified and a small window appears in the upper left-hand corner. The window displays how your drawing is changing as you work. When you are at the far-left limit of your picture, vertical lines appear beneath the window, indicating that you cannot draw in this area.



If you position the pointer inside the small window and press **Button 2**, you can scroll the drawing to locate a different area in which to work. When you press **Button 2** again, the new area you scrolled to is magnified on the screen.

3. Select the **Pencil** icon and move the pointer into the drawing area. Press **Button 1** and touch the end of the pointer against each point that you want to change. When you want to stop changing the pixels, press **Button 1** again.

If you press **Button 2** and touch the pointer against the pixels (also referred to as points or dots) you have colored, they change back to their original color. You can go directly from coloring pixels to erasing the pixels you have just colored (without having to press **Button 1** to stop coloring), by toggling between **Button 1** and **Button 2**.

The pixel you touch becomes the same color as the active drawing color. To change the color you are using, place the pointer on a different drawing color and press **Button 1**.

While in Microscope, if you want to change your active drawing color to a specific color in the drawing space:

1. Position your pointer on the pixel with the color you want as your active color and press the **F2** key. The color you selected now becomes the active color.
  2. Press **Button 1** to continue drawing, using the active color.
- Use the Erase icon to erase mistakes that you make while using the Microscope icon. After selecting the **Erase** icon, press **Button 1** to erase.

You can also restore an area that you have erased by pressing **Button 2** and moving the pointer over the area you want to restore.

- Use the different Brush icons to paint areas of the screen with any color from the Color palette area or Color pattern area. Press **Button 1** to paint. Press **Button 1** again to stop painting.

Press **Button 2** to erase what you have painted. Press **Button 2** again when you want to stop erasing.

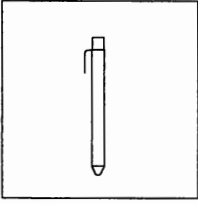
To exit Microscope:

1. Position the pointer in the small window in the upper left-hand corner.
2. Press **Button 1**.

You've exited Microscope.

*Note:* When the Microscope icon is active in keyboard mode, you need to hold the **Shift** key down as you press one of the arrow keys (the one that points in the direction in which you want to draw the line) to draw or brush a continuous line.

# Pencil Icon

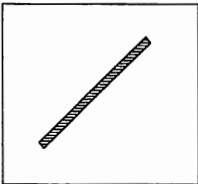


The Pencil icon allows you to draw freehand with pixel (dot) precision. Press **Button 1** to draw and press **Button 1** again, to stop drawing.

You can erase what you have drawn by pressing **Button 2** and moving the pointer over the area you want erased. Press **Button 2** again when you want to stop erasing.

The Pencil icon uses only the thinnest solid line in the Line style area for drawing.

# Line Icon



The Line icon allows you to draw lines in any direction, stretching from the initial position of your pointer. You can use any of the five different line styles for drawing lines.

For example:

1. Position the pointer where you want to begin your line and press **Button 1**.

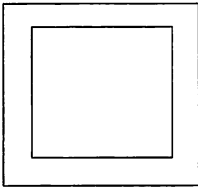


2. Move the pointer to extend the length of the line in any direction. When the line is as long as you want and positioned correctly, press **Button 2** to set it on the screen.
3. If you continue moving the pointer and pressing **Button 2**, you can draw a continuous line.

*Notes:*

1. *When using the Line icon to make parallel lines that have equal distances between them, select the **Grid** option in the Modes menu.*
2. *To draw lines at multiples of 45 degree angles, select the **Constrain** option in the Modes menu.*
3. *Use the **Set Shadow** option in the Tools menu to draw lines in the current shadow and color setting. You cannot place a shadow on the dashed line styles.*

## Rectangle Icon



You can make rectangles starting from the position of the pointer and stretching in any direction. You can use any of the five line styles to draw rectangles.

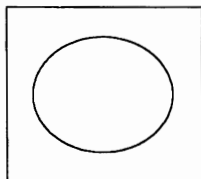
1. Position the pointer where you want the corner of the rectangle to begin.
2. Press **Button 1** and expand the rectangle to the size and shape you want.
3. Press **Button 2** to set the rectangle to your screen or create more rectangles from the same corner.

4. Press **Button 1** to stop drawing rectangles from the same corner. You can now select another icon or press **Button 1** to start a new rectangle.

*Notes:*

1. *When using the Rectangle icon to make perfect squares, select the **Constrain** option in the Modes menu.*
2. *When using the keyboard as the input device, use the diagonal cursor movement keys (**Home**, **End**, **PgUp**, and **PgDn**) to draw squares with **Constrain** on.*
3. *Use the **Set Shadow** option in the Tools menu to draw rectangles in the current shadow and color setting. You cannot place a shadow on the dash line styles.*
4. *To fill your rectangles with the active color pattern as the rectangles are created, select **Fill Shape** in the Modes menu.*

## Circle Icon



Use the Circle icon to make circles and ellipses. You can use any of the five line styles to draw circles.

1. Position the pointer where you want the center of the circle to begin.
2. Press **Button 1** and move your pointer outward to stretch your circle or ellipse.
3. Press **Button 2** to set the circle or ellipse on the screen or create more circles using the same center point.

4. Press **Button 1** to stop drawing circles from the center point where you started. You can now select another icon or press **Button 1** to start a new circle.

*Notes:*

1. *When using the Circle icon to produce perfect circles, select **Constrain** from the Modes menu.*
2. *When using the keyboard as the input device, use the diagonal cursor movement keys (Home, End, PgUp, and PgDn) to draw circles with Constrain on.*
3. *Use the **Set Shadow** option on the Tools menu to draw circles in the current shadow and color setting. You cannot place a shadow on the dash line styles.*
4. *To fill circles or ellipses with the active color pattern as the circles are created, select **Fill Shape** in the Modes menu.*

## Selecting Drawing Colors

The number of colors in which you can draw lines, circles, and rectangles depends upon the resolution mode you have selected in Setup (F2=Setup). However, the method of selecting a drawing color is the same in every mode. To select a drawing color, position the pointer over the color in the color palette area you want to use and press **Button 1**.

Drawing color  
area for:

640 x 200-16 color

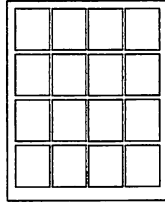
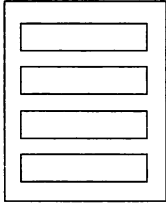
640 x 350-16 color

640 x 480-16 color

320 x 200-256 color

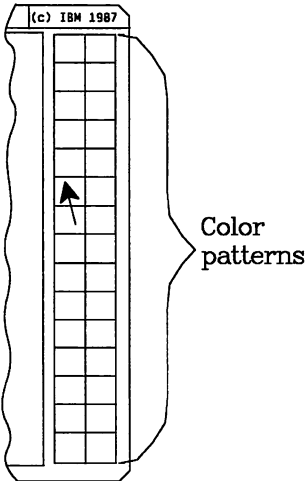
Drawing color  
area for:

320 x 200-4 color



The Color palette area affects the Text, Microscope, Pencil, Line, Rectangle, and Circle icons and the Shadow color, Background color, Transparent color and Outline color options. If you want to change the color pattern used with any of the “painting” icons (Spray, Brush or Fill):

1. Select a color from the Color pattern area.

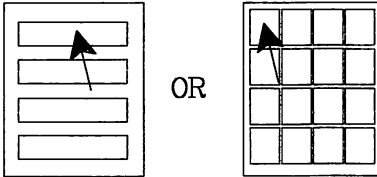


2. Select a painting icon.

3. Move the pointer into the drawing space and press **Button 1** to start painting.

OR

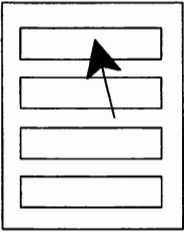
4. Select a color from the Color palette area.



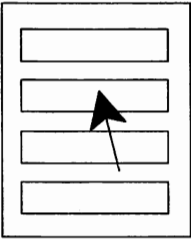
5. Position the pointer on the Active pattern box and press **Button 1**. This makes the selected drawing color the active color pattern.
6. Select a painting icon.
7. Move the pointer into the drawing space and press **Button 1** to start painting.

## 320 x 200 - 4 Color Mode

When you first begin Picture Maker, your drawing space is white and your drawing color is black. You can alternate between the white and yellow screen colors by placing the pointer over the first color in the palette and pressing **Button 2**. Each time you press **Button 2**, the Menu area, Color pattern area, Icon area, and Drawing area alternate between white and yellow. Note that only the border remains the same color and the other areas alternate between white and yellow. The drawing colors also change from cyan and magenta to green and red.

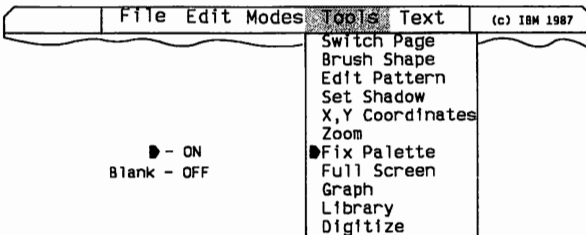


You can change the screen mask (the entire screen) color by placing the pointer over the second color in the palette and pressing **Button 2**. Each time you press **Button 2**, a different screen color appears. You have a choice of 15 different screen colors.

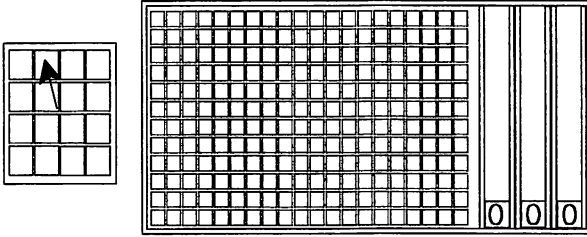


## 320 x 200 - 256 Color Mode

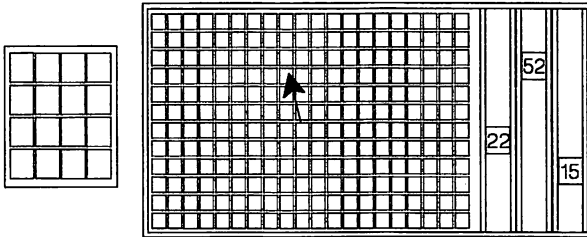
When you are drawing in this resolution mode, the first sixteen drawing colors are fixed and cannot be changed, but you have 240 additional drawing colors that you can use. You can change any of the 240 drawing colors by moving your pointer to **Fix Palette** in the Tools menu and pressing **Button 1** to set Fix Palette off.



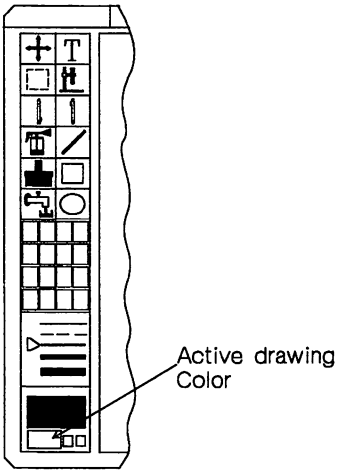
You can view or select any of the additional colors by placing the pointer over any of the colors in the color palette (except white) and pressing **Button 2**.



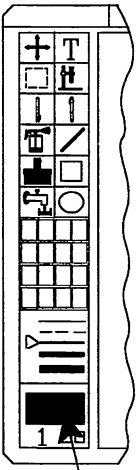
A panel displays showing the 240 colors that are available. To select one of these colors, point to a specific color and press **Button 1**. To exit this panel, press **Button 2**.



As you exit this panel, notice that the color you selected is displayed in the lower left-hand corner of the screen where the color number was earlier displayed.



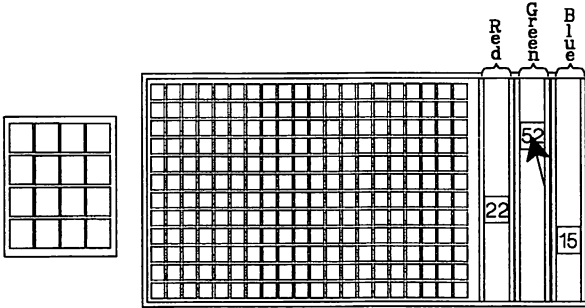
Now you can use this color with the draw icons (Pencil, Line, Rectangle, Circle, and Text). This color remains the active drawing color until a different color is selected. To make the active drawing color the active color pattern, move the pointer to the Active pattern box and press **Button 1**.



To change any of the 240 different colors displayed in the panel, first select one of the colors, then use the pointer to



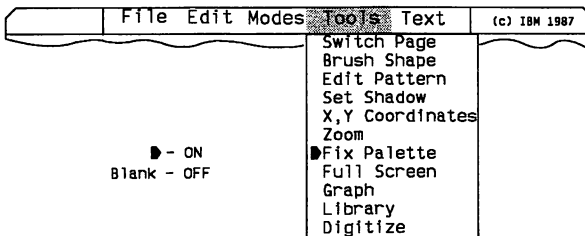
select any of the numbered boxes on the right-hand side of the panel. These numbered boxes display the different combinations of red, green, and blue that are used to make up that color. By adjusting one or all three numbered boxes, you can change the color you have selected.



Move the box up and down with your pointer. Note how as the numbers change the selected color also reflects this change. Once you have the color you want to use, press **Button 1** to set the box. Press **Button 2** to exit the panel.

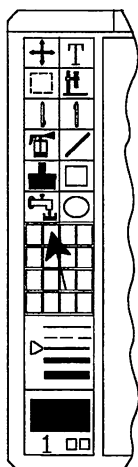
## 640 x 200-16, 640 x 350-16, and 640 x 480-16 Color Modes

When you first begin Picture Maker, your screen is white and the active drawing color is black. You can change screen colors by moving your pointer to **Fix Palette** in the Tools menu and pressing **Button 1** to set Fix Palette off. This enables you to scroll through the available screen colors.



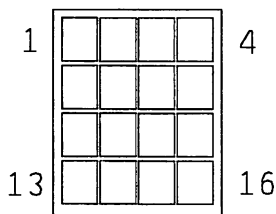
Move the pointer over the second drawing color in the palette and press **Button 2**. Each time you press **Button 2**, a different screen color appears. You have a choice of different screen colors, depending on your resolution mode:

- 16 colors in 640 x 200
- 64 colors in 640 x 350
- 64 colors in 640 x 480.

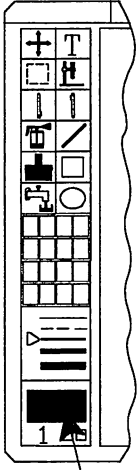


When the screen is the color you want, return the pointer to the drawing space and begin drawing.

When you are drawing in this resolution mode, you can change your available drawing color by placing the pointer over the drawing color you want to change (except drawing color one) and pressing **Button 2**.



Each time you press **Button 2**, a different drawing color appears. When the drawing color you want to use appears, move the pointer to the drawing spacing, press **Button 1** and begin drawing. If you want to make the drawing color the active color pattern, move the pointer to the Active pattern box and press **Button 1**. The color now becomes the active color pattern to use with the Brush, Fill, or Spray icons.



*Note:* As you press **Button 2**, the color number in the lower left-hand corner of your drawing screen increases by one. This number corresponds to the color you have selected. Once you have started scrolling through the available colors by pressing **Button 2**, you can reverse the direction of the scroll by pressing **Button 1** once and then resume pressing **Button 2**.

## Changing Drawing Color in Microscope

While in microscope, if you want to change your active drawing color to a specific color in the drawing space:

1. Position your pointer on the pixel with the color you want as your active color and press the **F2** key. The

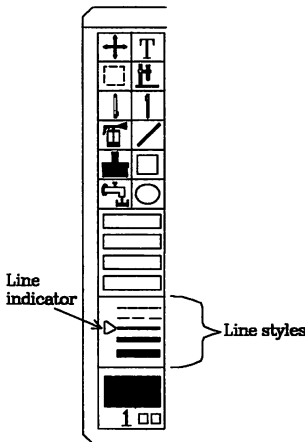
color you selected in Microscope now becomes the active color.

2. Press **Button 1** to continue drawing, using the active color you selected.

*Note:* You can exit Microscope and continue using the color you selected with the F2 key. The color remains active until you select another color from the color palette.

## Line Styles

There are five line styles you can use to draw lines, rectangles, and circles. The three solid line styles are available with the Graph option. The arrow marker indicates the active line style that will be used with the Line, Rectangle, or Circle icon and the Graph option.



To change line styles:

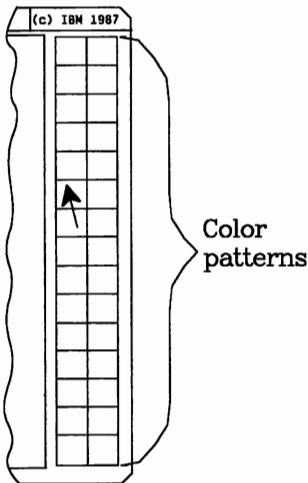
1. Select one of the drawing icons (Line, Rectangle, or Circle or the Graph option).
2. Select a line style. The line indicator moves to the selected line style.

# Color Pattern Area

The Color pattern area displays the colors and patterns available to fill areas. Some resolution modes have two sets of color patterns for your use. You can also create your own color patterns by selecting the **Edit Pattern** option in the Tools menu. The Spray, Brush, and Fill icons use patterns from the color pattern area.

Before you begin painting with the Brush icon, select a color pattern. Decide which pattern you want from the set of patterns on the right side of your screen.

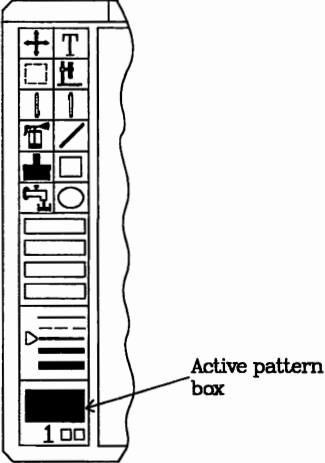
*Note:* If you are drawing in resolution modes 640 x 200-16, 640 x 350-16, or 640 x 480-16, there are 30 additional color patterns you can use. To display the 30 additional color patterns, move your pointer over any of the color patterns on the right-hand side of your screen and press **Button 2**.



1. When you decide which pattern you want to use, position the pointer over the pattern and press **Button 1**.

Look at the color pattern box in the lower left-hand corner of the screen and you'll see your selection. The color pattern displayed in this box is the active

pattern. You can change the color pattern as often as you like.



# Chapter 4. Picture Taker

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# Picture Taker

Picture Taker is the program you use to capture picture images of application screens while you are running other application programs. User programs that program the Graphics Adapter directly, and bypass the Basic Input/Output System (BIOS) may prevent Picture Taker from capturing screens.

Picture Taker works by attaching a small program of approximately 5K bytes to part of the DOS control program. This program can be turned on and off, and can capture both 40- and 80-column text mode as well as medium and high resolution graphic screen images. Also, it can put more than one picture in the designated file, and in this event will sequentially number these screens.

## Starting Picture Taker

Type in **PT** to start the program from the DOS prompt or type **SBMENU** to start the IBM Storyboard Plus Quick Menu/Setup program. You can change the Setup options of your product and then select **Picture Taker** from the menu.

After you enter **PT** or select **Picture Taker** from the Quick menu, a panel will display showing the options that specify how you want Picture Taker to work. You can choose to change one or more of these options. Move the cursor by pressing the Tab key to the option you would like to change and enter the information.

The list of choices are:

- **Picture Taker Active**

Select this option to turn Picture Taker on and off. When Picture Taker is active (on), the PrtSc (print screen) key works like the shutter button on a camera. While viewing any application screen, press the PrtSc



key to take a picture of the screen and save it under a designated DOS file name in the current or designated directory. You can develop the picture later to meet your needs by using the functions in Picture Maker, Text Maker, or those in Story Editor.

When Picture Taker is made inactive (off), picture taking will be cancelled, and the PrtSc key will return to its normal operation. However, Picture Taker remains attached to DOS. To remove this program from memory, you must restart DOS with the Ctrl-Alt-Del key sequence.

- **Use Active Display**

Select this option to have Picture Taker capture the the picture shown on the active display monitor, either color or monochrome, at the moment the PrtSc key is pressed. (The application program must have used DOS or BIOS to set the currently active display monitor.)

When Use active display is turned off, Picture Taker will only capture the pictures displayed on the color monitor. When this option is specified, the program assumes one thing: regardless of which of the two displays is currently active, the picture will be captured from the color display.

- **Filename**

Select this option to enter the drive, path, and file name in which you will put your captured pictures.

If Picture Taker is active, you do not need to specify a DOS filename when changing the other options unless you want to change the filename.

If you do not enter a drive and path specification, Picture Taker will put the captured pictures in the designated file in the current directory on the current drive when the Picture Taker program is started.

If you do not specify a file extension, Picture Taker will add a .CAP file extension to the file name.

If you stop a Picture Taker session and later start a new session with the same path, directory and filename, the second session will add pictures to the end of the file created during the first session.

Press the **F10** key to exit the Picture Taker panel and accept all changes made. Press the **Esc** key to exit the Picture Taker panel without accepting the latest changes.

## Operating Considerations

### PrtSc Key

The Picture Taker program (PT.COM) alters the function of the PrtSc key to capture pictures. Other programs, notably the DOS GRAPHICS program, may also attach themselves to DOS and alter the function of this key. The order in which you run the programs that affect this key is important. After you have started DOS (the Ctrl-Alt-Del key sequence), run any other programs that attach to DOS and alter the PrtSc key before you run the PT program. If you find that you need to run such a program after starting Picture Taker, you must first restart DOS, then run that program (or programs), then run the PT program last. Operation of the PT program can be changed by again running PT and changing any of the options. **Do not** run or rerun any other programs that alter the function of the PrtSc key between entries of the PT option, even though Picture Taker has been made inactive to cancel picture taking.

### Programs That Do Not Use The BIOS

If you are attempting to capture graphics screens but are getting incorrect results, the program you are using may have bypassed the BIOS. The basic input/output system, or BIOS, resides in Read-Only Memory (ROM) on the system board and provides device-level control for the major input/output devices in the system. Although BIOS is intended to provide an operational interface to the

system and relieve the programmer of concern about the characteristics of hardware devices, some programs do not use the BIOS. Should this be the case, Picture Taker may not be able to determine the current display mode.

## Changing Picture Taker Options

If you wish to change the drive, the file, or any of the options used by Picture Taker, reenter the Picture Taker panel and change the options.

## Taking Pictures

After turning on Picture Taker by entering a DOS filename, press the **PrtSc** key when you see a screen you want to capture. Picture Taker will respond in one of two ways:

### 3 short beeps

Picture has been taken.

### 1 short beep

DOS is currently running and the picture will be taken when the currently active DOS command has completed. DOS may be waiting for you to press one or more keys and then the three short beeps will follow.

### High-low sound

A high-low sound will be heard if an error has occurred. Errors can result from problems such as a diskette or disk that is full, a write-protected or improperly inserted diskette, a diskette door that is open, or a bad or unmatted diskette.

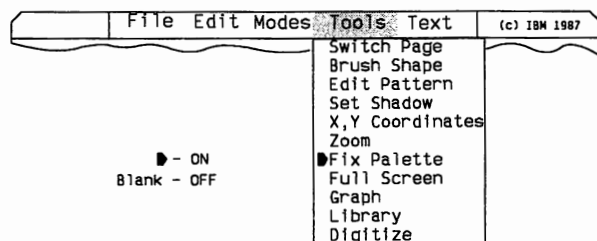
*Note:* PT **does not** capture pictures displayed in native 3270 PC mode or host text or graphic screens.

# Retrieving the Captured Pictures

Each time an additional captured picture is put in the same file, the picture is added to the file following all pictures already in the file. Because this is a single file, a DOS DIRECTORY command will not show the number of pictures in the file. Therefore you should keep a log of the pictures so that you can call them by number in Picture Maker, Story Editor, and Text Maker.

Pictures captured in graphics mode can be viewed and edited in Picture Maker. Use Get Picture in Picture Maker to view captured pictures. When more than one picture is stored in a captured picture file, each is given a sequential number. Once a graphics picture from a captured file has been modified by Picture Maker, it cannot replace the original picture in the captured file. You should use Save Picture to save it as a single picture.

*Note:* When you are retrieving pictures taken with the Picture Taker program, we recommend that **Fix Palette** be turned on in the Tools menu of Picture Maker.



Captured text files cannot be retrieved by Picture Maker, but they can be viewed and edited in Text Maker. Use the **Get** option in Text Maker to view captured pictures. When more than one picture is stored in a captured picture file, each is given a sequential number. For example, when using Text Maker, you would enter PICFILE.CAP 3 to get the third captured picture in PICFILE.CAP. Once a text picture from a captured file has been modified by Text Maker, it cannot replace the original picture in the captured file. You should use the **Save** option to save it as a single picture.

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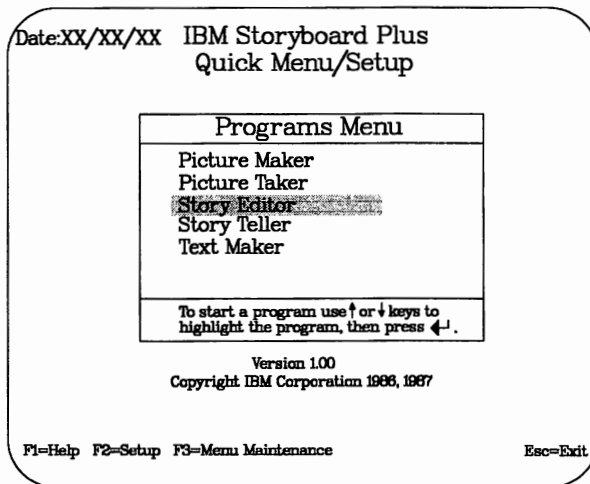


# Story Editor

Story Editor is the part of Storyboard Plus you use to assemble the picture files you have created into a complete presentation. You can determine how the pictures are sequenced, how they are displayed, and how the transitions between them are executed.

## Starting Story Editor

Type **SE** to start the program from the DOS prompt or type **SBMENU** to start the IBM Storyboard Plus Quick Menu/Setup program. At the IBM Storyboard Plus Quick Menu/Setup menu, you can change the Setup options of your product and then select Story Editor from the menu.



# Using the Keyboard with SE

The instructions for this chapter assume that you are using a mouse as an input device. If you are using the keyboard as your input device, the following information will assist you in using Story Editor. If you are using a joystick or graphic tablet, the information in Chapter 1 will assist you if you have questions about moving the pointer and selecting options.

## Selecting Menu Options with a Keyboard

The keyboard has two keys that you can use to select menu options. Use the numeric key pad Plus (+) key as Button 1 and the Minus (-) key as Button 2.

To help you change menu options, there are certain keys assigned to specific areas of the screen. The screen areas and their assigned keys are:

File menu	1
Edit menu	2
Modes menu	3
Run menu	4

Pressing one of these keys will move the pointer from the current position to the selected screen menu and display the menu options. To choose a menu option, highlight your choice and press **Button 1** (+ key). The pointer returns to the Story Table with the new selection ready to use.

*Note:* If you make a selection by mistake, press the **Esc** key to exit the selection.

To move the pointer on the Story Table, here is a list of the keys and their assigned pointer movement:

→ and ←	Moves the pointer one column in the direction of the arrow.
↑ and ↓	Scrolls the story one line in the direction of the arrow.
Y	Confirms selection.
N	Exits panel without executing selection.
PgUp	Displays previous panel selections lines.
PgDn	Displays additional panel selections lines.
Tab	Moves pointer one column to the right.
Shift-Tab	Moves pointer one column to the left.
Shift-←	Moves the pointer to the beginning of the Story Editing Line.
Shift-→	Moves the pointer to the end of the Story Editing Line.

# Creating and Editing a Story

You describe how your story works by filling in information in the columns of the table displayed when you select Edit Story from the Story Editor Main Menu. Each line in the story table represents one step in the resulting story.

NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT
1	/*			0	0
2		/*Story Last Line		0	0

EDIT LINE

Memory Used 0%

If you are creating a new story, you will see an empty story table displaying a highlighted line. The highlighted line is where information can be entered into your story. This line is referred to as the Story Editing Line.

When you enter information on the last line of a story, another line is automatically added to the Story Table. There will always be one blank line between the Story Editing Line and the Story Last Line.

If you are editing an existing story to make a new one, you will see many lines in the story table describing the steps in the existing story. Any of this information can be changed to create your new story.

The number of lines you can have in your story will vary, depending on the number of labels, comments, and directory locations of the files used by your story. On average, a story can contain 450 story lines.

The Story Table Screen is divided into three areas. They are:

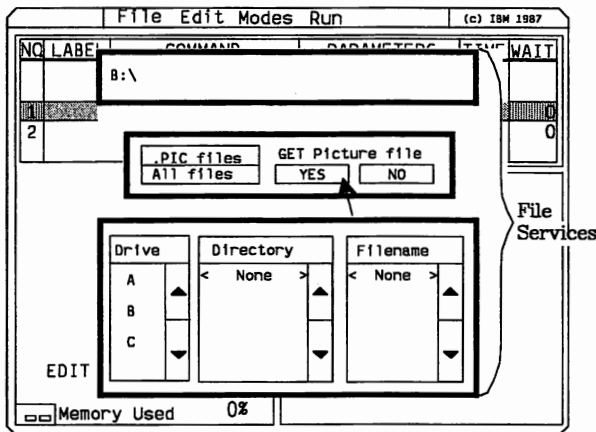
- Menus
- Story Table
- Story Monitor.

Each of these areas and their options and functions will be described in detail in this chapter.

In addition, in the lower left-hand corner, there is a button status indicator to let you know if a button is active, a memory indicator to let you know how much memory your story has used, a mode indicator to let you know which edit mode is active, and a drive path indicator to let you know the path used to access any file in the PARAMETERS column when it is on the Story Editing Line.

## File Services Panel

When either Get, Save, Merge, or Remove a file is selected, the File Services panel is opened.



The top line of the panel shows you the current drive and directory being accessed.

The middle of the panel gives you the option of viewing a specific type of file or all files. The specific type of file will be determined by the function you choose. It also has an area for you to confirm that you do want to select a file by responding with a **YES** or **NO**.

The bottom of the panel lets you select the drive, directory, and file that you want. If you have saved any files on the disk, a list of those files appears in the **Filename** column in the lower right corner of the screen . If no files are on this disk, the entry **None** displays. If you are saving a file, the entry **New** displays as an option.

## Using the File Services Panel

To select a file from the File Services panel:

1. Select either the highlighted file type or **All files**.
2. If you wish to see all file types, move the pointer to **All Files** and press **Button 1**.
3. Place the pointer on the drive letter for the correct drive and press **Button 1**. If the drive displayed at the top of the panel is correct, this step is not required.

If you have more drives than display, move the pointer to the ↓ box on the right of the drive column and press **Button 1** to see the other installed drives. Continue pressing **Button 1** until you find the correct drive. You can see previous drives by moving the pointer to the ↑ box and pressing **Button 1**.

4. Place the pointer on the correct directory and press **Button 1**. If the directory displayed at the top of the panel is correct, this step is not required.

If you have more directories than display, move the pointer to the ↓ box on the right of the Directory column and press **Button 1** to see the other directories. Continue pressing **Button 1** until you find the correct directory. You can see previous directories by moving the pointer to the ↑ box and pressing **Button 1**.

5. Place the pointer on the file you want to get and press **Button 1**.

That file is now highlighted. If you have more files than display, move the pointer to the ↓ box on the right of the Filename column and press **Button 1** to see the other files. Continue pressing **Button 1** until you find the correct file. You can see previous files by moving the pointer to the ↑ box and pressing **Button 1**.

Storyboard Plus arranges the files in alphabetical order by file extension and then by filename so you can easily locate your file.

6. When you have highlighted the file you want to get, move the pointer to **YES** and press **Button 1**.

The File Services panel closes.

7. If you decide you don't want to get a file after all, place the pointer on **NO** and press **Button 1**.

## Story Editor Menus

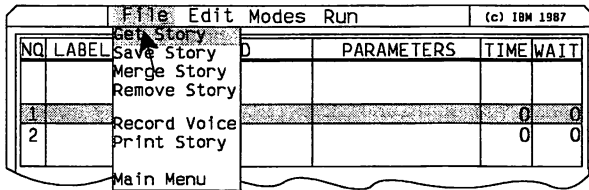
### Opening a Menu

To open a menu, move the pointer to the menu you want and press **Button 1**. To select a function, move the pointer to the item you want and press **Button 1** again. This selects the function and closes the menu.

### Exiting a Menu

To return to the Story Table Screen without selecting any options, position the pointer outside the Menu area and press **Button 1**.

# File Menu (SE)



## Get Story

Use Get Story to retrieve story files that you have previously saved on a disk. After you get a story on the screen, you can edit, print, or run it.

To get a story file:

1. Select **Get Story** on the File menu.

The File Services panel will appear.

2. Select the file you want to get. (If you need help using the File Services panel, see “File Services Panel” in this chapter.)

Notice that the name of the story appears in the upper left corner of the screen. Whenever you get an existing story, the story name appears here.

## Save Story

After you create a story, you can save it on a disk by selecting Save Story.

*Note:* Unless you save a story, you will lose it when you clear the screen or turn off the power. Also, when you make any changes to a story that has been previously saved, you must save the story again in order to keep those changes.



To save a story:

1. Select **Save Story** on the File menu.

The File Services panel will appear.

2. Select an existing story name if you want to replace a previously saved story or **New** if you want to create a new story. (If you need help using the File Services panel, see “File Services Panel” in this chapter.)
3. If you selected **New**, use the keyboard to type in the name you want to give your story and press **Enter**.
4. Move the pointer to **YES** and press **Button 1** .

The story is saved and the name appears at the upper left-hand corner of the screen. Although the story is saved on disk, a copy remains in memory for you to continue editing.

## Merge Story

This option allows you to merge an existing story with your currently displayed or active story.

To merge a story:

1. Select **Merge Story** on the File menu.

The File Services panel will appear.

2. Select the story that you wish to merge with your active story. (If you need help using the File Services panel, see “File Services Panel” in this chapter.)

The program is placed in Merge Story mode. This is indicated at the lower left-hand corner of the Story Table screen.

3. Place the line you want to follow the merged story on the Story Editing Line by scrolling the Story Table up or down.

4. Move the pointer to the **Story Editing Line** and press **Button 2**.

The story you chose will be added to your active story. Using this option changes only the active story, not the story that was merged.

5. If you want to merge the story additional times, press **Button 2** again.
6. To exit Merge Story mode, (with or without merging a story), move the pointer to the **Story Editing Line** and press **Button 1**.

## Remove Story

Use the Remove Story option to erase stories from your disk. You may want to delete old stories or need to make room on your disk for new stories.

To remove a story:

1. Select **Remove Story** on the File menu.

The File Services panel will appear.

2. Select the story you want to remove. (If you need help using the File Services panel, see “File Services Panel” in this chapter.)

The story will be removed from your disk.

## Record Voice

This option allows you to record a voice and create a file that can be played back with your story. You must have either the IBM Voice Communications Option or the IBM Personal System/2 Speech Adapter installed along with a microphone and speaker in order to use this option.

If you are using the IBM Voice Communications Option, you must run VOICE.BAT before starting Story Editor.

Also, the following files must either be in the directory with Story Editor or be accessed using the DOS PATH or APPEND commands:

VCAPIDRV.COM V1OTSP.AIC  
APIDIR.AIC V2INSP.AIC  
BASEPC.AIC V2OTSP.AIC  
BASESP.AIC V3INSP.AIC  
BATCMD.AIC V3OTSP.AIC  
V0INPC.AIC V4INSP.AIC  
V0OTPC.AIC V4OTSP.AIC  
V1INSP.AIC

To record a voice or review a previously recorded file:

1. Select **Record Voice** on the File menu.

The Record Voice Panel will appear.

Record Voice Panel (IBM Personal System/2 Speech Adapter)	
Get Voice File	HELLO .SPK
Save Voice File	Memory used: 0%
Recording	Slow Sampling
Playback	Medium Sampling
Exit	Fast Sampling

2. Select either:

- Get Voice File
- Save Voice File
- Recording
- Playback
- Exit.

## Get Voice File

Select **Get Voice File** to retrieve voice files that were previously saved on a disk. After you get a voice file, you can play it back or record over it.

To get a voice file:

1. Select **Get Voice File** from the Record Voice panel.

The File Services panel will appear.

2. Select the file you want to get. (If you need help using the File Services panel, see “File Services Panel” in this chapter.)

## Save Voice File

Select **Save Voice File** to save your current voice recording.

To save a voice file:

1. Select **Save Voice File** from the Record Voice panel.

The File Services panel will appear.

2. Select an existing voice file if you want to replace a previously saved file or **New** if you want to create a new file. (If you need help using the File Services panel, see “File Services Panel” in this chapter.)
3. If you selected **New**, use the keyboard to type in the name you want to give your file and press **Enter**.
4. Move the pointer to **YES** and press **Button 1**.

The file is saved. Although the file is saved on disk, a copy remains in memory for you to play back or record over.

## Recording

Select **Recording** to record a voice file that can be used in your story.

To record a voice file:

1. Select a sampling rate from the Record Voice panel.

The slower sampling rates have poorer quality but use less memory. Some experimentation may help you decide which rate to use.

2. Select **Recording** from the Record Voice panel.
3. If you are using the Voice Communications Option, press the **Enter** key to start recording and the **Esc** key to end.
4. If you are using the IBM Personal System/2 Speech Adapter, a panel will display, allowing you to choose the length of your recording. The length options vary, depending on the sampling rate selected. Select a time from this panel and recording will begin.

When the recording is complete, the Record Voice panel will reappear.

## Playback

Use **Playback** to playback the file currently in memory. To playback the active voice file, select **Playback** from the Record Voice panel.

If you are using the IBM Voice Communications Option, press **F7** to increase volume and **F8** to decrease it.

To stop playback, press **Esc**.

## Exit

Use **Exit** to exit the Record Voice Panel and return to the Story Editing Screen. If you want to save an active voice file, do so before you exit. To exit, select **Exit** from the Record Voice Panel.

## Print Story

Print Story prints the lines of the Story Table. The pictures in your story will not be printed with this function.

If you wish to print the story you are working on:

1. Select **Print Story** on the File menu.
2. Press **Enter** to begin printing.
3. Press **Esc** to return to the file menu without printing your story.
4. To cancel a print job once you have started it, press the **Esc** key.

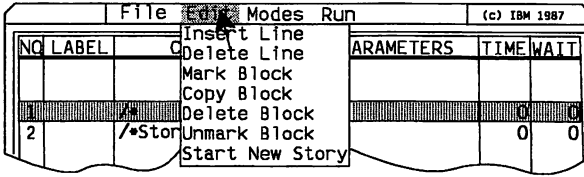
If you have marked a block of lines, only the marked lines within the block will print.

## Main Menu

To go to the Story Editor Main Menu, select **Main Menu** from the File Menu.

To return to the Story Table Screen, select **Edit Story** from the Story Editor Main Menu.

# Edit Menu (SE)



NO LABEL	File	EDIT Modes	Run	(c) IBM 1987	
		Insert Line		PARAMETERS	TIME WAIT
		Delete Line			
		Mark Block			
		Copy Block			
		Delete Block			
		Unmark Block			
		Start New Story			
2		/•Stor		0	0

## Insert Line

Insert Line is used to add additional story lines to the story table.

To insert additional lines in your story:

1. Select **Insert Line** from the Edit menu.

The program is placed in Insert Line mode. This is indicated at the lower left-hand corner of the Story Table screen.

2. Place the story line you want to follow the inserted line on the Story Editing Line by scrolling the Story Table up or down.
3. Move the pointer to the Story Editing line and press **Button 2**.

You may press Button 2 again to add additional lines.

4. When you have inserted as many lines as you wish, move the pointer to the Story Editing Line and press **Button 1** to exit Insert Line mode.

# Delete Line

Delete Line is used to delete lines from the Story Table. To delete lines from the Story Table:

1. Select **Delete Line** from the Edit menu.

The program is placed in Delete Line mode. This is indicated at the lower left-hand corner of the Story Table screen.

2. Place the line you want to delete on the Story Editing Line by scrolling the Story Table up or down.
3. Move the pointer to the Story Editing Line and press **Button 2**.

You may press Button 2 again to delete additional lines.

4. When you have deleted as many lines as you wish, move the pointer to the Story Editing Line and press **Button 1** to exit Delete Line mode.

# Mark Block

Mark Block is used to mark a section of your story so that it may be copied, printed, or deleted.

To mark a block of your story:

1. Select **Mark Block** from the Edit menu.

The program is placed in Mark Block mode. This is indicated at the lower left-hand corner of the Story Table screen.

2. Place the first line of the section to be marked on the Story Editing Line by scrolling the Story Table up or down.
3. Move the pointer to the Story Editing Line and press **Button 2** to mark the first line of the block.



The line number will be highlighted.

4. Place the last line of the section to be marked on the Story Editing Line by scrolling the Story Table up or down.
5. Move the pointer to the Story Editing Line and press **Button 2** to mark a block.

The line numbers within the marked block will be highlighted.

6. When you have marked a block, move the pointer to the Story Editing Line and press **Button 1** to exit Mark Block mode.

## Copy Block

Copy Block is used to copy a marked block of lines to a different section of your story.

To copy a marked block of story lines:

1. Select **Copy Block** from the Edit menu.

The program is placed in Copy Block mode. This is indicated at the lower left-hand corner of the Story Table Screen.

2. Place the story line you want to follow the copied block on the Story Editing Line by scrolling the Story Table up or down.
3. Move the pointer to the Story Editing Line and press **Button 2**.
4. If you wish to copy the block more than once, press **Button 2** until you have copied the block as many times as you wish.
5. When you have copied a block as many times as you wish, move the pointer to the Story Editing Line and press **Button 1** to exit Copy Block mode.

# Delete Block

Delete Block is used to remove a marked block of lines from your story.

To delete a marked block of story lines:

1. Select **Delete Block** from the Edit menu.

A panel appears asking you to confirm your selection.

2. Select **YES** to delete a marked block of lines.
3. Select **NO** to exit the panel without deleting lines.

Remember, once lines are deleted, they cannot be retrieved unless you have previously saved your story.

# Unmark Block

To unmark a block of story lines, select **Unmark Block** from the Edit menu.

# Start New Story

You can create a new story using this option. When you select Start New Story, the story table is cleared. Be sure to save any changes made to an existing story before starting a new story.

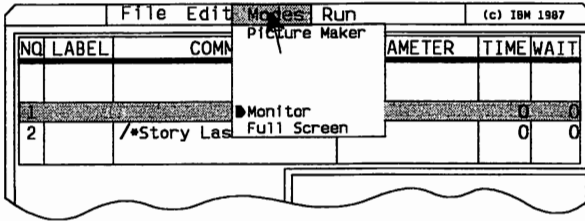
To begin a new story:

1. Select **Start New Story** from the Edit menu.

A panel appears asking you to confirm your selection.

2. Select **YES** to start a new story.
3. Select **NO** to exit the panel without starting a story.

# Modes Menu (SE)



## Picture Maker

Select this function use the Picture Maker module of Storyboard Plus without exiting Story Editor.

To use Picture Maker without exiting Story Editor:

1. Select **Picture Maker** from the Modes menu.

The program will then switch to the Picture Maker drawing screen. When using Picture Maker in this manner, you will not have access to the Picture Maker Main Menu. Also, Picture Maker will use the same input device and printer as selected in Story Editor.

2. To return to Story Editor, move the pointer to the File menu on the Picture Maker screen and press **Button 1**.
3. Move the pointer to **Story Editor** and press **Button 1**.

You will return to the Story Editor Screen.

*Note:* Switch Page and Font Editor may not be available to you when Picture Maker is accessed in this manner. The amount of memory in your machine and the resolution mode you are in will determine if these functions are available.

# Monitor

When running or stepping through your story, use this mode to display your pictures in the area at the bottom right of the screen below the story table. The pictures that appear in the monitor will not be of the same quality as those that appear using the full screen. However, you can see the line of the story being executed as the story is displayed.

Text screens cannot be displayed in this mode, but a representation of these files will be shown.

To view your story in Monitor mode:

1. Select **Monitor** on the Modes menu.
2. Select either **Run Story** or **Step Story** from the Run menu.

# Full Screen

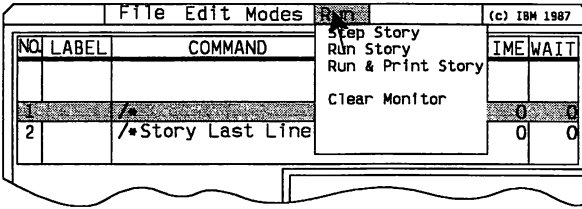
Full Screen allows you to use the entire screen to display your pictures when running or stepping through your story. The Story Table is not displayed in this mode while the story is being run.

To view your story in Full Screen mode:

1. Select **Full Screen** on the Modes menu.
2. Select either **Run Story** or **Step Story** from the Run menu.

# Run Menu (SE)

The Run menu provides options you can select to run your story. The pictures in your story will be shown in the sequence you have placed them, using the display methods you have chosen. Using Run Story or Step Story to run your story lets you determine if the display techniques you have selected provide the effect you desire.



## Action Keys

After you have begun displaying your story using either the Run Story or the Step Story option, you can use the action keys to affect the flow of the story.

Esc	Stops the story and returns to the editing screen at the end of the current action.
Shift-Esc	Stops the story and returns to the editing screen immediately.
Enter	Executes the next line of the story when in Step Story mode.
F5	When running in Run Story mode, switches to Step Story mode.

F6	When running in Step Story mode, switches to Run Story mode.
F10	Freezes story playback; any key resumes.
Spacebar	Skips current Wait period.
Minus (-)	Backs up the story to the nearest full (and not transparent) screen or the previous line with a period in the label field.
Plus (+)	Resumes from where the story was backed up.

## Step Story

This option allows you to view your story by stepping through part or all of it one story line at a time. The story begins with the command listed on the Story Editing Line. To step through your story:

1. Place the first story line you want to execute on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Step Story** from the Run menu.

The story line executes.

3. Press **Enter** to execute the next story line.
4. Continue to press **Enter** to step through the pictures in the story.

## Run Story

This option allows you to view your story without any stops. The story begins with the command listed on the Story Editing Line and continues to the end.

To use Run Story:

1. Place the first story line you want to execute on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Run Story** from the Run menu.

The story line executes and the story continues to the end.

## Run and Print Story

This option allows you to view your story and print out the screen image any time a /PRINT command has been entered on a following story line. Wait periods are ignored when Story Editor is running in this mode.

To use Run and Print Story:

1. Place the first story line you want to execute on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Run and Print Story** from the Run menu.

The story line executes and the story continues to the end, printing out the screen image whenever /PRINT commands are encountered.

If there is a marked block of lines, only the /PRINT commands within the block will be executed.

# Clear Monitor

Selecting this option from the Run menu clears the current picture displayed on the Monitor. To use Clear Monitor, select **Clear Monitor** from the Run menu.

# Story Table

The Story Table is the part of the screen where you choose which of the files created with Storyboard Plus will be used in your story and how they will be altered and presented. In the Story Table area there is one line which is highlighted. This line is referred to as the Story Editing Line.

NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT
2	/#Story Last Line			0	0

Story Editing Line

There are five main columns in the Story Table in which you can enter information. The information that can be entered in a column is displayed in menus similar to those in the Menu area of the Story Table screen.

If you select the 320 x 200 or 640 x 200 mode, five story lines can be displayed in the Story Table. If you select the 640 x 350 or 640 x 480 mode, eleven story lines can be displayed in the Story Table.

When you select the /CLEAR, /COLOR, /DISPLAY, /SHOW, or /MOVE SPRITE command, additional story table columns appear in the lower left-hand corner of the screen. The columns contain additional information that is used with these commands.



# Scrolling Story Table Lines

To modify a line in the Story Table, you must move it to the Story Editing Line.

To move a following story line to the Story Editing Line:

1. Move the pointer to the lower part of the Story Table and press **Button 1**.

The Story Table scrolls downward one line.

2. Continue to press **Button 1** as many times as necessary to scroll to the story line you wish to modify.
3. If you wish to scroll to the last line of a story, press **Button 2**. You can stop the story lines from scrolling at any time by pressing **Button 2** again.

To move a previous story line to the Story Editing Line:

1. Move the pointer to the upper part of the Story Table and press **Button 1**.

The Story Table scrolls upward one line.

2. Continue to press **Button 1** as many times as necessary to scroll to the story line you wish to modify.
3. If you wish to scroll to the first line of a story, press **Button 2**. You can stop the story lines from scrolling at any time by pressing **Button 2** again.

The following keys can be used to scroll the Story Table, regardless of the input device selected.

PgUp	Scrolls the previous five lines or the previous eleven lines of your story, depending on the resolution mode.
------	---

PgDn	Scrolls the next five lines or the next eleven lines of your story, depending on the resolution mode.
Home	Goes to the first line of the story.
End	Goes to the last line of the story.

## Entering Information on a Story Line

To enter information on a story line:

1. Scroll the story until the story line you wish to modify is on the Story Editing Line.
2. Move the pointer to the column of the Story Editing Line you want to enter information in, and then press **Button 1**.

This opens the menu.

3. To select an option, move the pointer to the item you want and press **Button 1** again.

This selects the option and closes the menu.

4. To close the menu without selecting an option, move the pointer outside the menu and press **Button 1**.

# LABEL Column

The LABEL column allows you to identify each story line and control the flow of your story. Labels allow your story to go to a specified line in the Story Table.

When the /GOTO and /GOSUB commands are used to go to a story line, a label must identify that line. Refer to the /GOTO and /GOSUB commands for more information on the use of labels.

NO	LABEL	COMMAND	PARAMETER	TIME	WAIT
2	Input Label No Label Goto Label	st Line		0	0

## Input Label

This option allows you to type a label of your choice in the LABEL column on the Story Editing Line. The label may consist of up to five characters and must not be a duplicate of any other label used in the story. To input a label:

1. Place the line you wish to label on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Input Label** from the Label menu.
3. At the blinking asterisk, type your label.

Pressing any character key or the spacebar blanks out the current entry. If you want to edit the current entry, first use the → key; then, use the ←, Insert, Delete, Spacebar, Backspace, or any character keys.

4. Press **Enter**.

The label will appear in the LABEL column on the Story Editing Line.

5. If you want to exit input mode without making a change, press **Esc**.

## No Label

This option allows you to remove a label from the LABEL column on the Story Editing Line. To remove a label:

1. Place the line you wish to remove a label from on the Story Editing Line by scrolling the Story Table up or down.
2. Select **No Label** from the Label menu.

The label will be removed.

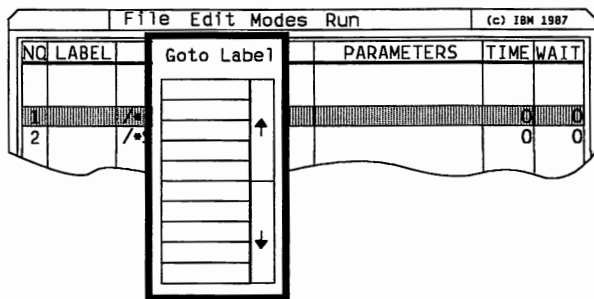
## Goto Label

This option allows you to immediately go to any labeled line in your story.

To go to a labeled line:

1. Select **Goto Label** from the Label menu.

The Goto Label panel will appear.



2. Move the pointer to the label for the line you want to go to and press **Button 1**.

To scroll the Goto Label panel, move the pointer to the ↑ and ↓ and press **Button 1**.

3. The story table will go to the line you chose.
4. If you want to exit the Goto Label panel without making a selection, press **Button 2**.

## COMMAND Column

The COMMAND column allows you to control the presentation of your story. You determine the methods of display, colors, transition, timing, sound, and interaction. The commands you choose tell Story Editor what actions to perform on the story lines.

Each command has its own parameters. To view a specific command's parameters, select the command, move the pointer to the PARAMETERS column, and press **Button 1**. Parameters will be discussed later in this chapter.

File Edit Modes Run				(c) IBM 1987	
NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT
1		/*		0	0
2		Input Comment			

Input Com	PARAMETERS
/INPUT	/CLEAR
/IF	/COLOR
/IFNOT	/DISPLAY
/GOTO	/SHOW
/GOSUB	/MOVE SPRITE
/RETURN	/SPEAK
/INT	/SOUND EFFECTS
/EXEC	/MUSIC ON
/LOCK ON	/MUSIC OFF
/LOCK OFF	/PRINT
/TELL	/PALETTE
/END	

(Menu 2) (Menu 1)

The **COMMAND** column has two menus. To go back and forth from one menu to the other:

1. Move the pointer to the **COMMAND** column of the Story Editing Line and press **Button 1**.
2. Move the pointer into the Command menu and press **Button 2**.
3. To return to the first Command menu, press **Button 2** again.
4. To select a command from either menu, move the pointer to that command and press **Button 1**.

## Input Comment

This command allows you to enter a comment into your story. This identifies what is occurring in your story on that particular line. If a command is entered on a story line, the comment will be entered next to the command.

To input a comment:

1. Place the line on which you want to insert a comment on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Input Comment** from the Command menu.
3. At the blinking asterisk, type your comment.

Pressing any character key or the spacebar blanks out the current entry. If you want to edit the current entry, first use the → key; then, use the ←, Insert, Delete, Spacebar, Backspace, or any character keys.

4. Press **Enter**.

The comment you entered will appear on the Story Editing Line in the **COMMAND** column next to the \*.

5. If you want to exit input mode without making a change, press **Esc**.

## **/\***

This command allows you to remove the command currently on a story line but leave any comments that may be entered. This deactivates the story line.

To deactivate a story line:

1. Place the line on which you wish to insert the **/\*** on the Story Editing Line by scrolling the Story Table up or down.
2. Select **/\*** from the Command Menu.

A **/\*** will be inserted at the beginning of the **COMMAND** column on the Story Editing Line.

## **/CLEAR**

Use this command to clear all or part of the picture displayed on the screen. In 320 x 200 - 4 Color Mode, one of four colors may be used. In all other modes, one of sixteen colors may be used to clear the picture. If no color is specified, black is used. You determine which color will be used when you enter the parameter information.

**/CLEAR** can be used with display method **NONE** in order to alter one or more partial picture areas before any action is seen on the screen. The altered screen can be displayed by using the **/DISPLAY** command on a following line in the table.

When you select **/CLEAR**, a panel of additional columns is displayed in the lower left-hand corner of the Story Table screen. The functions you choose in these columns determine how the **/CLEAR** command will be executed. Refer to "Additional Story Table Columns" in this chapter for detailed information.

To use the **/CLEAR** command:

1. Place the line on which you wish to enter the **/CLEAR** command on the Story Editing Line by scrolling the Story Table up or down.
2. Select **/CLEAR** from the Command menu.
3. Enter the necessary information in the **PARAMETERS**, **TIME**, and **WAIT** columns.
4. Enter the necessary information in the Additional Story Table columns.

The only parameter for this command is Get Color.

## **/COLOR**

This command changes the color of all or part of the picture displayed on the screen. The picture on the screen is not removed, but a specified color is changed to another color. You may also change two colors with one **/COLOR** command by selecting Get 2 Colors in the **PARAMETERS** column.

You determine which colors will be changed with the information you enter in the **PARAMETERS** column. In 320 x 200 - 4 color mode, one of four colors may be used to color the picture. In all other modes, one of sixteen colors may be used to color the picture. If you wish to change additional colors in a picture, you may put **/COLOR** commands on subsequent story lines.

**/COLOR** can be used with display method **NONE** in order to alter one or more partial picture areas before any action is seen on the screen. The altered screen can be displayed by using the **/DISPLAY** command on a following line in the table.

If incomplete parameter information is entered, the **/COLOR** command will be ignored.



When you select `/COLOR`, a panel of additional columns is displayed in the lower left-hand corner of the Story Table screen. The functions you choose in these columns determine how the `/COLOR` command will be executed. Refer to “Additional Story Table Columns” in this chapter for detailed information.

To use the `/COLOR` command:

1. Place the line on which you wish to enter the `/COLOR` command on the Story Editing Line by scrolling the Story Table up or down.
2. Select `/COLOR` from the Command menu.
3. Enter the necessary information into the `PARAMETERS`, `TIME`, and `WAIT` columns.
4. Enter the necessary information into the Additional Story Table columns.

Parameters for this command are:

- Get 1 Color
- Get 2 Colors.

## `/DISPLAY`

This command is used to choose a Picture Maker, Picture Taker, or Text Maker file and display it. You can display all or part of the file. The file name is entered in the `PARAMETERS` column.

Once a picture is displayed on the screen using the `/DISPLAY` command, it will remain on the screen until another command removes it. You can alter the picture by using `/CLEAR`, `/COLOR`, `/SHOW`, and `/DISPLAY` commands on subsequent story lines.

If you select `/DISPLAY` and no filename is entered in the `PARAMETERS` column, the program will display the image in the preview area.

When you select `/DISPLAY`, a panel of additional columns displays in the lower left-hand corner of the Story Table screen. The functions you choose in these columns determine how the `/DISPLAY` command will be executed. Refer to “Additional Story Table Columns” in this chapter for detailed information.

To use the `/DISPLAY` command:

1. Place the line on which you wish to enter the `/DISPLAY` command on the Story Editing Line by scrolling the Story Table up or down.
2. Select `/DISPLAY` from the Command menu.
3. Enter the necessary information in the `PARAMETERS`, `TIME`, and `WAIT` columns.
4. Enter the necessary information in the Additional Story Table columns.

Parameters for this command are:

- Get Existing Name
- Input Name
- View Picture.

## `/SHOW`

This command is used to choose a Picture Maker, Picture Taker, or Text Maker file and display it. You can display all or part of the file. The file name is entered in the `PARAMETERS` column. However, unlike the `/DISPLAY` command, once your story goes to the next story line, the picture is removed from the screen.

If you select `/SHOW` and no filename is entered in the `PARAMETERS` column, the program will display the image in the preview area.

When you select `/SHOW`, a panel of additional columns displays in the lower left-hand corner of the Story Table Screen. The functions you choose in these columns deter-

mine how the **/SHOW** command will be executed. Refer to “Additional Story Table Columns” in this chapter for detailed information.

**/SHOW** is also used to create animation sequences. To create animation sequences, refer to “Creating Animation Sequences” in this chapter.

The only valid display method for **/SHOW** is **FADE**.

To use the **/SHOW** command:

1. Place the line on which you wish to enter the **/SHOW** command on the Story Editing Line by scrolling the Story Table up or down.
2. Select **/SHOW** from the Command menu.
3. Enter the necessary information in the **PARAMETERS**, **TIME**, and **WAIT** columns.
4. Enter the necessary information in the Additional Story Table columns.

Parameters for this command are:

- Get Existing Name
- Input Name
- View Picture.

## **/MOVE SPRITE**

Use this command to move a sprite from one area of the screen to another or to move a sprite onto the screen from off the screen. Several sprite files are supplied with Storyboard Plus. They are:

**GLOBE.SPR.**  
**MAN.SPR**  
**WOMAN.SPR**

You choose the sprite you want to use and enter that file name in the **PARAMETERS** column.

Parameters for /MOVE SPRITE are:

- Get Existing Name (This will be the name of the sprite file you want to use.)
- Input Name.

To use the /MOVE SPRITE command:

1. Place the line on which you wish to enter the /MOVE SPRITE command on the Story Editing Line by scrolling the Story Table up or down.
2. Select /MOVE SPRITE from the Command menu.
3. Enter the necessary information in the PARAMETERS, TIME, and WAIT columns.
4. Enter the necessary information in the additional story table columns. (A description of these columns immediately follows this command's instructions.)

When you select /MOVE SPRITE, a panel of additional story table columns used only with this command displays. These columns are used to enter additional information to control the movement of the sprite. Under the column headings is a highlighted line. This can be considered an extension of the Story Editing Line.

SPRITE ACTION		
Pointing Right		
COLOR	DIR	POSITION
YES	RIGHT	45- 63
Current Story Drive\Path		

The additional columns are:

- SPRITE ACTION
- COLOR (No options can be selected.)

- DIR
- POSITION.

To select an option from these columns:

1. Move the pointer to the column from which you wish to select an option.
2. Press **Button 1**.

The menu will open.

3. To select an option, move the pointer to that option and press **Button 1**.

*Note:* If you selected the keyboard as your input device, press the **Tab** key to move the pointer to these columns.

## SPRITE ACTION

This column provides options that determine the sprite's action when movement across the screen ends. The options in this column will vary depending on the sprite being used.

To choose a sprite action, select an option from the **SPRITE ACTION** menu.

## DIR

This column provides options that specify from which edge of the screen the sprite will appear as it begins movement to the location you chose. The direction options are :

- Right
- Left
- Top
- Bottom.

To choose a direction, select an option from the **DIR** menu.

# POSITION

This column provides options that set the final position of the sprite on the screen. Four methods are available for entering the sprite's position:

- Set on Monitor
- Set on Full Screen
- Input Position
- Go to Background.

## Using Set on Monitor and Set on Full Screen

This option allows you to use a select box to determine the location where you want a sprite displayed.

To set the sprite's position on the screen using this option:

1. Select **Set on Monitor** or **Set on Full Screen** from the Position menu.

A select box will appear in the Monitor area of the Story Table screen with the last picture listed in the PARAMETERS column as background. If a /CLEAR command was used to clear the last picture, the background will be black.

2. Move the pointer inside the select box and press **Button 1**.

*Note:* If you selected the keyboard as your input device, you move the pointer in the monitor or full screen areas using the cursor movement keys. The pointer will move in 4 pixel increments in the 320 x 200 resolution modes and 8 pixel increments in all other resolution modes. To move the pointer in 1 pixel increments, press **Shift** and the cursor movement keys.

You can now move the select box to the location on the screen where you want the sprite displayed when movement ends.

3. When you have the select box in the position you want, press **Button 2**.

The coordinates in the **POSITION** column of the Story Table change to reflect the sprite's position.

## Using Input Position

This option can be used to type actual coordinates for the location of a sprite.

In the Position column of the table, Story Editor accepts coordinates in 4 pixel increments on the X-axis in the 320 x 200 modes. Story Editor accepts coordinates in 8 pixel increments on the X-axis, in all other resolution modes. If values not matching the 4 or 8 pixel increments are entered, Story Editor will round them up or down as shown in the following table.

<b>Resolution Mode</b>	<b>Position X Value</b>
320 x 200	Rounds to next lowest odd pixel (i.e. 1, 5, 9, ...317).
640 x 200, 640 x 350, 640 x 480	Rounds to next lowest odd pixel (i.e. 1, 9, 17, ...653).

Story Editor accepts coordinates in 1 pixel increments on the Y-axis.

To type in the sprite coordinates:

1. Select **Input Position** from the Position menu.
2. At the blinking asterisk, type the coordinates of the location where the sprite should be displayed.

The Tab and Shift-Tab keys will move the blinking asterisk between the input coordinates. Pressing any number key will only blank out the area where the blinking asterisk is located.

3. Press **Enter** to set the coordinates.

The coordinates will be entered in the the POSITION columns.

4. If you want to exit input mode without making a change, press **Esc**.

## Using Go To Background

Selecting this option will change the sprite to the background color of the next picture displayed. This is how the sprite is removed from the screen. To remove the sprite from the screen, select **Go To Background** from the Position menu.

## /SPEAK

This command is used to play back the files created when you select Record Voice from the File menu. The picture currently displayed on the screen will remain while the file you choose in the PARAMETERS column plays back. Once the voice file is executed, the story proceeds to the next line.

You must have either the IBM Voice Communications Option or the IBM Personal System/2 Speech Adapter installed along with a microphone and speaker in order to use this option.

If you are using the IBM Voice Communications Option, you must run VOICE.BAT before starting Story Editor.



Also, the following files must either be in the directory with Story Editor or be accessed using the DOS PATH or APPEND commands:

VCAPIDRV.COM	V0OTPC.AIC
APIDIR.AIC	V1INSP.AIC
BASEPC.AIC	V1OTSP.AIC
BASESP.AIC	V2OTSP.AIC
BATCMD.AIC	V3OTPC.AIC
V0INSP.AIC	V4OTSP.AIC

To use the **/SPEAK** command:

1. Place the line on which you wish to enter the **/SPEAK** command on the Story Editing Line by scrolling the Story Table up or down.
2. Select **/SPEAK** from the Command menu.
3. Enter the necessary information in the **PARAMETERS** column.

Parameters for this command are:

- Get Existing Name
- Input Name.

## **/SOUND EFFECTS**

This command is used to play back sound effects files. The picture currently displayed on the screen will remain while the file you choose in the **PARAMETERS** column begins to play. The story then proceeds to the following lines while the sound effect is played. Once the sound effects file is executed, it will not repeat.

You must have the IBM Music Feature installed along with a speaker in order to use this option. You also must run the **KAPI.EXE** file before you start Story Editor. You cannot create sound effects files with this command, only play them back.

Several sound effects files are supplied with Storyboard Plus. These are:

ALARM.ESQ	BEACH.ESQ
BIGBEN.ESQ	CHOPPER.ESQ
DRUMS.ESQ	KNOCK.ESQ
PHONE.ESQ	RACING.ESQ
WATER.ESQ	WHISTLE.ESQ

To use the /SOUND EFFECTS command:

1. Place the line on which you wish to enter the /SOUND EFFECTS command on the Story Editing Line by scrolling the Story Table up or down.
2. Select /SOUND EFFECTS from the Command menu.
3. Enter the necessary information into the PARAMETERS column.

Parameters for this command are:

- Get Existing Name
- Input Name.

## /MUSIC ON

This command is used to play back music files. The picture currently displayed on the screen will remain while the file you choose in the PARAMETERS column begins to play. The story then proceeds to the following lines while the music plays. Should the music file complete before the story is ended, the music file repeats. To turn the music off before the end of the story, the /MUSIC OFF command must be entered on a story line.

You must have the IBM Music Feature installed along with a speaker in order to use this option. You also must run the KAPI.EXE file before you start Story Editor. You cannot create music files with this command, only play them back.

Several music files are supplied with Storyboard Plus.  
These are:

BLUES.ESQ  
ROCK.ESQ.  
POP.ESQ  
JAZZ.ESQ

To use the /MUSIC ON command:

1. Place the line on which you wish to enter the /MUSIC ON command on the Story Editing Line by scrolling the Story Table up or down.
2. Select /MUSIC ON from the Command menu.
3. Enter the necessary information in the PARAMETERS column.

Parameters for this command are:

- Get Existing Name
- Input Name.

## **/MUSIC OFF**

This command is used to end execution of a music file started with a /MUSIC ON command.

To use the /MUSIC OFF command:

1. Place the line on which you wish to enter the /MUSIC OFF command on the Story Editing Line by scrolling the Story Table up or down.
2. Select /MUSIC OFF from the Command menu.

There are no parameters for this command.

## **/PRINT**

This command is used with the Run & Print Story function from the Run menu. Anytime you want to print a screen, enter /PRINT on the story line that follows the display of that screen.

When you select Run and Print Story, screens you select will be printed as the story is run. Any information in the TIME and WAIT columns will be ignored, and the story will proceed as rapidly as possible, stopping only to print the pictures you specify. A form feed will occur after each picture is printed. The /PRINT command will be ignored when Step Story and Run Story are selected. /PRINT is always ignored in Story Teller.

To use the /PRINT command:

1. Place the line on which you wish to enter the /PRINT command on the Story Editing Line by scrolling the Story Table up or down.
2. Select /PRINT from the Command menu.
3. Enter the necessary information in the PARAMETERS column.

*Hint:* If the quality of the printed picture is unsatisfactory when using a black and white printer, try printing the picture in the Picture Maker module using the Patterns option.

Parameters for this command are:

- Normal
- Turn Page.

## **/PALETTE**

This command is valid when you are using 320 x 200 - 4 color resolution mode. It will appear on the Command menu when this mode is used. This command should be on the line before a file is displayed.

This command allows you to change the color palette that is

used when the picture is displayed. The palette colors set with this command will remain in effect until another **/PALETTE** command is entered.

To use the **/PALETTE** command:

1. Place the line on which you wish to enter the **/PALETTE** command on the Story Editing Line by scrolling the Story Table up or down.
2. Select **/PALETTE** from the Command menu.
3. Enter the necessary information in the **PARAMETERS** column.

Parameters for this command are:

- Get Palette Colors
- Get Background Color
- Use PM Palette.

## **/INPUT**

This command allows your story to read input from the keyboard. The number of keystrokes needed before the story continues is specified in the **PARAMETERS** column.

If parameter information is not entered, one keystroke is assumed. If 0 (no wait) is chosen, the **/INPUT** command does not wait for a keystroke; however, if a keystroke is entered, it is read as input. If the Enter key is pressed before any other keys have been pressed, the story will continue.

The **/INPUT** command is used to designate how many keystrokes are required before the story continues. The **/IF** and **/IFNOT** commands can be used on following story lines to determine how the story should proceed if a designated key is pressed.

To use the **/INPUT** command:

1. Place the line on which you wish to enter the **/INPUT** command on the Story Editing Line by scrolling the Story Table up or down.
2. Select **/INPUT** from the Command menu.
3. Enter the necessary information in the **PARAMETERS** column.

Parameters for this command are:

- 0 (no wait)
- 1 keystroke
- Input Number.

## **/IF**

After an **/INPUT** command, an **/IF** command can be entered on a following story line to determine how the story should proceed if a specific key is pressed.

If the characters input while the story is being run match the characters specified in the **/IF** command, the story will branch to the line or subroutine with the label entered in the **PARAMETERS** column or end if the **END** parameter is specified.

To use the **/IF** command:

1. Place the line on which you wish to enter the **/IF** command on the Story Editing Line by scrolling the Story Table up or down.
2. Select **/IF** from the Command menu.

A blinking asterisk will appear in the **COMMAND** column next to the **/IF** command.

3. Enter the key(s) you want the story viewer to press or the **\$** key to accept any keystroke and press **Enter**.

The maximum number of keystrokes that can be entered is 15.

4. Enter the necessary information in the PARAMETERS column.

Parameters for this command are:

- GOTO Label
- GOSUB Label
- END.

## **/IFNOT**

After an /INPUT command, the /IFNOT command can be entered on a following story line to determine how the story should proceed if a specific key is not pressed.

If the characters input while the story is being run do not match the characters specified in the /IFNOT command, the story can branch to the line or subroutine entered in the PARAMETERS column or end if the END parameter is specified.

To use the /IFNOT command:

1. Place the line on which you wish to enter the /IFNOT command on the Story Editing Line by scrolling the Story Table up or down.
2. Select /IFNOT from the Command menu.

A blinking asterick will appear in the COMMAND column next to the /IFNOT command.

3. Type any key(s) you want to prevent the /IFNOT story line from being executed, and press **Enter**.

The maximum number of keystrokes that can be entered is 15.

If you specify the \$ key, the story can continue running until any key is pressed.

4. Enter the necessary information into the **PARAMETERS** column.

Parameters for this command are:

- **GOTO** Label
- **GOSUB** Label
- **END**.

## **/GOTO**

This command is used to go to a specified story line. **/GOTO** is commonly used to go back to the beginning of a story so that the story will run continuously or to go back to a story menu screen.

To use the **/GOTO** command:

1. Place the line on which you wish to enter the **/GOTO** command on the Story Editing Line by scrolling the Story Table up or down.
2. Select **/GOTO** from the Command menu.
3. Enter the necessary information into the **PARAMETERS** column.

Parameters for this command are:

- **Get Existing Label**
- **Input Label**.

## **/GOSUB**

This command is used to start a subroutine beginning with the line you choose in the **PARAMETERS** column. The subroutine will continue until a **/RETURN** command is found. The **/RETURN** command will cause the story to return to the story line that follows the **/GOSUB** command.



To use the /GOSUB command:

1. Place the line on which you wish to enter the /GOSUB command on the Story Editing Line by scrolling the Story Table up or down.
2. Select /GOSUB from the Command menu.
3. Enter the necessary information in the PARAMETERS column.

Parameters for this command are:

- Get Existing Label
- Input Label.

## **/RETURN**

This command causes the story to return to the line that follows the last /GOSUB command executed.

To use the /RETURN command:

1. Place the line on which you wish to enter the /RETURN command on the Story Editing Line by scrolling the Story Table up or down.
2. Select /RETURN from the Command menu.

There are no parameters for this command.

## **/INT**

This command is used to access a DOS-resident .COM program through a specified software interrupt. It must be loaded before Story Editor or Story Teller is started. The .COM program must return to the interrupted program. DOS reserves interrupts 60 through 67 for user software.

To use the /INT command:

1. Place the line on which you wish to enter the /INT command on the Story Editing Line by scrolling the Story Table up or down.
2. Select /INT from the Command menu.
3. Enter the necessary information in the PARAMETERS column.

The only parameter for this command is Input Parameters.

## **/EXEC**

This command is used to exit your story, connect to DOS, call another DOS program, execute it, and return to the story line following the /EXEC command. The name of the .EXE or .COM file you want to execute is entered in the PARAMETERS column.

DOS resident programs cannot be executed with the /EXEC command.

To use the /EXEC command:

1. Place the line on which you wish to enter the /EXEC command on the Story Editing Line by scrolling the Story Table up or down.
2. Select /EXEC from the Command menu.
3. Enter the necessary information in the PARAMETERS column.

Parameters for this command are:

- Get Existing Name
- Input Name.

## **/LOCK ON**

This command disables all keys on the keyboard (except /INPUT values). It is useful when your story is run unattended, because it prevents someone from interrupting the story.

To use the /LOCK ON command:

1. Place the line on which you wish to enter the /LOCK ON command on the Story Editing Line by scrolling the Story Table up or down.
2. Select /LOCK ON from the Command menu.

There are no parameters for this command.

## **/LOCK OFF**

This command enables all keys following a /LOCK ON command.

To use the /LOCK OFF command:

1. Place the line on which you wish to enter the /LOCK OFF command on the Story Editing Line by scrolling the Story Table up or down.
2. Select /LOCK OFF from the Command menu.

There are no parameters for this command.

## **/TELL**

This command is used to branch the current story to another story, using any specified drive and path, and start the new story. The specified drive and path also set the drive and path for all the files in the new story.

This command is entered in Story Editor, but only operates with Story Teller. This command is normally used to

chain together two or more stories for a large presentation. It can also be used to combine stories that were created in different resolution modes.

The number of lines you can have in your story will vary, depending on the number of labels, comments, and directory locations of the files used by your story. On average, a story can contain 450 story lines.

To use the `/TELL` command:

1. Place the line on which you wish to enter the `/TELL` command on the Story Editing Line by scrolling the Story Table up or down.
2. Select `/TELL` from the Command menu.
3. Enter the necessary information in the `PARAMETERS` column.

Parameters for this command are:

- Get Existing Name
- Input Name.

## **`/END`**

Use this command to stop the story immediately. This command is commonly used with story menus where one of the choices is to end the story. It is also used as the last line in a story to separate the story from any subroutines that may follow. To use the `/END` command:

1. Place the line on which you wish to enter the `/END` command on the Story Editing Line by scrolling the Story Table up or down.
2. Select `/END` from the Command menu.

There are no parameters for this command.

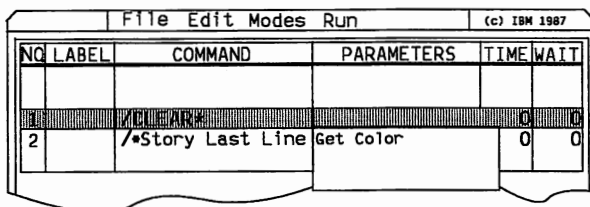
# PARAMETERS Column

The PARAMETERS column allows you to enter additional command information. Once you have entered a command on a story line, you can select the parameter information from the Parameter menu.

Pressing **F3** will enter the filename from the column above if the same command is used and the Parameter menu is not opened. Pressing **Shift-F3** will blank out the PARAMETERS column.

## Get Color

Get Color is a parameter for the /CLEAR command. It is used to select the color with which you clear all or part of the screen.



File Edit Modes Run		(c) IBM 1987			
NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT
1		/CLEAR		0	0
2		/*Story Last Line	Get Color	0	0

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Get Color** from the Parameter menu.

The Get Color Panel will display.

File Edit Modes Run		(c) IBM 1987	
NO LABEL	Get Color	PARAMETERS	TIME WAIT
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			

3. Move the pointer to the color you want and press **Button 1**.

The color reference number will be entered in the **PARAMETERS** column.

*Note:* You will get a choice of only sixteen colors in the resolution modes that support sixteen or more colors. In 320 x 200 - 4 color resolution mode, you will get a choice of only four colors.

### Get 1 Color

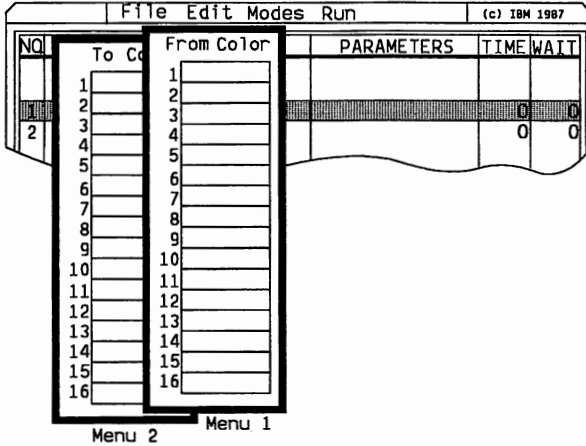
Get 1 Color is a parameter for the **/COLOR** command. It allows you to choose a color on the screen to replace with another color of your choice. You can replace a color on all or part of the screen.

File Edit Modes Run		(c) IBM 1987	
NO LABEL	COMMAND	PARAMETERS	TIME WAIT
2	<b>/COLOR</b> /*Story Last Line	Get 1 Color Get 2 Colors	0 0

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Get 1 Color** from the Parameter menu.

The From Color Panel will display.



3. Move the pointer to the color you want to replace and press **Button 1**.

The color reference number will be entered in the **PARAMETERS** column and the **To Color Panel** will display.

4. Move the pointer to the new color you want and press **Button 1**.

The color reference number will be entered in the **PARAMETERS** column.

*Note:* You will get a choice of only sixteen colors in the resolution modes that support sixteen or more colors. In 320 x 200 - 4 color resolution mode, you will get a choice of only four colors.

# Get 2 Colors

The Get 2 Colors parameter performs the same function as Get 1 Color, but you can change two colors and use only one story line. You select one set of colors from the color panels, then you select the other. The From Color and To Color panels will appear twice.

To use this parameter, select **Get 2 Colors** from the Parameter menu. Refer to "Get 1 Color" for help in selecting colors from the From Color and To Color panels.

# Get Existing Name

Get Existing Name is used to select the Storyboard Plus files you want to use with a command. This parameter allows you to retrieve a Storyboard Plus file previously saved on a disk.

NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT
1				0	0
2	/*Story Last Line	Get Existing Name	Input Name View Picture	0	0

Get Existing Name is a parameter for the following commands:

- DISPLAY
- SHOW
- MOVE SPRITE
- SPEAK
- SOUND EFFECTS
- MUSIC ON
- EXEC
- TELL.



To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Get Existing Name** from the Parameter menu.

The File Services menu will appear.

3. Select the file you want to use. (If you need help using the File Services panel, see “File Services Panel” in this chapter.)

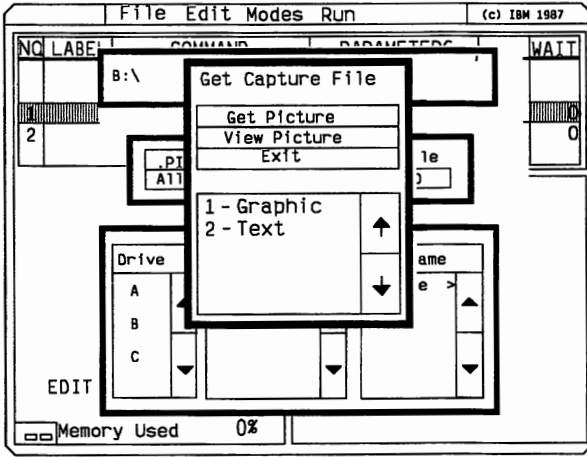
The File Services panel closes and the file name is entered in the PARAMETERS column.

If you select a file that has more than one image saved under the filename and the /DISPLAY or /SHOW command has been selected, the Get Capture File panel will display.

## Get Capture File Panel

If you select a file name that has more than one image saved under the filename (usually with a .CAP or .LIB

extension), the Get Capture File Panel will display. You can then select a specific image in the file to get.



There are three options on the Get Capture File Panel:

- Get Picture
- View Picture
- Exit.

## Using Get Picture

Select Get Picture to get an image.

To get an image:

1. Place the pointer on the image you want to get and press **Button 1**.

That image is now highlighted. If you have more images than display, move the pointer to the ↓ box on the right of the filename column and press **Button 1** to see the other images. Continue pressing **Button 1** until you find the correct image. You can see previous images by moving the pointer to the ↑ box and pressing **Button 1**.

2. When you have highlighted the image you want to get, move the pointer to **Get Picture** and press **Button 1**.

The Get Capture File panel closes and your filename and image number appear in the PARAMETERS column.

## Using View Picture

Select View Picture to preview images.

To view an image:

1. Position the pointer on the image you want to view and press **Button 1**.
2. Move the pointer to **View Picture** and press **Button 1**.

*Note:* Text files can display only on a full screen. If Monitor mode is selected, the text image will still display on the full screen.

To view all of the images in a file:

3. After the first image is displayed, press **Button 1** to display the second. Continue this procedure until each image in the captured file has been displayed.
4. Press **Button 2** to return to the Get Capture File panel.

## Exiting the Get Capture File Panel

To exit the Get Capture File Panel without making a selection, move the pointer to **Exit** and press **Button 1**.

# Input Name

Using the Input Name parameter is another way to select the Storyboard Plus file you want to use with a command. This parameter allows you to type a filename directly into the Parameter column without having to use the File Services menu.

Input Name is a parameter for the following commands:

- DISPLAY
- SHOW
- MOVE SPRITE
- SPEAK
- SOUND EFFECTS
- MUSIC ON
- EXEC
- TELL.

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Input Name** from the Parameter menu.
3. At the blinking asterisk, type the filename.

Pressing any character key or the spacebar blanks out the current entry. If you want to edit the current entry, first use the → key; then, use the ←, Insert, Delete, Spacebar, Backspace, or any character keys. To enter a file extension, type a . , and then the extension. To enter the reference number for a captured file, type a - , and then the reference number.

4. Press **Enter**.

The picture name is entered in the PARAMETERS column.

5. If you want to exit input mode without making a change, press **Esc**.

## View Picture

This parameter allows you to view a file in the monitor area or on the full screen, depending on the option selected. Once you have entered a filename in the **PARAMETERS** column, you can select this option to see the image contained in the file. This is helpful when you are not certain that you have selected the correct file.

Viewing a file in this manner does not alter the information on the Story Editing Line.

View Picture is a parameter for the following commands:

- Display
- Show.

To use this parameter:

1. Place the line you wish to view on the Story Editing Line by scrolling the Story Table up or down.
2. Select **View Picture** from the Parameter menu.

The picture will be displayed in the Monitor area or on the full screen, depending on which option is selected.

3. If you are viewing the picture on the full screen, press **Button 1** to exit View Picture mode.

# Normal

Normal is a parameter for the /PRINT command. It is used to select the direction the screen image will print on the paper. This parameter will cause the image to be printed vertically.

NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT
1		/PRINT*	Normal	0	0
2		/*	Turn Page	0	0

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **NORMAL** from the Parameter menu.

**NORMAL** will be entered in the **PARAMETERS** column.

# Turn Page

Turn Page is a parameter for the /PRINT command. It is used to select the direction the screen image will print on the paper. This parameter will cause the image to be rotated 90 degrees and printed horizontally.

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **TURN PAGE** from the Parameter menu.

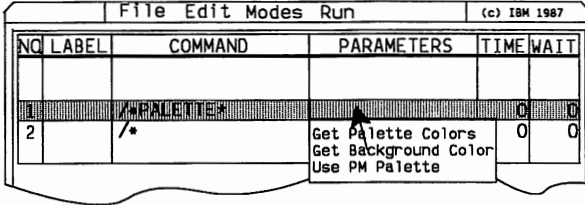
**TURN PAGE** will be entered in the **PARAMETERS** column.

# Get Palette Colors

Get Palette Colors is a parameter for the /PALETTE command. It is used to select a color palette when using the 320 x 200 - 4 color resolution mode.

Palette 1 contains white, cyan, and magenta. Palette 2 contains yellow, green, and red.

You must enter both a palette and a background color.



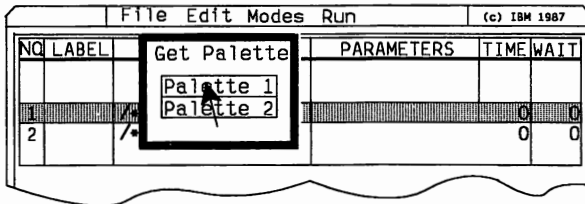
The screenshot shows a window titled "File Edit Modes Run" with a copyright notice "(c) IBM 1987". Below the title bar is a table with four columns: "NO LABEL", "COMMAND", "PARAMETERS", and "TIME WAIT". The table has two rows. The first row is shaded and contains "/PALETTE". The second row contains "2" in the "NO LABEL" column, "/" in the "COMMAND" column, and "Get Palette Colors", "Get Background Color", and "Use PM Palette" in the "PARAMETERS" column. The "TIME WAIT" column has "0" in both rows.

NO LABEL	COMMAND	PARAMETERS	TIME WAIT
	/PALETTE		0 0
2	/	Get Palette Colors Get Background Color Use PM Palette	0 0

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Get Palette Colors** from the Parameter menu.

The Get Palette panel will appear.



The screenshot shows the same window as before, but with a "Get Palette" panel open over the "PARAMETERS" column of the second row. The panel has two options: "Palette 1" and "Palette 2". A mouse cursor is pointing at "Palette 1".

NO LABEL	COMMAND	PARAMETERS	TIME WAIT
			0 0
2	/	Get Palette Palette 1 Palette 2	0 0

3. Select either **Palette 1** or **Palette 2** and press **Button 1**.

1 or 2 will be entered in the PARAMETERS column.

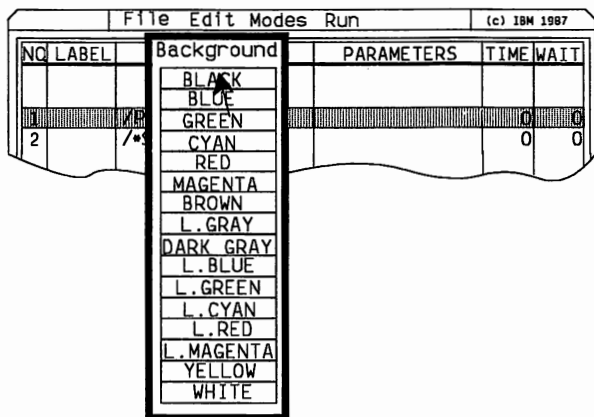
# Get Background Color

Get Background Color is a parameter for the /PALETTE command. It is used to select a background color for the files you display when using the 320 x 200 - 4 color resolution mode.

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Get Background Color** from the Parameter menu.

The Background Color panel will appear.



3. Select a background color and press **Button 1**.

The background color name will be entered in the **PARAMETERS** column along with the palette number.



# Use PM Palette

Use PM Palette is a parameter for the /PALETTE command. It tells Story Editor to use the color palette that was used when the picture file was created in Picture Maker. This parameter is valid only in the 320 x 200 - 4 color resolution mode.

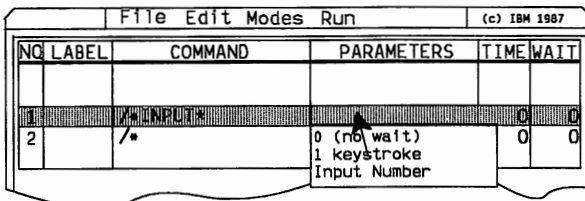
To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling text up or down.
2. Select **Use PM Palette** from the Parameter menu.

PM PALETTE will be entered in the PARAMETERS column.

## 0 (No Wait)

0 (no wait) is a parameter for the /INPUT command. It allows input from the keyboard to be read without stopping the story.



The screenshot shows a window titled "File Edit Modes Run" with a copyright notice "(c) IBM 1987". Below the title bar is a table with four columns: "NO LABEL", "COMMAND", "PARAMETERS", and "TIME WAIT". The table has two rows. Row 1 is highlighted and contains "1", "/INPUT", "0 (no wait)", and "0". Row 2 contains "2", "/\*", "1 keystroke", and "0". A mouse cursor is pointing at the "0 (no wait)" parameter in row 1. A text box below the table lists the parameter options: "0 (no wait)", "1 keystroke", and "Input Number".

NO LABEL	COMMAND	PARAMETERS	TIME WAIT
1	/INPUT	0 (no wait)	0
2	/*	1 keystroke	0

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **0 (no wait)** from the Parameter menu.

0 will be entered in the PARAMETERS column.

# 1 Keystroke

1 keystroke is a parameter for the /INPUT command and also the default value if parameter information is not entered. This parameter tells the story to halt until one keystroke is input from the keyboard. To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **1 keystroke** from the Parameter menu.

1 will be entered in the PARAMETERS column.

# Input Number

Input Number is a parameter for the /INPUT command. This parameter tells the story to halt until the number of keystrokes you choose is input from the keyboard. 15 is the maximum number of keystrokes that can be entered.

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Input Number** from the Parameter menu.

A blinking asterisk will appear in the PARAMETERS column.

Pressing any character key or the spacebar blanks out the current entry. If you want to edit the current entry, first use the → key; then, use the ←, Insert, Delete, Spacebar, Backspace, or any character keys.

3. Type the number of keystrokes you want the viewer to enter before the story continues.

#### 4. Press **Enter**.

The number will appear in the PARAMETERS column.

#### 5. If you want to exit input mode without making a change, press **Esc**.

*Note:* Pressing **Enter** will cause the story to continue, regardless of the number entered.

## GOTO Label

GOTO Label is used to tell the story to go to a story line with the label you select. This will occur if the input from the keyboard matches the input required by the command.

File Edit Modes Run		(c) IBM 1987			
NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT
1		/IF*		0	0
2		/*Story Last Line	GOTO Label1 GOSUB Label1 END	0	0

GOTO Label is a parameter for the following commands:

- IF
- IFNOT.

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **GOTO Label** from the Parameter menu.

A blinking asterisk will appear in the PARAMETER column next to GOTO.

3. If you wish to type in a line label, continue with the next step. If you wish to select a label from the Get Label panel, go to Step 6.
4. Type the label for the line you want to go to.
5. Press **Enter**.

The label will appear in the PARAMETERS column.

6. To select a label from the Get Label panel, press **F2**.
7. Move the pointer to the label for the line you want to go to and press **Button 1**.
8. To scroll through the Get Label panel, move the pointer to the **↑** and **↓** and press **Button 1**.

The label will appear in the PARAMETERS column.

9. If you want to exit the Get Label Panel without making a selection, press **Button 2**.

## GOSUB Label

GOSUB Label is used to tell the story to go to a story subroutine beginning on the line with the label you select. This will occur if the input from the keyboard matches the input required by the command. After the subroutine is ended with a /RETURN command, the story will continue with the line that follows the GOSUB Label parameter.

GOSUB Label is a parameter for the following commands:

- IF
- IFNOT.

To use this parameter:

1. Place the line on which you wish to enter parameter information on to the Story Editing Line by scrolling the Story Table up or down.

2. Select **GOSUB Label** from the Parameter menu.

A blinking asterisk will appear in the **PARAMETER** column.

3. If you wish to type in a subroutine label, continue with the next step. If you wish to select a label from the Get Label Panel, go to Step 6.

4. Type the label for the subroutine you want to go to.

5. Press **Enter**.

The label will appear in the **PARAMETERS** column.

6. To select a label from the Get Label panel, press **F2**.

7. Move the pointer to the label for the line you want to go to and press **Button 1**.

8. To scroll through the Get Label panel, move the pointer to the **↑** and **↓**s and press **Button 1**.

The label will appear in the **PARAMETERS** column.

9. If you want to exit the Get Label panel without making a selection, press **Button 2**.

## **END**

**END** is used to tell the story to end if the input from the keyboard matches the input required by the command.

**END** is a parameter for the following commands:

- **IF**
- **IFNOT**.

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.

2. Select **END** from the Parameter menu.

END will appear in the PARAMETERS column.

## Get Existing Label

Get Existing Label is used to tell the story to branch to a story line with the label you select. You select the label from a panel containing all the line labels used in your story. If there are more labels than can be shown on one panel, the panel can be scrolled.

File Edit Modes Run (c) IBM 1987					
NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT
1		/*GOTO*	C	0	0
2		/*	Get Existing Label Input Label	0	0

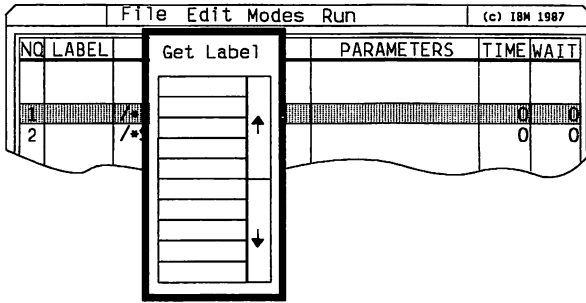
Get Existing Label is a parameter for the following commands:

- GOTO
- GOSUB.

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Get Existing Label** from the Parameter menu.

The Get Label Panel will appear, containing the story line labels.



3. Move the pointer to the label you want and press **Button 1**.
4. To scroll through the Get Label panel, move the pointer to the ↑ and ↓ and press **Button 1**.

The label will appear in the PARAMETERS column.

5. If you want to exit the Get Label Panel without making a selection, press **Button 2**.

## Input Label

Input Label is used to tell the story to branch to a story line with the label you select. You enter the line label by typing it directly into the PARAMETERS column.

Input Label is a parameter for the following commands:

- GOTO
- GOSUB.

To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Input Label** from the Parameter menu.

A blinking asterisk will appear in the PARAMETERS column.

Pressing any character key or the spacebar blanks out the current entry. If you want to edit the current entry, first use the → key; then, use the ←, Insert, Delete, Spacebar, Backspace, or any character keys.

3. Press **Enter**.

The label will appear in the PARAMETERS column.

4. If you want to exit input mode without making a change, press **Esc**.

## Input Parameters

Input Parameters is a parameter for the /INT command. The /INT command optionally loads registers AX, BX, CX, and DX with values and issues a branch to the interrupt specified. Registers AX, BX, CX, DX, SI, DI, DS, ES, and the Flags register are saved and need not be restored. The interrupt processing program must leave the stack pointer (SP) and stack segment (SS) registers in the same state they were before leaving Story Editor or Story Teller.

The correct format to enter the parameter information is **nnn,ax,bx,cx,dx**. You enter only register values for the registers you need. If you do not enter a value for a specific register, you must still enter a comma. The interrupt and register values can be expressed decimally (000 to 255) or hexadecimally (00h to FFh).

When using this parameter:

- **nnn** = specified interrupt
- **ax** = register value
- **bx** = register value
- **cx** = register value
- **dx** = register value.



To use this parameter:

1. Place the line on which you wish to enter parameter information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Input Parameters** from the Parameter menu.

A blinking asterisk will appear in the PARAMETERS column.

3. Type the interrupt and register values.

Pressing any character key or the spacebar blanks out the current entry. If you want to edit the current entry, first use the → key; then, use the ←, Insert, Delete, Spacebar, Backspace, or any character keys.

4. Press **Enter**.

The interrupt parameters will appear in the PARAMETERS column.

5. If you want to exit input mode without making a change, press **Esc**.

## TIME

Use the TIME column to enter the amount of transition time needed to go from one screen image to the next. Select the Input Action Time option to enter an actual value in seconds or tenths of seconds. The FAST, MED, and SLOW transition times are relative. The time is approximately the same among IBM PC models and is faster for partial displays.

Moving the pointer to the TIME column and pressing **F3** will enter the time from the column above.

File Edit Modes Run		(c) IBM 1987			
NO	LABEL	COMMAND	PARAMETER	TIME	WAIT
1		/*		0	0
2		/*			

Input Action Time  
FAST  
MED  
SLOW

## Input Action Time

1. Place the line on which you wish to enter time information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **Input Action Time** from the Time column.
3. At the blinking asterisk, type the desired transition time in seconds or tenths of seconds.

The number must be between .1 and 999.

Pressing any number key blanks out the current entry.

4. Press **Enter**.

The time you have entered will appear in the **TIME** column.

5. If you want to exit this input mode without making a change, press **Esc**.

## FAST, MED, and SLOW

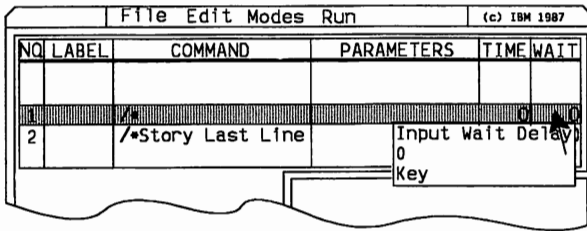
1. Place the line on which you wish to enter time information on the Story Editing Line by scrolling the Story Table up or down.
2. Select either **FAST**, **MED**, or **SLOW** from the Time menu.

The option you have selected will appear in the **TIME** column.

## WAIT Column

This column allows you to select the amount of time your picture will be displayed before the next dissolve begins. By selecting the **Input Wait Delay** option, you can enter a picture display time in seconds or tenths of seconds.

Move the pointer to the **WAIT** column and press **F3** to enter the time from the column above.



NO	LABEL	COMMAND	PARAMETERS	TIME	WAIT
2		/*Story Last Line			

Input Wait Delay  
0  
Key

## Input Wait Delay

1. Place the line on which you wish to enter wait information on the **Story Editing Line** by scrolling the **Story Table** up or down.
2. Select **Input Wait Delay** from the **Wait** column.
3. At the blinking asterisk, type the desired display time in seconds or tenths of seconds.

The number must be between .1 and 999.

Pressing any number key blanks out the current entry.

4. Press **Enter**.

The time you have entered will appear in the WAIT column.

5. If you want to exit this input mode without making a change, press **Esc**.

## **0**

If you select 0, the story will proceed immediately.

To select 0:

1. Place the line on which you wish to enter wait information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **0** from the Wait menu.

0 will appear in the WAIT column.

## **KEY**

If you select KEY, the story will wait for you to press a key.

To select KEY:

1. Place the line on which you wish to enter wait information on the Story Editing Line by scrolling the Story Table up or down.
2. Select **KEY** from the Wait menu.

KEY will appear in the WAIT column.

# Additional Story Table Columns

When you select the /CLEAR, /COLOR, DISPLAY, or /SHOW command, a panel of additional story table columns is displayed. The information entered in these columns gives Story Editor additional information that is needed with these commands. Under the column headings is a highlighted line. This can be considered an extension of the Story Editing Line.

METHOD	DIR	LINE	AREA
FADE	NONE	NONE	PART
FROM PICTURE		TO SCREEN	
10-20	100-115	531-174	
Current Story Drive\Path			
EDIT LINE			
Memory Used		0%	

The additional columns are:

- METHOD
- DIR
- LINE
- AREA
- FROM PICTURE
- TO SCREEN.

To select an option from these columns:

1. Move the pointer to the column you want to select an option from on the Extended Story Editing Line.
2. Press **Button 1**.

The menu will open.

3. To select an option, move the pointer to that option and press **Button 1**.

The menu will close and your selection will appear in that column.

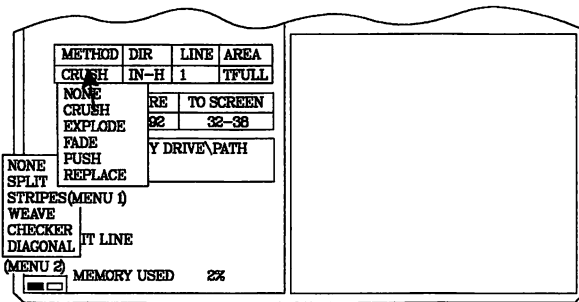
- To close the menu without selecting an option, move the pointer outside the menu and press **Button 1**.

## METHOD and DIR

The **METHOD** column is used to choose from a variety of dissolve methods that may be used to present screen images. The **DIR** column is used to determine the direction the dissolve will proceed in. The direction options are determined by the dissolve method you choose.

Once a method has been selected, you may view and select a direction from the **DIR** menu. Only the direction options valid with the dissolve method you have chosen will be displayed in the **DIR** menu. Some methods do not have valid direction options, and **NONE** will be displayed in the **DIR** column when these methods are selected.

The **METHOD** column has two menus. To go back and forth from one menu to the other:



- Move the pointer to the **METHOD** column of the Story Editing Line and press **Button 1**.
- Move the pointer into the **METHOD** menu and press **Button 2**.

3. To return to the first Method menu, press **Button 2** again.
4. To select a method from either menu, move the pointer to that command and press **Button 1**.

Because direction options are determined by the dissolve method you choose, they will be described with the dissolve options.

METHOD	DIR	LINE	AREA
CRUSH	NONE	NONE	PART
FROM PIC	IN-H	TO SCREEN	
10-20	OUT-H	531-174	
	IN-V		
	OUT-V		
Current Story Drive\Path			
EDIT LINE			
Memory Used 0%			

## NONE

The new picture is loaded into memory but not displayed. The value in the WAIT column is applied. This allows you to use Story Editor commands to modify a picture on following story table lines before the picture is displayed. There are no direction options for this method.

## CRUSH

The new picture overlays the old picture in two directions simultaneously. Direction options for this method are :

**OUT-V** Overlays old picture from center to top and bottom.

**IN-V** Overlays old picture from top and bottom to center.

**OUT-H** Overlays old picture from center to right and left.

**IN-H** Overlays old picture from right and left to center.

## **EXPLODE**

The new picture overlays the old picture simultaneously in four directions. Direction options for this method are :

**OUT-V and OUT-H**  
Start new picture in center.

**IN-V and IN-H**  
Start new picture at edges.

## **FADE**

The old picture fades in random groups of one, two, or four pixels as the new picture is revealed. There are no direction options for this method.

## **PUSH**

The new picture pushes out the old picture in one of four directions. Direction options for this method are:

**UP**  
**DOWN**  
**LEFT**  
**RIGHT.**



## REPLACE

The new picture overlays the old picture in one of four directions. Direction options for this method are:




UP  
DOWN  
LEFT  
RIGHT.

## SPLIT

The new picture is revealed as the old picture is split and pushed off the screen. Direction options for this method are:

OUT-V Old picture is pushed from center to top and bottom.

IN-V Old picture is pushed from top and bottom to the center.




OUT-H Old picture is pushed from center to right and left.

IN-H Old picture is pushed from right and left to center.

## STRIPES

The new picture overlays the old picture as stripes in selected direction. Direction options for this method are:

**UP and DOWN**  
Horizontal stripes overlay old picture moving up or down.



**LEFT and RIGHT**  
Vertical stripes overlay old picture moving left or right.

## **WEAVE**

The old picture is horizontally pushed out in two directions simultaneously, and replaced by the new picture. There are no direction options for this method.

## **DIAGONAL**

The new picture diagonally overlays the old picture.

**UP**      New picture overlays the old from lower right to upper left.

**DOWN**    New picture overlays the old from upper left to lower right.

**RIGHT**    New picture overlays the old from upper right to lower left.

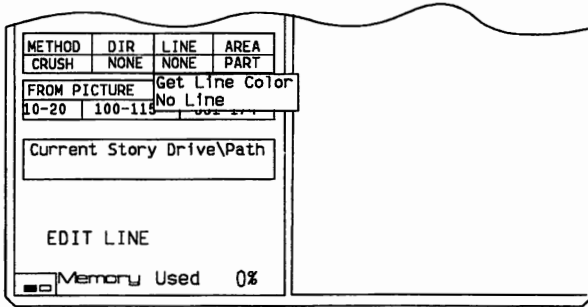
**LEFT**     New picture overlays the old from lower left to upper right.

## **CHECKER**

The new picture replaces the old by using upward expanding boxes. There are no direction options for this method.

## **LINE**

Some dissolves have a straight line displayed between the old picture image and the new picture image while the transition between pictures is taking place. This column allows you to select the color of that line. You may also choose not to use a line.



You will not be allowed to choose a line option if this information is not used by the dissolve method you have chosen. If no line color is selected, black is the default. This option is valid for the following dissolve methods:

- Diagonal
- Explode
- Crush
- Split
- Push
- Replace.

## Get Line Color

To select a line color:

1. Select **Get Line Color** from the **LINE** menu.

The Line Color panel will be displayed.

2. Move the pointer to the line color you want and press **Button 1**.

## No Line

To use no line color with a dissolve method for which this option is valid, select **No Line** from the Line menu. **NONE** will be entered in the **LINE** column.

# AREA

This column allows you to specify whether a full screen display or a partial screen display should be used for your pictures. The FULL and TRANSPARENT FULL options are used for full screen displays. The PART and TRANSPARENT PART options are used for partial displays.

METHOD	DIR	LINE	AREA
FADE	NONE	NONE	PART
FROM PICTURE		TO SCREEN	FULL
10-20	100-115	531-	PART
			TRANSPARENT FULL
			TRANSPARENT PART

Current Story Drive\Path

EDIT LINE

Memory Used 2%

When FULL or PART is used, the original background of the picture is maintained. The TRANSPARENT FULL and TRANSPARENT PART options allow one color to be designated as transparent. The transparent color used by Story Editor is the same one that was selected as the transparent color in Picture Maker. TRANSPARENT FULL or TRANSPARENT PART allows a portion of the previous picture to “show through” the present picture.

## FROM PICTURE TO SCREEN

These columns are used when either PART or TRANSPARENT PART are selected in the AREA column. The coordinates entered here determine the partial area that will be altered or displayed on the screen.

For graphics screens, the values are in pixels measured from the upper left corner of the screen. The values for the supported resolution modes are as follows:

Resolution Mode	X-axis Values	Y-axis Values
320 x 200	1 - 320	1 - 200
640 x 200	1 - 640	1 - 200
640 x 350	1 - 640	1 - 350
640 x 480	1 - 640	1 - 480

For 80-column and 40-column text screens, X refers to the character column (1 to 80 or 1 to 40) and Y refers to the line (1 to 25).

You can enter these coordinates using either Set on Monitor, Set on Full Screen, or the Input Coordinates option.

METHOD	DIR	LINE	AREA
FADE	NONE	NONE	PART
FROM PICTURE		TO SCREEN	
10-20	100-115	31-174	
Set on Monitor			
Set on Full Screen			
Input Coordinates			
EDIT LINE			
Memory Used 2%			

The first value displayed in the first column is the distance on the horizontal (X) axis from the left side of the screen to the left side of the partial picture area. The second value is the distance on the vertical (Y) axis from the top of the screen to the top of the partial picture area.

The first value in the second column is the distance on the horizontal (X) axis from the left side of the screen to the right side of the partial picture area. The second value is the distance on the vertical (Y) axis from the top of the screen to the bottom of the partial picture.

The values in the TO SCREEN column indicate the location where the upper left-hand corner of a partial

picture will be displayed. These values are valid only with the /DISPLAY and /SHOW commands. No entry in this column will cause the partial picture to be displayed in the same location as the previously run line with an entry in this column.

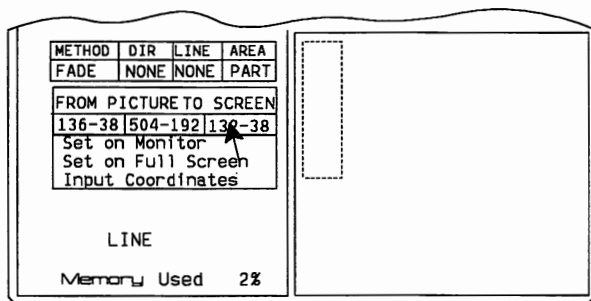
## Set on Monitor and Set on Full Screen

These options allow you to use a select box to enter coordinates for the area of the partial picture you want to display or alter. Set on Monitor lets you set the coordinates in the monitor area of the Story Table Screen. Full Screen allows you to set the coordinates on the full screen.

*Note:* If you selected the keyboard as your input device, you move the pointer in the monitor or full screen areas using the cursor movement keys. The pointer will move in 4 pixel increments in the 320 x 200 resolution modes and 8 pixel increments in all other resolution modes. To move the pointer in 1 pixel increments, press **Shift** and the cursor movement keys.

## Using a Select Box with /CLEAR and /COLOR

1. Select either **Set on Monitor** or **Set on Full Screen** from the FROM PICTURE TO SCREEN menu.
2. The previous picture in the PARAMETERS column is displayed with a select box.



If you wish to use the area in the select box, continue with the next step. If you wish to change the area, go to Step 3.

3. Move the pointer inside the select box and press **Button 1**.

The coordinates will be entered in the FROM PICTURE column.

4. To change the coordinates of the select box, move the pointer inside the screen area but outside the select box and press **Button 1**.

A crosshair pointer will appear on the screen.

5. Move the pointer to the upper left-hand corner of the area you want to alter and press **Button 1**.

6. Move the select box until it encloses the area you want to alter and press **Button 2**.

7. Move the pointer inside the select box and press **Button 1**.

The coordinates will be entered in the FROM PICTURE column.

*Note:* The TO SCREEN column is updated when Button 1 is pressed, but the information is not used with the /CLEAR and /COLOR commands.

## Using a Select Box with /DISPLAY and /SHOW.

1. Select either **Set on Monitor** or **Set on Full Screen** from the FROM PICTURE TO SCREEN menu.

The picture you have listed in the PARAMETERS column will be displayed with a select box. If you wish to use the area in the select box, continue with the next step. If you wish to change the area, go to Step 4.

2. Move the pointer inside the select box and press **Button 1**.

The previous picture in the PARAMETERS column will appear as background with the area framed by the select box over it. If a /CLEAR command was used to clear the previous picture, the background will be black.

3. Go to Step 8.
4. To change the area framed by the select box, move the pointer inside the screen area but outside the select box, and press **Button 1**.

A crosshair pointer will appear on the screen.

5. Move the pointer to the upper left-hand corner of the area you want to display and press **Button 1**.
6. Move the select box until it encloses the area you want to display and press **Button 2**.

*Note:* To change only the FROM SCREEN coordinates, press **Button 2** again.

7. Move the pointer inside the select box and press **Button 1**.

The previous picture in the PARAMETERS column will appear as background with the area framed by the select box over it. If a /CLEAR command was used to clear the previous picture, the background will be black.

8. To leave the picture in the same screen location, move the pointer outside the select box but inside the screen area and press **Button 2**.
9. If you want to select another area for the partial picture to be displayed, move the pointer inside the select box and press **Button 1**.

10. Move the select box to the new location.



11. If you want to view the partial screen image in the new position, press **F4**.

12. Press **Button 2**.

The select box will be moved to the new position.

The coordinates will be entered in the the FROM PICTURE TO SCREEN columns.

## Using Input Coordinates

This option can be used to type actual coordinates for the partial area that will be altered or displayed on the screen.

In the FROM PICTURE TO SCREEN columns of the table, Story Editor accepts coordinates in 4 pixel increments on the X-axis in the 320 x 200 modes. Story Editor accepts coordinates in 8 pixel increments on the X-axis, in all other resolution modes. If values not matching the 4 or 8 pixel increments are entered, Story Editor will round them up or down as shown in the following table.

<b>Resolution Mode</b>	<b>From Screen 1st X &amp; To Screen Values</b>	<b>From Screen 2nd X Value</b>
320 x 200	Rounds to next lowest odd pixel (i.e. 1, 5, 9, ...317).	Rounds to next highest even pixel (i.e. 4, 8, 12, ...320).
640 x 200, 640 x 350, 640 x 480	Rounds to next lowest odd pixel (i.e. 1, 9, 17, ...653).	Rounds to next highest even pixel (i.e. 8, , 12, ...640).

Story Editor accepts coordinates in 1 pixel increments on the Y-axis.

FROM PICTURE		TO SCREEN
10-20	100-115	531-174

To input coordinates in the FROM PICTURE TO SCREEN columns:

1. Select **Input Coordinates** from the FROM PICTURE TO SCREEN columns.
2. At the blinking asterisk, type the coordinates of the location of the area that will be altered or displayed on the screen.

The columns are divided into six areas. The Tab and Shift-Tab keys will move the blinking asterisk between these areas. Pressing any number key will blank out the area where the blinking asterisk is located. Leaving the TO SCREEN blank will indicate that the partial screen should be placed in the same location.

3. Press **Enter** to set the coordinates.

The coordinates will be entered in the the FROM PICTURE TO SCREEN columns.

4. If you want to exit input mode without making a change, press **Esc**.

## Creating Animation Sequences

Story Editor can be used to create animation sequences which are actually a series of pictures being displayed one after another to give a sense of movement or motion across the screen. Story Editor will automatically insert the story lines needed for the animation sequence as you use the /SHOW command and a select box to enter coordinates into the FROM PICTURE TO SCREEN columns.

If the select box outline changes to a dash dot style (normally the box is made of dashes), the area you have surrounded is too large to use in an animation sequence. To use this option, reduce the size of the area you surrounded with the Select box until the box outline changes back to dashes. The area you can surround before the select box outline changes to the dash dot style is determined by the color and resolution mode you select during Setup.

If you surround an area that is too large, the program will default to a standard /SHOW command which takes longer to execute.

There are three types of animation that you can create with Story Editor. These are:

- Movement across the screen using one image (i.e. one image of a car that moves across the screen).
- Movement across the screen using a series of images (i.e. a series of images of a bird flying across the screen with wings moving).
- Stationary movement (i.e. flag waving in the wind).

## Movement Across the Screen Using One Image

To create an animation sequence that has one image moving across the screen:

1. Select /SHOW from the Commands menu.
2. Enter the picture filename into the PARAMETERS column.
3. Enter 0 in the TIME column.
4. Enter 0 in the WAIT column.

5. Select either **PART** or **TRANSPARENT PART** from the Area menu.
6. Select either **Set on Monitor** or **Set on Full Screen** from the From Picture To Screen menu.

A select box will appear on the screen with the picture you selected in the PARAMETERS column.

7. If the select box is outlining the partial area you want to use in your animation sequence, go to Step 11. If you want to select a partial area to use in your animation sequence, continue with the next step.
8. Move the pointer outside the select box but within the screen area and press **Button 1**.

A crosshair pointer will appear on the screen.

9. Move the pointer to the upper left-hand corner of the area you want to display and press **Button 1**.
10. Move the select box until it encloses the area you want to display and press **Button 2**.
11. Move the pointer inside the select box and press **Button 1**.

The last picture in the PARAMETERS column is displayed as background with the select box over it. If a /CLEAR command was used to clear the last picture, the background will be black.

12. To begin your animation sequence, move the pointer inside the select box and press **Button 1**.
13. Move the select box and press **Button 2** every time you would like the image displayed in your animation sequence.

Each time you press Button 2, a new line is added to your story.

14. To end an animation sequence, press **Button 1**.

# Movement Across the Screen Using a Series of Images

All of the images you want to use in your animation sequence must be in the same file.

To create an animation sequence that has a series of images moving across the screen:

1. Perform the steps in “Movement Across the Screen Using One Image.”
2. Place the story line where you would like to change the image being displayed on the Story Editing Line by scrolling the Story Table up or down.
3. Select either **Set on Monitor** or **Set on Full Screen** from the From Picture To Screen menu.

A select box will appear on the screen with the picture you selected in the PARAMETERS column.

4. Move the pointer outside the select box but within the screen area and press **Button 1**.

A crosshair pointer will appear on the screen.

5. Move the pointer to the upper left-hand corner of the area you want to display and press **Button 1**.
6. Move the select box until it encloses the area you want to display and press **Button 2**.
7. Move the pointer outside the select box and press **Button 2**.

This will update the FROM SCREEN column without changing the TO SCREEN coordinates.

8. Continue following these steps until you have made all of the necessary changes to the animation sequence.

# Stationary Movement

To create an animation sequence that has stationary movement, follow each of the steps in the two other animation procedures with the exception of keeping the select box stationary while pressing **Button 2** to insert story lines.

*Note:* If you are creating stationary animation and you are using the PART option from the Area Menu, it is recommended that you use the /DISPLAY command and the REPLACE method with Time defined as 0 for better performance.


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# Text Maker



Text Maker is the program you use to create the text screens for your story. While in the Text Maker mode, each character position has a foreground and background color, a foreground character, and a foreground character blink setting. Text Maker has a set of editing functions that allow you to alter these settings on an existing screen captured by Picture Taker or in creating a new text screen.


You can begin with either a blank screen or with any text screen previously stored in a text screen file. You then use Text Maker commands to build a new text screen or edit an existing one.

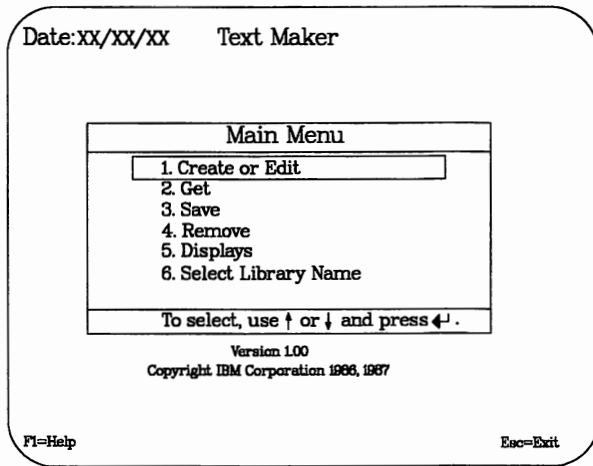


When you have finished, store your text screen in either a new text screen file or use it to update an existing one. Later, using Story Editor, you can assemble these text screens, along with pictures created by Picture Maker, into your story.

## Starting Text Maker

Type **TM** to start the program from the DOS prompt or type **SBMENU** to start the IBM Storyboard Plus Quick Menu/Setup program. You can change the Setup options of your product and then select Text Maker from the menu.





## Text Maker Main Menu

### Using Create or Edit

Use this option to display the screen on which you can create a new text screen or edit an existing one.

To create a new text screen:

1. Select **Create or Edit**. If the screen is blank, you can begin using Text Maker functions.
2. If the screen is not blank, make sure you have saved the displayed screen using the Save option. See the “Using Save” section for more information.
3. Return to the Create or Edit screen and press **Alt U** to clear the screen.

To edit an existing text screen:

1. First, retrieve the screen with the Get option. See the “Using Get” section for more information.

2. Select **Create or Edit** and the screen you retrieved is displayed for you to begin editing.

## Using Get

This option retrieves and displays any 40-column or 80-column text screen stored on a fixed disk or diskette. You can select Get either by pressing the number associated with the option or by moving the cursor to the line containing Get and pressing **Enter** .

1. Select **Get** from the Text Maker Main Menu. The Get File panel appears, displaying the default drive and directory path.
2. To get a screen from the default directory, type the filename. If you do not specify an extension, Text Maker adds .TXM as the file extension when retrieving the file. To retrieve a text screen with another extension name, type the filename and its extension.

Example: C:\SCRNDIR\MYSCRN.ANY

OR

To retrieve a file with no extension, type the filename and a period.

Example: C:\SCRNDIR\MYSCRN.

You can change the default drive and directory path by typing over the defaults. (You don't have to type the colon; simply press the → key to move over it.)

You can also get a filename using the File Services panel. See the "Using File Services Panel to List Files" section for more information.

3. To get a text screen captured by Picture Taker, type the drive, path, filename, and file extension followed by a space and the number representing the sequence number of the text screen. This is necessary, because

pictures saved using Picture Taker are numbered as they are being saved and added to the end of the file.

For example, to retrieve the third screen in a file created with Picture Taker, you would enter:

```
C:\SCRNDIR\SCRNFILE.CAP 3
```

This method is also used to get pictures from other types of files which contain more than one screen. For example, to retrieve the fifth screen in a library you've created, type:

```
C:\SCRNDIR\MYLIB.LIB 5
```

Press **Enter** to retrieve your screen.

4. Press **Enter** again to clear the confirming message.

## Using Save

The Save option stores a copy of your current screen on a fixed disk or diskette using the Text Maker file format. Any changes you make to your text screen are not permanent unless you use this Save option.

1. Select **Save** from the Text Maker Main Menu. The Save File panel appears, displaying the default drive and directory path.
2. To save a screen, use the standard DOS format to type the filename. You can change the current drive and directory path by typing over the defaults. If you do not specify an extension, Text Maker will automatically add the .TXM extension to the file you are saving.

Example: C:\SCRNDIR\MYSCRN (saves your text screen as MYSCRN.TXM)

To save your file with another file extension, type a period and the file extension after the filename.

**Example:** C:\SCRNDIR\MYSCRN.ANY

*Note:* Since Picture Maker uses .PIC file extensions, you should not use .PIC as a file extension in Text Maker.

To save your file with no extension, type the filename followed by a period.

**Example:** C:\SCRNDIR\MYSCRN.

You can also get a filename using the File Services panel. See the “Using File Services Panel to List Files” section for more information.

Files made by Picture Taker may contain more than one screen. To add a screen to a file made by Picture Taker, or build a new .CAP file, type the path, filename, and .CAP as the the file extension. When you save a screen using a .CAP or .LIB file extension, the screen is added to the other screens at the end of the file.

**Example:** C:\SCRNDIR\SCRNFILE.CAP

To add a text screen to a library, or build a new library, type the path, filename and .LIB as the file extension.

**Example:** C:\SCRNDIR\MYLIB.LIB

Once a screen from this kind of file has been modified by Text Maker, it is regarded as a new screen and thus cannot be returned to its original position in the file. You should save it as a single screen.

*Note:* A maximum of 30 screens should be kept in a .CAP or .LIB file for ease of handling and access time.

3. Press **Enter** to save your screen.

4. Press **Enter** again to clear the confirming message.

# Using Remove

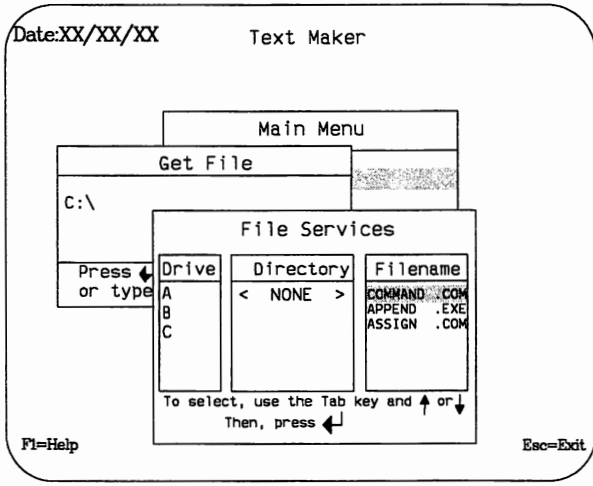
The Remove function permanently erases a text screen file from a disk. After you remove the file, it cannot be recovered. Make sure you want to remove the file permanently from the disk before using this function.

1. Select **Remove** at the Main Menu. The Remove File panel appears with the default drive and directory path displayed.
2. Type the name of the file you want to remove and press **Enter**. Text Maker warns you that it is going to remove your file.
3. Type **Y** to complete the remove operation.

Text Maker permanently removes the document from the disk and displays a message to inform you of it.

4. Press **Enter** to remove the message and return to the Main Menu.

# Using the File Services Panel to List Files



Often you do not remember the exact spelling of the file you want to get or remove, or you want to be sure to save your screen with a name that fits the naming scheme you have been using. The Get, Save, and Remove options allow you to list all the files on a disk.

For example, when the Get File panel appears, the default data path is already filled in. You can change the drive and directory by typing over the defaults. (You don't have to type the colon; simply press the → key to move over it.)

If you press Enter without typing a filename, the File Services panel appears, listing all the files on the disk or directory you specified.

The Drive column lists all of the drives connected to your system. The Directory column lists any DOS subdirectories below the selected directory. If the selected directory is itself a subdirectory, the column includes an entry named "PREVIOUS." If the drive contains no subdirectories, the Directory column contains the entry "NONE." The Filename column lists all the files in the specified drive and directory, unless a subset of files is specified. If the directory contains no files, the filename column contains the entry "NONE."

To move from one column to another, press the **Tab** key. Within a column, highlight an entry using the ↑ or ↓ key and press **Enter** to select. When you select a different drive or directory, the Filename column is updated to display the files at the specified location.

To view additional files that are not now visible, use the ↓ or PgDn key.

You can list a subset of a directory by using the global filename characters \* or ?. For example, \*.TXM lists all the files ending with the extension .TXM and MYSCRNS?.\* lists all files that have MYSCRNS as the first seven characters of the name. For more information on using global filename characters, refer to your DOS book.

When you find the file you want, select it by highlighting the filename and pressing **Enter**. Text Maker performs the specified function.

From the File Services panel, to return to the Get, Save, or Remove panel to type a new filename, simply press **Esc**.

## Using Displays

The Displays option allows you to display your screens using either 40-column or 80-column width. The default is 80-column width.

To change to 40-column format:

1. Select the **Displays** option at the Main Menu.
2. A message informs you of the change. Press **Enter** to continue.
3. Select **Displays** again to return to 80-column format.

If you switch from an 80-column format to a 40-column format while editing a text screen, Text Maker will preserve the right half of the screen (columns 41 through 80) even though it is not visible in 40-column format. If you switch back to 80-column format during the same session, this half of the screen will be restored.

If you switch from an 80-column format to a 40-column format, save the screen, and then read the screen in again, the right half of the screen (columns 41 through 80) will be lost. Text Maker will not save this information when you use the Save option.



# Using Select Library Name

You may want to quickly add designs to your screen without taking the time to draw your own. Text Maker provides a library of screens called TM.LIB that contains designs to help you do this. The library contains screens with various designs or parts of designs. You can use Text Maker commands and function keys on these screens to alter them or to build your own library screens. The TM.LIB screens are not permanently changed by Text Maker commands and will be in their original form the next time you display them. Any altered screens may be saved as individual screens or in a new library file.

You can add your own screens to a library, or you can use one of your own files as a library. Only files saved with a .CAP or a .LIB extension can have more than one screen image in them. These files can be used to rotate through a series of screens.

To use another file as your library:

1. Choose **Select Library Name** from the Text Maker Main Menu. Enter the alternate library's path, filename, and extension or use the File Services panel to select a filename.
2. Select **Create or Edit** and press **F2** to display the first screen in the file you have designated as your library. Continue pressing **F2** to rotate through the screens in the library.
3. To change libraries, return to the Text Maker Main Menu and choose **Select Library Name** again.

For more information on screen libraries, see "Screen Libraries" later in this chapter.

# Create or Edit Functions

## Using the Cursor

The cursor shows your present position on the text screen. It is displayed in a foreground color. For example, when you start Text Maker, the cursor is displayed in bright white. If you change the foreground color to yellow, the cursor is displayed in yellow in the Draw, Box Draw, and Erase commands. If you make your foreground and background color the same, Text Maker will choose a different foreground color for the cursor so that you can see it. As the cursor moves across a series of text or drawings, it changes to the foreground color that existed when the text was created. If you move the cursor over a solid block of foreground color, the cursor will disappear because it is the same color as the block.

Not all the cursor movement keys work in every command. For example, you can't move the cursor diagonally in the Text, or Draw command.

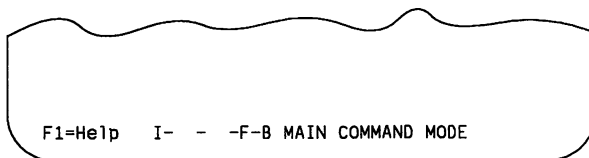
Using this key	Moves the cursor
→, ←, ↑, ↓	In the direction of the arrow.
Ctrl + ← or →	To the first or last column of the current line.
Shift + ← or →	Four columns to the left or right.
Shift + ↑ or ↓	Up or down two lines.
Home	One space diagonally towards the upper left.
End	One space diagonally towards the lower left.
PgUp	One space diagonally towards the upper right.

<b>Using this key</b>	<b>Moves the cursor</b>
PgDn	One space diagonally towards the lower right.
Ctrl and a diagonal movement key	To a corner.
Tab	To the right in eight column increments (from the left margin) on the current line.  When an elastic box is displayed, alternates the cursor between two opposite corners of the box.
Shift + Tab	To the left in eight column increments (from the right margin) on the current line.
Ctrl + Enter	To the first column on the next line.

## Using Hint Text

Hint text, which gives you information about the current settings and mode or command you are using, appears on the bottom line of the Text Maker editing screen. If you want to enter information on that line, you can use the Alt X command to suppress hint text.

An example of hint text is shown below.



In the example above, the **I** displays only when Immediate Palette is active. The first blank space indicates the blink setting. The second blank space indicates the text character selected, and the **F** and **B** display the foreground and background colors selected. Finally, the current mode or active command (Erase, Text, Draw Cut, Alter Color or Box) is displayed.

## Using the Elastic Box

The Alter Color (A), Cut (C), and Erase (E) commands all begin the elastic box. The elastic box is a variable-sized area whose size you determine with a Text Maker command. It can be used to define the area within which a command will be performed. For example, you can use an elastic box to define an area you want to be erased.

An elastic box has an anchor point and a stretch point. The anchor point is the point where you started drawing the box. The stretch point is the point from which the box grows and expands.

To expand an elastic box:

1. Position the cursor at one corner of the area in which the command will be used.
2. Press the key (A, C, or E) to start the command.
3. Use the cursor movement keys to expand the elastic box on the screen from the anchor point until you enclose the desired area.

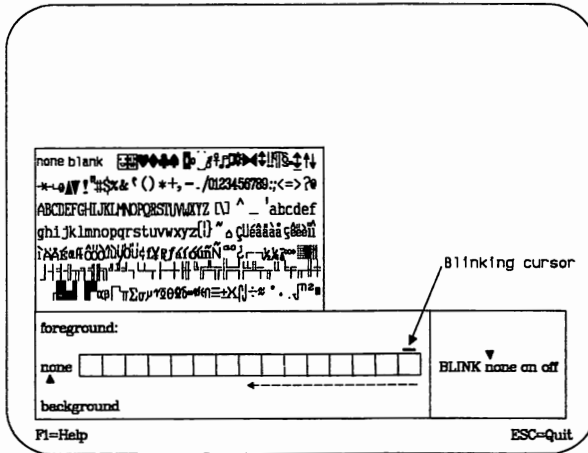
To move the location of the box without changing its size:

1. Press the **Tab** key to move the cursor to the anchor point.
2. Use the cursor movement keys to relocate the box.

You can return to changing the size of the elastic box by again pressing the **Tab** key, which returns the cursor to the stretch point.

The elastic box is removed when you press **Enter** to end a command.

## Using the Color/Character Table



The Color/Character Table appears at the bottom of the screen when you use function keys F5 through F10 or Alt J. You can select colors to use in the Box, Draw, Erase, and Text commands; characters to use in the Box, Draw and Erase commands; or a blink setting at almost any time. Use a function or cursor movement key to make a selection. Complete your selection by pressing **Enter**.

## Selecting a Text Character

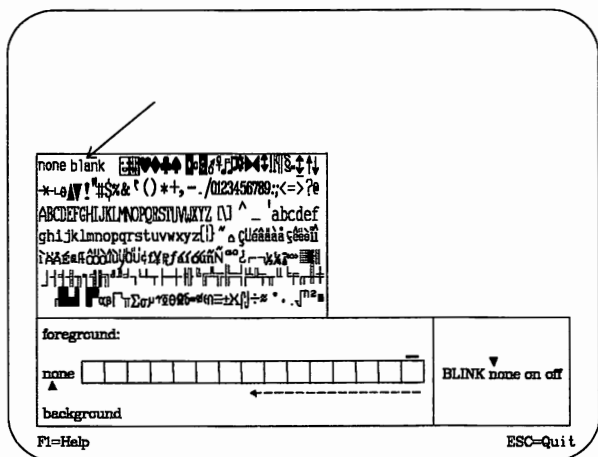
The F5 and F6 keys tell Text Maker that you want to select a text character or “none” or “blank” to use in the Box, Draw, and Erase commands. The cursor indicates the current character setting. The following keys may be used in addition to the normal cursor movement keys to move the cursor to another setting:

**F5**            backward  
**F6**            forward

Ctrl F5 up 1 line  
 Ctrl F6 down 1 line

## Selecting a Character

You can choose from text characters and symbols. Common symbols are shown in lines one and two. Letters and symbols from foreign alphabets are shown in lines four, five, and the last line. The third symbol in the last line displays a solid block of foreground color. Symbols four through seven in that line display blocks with one half the foreground color and the other half the background color. You can create halftones (dotted patterns) with the last three symbols in the third line from the bottom.



## Steps to Display a More Readable Character Table

Sometimes you may want to enlarge the screen image of the character table to display greater detail. The procedure to do this is as follows:

1. Save your current screen as a precaution.

2. Select **Displays** at the Main Menu to change to 40-column format.
3. Select **Create or Edit** to return to the editing screen.
4. Press **F5** or **F6** to display the Color/Character Table.
5. Move the cursor to the desired character.
6. Return to the Main Menu and select the **Displays** option again to return to 80-column format.

## Selecting None

If you select **none**, commands which would normally write the current text character onto the screen will leave the existing foreground characters unchanged on the screen. For example, suppose you have the word "Chicago" in green letters (foreground) with a blue background:

- If you select the current text character as X, the current foreground and background colors as blue, and erase a block, the block will be erased with blue Xs on a blue background. You will have a solid blue block.
- If you select the current text character as X, the current foreground color as red, and the background color as white, and erase a block, the block will be erased with red Xs on a white background.
- If you select the current text character as **none**, the current foreground color as red, and the background color as white, the Erase command will simply change the foreground and background colors of the area erased. You will have the the word "Chicago" in red letters on a white background.





unchanged on the screen. For example, suppose you have text in green letters (foreground) with a blue background:

- If you select the current foreground color as blue, the current background color as black, and the current text character as X, and erase a block, the block will be erased with blue Xs on a black background.
- If you select the foreground color as **none**, the background color as black, and the current text character as X, and erase a block, the block will be erased with green Xs on a black background.

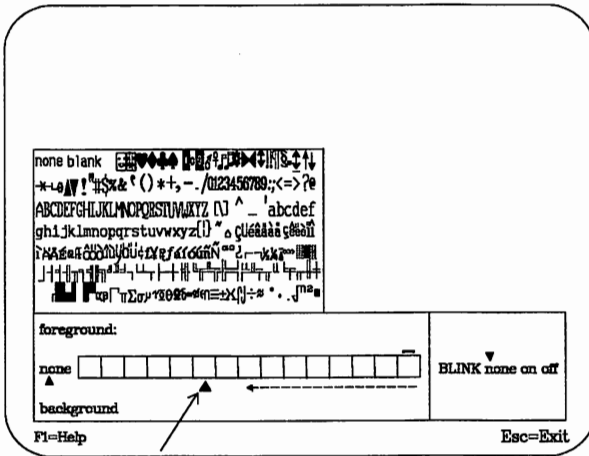
You may get unexpected results with commands other than Erase when you set the foreground color to **none**. For example:

- When you start Text Maker, the foreground color is bright white. If you set the foreground color to **none** and draw a box, Text Maker draws the box in bright white because the selection **none** tells it to leave the existing foreground color (bright white) unchanged.
- If you select your foreground color as **none** and draw or write text on an area that has existing foreground colors, your text or drawing will be in those foreground colors.

You also may get unexpected results if you set your foreground and background colors to the same color in the Box, Draw, and Text commands. For example, if the screen is black and you make your foreground and background colors green, Text Maker will use green for text and drawing. If the screen is black and you make your foreground and background colors black, Text Maker will use black for text and drawing.

# Selecting a Background Color

The background color is the color behind the foreground color. The F9 and F10 keys tell Text Maker that you want to select a background color. The indicator points to the current background color setting. You can choose from “none” or 8 available background colors to use in the Box, Draw, Erase, and Text commands.



If you select **none** as your background color, commands which would normally write the current background color onto the screen will leave the existing background color unchanged on the screen. For example, suppose you have text in green letters (foreground) with a blue background:

- If you select the current background color as black, the current foreground color as blue, and the current text character as X, and erase a block, the block will be erased with blue Xs on a black background.
- If you select the current background color as **none**, the current foreground color as red, and the current text character as X, the block will be erased with red Xs. The blue background will not change.

## Selecting a Blink Setting

Alt J tells Text Maker that you want to select a blink setting. The word pointed to by the indicator shows the current blink setting. You can choose from “none,” “on,” or “off” to use in the Box, Draw, Erase, and Text commands.

If you select **none** as your blink setting, commands which write to the screen will leave the existing blink condition unchanged on the screen. For example, suppose you have the sentence “Chicago is #1” on the screen with the word “Chicago” blinking. The text is in green letters (foreground) with a blue background.

- If you select the current text character as **none**, the current foreground color as red, the current background color as white, and the current blink setting as **none**, the Erase command will change the colors and the word “Chicago” will continue to blink.
- If you select the current text character as **none**, the current foreground color as **none**, the current background color as **none**, and the current blink setting as **off**, and erase a block, the colors will remain the same but the word “Chicago” will no longer blink.
- If you select the current text character as **none**, the current foreground color as **none**, the current background color as **none**, and the current blink setting as **on**, and erase a block, the entire sentence “Chicago is #1” will blink.
- If you select the current text character as X, the current foreground color as **none**, the current background color as **none**, and the current blink setting as **none**, and erase a block, the block will be erased with Xs and the word “Chicago” will be replaced with blinking Xs.

## Changing Selections in the Color/Character Table

You can change selections by using the appropriate function key (F5/F6 for characters, F7/F8 for foreground color, F9/F10 for background color) and by moving the cursor when the Color/Character Table appears. You can also use the Alt K command or the Alt S command to make changes without seeing the Color/Character Table. See “Immediate Palette (Alt K)” and “Set Palette (Alt S)” later in this chapter.

## Changing the Border Color

At almost any time, you can rotate forward and backward through the 16 border colors by pressing the **Shift** key and either the **F3** or **F4** key. However, the border color you select during Text Maker is not saved with your screen.

*Note:* You may not be able to rotate through the border colors when using the Enhanced Graphics Adapter (EGA), depending on your EGA switch settings.

## Changing Colors in Text and Drawings

You can change the foreground and background colors of written text and completed drawings without having to reenter the text or redraw the figures. Several alternatives exist:

- You can use the **Erase** command with one or more of the techniques described in the preceding section, “Using the Color/Character Table.”
- You can use the **A** command to alter colors within an elastic box. See the “Alter Color” command later in this chapter.

- You can use the **Alt A** command to alter colors on the entire screen. See the “Alter Color” command later in this chapter.

You can also change the foreground and background colors of boxes while you are drawing them with the **Box** or **Erase** command. You can use either the function keys F7 through F10 to go directly to the Color/Character Table or you can use the **Alt K** command to change colors without displaying the table. See “Immediate Palette (**Alt K**)” later in this chapter.

You can change foreground and background colors while you are using the **Draw** or **Text** command, but the change is effective only for the next segment of the drawing or the letter of text the cursor is under.

## Creating Filled Boxes

Unlike **Picture Maker**, **Text Maker** does not have a separate fill command. However, there are several ways to create filled boxes. You can use the following commands:

- **Erase** with the character choice “blank” to create boxes filled with a solid background color.
- **Erase** with a text character to create boxes filled with a pattern.
- **Erase** with the special text character that fills the area to create boxes filled with a solid foreground color.
- **Draw** with the same foreground and background color.
- **Alter Color** to create solid, filled boxes or to fill within an existing box.
- **Text** to fill with a background color by moving the spacebar.

# Erasing Part or All of the Screen

Several alternatives exist for erasing part or all of the screen. You can use the following commands:

- **Text** to erase with the space bar.
- **Draw** to redraw a figure in the background color.
- **Alter Color** to change foreground and background colors.
- **Undo** to remove the last change to the screen.
- **Erase** to erase a part of the screen or **Alt Erase** to erase the entire screen to the current foreground color, background color, and special character.
- **Alt Undo** to erase the entire screen to black.

For more information, see the descriptions of each of these commands later in this chapter.

## Using Composite Video

If you are preparing screens for composite video, select **Displays** from the Main Menu to change to 40-column format.

## Text Maker Commands

### Alter Color (A, Alt A)

The A command changes every specified foreground or background color to another specified color within the elastic box area. The Alt A command changes every specified foreground or background color to another specified color on the entire screen. There are 16 foreground colors available, and 8 background colors. Each foreground color has been assigned a letter, from A (black) to P (bright white). Each background color has been assigned a letter from A (black) to H (white). These assignments are shown to you after you start the A or Alt A command.

## Using A and Alt A Commands

1. Press **A** or **Alt A**.
2. For the **A** command, extend and/or move the elastic box.
3. For the **A** command, press **Enter** to display the color designations.
4. Type your color change selections, and press **Enter**. When specifying foreground (f) or background (b) changes, you must enclose the color change selections in parentheses.

For example:

**ba** Change foreground and background from blue (b) to black (a).

**(fba)** Change foreground (f) from blue (b) to black (a).

**(bba)** Change background (first b) from blue (second b) to black (a).

**(fbacd)** Change foreground (f) from blue (b) to black (a) and from green (c) to cyan (d).

You can also enter multiple changes with one statement. For example, **(bbacd)(fkmln)ef** tells Text Maker to change:

- Background colors from “b” to “a” and from “c” to “d”
- Foreground colors from “k” to “m” and “l” to “n”
- Both foreground and background colors from “e” to “f.”

## Notes:

1. Normal rules apply for the *Esc* key, the *U* command, and moving the elastic box. (The normal rules are covered under each command's respective heading).
2. You can use the *A* command to draw a solid filled box or to fill within an existing box.
3. If the command **ab ba** is entered for a rectangular area containing half blue and half black, it will NOT result in a rectangular area containing all black. That is, Text Maker will not (1) Change all black to blue and then (2) Change all blue, including the blue that resulted from (1), to black.

## Box Draw (B)

This command draws a rectangular shape in the current foreground and background color settings and in the current box frame. You can choose from a variety of special frames. When you press the *-* key while in the Box command, Text Maker displays the next special box in its sequence. If you want to see the rest of Text Maker's special boxes, press the *-* key to rotate through all of the choices.

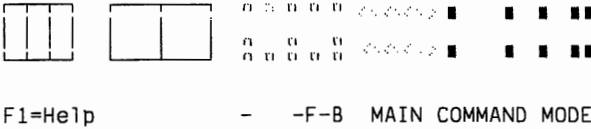
### Using B Command

1. Press **B**.
2. Extend and/or move the elastic box.
3. To check or change text characters, or foreground and background colors, use function keys **F5** through **F10**.
4. To change box frames, press the *-* key.
5. Press **Enter** to draw the box and end the command, or press **B** to draw the box and maintain an elastic box.

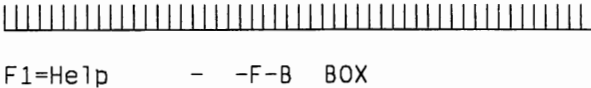


*Notes:*

1. *Normal rules apply for the Esc key, the U command, and moving the elastic box.*
2. *You can produce symbols from the frame types by drawing very small boxes.*



3. *You can produce a rule from a frame type by drawing only one side of a box.*



4. *For examples of ways to change the foreground and background colors of completed boxes without redrawing the box, see “Using the Color/Character Table” in the beginning of this chapter.*
5. *For examples of ways to make boxes and their contents blink, see “Using the Color/Character Table” in the beginning of this chapter.*
6. *To cause immediate changes in the foreground and background colors of the box you are drawing, use the Alt K command. (See “Immediate Palette” later in this chapter.)*

## **Box Frame Display (Alt B)**

This command displays all of Text Maker’s special box frames. The frame that the Box command will use the next time it is started will be displayed in green. All other frames will be white.

## Using the Alt B Command

1. Press **Alt B** to display the box frames.
2. Press ←, →, or **Alt B** one or more times to select the frame to be used the next time you use the **Box** command.
3. Press **Enter** to end.

*Note:* Pressing the letter that corresponds to a **Text Maker** command will exit the **Box Frames Display** and begin the selected command.

## Constructing Frames Using Special Text Characters

1. Press function key **F5** or **F6** to view the **Color/Character Table**.
2. Move the cursor to select the character and press **Enter**
3. Use the **Alt B** command to display the box frames.
4. Move the cursor to select the box frame constructed from special text characters. It's in the first position.
5. Press **Enter** to end.

## Cut/Copy/Move (C)

This command copies any area of a displayed screen image and holds it for later use by other commands. If you use the **Cut (C)** command with the **Paste (P)** command, you can “cut and paste” with portions of screens, which lets you either duplicate or move any area of a displayed screen to another area on the same or different screen.

## Using the C Command

1. Position the cursor at the desired starting point.
2. Press **C**.
3. Extend and/or move the elastic box.
4. Press **Enter** to copy the area inside the elastic box into a specially reserved area for later use with other commands.

## Steps to Copy an Area

1. Position the cursor at the desired starting point.
2. Press **C**.
3. Extend or move the elastic box.
4. Press **Enter** to copy the area inside the elastic box.
5. Move the cursor to the area to receive the copy.
6. Press **P** to display the copy.
7. Use the cursor movement keys to position the copy exactly where you want it.
8. Press **Enter** again to paste the copied area.

## Steps to Move an Area

1. Check the Color/Character Table to make certain the settings for text character, foreground color, and background color are the settings you want to erase to.
2. Position the cursor at the desired starting point.
3. Press **C**.
4. Extend or move the elastic box.
5. Press **C** again. The area inside the elastic box is copied.
6. Press **E** to erase the area inside the elastic box to the current settings.
7. Press **Enter** to end **Erase**.
8. Move the cursor to the area to receive the copy.
9. Press **P** to display the copy.
10. Use the cursor movement keys to position the copy exactly where you want it.

11. Press **Enter** again to paste the copy.

## Steps to Copy From Screen B to Screen A

1. Use the **Save** option to save Screen A.
2. Use the **Get** option to go from Screen A to Screen B.
3. Position the cursor at the desired starting point.
4. Press **C**.
5. Extend or move the elastic box to enclose the area to be transferred to Screen A.
6. Press **Enter**. The area inside the elastic box is copied.
7. Use the **Get** option, then select **Create** or **Edit** to return to Screen A.
8. On Screen A, move the cursor to the area to receive the copy.
9. Press **P** to display the copy.
10. Use the cursor movement keys to position the copy exactly where you want it.
11. Press **Enter** again to paste the copied area.

## Steps to Copy From a Screen Library to Screen A

1. Press **F2** one or more times to go to the desired screen in a Screen library.
2. Position the cursor at the desired starting point.
3. Press **C**.
4. Extend or move the elastic box to enclose the area to be transferred to Screen A.
5. Press **Enter**. The area inside the elastic box is copied.
6. Use the **U** command to return to Screen A.
7. On Screen A, move the cursor to the area to receive the copy.
8. Press **P** to display the copy.
9. Use the cursor movement keys to position the copy exactly where you want it.
10. Press **Enter** again to paste the copy.

*Notes:*

1. *Normal rules apply for the Esc key, the U command, and moving the elastic box.*
2. *You can paste the cut area multiple times. Text Maker retains it until you use another Cut command.*

## **Delete Lines (Alt D)**

This command lets you remove a line from a screen.

### **Using the Alt D Command**

1. Move the cursor to the line you want to remove.
2. Press **Alt D**.

*Notes:*

1. *Normal rules apply for the U command.*
2. *The last line on the screen moves up when you delete a line. For example, if you delete the first line of the screen, lines 2 through 24 appear as lines 1 through 23, and line 24 is new.*

## **Draw, Continuous Sketching (D)**

This command lets you draw a continuous line with the cursor movement keys.

### **Using the D Command**

1. Position the cursor at the desired starting point.
2. Press **D**.
3. If desired, press the **-** key (either one), at any point on the continuous line to select a drawing option.

There are four special drawing options: single line, double line, dotted line, and special text character.

4. Use the cursor movement keys to draw a continuous line straight up, straight down, straight to the left, and straight to the right.
5. To check or change foreground and background colors or text characters at any point on the continuous line, use function keys **F5** through **F10**.
6. Press **Enter** to redraw the line and end the command.

or

7. Press **Esc** to end the command without drawing the line on the screen.

## Steps to Draw a Corner

When you are drawing a vertical line across a series of horizontal lines, the lines will meet in right-angle corners. However, sometimes when you try to make a horizontal line and a vertical line meet to form a corner, you can draw a line that's slightly short or slightly long, but they won't join to form a corner. Here's how to draw that right angle:

1. Use an arrow key to draw the line you are trying to connect slightly over the base line.
2. Press a different arrow key to go in another direction.
  - a. If you are drawing the line with the **→** key, press the **↑**, **↓**, or **←** key to complete the right angle.
  - b. If you are drawing the line with the **↓** key, press the **←**, **→**, or **↑** key to complete the right angle.
3. Press **Enter** to end the Draw command.

## Steps to Erase Part of a Drawing

1. Make **blank** the setting for the special text character in the Color/Character Table.
2. Make the foreground/background colors the same color as the background of the drawing.
3. Position the cursor at the desired starting point.
4. Press **D**.
5. Move the cursor over the part you want to erase.
6. Press **Enter** to end.

## Steps to Use Special Characters

1. Press **F5** or **F6** to view the Color/Character Table.
2. Move the cursor to the desired character in the Color/Character Table.
3. Use the **Draw Option Set** command (- key) to select the character as the current drawing option.
4. Use the **Draw** command to place the symbol on the screen.

### *Notes:*

1. *Normal rules apply for the Esc key and the U command. Because the U command will undo all drawing back to the last time the D command was used, you may want to press the D key intermittently to update the point to which you will undo your drawing.*
2. *For examples of ways to change the draw color (the foreground color) and the background color of entire figures without redrawing them, see "Using the Color/Character Table" at the beginning of this chapter.*

3. *For examples of ways to make drawings blink, see “Using the Color|Character Table” in the beginning of this chapter.*
4. *To cause immediate changes in the foreground and background colors of the figure you are drawing, use the Alt K command. (See “Immediate Palette” later in this chapter.)*
5. *You cannot move the cursor diagonally in the Draw command.*

## **Draw Option Set (-)**

This command rotates the line type you can use in the Draw command and the frame type you can use in the Box Draw command.

In the Draw command, you can choose from the following line types:

- Single line
- Double line
- Dotted line
- Special text character.

In the Box Draw command, you can choose from 16 different frames.

### **Using the – Command**

Press the – key (either one) one or more times to select the desired line type (in the Draw command) and frame type (in the Box Draw command).



## Steps to Include a Special Character in the Choices

1. Press **F5** or **F6** to view the Color/Character Table.
2. Move the cursor to the desired character in the Color/Character Table.
3. Use the **Draw Option Set** command (-) to select the character as the current drawing choice.

### *Notes:*

1. *The draw option setting is good for the current session only.*
2. *If you have not selected a special text character for the current session, you will rotate through a blank choice.*
3. *If you are in the Draw command, the current setting is shown at the bottom of the screen as you press the - key.*
4. *The Draw Option Set command can be used at the beginning of the Draw command to set the line type or in the middle of the Draw command to change the line type for the next segment of the continuous line.*
5. *The Draw Option Set command can be used at any time during the Box Draw command to select or change the frame type.*

## Erase (E, Alt E)

These commands erase the area within the elastic box or the entire screen to the current foreground color, background color, or special character.

## Using the E Command

1. Position the cursor at the desired starting point.
2. Press **E**.
3. Extend and/or move the elastic box.
4. Press **Enter**.

## Using the Alt E Command

Press **Alt E**. The entire screen is erased.

*Notes:*

1. *For examples of different erasing techniques, see “Using the Color/Character Table” in the beginning of this chapter.*
2. *To cause immediate changes in the special text character and in the foreground and background colors of the area you are erasing, use the Alt K command. (See “Immediate Palette” later in this chapter.)*
3. *You can use the Erase command to draw solid or pattern-filled boxes by selecting foreground and background colors and special text characters from the Color/Character Table.*

## Immediate Palette (Alt K)

This command lets you change a portion of the Color/Character Table without displaying the palette, while you are using the Box, Draw, Erase, or Text command. Depending on which function key you press, the foreground, background, or special text character changes immediately. In Text, the color change affects the next character typed. In Draw, the color or character above the cursor and those that follow change. In Box and Erase, the part that was currently drawn or erased changes.

## Using the Alt K Command

1. Press **Alt K**. The letter **I** appears at the beginning of the hint text to indicate that the Alt K command is in operation.
2. Press the proper function key to immediately change the special text character, foreground color, or background color selection in the Color/Character Table.

**F5 or F6** To select a text character to use in the Box, Draw, and Erase commands.

**F7 or F8** To select a foreground color to use in the Box, Draw, Erase, and Text commands.

**F9 or F10** To select a background color to use in the Box, Draw, Erase, and Text commands.

3. Press **Alt K** to resume use of the Color/Character Table.

The Color/Character Table appears.

*Note:* If you forget to end the Alt K command, you won't be able to use the function keys or Alt J to display the color/character table.

## Insert Lines (Alt I)

This command lets you insert a blank line immediately above the line the cursor is on.

## Using the Alt I Command

1. Move the cursor to the line immediately below where you want a blank line inserted.
2. Press **Alt I**.

### *Notes:*

1. *Normal rules apply for the U command.*
2. *The last line on the screen is removed in order to make room for the new line. For example, if you insert a blank line as the first line on the screen, lines 1 through 23 appear as lines 2 through 24, and the original line 24 disappears.*

## Paste (P)

This command writes (pastes) the area previously defined by the Cut (C) command, letting you repeat an image at one or more locations on your screen.

## Using the P Command

1. After using the C command, press **P** to display the cut area.
2. Use the cursor movement keys to position the cut area exactly where you want to paste it.
3. Press **Enter** to paste the cut area.

*Note:* Refer to the Cut (C) command for more information about cutting an area.

## Quit (Esc Key)

Use this command to leave the editing screen and return to the Main Menu and to exit commands.

If you want to keep your screen for later use, be sure you save your screen (use the Save option) before exiting from the Main Menu.

### Using the Esc Command

Press **Esc** to exit from a command. From the Main Command mode, press **Esc** to return to the main menu. Select **Create** or **Edit** to return to the editing screen.

## Screen Libraries (F2)

The F2 command displays screens in the currently active library and lets you page through them.

### Using the TM.LIB Library

1. Press **F2**.
2. Press **F2** again to rotate forward through the various screens in the library or press **Shift - F2** to rotate backward.
3. Use the **Undo (U)** command to return to the screen you came from.

### Creating an Alternate Library

1. Create a screen to be stored in an alternate library.
2. Save the screen using the **Save** option at the Main Menu. Select a new filename and use a **.LIB** extension.

3. Add to the library by using the filename and extension you've selected for the alternate library. Each time you save a screen, it is added to the end of the library file.

## Using an Alternate Library

1. Select the **Select Library Name** option from the Text Maker Main Menu. The Select Library Name panel appears, displaying the default drive and directory path.
2. Type the name of the library and press **Enter** or use the File Services panel to select another library.
3. Return to the Create or Edit screen.
4. Press **F2** to rotate through the screens in this library.
5. Use the **Undo (U)** command to return to the screen you came from.

## Moving an Image to a Screen in the Developing Story

1. Press **F2** until the screen with the image you want appears on the screen.
2. Use the **Cut (C)** command to make a copy of it.
3. Use the **Undo (U)** command to return to your screen.
4. Use the **Paste (P)** command to put the design into your screen.

## Adding a Screen to a Screen Library

1. Retrieve the screen using the **Get** option from the Main Menu.
2. To store the screen in a library such as **TM.LIB**, select the **Save** option from the Main Menu. Specify a path to the subdirectory that has the IBM Storyboard Plus programs. Type **TM.LIB** and press **Enter**. The screen will be added at the end of **TM.LIB**. Screens can also be added to library files you have created yourself using the same method.

## Set Palette (Alt S)

Use this command to change the foreground color, background color, and blink setting in the Color/Character Table to the settings of the area under the cursor.

### Using the Set Palette Command

1. Move the cursor to the position that contains the foreground color, background color, and blink setting you want.
2. Press **Alt S**. The settings in the Color/Character Table will be changed to the settings above the cursor.

## Text Entry (T)

This command lets you type text onto the screen. You can type anywhere by positioning the cursor where you want to start.

## Using the T Command

1. Position the cursor at the desired starting point.
2. Press **T**.
3. Type the text you want.
4. To check or change foreground and background colors, use function keys **F7** through **F10**.
5. Press **Enter** to end the command.

## Steps to Erase Text or Part of a Drawing

1. Make the foreground/background colors the same color as the background the text or drawing is on.
2. Press **T**.
3. Use the **spacebar** to move the cursor over the part you want to erase.
4. Press **Enter** to end the command.

### Notes:

1. *You cannot move the cursor diagonally.*
2. *Moving the cursor does not change the color above the cursor unless you press the spacebar.*
3. *When you are in the Text command and responding to a prompt, the Home key moves you to the first character of the line you are on. The End key moves you to the space after the last non-blank character of the line you are on.*
4. *To include symbols or letters from foreign alphabets in your text, see the “Using the Color/Character Table” earlier in this chapter.*
5. *For examples of ways to change the color of letters and the background color without retyping text, see “Using*



*the Color/Character Table” in the beginning of this chapter.*

- 6. For examples of ways to make words blink, see “Using the Color/Character Table” in the beginning of this chapter.*
- 7. To cause immediate changes in the foreground and background colors of the text you are typing, use the Alt K or the Alt S command. (See “Immediate Palette (Alt K)” and “Set Palette (Alt S)” earlier in this chapter.)*

## **Undo (U, Alt U)**

The U command lets you undo the last change to the screen, which is helpful when you make a mistake.

The Alt U command erases the screen to a black background.

### **Using U and Alt U Commands**

1. Press **U** to remove the last change made to the screen. For example, if wording or placement following a Text (T) command is not correct, a U command removes the text just entered.
2. Or, press **Alt U** to clear the screen.

*Notes:*

- 1. If you want to restore what you have just removed with either U or Alt U, press U again. This will reverse the undo.*
- 2. The U command is also used to return from a screen library to your current screen. See “Screen Libraries” earlier in this chapter.*

## **X,Y Coordinate Display (X)**

This command displays the current location of the cursor by column and line number. This location is displayed at the top right of the screen and is updated as you move the cursor.

### **Using the X Command**

1. Press **X** to view location information.
2. Press **X** again to clear the location information.

## **Hint Text Display (Alt X)**

This command either displays or omits the hint text shown at the bottom of the screen after a command is started. You may not want the hint text to appear when you are entering information on line 24 of the screen.

### **Using the Alt X Command**

- Press **Alt X** to omit hint text if it is being displayed. The setting lasts only for the current session.
- Press **Alt X** to display hint text if it is not being displayed.

# Chapter 7. Story Teller

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# Story Teller

Story Teller is the program you use to run stories previously created with Story Editor.

Story Teller begins with the first line in your show and continues in the same way as when you select Run Story in Story Editor, except that it also chains to another story if it encounters a /TELL command in the story being shown.

The Story Teller module consists of the files ST.EXE and ST1.PDR. Both of these files are required to run a story.

## Assembling a Story

Additional copies of *only the Story Teller module* may be made to allow the user to distribute and show stories, provided each diskette copy is labeled as follows:

CONTAINS

IBM Story Teller program (ST.EXE & ST1.PDR)

© Copyright IBM Corp. 1985, 1986, 1987

All Rights Reserved

# Starting Story Teller

If your Storyboard Plus programs are in a DOS subdirectory (such as STORYBD, change to that directory by using the Change Directory command. For example:

```
C > cd\ storybd
```

You can start Story Teller in several ways. You can start it without a story name. For example:

```
C > st
```

You will then be prompted to supply the STORYNAME. Enter the name of the story along with the drive and path, if needed.

You can start Story Teller naming the drive, path, and name of the story at the same time, and bypassing the prompt. For example:

```
C > st c:\picfileA\mystory
```

Or if Story Teller is on one drive and the story is on another:

```
A > st b:mystory
```

It is recommended that your story and all the files used in your story be placed in a single subdirectory or diskette.

Or you can start Story Teller from one diskette without specifying a story name, but when prompted for STORYNAME, change to a second diskette having the story and pictures. Then enter the story name and run the show.


Although Story Editor and Story Teller use the .SH~ file extension to distinguish story files from other types of files, you do not need to enter the .SH~ file extension after the story name.

# Using Special Keys

When Story Teller is running, the following keys can be used:



F5	This function key causes the story to be presented one step at a time. Press F5 to continue stepping through the story.
F6	This function key resumes normal story running.
F10	This function key temporarily pauses the story. Press any key to resume the story.
Spacebar	Skips the current Wait period.
Esc	This key stops the story after the current picture is displayed. You are asked if you want to continue Story Teller. A "Y" response continues the story, but a "N" response stops Story Teller and return to DOS.
-	This key causes Story Teller to back up to the previous full picture or previous line with a period in the label field, and then wait until you press any key to continue.
/	Entering the slash (/) key followed by a label used in the story will cause an immediate branch to the line in the story containing that label. The label name entered does not display. If the label cannot be found, a beep sounds.
+	This key returns to either the point in the story where you began backing up (using the - key), or to the point where you first took a direct branch using the / key. The story waits until you press any key to continue.

# Using a Joystick



You can also control the presentation sequence with the two buttons on a joystick connected to the IBM Game Control Adapter card. Button A advances the show if the show is waiting for any key to be pressed before continuing, while button B backs up the story in the same manner as the - key.

Any device that will close a contact across the IBM Game Control Adapter pins 2 and 4 will have the same effect as joystick button A, while a contact closure across pins 5 and 7 will have the same effect as joystick button B. Buttons and momentary switches can be used. However, a convenient device is the Kodak EC-1 Remote Control for Kodak Carousel slide projectors. Note that you will need to construct an adapter so that the 5-pin plug on the EC-1 can be connected to the 15-pin D-Shell Connector on the IBM Game Control Adapter card.







# APPENDIXES



# Appendix A. Messages

Storyboard Plus displays a message whenever it encounters an error condition. Most errors are minor and easily corrected. The errors are the result of physical limitations or problems with certain elements of your computer system.

When you encounter one of these messages, simply locate the message in the following list and take the corrective action described. The messages Storyboard Plus produces and their meanings are listed in alphabetical order.

## Picture Maker and Story Editor

Block not found.  
Return to story editing?

You have tried to copy or delete a block of lines and there is no block marked.

Cannot create file. RETRY?

Picture Maker/Story Editor attempted to store a picture on a disk and was unsuccessful. The probable cause is that the directory is full. The best solution is to store the drawing on a blank, formatted diskette. If you are storing your drawings on a fixed disk, create a new directory or erase files from your existing directory.

Cannot display image 000. Image created  
in (resolution mode) mode.  
Press Button 1 for next image  
or press Button 2 to exit.

You have selected an image to get or view in the Get Capture File panel which is contained in a file created with the Picture Taker program and Picture Maker/Story Editor cannot display this image. The image was created

in a higher graphics resolution, or if you are using Picture Maker, the image may have been created in text mode. Press **Button 1** to move to the next image or **Button 2** to return to the Get Capture File panel.

Cannot find digitize card.  
Return to Digitize panel?

You have selected **YES** on the Digitize panel, but the required digitize card cannot be found. Picture Maker requires special equipment to use the Digitize function. This equipment is either not installed in your computer or the jumpers are not set correctly on the digitize card. Please refer to the Digitize option in the "Using Picture Maker" section for specific information on the Chorus PC-EYE System hardware.

Cannot find DIGITIZE.PDR file.  
Return to drawing area?

Picture Maker cannot find the DIGITIZE.PDR file and this file is required for the **Digitize** option. The file may have been erased, renamed, or be on another one of the program diskettes if you are using a diskette-based system and you swapped diskettes.

Check to see if the file exists on your original PM program diskette (Diskette #2) and copy it to the disk on which you are trying to run Picture Maker. If you are using a diskette-based system, insert the PM program diskette (Diskette #2) into the default drive.

To return to the drawing area, move the pointer to **YES** and press **Button 1** if you are using anything other than the keyboard for the input device, or press **Y** if you are using the keyboard as the input device.

Cannot find  
(LABEL) label.  
Return to Story Editor?

Story Editor cannot find the label you have entered. Select **YES** to return to story editing and check to see if you have entered the correct label.

Cannot find OTHERPRN.PDR file.  
Return to (drawing area/story editing)

Picture Maker/Story Editor cannot find the OTHERPRN.PDR file and this file is required for printing when **Other** is selected as the printer.

To return to the drawing area or story editing, move the pointer to **YES** and press **Button 1** if you are using anything other than the keyboard for the input device, or press **Y** if you are using the keyboard as the input device.

Cannot find PM.HLP file.  
Press any key to return to Drawing Area.

You have pressed the F1 key for help, but Picture Maker can not find the PM.HLP file. The file may have been erased, renamed, or be on another one of the program diskettes if you are using a diskette-based system and you swapped diskettes.

Check to see if the file exists on your original PM program diskette (Diskette #2) and copy it to the disk on which you are trying to run Picture Maker. If you are using a diskette-based system, insert the PM program diskette (Diskette #2) into the default drive and press F1 again.

Cannot find PRINTER .PDR file.  
Return to (drawing area/story editing)?

Picture Maker/Story Editor cannot find the PRINTER.PDR file and this file is required for printing. The file may have been erased, renamed, or be on another one of the program diskettes if you are using a diskette-based system and you swapped diskettes.

Check to see if the file exists on your original program diskette and copy it to the disk on which you are trying to run Picture Maker. If you are using a diskette-based system, insert the PM program diskette (Diskette #2) into the default drive.

To return to the drawing area, move the pointer to **YES** and press **Button 1** if you are using anything other than

the keyboard for the input device, or press **Y** if you are using the keyboard as the input device.

Cannot find ROMAN .FAC file. RETRY?

The ROMAN.FAC file cannot be found. The file may have been erased, renamed or be on another one of the program diskettes if you are using a diskette-based system and you swapped diskettes.

Check to see if the file exists on your original program diskette and copy it to the disk on which you are trying to run Picture Maker. If you are using a diskette based system, insert the PM Program diskette (Diskette #2) into the default drive.

If you are using a diskette-based system and are in text entry mode, insert the PM program diskette (Diskette #2) into the default drive and select **YES** to retry or select **NO** to have the Get Font File Services panel display on the screen so you can select a new font.

If you are using a diskette-based system and select the Set Attributes panel, insert the PM program diskette (Diskette #2) into the default drive and select **YES** to retry or **NO** to display the Set Attributes panel.

Cannot find SE.HLP file.  
Press any key to return to Editing Area.

You have pressed the F1 key for help, but Story Editor cannot find the SE.HLP file. The file may have been erased, renamed, or be on another one of the program diskettes if you are using a diskette-based system and you swapped diskettes.

Check to see if the file exists on your original SE program diskette and copy it to the disk on which you are trying to run Story Editor. If you are using a diskette based system, insert the SE program diskette into the default drive and press **F1** again.

Cannot gain access to the card.  
Hardware or software missing.  
Return to story editing?

You have tried to use the Record Voice option or the /SPEAK, /SOUND EFFECTS, or /MUSIC ON command and you do not have the correct hardware or software installed in your system.

In order to use the Record Voice option or the /SPEAK command, you need to have either the IBM Voice Communications Option or the IBM Personal System/2 Speech Adapter installed in your system. If you are using the IBM Voice Communications Option, you must run the VOICE.BAT file before you start Story Editor.

In order to use the /SOUND EFFECTS or /MUSIC ON command, you need to have the IBM Music Feature installed in your system and you must run KAPI.EXE before starting Story Editor.

Cannot get file

Locate the second line of the message in this list to find the corrective action you should take.

Cannot get file.  
Continue?

The file you have entered cannot be found. Check to see if you have entered the correct filename and that the file exists.

Cannot get file. File created  
in (specific resolution mode) mode. RETRY?

Picture Maker/Story Editor cannot display the picture file you have selected in the resolution mode you are using. The message displays the resolution mode in which the picture file was created. Please refer to "Chapter 1. Getting Started" for the specific modes in which picture files can be transferred.

Cannot print picture.  
Printer is not ready. RETRY?

You have tried to print and your printer is not ready. Be sure your printer is switched on, on-line, properly loaded with paper, and connected to your computer.

To continue printing:

1. Correct the problem with your printer.
2. Align the paper to print the picture in the proper location.
3. Turn the printer off momentarily and then back on again to reset the printer's buffer.
4. Select **YES** to retry the printer.

Cannot print story.  
Printer is not ready. **RETRY?**

You have tried to print a story and your printer is not ready. Be sure your printer is switched on, is on-line, properly loaded with paper and connected to your computer.

To continue printing:

1. Correct the problem with your printer.
2. Select **YES** to retry the printer.

Cannot read disk.

Locate the second line of the message in this list to find the corrective action you should take.

Disk is full. **RETRY?**

Picture Maker/Story Editor attempted to store your picture on a disk and found that not enough space was available. If you have some unnecessary files on the disk, you can free some space by removing them.

Disk is write-protected. **RETRY?**

Picture Maker/Story Editor attempted to write to a write-protected diskette. Ensure that the diskette is not write-protected and select **YES** to retry. Select **NO** to return to the File Services panel.



Drive is not ready. RETRY?

The diskette drive door is open. Ensure that a diskette is inserted into the drive and close the door.

File about to be removed. Continue?

Picture Maker/Story Editor is about to erase the highlighted filename from the disk. Select **YES** to remove the file from the disk or **NO** to return to the File Services panel.

File about to be replaced. Continue?

Picture Maker/Story Editor is about to save the picture over an existing filename. Select **YES** to save this picture and overwrite the existing contents of the selected filename or **NO** to return to the File Services panel.

File is not in .ESQ format. RETRY?

The file you are attempting to retrieve for use with the /MUSIC ON or /SOUND EFFECTS command is not in the .ESQ format acceptable to Story Editor.

File is not in .FAC format. RETRY?

The file you are attempting to retrieve is not in a .FAC format acceptable to Picture Maker. The only .FAC formats acceptable to Picture Maker besides its own fonts files are PC Storyboard Picture Maker .FAC files.

File is not in .LBR format. RETRY?

The file you are attempting to retrieve is not in the .LBR format acceptable to Picture Maker.

File is not in .PIC format. RETRY?

The file you are attempting to retrieve is not in a .PIC format acceptable to Picture Maker/Story Editor. The only Picture Maker's own picture files are: Picture Maker .PIC files created with PC Storyboard, BSAVE files, Drawing Assistant 1.0 .ART and .PIC files, Graphing Assistant 2.0 Assistant Series Picture files and PCjr. Colorpaint files.

File is not in .SH~ format. RETRY?

The story file you are attempting to retrieve is not in a .SH~ format acceptable to Story Editor. The only valid .SH~ formats acceptable to Story Editor besides its own story files are PC Storyboard Story Editor .SH~ files.

File is not in .SPK format. RETRY?

The file you are attempting to retrieve for use with the /SPEAK command is not in the .SPK format acceptable to Story Editor.

File is not in .SPR format. RETRY?

The file you are attempting to retrieve for use with the /MOVE SPRITE command is not in the .SPR format acceptable to Story Editor.

File not removed.

Locate the second line of the message in this list to find the corrective action you should take.

File not saved.

Locate the second line of the message in this list to find the corrective action you should take.

Font Editor content will be erased to use Switch Page. Continue?

Your computer does not have enough memory to use the Switch Page and the Font Editor options at the same time. If you use Switch Page, the contents of Font Editor will be erased. If you want to keep the contents of the Font Editor, select **NO** and use the Save Font option in Font Editor to save your latest changes.

Font editor function not active.  
Additional memory required.  
Return to drawing area?

Your computer must have additional memory to use Font Editor. The additional memory required for each mode is 64Kb.

**I/O error. RETRY?**

Some physical problem has been encountered with the disk drive, the disk controller, or the diskette. Some possible causes are:

Disk drive door open. Close the door.

Malfunction. Stop using this diskette. If the I/O error persists, try a new diskette, or take the disk drive to your dealer for testing.

Label cannot be found.  
Continue?

The label you have entered cannot be found.

Memory is full.  
Return to story editing?

You have tried to insert a line, copy a block of lines, or merge a story into the story table and the story table is full.

If you need to add more lines to a story, you can delete unneeded lines or create a second story and use the /TELL command to join the two stories together.

Not enough memory to run  
PM.EXE.  
Return to story editing?

You have selected the Picture Maker option on the Modes menu and there is not enough memory available in your system to run the program.

Only .EXE and .COM files are allowed.  
Continue?

You are using the /EXEC command and have selected a file that is not a .EXE or .COM file. Check to see if you have selected the correct filename. Select YES to return to the Get .EXE File Services panel and select a new filename.

Picture will be added to the file. Continue?

Picture Maker adds the picture being saved to the end of the selected file. Picture Maker recognizes this file as one that has been created in the Picture Taker program with multiple images under the same file name. Select **YES** to add this picture to the selected filename or select **NO** to return to the File Services panel.

Saving select box only. Continue?

Picture Maker will save only the portion of the picture framed by the Select box. Select **YES** if you want only the portion of the picture framed by the Select box to be saved or select **NO** to return to File Services panel.

Switch Page content will be erased to use Font Editor. Continue?

Your computer does not have enough memory to use the Font Editor and Switch Page options at the same time. If you use the Font Editor, the contents of Switch Page will be erased. If you want to keep the contents of the Switch Page, select **NO** and use the Save Picture option on the File menu.

Switch page function not active. Additional memory required. Return to drawing area?

Your computer must have additional memory to use Switch Page in four of the resolution/color modes. The additional memory required for each mode is:

Mode	Additional Memory
320 X 200 - 4	0Kb
320 X 200 - 256	64Kb
640 X 200 - 16	64Kb
640 X 350 - 16	128Kb
640 X 480 - 16	128Kb

The graphics mode you selected cannot be supported with your hardware. (Program name) has selected the 320 x 200 - 4 color mode for you.

Press Enter to continue.

The graphics mode you selected in the Quick Menu/Setup program cannot be supported with your hardware. Picture Maker/Story Editor has automatically placed the program in the 320 X 200 - 4 color mode. Please refer to "Chapter 1. Getting Started" for specific information on hardware and resolution modes.

This label exists already.  
Continue?

The label you have entered already exists in the story. If you would like to change the label you entered, select **NO**. If you would like to continue editing the story without changing the label, select **YES**.

You don't have necessary graphics hardware to run the program.

Your computer does not have the necessary graphics hardware to run the program. Please refer to "Chapter 1. Getting Started" for specific information on supported hardware and resolution modes.

You have selected COM1 (or COM2) for the DOS Device Name and the card cannot be found.

A serial card is not located on the COM port that you selected. You may have selected the wrong serial port or you have selected the wrong input device. First, check to make sure you selected the correct input device. If you have, use the Input Device Setup option and select the correct serial port.

You have selected COM1 (or COM2) for the Printer Port and the card cannot be found.

A serial card is not located on the COM port that you selected. You may have selected the wrong serial port or you have selected the wrong printer. First, check to make sure you selected the correct printer. If you have, use the Printer Port option and select the correct serial port.

You have selected LPT1 (or LTP2, LPT3) for the Printer Port and the card cannot be found.

A parallel card is not located on the printer port that you selected. You may have selected the wrong printer port or you may have selected the wrong printer. First, check to make sure you selected the correct printer. If you have, use the Printer Port option and select the correct printer port.

You have selected the Other option and the external device driver cannot be found.

Exit Picture Maker/Story Editor and install the external driver for your input device. Then restart the program.

You need more memory to run the program.

Your computer does not have enough memory to run in the resolution mode you selected in the Quick Menu/Setup program. Please refer to "Chapter 1. Getting Started" for specific information on supported resolution modes and their minimum memory requirements.

## Picture Taker

Drive is not ready.

The diskette drive door is open. Ensure that a diskette is inserted into the drive and close the door.

Drive I/O error.

Some physical problem has been encountered with the disk drive, the disk controller, or the diskette. Some possible causes are:

Disk drive door open. Close the door.

Malfunction. Stop using this diskette. If the I/O error persists, try a new diskette, or take the disk drive to your dealer for testing.

Drive\path\filename you have selected is not in DOS format.

The drive\path\filename you have entered is not correct. Check to ensure that the drive\path\filename is entered correctly.

Drive\path you have selected cannot be found.

You have entered a drive\path and Picture Taker cannot find it. Check to ensure that the drive\path was entered correctly.

## **Text Maker**

Cannot change library.

Locate the second sentence of the message in this list to find the corrective action you should take.

Cannot create file.

Text Maker attempted to store a text screen on a disk and was unsuccessful. The probable cause is that the directory is full. The best solution is store the text screen file on a blank, formatted diskette. If you are storing your text screens on a fixed disk, create a new directory or erase files from your existing directory.

Cannot get file.

Locate the second sentence of the message in this list to find the corrective action you should take.

Disk is full.

Text Maker attempted to store your picture on a disk and found that not enough space was available. If you have some unnecessary files on the disk, free some space by removing them.

Disk is write-protected.

Text Maker attempted to write to a write-protected diskette. Ensure that the diskette is not write-protected and retry.

Drive is not ready.

Text Maker attempted to access a disk and was unsuccessful. The probable cause is that the drive door is open. Close the drive door and retry.

ERROR in Alter Color specification:  
Invalid characters or format. No changes  
were made.

The characters entered for the Alter Color specification or the format used were incorrect. After selecting the Alter Color command, press F1 for help on the correct format for Alter Color specifications.

File extension must be .CAP or .LIB.

You have selected a file for your active library with an extension other than .CAP or .LIB. If the file is in a library file format, rename it with a .CAP or .LIB extension to use it as a library.

File is in an unusable format or is damaged.

The file you are attempting to retrieve is not in a format usable by Text Maker. The only formats Text Maker can use are: files created by Text Maker, text screens in a .CAP file created with Picture Taker, or .LIB files created from captured text screens.

File not removed.

Locate the second sentence of the message in this list to find the corrective action you should take.

File not saved.

Locate the second sentence of the message in this list to find the corrective action you should take.

I/O error.

Some physical problem has been encountered with the disk drive, the disk controller, or the diskette. Some possible causes are:



The diskette is not formatted. Check to see that the correct diskette is inserted.

Malfunction. Stop using this diskette. If the I/O error persists, try a new diskette, or take the disk drive to your dealer for testing.

Screen not appended to file. File is in invalid format.

Text Maker cannot use the file in which you are trying to store your text screen. Save the text screen in a new file.

Text Maker cannot find STB.PRO.  
Press 'Esc' to exit.

Text Maker must read the STB.PRO file before beginning the program. The file may have been erased or renamed.

Check to see if the file exists on your original Storyboard Plus Diskette #1 and copy it to the disk on which you are trying to run Text Maker.

Text Maker cannot find your file.

Text Maker cannot find the file in the current directory. Verify that you have entered the drive and directory names where your file is stored.

Text Maker requires more memory to run.

There is not enough memory available to run Text Maker. You may be running other programs which are using memory. Remove them from memory and retry running Text Maker.

The file contains no text screens.

The file selected as the current library is in the correct library format, but contains only graphic images. Choose another file that contains text screens for the active library.

The file is not in a library file format.

The file selected as the current library is not in a format usable by Text Maker. Choose another file for the active library.

The file or device name is incorrect.

The file or device name was not entered correctly. Check that the drive and directory information are valid. Check that the filename was entered properly.

The file TM.CAP is not in drive (drive) or it is improperly formatted. Please correct this and re-run Text Maker. Press 'Esc' to exit.

The TM.CAP file is required when using Text Maker. The file may have been erased or renamed.

Check to see if the file exists on your original TM program diskette and copy it to the disk on which you are trying to run Text Maker. If you are using a diskette-based system, make sure that TM.CAP is on the TM program diskette.

The specified screen number is not a text screen.

You have selected a graphic image contained in a file created with the Picture Taker program and Text Maker cannot display graphic image files.

The specified screen number is too large or is invalid.

You have selected a text screen from a file containing multiple screen images and the sequence number is larger than the sequence number of the last screen in the file or is not a valid number. Check to make sure the sequence number of the screen you are trying to retrieve is correct.

The Text Maker help file is either damaged or cannot be found.

You have pressed the F1 key for help, but Text Maker cannot find the TM.HLP file. The file may have been erased, renamed, or is on another one of the program diskettes if you are using a diskette-based system and you swapped diskettes.

Check to see if the file exists on your original TM program diskette and copy it to the disk on which you are trying to run Text Maker. If you are using a diskette-based system, insert the TM program diskette into the default drive and press **F1** again.

Unable to paste; no cut exists.  
Please cut first.

You have attempted to use the Paste command, but no cut area exists. First cut an area with the Cut command, and then attempt the Paste command again.

Warning: A color was not in picture  
or background value out of range.  
All valid changes were made.

Your Alter Color specification contained a color that was not found in your text screen or you specified a color other than A through H for a background color change. Verify your color specifications and select the Alter Color command again.

You are about to overwrite the working copy.  
Get and overwrite (y/n)? [n]

Text Maker is about to replace the text screen currently displayed on the Create or Edit screen with the the one you're retrieving. Type **Y** to replace the current text screen. Type **N** to continue editing the current text screen.

You are about to remove this file. If you do,  
the picture in it will be lost.  
Remove (y/n)? [n]

Text Maker is about to erase the specified filename from the disk. Type **Y** to remove the file from the disk or type **N** to return to the Remove File panel.

You are about to save this file and  
overwrite the same file  
on disk. Save and overwrite? (y/n)? [n]

Text Maker is about to save the text screen over an existing filename. Type **Y** to save this picture and overwrite the existing contents of the selected filename or type **N** to return to the Save File panel.

Your display cannot show 40 columns.

The display you are currently using cannot show text screens in 40-column format. Change displays or display your text screens in 80-column format.

Your screen has been added to the file.

Text Maker has added the picture being saved to the end of the selected file. Text Maker recognizes this file as one that contains multiple images under the same file name.

# Appendix B. Supported Hardware

This appendix lists the hardware supported by Storyboard Plus.

## CPUs

- IBM Personal System/2 Model 30
- IBM Personal System/2 Model 50
- IBM Personal System/2 Model 60
- IBM PCjr.
- IBM Personal Computer
- IBM Personal Computer XT™, Models 086, 087, 088, 089, 286, and 589
- IBM Personal Computer AT®, Models 099, 239, 319 and 339
- IBM PC Convertible
- IBM Portable Personal Computer
- IBM 3270 Personal Computer (320 X 200 - 4 color mode only)
- IBM 3270 Personal Computer AT® (320 X 200 - 4 color mode only)
- IBM 3270 Personal Computer/G (320 X 200 - 4 color mode only).

# Graphics Cards

- IBM Color Graphics Adapter
- IBM Enhanced Graphics Adapter
- IBM 3270 PC APA Adapter
- IBM Personal System/2 Adapter.

*Note:* The Graphics Memory Expansion Module and Memory Kit for the EGA is required for the 640 X 200 - 16 color mode and the 640 X 350 - 16 color mode.

# Displays

- IBM Color Display
- IBM PCjr. Color Display
- IBM Enhanced Color Display
- IBM PC Convertible Color Display
- IBM 3270 PC Color Display
- IBM Personal System/2 8512 Display
- IBM Personal System/2 8513 Display
- IBM Personal System/2 8514 Display.

# Printers

- IBM Color Printer
- IBM Color Jetprinter
- IBM Compact Printer
- IBM Graphics Printer
- IBM Proprinter
- IBM Proprinter XL
- IBM Proprinter X24
- IBM Proprinter XL24
- IBM Quietwriter Model 2
- IBM Quietwriter III Printer
- IBM 5140 System Printer
- IBM Pageprinter
- C. Itoh ProWriter, model number 8510<sup>1</sup>
- Epson FX80, FX100, MX 80, MX 100, RX 80, and RX 100<sup>2</sup>
- Hewlett-Packard LaserJet +<sup>3</sup>
- Hewlett-Packard LaserJet 500 +<sup>4</sup>

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<sup>1</sup> C. Itoh ProWriter is a trademark of C. Itoh Electronics, Inc.

<sup>2</sup> Epson is a registered trademark of Epson America, Inc.

<sup>3</sup> Hewlett-Packard LaserJet + is a trademark of Hewlett-Packard Corporation.

<sup>4</sup> Hewlett-Packard LaserJet 500 + is a trademark of Hewlett-Packard Corporation.

- IDS Prism 123<sup>5</sup>
- NEC 8023, model number 8TC-H16<sup>6</sup>
- Okidata 82A<sup>7</sup>
- Quadram Quadjet QJ9000.<sup>8</sup>

## Input Device

- Keyboard
- Joystick (IBM or any IBM compatible)
- IBM Personal System/2 Mouse
- Microsoft Mouse, model number 039-099, (serial interface)<sup>9</sup>
- Mouse Systems PC Mouse, part number 900120-214, (serial interface)<sup>10</sup>

*Note:* The IBM PC and PC/XT Mouse is compatible with Mouse Systems PC Mouse, 3- button serial).

- Visi On Mouse, part number 69910-1011, (serial interface)<sup>11</sup>
- Graphics Tablets
  - Summagraphics Summasketch MM1201<sup>12</sup>

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<sup>5</sup> IDS Prism is a trademark of Integral Data Systems, Inc.

<sup>6</sup> NEC is a trademark of Nippon Electric Corporation.

<sup>7</sup> Okidata is a trademark of Okidata Corporation.

<sup>8</sup> QuadJet and Quadram are trademarks of Quadram Corporation.

<sup>9</sup> Microsoft is a registered trademark of Microsoft Corporation.

<sup>10</sup> Mouse System is a trademark of Mouse Systems Corporation.

<sup>11</sup> Visi On is trademark of VisiCorp.

<sup>12</sup> Summagraphics is a registered trademark of Summagraphics Corporation.



- Kurta Series One Tablets<sup>13</sup>
- Kurta Series Two Tablets.
- Video Input Device
  - Chorus PC-Eye 1000 Video Capture Board
  - Chorus PC-Eye 1100 Video Capture Board
  - Chorus PC-Eye 1200 Video Capture Board
  - Chorus CA-1600 RGB Camera.
- Frame advance (For Story Teller)
  - Kodak EC-1 Remote Control.
- Sound Cards
  - IBM Music Feature
  - IBM Personal System/2 Speech Adapter
  - IBM Voice Communications Card.

*Notes:*

1. *As of the date of announcement of Storyboard Plus, IBM has tested these mice, tablets, and printers. IBM does not warrant the compatibility of non-IBM devices.*
2. *Other input devices and printers can be used if a device driver exists. Your dealer may be able to identify additional input devices and printers as they become available.*

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<sup>13</sup> Kurta is a trademark of Kurta Corporation.



# Appendix C. Working with Assistant Series Members

The instructions in this appendix explain:

- How to add Storyboard Plus to the Assistant Series Quick Menu/Setup menu.
- How to get charts from Graphing Assistant so you can edit them in Picture Maker.
- How to include pictures created by Picture Maker or enhanced Graphing Assistant charts in documents created by IBM Writing Assistant or IBM Displaywrite Assistant.

## Adding Storyboard Plus to the Assistant Series Quick Menu

To add Storyboard Plus to the Assistant Series Quick Menu, follow these steps:

1. Copy the MENU1.EXE, MENU.SCR, and MENU.PRO files from the Storyboard Plus Diskette #1 to the subdirectory where the Assistant Series Quick Menu files are installed using the DOS COPY command.
2. Start the Assistant Series Quick Menu. With the Programs menu displayed, press F3 and the Menu Maintenance screen appears.
3. Select **Option 1: Add a program to the menu** and specify the drive and directory where the Storyboard Plus programs are located.

Storyboard Plus will then be added to the Assistant Series Quick Menu Programs menu.

*Note:* You should use the Storyboard Plus Quick Menu/Setup program only to set up your set up options for Storyboard Plus.

## Preparing Graphing Assistant Charts for Picture Maker

To save a Graphing Assistant chart for use in Picture Maker:

1. Start Graphing Assistant.
2. Create the chart that you want to use in Picture Maker; or, if the chart you want to use has already been saved, get the chart from your disk.
3. On the Graphing Assistant Main Menu, select **Save** (Option 5).
4. Select **IBM Assistant Series picture**. Then type the name you want to give the chart, followed by a .PIC extension, at the Filename panel and press the **Enter** key. The chart is saved in a file format that is acceptable to Picture Maker.

## Getting a Graphing Assistant Chart in Picture Maker

Before you can bring a Graphing Assistant chart into Picture Maker, the chart must be saved in Graphing Assistant using the IBM Assistant Series picture option on the Save File panel. The filename should be followed by a .PIC extension.

To bring a chart into Picture Maker so you can edit it:

1. Start Picture Maker.
2. Select **Draw** from the Main Menu.

3. When the drawing screen appears, select **Get Picture** from the File menu.

The File Services panel will appear on the screen with a list of the files on the disk. Position the pointer on the filename you want to get and press **Button 1**. That filename is now highlighted.

Move the pointer to **YES** and press **Button 1**. The chart you retrieved is displayed in the drawing space. You can now edit it using any of Picture Maker's functions.

If you can't find the file you want, move the pointer to the ↑ or ↓ box to the right of the filename column and press **Button 1** until you see the file you want.

## **Adding Pictures to Writing Assistant or Displaywrite Assistant Documents**

To include a Picture Maker picture in a Writing Assistant or Displaywrite Assistant document:

1. Save the picture by selecting **Save Picture** from Picture Maker's File menu.
2. After you save the picture, exit Picture Maker.
3. Start Writing Assistant or Displaywrite Assistant.
4. Type the command:

**\*GRAPH Drive:filename\***

at the location in the document where you want the picture to be printed. (The command can be abbreviated to \*G filename\*.)

For example, to include a picture with the name **LAYOUT.PIC** which is located on a diskette in drive B, you type:

**\*GRAPH B:LAYOUT.PIC\***

at the location in the document where you want the picture to appear. This allows you to place your picture left to right, up or down, or in the center. The first asterisk of the **GRAPH** command determines the upper left-hand corner of the picture.

When Writing Assistant or Displaywrite Assistant reaches the part of the document where the picture is to appear, it reads the picture file from the specified file and prints it in the correct location. If the picture will not fit on the current page, Writing Assistant or Displaywrite Assistant starts a new page before printing it.

You can include as many pictures in a document as you want; just enter the command wherever you want the pictures to appear.

*Note:* Pictures created in 320 x 200 - 4 color mode and 320 X 200 - 256 color mode will not be printed in Displaywrite Assistant and Writing Assistant.

# **Appendix D. Requests for PM Picture File and Digitize Driver Format**

If you would like information explaining the Picture Maker picture file format or the Digitize driver format, please call the IBM Problem Support Center at 1-800-IBM-2266 or write to the following address requesting this information:

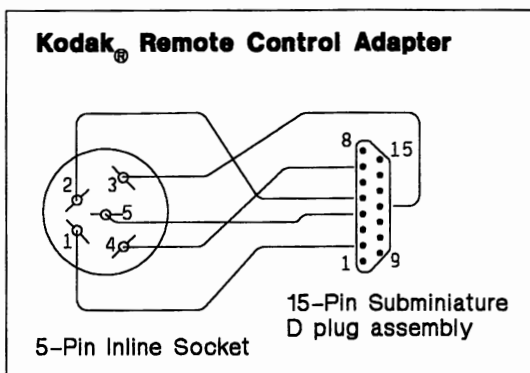
IBM Corporation  
P.O. Box 720576  
Atlanta, GA 30358-2576





# Appendix E. Constructing a Remote Control Adapter

In the “Story Teller Reference” chapter of this book, under the topic “Using a Joystick,” an adapter for using a Kodak EC-1 Remote Control was mentioned. Wiring and parts for this adapter are shown below. Construction by a qualified electrician is recommended.



**Note:** The numbers shown above are on the wire side of the Radio Shack<sup>1</sup> 274-1215 socket. They do not correspond to the numbers on the plug of the Kodak EC-1. (Plug pin 1 is socket pin 2; plug pin 2 is socket pin 1; plug pin 3 is socket pin 4; plug pin 4 is socket pin 3.)

<sup>1</sup> Radio Shack is a registered trademark of the Tandy Corporation.

The leads are connected to plug and socket pins as follows:

- 5-pin socket lead 1 connects to 15-pin plug lead 2.
- 5-pin socket lead 2 connects to 15-pin plug lead 5.
- 5-pin socket lead 3 connects to 15-pin plug lead 12.
- 5-pin socket lead 4 connects to 15-pin plug lead 7.
- 5-pin socket lead 5 connects to 15-pin plug lead 4.

Parts list:

5-pin inline socket with leads	Radio Shack 274-1215, or equivalent
15-pin subminiature D plug assembly	AMP 728-2, or equivalent
15-pin subminiature D plug housing	AMP 728-3, or equivalent
Locking screw retainer	AMP 732-2, or equivalent
3/32" heat shrink tubing	ICO Rally "Heatrax" 8502, or equivalent
1/2" heat shrink tubing	ICO Rally "Heatrax" HIX-1/2, or equivalent

# **Appendix F. Storyboard Plus on the IBM PC Local Area Network**

This appendix is an aid for Storyboard Plus users who want to use this product on the IBM PC Local Area Network (LAN). This Appendix assumes you are familiar with the IBM PC Local Area Network and have the IBM Local Area Network user's guide.

## **Installing Storyboard Plus on the IBM PC LAN**

To use Storyboard Plus on the IBM PC Local Area Network, use Backup/Install to install Storyboard Plus on the server computer's fixed disk to each individual's private subdirectory. Each individual must have write access to his private subdirectory.

You can install to the server only from the server computer. You cannot install to the server from a remote node.

## **Starting Storyboard Plus on the IBM PC Network**

If you are at the server computer, start Storyboard Plus according to the instructions in "Chapter 2 Getting Started."

If you are at a remote computer, be sure you make the remote directory the default directory. Then follow the instructions in "Chapter 2, Getting Started."



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# Notes:



**Notes:**



**Notes:**



**Notes:**





# Notes:



**Notes:**



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International Business  
Machines Corporation  
P.O. Box 1328-W  
Boca Raton  
Florida 33429-1328

Printed in the  
United States of America

14F9911

