# HSH

# Final Graphics

## The Artist Package
## For The Screens 5, 7 and 8

## Manual

**MSX** 2

# H. S. H.
## COMPUTER

# FINAL GRAPHICS V 1.0

## USER MANUAL

# CONTENTS

H.S.H. FINAL GRAPHICS: The artist Package

An Artist Tool for MSX2 computers.

INTRODUCTION

The Artist Package contains three powerfull drawing programs:

FINAL GRAPHICS

ICON PAINT SC5

ICON PAINT SC8

FINAL GRAPHICS being the main program and the most advanced of them all.

FINAL GRAPHICS provides a bit maped graphic mode screen of 512x212 dots, with 16 colours from a palette of 512 (BASIC's screen 7). Best suited for very high quality drawings.

ICON PAINT SC5 provides a bit maped graphic mode screen of 256x212 dots, with 16 colours from a palette of 512 (BASIC's screen 5). Best suited for games screens.

ICON PAINT SC8 provides a bit maped graphic mode screen of 256x212 with 256 colours on the screen at the same time (BASIC's screen 8). Best suited for digitised pictures and very colourful drawings.

These programs help you create art that suits your needs. Whether you are creating flow charts or freehand illustrations, you will find just the tools you need on any of the programs. All of them include special commands such as Zoom, Copy, Enlarge, Reduce, to make it easy to enhance your work. You can even transfer and merge different pictures for easy alteration and enhancement.

You needn't memorize complex commands or instructions. With H.S.H.'s FINAL GRAPHICS you can create art as quickly as you can point with a mouse or press a key.

This guide shows you how to get started with FINAL GRAPHICS or ICON PAINT and provides a quick reference guide to the programs tools, colours and commands. Once you understand these basics, you'll be able to experiment on your own.

The package contains some very high quality, drawn, demonstration pictures. These are on the programme disk in compressed form.

FINAL GRAPHICS V1.0

This  is a full-featured drawing program,  with pull down  menus
and  it allows you to create detailed multicolour pictures using
a mouse connected to the joystick port A.


SOME DEFINITIONS

The following definitions may be helpful as you begin to use the
program.

*   The 'menu bar' contains the names of Final  Graphics  command
    menus.

*   The 'pointer'  is the indicator you use  to  select  menus,
    commands,  tools   and colours.  The pointer changes  colour
    whenever you pick up a new colour.  The pointer will get both
    colours: the foreground and the background colour.

*   The  term 'drag' means to press the left mouse  button  while
    moving the mouse.

*   The  term 'click' means to move the pointer onto an  icon  or
    menu and to press the left mouse button.

*   The  term  'mark'  means  to click the  left  button  at  the
    upper/left  corner and drag the mouse to the right  and  down
    until  the whole area to be marked is inside the  box.  Don't
    forget to release the button.

MAKING A WORK DISK

If  you are using a two-drive system,  make a work disk for your
Final Graphics rogram before beginning your drawing session. You
will  be able to store several art pictures on this work  disk,
far  more than you could on a disk containing  other  files.  To
create a work disk proceed as follows:

[1]  Turn on the computer

[2]  Put a blank disk in drive B and format it with the  command
     _FORMAT.

[3]  Put the original Final Graphics disk in drive A and run the
     SET-UP program,  by selecting SET-UP from the main menu and
     follow the instructions.

It  is  better to make a work disk for each of  the  three  art
programs.

If  you  are using a single-drive system follow  the  same
instructions but swap the disks as required.

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STARTING FINAL GRAPHICS V1.0

[1] Turn on your computer and drive.

[2] Insert your work disc in drive A.

[3] Reset the computer. The program loads and runs auto-
    matically.

[4] If your computer is provided with the manufacturer's built-
    in software, then terminate that software first, and from
    BASIC type RUN"AUTOEXEC.BAS".

SELECTING A TOOL AND USING THE MOUSE

To modify or to create your artwork, pick up a drawing tool from
the Tools menu at the top of the screen, and use it on your
picture by dragging the mouse, that is click the left button
while moving the mouse.

[1] If the menu bar isn't on the screen then press the right
    mouse button.

[2] Move the pointer onto the Tools title and click the mouse
    button.

[3] The Tools menu will be displayed.

[4] Move the pointer onto a drawing tool, and click the item
    currently highlighted.

[5] Drag the pointer to draw using the chosen tool. This method
    will be used on all the programs.

SPARE and UNDO: F2 and F1 keys.

There are two commands that are accessed through the keyboard,
the UNDO and the SPARE commands. The video RAM of the MSX2
computers allows us to have from 2 to 4 full graphic screens in
memory. In Final Graphics only two screens are used, one is the
working screen and the second is the spare screen. Each time you
select a menu, your picture is saved on that spare screen. The
F1 key restores your picture by copying the spare screen onto
the working screen. The F2 key makes a copy of your working
screen on the spare screen while in draw mode, this is usefull
before trying something difficult, or after a few minutes or
hours of hard work.

TOOLS and MENU SUMMARY.


This chapter describes the functions of H.S.H.'s Final Graphics
Tools and Menus.

```
1.- FILE MENU   >        LOAD PICTURE
                         SAVE PICTURE
                         MERGE PICTURE
                         SAVE BLOCK
                         PICTURE DUMP
                         BLOCK DUMP
                         FAST EPSON DUMP
                         FAST MSX DUMP
                         COMPRESS PICTURE
                         EXPAND PICTURE
```

The program will use its own extensions for the files. Don't
type an extension when loading or saving pictures. The
extensions used are:

[1] .PIT   Used by the commands LOAD and SAVE PICTURE. Denotes a
           picture that can be loaded from BASIC with the COPY
           command.

[2] .COL   Used to save the colour file. LOAD, SAVE, COMPRESS and
           EXPAND will use this extension for the colour file.

[3] .BLK   Denotes a saved Block. SAVE BLOCK.

[4] .FNT   Denotes a Font file. The Font and Text editors use
           this extension.

[5] .BSH   Denotes a Brush file. The Select Brush and Brush
           editors use it.

[6] .CMP   Denotes a compressed picture. Used by the Compress
           and Expand commands.

SAVING A PICTURE

H.S.H.'s FINAL GRAPHICS has three options for saving your art
work or picture, all of them can be selected from the File menu.

[1]  Use the command Save Picture to save a picture and its
     colour settings, as a file that can be loaded from BASIC
     with the COPY command.

[2]  Use the command Save Block to save just a part of your
     picture.

[3]  Use the command Compress to save a whole picture in the
     compressed format, this will save from 50% to 80% of disk
     space. This is a special format only available in this
     program.


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## LOADING A PICTURE

There are also three ways to get a saved picture to the screen:

[1] The LOAD PICTURE will load a picture and its colour set-
    tings which has been saved with the SAVE PICTURE command.
    You may use these pictures on any of your programs by using
    a program like the following one:

```
10 SCREEN 7: COLOR 0,0,0: CLS              'set screen 7
20 OPEN "filename.COL" FOR INPUT AS #1     'read in colours
30 FOR I=0 TO 15
40   INPUT#1, A,B,C
50   COLOR =(I,A,B,C)
60 NEXT I
70 CLOSE #1
80 COPY "filename.PIT" TO (0,0),0          'load picture
90 GOTO 90
```

[2] The MERGE BLOCK is used to merge a saved picture or block
    with your current picture. The selected file will be loaded
    and displayed. Mark the block you want to copy onto your
    current picture, by clicking and dragging until you enclose
    the area. After marking the block you will see your current
    picture, move the block where you wanted and click. When
    releasing the button you will return to the first picture.
    This operation can be repeated as many times as needed.
    Click the second button to abort and return to the menu.

    This is a very useful tool. You can save drawings with
    different objects that can be used on many pictures. You
    can build a whole data base of pictures and merge them when
    required. For example:

    draw a picture including different Christmas objets, like a
    present box, a tree, Santa Claus, children playing, etc.
    If you want to create some Christmas post cards you may use
    some of the objects in them by drawing first the background
    and them importing the objects from the file. The same
    could be done with animals, birds, clouds, etc..

[3] The EXPAND PICTURE will load a compressed picture. All the
    demo pictures have been saved in a compressed format to
    save disk space.

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THE LOAD and SAVE WINDOW:

```
 ---------------------------
¦     LOAD  PICTURE     ¦    <-- Title.
¦-------------------------¦
¦   Filename:           ¦
¦-------------------------¦
¦                       ¦    <-- Here you will write the filename.
¦-------------------------¦
¦   Directory:          ¦    <-- Click here to get a new directory.
¦-------------------------¦
¦                  ¦N¦¦    <-- Click on this 'N' to scroll the
¦                       ¦        files.(N = next)
¦                       ¦
¦                       ¦
¦                       ¦    <-- Click over any filename to select it.
¦                       ¦
 ---------------------------
```

The  program  doesn't use the B drive directly.  To  access  the
second  drive do it by writting the filename starting with 'B:'.
You don't need to position the pointer to type a name, just type
it and it will be written in the right place.  Use the [BS]  key
to correct errors and [RETURN] to finish.

If  you  posses  an H.S.H.  MSX Hard Disk System,  you  can  also
access this by simply carying out the same procedure as above.

The  following Hard Disk Systems are available for the MSX  from
H.S.H.:

USING THE DUMP ROUTINES:

H.S.H.'s  Final  Graphics was designed to be used  with  MSX  and
Epson  compatible printers,  there are three options  for  dumping
screens on a Epson printer and just one for the MSX printers.

[1]  PICTURE DUMP:  this option will print the whole screen on a
     Epson  compatible printer.  This is a black and white  dump
     with 64 shades.

[2]  BLOCK DUMP:  The same as above but it will print  only  the
     marked block.

[3]  FAST EPSON DUMP:  This option prints the whole screen in  a
     reduced format.  It uses a special file EPS-DUMP.BIN.  You
     may  use  this  file on your  own  program.  Use  it  with
     BLOAD"EPS-DUMP.BIN",R.

[4]  FAST MSX DUMP:  This is the same routine as above,  but for
     any  standard MSX printer.  It uses the file  MSX-DUMP.BIN.
     You  may  also  use this file in any  other  program  with
     BLOAD"MSX-DUMP.BIN",R.

By including these print routines, H.S.H. has made some useful
and powerful 'tools' available to the MSX User which for a long
time have been the cause of some 'head ache'. You are now able
to use these routines as 'Stand alone programmes' or incorporate
them into your own programes, enabling you to get HARD COPIES of
the appropriate screens quickly and easily.

2.- THE TOOLS MENU >

        TEXT
        BROAD PEN
        PENCIL
        ERASER
        LINES
        CONTINUED LINES
        TRIANGLE
        RAYS
        RECTANGLE
        FILLED BOX
        INVERTED BOX
        VERTICAL BARS
        HORIZONTAL BARS
        BRUSH
        DOTED BOX
        AIR BRUSH
        PAINT/FILL
        CIRCLE
        FILLED CIRCLE

These are the available tools. The colour used by these tools is
the foreground colour, but some of them will use also the back-
ground colour. Both colours can be seen on the pointer, and they
can be selected from the palette menu.

TEXT:               Use this tool to write text onto the screen.

BROAD PEN:          This tool lets you draw dotted freehand with
                    any of the 12 shapes (selected in the
                    OPTIONS menu: 'PEN SHAPE'). Use it by
                    dragging the mouse.

PENCIL:             Draws a thin line.

ERASER:             Erases the features of a drawing along the
                    pointer path.

LINES:              Draws a straight line.

CONTINUED LINES:    Draws continued straight lines.

TRIANGLE:           Draws a triangle.

RAYS:               Draws stright lines with the same starting
                    point.

RECTANGLE:          Draws a box with square corners.

FILLED BOX:         Draws a box filled with the foreground
                    colour.

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INVERTED BOX:          same as above, but it does an XOR logical
                       operation on the colours. If you want to
                       create a negative of your picture just
                       select the white colour and use this tool.

VERTICAL BARS:         Draws a box filled with vertical bars. It
                       uses both colours, the foreground colour and
                       the background colour.

HORIZONTAL BARS:       Draws a box filled with horizontal bars.

BRUSH:                 Paints in the current pattern. The pattern
                       can be selected from the OPTIONS menu. The
                       brushes are include in the file BRUSHES.BSH,
                       and they can be edited with the brush
                       editor. You can have as many files of
                       brushes as you want.

DOTTED BOX:            Draws a box filled with dots of the fore-
                       ground and background colours. Very useful
                       to create new colours. By using this tool
                       you can simulate 512 colours on the screen
                       at the same time.

AIR BRUSH:             Sprays paint in the current colours. If no
                       colour is selectes from the options menu,
                       the foreground colour is used.

PAINT/FILL:            Fills an enclosed area with the foreground
                       colour. The area must be drawn in the back-
                       ground colour.

CIRCLE:                Draws a circle or an ellipse.

FILLED CIRCLE:         Draws a circle filled with the foreground
                       colour.

4.- PALETTE MENU >          SELECT
                            ADJUST RGB
                            LOAD
                            SAVE
                            RESET
                            SAVE PREFERENCES
                            ANIMATE

SELECT and

ADJUST RGB:            Both access the same window. From this window
                       you can select any of the 16 colours or adjust
                       their RGB value to suit you picture. This gives
                       you access to the 512 colours of the MSX2
                       palette. To adjust the RGB of a colour move the
                       pointer onto the colour and click. Then move the
                       pointer onto one of the slides and drag the mouse
                       up or down. To close this window press the right
                       button of the mouse.

SAVE:           Saves your current RGB settings on a disk file of
                your choice.

LOAD:           Loads a saves colour files.

RESET:          Resets the colours  to the default Final Graphics
                values.

SAVE  PREF.:    Saves  your  colour  preferences  in  a  COLOR.DAT
                file,  which  will  be  used  when  starting  the
                program again.

ANIMATE:        Produces  the  effect  of  movement  by  changing
                colours.  First select up to 15 colours. Then set
                the speed by clicking over the + or -  and then
                click onto OK to start. Press the right button to
                abort the colour animation (keep the button  down
                until it stops).


5.- OPTIONS >   SELECT BRUSH
                PEN SHAPE
                LINE WIDTHS
                MIRROR
                2D GRID
                3D GRID
                SPRAY COLOURS


SELECT BRUSH:   Click over this command.  Give the filename to be
                loaded. Move the pointer over the desired brush,
                and click. This will be the current brush to  be
                used  with  the  brush tool.  This tool  will  be
                automatically selected when a brish is selected.

PEN SHAPE:      Selects the pen  shape to be used with the  broad
                pen.

LINE  WIDTHS:   Selects the line widths to be used with the  line
                tool.

MIRROR:         Selects  the  symmetry to be used with the  pencil
                tool.

2D  GRID:       This  is  a  regular  pattern  of  lines  on  your
                screen. The first time you access this option you
                will turn the grid on,  the next,  will turn  it
                off.  Why and how to use it? The reason of  this
                grid is to be able to draw difficult pictures  on
                your screen from photos or paper drawings.  First
                get  a  transparent plast and draw a grid  on  it
                (for  example  0,5 cm each block).  Then get  the
                picture  you want to draw on your screen and  put
                the  grid on it.  Count how many vertical squares
                you need and create the grid on your screen.  Use
                the  pencil  to  sketch your drawing,  remove  the
                grid and then add the details and colour.

3D GRID:            Draws a 3D grid to help you draw 3D  perspectives
                    like houses, trees, people, mountains, etc. After
                    selecting  this  option click where you want  the
                    origin of  your perspective to  be.  Again  just
                    sketch your drawing with the pencil,  then remove
                    the grid (by accessing the same option) and  then
                    add the details and colour.

SPRAY COLOURS:      This option lets  you select up to 15 colours and
                    three  sizes to be used with the AIR BRUSH tools.
                    Select the colours by clicking on them and select
                    the size of the spray.

6.- SPECIAL >       ENLARGE/REDUCE
                    ZOOM
                    SCROLL
                    MOVE
                    COPY/PASTE BLOCK
                    COPY/PASTE SHAPE
                    DISTORT VERTICAL
                    DISTORT HORIZONTAL
                    ROTATE LEFT
                    ROTATE RIGHT
                    FLIP VERTICAL
                    FLIP HORIZONTAL
                    SWAP COLOURS

Under  the  name SPECIAL you will find all the block  functions.
You may move,  copy,  distort and flip in all the ways you  wish
any  part  of  your picture.  Try them to create titles  from  a
simple text (text tool), enlarge it, distort it, etc.

ENLARGE/REDUCE:              Mark  the  block to  be  enlarged/-
                            reduced.  Move  to where you  want
                            the copy and generate a box of the
                            size  you  want the  copy.   The
                            original  picture (block) will  be
                            enlarged  or reduced according  to
                            the  size of the  second  box,  no
                            matter how many times.

ZOOM:                       Allows  part of the  picture to be
                            enlarged over the whole screen for
                            correction, fine drawing or adding
                            detail.  The UNDO at the bottom of
                            the  zoom window is  to  undo  the
                            changes you may have done. To zoom
                            a  part of the screen move the box
                            to the position where you want  to
                            work,  and click. Click the second
                            button to zoom another part of
                            your picture.

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SCROLL:                          Slides the picture up, down, left
                                 or right. The scroll is
                                 rotational, this means any part of
                                 the picture that moves off the
                                 edges of the screen will appear at
                                 the other edge.

MOVE:                            Moves a block from one area to
                                 another.

COPY/PASTE:                      Uses any part of the picture as a
                                 brush. Use it to copy a block, to
                                 create special effects, or to
                                 create a big brush.

COPY/PASTE SHAPE:                Lets you copy or use any part
                                 of the screen as a non rectangular
                                 brush.

DISTORT VERTICAL/HORIZONTAL:     Copies a marked block and lets you
                                 distort it by moving the mouse
                                 up/down or left/right.

ROTATE RIGHT/LEFT:               Copies and rotates a marked block.

FLIP VERTICAL/HORIZONTAL:        Flips a marked block.(Doesn't copy
                                 the block)

SWAP COLOURS:                    Swaps the background with the
                                 foreground of the marked block.


7.- EDITORS >   FONT EDITOR
                TEXT EDITOR
                BRUSH EDITOR
                3D EDITOR


After selecting any of the editors the editors program will be
loaded, and a new main menu will appear.

FONT EDITOR ¦ TEXT EDITOR ¦ BRUSH EDITOR ¦ 3D EDITOR ¦ FINAL-GR.


FONT EDITOR:    Clicking over this menu will first ask you for  a
                filename. Then a window showing the font editor
                window will appear. This editor is for creating
                special letters for titles, thus it uses only the
                upper case letters. It allows you to define 32
                characters of a size of 32x16 and in 16 colours.
                The characters are the ASCII codes from 65 to 95,
                these are the capital letters and the characters
                @ [ ] ` ^ _ . To start editing press the character you want to
                edit. The character will be enlarged (if it was
                defined already) and then uses the mouse to drag
                the colours and shape. When all the characters

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are ready click on the SAVE icon to save your font file to disk. To quit just press the right button of the mouse.

TEXT EDITOR: This is an editor to create titles,and includes a few editing functions. First load the font file, then just type the characters at the pointer position. The icons at the left are self explaining and use them by moving the pointer onto them and clicking the left button of the mouse. The SAVE TO DISK option will save the marked area as a TEXT.BLK file, this is meant as a momentary file.

Here are some tips of how to produce a title:

[1] Before selecting the editors, clear the screen from the Final Graphics main program, selecting the transparent colour.

[2] Load a font file.

[3] Write the text. Don't worry about how it looks on the screen.

[4] Copy the text on to your screen,by selecting COPY TO DRAWING.

[5] Quit the editor by pressing the right button of the mouse.

[6] Return to Final Graphics.

[7] Use the enlarge/reduce, distort, zoom commands and other tools to enhance the title.

[8] Save the title as a block.

[9] Load your picture.

[10] Merge your title using any of the logical options. Try different logical operations and see the results. Normally you will use the TPSET. See your computers manual for details about these logical operators.

THE BRUSH EDITOR: Enter the filename. The window is very similar to the font editor. Move the pointer onto a blank space of the bottom of the screen (to create a new brush) or onto a brush (to modify it) and click the left button. The brush will be enlarged and now you a ready to edit it. When ready with all the brushes, just move the pointer onto the SAVE icon and click it. The brushes will be saved under the filename you selected.

The brushes are 32x16. If you need bigger brushes use the COPY/PASTE of the Final Graphics program.

THE 3D EDITOR:  With this editor you may edit figures that are
                circular in shape,  like balls, bottles, glasses,
                wheels, cups, etc. To edit the shape click on the
                DRAW 2D SHAPE icon.  Drag and click the mouse  to
                draw the lines of the shape of your object. Press
                the right button when ready and the 3D object
                will  be drawn. This will be a wire frame object
                that  you  can save to  disk  (3D-SAVED.BLK),  or
                copied  to  your  drawing,  rotated  through  any
                angle, drawed again, etc, just by using the icons
                at the left.

FINAL-GR.:  Click on this menu to return to the Final
            Graphics main program.

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ICON PAINT SC5 and SC8.

These two programs are, two short but, powerful programs to be
used in the other screen modes, screen 5 and screen 8. The user
interface is completely different from that of Final Graphics.
The user interface is icon orientated. The pictures can be also
saved and loaded as in Final-Gr, but they are saved as a binary
file. This means that the pictures can be loaded later just by
typing: BLOAD"filename",S.

Again, don't use extensions when naming files. The programs will
use their own extensions. ICON PAINT SC5 will use '.SC5' and
ICON PAINT SC8 will use '.SC8'. As you may understand SC5 refers
to SCREEN 5 and SC8 to SCREEN 8.

The icons are the same in both programs, and the only difference
occurs in the PALETTE menu.

You access the menus by clicking the right button of the mouse.
The menus appear at the cursor position, and the menus disap-
pear when the pointer leaves the menu area. This makes the
interface very fast and easy to use.


1.- PALETTE MENU.

ICON PAINT SC5:    The palette has the 16 colours and the
                   possibility to adjust their RGB values, to
                   fully use the 512 MSX2 palette. To select a
                   colour just click on it. To adjust the RGB
                   just click on 'R', 'G or 'B' and the values
                   and colour will change. The icon at the
                   bottom is to clear the screen.

ICON PAINT SC8:    The palette shows only 64 of the 256 colours
                   available. The icon with a down arrow shape
                   is to display the next group of 64 colours.
                   The other icon is to clear the screen.

                   The colours are displayed in four groups,
                   each one containing a different quantity or
                   level of BLUE. This makes selection of
                   colours very easy.


2.- THE TOOLS MENU.

The tools menu on both programs are the same. here is a complete
description of all of them.

The icons are described from left to right and from top to
bottom.

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PENCIL:              Draws a thin line.

DOTTED PEN:          Draws a dotted line.

PENCIL +XY MIRROR:   Draws a thin line with XY symmetry.

PENCIL + X MIRROR:   Draws a thin line with X symmetry.

PENCIL + Y MIRROR:   Draws a thin line with Y symmetry.

LINE:                Draws a strait line.

CONNECTED   LINE:    Draws a strait line and the end point becomes
                     the start point of the next line.

RAYS:                Draws strait lines with the same start point.

BOX:                 Draws a box.

FILLED   BOX:        Draws  a  box filled  with  the  foreground
                     colour.

CIRCLE:              Draws a circle or an ellipse.

FILLED   CIRCLE:     Draws a circle or and ellipse filled with  the
                     foreground colour.

PAINT/FILL:          Fills   an   enclosed   area (drawn in the back-
                     ground colour) with the foreground colour.

BRUSH:               Paints in the current colour.

AIR BRUSH:           Sprays paint in both colours,  foreground and
                     background.

ZOOM:                Zoom in on the picture at the point marked.

TEXT:                Writes text on the picture.

EXCHANGE COLOURS:    Exchange the background colour with the fore-
                     ground colour on the marked area.


3.-THE BLOCK MENU.

COPY   BLOCK:        Copies  the  marked  block.  Can be used as  a
                     brush.

MOVE BLOCK:          Move the marked area.

COPY SHAPE:          Copies a  nonrectangular area. Can be used as
                     a brush.

DISTORT  HORIZONTAL: Copies and distorts the marked block.  The
                     distortion is controlled by the mouse.

DISTORT   VERTICAL:  Copies  and  distorts  the  marked  block
                     vertically.

ROTATE RIGHT:        Copies and rotates the marked block.

ROTATE LEFT:        Copies and rotates the marked block.

FLIP VERTICAL:      Flips vertically the marked area.

FLIP HORIZONTAL:    Flips horizontally the marked area.

ENLARGE/REDUCE:     Copies, enlarges or reduces the marked area
                    depending on the the size of the second
                    marked block.

4.- THE FILE MENU.

DISK:    Allows LOAD, SAVE and MERGE pictures.

PRINTER: Dumps the screen on a Epson printer.

DIGITISE:Digitise a picture.

END:     Stops the program.

Both programs ICON PAINT SC5 and SC8 have the UNDO key,  the F1
key.  ICON PAINT SC5 can work with two screens at the same time.
The screens are swapped with the F2 key.

If you want to dump any picture from these two programs on a MSX
printer, use the following program:

```
10 SCREEN 5                'or SCREEN 8
20 BLOAD"filename.SC5",S   'or filename.SC8
30 BLOAD"MSX-DUMP.BIN",R   'Load and run the MSX dump routine
40 END
```

If  you have doubts or trouble with any part of  these  programs
please drop us a line, we'll be very glad to help you:

--- *** ---

The programme has been provided in good faith, however, should H.S.H. Computervertrieb GmbH find updating necessary, by filling in the coupon below and returning it to H.S.H., we will notify you of any such updates and offer them to you at a special price.


SURNAME            : ............................................

FIRST NAME         : _____

ADDRESS            : _____

                   : _____

COUNTRY            : _____

DATE OF PURCHASE: _____

INVOICE NO.        : _____