ICON
GRAPHIX 1²⁸

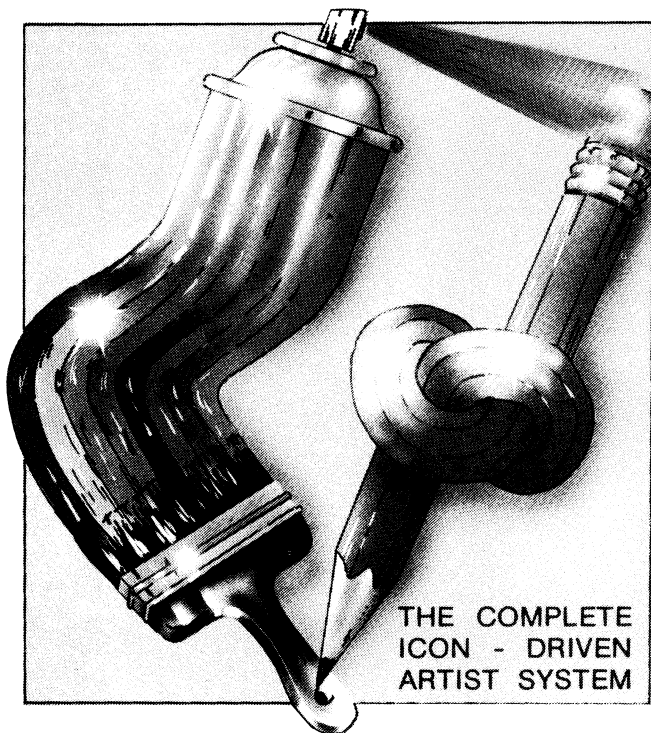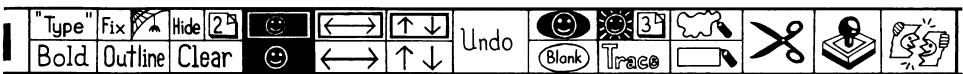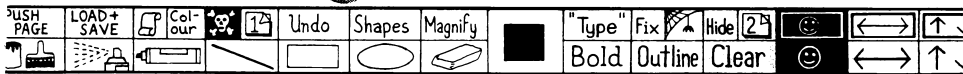| "Type" | Fix | 🐾 | Hide | 2⃞ | ☺ | ⟷ | ↑↓ | Undo | ☺ | ☼ 3⃞ | ✂ | 🕹 | 🗣 |
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THE COMPLETE
ICON - DRIVEN
ARTIST SYSTEM

- **ICON-DRIVEN DRAWING!**
- **PEN, PAINT, SPRAYCAN**
- **AUTO LINES, BOXES, OVALS**
- **PATTERNS**
- **COLOURS**
- **MAGNIFY**
- **INVERT IMAGE**
- **FLIP IMAGE**
- **TEXT FONTS**
- **CUT, PASTE AND COPY**

| PUSH PAGE | LOAD + SAVE | 🖫 | Col-our | 💀 | 1⃞ | Undo | Shapes | Magnify | ■ | "Type" | Fix | 🐾 | Hide | 2⃞ | ☺ | ⟷ | ↑ |
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SPECTRUM 128K
SPECTRUM PLUS 2

Audiogenic Software

INSTRUCTION MANUAL

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            I C O N   G R A P H I X   1 2 8

          Written and conceived by Terry Wiley
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                      INSTRUCTION MANUAL

                   by D. A. Henry Smithson

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                          CONTENTS
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I N T R O D U C T I O N

Icon Graphix for the Spectrum 128 and Plus 2 is a powerful
icon-driven graphics utility that provides a   host   of
facilities for creating high resolution graphic screens, with
control from keyboard, Plus 2 or Interface 2 joystick,
Kempston joystick, or Kempston mouse. You can add colour and
text to the pictures, print them out and save them to
cassette or Microdrive.

LOADING THE PROGRAM - CASSETTE VERSION
If you don't have a Microdrive system you will be using the
cassette version of Icon Graphix. Use Side 1 of the cassette
and rewind it to the beginning. The loading command from
Basic is LOAD"G-CASSETTE", but you can load it using the
Tape Loader option on the Start-Up menu.

MAKING A COPY ON MICRODRIVE
First put a blank formatted Microdrive cartridge into drive
#1. Use Side 1 of the cassette, as above, and rewind it. But
this time go into 128K Basic and enter the   command
LOAD"G-MICRO" . Watch the screen and stop the tape when the
'Stop Tape' prompt appears. At this point, the main part of
the program will be automatically saved onto your Microdrive.
Start the tape again and another short program will load in
and save to Microdrive. Stop the tape again at this point.

Immediately afterwards on the cassette is another program,
"FONTLOAD" which is used to save the character Fonts onto
Microdrive. Reset the Spectrum, put another blank formatted
cartridge into the Microdrive, and load the "FONTLOAD"
program using the Tape Loader. The Fonts themselves are on
Side 2, so when the program has loaded, wind the tape on to
the end and turn it over. Just follow the prompts on screen
to load each Font from tape and save it to Microdrive in
turn. Having done this, you can use your Microdrive system
and put the cassette away somewhere safe.

To load the program from Microdrive, enter...
LOAD*"m";1;"GRAPHIX"

CONTROLS
At the start of the program, choose your control option from
Kempston joystick (J), Kempston mouse (M), keyboard (K) or
Interface 2 joystick (I). Just press the appropriate key.

If you have a Spectrum Plus 2 with built-in joystick ports,
choose the Interface 2 option and plug the joystick into Port
2. Likewise, use Port 2 if you are using the Interface 2 on
the Spectrum 128. For mouse control, you need the Kempston
Mouse and interface.

The keyboard controls are as follows...

    Z = LEFT   X = DOWN   C = UP   V = RIGHT

        CAPS SHIFT = JOYSTICK FIRE BUTTON = MOUSE BUTTON
              (We'll call this the 'GO' button.)

After choosing your controls, the first page of icon-driven
menu appears, like so...
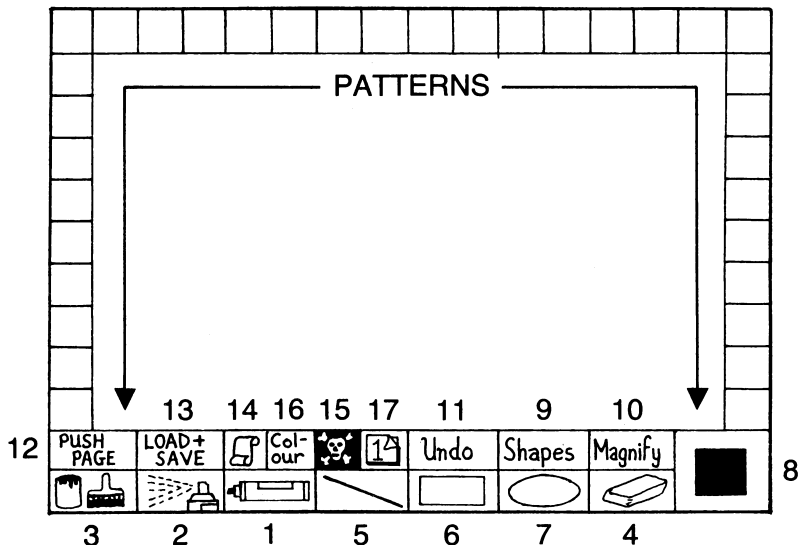
The boxes round the sides and along the top represent the
built-in patterns that you can use for drawing or shading.
But first we'll look at the boxes along the bottom. These
contain most of the icon-driven options that you can use for
drawing your pictures. To choose any of these options, simply
move the Cursor over the relevant box and press the GO
button.

DRAWING TOOLS
1. FELT PEN - When the menu first appears, Felt Pen is
    already operational, as you can see by the fact that the
    box is highlighted in green. The cursor on the screen
    takes the form of a pen. Use your joystick, mouse, or
    keyboard controls to move the pen around the drawing
    area. When the Go button is held down, the pen will draw
    on the screen wherever you move it. There are two factors
    that affect the way that the pen draws - firstly the nib
    shape and size, which you can change by choosing the
    'Shapes' box (see 9 below); and secondly the Current
    Pattern, which is indicated in the Pattern box (see 8
    below). The Current Pattern at the start is solid black.

2. SPRAY CAN - The spray can is used to draw a fuzzy spray
    of Current Pattern when pressed. This is a useful for
    textures like trees, clouds, shading, or even graffiti!

3. PAINT BRUSH - The paint brush is used to automatically
    fill in a space or shape with the Current Pattern. The
    space or shape must have a continuous boundary round it,
    otherwise the Pattern can leak out into the rest of the
    picture.

4. RUBBER - The cursor looks like a square with an R in it.
    It acts like a rubber when the Go button is pressed,
    erasing everything it moves over. If more detailed
    erasing is required, you could use the Magnify facility
    (see 10 below), or else change the Pattern to solid White
    and use the pen to draw out the bits you don't want.

AUTOMATIC LINE & SHAPE DRAWING
5. LINES - Press this box to generate straight lines from
    one point to another. Move the pen-shaped cursor to the
    point where you want the line to start. Press the Go
    button and keep it held down while moving the cursor to
    the point where you want the line to end. When it is in
    the desired position, just let go of the Go button. You
    can carry on making lines as long as you want until you
    go back to the menu to choose something different. TIP:
    Try using several short lines joined together to make up
    a curve.

6. BOXES - This can be used to create rectangles and
    squares. Move the pen-shaped cursor to where you want one
    corner of the rectangle. Then press the Go button and
    keep it held down while you use the cursor to drag the
    opposite corner out into position. The 'Rubber Banding'
    will show you the outline of the rectangle as you do it.
    Then let go of the button. Do as many rectangles as you
    like before going back to the menu to choose another
    option.

7. CIRCLES - Use this facility to generate circles and
    ovals. The circle or oval that you want is contained
    within an imaginary rectangle that is drawn in the same
    way as Boxes above. Move the arrow-shaped cursor to where
    you want one corner of the imaginary rectangle to be,
    then press and hold down the Go button whilst dragging
    out the opposite corner. You will see the shape of the
    circle/oval as you do it. Let go of the button when it
    looks right.

PATTERNS
Icon Graphix contains 34 different built-in Patterns that you
can use for shading and texturing. You can only use the
Pattern that is selected as Current Pattern. To select a
Pattern as the Current Pattern, just move the cursor over its
box and press Go. That Pattern will now be displayed in the
Pattern box (see 8 below). The Pattern box has another
important facility...

8. PATTERN BOX - As well as indicating the Current Pattern,
    selecting this box allows you to edit the Pattern in
    order to create your own custom Pattern. As soon as you
    move the cursor over the box and press Go, a pop-up menu
    appears in the drawing area, displaying a large box that

contains a magnified representation of the pattern, with
little squares corresponding to each pixel. To edit the
Pattern, move the cursor over the magnified Pattern and
use the Go button to switch on or off the pixels under
the cursor. As you are doing this the strip along the top
of the pop-up menu will show you how the Pattern looks in
its normal size. When you are satisfied with the new
Pattern, move the cursor to the OK box and press Go, or
if you don't like it press Go on the UNDO box to return
the Pattern to how it was before you started. The new
Pattern will be displayed in the Pattern box, and also
take the place of the old one in the menu of Patterns
round the side.

SPECIAL FACILITIES
9. SHAPES - Select this to change the Shape and size of the
    nib when drawing with the Felt Pen. A pop-up menu will
    appear containing 16 nib shapes and sizes with the
    current one indicated by a box. To choose a new one, just
    move the cursor over the one you want and press Go. To
    get back to your drawing, press the OK box.

10. MAGNIFY - The Magnify facility lets you zoom in on an
    area and work on it pixel by pixel. On selecting Magnify,
    the cursor changes to an arrow. Move it to the centre of
    the area that you want to magnify, and press the Go
    button. That area will then be magnified, taking up the
    whole of the drawing window, with each pixel represented
    by a small square. You can then move the cursor around,
    using the Go button to toggle on or off any pixel under
    the cursor. Whilst in Magnify mode the Rubber (see 4
    above) can be used to erase the entire displayed section
    of picture. There are two ways to get out of Magnify
    mode; firstly by pressing the Magnify box again; or
    secondly, if you don't like what you did in Magnify mode,
    by hitting the UNDO box (see 11 below).

11. UNDO - If you press this box it will actually undo the
    last thing you did - i.e. it will restore the screen to
    the way it was before you touched it last.

12. PUSH PAGE - Select this to enable a crossed-arrow cursor
    by which you can move the whole picture left, right, up
    or down. Keep the Go button pressed down in order to move
    it. The main use for this facility is to allow you to
    work on the parts normally hidden under the menus
    (including the normally 'forbidden' bottom two lines). If
    you are using the Kempston Mouse option, take care not to
    push the page too quickly.

13. LOAD+SAVE - Selecting this option brings up a pop-up menu
    which handles the saving and loading of files. There are
    three different types of files that can be loaded and
    saved; A Picture file is equivalent to a SCREEN$, i.e.
    your picture plus colour. A Document file is the same,
    plus any new Patterns that you may have created. A
    Cutting file consists of part of the screen that you have
    designated as a Cutting (see Menu Page 3). Also there are
    Font files which you can load from the Icon Graphix
    cassette (or from the Microdrive version that you made at

the start). These cannot be saved.

Whether you are saving a Picture, a Document or a
Cutting, the procedure is the same. Press the Save box of
whichever type of file it is, and then enter a filename
in the space provided at the bottom and press ENTER.
Press the OK box to proceed with the save, or the UNDO
box if you change your mind. When the file is saved keep
a record of the exact filename (and what type of file it
is), because you will need it when you come to load it
back in.

The procedure for loading is very similar. Just press the
Load box for the type of file, enter the filename exactly
as it was saved and press ENTER, then press the OK box to
start the load.

14. PRINT - This is the box with a scroll of paper in it.
    Pressing this box sends the picture out to a ZX printer,
    or any other (e.g. Alphacom) which can be directly
    substituted for it.

15. NEW - This is the Skull and Crossbones box. Press this to
    take you back to the start of the program where you can
    choose between keyboard, mouse or joystick controls. This
    clears out any picture from memory and from the drawing
    area, and resets the Current Pattern to solid black. This
    is not UNDOable, but there is a safeguard prompt that
    flashes up "Really New?". If you want to go through with
    the New, press the Go button again. Otherwise, just move
    the Cursor away from the box and the prompt will
    disappear.

COLOUR MODE
16. COLOUR - Press this to enter colour mode. On the
    Spectrum, a graphic screen is held in memory in two
    parts. The first part is just the black and white dot
    pattern of lines, shapes, etc., and the second is a grid
    of the colours that overlay the black and white pattern.
    This is why in Icon Graphix you have to draw the picture
    in black and white first, then add colours afterwards.

    When you press the Colour box, a pallette of colours will
    appear along the top line. This gives you the 8 Ink
    (squares marked I) and 8 Paper (squares marked P) colours
    that are available. You can also set Bright and Flashing
    with the blue and yellow strips beneath the Inks and
    Papers; from left to right, the four bars allow you to
    set Normal, Bright, Normal Flashing and Bright Flashing.
    The Current Pattern indicator changes in Colour mode to a
    Colour indicator showing the current Ink colour in the
    square in the middle, and the Paper colour round the
    outside.

    On entering Colour mode the Cursor changes to an arrow
    which can be used to select one of the two Tools that you
    can use in Colour mode...

    FELT PEN - Use Felt Pen to actually fill in squares of
               colour on top of your design, using the

currently selected Paper and Ink colours. Press the Go button to place a square of colour. When you place a square of colour any white area of your drawing will be coloured by the Paper colour, and any black area by the Ink colour. When you have finished colouring, you MUST press the Felt Pen box again to fix the colours in memory, otherwise you will lose the last bit of colouring in that you did.

PUSH PAGE - This can be used to push the colour around over the top of the design. Thus you can match the colour up with a design that has previously been pushed around.

The three option boxes, Undo, New, and Page 1 (see below) can be used in Colour mode, although they do slighly different things to those that they do in normal drawing mode...

PAGE 1 - Clears any colours that you may have added, so that if you don't like what you have done you can start again from scratch. This can be UNDOne (see below).

UNDO   - Puts back the colours after clearing with Page 1, or can be used to undo the last bit of colouring that you did.

NEW   - Pressing the skull and crossbones box returns you to ordinary drawing mode, saving the coloured overlay in memory. The colours are held in the correct location in memory so that a saved picture can be loaded in as a normal SCREEN$. Remember to fix the colours by pressing the Felt Pen box before pressing new.

COLOUR HINTS - The colour is added in square blocks corresponding to the size of a normal character square. The Spectrum only allows you to have two colours, the Paper colour and the Ink colour, in any one square. Thus, for best results when colouring, make your drawing so that when you come to colour it in there are no places where more than two colours are required in the same character square.

MOVING TO MENU PAGE 2
17. PAGE 1 - Pressing Page 1 when in normal drawing mode will bring up Menu Page 2 with a whole new set of option boxes along the bottom.
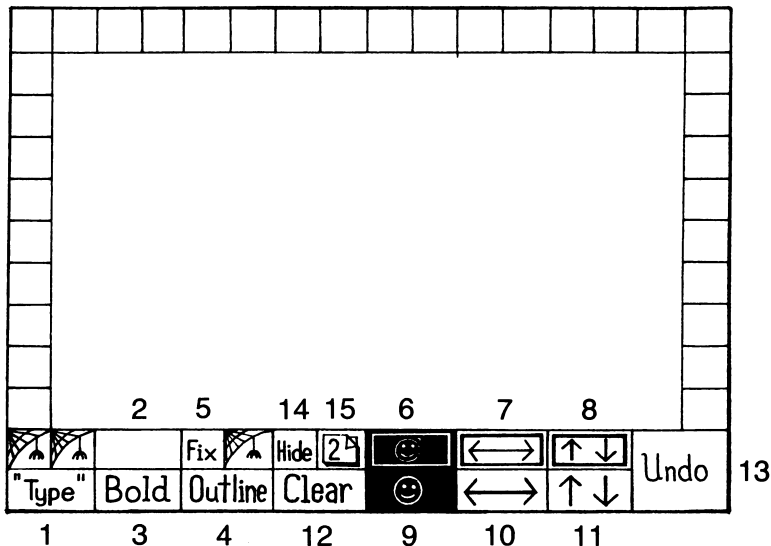
FONTS AND TYPING MODE

Boxes 1 to 5 on the second menu page are all concerned with adding text (or special symbols) onto your designs from the fonts provided with Icon Graphix.

Before any of these options can be used a font must first be loaded using the LOAD+SAVE option from Menu Page 1. The filenames for the fonts provided are as follows, all in caps, and in this sequential order on Side 2 of the tape...

CLEOPATRA	(Special symbol font)
DOROTHY	(Text font)
EMMA	(Text font)
FUCHSIA	(Text font)
JANICE	(Text font)
JUDITH	(Text font)
MISS JONES	(Text font)
PLAIN JANE	(Text font)
SIOBHAN	(Text font)
SIOUXSIE	(Text font)

1. TYPE - Press this box to enter Typing mode. You must already have a font loaded and in memory before you can use this option. Pressing the box when there is no font in memory, or if it has been corrupted, brings up the 'angry cartridge' error message. Pressing the box again exits Typing mode.

2. FONT INDICATOR - When you enter Typing mode, the Font
    Indicator box will display a character from the font
    currently in memory.

3. BOLD - Pressing this box changes the current font from
    its Normal style to its Bold style. You can see the
    effect of this change by looking at the character in the
    Font Indicator box. Press again to change back to Normal.

4. OUTLINE - Pressing this box changes the style of the
    current font from Normal solid to Outline. Again you can
    see the effect on the character in the Font Indicator
    box. Press again to change back to Normal. Bold and
    Outline can be used together giving you a choice of
    Normal, Normal Outline, Bold, and Bold Outline for each
    font.

5. FIX - Is used to fix a bit of text in position before
    starting a new bit of text elsewhere on the drawing.

ADDING TEXT TO A DRAWING - The procedure for adding text to a
drawing is as follows...

a) Load the font that you want to use.
b) Enter Typing mode by pressing the TYPE box. The sample
   character from that font will appear in the Font Indicator
   box.
c) If you want to, change the style of the font with the BOLD
   and/or OUTLINE options.
d) Move the cursor over the drawing to the place where you
   want to start typing and press GO. The cursor changes to a
   vertical bar.
e) Type in the text. You can use the DELETE key to delete the
   last character, and the ENTER key to perform a carriage
   return. CAPS SHIFT can also be used to set upper case.
   When you reach the right hand edge of the screen, an
   automatic carriage return is performed.
f) When you have finished, press the EDIT key to return to
   normal cursor control.
g) If you then wish to carry on typing from where you left
   off, place the cursor on the drawing area and press GO.
   The typing cursor bar appears in the same position as when
   you pressed EDIT, or...
h) ...if, on the other hand, you wish to start typing at a
   different point on the screen, press the FIX box to fix
   the typing that you have just done into position. You can
   then, as in d above, move the cursor to the new place on
   the drawing, press the GO button, and start typing again.
i) Once you have finished adding text to the drawing you can
   exit from Typing mode by pressing the TYPE box again.

NOTE: Whilst in Typing mode, only boxes 1 to 5 are
operational. If you want to use any other Icon Graphix
facilities you will have to exit Typing mode by pressing the
TYPE box again.

OTHER PAGE 2 FACILITIES
6. INVERT WINDOW - Press this to display the contents of the
    drawing window only (see also box No. 9) in inverse video
    (i.e. everything black becomes white and vice versa).

7. FLIP WINDOW HORIZONTALLY - Press this to flip the
    contents of the drawing window only (see also box No. 10)
    horizontally.

8. FLIP WINDOW VERTICALLY - Press this to flip the contents
    of the drawing window only (see also box   No.   11)
    vertically.

9. INVERT DRAWING - This is like Box 6, except that it
    inverts the whole drawing including the bits hidden under
    the menu boxes, instead of just the bit that's visible in
    the drawing window.

10. FLIP DRAWING HORIZONTALLY - Like Box 7, except that it
    flips the whole drawing horizontally, instead of just the
    bit in the drawing window.

11. FLIP DRAWING VERTICALLY - As you would expect, this flips
    the whole drawing vertically, instead of just the bit in
   the drawing window.

NOTE: Be careful when using Box No. 8. Because the menu boxes
across the bottom take up more room than the pattern boxes
across the top, the vertical flip of the drawing window is
not symmetrical within the window itself. This means that it
is possible to lose a section of the picture. If in doubt use
Box No. 11 instead.

12. CLEAR - Press this to clear   the   drawing   window
    completely. This can be UNDOne (see 13 below).

13. UNDO - Can be used to undo the effects of pressing Boxes
    1, 7 and 8. Can also be used to remove any text that was
    put onscreen during the last Typing mode operation,
    unless the text was FIXed by pressing Box No. 5.

14. HIDE - Pressing this box has the effect of removing the
    menu boxes and adding the colour, so that you can see the
    whole picture area with any colour that you may have
    added, just as it would look as a SCREEN$.

MOVING TO MENU PAGE 3
15. PAGE 2 - Pressing the Page 2 box takes you on to Menu
    Page 3, where there are yet more Icon Graphix facilities.
    Remember, you can't press Page 2 while in Typing mode.

SPIDER'S WEBS - These boxes don't do anything, and, like any
other unused spaces, the spiders have moved in!
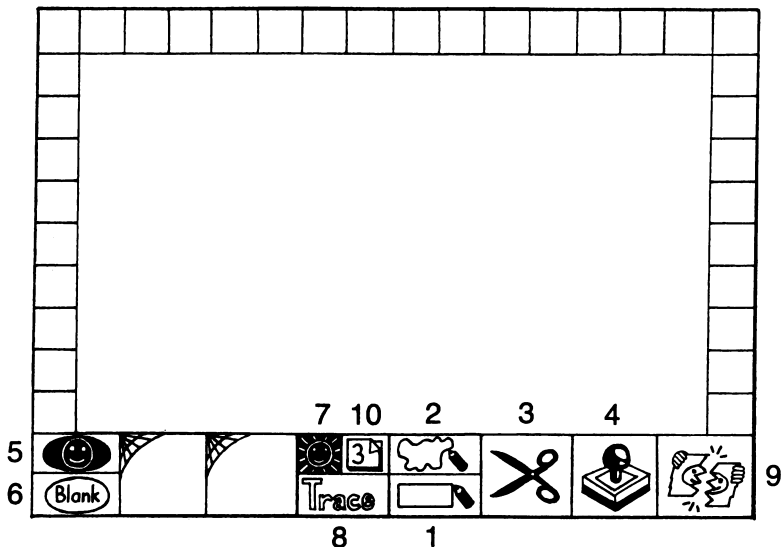
CUTTINGS
Most of the boxes on Page 3 are concerned with Cuttings. A
Cutting is part of the picture which you can define by
putting a box round it or tracing a freehand line round it.
The Cutting can then be cut out and moved to another part of
the drawing, or copied and stamped onto the drawing as many
times and in as many places as you like. Only one cutting can
be defined at any one time, but Cuttings can be saved to tape
or Microdrive and loaded back into the same, or another,
drawing.

1. DEFINE CUTTING BY BOX - Pressing Box 1 allows you to
    define an area of the screen as a Cutting by drawing a
    box round it. Press the box and move the arrow cursor
    over the drawing to the area that you want to define as a
    Cutting. Press the GO button and hold it down while you
    stretch the box over the area, then let go. The box
    disappears, but the area is now defined as a cutting and
    held in a special area in memory.

2. DEFINE CUTTING BY TRACING ROUND IT - Using Box 1 to
    define a Cutting is nice and easy, but if the area you
    want has an irregular shape then using Box 2 allows you
    to define it more precisely. Press the box and move the
    arrow cursor to the area that you want to define. Then,
    holding down the GO button, draw round the area. A useful
    feature is that you don't have to draw all the way round
    - wherever you let go of the GO button a straight line

will join the point where you stopped to the point where
you started. Thus, if the area that you want to define
has one straight edge, you can start drawing at one end
of the edge, round the irregular bits till you get to the
other end of the edge, then let go of the button, and the
ends will join up along the straight edge.

3. CUT OUT AND MOVE - This is the Scissors Box. When you
    have defined a Cutting, then you can start doing things
    with it. Pressing Box 3 allows you to cut the Cutting out
    of the picture, and move it to somewhere else on the
    picture. Press the box, then move the arrow cursor over
    the cutting and hold down the GO button. You can then
    move the cutting around over the drawing. When you have
    positioned it to your liking, just let go of the button.

4. REPEAT COPY - This is the Rubber Stamp Box. Pressing Box
    4 allows you to make multiple copies of the Cutting
    anywhere in the drawing window. Press the box and move
    the arrow cursor over the Cutting and hold down the GO
    button. Now you can move the Cutting around the drawing
    window, and every time you let go of the button it will
    leave an impression of the Cutting at that position. You
    can do as many copies as you like, even overlapping copy
    upon copy! The Cutting remains at the last place that you
    leave it.

NOTES: All the time that you are on Page 3, either Box 1 or
Box 2 is active. The currently active one is highlighted in
green. As long as the one you want is active there is no need
to press the box every time you want to use it. The only time
you need to press a box is when you want to change to the
other one.
The same thing applies to Boxes 3 and 4. The one that is
highlighted is always active until you press the box of the
other one.
A Cutting, once defined, remains a Cutting until such time as
either a new Cutting is defined, or until the Rip-Up Cutting
option (Box 9) is used. You can return to the Cutting at any
time to move it or make copies of it. But as soon as the GO
button is pressed when the cursor arrow is outside the area
of the Cutting, then the program will assume that a new
Cutting is being defined, and the old Cutting will be lost.

5. INVERT CUTTING - Pressing this option gives a negative
    image of the Cutting, i.e. within the area defined as the
    Cutting all white turns to black and vice versa. If you
    press this when there is no Cutting currently defined,
    you will get the 'angry cartridge' error message.

6. BLANK CUTTING - Pressing this blanks the whole Cutting
    area, i.e. makes it white. This can also be used to rub
    out a large region. Just define the region using Box 1 or
    2, then use this to blank the Cutting. The 'angry
    cartridge' will appear if you press this box when there
    is no current Cutting.

7. SHOW CUTTING - If you haven't actually done anything to a
    Cutting for a while, you may forget whereabouts in your
    drawing the Cutting is, or what it is. Just press this
    box and the Cutting will flash, showing you what it is
    and where it is. Again, the 'angry cartridge' will rear
    its ugly head if there is no current Cutting.

8. TRACE - This is an interesting special effect that you
    can use on a Cutting. Pressing this box has the effect of
    tracing a black line round the outline of any solid
    shapes within the Cutting area, and inverting the solid
    to white. Pressing it again will trace another black line
    round the previous one, invert the previous one to white,
    and mark the edge of where the solid was with a black
    line. Pressing again will draw a black line around the
    outside of the previous one and invert everything within
    it...and so on. However, this facility will only work on
    Cuttings that have been defined using the box (Box 1). If
    you try using it on Cuttings that have been defined by
    tracing round (Box 2), then, depending on the shape,
    either it will convert the cutting to a box shape first,
    or else it just won't work at all.

9. RIP UP CUTTING - Pressing this box has the effect of
    clearing the Cutting out of memory. If you leave Page 3
    to do something else and then return to Page 3, any
    Cutting that is currently defined will flash on entering
    Page 3. This acts as a reminder of where and what the
    Cutting is. If you're quite satisfied with it in its new
    position, and you don't want it to keep flashing, then
    clear it by pressing this box.

    Beware, because, in certain rare circumstances, pressing
    this box can also erase the Cutting from the picture,
    unless the Cutting is first 'fixed'. In fact, the Cutting
    is automatically 'fixed' as soon as you leave Page 3 in
    order to use other Icon Graphix facilities. Also, if the
    Cutting has been defined, but not copied or moved, then
    it is safe. The Cutting will be erased only under the
    following circumstances; when it has been moved by the
    scissors or copied by the stamp; and then only if you
    haven't left Page 3 since doing the move or copy.

10. PAGE 3 - Pressing this box takes you back to Menu Page 1.

```
----------------------------------------------------------------
        A D D I T I O N A L   I N F O R M A T I O N
----------------------------------------------------------------
```

EXIT TO BASIC
If you want to return to basic for any reason (such as to
verify a saved picture), hold down the CAPS SHIFT key and
press one of the keys Q to Y. Do not try to break in the
normal way.

RE-ENTER THE PROGRAM
If you exit to basic, or experience a load/save error, you
can re-enter the program by cursoring down through the basic
program that appears, and typing RUN and pressing ENTER.

PROGRAMS ON THE CASSETTE

```
SIDE 1  -   G-CASSETTE        (Cassette version loader)
            G-MICRO           (Microdrive Saver version loader)
            GRAFIX            (Loading SCREEN$)
            CODE              (Program code)
            PROG              (Microdrive routines)
            FONTLOAD          (Font load and save to Microdrive)
            CLEOPATRA         (Picture File SCREEN$)
            CLEO2             (Picture File SCREEN$)

SIDE 2  -   CLEOPATRA         (Font File)
            DOROTHY           (Font File)
            EMMA              (Font File)
            FUCHSIA           (Font File)
            JANICE            (Font File)
            JUDITH            (Font File)
            MISS JONES        (Font File)
            PLAIN JANE        (Font File)
            SIOBHAN           (Font File)
            SIOUXSIE          (Font File)
            FONTS             (Picture File SCREEN$)
```

SAMPLE PICTURE FILES

"FONTS" is a picture file that you can load in using the
Load Picture option. It contains a sample from each of the
Fonts, first in Normal style, then in Bold. Use the HIDE
option from Menu Page 2 to remove the border so that you can
see them all at the same time. Cleopatra is a special font
containing a selection of hieroglyphics, other strange
characters, and electronics symbols. See below...

"CLEOPATRA" is another picture file that you can load in. By
referring to this picture you can see which of the special
symbols in the Cleopatra font corresponds to which key on the
keyboard. Use the HIDE option to see the whole screen.

The top box in the picture shows the symbols that you get by
pressing the following keys of the five rows of keys on the
Spectrum keyboard...

```
Top Row of keys from     1     to     0
         2nd Row from     Q     to     P
         3rd Row from     A     to     L
         4th Row from     Z     to     .
              5th Row     ;     "     ,     only
```

The bottom box shows the electronic circuit symbols that are
available by pressing the following keys with CAPS SHIFT...

```
         2nd Row from     Q     to     P
         3rd Row from     A     to     L
         4th Row from     Z     to     M
```

"CLEO2" is the final picture file. This shows the symbols
that you get from the Cleopatra font when you press these
keys with SYMBOL SHIFT...

```
         Top Row from     1     to     0
         2nd Row from     R     to     U
         3rd Row from     A     to     L
         4th Row from     Z     to     .
              5th Row     ;     "     ,     only
```

These three picture files can all be printed out so that you
have a hardcopy reference guide to the fonts in general and
the Cleopatra font in particular.