
Product Description

Program Number A2-GE1

Graphics Editor



Includes:

Object Editor
Motion Programmer
Motion Playback
Slide Show Programmer
Slide Show Playback
3D2 BASIC Interface
for BASIC Programmers

Hardware Requirements

Apple II+ or Apple II microcomputer and video monitor. Applesoft required with Slide Show Playback.

Software Requirements

A2-3D1 or A2-3D1 with 3D2 Enhancement.

Memory Requirements

48K

Product Format

Apple disk (DOS 3.3 compatible).

Documentation

134-page user's manual.

Description

A2-GE1 Graphics Editor is a collection of easy-to-use programs designed with the non-programmer in mind. Developed to help the user create and manipulate objects in conjunction with the A2-3D1 or A2-3D1 with 3D2 Enhancement graphics packages, they can also provide a valuable aid to the more experienced programmer.

The A2-GE1 Was Designed to Give You Unparalleled Graphics Power

A2-GE1 was developed in response to over two years' worth of feedback from A2-3D1 users. The A2-GE1 gives you the total graphics power needed for use in scientific, business, educational, or general applications involving graphic communications. This power will increase your ability to communicate effectively with your environment and to visualize your own thoughts.

For over two years the A2-3D1 graphics package has given you the basic versatility of 3D graphics: the ability to define and then position 2D or 3D objects in any size and orientation, and the ability to animate those objects using a BASIC interface routine.

Our recently released A2-3D1 with 3D2 Enhancement redefines the state-of-the-art in graphics capability for the Apple II. It offers the added versatility of selectable resolution, full color capability, and independent object calls.

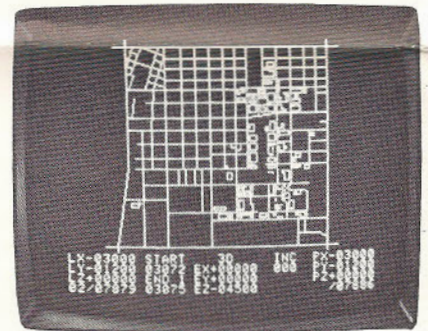
Now the A2-GE1 gives you the ability to use these 3D graphics packages more effectively than ever. Besides interfacing the 3D1/3D2 to you, the A2-GE1 Graphics Editor lets you add 3D or 2D text directly with your presentation, a function that considerably enhances the effectiveness of any graphic display. And saving your object or presentation to disk is as easy as giving it a name; everything else is taken care of automatically.

A2-GE1 Graphics Editor programs include Object Editor, Motion Programmer, Motion Playback, Slide Show Programmer, Slide Show Playback, and a special A2-3D2 Interface for BASIC programmers. A description of each program follows.

Object Editor

Object Editor lets you view an object or scene *while* you create it. You manipulate a movable cursor using simple and logical keyboard inputs. Entering points or lines is as easy as pressing a single key. And you can change color or resolution (A2-3D1 with 3D2 only) at any time during object construction.

You can place 3D text with your objects by positioning the cursor at the desired location and entering the alphanumeric vector generator mode. Type in the desired text and view the object with text included. These text characters can be entered in any of three sizes. And all 3D text maintains its position relative to the object no matter how that object is manipulated.



Motion Programmer

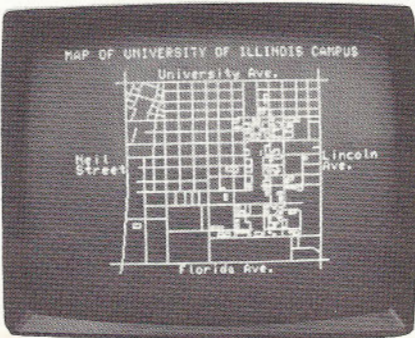
When entering Motion Programmer you are prompted to enter the name of your stationary (eyed) object, and then the names of any objects you'd like to manipulate independently (A2-3D2 only).

Logical keyboard controls let you turn these objects on and off, animate them, and add upper- and lower-case 2D text. You can turn the motion and phrase recording function on by pressing a key.

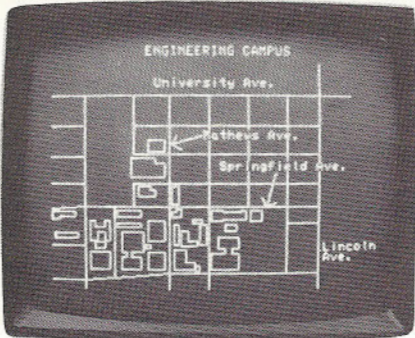
Motion Programmer also includes erase on/off, reset, pause, and many more valuable features. And of course Motion Programmer lets you save Motion Files for future playback.

Motion Playback

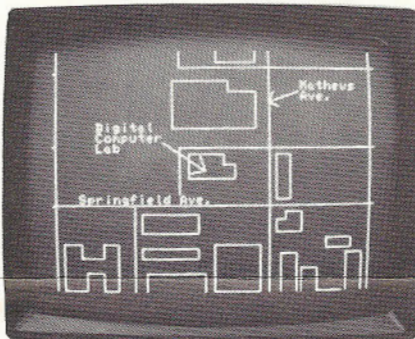
You can playback your pre-recorded presentations at any time. Frames 1 through 6 below are from a Motion File playback:



1.



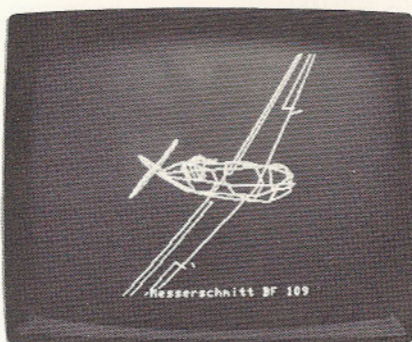
2.



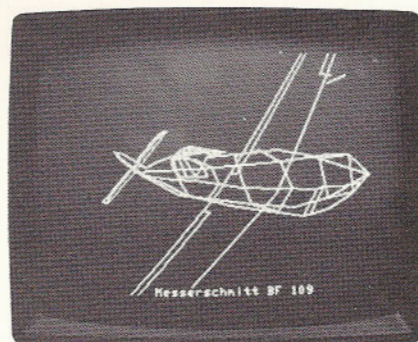
3.



4.



5.



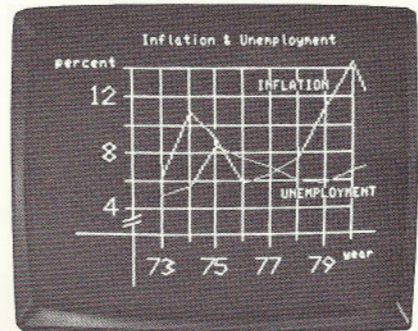
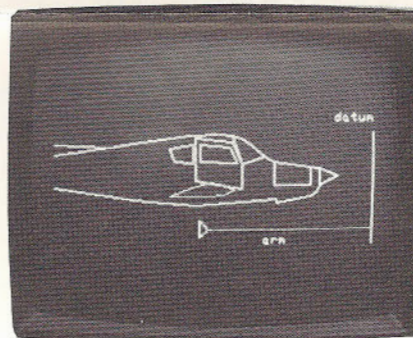
6.

Slide Show Programmer and Playback

This program prompts you to enter stationary and independent objects just as in Motion Programmer. Slide Show Programmer then allows you to manipulate these objects and take "computer snapshots," complete with labels, for future playback.

This presentation can be replayed at any time with Slide Show Playback. Just enter the name of the slide show you'd like to see. Viewing your slides is as easy as operating a carousel slide projector. You can go forward or back through the presentation, one slide at a time, or select the desired slide number. 127 slides are allowed in one presentation as slides use memory with remarkable efficiency.

Below are two frames from a larger slide show presentation:



A2-3D2 BASIC Interface for BASIC Programmers

(TI programmer or equivalent calculator recommended)

The 3D2 BASIC Interface was designed to let the BASIC programmer use the powerful 3D2 graphics quickly. When your programming task involves communication of a concept or the presentation of data, the 3D2 BASIC Interface will be a most convenient routine. You'll find that you can spend less time developing graphics and more time accomplishing the task that you've defined. Also, program tasks that once were infeasible are now within reach.

The user of the BASIC Interface need only to define coordinate locations of the objects of his choice, then "GOSUB 200." The 3D2 BASIC Interface will communicate your desires to the 3D2 and smooth dual page animation will occur automatically. In addition, you may print text (referred to as "phrases") at the location you desire. You may even print phrases during animation in both upper- and lower-case regardless of your Apple's configuration. Printing phrases is as simple as "GOSUB 300."

You communicate your desires through reserved variables. For example, the BASIC statement [FOR I = 100 TO 1000 STEP 100 : Z (0) = I : GOSUB 200 : NEXT I] will make you fly down the Z axis. Reserved variables are given obvious names so that you can get up and running quickly. Add your intelligence to your Apple II while we provide the graphics.

A Final Note

A2-GE1 Graphics Editor gives you total graphics power, the type of power previously reserved for users of expensive computer graphics systems. The manufacturers of these expensive systems could even learn something from the way we've managed to interface such powerful graphic capabilities to the non-technical user. After all, you are the single most important factor in any successful use of computer graphics applications.

The power of professional graphics is now in your hands.

Ordering Information

The A2-GE1 requires the A2-3D1 or A2-3D1 with 3D2 Enhancement graphics package, and is available from your dealer. If he doesn't stock it, you may have him order it or you may order directly from SubLOGIC Communications Corp. The price of the A2-GE1 is \$34.95. The complete package (A2-GE1 with A2-3D1/3D2 Graphics Programs) is \$119.85.

When ordering direct, specify whether you want UPS (\$3) or first class mail (\$5) shipping. Illinois residents add 5% sales tax. Visa and MasterCard accepted.

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