

Micro  
Courseware

# Troll

Apple Disk  
Apple II/II+//Ile/IIc/IIgs  
Applesoft, 48K  
Mac LC with IIe Card

## Make-A-Face

### Fun With Basic Shapes



Make-A-Face: Fun With Basic Shapes

Troll Micro

## A TROLL LEARNING CENTER

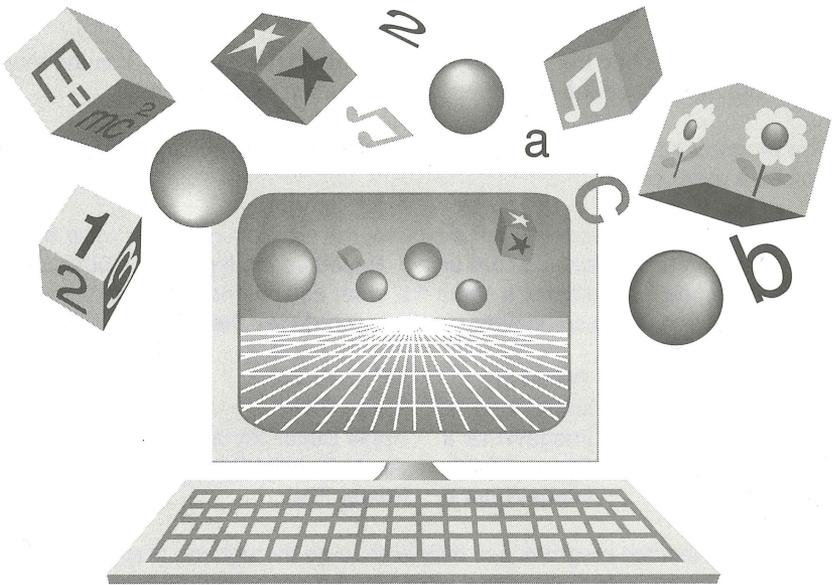
This Unit Contains: 1 Micro-Software Disk  
and a User's Guide

# Troll

MICRO

COURSEWARE  
USER'S GUIDE

## MAKE A FACE Fun With Basic Shapes



Troll Micro-Software

# MAKE A FACE

## Fun With Basic Shapes

### Micro User's Guide

#### System Requirements

1. Apple IIGS, IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM), or Macintosh LC (with Apple IIe Card).
2. One disk drive.
3. A TV set or video monitor (color is recommended).
4. An Apple mouse or joystick is optional.
5. A graphics-capable dot matrix printer is optional.

#### Overview

**MAKE A FACE: Fun With Basic Shapes** for grades K to 2 enables students to create and print faces and other designs using shapes and patterns. This creative tool supports the Geometry and Spatial Sense curriculum standards set by the National Council of Teachers of Mathematics (NCTM), which recommend that students make drawings with geometric figures and manipulate shapes on a computer screen. This open-ended activity reinforces the basic geometric concepts of shape, size, and pattern.

#### Getting Started

If you are using a printer, make sure that it is connected properly, set the paper in place, and turn the printer on. If you are using a mouse or joystick, make sure that it is connected properly.

Insert the program disk into the disk drive with the label facing up. Turn on the monitor and computer. The red light on the disk drive lights up as the program loads.

When the program has loaded, you are asked if sound is desired, and reminded that the program has a print option.

**IMPORTANT:** In order to properly print a picture, the program needs to know the type of computer, printer, and interface you are using. Based on the type of computer used, the program makes certain assumptions about the other equipment. If you are using one of the following combinations (or a compatible printer or interface), the program will print.

COMPUTER	PRINTER	INTERFACE
IIc, IIc+, IIGS	ImageWriter II	Printer Port
II, II+, IIe	ImageWriter II	Apple Super Serial Card in slot 1
II, II+, IIe	Epson FX-80	Apple Parallel Card in slot 1
Macintosh LC	ImageWriter II	Printer Port

The first time you use the program, you may wish to go through the program and print a picture to see if the "default" settings above work for your equipment. If they do not and you cannot print, then you will need to use Teacher Options (see the **Teacher Options for Printing** section below) to change a few settings. (NOTE: If you do not have a printer, or if you do not want your students to print, you need to use Teacher Options to turn off printing.) You will only need to do this once for a particular computer and printer, since the program

can save this information. (The program only saves printer settings. Pictures cannot be saved.)

**WARNING!** If the printer settings are not set properly and students try to print, the program may "freeze." If this happens, reload the program and change the printer settings.

After the sound inquiry, the Troll logo appears, followed by the title, and you are asked to choose the keyboard, the joystick, or the mouse. If you wish to use a touch pad, then choose the joystick.

This program is designed around a point-and-click interface. This guide frequently uses two terms — CLICK and DRAG — to explain the use of a mouse or joystick. (If you are using a keyboard alone, the program and this guide tell you what keys to use.) Clicking selects an item. To click, bring the pointing hand to the desired item, and press down and release the button. Dragging moves a movable item. To drag, bring the pointing hand to a movable item, and press and hold the button down. The item will move with the pointing hand as long as the button is held down. Release the button to drop the item when it is at the desired position.

After you have chosen the keyboard, joystick, or mouse, the main menu appears.

1. Pick
2. Cut & Paste
3. Color
4. Start Over
5. More

To select, either press a number or click on an item.

Select Pick to choose a background for your shapes. The program begins with a blank page as the default background. Other backgrounds include vegetables, fruits, and leaves. (Each set of backgrounds includes a blank page.)

Select Cut & Paste to put shapes on your picture.

Select Color to change the color of the background.

Select Start Over to erase your picture.

Select More to print your picture, load a new set of backgrounds, quit the program, or see the credit screen.

While using the program, the student may press **?** for a help screen, **control-X** for the main menu, or **control-O** to turn the sound on or off.

## HOW TO MAKE A FACE

The first three main menu choices, Pick, Cut & Paste, and Color, are the tools you will use to make a face. These three tools are used together and in similar ways. Note the icons alongside each of the tools. When you select a tool, the three tool icons, numbered 1, 2, and 3, are displayed beneath the name of the tool. This lets you switch rapidly between the three tools, by clicking on a tool icon or pressing **1**, **2**, or **3**.

Each tool has a scroll window in the middle of the screen which allows you to choose from a group of items. To look through the group, click on the arrows in the upper right and upper left corners of the scroll window, or use the left and right arrow keys. A small white box inside the scroll bar moves as you look through the group. To jump through the group with a mouse or joystick, drag the box to the desired position, and the item corresponding to that position will be displayed.

You may return to the main menu from any of the tools by clicking on Menu or by pressing **space**.

### **Pick**

Use the scroll window to find the background you want. When the desired background is displayed, select it by clicking on it (or by clicking on Pick it or on the pick tool icon), or by pressing **return** or **1**.

The selected background will replace the background currently being used. The color chosen for the background and the shapes pasted on the picture will remain unchanged.

You may undo the last background choice by clicking on Undo it or by pressing **esc**. The background will revert to the last one used.

### **Cut & Paste**

Use the scroll window to find the shape you want to add to your picture. (As the shape in the window changes, the flickering shape in the marquis box on the picture will change along with it.) When the desired shape is displayed, position the flickering shape by dragging it or by using the keyboard. Press **I** to move it up, **M** to move it down, **J** to move it left, or **K** to move it right. (The arrow keys cannot be used to position the shape, since they are used for the scroll window.)

When the shape is positioned, paste it by clicking on Paste it, (or by clicking in the scroll window or on the paste tool icon), or by pressing **return** or **2**. As many as 100 shapes may be pasted onto the picture.

You may remove shapes you have pasted by clicking on Undo it or by pressing **esc**. The last shape pasted will be removed. You may continue to remove shapes in the reverse order they were pasted, until all the shapes you want to remove are gone. (You can remove all the shapes by selecting **Start Over** from the main menu, but any background you have selected will also be erased.)

### **Color**

Use the scroll window to find the color or pattern you want for the background. When the desired color or pattern is displayed, select it by clicking on Color it, (or by clicking in the scroll window or on the color tool icon), or by pressing **return** or **3**.

The selected color or pattern replaces the background color currently being used. (Only the background color can be changed. The shapes are always white.)

You may undo the last color choice by clicking on Undo it or by pressing **esc**. The background color will revert to the last one used.

## Start Over

When you select Start Over, you are asked if you are sure. Click on Yes or press **Y** to erase your picture and start over. Click on No or press **N** to continue working on the picture.

## More

When you select **More**, two choices are displayed.

1. More backgrounds
2. Print

Select **More backgrounds** to choose a different set of backgrounds. There are four different sets of backgrounds available. Use the scroll bar to find a set of backgrounds. When the desired set of backgrounds is displayed, select it by clicking on Pick it (or by clicking in the scroll window), or by pressing **return**.

You may cancel the selection of a different set of backgrounds by clicking on Cancel or by pressing **esc**. The set of backgrounds will revert to the last one selected, and you will return to the More menu.

After a set of backgrounds has been selected, you will return to the More menu.

Select **Print** to print your picture. If **Printer available** is set to **NO** (see the **Teacher Options for Printing** section below), you will be reminded that printing is not available. If printing is available, you may now enter a name to appear at the bottom of your printed page. Type a name, then click on Print it or press **return**. (If you do not want a name, simply click on Print it or press **return** to print.) When you click on Print it or press **return**, you are reminded to check the printer, and printing commences. When printing is completed, you will return to the More menu. While printing is in progress, you may abort printing and return to the More menu by pressing **esc**.

While the More menu is displayed, you may press **space** to return to the main menu, **C** to see the credit screen, or **Q** to quit the program.

## TEACHER OPTIONS FOR PRINTING

If you wish to change the options related to printing, enter Teacher Options by pressing **control T**, either when you are asked if you want sound, when you are asked to choose keyboard, joystick, or mouse, or whenever the menu is displayed.

An introductory screen explains the purpose of Teacher Options. Then the current settings are displayed.

**Printer available: YES**

**Printer: APPLE IMAGEWRITER II**

**Interface: APPLE SUPER SERIAL**

**Slot: 1**

**Save settings to disk: YES**

The first time you enter Teacher Options, the current settings are default settings, which are determined by the program based on the computer you are using. The default settings you see may be different from the ones above, depending on your computer.

To change a setting, use the arrow keys to highlight the setting you want to change, then press **return**. If there are two possible settings, pressing **return** will switch back and forth between them. If there are more than two possible settings, a list of the possible settings is displayed. Use the arrow keys to highlight the setting you want, then press **return**.

**Printer available** This should be set to YES if you have a printer and want your students to be able to print their creations. If you do not have a printer, or you do not want your students to print, set it to NO.

**Printer** This should be set to your printer. If your printer does not appear in the list of printers, it may still be possible to print. Many printers act like other, more popular printers. This is called emulation. Check your printer's manual to see if it can emulate one of the printers on the list.

**Interface** This should be set to your interface. Your interface may be a card installed in a slot in your computer, or it may be a port built in to your computer. For example, the Apple IIc has a built-in serial port which acts as a printer interface. If you are not sure, try the default interface setting.

**Slot** This should be set to your printer's slot. If your interface is a card, use the number of the card's slot. If your interface is a built-in port, the slot depends on the port you use. See your computer's manual for more details. If you are not sure, try the most common setting, slot 1.

**Save settings to disk** This lets the program 'remember' your settings by saving them onto the program disk. Set it to YES if you want the settings saved, NO otherwise.

If you make a mistake and want to cancel all changes (returning all the options to their settings when you entered Teacher Options), press **esc**.

When everything is set as desired, press **space**. The settings are saved to the program disk (if you chose to do so), and the program continues from the point that you entered Teacher Options.

If the program does not print properly and you are sure the settings are correct, try turning the computer and printer off and then on again. If you still have problems printing, consult your printer manual.

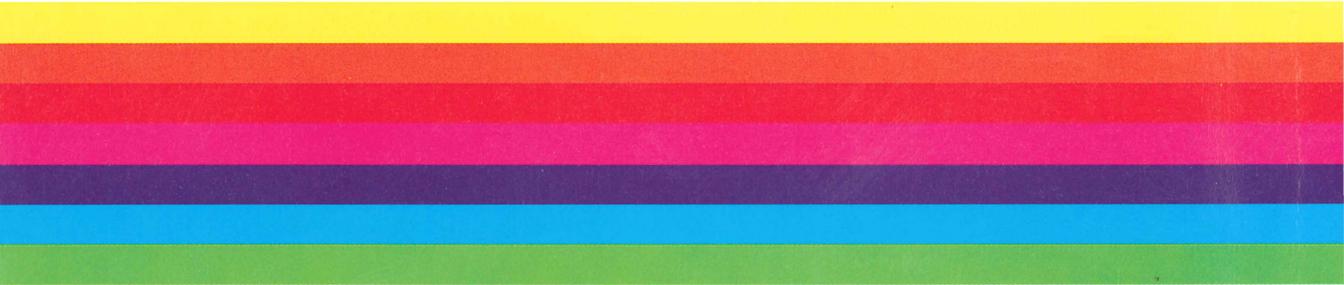
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