

STICKYBEAR[®] DRAWING



USER'S GUIDE

Weekly Reader
Family Software

Middletown, CT 06457

Move the cursor to the printer that matches your system and press the button.

APPLE IIC	PLEASE SELECT
SUPER SERIAL	PRINTER CARD.
MICROTEK RV611	
TYMAC PPC100	
APPLE PARALLEL	

Move the cursor and press the button to select the printer card that matches your system.

When you have made the three selections you will see a screen of the choices you have made and the question:

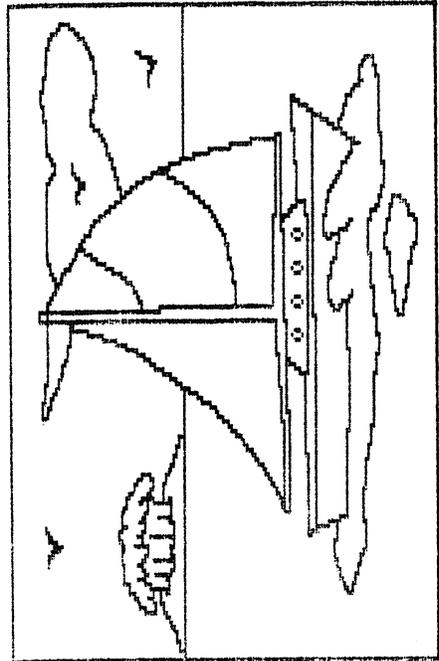
DO YOU WISH TO SAVE THESE SELECTIONS?

Choose YES to save the configuration on the disk or NO if you want to use these selections only during this drawing session.

Note: Once you have saved your printer configuration on the disk, you will not have to repeat the selection steps when you want to print your creations. You may, of course, change the printer configuration at any time.

Make sure that the printer is on and that the paper is in the position you want your drawing to print at (normally the top of a page).

Now select FULL- or HALF-print size for your picture and your creation will be printed.



STICKYBEAR DRAWING

By Richard Hefter and Dave Cunningham

Graphics by Robert Highsmith

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The Printer function allows you to print the picture that is on the screen. To use it, you must first have a picture displayed. Draw one, or load one from disk.

When you select the Printer option, you will see the current configuration of the disk:

<p>PRINTER - IMAGEWRITER CARD - SUPER SERIAL SLOT - 1</p> <p>DO YOU WISH TO USE THESE SELECTIONS? <input checked="" type="checkbox"/> YES NO</p>
--

Move to YES or NO and press the button. If you choose to use the selections as they are, you will then be allowed to select a FULL-SIZE or HALF-SIZE print.

If you decide to change the configuration by selecting NO, you will have the following option:

<p><input checked="" type="checkbox"/> 1 PLEASE CHOOSE SLOT 2 NUMBER OF PRINTER 3 CARD. 4 5 6 7</p>

The Printer is usually set for Slot 1, but you may select any of other slot that your printer card is in. Move to the correct slot number and press the button.

<p>IMAGEWRITER</p> <p>SCRIBE PROWRITER OKIDATA 92 EPSON FX80</p> <p>PLEASE SELECT PRINTER.</p>
--

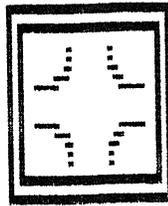
Move the cursor to DRIVE 1 or DRIVE 2 and press the button. If you choose DRIVE 1, the program will tell you when to insert the disk containing the pictures.

The program will then load the pictures on that disk, one at a time, and display them on the screen.

The name of the picture will appear in a little box at the bottom of the screen. When you have finished viewing that picture, press the button to see the next one, or press the ESC key to skip the rest of the pictures and return to the Main Menu.

Upon returning, you will find the original contents of the screen still intact.

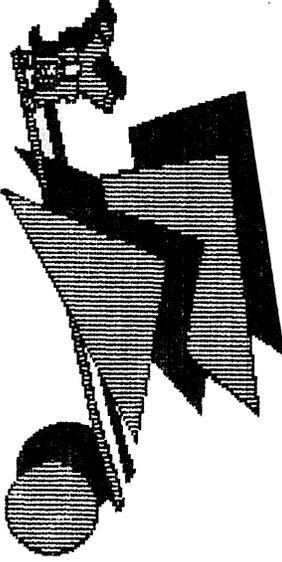
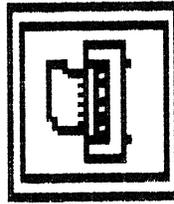
MIRROR



The Mirror function is a special drawing technique which mirrors what you draw in the four screen quadrants. When you select this function, you will be placed in a Drawing Mode with the color and brush you have selected. As you draw across the screen, the picture will be mirrored.

Even scribbles look like beautiful masterpieces as they are mirrored. When you have completed your picture, press the ESC key or move the cursor to the bottom of the screen and press the button to return to the Main Menu.

PRINTER



About Stickybear Drawing

The Stickybear Drawing program allows you to create beautiful pictures on your computer. You can draw freehand pictures on the screen and make lines boxes and geometric patterns. You can use different "brushes," fill in and draw in many colors and patterns, cut, paste, and repeat designs on the screen.

You can choose from a variety of fonts to add text to your pictures, see a "slide show" of the pictures on your disk, and even print your creations on paper!

What You Need

It doesn't take much to be able to work with Stickybear Drawing. This is all you need:

- A Stickybear Drawing disk
- An Apple personal computer — Apple IIe, Apple IIc, Apple II, or Apple II Plus (with 48K and a disk drive)
- A joystick, mouse, touchpad, or the computer's keyboard.

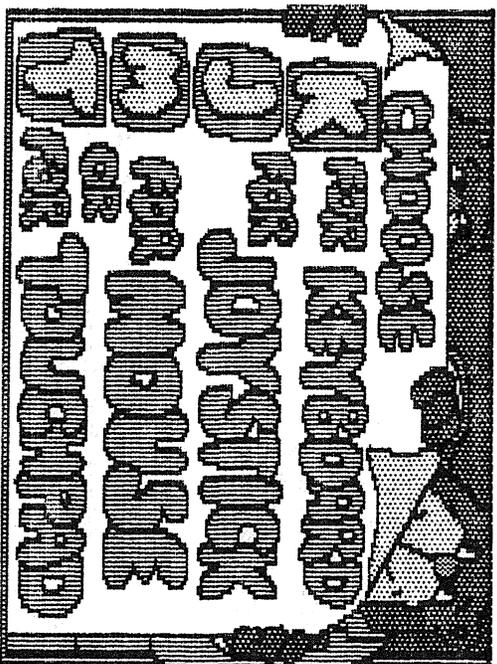
Getting Started

Once you have all the things you need, just

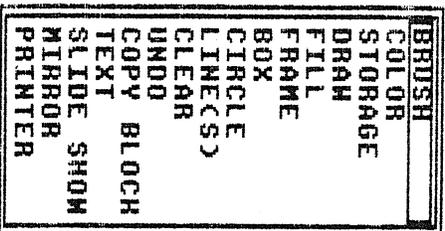
- Boot the Stickybear Drawing disk. Put it into the disk drive.
- Turn on your Apple (If you have Autostart, you will see the title screen.

If you don't have the Autostart ROM, you will see the monitor cursor * Press the 6 key, then press the P key while holding down the key marked CTRL (6 CTRL P). Then press the RETURN key.

After the title and credit screen, you will be given the following choices:



Press the appropriate letter to select the method you will use to draw, then press RETURN. The program will begin with a white screen, with the menu on the left. A small brush will be selected for you to draw with, and the color you will be using is black. The word BRUSH on the menu will have a small box around it, and so the BRUSH ICON will be seen at the top right of the screen.



You can move the rectangle up and down the menu to select other options, as you do this, notice that the MENU ICONS also change. This is the menu from which you may select another option. See the section below on cursor control.

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like to start typing your text, and press the button. This will tell the program that you are ready to start typing. You will remain in this mode until you either press the RETURN key to get back to the flashing Cursor Mode, or press the ESC key to exit to the Main Menu. Use the SHIFT key for uppercase on the SMALL and ROMAN FONTS which have both uppercase and lowercase letters. Owners of Apple II and Apple II Plus computers can press the Control key and the L key simultaneously (CTRL L) to toggle between uppercase and lowercase letters.

Type your message. When you reach the end of a line, the cursor will move to the next line. Do not press RETURN until you have finished the sentence or paragraph you are working on.

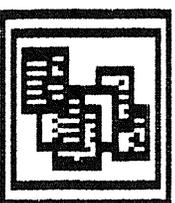
PRESSING THE RETURN KEY WILL SIGNAL TO THE PROGRAM THAT YOU WISH TO REPOSITION THE FLASHING CURSOR. IT MIGHT SOMETIMES BE HARD TO POSITION IT EXACTLY WHERE YOU LEFT OFF.

If you have made an error in your text, select the Undo function as soon as you return to the Main Menu. This will erase all your text from the screen.

There are two ways to exit from Text Mode to the Main Menu. The first, is to press the ESC key when the program is expecting you to enter characters from the keyboard.

The other method is used when the flashing cursor is on the screen. Like exiting from most other options, either press the ESC key if using keyboard control, or move the cursor off the bottom of the screen and press the button.

SLIDE SHOW



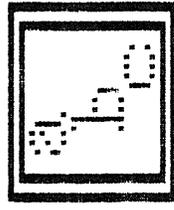
The Slide Show option lets you view all the 33- and 34-sector pictures that are on a disk. Select this option and the computer will ask you to select the drive number of the disk you want to view.

When you have the top left corner positioned, press the button. Now, as you move the cursor to the bottom right, a flashing black-and-white rectangle will highlight the area you will be cutting out. When you have the cursor in the correct position, press the button again. As you move the cursor, the block you have just cut out will change its position on the screen.

Once again, the positions are governed by byte boundaries. Move the block to its new position and press the button, the block will be printed on the new spot.

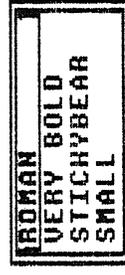
You can print it on the page as many times as you like. When you have completed the copying, press the ESC key or move the cursor to the bottom of the screen, until the EXIT sign flashes, and press the button to return to the Main Menu.

TEXT



This option allows you to type anything you like on the screen in a variety of fonts (styles).

After selecting the Text option, you will see a menu of the available fonts. They range in size from very small to very large. You should consider the size of your message and the space available in your design when selecting a font.



Move the cursor up or down and press the button to select the font you want to use.

After you have chosen your font, you will see a flashing cursor in the center of the screen. Move the cursor to the place where you would

Cursor Control

The cursor is the flashing marker that shows your position on the screen. The marker that shows you what item you are selecting from the menu is also called a cursor.

Keyboard — Use the arrow keys or the I, J, K and M keys to move the cursor around the screen.

To select an item or to draw, press the open or closed apple buttons on the Apple IIe and Apple IIc. The Apple II and Apple II Plus do not have the open and closed apple keys, so you must use the button on an external input device, such as a paddle, to activate the various functions or choose from the menus.

When you are using keyboard control, press the ESC key to exit from the function you are using and return to the Main Menu.

Joystick — As you move the stick, the cursor will move around the screen. Press the button on the joystick to select an item or to draw.

Some joysticks can take information from either the button on the base of the joystick or the button at the top of the stick at one time. You may try both ways to see which is easier for you to handle.

To draw, hold down the button as you are moving the cursor around with the stick. Release the button to stop creating a line.

Move the cursor to the bottom of the screen until the EXIT sign flashes and press the button to return to the Main Menu.

Mouse — Make sure that you have enough room on your desk or table so that you can move the mouse around freely.

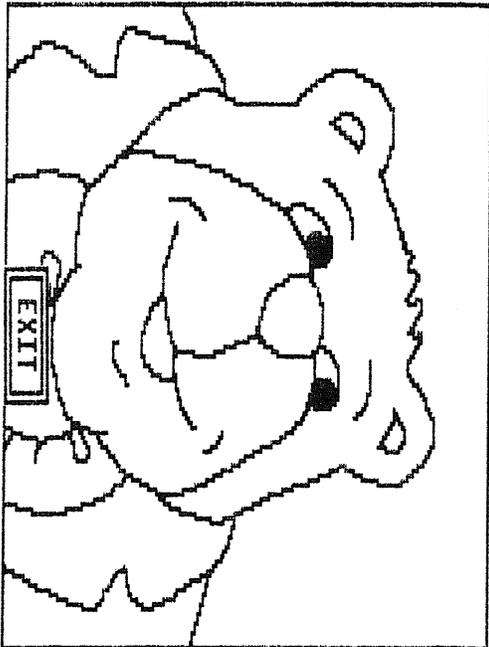
As you move the mouse around, the cursor on the screen will also move. To select an item or to draw, press the button on the mouse.

To draw, hold down the button as you are moving the cursor around with the mouse. Release the button to stop creating a line.

Move the cursor to the bottom of the screen until the EXIT sign flashes and press the button to return to the Main Menu.

Touchpad — Place the stylus or your finger on the touchpad, and the cursor will appear on the screen. As you move the stylus on the pad, the cursor will move on the screen. Press either touchpad button to select an item.

You must hold down the button and keep the stylus on the touchpad as you are drawing. Move the stylus to the bottom of the touchpad writing area to see a flashing EXIT sign. Press the button while the EXIT sign is on to return to the Main Menu.



Magnify Mode

You can do closeup work on your picture to correct individual dots. Press the Space Bar to enter the Magnify Mode.

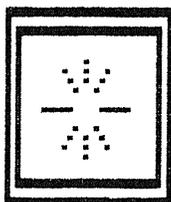
The area around the cursor will be shown at a larger scale in the box at the bottom right of the screen. (If the cursor is in that area, then the Magnify box will be at the top left of the screen.)

The top portion of the Magnify box will contain the X (0-139), and Y (1-191), coordinates of the center of the cursor. These coordinates can be useful to advanced users who wish to relocate a particular area.

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When you select the Clear function, you will see the Color Menu. Move the cursor up an down until it is at the color you want. When you press the button, the entire screen will be filled in the color you chose and you will be returned to the Main Menu.

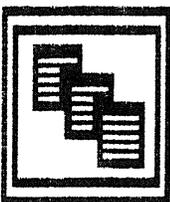
UNDO



The Undo function works like a magic wand to take away any mistakes you have made.

Suppose you are in Draw Mode and you draw a really messy line by accident. Press ESC, or move to the bottom of the screen and press the button, to return to the Main Menu and select the Undo option. ANYTHING YOU HAVE DONE SINCE THE LAST TIME YOU ENTERED THE MAIN MENU WILL BE DELETED FROM THE SCREEN. Because this function has the potential to erase so much, you might want to periodically return to the Main Menu as you draw, then select DRAW again. This will lock what you've done on the screen so far, so you can't erase it if you choose to undo a mistake.

COPY BLOCK



This function allows you to cut out a portion of the screen and copy it to another section of the screen. Move the cursor to the top left of the area you want to cut out. The cursor movement across the screen will be along byte boundaries.

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cursor to the bottom of the screen until the EXIT sign flashes and press the button to return to the Main Menu.

LINE(S)



To draw a line, move the cursor to where you want to begin the line and press the button.

As you move the cursor, a line will be drawn from the original point to the current cursor position. It will move and stretch like an elastic band.

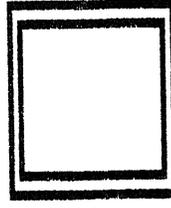
When you have the line positioned where you want it, press the button again and the line will be drawn in the color and brush you are currently using.

You can draw continuous lines by positioning the first line, pressing the button to draw it, then pressing the button again while the cursor remains at the same point to begin the second line.

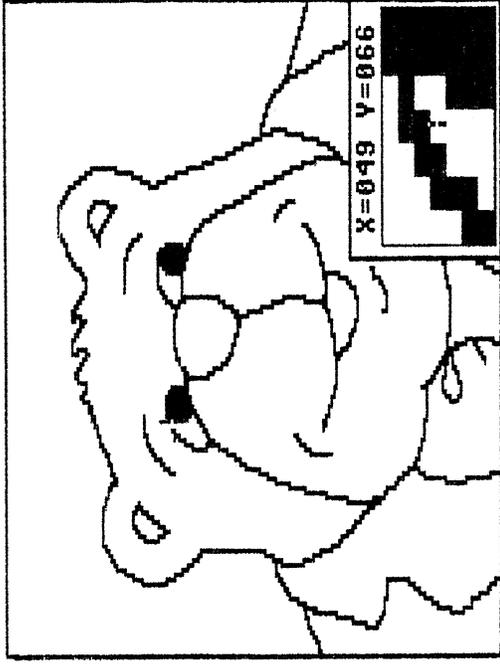
Stretch the second line to where you want it and press the button to draw it. You can do this as many times as you like to draw continuous lines.

Press the ESC key or move the cursor to the bottom of the screen until the EXIT sign flashes, and press the button to return to the Main Menu.

CLEAR



The Clear function erases the entire screen, so you can begin creating a new picture.



While you are in Magnify Mode, the program will only respond to keyboard controls for cursor movement. Use I, J, K, M or the arrow keys to move the area under the cursor.

When the area you want to change is directly under the Magnify cursor, press the button. The area in the middle of the Magnify cursor is the same as one dot, called a pixel, on the regular screen.

You can draw; fill; make frames, boxes, circles, and lines in Magnify Mode. Experimentation is the best way to learn to use Magnify.

When you have completed your work in Magnify Mode, press the space bar to return you to the regular screen with the cursor controlled as before.

You may use the space bar to toggle in and out of Magnify Mode as often as you like when creating a picture.

You may exit to the Main Menu, while still in Magnify Mode, by pressing the ESC key, regardless of what cursor controls you were originally using.

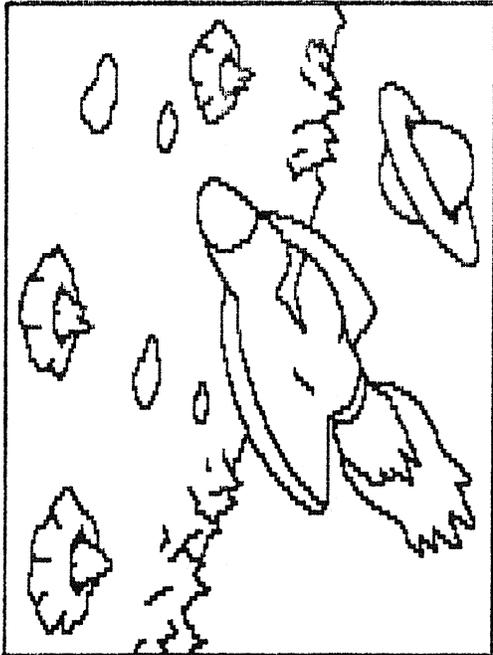
If your NEXT choice from the Main Menu is an option that allows magnifying, you will enter that option already in Magnify Mode.

Let's Use the Coloring Book

The easiest way to begin experimenting with Stickybear Drawing is to load a picture from the disk and color it in yourself. There are three black-line pictures on the disk that you can load and color.

To begin, boot the Stickybear Drawing disk. Select the cursor control you will use (keyboard, joystick, mouse, or touchpad).

When the Main Menu appears, move the cursor to the Storage option and press the button. At the Storage Menu, move the cursor to select Drive 1 and to select the Load function. The program will show you a catalog of the pictures available to load. Move the cursor to SPACESHIP and press the button. When the picture is loaded, you will see the Storage Menu again. Move the cursor to EXIT and press the button.



Now you are ready to color in the picture. At the Main Menu, move the cursor to COLOR and press the button. You will see all the colors available.

Move the cursor to the color you'd like to use and press the button.

Orange might be nice for the fire coming out of the spaceship's tail!

After selecting the color you will be returned to the Main Menu.

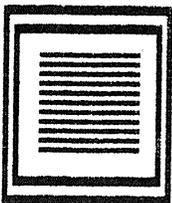
Move the cursor to FILL and press the button.

Now you are ready to begin coloring in sections of the picture.

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the ESC key or move the cursor to the bottom of the screen until the EXIT sign flashes and press the button to return to the Main Menu.

BOX

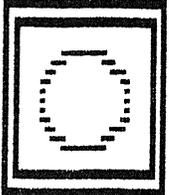


The Box function works like Frame, but it draws a solid rectangle. To make a box, position the cursor at one of the corners of the box on the screen and press the button. As you move the cursor, a rectangle in the color you are currently using will be drawn between the first position and the current cursor position.

When you have the box exactly where you want it, press the button again and the solid box will be drawn in the color you have selected at the Color Menu.

Press the ESC key or move the cursor to the bottom of the screen until the EXIT sign flashes and press the button to return to the Main Menu.

CIRCLE



Position the cursor at the center point of the circle you want to draw and press the button. As you move the cursor to the left or right, a circle will be drawn in the color you are currently using, with the radius between the center position you chose and the current cursor position. When you press the button a second time, a circle will be drawn, using the brush size and the color you selected earlier.

Draw as many circles as you like, then press the ESC key or move the

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FILL

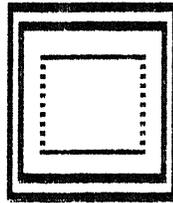


The Fill command allows you to fill over any solid color. It will fill to the continuous edges of the area you have selected, but NOT over diagonals. The area that you fill is not affected by the brush size, only by the color you have chosen in the Color option.

You can't fill over a checkered color, but you can fill a checkered color over a solid one.

Press the ESC key or move the cursor to the bottom of the screen and press the button to get out of the Fill Mode and to return to the Main Menu.

FRAME



This function will draw a rectangular frame wherever you choose on the screen. The frame will be drawn in the color you have chosen with the Color option.

To draw a frame, first position one corner by moving your cursor to the spot you want and pressing the button. As you move the cursor now, the frame will be drawn relative to the first corner.

The frame will be drawn in the color you are currently using as it stretches between the corners. When the frame is the size you want, press the button again and it will be drawn as a hollow box in the color you've chosen at the Color Menu. The frame will be the thickness of the Brush you are using.

When you've drawn as many frames as you like on the screen, press

Move the cursor around the screen until you are inside the area you want to fill. If you want to make the tail orange, move the cursor onto the white space inside the tail.

BE CAREFUL NOT TO HAVE THE CURSOR ON TOP OF THE BLACK LINE OR YOU WILL FILL OVER THE BLACK LINE INSTEAD OF COLORING IN THE WHITE SPACE. When you have the cursor positioned in just the right spot, press the button.

The color you have chosen will fill in the whole area up to the black line. Move the cursor to any other sections that you want to fill with the same color.

When you've colored in as many orange sections as you want, move the cursor to the bottom of the screen until you can see the EXIT sign flickering and press the button, or, if you are using keyboard control, press the ESC key. This will return you to the Main Menu.

Move the cursor to COLOR again and this time select another color to use. After selecting the color, move the cursor to FILL and press the button. Now use this new color to fill in any sections you like. You can fill over any solid color as often as you like but you cannot fill over a checkered pattern.

Note: Don't panic if you make a mistake! If you do, immediately move the cursor to the bottom of the screen until EXIT is flickering and press the button, or press the ESC key if using keyboard control.

Now, from the Main Menu, move the cursor to the Undo function. This will erase anything you have done since you last entered the Main Menu. Now you can continue coloring the picture. As you can see at the top center of the screen, the color you selected before is still in memory. Simply move the cursor to FILL, press the button, and continue.

You might like to try changing the picture a little. Move the cursor to the bottom of the screen until you see EXIT and press the button, or press the ESC key in keyboard mode. Move the cursor to COLOR and choose either Black 1 or Black 2.

The color and the brush you are using are shown at the top of the screen. If you'd like, you can change them...just move the cursor to BRUSH to change the shape and size of the brush you are using. When the brush and color are all set, move the cursor to select the Draw function.

Move the cursor around the screen to where you want to draw. Let's add some round stars to the sky. When your cursor is in position, hold down the button to draw. Let the button up and you will stop drawing. Now you can move over a little and draw another star. Once again, if you make a mistake, don't panic! Simply move the cursor to the bottom of the screen until you see the EXIT sign flickering and press the button, or press the ESC key in keyboard mode. Then select the Undo function. Now go back and finish any changes you would like on the picture.



When your picture is complete, move to the bottom of the screen and press the button to exit, or press the ESC key in Keyboard Mode.

After all this work, you'll probably want to save your picture. There is a little room on the Stickybear Drawing disk to save pictures.

Move the cursor to the Storage function and press the button. Select the drive you want from the Storage Menu.

You may save the picture onto the Stickybear Drawing disk; or you can use any DOS initialized disk. After selecting the drive, choose the Save option.

Now enter the filename of the picture. Be careful not to use the same name as the original black-line picture (SPACESHIP), so you won't write over the original. Type in the filename and press RETURN.

DRAW



This is the most versatile function in the Stickybear Drawing program. It allows you to draw anything you want on the screen in freehand style.

When you select this function, all menus and icons will disappear from the screen so you will be able to see the whole screen as you are working.

Move the cursor to where you want to begin. As you press the button, the program will draw on the screen. It takes a little getting used to to be able to move your hand and watch the screen while you are drawing.

You will be drawing in the color you chose at the Color Menu. If you didn't select a color, then the program will automatically draw in Black 1.

This line will be drawn using the brush you selected, or as a fine-point line if you didn't change the brush selection.

Holding the button down while you move the cursor will produce a continuous line, and pressing the button while you hold the cursor in one place will produce a "footprint" of the brush.

If you chose a checkered color and a speckled brush, you may have to go over the area a few times to color it all in.

Don't worry about coloring in big areas, though; there's a Fill option that can handle that even easier.

When you are ready to leave the Draw function, press the ESC key if you are in Keyboard Mode or move the cursor to the bottom of the screen until the EXIT sign flashes and press the button. This will return you to the Main Menu.

When you select the Load function, the program will show you a little box with **DRIVE 1** and **DRIVE 2** in it. Move the cursor to the drive you want to load the picture from and press the button. If there are 33- or 34-sector pictures on the disk, the program will show you a catalog of the pictures available to load. You then move the cursor to the picture you want to load and press the button. The picture will be loaded and you will return to the Storage Menu.

If there are no pictures on the disk, the program will tell you so and ask you to press the button to continue. This will return you to the Storage Menu.

SAVE-

Use Save to store a picture which is on the screen out to the disk.

As with the Load function, when you select the Save function, the program will ask you to select the drive. Move the cursor to **Drive 1** or **Drive 2** and press the button. The program will then ask you to **ENTER FILENAME**. You can type in a filename of up to 29 characters, then press **RETURN**. The picture will be saved on the disk you chose as a 34-sector file, and you will return to the Storage Menu.

CATALOG-

Use Catalog to view the names of the pictures on a disk.

After you select this function, select the number of the drive you want to catalog and press the button. The program will display a catalog of the 33- and 34-sector **PICTURES** on that disk. Press the button to return to the Storage Menu.

FORMAT-

Use Format to prepare a blank or used disk to store pictures on.

Once again, you must select the drive number containing the disk you want to format. The program will show you a warning that **THIS WILL ERASE ALL DATA ON THE DISK. DO YOU WISH TO CONTINUE?** Move the cursor to **YES** to format the disk or **NO** to cancel the command. The program will then ask you to insert the destination disk and press the button to continue.

Now you're ready for more advanced computer drawing techniques. The next section explains how to draw a picture from scratch.

Drawing a Picture from Scratch

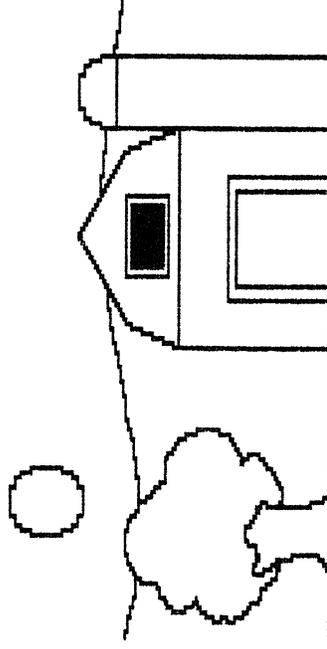
To begin drawing a picture, it's best to begin with a clear screen. Either boot the Stickybear Drawing disk, which will begin with a clear screen, or, if there is a picture already on the screen, go to the bottom of the screen and press the button to exit, or press the **ESC** key in Keyboard Mode.

At the Main Menu, move your cursor to the Clear function and press the button. You will now see the Color Menu again. Move the cursor to the color that you want the whole screen cleared to and press **RETURN**.

We find it's often easiest to begin with a white screen.

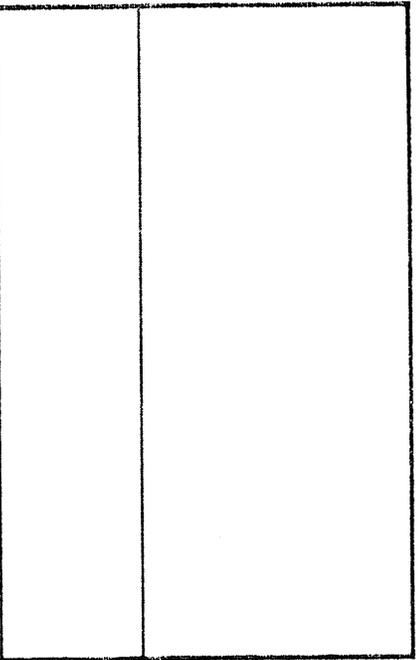
Now select the brush you want to use. Move the cursor to the Brush function and press the button. The top brush is the finest and will draw the most delicate lines.

Move the cursor to the top brush and press the button. Now move the cursor to the Color function and press the button. Select one of the Blacks.



Now back at the Main Menu, let's begin. We will draw the farm scene above step-by-step. We picked this scene because it gives you a chance to use many of the Stickybear Drawing functions while you are creating it, but you can follow along and draw anything you want.

First, move the cursor to the Line function and press the button. Move your cursor to the left edge of the screen, near the bottom and press the button. This is where the grass line will begin. As you move the cursor to the right of the screen, the line will "stretch" between the two points.



Make sure that the line is straight across to the right side of the screen. When it is positioned correctly, press the button again. Now the line will be set on the screen.

NOTE: IF AT ANY POINT YOU MAKE AN ERROR OR WISH TO ERASE WHAT YOU HAVE JUST DRAWN, MOVE THE CURSOR TO THE BOTTOM OF THE SCREEN UNTIL YOU SEE THE EXIT SIGN FLICKERING AND PRESS THE BUTTON. IMMEDIATELY MOVE YOUR CURSOR TO THE UNDO FUNCTION AND PRESS THE BUTTON. THIS WILL UNDO ANYTHING YOU HAVE DONE ON THE SCREEN SINCE THE LAST TIME YOU HAVE ENTERED THE MENU.

Now that you have the grass line set, you can continue. Move the cursor to the bottom of the screen until you see the word EXIT and press the button. Each time you do this you will return to the Main Menu.

Move the cursor to the Frame function and press the button. Now you can draw the barn. Move the cursor to the upper left corner where you want the barn to begin and press the button. Now move the cursor to the bottom right corner, on the grass line, and press the button.

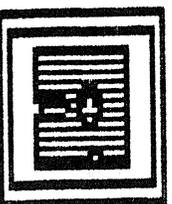
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glitches. (To help fix up individual pixels, read the section on Magnify Mode.)

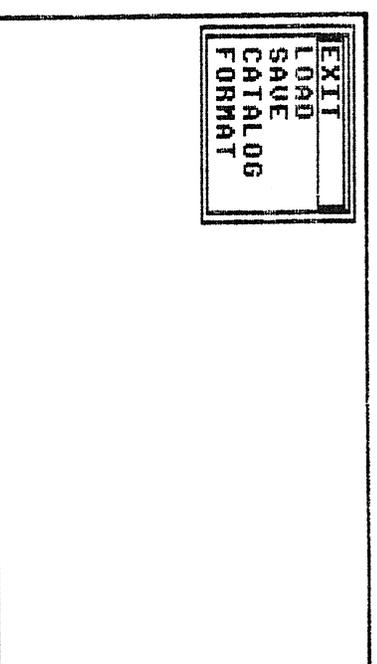
But back to the color choices... different colors can be used to draw; fill; frame; make boxes, circles, lines and mirrored pictures; and to color the text you are typing.

Move the cursor up or down to the color you want to use and press the button. The color you selected will appear at the top center of the screen near the brush you are using. This will appear every time you are at the Main Menu. You can change the color you are using as many times as you like when making a picture.

STORAGE



When you select the Storage option, you will see the Storage Menu with its five available functions. Move the cursor up or down to the function you want to use.



EXIT.

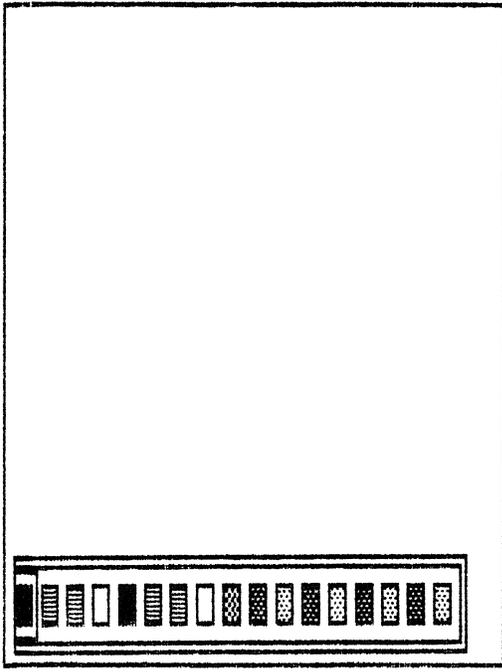
The Exit function will return you to the Main Menu.

LOAD.

Use Load to move a picture from the disk onto the screen.

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When you begin, you will be drawing on a White 1 screen with the color Black 1. When you select the color option you will see that there are eight solid and nine checkered patterns to choose from.

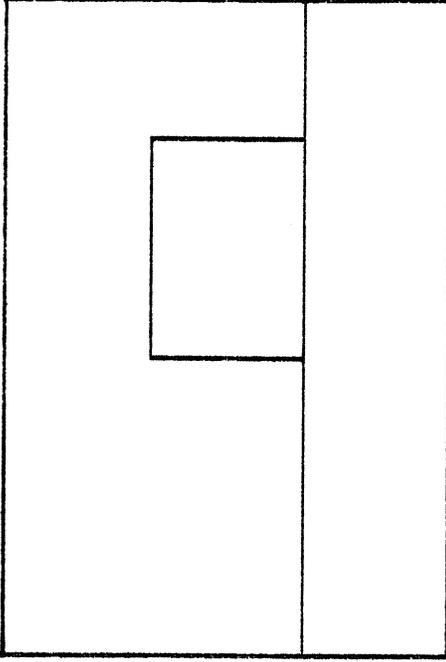


You might wonder why there are two blacks and two whites to choose from. Although they look identical as you draw with them, they affect the colors around them differently. If your picture will be made up primarily of greens and purples, you should draw with White 1 and Black 1 (the first black and white). If your picture will have a lot of blues and oranges in it, you should draw with White 2 and Black 2 (the second set of black and white).

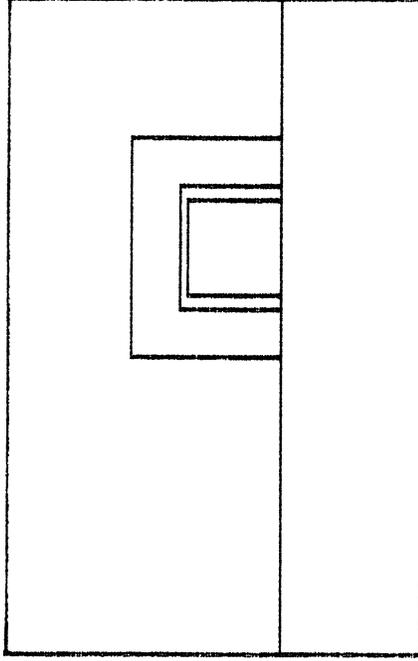
This will help avoid the problem of glitching. Glitching occurs when you try to put colors from the two color sets too close together (within the same byte) on the screen. The second color you place will take precedence and change all the colors in the byte to its color set.

For example, suppose you put a few orange dots on the screen (let's call the dots pixels). If you then place green dots next to your orange ones, chances are that many of your orange pixels will turn green (to be in the same color set).

This is a feature inherent in the Apple hardware, not a problem with your coloring skills or with the program. With a little practice, you should be able to produce all the colors you want without very many

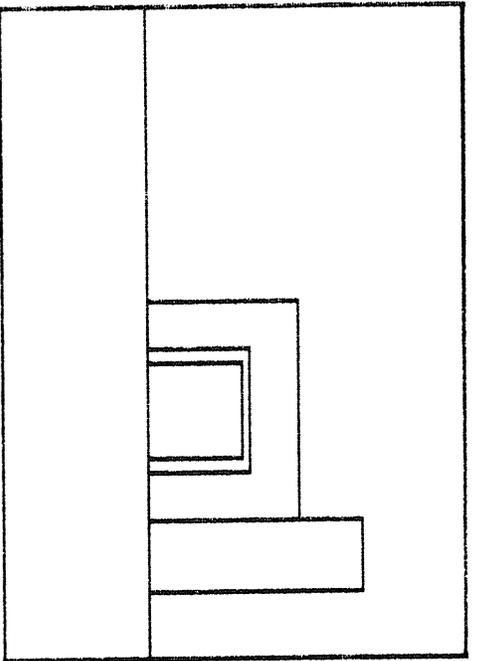


To make the door inside the barn, make a smaller frame. Once again, press the button when the cursor is positioned in the upper left corner, then move the cursor to the bottom right corner, on the grass line. This will draw the outer frame for the door. Now make a smaller frame inside for the inner door.

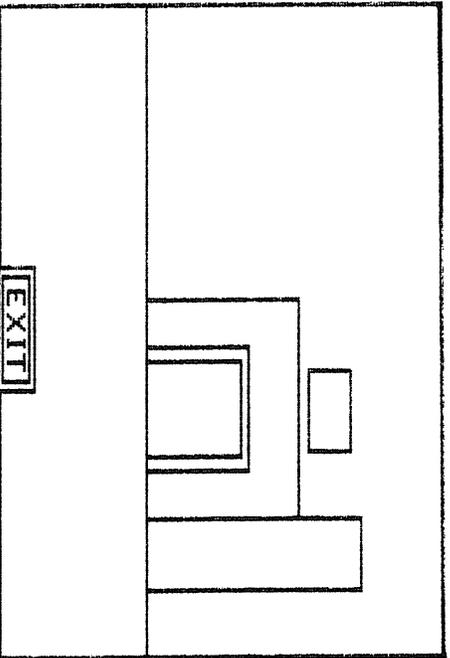


To draw the silo, start your frame on the grass line, a little to the right of the barn. This will position the bottom right of the frame first.

Press the button to begin the frame for the silo. Move the cursor up and to the left until the left side of the silo is even with the barn side and press the button.



The last frame to draw is the hay window above the barn. Try to center the window as much as possible above the barn. Use the Frame function to draw the outer frame of the window.

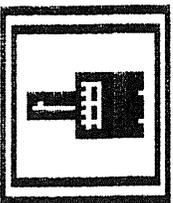


Now move the cursor to the bottom of the screen until the word EXIT flickers and press the button.

Select the Box function from the Main Menu. A box is a colored-in frame. Move the cursor so it is just inside the top left of the hay window and press the button. Move the cursor to just inside the bottom right of the window and press the button again. This will draw an open black window inside your white frame.

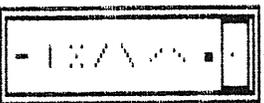
By the time you have finished drawing and coloring this picture, you will be an experienced Stickybear Drawing artist. To learn some added features and techniques, read the section below on menu options.

Menu Options BRUSH

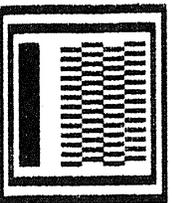


When you first begin Stickybear Drawing, you are given a fine-point brush. There are nine brushes to choose from.

After you select the Brush option, you will see the selection of brushes. Move the cursor up or down to the brush you want, then press the button. The new brush will appear in the small box at the top center of the screen. Solid brushes will draw solid lines, while spotted brushes will draw spotted lines for an airbrushed or patterned effect. Remember, you can use any brush to draw in any of the available colors and patterns.



COLOR



The program will ask you to enter the filename. Type in the filename, then press RETURN.

When the picture is saved, move the cursor to EXIT and press the button to return to the Main Menu.

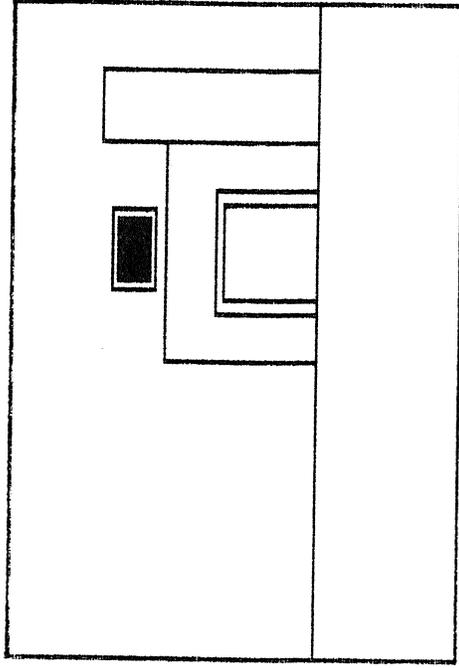
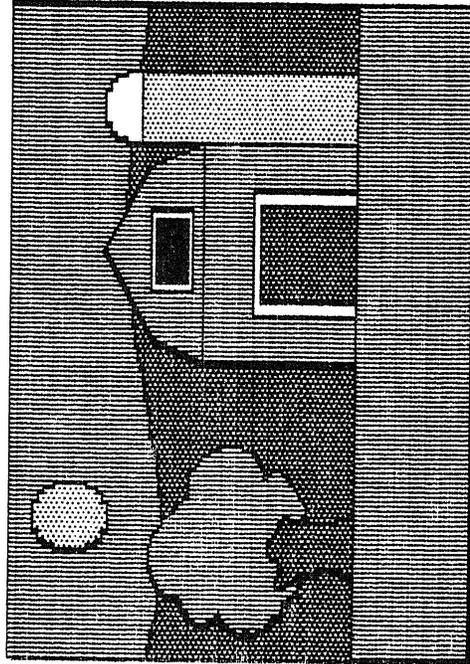
It's time to color your picture in. The easiest way to do this is using the Fill command. You can fill over any SOLID color. To fill an area, you must first be sure that there are no "holes" in your drawn lines, or the filled color will "leak" out. If you see some spaces where the color could leak through, go back to the Draw function and touch them up.

At the Main Menu, move the cursor to COLOR and select the first color to fill in. Then move the cursor to the Fill function and press the button.

If you tried the coloring book section above, you are already familiar with filling in a picture. Move your cursor to the inside of whatever you want to fill and press the button. The white section will be filled up to the black line. Be careful not to touch the black line or you may fill over that.

Move the cursor to the bottom of the screen to exit to the Main Menu and select the Color function to change the color you are filling.

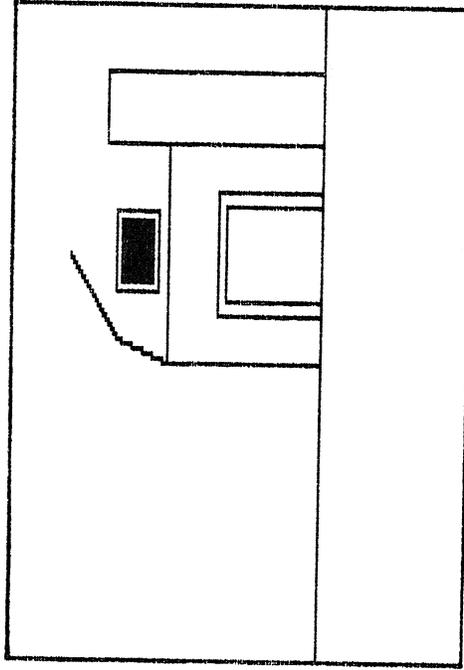
Remember that you can undo a fill if it doesn't look good or if you made a mistake by returning to the Main Menu and undoing it right away.



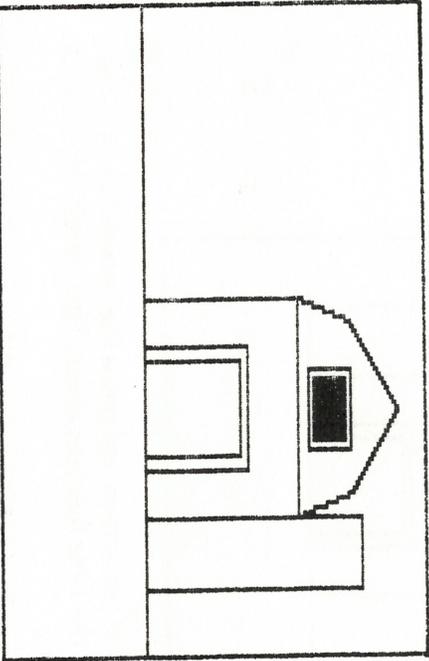
Move to the bottom of the screen and press the button to exit to the Main Menu. Select the Line function again. Now carefully draw the roof lines of the barn.

Position the cursor on the top left corner of the barn and press the button. Move to the top and right a little to draw the first section of roof line and press the button. Holding the cursor in the same position, press the button again.

Now continue this side of the roof up and to the right until it is above the center of the barn and press the button. Move the cursor to the top right corner of the barn and press the button.

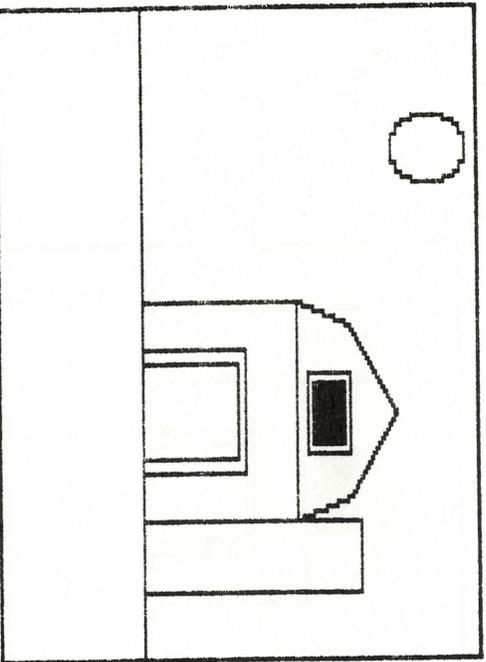


Draw this roof line to match the roof line on the opposite side. Press the button to place the line; and then without moving it, press the button again to begin the second section of roof line. Move the cursor until the final line meets up with the left side line above the center of the barn and press the button. Your roof is complete.



Move the bottom of the screen until EXIT is flickering and press the button. Select the Circle function from the Main Menu to make the sun.

Move the cursor to the place where you want to put the center of the sun and press the button, then move the cursor until the sun is as big as you want and press the button again.



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Now move to the bottom of the screen until you see EXIT and press the button.

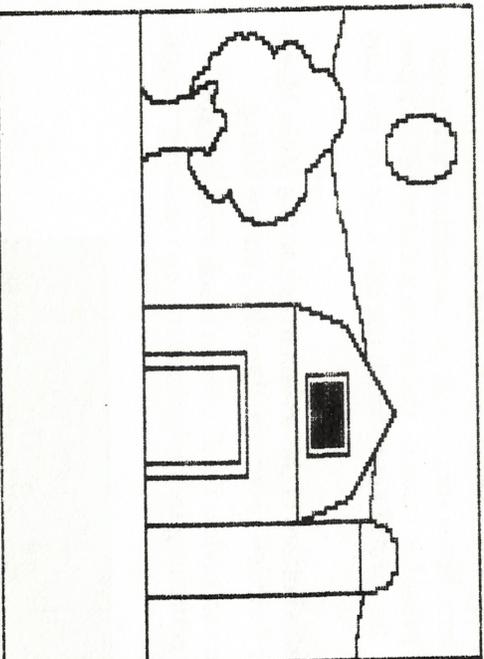
You are now ready for the freehand portion of drawing the picture.

Move the cursor to select the Draw option. Now draw the treetop and trunk. Position the cursor where you want to start.

Remember to hold down the button as you are drawing and to release the button to stop drawing and move the cursor to another section of screen.

After the tree is finished, draw the hills in the background and the top of the silo.

Move to the bottom of the screen until EXIT is flickering and press the button.



This is a good time to save the black-line picture on the disk. Move the cursor to the bottom of the screen and press the button. Select the Storage function from the Main Menu. Put a DOS initialized disk into the drive.

You can initialize a disk from within the program by selecting the Format command from the Storage section.

To save the picture, move the cursor to the Save function and press the button.

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