

COMPUTEREYES™

Print Shop Compatibility Software

for Commodore Computers

A POWERFUL, EASY-TO-USE SOFTWARE
ENHANCEMENT FOR YOUR **COMPUTEREYES™**
VIDEO ACQUISITION SYSTEM

Operationally similar to the standard system software, the Print Shop Compatible System Software allows you to capture images and save them to disk in either the standard format compatible with 'Screen Magic' or in the format compatible with Print Shop 'Graphics.' These images may then be modified, have text or borders added, included in Print Shop's "Sign," "Greeting Card," "Letterhead," or "Banner" modes, and printed using the powerful Print Shop package.

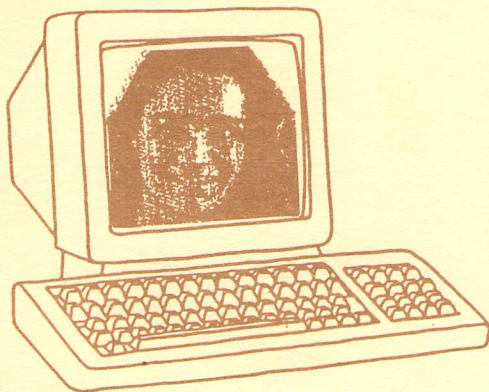
FEATURES

- High-contrast, 4-level and 8-level grey-scale image capture routines similar to the standard software
- Additional direct capture routine into 'Graphics' format
- Routine to convert standard images ('Screens') to 'Graphic' image format
- Image save-to-disk capability in either standard or 'Graphic' format

SYSTEM REQUIREMENTS

- Commodore-64 and 1541 or compatible disk drive
- **COMPUTEREYES™** Video Acquisition System

Similar software enhancements are available to support most other popular graphics packages



OWNERS' MANUAL AND DISK

COMPUTEREYES™
PRINT SHOP-COMPATIBLE
SYSTEM SOFTWARE
OWNERS' MANUAL SUPPLEMENT

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INTRODUCTION

Congratulations on your purchase of the COMPUTEREYES Print Shop-Compatible System Software. This enhancement to the COMPUTEREYES Video Acquisition System is designed to support the graphics modes and disk formats used by the "Print Shop" software package from Broderbund Software. You're now able to acquire images that can be loaded into all of the Print Shop operating modes. This includes "Screens", which fill the entire Commodore screen and are used with Print Shop's "Screen Magic" mode; and "Graphics", which are much smaller pictures for use with Print Shop's "Sign", "Greeting Card", "Letterhead", and "Banner" modes. This means that you can include real-world images that you've captured with COMPUTEREYES in your letterheads, greeting cards, etc. The possibilities are too numerous to mention, and are best left to your imagination.

This document is a collection of notes describing the operation of your COMPUTEREYES Print Shop-Compatible System Software. Since the operation of the Print Shop-Compatible software is essentially identical to that of the standard COMPUTEREYES system, only the differences that exist between the standard and Print Shop-Compatible versions will be discussed.

Print Shop-Compatible images are acquired and saved to disk independently from standard acquisitions. This means that you should use the appropriate disk depending on which image type is currently of interest. However, if you are not interested in "Graphics", images that you acquire with the standard COMPUTEREYES System Software are compatible with the Print Shop "Screen Magic" mode.

First, a few words about the differences between "Screens" and "Graphics"; as the terms are used by Print Shop. A "Screen" is equivalent to the full Commodore bit-mapped graphics screen of 320 by 200 pixels (dots). This is what you get when you do a NORMAL, 4-LEVEL, or 8-LEVEL CAPTURE. A "Graphic" is a much smaller image (88 by 52 for Side A users, 44 by 45 for Side B users—see below). "Graphics" are represented on the Commodore's screen as larger areas, where each dot is represented by a larger block of black or white (2 by 3 pixels for Side A users, 4 by 3 for Side B users). This makes the "Graphics" easier to see. The area of the Commodore's screen which ends up as the Print Shop "Graphic" is shown in greys, while the rest of the screen is in black and white.

THE COMPUTEREYES EXECUTIVE

If you are familiar with the operation of the standard COMPUTEREYES System Software, there will be very little new for you to learn, as the Print Shop-Compatible Executive was modeled after the standard software to the greatest degree possible. The menu structure, sync, brightness, and acquisition procedures, on-line help, and disk access all operate very nearly like the standard software. There are three new modes included to support the Print Shop image types. These modes are discussed separately below.

There is also an example of a Print Shop-Compatible image taken with COMPUTEREYES on the disk (called "DANA") that you can load, examine, and convert to "Graphic" format. The Print Shop-Compatible executive is a program file called "XEC.P", to differentiate it from the standard executive. Therefore, to run the Print Shop-Compatible software, type the following commands:

**LOAD "XEC.P",8
RUN**

If you have any questions about the operation of the executive, refer to Section 4 of the COMPUTEREYES Owners' Manual for clarification. Commodore 128 owners: make sure that your computer is in "64" mode.

The first thing that happens when you run XEC.P is that you are asked which side of the Print Shop disk you use. Side B is for owners of VIC-1525, MPS-801, Seikosha GP-550, or similar printers, while Side A supports the other printer types. The real difference is the size and aspect ratio of the "Graphic" images. Enter the letter corresponding with the Print Shop disk side you use.

Three of the image capture modes are identical to those of the Standard System Software, namely NORMAL, 4-LEVEL, and 8-LEVEL CAPTURE. These modes capture images which fill the Commodore's entire graphics screen. Images of this type are referred to as "Screens" by Print Shop, and can be loaded into "Screen Magic" using the GET SCREEN command. You can then add text and borders, and print the image on your printer. When you SAVE TO DISK after acquiring a "Screen" type of image, the Executive automatically saves it as a "Screen" type of file, as opposed to a "Graphic" type of file (see below).

DIRECT GRAPHIC CAPTURE

There is one new capture mode which allows you to acquire images as "Graphics" directly. This is done using two scans, resulting in a three-level image (black, white, and grey). The grey is represented as a checkerboard type of pattern, which is how grey is represented in many of the "Graphics" included with the Print Shop. Note that, since the size of "Graphics" is so small, it doesn't really help to create an image with more grey levels.

When the DIRECT GRAPHIC CAPTURE is complete, the image is displayed for you to view, and an area is highlighted in the center of the image that corresponds with the actual "Graphic" area. The size of this area is the same as the size of the area used in the "Graphic Editor" mode of Print Shop. You can then move this area around on the Commodore's screen to select exactly the portion of the image you want to use for your "Graphic". You do this by using the Commodore's Arrow keys (←, →, Shift →, Shift ←). When you have selected the portion of the screen that you want, press any other key to return to the Main Menu. Now, when you SAVE TO DISK, the image is saved as a Print Shop "Graphic", compatible with the "Greeting Card", "Sign", "Letterhead", "Banner", and "Graphic Editor" Print Shop modes. Keep in mind that "Graphic Editor" can be a very helpful tool for "touching up" your "Graphics" and creating special effects.

GRAPHIC CONVERT

The GRAPHIC CONVERT mode can be used to convert images from the standard "Screen" format to the Print Shop "Graphic" format. These images can be acquired using the NORMAL, 4-LEVEL, or 8-LEVEL CAPTURE modes, or they can be loaded using the LOAD FROM DISK function. This means that you can convert to "Graphics" images that you've saved previously, whether they be standard COMPUTEREYES images or, in many cases, images from other programs. For example, images created or modified with Flexidraw can be loaded and converted into "Graphics" (make sure that they contain wide lines so that the "Graphics" will be clear).

When you choose the GRAPHIC CONVERT mode, you will see the conversion take place—the image will become "blockier". Then you will be shown the actual "Graphic" area, highlighted in grey, which you can move around the screen. The rest of the procedure is exactly the same as selecting the "Graphic" area under DIRECT GRAPHIC CAPTURE—see above.

For most images with grey tones, it is better to perform a DIRECT GRAPHIC CAPTURE, the new capture mode. You can also use a 4- or 8-Level image, and run GRAPHIC CONVERT on it. Since the image content varies so drastically from subject to subject, you will sometimes get better results using one technique or the other. Also, for some types of images, you may want to start with a high-contrast screen (use NORMAL CAPTURE) followed by GRAPHIC CONVERT to get the effect you're after. Experiment!

Note that, after you've done a DIRECT GRAPHIC CAPTURE or GRAPHIC CONVERT and returned to the Main Menu, you can continue to move the "Graphic" area around simply by selecting GRAPHIC CONVERT again.

INVERT IMAGE

The INVERT IMAGE function allows you to instantaneously create a negative of the image currently in memory. This works on both "Screens" and "Graphics", and can be used for special effects or to correct images from other programs.



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SYSTEM SOFTWARE

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