



***Koala Technologies***

***KoalaPrinter  
Owner's Manual***

*for*  
**Commodore 64**  
*computers*



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# KoalaPrinter Owner's Manual

 **Koala**  
Technologies Corporation



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## **ACKNOWLEDGEMENTS**

KoalaPrinter software was created and developed by Michael Beutjer/KT Software.

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### Abstract

The purpose of this study was to determine the effect of a 12-week training program on the physical fitness of sedentary individuals. The study was conducted in a laboratory setting and involved a group of 20 participants who were randomly assigned to either a training or control group.

The training group participated in a 12-week program consisting of three sessions per week, each lasting 45 minutes. The sessions included cardiovascular exercise, strength training, and flexibility exercises.

The control group did not participate in any training program and remained sedentary throughout the study. Both groups were assessed at the beginning and end of the 12-week period using a variety of physical fitness tests, including heart rate, blood pressure, and body composition.

The results of the study showed that the training group experienced significant improvements in all measured physical fitness variables compared to the control group. These improvements were maintained throughout the 12-week period.

The findings of this study suggest that a 12-week training program can effectively improve the physical fitness of sedentary individuals. The program should be tailored to the individual's needs and abilities, and should include a variety of exercise modalities to ensure comprehensive fitness improvement.

Keywords: physical fitness, training, sedentary, cardiovascular exercise, strength training, flexibility exercises.

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## Introduction

KoalaPrinter is a versatile utility program that allows you to print pictures that have been created with KoalaPainter. KoalaPrinter is more than a "screen dump" program because you can customize your pictures by changing your printer's dot patterns.

This manual is written in a progression of steps to allow you quick and easy familiarization with the many options of KoalaPrinter. Read the manual carefully, and experiment with the commands described in each section before going on to the next section.

## System Requirements

- Commodore 64 Computer
- KoalaPrinter diskette
- One disk drive
- Color television or monitor
- KoalaPad touch tablet and stylus
- One of these dot matrix printers:
  - Epson FX-80
  - Epson RX-80
  - Gemini 10X
  - Gemini 15X
  - Okidata 92
  - C. Itoh ProWriter
  - Commodore MPS 801
  - Commodore 1525
  - Commodore 1526
- One of these printer interface cards:
  - BUS CARD
  - CARD/? A
  - CARD/? +G
  - The Connection

## Getting Started

- Connect your KoalaPad touch tablet to Control Port 1.
- Turn on your computer.
- Turn on your disk drive and insert your KoalaPrinter diskette.

When your computer indicates that it is READY, type:

LOAD "\*",8,1

and press

RETURN .

The KoalaPrinter program will display the MAIN MENU when the program is fully loaded.

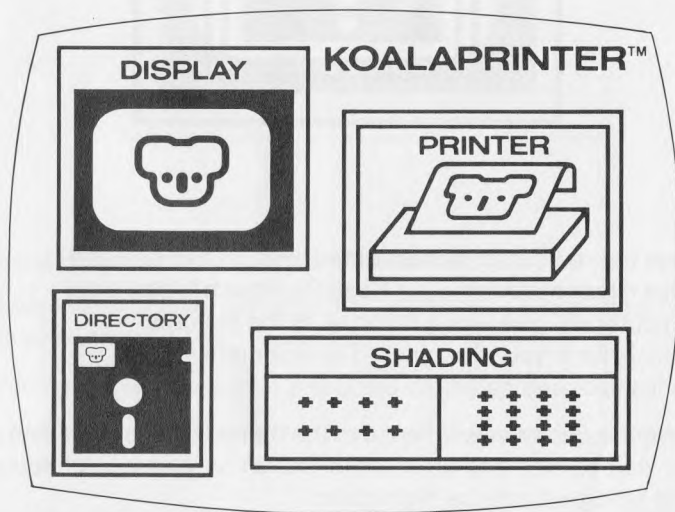
Once the program is loaded, you can remove the KoalaPrinter diskette and insert a diskette containing pictures you have created using KoalaPainter.



## The KoalaPrinter Main Menu

KoalaPrinter is divided into four sections: Display, Directory, Printer, and Shading.

- Press your stylus or finger on the surface of your KoalaPad touch tablet. A red cursor arrow will appear on your screen.
- Position the cursor on the box of your choice and press either button on your KoalaPad. The option you have selected will appear on your screen.



## Directory



- Move the red cursor arrow to the DIRECTORY box and press either button on your KoalaPad touch tablet. Your computer will give you a listing of all the pictures on diskette in your disk drive. The first entry is highlighted.
- Move the cursor down the list to the name of the picture that you want to load and press either button on your KoalaPad. That listing will now be highlighted.
- Move the cursor to the blue box labelled LOAD and press either button. When the picture is loaded, the program will return you to the MAIN MENU.
- To return to the MAIN MENU **without** making a choice, move the cursor to the blue box labelled MAIN MENU and press either button.

Some sample pictures have been included on your KoalaPrinter program diskette to help you get started.

## Display

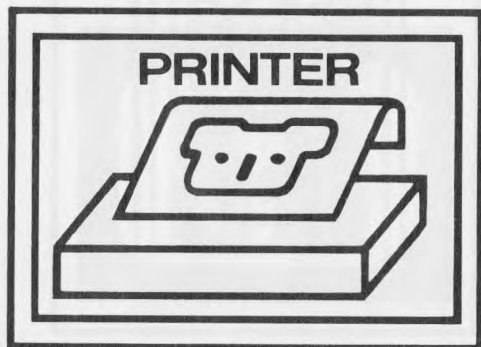


To display the current picture on the screen:

- Move the red cursor arrow to the DISPLAY box and press either button.
- The loaded picture will be displayed on the screen.
- To return to the MAIN MENU from the display, press either button.

If you have not chosen a picture from the DIRECTORY, a blank screen will be displayed.

## Printer



To select the printer option from the MAIN MENU:

- Move the cursor to the PRINTER box and press either button.
- The Printer Menu will appear on your screen.
- Move the cursor to the printer and print mode of your choice and then press either button. You have a choice between positive print mode or negative print mode.

NOTE: In positive print mode, your printer will follow your color pattern set by printing a dot where you have called for a dot to be printed. In negative print mode, black becomes white and white becomes black; a dot will be printed where your color pattern set has NOT requested a dot, and vice versa. Negative print mode will give you a printout of your picture similar to a photographic negative.

- To return to the MAIN MENU without making a choice, move the cursor to the blue box labelled MAIN MENU and press either button.

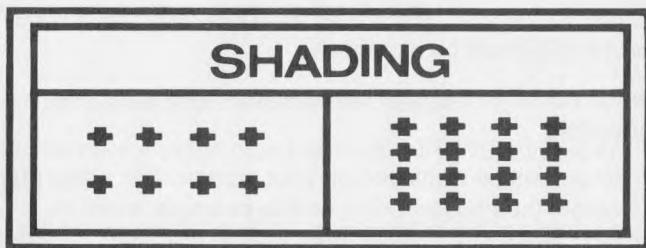
### To print a picture:

- You must have already selected a picture from the directory and loaded it into your computer. If you have not done so, return to the MAIN MENU.
- Move the cursor to the PRINT box and press either button.
- The selected picture will be displayed on your screen as the picture is being printed. KoalaPrinter will return you to the MAIN MENU when the picture is completely printed.

### To stop your printer while it is printing a picture:

- Press and hold down the STOP key on your computer.
- Continue to hold down the STOP key until printing stops and the MAIN MENU is displayed.

## Shading



KoalaPrinter uses the programmability of your printer to create dot patterns that simulate the colors on your screen. The patterns are based on either a 2 x 4 or a 4 x 4 matrix. See the Appendix for the print matrix used by your printer.

### **To use the Shading Options:**

- Move the cursor to the box corresponding to your printer's dot patterns (the 8-dot box for a 2 x 4 printer, the 16-dot box for a 4 x 4 printer. See the Appendix).
- Press either button. The COLOR PATTERNS MENU will appear on your screen.
- To return to the MAIN MENU, move the cursor to the MAIN MENU box and press either button.

### **To see the dot pattern used for specific colors:**

- Move the cursor to the color you want to see and press either button.
- The chosen color will be highlighted and the print pattern, represented by black dots, will be displayed on your screen.

You can find the occurrence of a particular color in your picture. For example, suppose you are not sure if the grey used in your picture is a dark grey or a medium grey. To find medium grey:

- Move the cursor to M GREY (medium grey) and press either button. M GREY will be highlighted.
- Move the cursor to the blue box labelled FIND and press either button.
- Your picture will be displayed on your screen. The areas that blink contain the chosen color, (in this example, medium grey). If no areas are blinking, then the picture does not contain that color.
- Return to the COLOR PATTERNS MENU by pressing either button.

Suppose your picture has a blue background. It looks great on the screen, but is much too dark when the picture is printed. You can modify the color patterns to print your picture.

To delete a dot:

- Move the tip of the cursor arrow to the dot you wish to delete and press either button.
- That dot will disappear from the screen and will not be used by KoalaPrinter for that color picture.

Suppose you decide that your light grey pattern is not dark enough. You can add dots to your color patterns:

- Notice the black arrows at the right and bottom of the color pattern area of your screen display. These arrows denote the edges of the dot pattern matrix.
- Move the tip of the cursor arrow to the area where you want to place a dot and press either button.
- A dot will be added to the color pattern at that point.

Modified color patterns are retained in your computer's memory and will be used when you print the picture.

You can save a particular set of color patterns:

- Move the cursor to the blue box labelled SAVE and press either button.
- You will be asked to enter the name of the file in which you want to save that color pattern set. Enter the name of the file and press RETURN. You can use no more than 16 characters in your file name.
- KoalaPrinter will save that color pattern set for you and then return you to the COLOR PATTERNS MENU.

You can load a set of color patterns into your computer's memory:

- Move the cursor to the blue box labelled LOAD and press either button.
- You will be asked to enter the name of the file in which you have saved the color pattern set. Enter the name of the file and press RETURN .
- KoalaPrinter will enter that color pattern set for you and then return you to the COLOR PATTERNS MENU.

Note: If you change your mind after selecting LOAD or SAVE, press RETURN and you will automatically return to the COLOR PATTERNS MENU.





## Appendix

The auto linefeed on your printer must be OFF. Set the switch on the interface card to "transparent mode."

On the Cardco CARD/?+G, all switches should be ON (except 2 and 6 for Epson and Gemini printers).

### Print Modes

Printer	Mode	Set	Format
Epson RX-80	Regular	2 x 4	See Fig. 1
Epson FX-80	Regular	2 x 4	See Fig. 1
Epson RX-80	High Density	4 x 4	See Fig. 2
Epson FX-80	High Density	4 x 4	See Fig. 2
Gemini 10X	Regular	4 x 4	See Fig. 2
Okidata 92	Regular	2 x 4	See Fig. 3
ProWriter	Regular	2 x 4	See Fig. 1
MPS 801	Regular	2 x 3	See Fig. 1
1525	Regular	2 x 3	See Fig. 1
1526	Regular	2 x 4	See Fig. 1

NOTE: The 1525/MPS 801 printers ignore the right column of dots in the 2 x 4 character set. The minimum number of dots which may be printed on any line of graphics for these printers is 480. In order to achieve the best possible compromise between the correct length to width ratio and shading control, the dot pattern used is 2 x 3. To control the shading, follow the procedures for adjusting the 2 x 4 dot patterns, but remember that the right most column of dots is ignored. Some shading control is lost, but there are still six levels available. See Figure 4.

Fig. 1

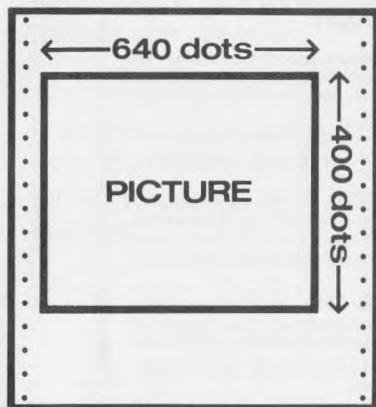


Fig. 2

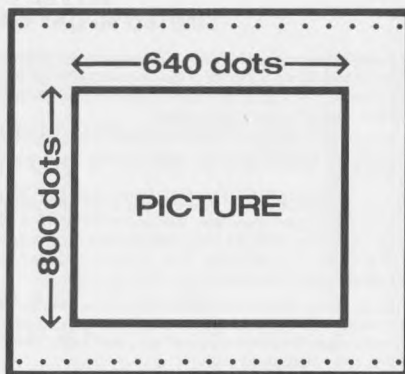


Fig. 3

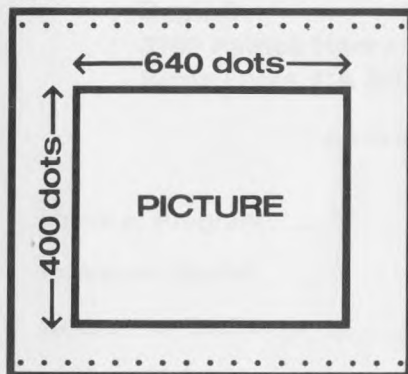


Fig. 4



Dots marked with a Y are printed by the 1525/MPS 801 and those marked with an N are ignored.

### **LIMITED 90 DAY WARRANTY**

Koala Technologies Corporation will replace this diskette or cartridge product free of charge if it is found defective in materials or workmanship within 90 days from the date of purchase. Simply send it prepaid to Koala Technologies Corporation, 3100 Patrick Henry Drive, Santa Clara, CA 95052-8100, who will replace the product.

Koala Technologies Corporation neither assumes nor authorizes any representative or other person to assume for us any other liability in connection with the sale or any shipment of our products.

The rights specified within this warranty shall be the sole and exclusive remedy of the purchaser for any claim under the warranty. IMPLIED WARRANTIES, INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS ARE LIMITED IN DURATION TO A 90-DAY PERIOD FROM THE DATE OF PURCHASE. THE PURCHASER MAY MAKE NO CLAIM FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR ANY DEFECT.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other legal rights that vary from state to state.

There is a two year time limit on exchanging a damaged diskette.

# Diskette Exchange Form

(please print clearly)

If you want to replace a damaged Koala software diskette, send the diskette back to Koala with a check or money order for eight dollars (\$8.00) and we'll send you a replacement diskette.

NOTE: ONLY ORIGINAL KOALA SOFTWARE  
DISKETTES SOLD WITH A KOALA PRODUCT  
MAY BE EXCHANGED UNDER THIS POLICY.

Return this form with your damaged diskette and check for \$8.00 to

**KOALA TECHNOLOGIES CORPORATION**  
**Dept. D**  
**3100 Patrick Henry Drive**  
**Santa Clara, CA 95052-8100**

(please print clearly)

Name of Program \_\_\_\_\_

Computer Model \_\_\_\_\_

Reason for Exchange \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Telephone (     ) \_\_\_\_\_

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