

# **TouchPoint™**

Graphics Tablet

## **Users' Manual**



TechnoPoint  
The Future of Learning

LearnSmart Manual



AT&T

# **"How to hook it up" for your Commodore 64™**

## **Congratulations**

Usually there's a big section here that tells you how lucky you are to have bought this wonderful product. But you already know how wonderful the Touch Point graphics tablet is. That's why you bought it. And we already know how wonderful it is. That's why we made it. So probably the best way for us to use this space is simply for us to congratulate ourselves on being intelligent enough to make Touch Point, and also to congratulate you for being intelligent enough to buy it. So congratulations!

## **What you can do with Touch Point**

Touch Point lets you truly get involved in your drawings. You're not one step removed like you are with special commands or long programs. You just draw. And see the result instantly on-screen. The way it should be. So you get instant feedback. And instant pleasure.

## **More software than you can shake a finger at**

Your Touch Point tablet comes complete with our exciting new Finger Painter software to give you all the tools you need to draw virtually any kind of graphics, but there are many other graphics software packages available from VIDEO TECH that allow you to use the Touch Point Tablet for specific graphics tasks such as Engineering Drawings. . . Architectural applications and even on artistic Life Drawing course. Look for these VIDEO TECH software packages wherever fine electronic gear is sold.

## **Use your fingers to draw**

You don't have to rely on stiff light pens or styluses. Just draw with your finger. What you draw appears instantly on-screen and can be corrected, enlarged, copied or manipulated in dozens of ways.

## Enough talk . . . let's hook it up to your Commodore 64™

What you need to do this:

- \* 1 Commodore 64™ computer
- \* 1 TOUCH POINT graphics tablet
- \* 1 FINGERPAINTER software cartridge (Also in TP box)
- \* 1 Commodore disk drive (Optional)
- \* 1 Commodore MPS-801 printer (Optional)

To make it all work together, just follow these simple steps:

- 1) Turn the power OFF to everything (Except the lights) Otherwise you will likely get fried and never discover just how much fun it is to use your Touch Point Graphics Tablet. . . and wouldn't that be a pity after you've come this far?
- 2) Make sure your Commodore 64 is connected to your TV set or monitor in the usual way. (If you don't know the usual way, refer to your Commodore user's guide)
- 3) Connect the black cable between your Touch Point Tablet and the Joystick port 1 on your Commodore 64.
- 4) Insert the FINGERPAINTER software cartridge into the socket in your Commodore where cartridges usually go.
- 5) Turn everything ON again. (Note: Do not touch the graphics tablet grid or put any object over it by the time you turn ON the computer)
- 6) Go.

# "How to make it work"

## Some of the stuff we'll be talking about and what it all really means . . .

There's some terminology that goes with this explanation and you're going to have to learn it sooner or later. So it may as well be now. And that way you'll get it all over with right from the start. . .and you'll also understand what we're talking about in later sections of the this booklet. So here we go:

(In order of their appearance):

**Screen:** The TV screen or monitor screen

**Menu:** The choice of things to do that appears on your screen

**Cursor:** An arrow that shows your on-screen position

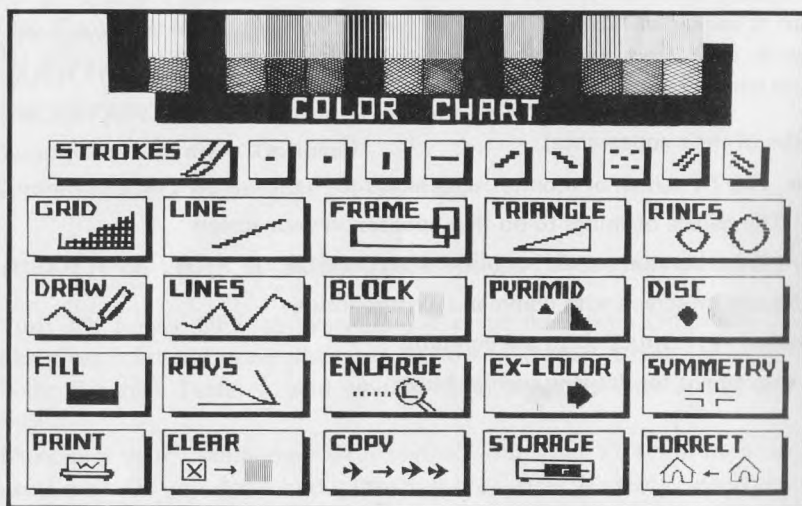
**Box:** Square on-screen with command written inside

**Command:** An instruction to the computer

**Tool:** Implement for drawing such as brush

## The way it works:

Your Touch Point tablet is easy to use. You've already got it all hooked up and ready to go. If you've followed the instructions in the "How to hook it up" section, the screen on your Commodore 64 should look like this:



## **Picking stuff to do:**

Touch the graphics tablet with your finger. You'll see an arrow that moves on the screen whenever you move your finger. This is called the cursor. Move your finger on the tablet so that this arrow moves to the box on the screen which contains the command that you want to do. For example. . .if you want to DRAW, move the arrow until it is in the DRAW box on-screen.

When the arrow is inside the box, push any button on either sides of the Touch Point unit. The DRAW box will begin flashing.

## **Making the stuff you picked work:**

When the DRAW box flashes, release your hand from the Touch Point tablet. Then push any button again. In a short time the menu will disappear and the screen will be clear.

When the screen clears, hold any button down and you can begin drawing with your finger or with the stylus. Whatever you draw on the tablet will appear on the screen.

## **To stop:**

To stop drawing let the button up. And to return to the main menu, release your hand from the graphics tablet again and push the any button.

## To pick another command:

At this point the original menu will appear on the screen and you can select another command or tool by moving your finger on the tablet which will move the arrow (cursor) on the screen to point into another box containing another command (or the same one if you want to do it again).

## How you know what you picked:

There are actually three types of choices you can make.

- 1) You can choose **COMMANDS** to work with like **DRAW** or **ENLARGE**
- 2) You can choose shapes for your brush from a range of 9 in order to give your drawings the kind of weight and feel that you have in your mind.
- 3) You can choose the color and pattern for filling in parts of the screen or certain shapes.

When you have successfully chosen a **COMMAND**, it blinks off and on before the screen clear.

The brush shape in use at the moment is shown by a colored square which appears under it on the menu screen.

An arrow indicates whether a solid color or a pattern has been chosen.

**All your drawing will be done in the brush shape and color that you have selected last.**

**So be sure that's what you want before you begin your drawing.**

To Cancel or Exit from a command and return to the main menu, release your finger or stylus from the Touch Point tablet and push any button.



## The Touch Point commands and where to find them:

|                       |  |            |
|-----------------------|--|------------|
| Grid . . . . .        | (Define a drawing grid) . . . . .            | Page 8     |
| Draw . . . . .        | (Freehand drawing) . . . . .                 | Page 9     |
| Fill . . . . .        | (Fill area with color or pattern) . . . . .  | Page 10    |
| Correct . . . . .     | (Cancels most recent action) . . . . .       | Page 11    |
| Line . . . . .        | (Draws straight lines) . . . . .             | Page 12-13 |
| Rays . . . . .        | (Lines radiate from one point) . . . . .     | Page 14    |
| Ex Color . . . . .    | (Exchanges colors) . . . . .                 | Page 15    |
| Frame . . . . .       | (Makes rectangular outlines) . . . . .       | Page 16    |
| Block . . . . .       | (Makes filled rectangles) . . . . .          | Page 17    |
| Enlarge . . . . .     | (Magnifies parts of drawing) . . . . .       | Page 18    |
| Print . . . . .       | (Print out the working picture) . . . . .    | Page 19    |
| Triangle . . . . .    | (Makes hollow triangles) . . . . .           | Page 20    |
| Pyramid . . . . .     | (Makes filled triangles) . . . . .           | Page 21    |
| Copy . . . . .        | (To another part of the screen) . . . . .    | Page 22    |
| Storage . . . . .     | (Save or retrieve drawings) . . . . .        | Page 23-24 |
| Ring . . . . .        | (Makes the outline of a circle) . . . . .    | Page 25    |
| Disc . . . . .        | (Makes filled circle) . . . . .              | Page 26    |
| Symmetry . . . . .    | (Draws in all 4 corners of screen) . . . . . | Page 27    |
| Clear . . . . .       | (Erases all on-screen drawing) . . . . .     | Page 28    |
| Brush . . . . .       | (Drawing tool with 10 shapes) . . . . .      | Page 29    |
| Color Palette . . . . | (15 colors/15 patterns) . . . . .            | Page 29    |

# Grid

## What it does:

This command creates a grid on-screen to help you draw to scale and perspective.

## How to get it working:

Move the cursor on the screen, by moving your finger on the Touch Point tablet, to the box on-screen which says GRID inside.

Push any button on either sides of the Touch Point tablet. The screen will be blank for a moment and afterwards, the menu reappears with the GRID box flashing which indicates the GRID has already drawn on the picture.

## To remove the grid:

To remove the grid just move the cursor to the GRID box and push any button. The screen will be blank and after a few seconds, the menu reappears. On menu, the GRID box will not flash any more and the GRID is completely cleared.

# Draw

## What it does:

It lets you draw any shape you want on the screen. All you need to do is move a stylus or your finger on the Touch Point tablet and the shapes you make will appear on the screen.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the DRAW box of the menu. Then push any button on the side of the Touch Point tablet.

When the DRAW box flashes, release your hand from the Touch Point tablet and press any button. As long as the button is kept pressed down, what you draw on the tablet will appear on the screen. To stop drawing, simply release the button. To resume, press it down again.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# Fill

## What it does:

This command allows you to fill an area with the selected color. The area filled with this command will be enclosed by different colors or perhaps by lines. But it must be totally enclosed. Otherwise your selected color or pattern will fill the whole screen.

(If this happens, use the CORRECT command to cancel the FILL and then examine the area to find and repair the 'leak'.)

## How to get it working:

Move the cursor arrow on screen until it is resting inside the FILL box of the menu. Then push any button on the side of the Touch Point tablet.

When the FILL box flashes, release your hand from the Touch Point tablet and press any button.

Your working screen will appear with whatever work you done on it. You must move the cursor to the area you wish to fill, then make sure you have selected the right color.

When this is all done, then push any button on the Touch Point unit and the area on screen will be filled with your selected color or pattern.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# **Correct**

## **What it does:**

When you use this command, you cancel or undo whatever you did last. But only the last thing. Nothing else. You cannot try to cancel out the last one before that.

## **How to get it working:**

Move the cursor arrow on screen until it is resting inside the **CORRECT** box of the menu. Then push any button on the side of the Touch Point tablet.

The screen will be blank for a few seconds. When the menu returns, your drawing in the last command is cancelled.

# Line

## What it does:

This command lets you draw straight lines from any point on the screen to any other point on the screen.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the LINE box of the menu. Then push any button on the side of the Touch Point tablet.

When the LINE box flashes, release your hand from the Touch Point tablet and press any button.

When the work screen appears, move the cursor to the point at which you wish to begin the line. Then press any button.

Next move the cursor to the desired end point of the line. And push any button again. You'll see the line follows the cursor wherever it goes and will remain straight no matter what the angle on screen.

## To choose another command:

To return to the main menu, releases your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# Lines

## What it does:

Similar to the LINE command, this one lets you draw a bunch of straight lines, connected end to end. So you draw one line, end it and that end becomes the starting point for another line and so on. With this command you can draw shapes and forms without having to set up new points all the time.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the LINES box of the menu. Then push any button on the side of the Touch Point tablet.

When the LINES box flashes, release your hand from the Touch Point tablet and press any button.

When the screen appears, move the cursor to the place where you want to begin and push any button. Then move the cursor where the first line ends and push the button again.

Then, move the cursor to where you want the next line to end you'll see that as soon as you move, a line which starts where the last one ended will follow the cursor until you press the button again. And this will continue every time you move the cursor.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# Rays

## What it does:

This command allows you to make any number of lines which radiate from one fixed point.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the RAYS box of the menu. Then push any button on the side of the Touch Point tablet.

When the RAYS box flashes, release your hand from the Touch Point tablet and press any button.

When the drawing screen appears, move the cursor to the place where you want the central point to be and press any button.

You can then draw as many lines radiating from this point as you want simply by moving the cursor to the place where you want the radiating line to end and pushing any button.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry... your masterpiece is still in memory and you can work on it with other commands.



# Ex-Color

## What it does:

This command lets you exchange a color on the screen for another color which you have selected.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the EX COLOR box of the menu. Then push any button on the side of the Touch Point tablet.

When the EX-COLOR box flashes, release your hand from the Touch Point tablet and press any button.

The drawing screen will soon appear and you must move the cursor to the color on-screen you wish to change. Make sure you have the new color selected then push any button on the Touch Point unit.

Then color change will be made in seconds.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# Frame

## What it does:

This command lets you draw the outlines of rectangles of any size on screen, very neatly.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the FRAME box of the menu. Then push any button on the side of the Touch Point tablet.

When the FRAME box flashes, release your hand from the Touch Point tablet and press any button.

When the working screen appears move the cursor to the place on-screen where you want the rectangle to start. Then push any button. Your starting place will be the top left hand corner of the rectangle.

Next, move the cursor on-screen until the rectangle is the size you want it to be. Then push the button again. And that's all there is to it.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# Block

## What it does:

This command is similar to FRAME except that the rectangles are filled with the color or pattern which has been selected.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the BLOCK box of the menu. Then push any button on the side of the Touch Point tablet.

When the BLOCK box flashes, release your hand from the Touch Point tablet and press any button.

Make sure you have the color or pattern you want selected as this is what will fill the rectangle.

When the working screen appears move the cursor to the place on-screen where you want the rectangle to start. Then push any button. Your starting place will be the top left hand corner of the rectangle.

Next, move the cursor on-screen until the rectangle is the size you want it to be. Then push the button again. And that's all there is to it.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# Enlarge

## What it does:

This command allows you to make blow ups of parts of your drawing to do fine detail work or to correct small mistakes.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the ENLARGE box of the menu. Then push any button on the side of the Touch Point tablet.

The working screen will immediately appear, and you will see a big rectangle with the usual cursor. Move this rectangle around until it encloses the area you want to enlarge. Then push any button on the Touch Point unit.

The portion in the rectangle will be blown up to 2/3 the screen size. The DRAW command will work. . . just push the button and draw. And there will be a color selection section at the bottom of the screen. But these are the only commands that will work for enlarged sections of drawings.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# Print

## What it does:

This command lets you make a hard copy of your picture in a printer.

## How to get working:

Move the cursor arrow on screen until it is resting inside the PRINT box of the menu, then push any button on either side of the Touch Point tablet, the working screen will appear in seconds and the printer will start to print the picture. When the printing is finished, the menu will reappear.

There are three patterns for the printing: (1) Black, (2) Grey & (3) White.

| Background Color<br>Printing Pattern | White       | Color set A                         | Color set B                         |
|--------------------------------------|-------------|-------------------------------------|-------------------------------------|
| Black                                | Color set A | Background Color                    | Color set A                         |
| Grey                                 | Color set B | Color set B                         | Background Color                    |
| White                                | White       | Color set A except Background Color | Color set B except Background color |

Color set A: Black, Red Blue, Brown & Dark Grey.

Color set B: Cyan, Purple, Green, Yellow, Orange, Light red, Med. Grey, Light Green & Light Blue.

# Triangle

## What it does;

This command lets you draw the outline of a triangle on the screen.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the TRIANGLE box of the menu. Then push any button on the side of the Touch Point tablet.

When the TRIANGLE box flashes, release your hand from the Touch Point tablet and press any button.

When the working screen appears move the cursor to the place on-screen where you want the base of the triangle to start. Then push any button.

Next, move the cursor on-screen until the base is the size you want it to be. Then push the button again.

Move the cursor until you find the right spot for the apex. Then push the button again. The two sides will automatically be drawn.

Then, by moving the cursor, you can move the entire triangle around until you have it right where you want it. Then push the button again. Then you're done.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# Pyramid

## What it does:

This command lets you draw a triangle on the screen which is filled with the selected color or pattern.

## How to get it working:

Make sure the correct color or pattern has been selected before you do anything.

Move the cursor arrow on screen until it is resting inside the PYRAMID box of the menu. Then push any button on the side of the Touch Point tablet.

When the PYRAMID box flashes, release your hand from the Touch Point tablet and press any button.

When the working screen appears move the cursor to the place on-screen where you want the base of the triangle to start. Then push any button.

Next, move the cursor on-screen until the base is the size you want it to be. Then push the button again.

Move the cursor until you find the right spot for the apex. Then push the button again. The two sides will automatically be drawn.

Then, by moving the cursor, you can move the entire triangle around until you have it right where you want it. Then push the button again. Then you're done.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# Copy

## What it does:

This command lets you copy part of the screen to another location on the screen.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the COPY box of the menu. Then push any button on the side of the Touch Point tablet.

When the COPY box flashes, release your hand from the Touch Point tablet and press any button.

When the working screen appears move the arrow cursor to the point where the stuff you want to copy is located. Then push the button. You will be making a rectangle around the entire part you want to copy so you should place the cursor where the upper left hand corner of that rectangle will be.

Then move the cursor until the rectangle you have created surrounds the portion you want to copy. And push the button again.

Now, when you move the cursor, the entire rectangle will move around. Put it in the place where you want the copy to end up and push the button again.

Even after this you can place another copy somewhere else simply by moving the rectangle again and pushing the button again. And you can do so as often as you wish.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.



# Storage

## What it does:

This command lets you keep drawings on disk and retrieve them again when needed to add on, to correct or simply to admire.

\*Note that you must hook the disk drive up and insert a formatted disk in the disk drive before use this command.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the STORAGE box of the menu. Then press the any button on either side of the Touch Point tablet.

The following sub-menu will appear immediately:

Picture list of the disk

|           |               |                   |
|-----------|---------------|-------------------|
| Picture 1 | Picture M + 1 | Save              |
| •         | •             |                   |
| •         | •             |                   |
| •         | •             |                   |
| •         | •             |                   |
| •         | •             |                   |
| Picture M | Picture N     | Get               |
| Messages  |               | Name<br>&<br>save |
|           |               | Init Disk         |

The explanation of the functions are as follows:

1. **Save:** Save the working picture in an old file, you have to point to the old file name and press any button to start the process. (\*Notice that the diskette must be formatted before use. This can be done by the "Init" command.)
2. **Get:** Retrieve an old picture to memory, you have to point to the file name and press any button to start the loading.
3. **Name & Save:** Creat a new file to save the working picture. You have to key in your new file name in the Commodore 64. Only alphabetic and numeric characters are allowed. Use the DEL key to correct any mistyped characters. If your file name has typed in, press RETURN key to start the process.

4. **Init Disk:** Format a new disk for file saving. You have to confirm your request by typing in Y (for YES) or N (for NO).

### **To choose another command:**

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# Ring

## What it does:

This command lets you draw circles.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the RING box of the men menu. Then push any button on the side of the Touch Point tablet.

When the RING box flashes, release your hand from the Touch Point tablet and press any button.

When the working screen appears move the cursor to the place on-screen where you want the centre of the circle to be. Then push any button.

Next, move the cursor on-screen until the circle is the size you want it to be. Then push the button again.

Then, by moving the cursor, you can move the entire circle around until you have it right where you want it. Then push the button again. Then you're done.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# Disc

## What it does:

This command lets you make circles that are filled with the selected color or pattern.

## How to get it working:

First, make sure that the right color or pattern is selected.

Move the cursor arrow on screen until it is resting inside the DISC box of the menu. Then push any button on the side of the Touch Point tablet.

When the DISC box flashes, release your hand from the Touch Point tablet and press any button.

When the working screen appears move the cursor to the place on-screen where you want the centre of the circle to be. Then push any button.

Next, move the cursor on-screen until the circle is the size you want it to be. Then push the button again.

Then, by moving the cursor, you can move the entire circle around until you have it right where you want it. Then push the button again. The circle will immediately fill up with the selected color or fill pattern.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry... your masterpiece is still in memory and you can work on it with other commands.

# Symmetry

## What it does:

This command is used in combination with another command. No matter what command you are using, the SYMMETRY command re-creates whatever you are drawing on all 4 corners of the screen. It is ideal for creating pattern designs.

## How to get it working:

Move the cursor arrow on screen until it is resting inside the SYMMETRY box of the menu. Then push any button on the side of the Touch Point tablet.

When the SYMMETRY box flashes, choose the other command you wish to use in the same manner. Both command boxes will be flashing.

Point your finger at the bottom of the Touch Point unit and press any button. Then, when the drawing screen appears, create your designs in all 4 corners.

## To get out of SYMMETRY:

Go back to the main menu and select SYMMETRY again. It will stop flashing when it has been un-selected.

## To choose another command:

To return to the main menu, release your hand from the Touch Point tablet and press any button. The main menu will appear in a short time. But don't worry. . . your masterpiece is still in memory and you can work on it with other commands.

# Clear

## What it does:

This command erases the entire drawing screen completely and irretrievably.

## How to get it working:

Move the cursor to the box which has CLEAR written within it. When the cursor arrow is inside the CLEAR box, push any button. It will begin to flash if selected correctly.

Just to give you a second chance you have to confirm your CLEAR command by selecting it one more time.

If you do it a second time, it will assume that you know what you're doing and will erase the work screen. Totally.

## To rescue yourself from a CLEAR

You can omit to select the command a second time and instead select some other command.

If you have selected clear twice, you may be able to get your drawing back with a CORRECT, but don't count on it.

## Brush shapes

There are nine different brush shapes to choose from. They are shown on the diagram below and on the main menu.

To select one, simply move the cursor to the desired shape and push the button.

To change your selection, move the cursor to another shape and push the button.

If you do not make a selection, the computer will pick the "dot" shape.

On screen you will see a highlighted indicator to tell you which brush shape you are currently using.

## Color palette

There are 15 separate solid colors to choose from. They are selected by pointing to them with the cursor and pushing the button.

There are also 15 patterns. Each pattern is a mixture of two colors. The new one you select and the last one which was selected.

You have a choice between solid colors and patterns to use as a filler but you can only use one at a time. An on-screen arrow tells you whether you have selected a color or a pattern.

The specific color will be displayed in the border of the picture, so you will know which you are using.

Clear

Brush strokes

When the brush is held at an angle to the surface, the bristles will naturally follow the curve of the surface, creating a smooth, even stroke. This is the ideal technique for applying a thin layer of paint or varnish to a flat surface. For a more textured effect, the brush can be held perpendicular to the surface, allowing the bristles to catch and hold more paint, which can then be applied in a series of overlapping strokes.

The brush should be held in a firm but relaxed grip, with the thumb and index finger supporting the handle. The wrist should be kept straight, and the brush should be moved in a controlled, deliberate manner. The speed of the stroke will determine the thickness of the layer of paint or varnish applied.

For a more dramatic effect, the brush can be used to create a series of parallel strokes, which can be blended together to create a smooth, even surface. This technique is often used for applying a final coat of paint or varnish to a surface.

The brush should be cleaned thoroughly after use, with a suitable solvent or water, depending on the type of paint or varnish used. The bristles should be dried thoroughly before the brush is stored, to prevent the paint or varnish from drying out and becoming brittle.

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