# Valpaint Manual Update #1

Congratulations on your purchase of Valpaint. We are sure you will enjoy using Valpaint and find it the most powerful and easy to use computer painting program on the market today.

This update describes new features that have been added to our original release of Valpaint and should be used along with the bound Valpaint manual.

Those of you who have used Valpaint before will feel right at home with this version. A few of the menus have been changed for better operation and to add new features, but the overall operation of Valpaint is unchanged.

Before using Valpaint, you should make a working copy of the enclosed disk. After your working copies are ready, install Valpaint on your system. This process is fully explained in Appendix A of the Valpaint manual. Next, familiarize yourself with Valpaint operation by looking over Part 1 of the manual, then check this update for information on new features. It will take only a few minutes, then you'll be ready to fly on your own!

Valpaint is both productive and fun to use. Should you have a problem, just press the [HELP] button on your keyboard for assistance; additional help is only a phone call away. Our customer assistance hotline at 213-373-9127 is open from 9:00 AM to 5:00 PM Pacific Time Monday through Friday. Call us if we can help

with something not covered in the manuals.

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## Making Your Working Disks

Before using the enclosed Valpaint disk, make a master copy of it using the Valdocs COPYDISK function, and store it in a safe place. Never use your original disk for any other purpose. Although unlikely, it is possible to damage the original through handling or machine malfunction, so treat it carefully. Leave it in your computer only long enough to make your master copy.

## Valpaint Features Update #1

This Valpaint release includes the following features not described in the bound Valpaint manual:

* Block operations. These allow portions of your paintings to be copied, moved, resized and saved in disk files for later use.

* Additional typestyles. The text menu now provides 12 typestyles (Hershey fonts) for use in your paintings.

* Customized patterns. You can create up to 40 patterns of your own design to be used with the brush, airbrush or area fill command.

* Custom colors. These are designed by mixing standard colors from the palette.

* Keyboard control. Both the keyboard and mouse can now be used for precise control of your tools.

* Larger paintings. You can paint pictures twice the height of the QX-10/QX-16 screen.

* Save recordings. Recordings can now be saved and retrieved as files, allowing portions of images to be painted over an existing scene. Simple animation sequences can be created with creative use of these recordings.

* Your paintings can now be inserted into Valdocs+ documents.

Many of the Valpaint menus have been changed to simplify operation or add the new features.

# New Valpaint Features

This section describes only those features that have been added to Valpaint since the bound manual was printed; please refer to it for information about tools and other topics not covered in this update.

## The Restart File

Valpaint now provides a restart file that is used to temporarily hold a painting being made. This file is created on the disk when Valpaint is first entered. The restart file is used to temporarily save the off-screen parts of a painting (paintings can be twice the screen height) and to preserve a painting that has not been saved as a Valpaint file.

Data is written to to the restart file when Valpaint is exited or the screen is moved up or down the canvas as a painting is being made. The restart file is kept on the data disk and is automatically updated at the end of each Valpaint session unless you choose to throw away the painting or store it under an indexed filename.

Unlike other Valdocs restart files which are constantly updated as work progresses (such as the editor or spreadsheet restart file), the Valpaint restart file is updated only when the screen is moved up or down the canvas or when leaving Valpaint. Because of this, the Valpaint restart file provides only minimal protection from power glitches.

Users who are already familiar with Valpaint
will appreciate the added convenience these
changes provide, and will find the updated
Valpaint easier and more responsive than ever.

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# Keyboard Control Update #1

Some Valpaint operations can now be controlled from both the keyboard and mouse, allowing more precise control of the cursor. The following keyboard keys, in addition to those described in the bound manual, are now used by Valpaint:

## Arrow Keypad

Unshifted - The cursor is moved in the direction of the arrow one pixel at a time for precise cursor positioning.

Shifted - The cursor moves in large steps in the direction indicated by the keys.

## Numeric Keypad

The keypad keys (excepting 0 and 5) move the cursor.

The [ENTER] key can be used in place of the LEFT mouse button.

## [RETURN] Key

The [RETURN] key can be used in place of the LEFT mouse button.

## [SIZE] Key

This key changes the size of text or the brush.

Other function keys along the top of the keyboard are used by Valpaint as described in the bound manual.

## <B>lock Menu

The Block menu has been added to the Main menu. Various block operations allow areas on the screen to be copied or moved to other locations or stored as files. Blocks can also be resized or resized and copied to another area at the same time.

The first time the Block menu is selected, your only option is <M>ark block, which allows you to designate an area on the screen to be used as a block. Mark a block by moving the cursor to a corner of the area to be "blocked" then press the LEFT mouse button. Move the mouse to enclose the block, and define the block by pressing the LEFT mouse button a second time.

Once a block has been marked, additional menu items appear on the Block menu. Except for the resize selections, block operations take place nearly instantaneously; resizing or resizing while copying may take several minutes because of the computations needed to maintain diagonal lines. Resizing can be halted by the [STOP] key whenever necessary.

The <S>hrink/Magnify menu selection should be chosen when the size of an image inside a block is to be changed. The marked block is erased, then replaced with the resized image.

The <C>opy and Shrink/Magnify selection should be used when a block is to be resized and moved to another location at the same time.

## <P>age Up and <P>age Down

These options, added to the Main menu, allow the screen to move up or down half a page to create paintings twice the height of the screen. Those portions of the painting that are off screen are saved in the restart file, described earlier.

## <T>ext Labels

This menu, found under the Tool menu, has been dramatically expanded. Twelve different fonts (or typestyles) are available with Valpaint.

Typestyles are selected by placing the cursor over the desired style then pressing the LEFT mouse button.

Text can be entered character by character in the TYPE mode, or on a line basis in the RUBBER STAMP mode. Text entry mode selection is made by placing the cursor over the appropriate choice (shown along the right border of the canvas), then pressing the LEFT mouse button.

## The TYPE Mode

The TYPE mode allows characters to be typed "typewriter style" directly to the screen. Typing errors can be corrected with the back erase key. The keyboard [RETURN] key moves the cursor down a line and against the left border of the screen. Character size is adjusted by pressing the MIDDLE mouse button and moving the mouse to change the size.

Text entered using the TYPE mode is written to the screen using a "shorthand" display style. This enables you to freely backspace over the text and retype characters whenever you like. The final "pretty" version of the text is repainted on the screen after you press the LEFT mouse button, indicating that the text entry is complete.

## The RUBBER STAMP Mode

This mode allows a line of text to first be composed inside a window, then "painted" on the screen under mouse control. The CENTER mouse button adjusts the line width and character height; the text is written to the screen when the LEFT mouse button is pressed. Positioning and size can also be made under keyboard control if desired.

## Custom Patterns

Valpaint provides 60 predesigned patterns that can be used with the brush, airbrush and boundary fill tools. Up to 40 additional patterns can be designed by you and saved for later use.

Access to the pattern design facility is provided whenever "More Patterns" option is selected while using the brush, airbrush or boundary fill tools.

## Custom Pattern Design

An existing custom pattern can be modified or a new one designed using the following procedure:

1. Select one of the 40 custom patterns to be modified or replaced by placing the cursor over the desired pattern and pressing the LEFT mouse button.

2. Design your pattern by filling in the display grid. This is done by moving the cursor to the desired square, then pressing the LEFT mouse button. The LEFT mouse button can also be held down as the mouse is moved to automatically set a row of squares.

Dark or light squares may be set by choosing the illumination value from the palette near the right of the pattern grid. The shade is

selected by placing the cursor over the desired shade, then pressing the LEFT mouse button.

A box below the pattern grid shows a "boundary filled area" using the pattern as it is developed. This feature allows you to more accurately visualize the effect of your pattern as it is composed.

3. After your custom pattern is finished, move the cursor to the box labeled "Select this area when done with design" and press the LEFT mouse button, then move the cursor over the custom pattern location to store the new pattern. Press the LEFT mouse button once more to store the pattern.

Custom designed patterns are automatically stored on your system disk whenever a Valpaint session is ended and are always available until they are replaced with new patterns.

Custom Colors

If you are using a color-equipped computer, Valpaint provides a selection of 125 colors and allows you to make and store up to 25 additional custom colors. Colors beyond the eight standard colors that Epson computers can display are made by mixing any combination of those colors in an eight-by-eight pixel color cell that can be painted on the screen when using the brush, airbrush or boundary fill tools.

The custom color design facility is entered by selecting the "More Colors" option at the bottom of the color palette along the right of the screen. This option is available only when the brush, airbrush or boundary fill tools are

selected for use.

The "More Colors" display includes palettes of the 125 predesigned colors, a palette for 25 custom colors and a color design grid. Custom colors are designed by filling in the color grid with selections from the standard eight colors available on Epson computers.

A custom color is designed by first selecting a color to be modified. Do this by placing the cursor over the color block of your choice and pressing the LEFT mouse button. This loads the color grid with the pattern used to make up the color just selected. Next, place the cursor over the block marked "Select this area to make/change a color" under the grid and press the LEFT mouse button.

A pixel in the grid can be changed to the currently selected color by moving the cursor over it and pressing the LEFT mouse button. Colors are chosen by moving the mouse to the desired color on the palette along the left side of the grid and pressing the LEFT mouse button. A box under the grid shows the effect of the color pattern as it is being developed.

After the color pattern is finished, move the cursor to the box marked "Select this area when done with design," and press the LEFT mouse button. Move the cursor to one of the 25 custom color locations, and press the LEFT mouse button once more to save it.

Custom colors are moved to the working color palette (along the right side of the screen) the same as predesigned colors. Place the cursor over the color to be used, and press the LEFT mouse button to select it. Move the chosen color to the color selection palette on the right side of the screen by placing the

cursor to a color position, then press the
LEFT mouse button once more.

The color patterns you design are saved on the
Valpaint system disk at the end of a session
and are available for use until you replace
them with another design.


The Path Recorder

This menu option, under the Tool menu, allows
recordings of your drawing and text activities
to be made, stored and retrieved for playback
whenever desired. (Stored recordings cannot be
merged into Valdocs+ editor documents, but can
be used in any future painting.)

The Path Recorder menu allows selections to
start, stop, resume and playback recordings;
these selections are made available whenever
they can be used and do not appear otherwise.

The option <R>ecord "Push Any Key to Continue"
allows a pause to be recorded; playback of a
drawing procedure will temporarily be halted
at the spot this message is recorded until a
keyboard key is pressed.

Recordings are saved and retrieved as standard
indexed files by using the [STORE] and
[RETRIEVE] file control keys.