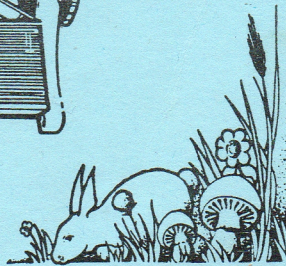
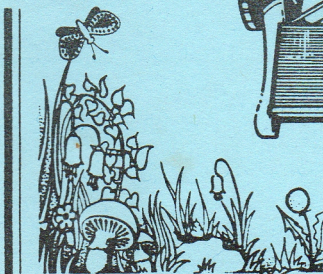
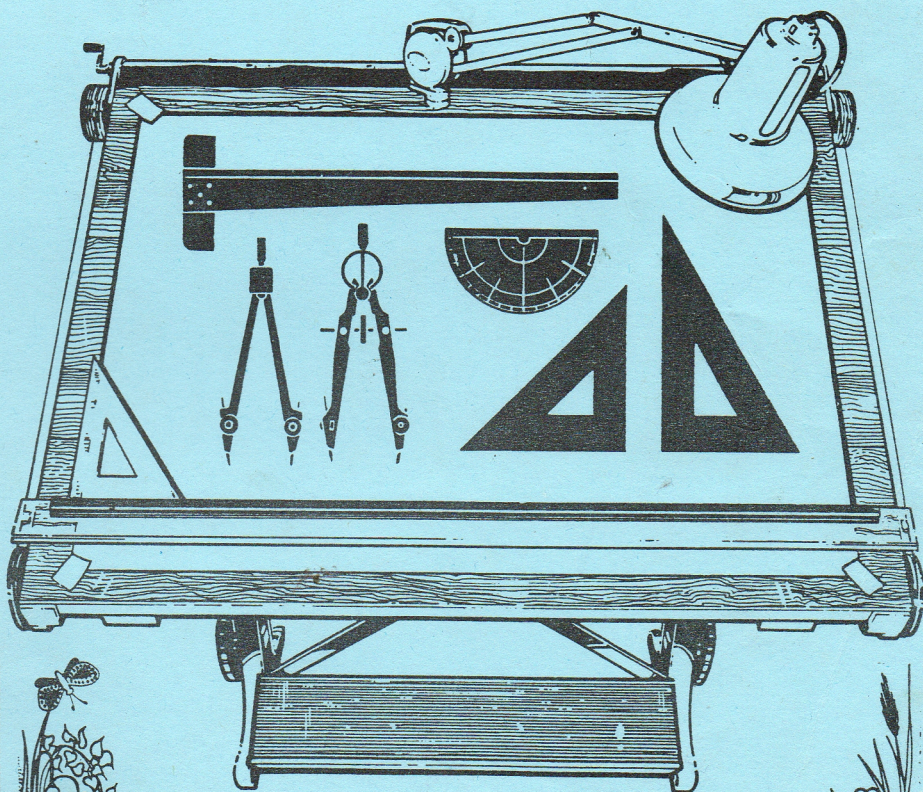


SYNTAXSOFT

PRESENTS

MEMOSKETCH



Syntaxsoft

Memosketch is a utility package that presents the ultimate in MIX software. Unfortunately, as with all complex software, it follows that the instructions are also complex. Please read the following passages very carefully. All the information you need is contained within the pages of this manual. Once you have digested the rules, you should have no difficulty creating complex screen displays. SYNTAXsoft is interested in any really good creations and if you think that your work of art represents the ultimate then send it to SYNTAXsoft you might just win a prize !!!

For your information this package - with additions that cannot be implemented on the standard machine - has been sold to hardware designers in countries from here to Sri-Lanka.

SYNTAXsoft is proud of this piece of software and should you have any query or experience any difficulty, please send a S.A.E along with your question and we will do our best to resolve your difficulty.

ADDENDUM

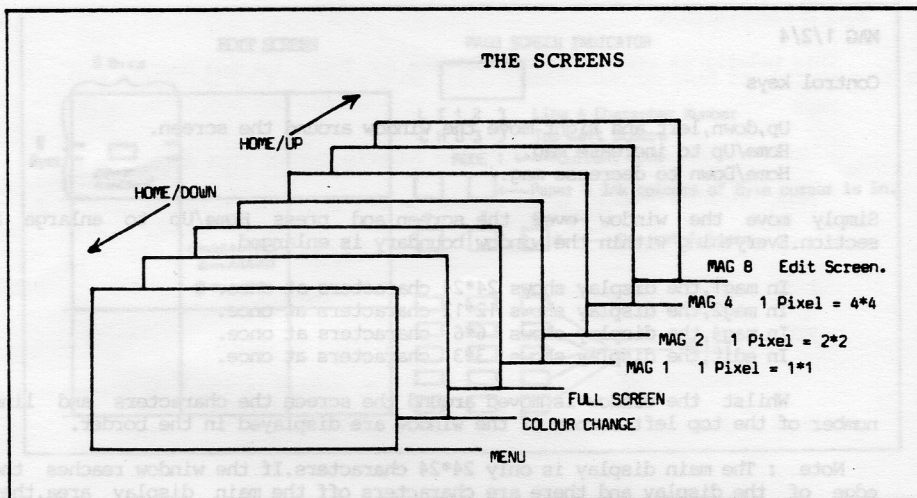
You will find that the menu now shows a SCREEN DUMP option this section will work on any EPSON compatible printer and will automatically choose the correct bit-mapped graphic facility for you. Other printers may work with this option but may show unpredictable results the best policy is to 'hook-up & try !'

CONCEPTION	Grant Passmore
PRODUCED BY	Keith Hook
PROGRAMMED BY	Grant Passmore.
ADDITIONAL ROUTINES	Keith Hook & Michael Gaut.
ARTWORK	SYNart
PRINTING	SYNprint
PUBLISHED	Genpat. 10 April 1985.

SYNTAXsoft is the software label of GENPAT the Memotech Official User Group. This software is only available from Genpat or from dealers authorised by SENTIENT SOFTWARE the sole distributors of the SYNTAXsoft label. All other sources are illegal.

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SYNTAXsoft has made it possible for your dealer to supply you at the same price as Genpat.



MENU SCREEN

Load/Save display options.

COLOUR CHANGE

Used to change one colour to another. Colours are selected using the palette. Colour changes effect the whole screen.

FULL SCREEN

Used to view the complete graphics screen.

Mag 1/2/4

Used to zoom into the area you want to edit.

EDIT SCREEN (Mag 8)

Gives an easy method for altering colours and patterns on the graphics screen.

THE KEYS

The menu uses the function keys plus alpha keys to respond to prompts. I.E. Press [L] to load.

All the other screens use the home and cursor keys on the numeric keypad. The keys are multi-functional, dependant upon which part of the program you are in.

There are also two key presses which should be pressed in the following sequence:

1. Press and hold down the home key.
2. Press one of the cursor keys whilst holding down home.
3. Release both keys.

Two key presses are shown as follows:- Home/Up, Home/Left etc..

MAG 1/2/4

Control keys

Up,down,left and right move the window around the screen.
Home/Up to increase mag.
Home/Down to decrease mag.

Simply move the window over the screen and press Home/Up to enlarge a section. Everything within the window boundary is enlarged.

In mag1, the display shows 24*24 characters at once.
In mag2, the display shows 12*12 characters at once.
In mag4, the display shows 6*6 characters at once.
In edit, the display shows 3*3 characters at once.

Whilst the window is moved around the screen the characters and line number of the top left corner of the window are displayed in the border.

Note : The main display is only 24*24 characters. If the window reaches the edge of the display and there are characters off the main display area, they will scroll in.

MENU SCREEN

After loading, "MEMOSKETCH" displays the 'start' menu, which offers three options.

- 1 - Load a display from tape.
- 2 - Work on a display which was on the graphics screen before "MEMOSKETCH" was loaded.
- 3 - Start with a fresh screen.

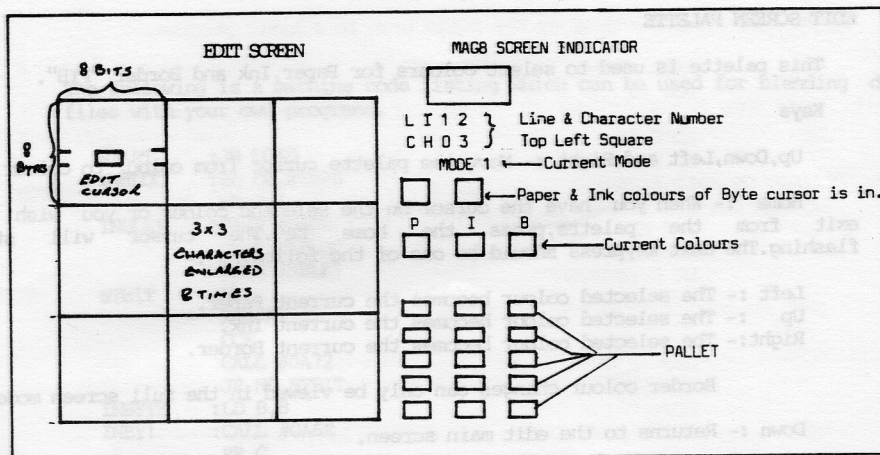
Once you start using the program, the menu is changed to show four options.

- 1 - Load a display from tape
- 2 - Save a display to tape.
- 3 - Fresh screen
- 4 - Return to editor. This goes back to a mag1 screen.

If you select either load, save or fresh screen, you will be asked to confirm your selection by pressing either L, S or F. If you press a different key then the menu is redisplayed.

Fresh screen

The pattern name table is set to zero and the colours are set to blue paper and white ink. The program then goes to the colour change screen. The colour of the blue paper is in the centre column of the palette.



When you enter the edit screen, the cursor is in the top left hand corner of the main screen and the mode is set to 1.

MODES

Mode 1 - Only alters the pattern by turning pixels on and off.

Mode 2 - Alters the pattern and colour. The colours are changed to the paper and ink colours selected from the palette.

KEYS

Up, down, left and right - Move the edit cursor around the magnified screen.

Home - Mode 1: When key is released it will either plot or unplot the pixel beneath the cursor

Mode 2: As with mode 1 above, except that if the colours above "PIB" (the colours of the byte you are editing) are different from the colours below "PIB" (new current colours selected from palette) the first home keypress will change colours only. Following keypresses will alter the pattern.

Double keypress

Home/Down - will exit from the edit screen back to mag4.

Home/Left - Changes mode from 1-2 or 2-1.

Home/Right - Moves cursor to the palette.

2. To load screen display as the title page to a basic program.

```

CALL #0996
RST 10
DB #45
LD B,10
LD HL,DATA
LOOP: LD A,(HL)
      OUT (2),A
      INC HL
      DJNZ LOOP
      LD A,(#FFA2)
      OUT (2),A
      LD A,#87
      OUT (2),A
      RST 10
      DB #44
      RET
DATA: DB #02,#80,#C0,#81,#0F,#82,#FF,#83,#03,#84

```

3. To load screen display as the title page to a 100% machine code program.

```

CALL #0996
LD HL,???? ;START OF MACHINE CODE BLOCK
LD DE,???? ;LENGTH OF MACHINE CODE BLOCK
CALL #0AAE
JP ???? ;START OF MACHINE CODE PROGRAM.

```

USING A DISPLAY AS A TITLE PAGE FOR A BASIC PROGRAM

Let us assume that you have drawn and saved a title page and the basic or basic and assembly program has been saved (not to auto-run on loading). The aim is to make a tape which will load a title page and then load your basic program.

The tape will have three sections

- 1 - Screen loading program
- 2 - Title page data
- 3 - The basic program

- 1 - Enter the screen loading program

- 1 - Save "programe"
- 2 - Put in the machine code for loading title page for basic program.
- 3 - Load ""

- 2 - Save the screen loading program at the start of your game tape. Start recording and enter run.

- 3 - When saving is complete, which only takes a few seconds, stop the tape and reset the computer. Remove the game tape from the recorder.

- 4 - Load "MEMOSKETCH" and load previously saved title page.

- 5 - Place game tape back into recorder and using the save option, record the data onto the tape. When it has finished, stop the tape and reset the computer.

The following is a machine code listing which can be used for blending display files with your own programs.

```

START      :JR LOAD
INBLOC     :LD DE,#1800
           LD B,0
INBLK1     :CALL #0A6B
           JR C,INBLOC
           DJNZ INBLK1
STBIT      :EI
           XOR A
           CCF
           CALL #0A72
           JR NC,STBIT
INBYTE     :LD B,8
INBY1      :CALL #0A6E
           RR C
           DJNZ INBY1
           LD A,C
           OUT (1),A
           DEC DE
           LD A,D
           OR E
           JR NZ,INBYTE
           RET
LOAD       :RST 10
           DB #8A,27,90,4,16,2,5,16,3,15,12
           LD A,1
           LD (#FD68),A
           LD HL,#FF99
           LD DE,#000E
           CALL #0AAE
           RST 10
           DB #44
           CALL #0B10
           LD A,0
           OUT (2),A
           LD A,#60
           OUT (2),A
           CALL INBLOC
           LD A,0
           OUT (2),A
           LD A,#40
           OUT (2),A
           CALL INBLOC
           CALL #097F
    
```

This can then be followed by one of these endings:-

1. To load a screen display end routine with.

JP #0996

6 - Load the basic program.

7 - Save the basic program, so as to auto run on loading, on the game tape after the title page data.

NOTE: AFTER LOADING YOUR MEMOSKETCH SCREEN THE COMPUTER IS LEFT IN VS 5 SO YOU NEED TO ISSUE THE CORRECT COMMAND TO ENTER THE VIRTUAL SCREEN YOU REQUIRE.

USING THE DISPLAY AS A TITLE PAGE FOR A 100% MACHINE CODE PROGRAM

As with the basic program title page, the tape which will load a title page and then your machine code program has three sections.

- 1 - Screen loading program.
- 2 - Title page data.
- 3 - Machine code program.

1 - Enter the screen loading program below

1 - Save "progame"

2 - Enter the code for loading title page for a machine code program.

2 - Follow steps 2-5 on basic program title page instructions.

3 - Load machine code game - non auto run

4 - Save the code onto the game tape by using the following code

```
LD A,0
LD (#FD68),A
LD HL,???? ;START OF MACHINE CODE DATA
LD DE,???? ;LENGTH OF MACHINE CODE DATA
CALL #0AAE
RET
```

***** PLEASE NOTE

FOLLOWING ON THE HEELS OF THE PROGRAM ARE TWO DEMONSTRATION SCREENS WHICH YOU CAN LOAD IN AND SEE WHAT IS POSSIBLE WITH MEMOSKETCH. TO DO THIS

A] LOAD MAIN PROGRAM AND STOP TAPE.

B] CHOOSE F1 FOLLOW PROMPT AND RESTART THE TAPE.

* DO NOT STOP TAPE UNTIL PICTURE HAS FINISHED LOADING
C] SECOND SCREEN FOLLOWS ON THE HEELS OF FIRST SCREEN. TO LOAD THIS SCREEN FOLLOW PROCEDURE IN SECTION B.

EDIT SCREEN PALETTE

This palette is used to select colours for Paper, Ink and Border "PIB".

Keys

Up, Down, Left and Right :- Move the palette cursor from colour to colour.

Home :- When you have the cursor on the selected colour or you wish to exit from the palette, press the home key. The cursor will stop flashing. The next keypress should be one of the following :-

Left :- The selected colour becomes the current Paper.

Up :- The selected colour becomes the current Ink.

Right :- The selected colour becomes the current Border.

Border colour changes can only be viewed in the full screen mode.

Down :- Returns to the edit main screen.

COLOUR CHANGE MODE

KEYS

Up, down, left and right :- move the cursor around the palette

Home :- As with the edit screen palette this key stops the cursor flashing. The next keypress will do the following.

Up :- The selected colour appears next to "col1" in the border. This is the colour you want to change.

Down :- The selected colour appears next to "col2". This is the colour you are changing "col1" into.

Left :- This will store the present colour table.

Right :- This will restore the colour table.

Before using the colour change routines it is advisable to store the present colours. If you don't like the results of colour changes, then it's just a matter of restoring the picture to its former glory.

Double keypresses

Home/Right :- Activates a colour change. Col2 becomes Col1.

Home/Up :- Returns to full screen.

Home/Down :- Calls up the menu screen.