

REMBRANDT

On bootup REMBRANDT starts out in the CURSOR mode. You use this mode to position the cursor only, to get it where you want to start drawing on the screen. The arrow keys move the Non-destructive cursor around the screen in a total of eight directions. Use single keys to move up, down, right, and left (combine keys to move diagonally). To create and manipulate shapes, you switch to REMBRANDT's function mode with its ICON menu on the left of the screen. Press the SPACEBAR once to enter this mode, the cursor changes to INVERSE video. Use the ARROW keys to position the cursor on the ICON of interest. REMBRANDT highlights each ICON as the cursor travels through it. Pressing the SPACEBAR again returns the cursor to its previous position and invokes the HIGHLIGHTED function. If, for example, you choose the CIRCLE function, the circle's center is at the cursor's ON SCREEN position. To exit the FUNCTION mode and restore cursor control, hit the SPACEBAR again.

The first icon represents the LINE function, which draws lines one at a time. To see how it works, get into the FUNCTION mode by pressing the SPACEBAR, use the ARROW keys to get to the line icon, and press the SPACEBAR again. The line starts at a fixed point, determined by the cursor's position when you entered the FUNCTION mode. You control the SECOND end point by using the ARROW keys to extend the line and give it a direction. To make a freehand line drawing, alternately enter the LINE mode, draw a line, exit to the FUNCTION menu, then select the LINE function again, starting your new line where the last one left off. This sounds involved, but it actually takes only a few seconds.

The ERASER function lets you clear the screen selectively, just like a blackboard. As you move the ERASER around the screen with the ARROW keys you PERMANENTLY delete everything it passes over.

The TRIANGLE function is a little tricky but useful. One vertex is fixed at the cursor's position. You can manipulate the other two vertices, but only one at a time. Press the ENTER key (hold it down, don't just tap on it) to switch between the two variable endpoints, and use the ARROW keys to pivot the triangle or change its size. You can also draw triangles with the LINE function, or with the POLYGON function.

The BOX/RECTANGLE function works like the LINE function. The cursor's position defines the top left corner of the box. You control the opposite corner and use the ARROW keys to change the box's length and width.

The CIRCLE function draws circles or ellipses. The Up and Down ARROW keys control the X (horizontal axis), the Left and Right ARROW keys control the Y (vertical axis).

The POLYGON function can create a regular polygon of any size/shape. The Left and Right ARROW keys changes the figures size. The Up and Down ARROW keys control the number of sides. The lower and upper limits to the number of sides are three, and twenty. The rest of the icons in the top half of the FUNCTION menu represent a variety of cones and cylinders. You control the lengths of vertical shapes with the Up and Down ARROW keys and change their radius with the left and right ARROW keys. You control horizontal cones or cylinders in a similar manner.

The CUT/PASTE functions - the bottom half of the FUNCTION menu, begins with several cut and paste icons which let you move or duplicate parts of your graphics screen. First, move the cursor to the upper left hand corner of the section you want to cut and paste. Now select the CUT function using the SCISSORS icon. Use the ARROW keys to adjust the area you want to cut and press the SPACEBAR. The dotted lines should disappear, indicating that the figure is stored in the buffer. If they don't, reduce the size of the outlined area and try again. The area inside the box doesn't move.

REMBRANDT reproduces the image and stores it in memory. You can't paste the image elsewhere on the screen using the five paste functions shown on the menu as PASTE BOTTLE icons. Move the cursor to where you want to paste the stored image. Now select one of the paste functions. The 'P' bottle pastes an image exactly like the original, overwriting anything else on that part of the screen. The 'I' bottle pastes an inverted video image of the memory buffer, meaning the whole area in the shaded box. The 'A', 'O', and 'X' paste bottles compare the image on screen to the image in the buffer using the Boolean operator AND, OR and XOR. This means you can combine images or select parts of the stored image to display. You can reverse the pasting process by pasting with the 'X' BOTTLE icon. This restores the screen to its original condition. Once you've captured an image in memory, you can paste it over and over again, using different paste bottle options.

ABC/CROSSED ARROWS icons let you add text to your graphics screen. Use ABC to select the text function, then go to the CROSSED ARROWS to select the direction in which the text reads. To switch direction, press the appropriate ARROW key. Normally, you'll get text in capital letters, for upper and lowercase text press SHIFT ZERO. You automatically exit the text mode if you try to type off of the edge of the graphics screen. Otherwise, this is the only function that you exit by pressing the ENTER key.

The CONFIG icon is the only function that calls up another menu. The CONFIG menu's first option lets you change cursor speed. Choose low values for slow, precise cursor movement or high values for speedier movement.

The PRINTER icon is for Model IV owners only. Under TRSDOS 6.2 the 'S' and 'L' icons permit Model IV users to save and load graphics files. When you invoke the 'S' function, the program displays a directory of files with the extensions /GR or /HR, then prompts for a filename and saves the file to disk. Use the 'L' function to load files from disk.

The PAINT function lets you fill in any enclosed area of your design with one of the bit mapped patterns, of tiles, shown at the bottom of the screen. This method is called painting or tiling. After you've drawn a figure or two, move the cursor inside an area you want to paint, and tap the ENTER key to invoke the paint mode, indicated by a spray can cursor. Use the Right and Left arrow keys to scroll through the TILE menu. You'll see the patterns change in the box to the left of the menu. When the pattern you want appears in the box, press the SPACEBAR. REMBRANDT fills the area containing the spray can with that pattern and returns you to the CURSOR mode. The TILE menu's exit option lets you escape without painting. Just press the SPACEBAR when you see the word 'EXIT' in the tile selection box. Make sure you completely enclose the area you paint. Otherwise, the paint bleeds out and covers the rest of your graphics screen.

Notes:

REMBRANDT will run in either Model III or Model IV mode.

TRSDOS 1.3 will run as is, but will require a different method for Loading/ Saving pictures (eg. GLOAD, GSAVE).

If REMBRANDT happens to crash but doesn't return you to DOS, type RUN and the program will re-initialize without erasing the graphics screen.