

QUICK REFERENCE GUIDE

SWIFT PAINT



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NOTE: THIS IS NOT THE COMPLETE SWIFT MANUAL; IT IS A QUICK REFERENCE GUIDE DESIGNED TO HELP YOU GET STARTED. THE COMPLETE MANUAL IS ON YOUR SWIFT DISK, AND MUST BE PRINTED. IBM-VERSION USERS SEE "PROGRAM INSTALLATION," BELOW.

NOTE FOR COMMODORE 64/128 USERS: ALTHOUGH THIS GUIDE IS PRIMARILY INTENDED FOR THE IBM VERSION OF THIS SWIFT PROGRAM, IT CAN BE VERY HELPFUL FOR USERS OF THE COMMODORE 64/128 VERSION. REFER TO THE END OF THIS GUIDE FOR LOADING & OPERATING INSTRUCTIONS.

INTRODUCTION

SWIFT Paint is a wonderful tool for anyone who wants to create computer graphics. Whether you have serious work to do, or want to challenge your creative abilities, or simply want to be entertained, SWIFT Paint was made for you.

HOW TO USE THIS GUIDE

The Quick Reference Guides and Manuals for SWIFT products are all created in the same easy-to-read style. Once you get comfortable with finding information in a SWIFT guide, you'll know just where to look for similar information about other SWIFT products.

In SWIFT guides, keys on your computer's keyboard will often be mentioned. These keys are indicated by "[]" symbols. For example, if the **Control**, or **Ctrl**, key is mentioned, it will be shown as **[Ctrl]**.

SYSTEM REQUIREMENTS

SWIFT Paint is built to run on the IBM PC and PC clones. It requires MS-DOS 2.1 or later versions. Other requirements are 256K of memory and a minimum of one disk drive. SWIFT Paint supports both CGA and EGA cards.

PROGRAM INSTALLATION

The easiest way to install SWIFT Paint is to use SWIFT's **INTEGRATOR**. With the **INTEGRATOR**, all SWIFT programs are installed and run by simply choosing the appropriate option from a menu.

Before attempting to install a SWIFT program, be sure to make a BACKUP copy. Put the original in a safe place, and use the BACKUP when working with the program. Refer to your MS-DOS manual if you're unsure of how to make the BACKUP.

To print the manual, do the following: If you have the SWIFT INTEGRATOR, first choose the install option to install the SWIFT Paint on your floppy or hard disk. Then choose the Print option to print the manual.

If you do not have the INTEGRATOR, follow the "RUNNING SWIFT Paint" instructions below, and choose the PRINT option from the Main Menu.

LOADING SWIFT PAINT -- FLOPPY DISK SYSTEMS

If you have the SWIFT INTEGRATOR, simply insert your INTEGRATOR disk in Drive A and turn your computer on. Then choose the "Run a Swift Program" option. Otherwise, do the following:

1. Start your computer with MS-DOS as usual.
2. Insert your work copy of the SWIFT Paint disk in Drive A.
3. Type: **COSMI** and press the **[Enter]** key.

LOADING SWIFT PAINT -- HARD DISK SYSTEMS

If you have the SWIFT INTEGRATOR, simply type: **COSMI** and press the **[Enter]** key. Then choose the "Run a Swift Program" option. Otherwise, do the following: from the C: prompt, type: **CD \PAINT** and press the **[Enter]** key. Then type: **COSMI** and press the **[Enter]** key.

USING A POINTING DEVICE WITH SWIFT PAINT

Before starting SWIFT Paint, you must connect the device that you will use to draw. This may be either a **MOUSE**, **JOYSTICK**, or **KEYBOARD**.

MOUSE A mouse is the recommended device to use with SWIFT Paint. In order for the mouse to work, you must have installed the MOUSE driver prior to running SWIFT Paint. See your MOUSE instructions for information on installing the driver.

BUTTON #1 - the left button on the mouse.

BUTTON #2 - the right button on the mouse.

MOVEMENT - Move the mouse on a flat surface.

JOYSTICK Make sure the joystick is properly connected to your computer.

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BUTTON #1 - the primary joystick button.
BUTTON #2 - the secondary joystick button.
MOVEMENT - Move the stick of the joystick.

KEYBOARD

BUTTON #1 - the Enter key on the keyboard.
BUTTON #2 - the spacebar on the keyboard.
MOVEMENT - press the up/down/left or right/ arrow key.

SPECIAL FUNCTION KEYS

<u>KEY</u>	<u>FUNCTION</u>
(+)	COARSE MOVEMENT OF CROSSHAIR
(-)	FINE MOVEMENT OF CROSSHAIR
(ESC)	UNDO
(NumLock)	FREEHAND DRAWING

MENU SYSTEM

THE MAIN MENU

The MAIN MENU is displayed each time you first start SWIFT Paint. To call up the MAIN MENU from your painting, press button #2. To select an option from the MAIN MENU and all its sub-menus:

- 1. Move the "*" character in front of the desired option.
- 2. Press either button, and the option will be activated; or, if a sub-menu exists for the selected option, then that menu will appear, and you can select from that sub-menu.

MENU OPTIONS

SHAPES - The kind of patterns you can draw. These include:

LINE
ELLIPSE
BOX
SOLID ELLIPSE
SOLID BOX

COORDINATES - Selecting **COORDINATES** from the main menu turns on and off a crosshair position display at the bottom-left of the screen.

COLOR CHANGE - Change a single color to another color.

FREEHAND - Lets you paint with five built-in brush styles. In **FREEHAND** mode, whenever button #1 is pressed, it is like touching a canvas with a brush full of paint.

BRUSHES - Select one of the five available brush styles to be used with **FREEHAND**.

TEXT - Lets you type characters anywhere on the screen using a **PATTERN** or color in the current **SIZE**.

FILL AREA - Fill an inclosed area on the screen with the current color or pattern.

PALETTE - Select the foreground and background colors.

PATTERNS - Select **PATTERNS** from the **MAIN MENU** and the following menu will display:

SELECT	Choose a pattern from the current set of four.
EDIT	Change a pattern in the current pattern set.
LOAD	Read in a custom designed pattern from a disk.

ZOOM - Allows you to "magnify" a small area of your painting so that you can do close-up, pixel-by-pixel enhancement of your painting.

FILE - Select **FILE** from the main menu and the following menu will display:

LOAD	Load a previously-saved painting from a disk to the screen.
SAVE	Save the current painting to a disk
COPY	Save a "cutout" area of the current painting to a disk.
PASTE	Read in a cutout from a disk, and display it to one or more areas on the screen.
CLEAR	Clears the screen.
PRINT	Sends a copy of the screen image to the printer. An IBM or EPSON-compatible printer must be connected to LPT1:.

LOADING AND SAVING FILES

LOAD-FILE - Read in a painting, pattern, or cutout from a disk. At the top left of the screen, the following lines will appear:

```
* DIR: <current-path>
  FILE: <file>
```

The "*" in front of DIR: means the computer is waiting for you to either accept the <current-path> or to enter a different one.

- To exit LOAD-FILE, press button #2.
- To accept the <current-path>, press button #1.
- To enter a different path, type it at the keyboard and press enter.

The "*" now moves in front of FILE:. This means the computer is waiting for you to either accept the current <file> or enter a different one.

- To exit LOAD-FILE, press button #2.
- To accept <file>, press button #1.
- To enter a different file name, type it at the keyboard. File names may include "wild-cards" (refer to your DOS manual for file naming conventions).

If any files are found, a "window" will display with a list of the matching files. Scroll the window up/down to see files not shown in the window. To choose a file:

- Position the name of the desired file to load at the TOP LINE of the window.
- Press button #1 to load the file or button #2 to exit.

If no files were found the "*" will move back to DIR:
allowing you to try again.

SAVE-FILE - Save a painting, pattern, or cutout to a disk. Follow the same procedure as described in **LOAD-FILE**, with the exception that the <file> name must be a full name and with no wild cards.

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-- OPERATING INSTRUCTIONS --

COMMODORE 64/128

LOADING SWIFT Paint: Turn your computer **OFF** and then back **ON**. Turn on your disk drive, monitor and printer. Do not have any expansion or utility cartridges plugged into the computer. Do not load any "wedge" programs.

Insert the program disk in the disk drive and close the drive door. Type: **LOAD """,8,1** and press the [Enter] key. The program will load and run automatically.

LOADING PICTURE FILES: SWIFT Paint picture files are compatible with other Commodore standard graphic data files. They are loaded and saved from the main menu.

PRINTING DOCUMENTATION: Documentation for SWIFT Desktop Publisher is in a text file on your program disk. Be sure your print is **ON**, and that any pictures are saved to disk, before selecting print.

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