

THE ATARI TOUCH TABLET

With AtariArtist™ software

OWNER'S GUIDE

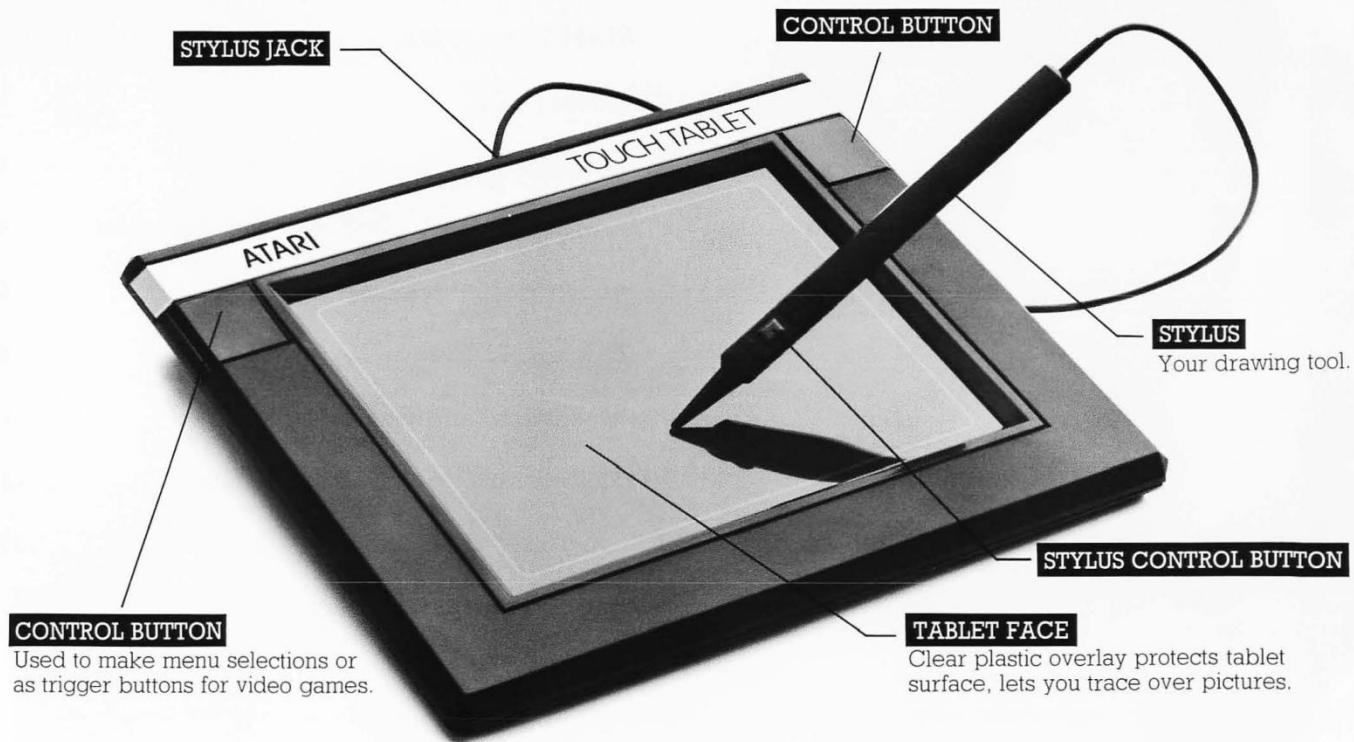


Retrocomputing

ATARI[®]
HOME COMPUTERS

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ATARI Touch Tablet



The ATARI Touch Tablet is an art and graphics controller designed for use with all ATARI Home Computers. You can quickly and easily create your own computer art and graphics—without writing complex programs—using the AtariArtist™ software included with the Touch Tablet.

You can draw pictures on the ATARI Touch Tablet with just about anything—the stylus that comes in the package, a pen, or your finger.

You can draw right on the Touch Tablet itself, but you should always place the clear plastic overlay on the tablet surface. The plastic overlay not only protects the Touch Tablet surface, but acts like tracing paper—just put the picture you want to trace between the overlay and tablet surface, then use the stylus to trace the picture onto your screen.

Use moderate pressure when drawing on the Touch Tablet. Press only hard enough to make the cursor appear on your TV screen. Pressing too hard could tear the plastic overlay or damage the Touch Tablet's surface, and pressing too lightly could interfere with proper cursor movement and drawing action. Lifting the drawing tool from the tablet surface causes the cursor—the white crosshairs on the screen—to vanish.

The two control buttons on the Touch Tablet and the one on the stylus act like "fire" buttons on other controllers. They are used in conjunction with the stylus and the Touch Tablet's drawing surface to make menu selections or begin an activity—moving from a

menu to a picture, drawing a line, choosing a particular color, or erasing the screen.

With one exception (see page 5), the control buttons work identically—when you're using the stylus that comes with the Touch Tablet, you can press either the button on the stylus or one of the two control buttons on the tablet to make menu selections, erase the cursor, or begin drawing. When you're drawing with something other than the stylus, use either button on the Touch Tablet to select one of the AtariArtist features.

You can also use the Touch Tablet instead of paddle controllers to play certain ATARI games. Moving the stylus on the Touch Tablet surface imitates paddle action, so wherever you move your stylus or pen on the tablet surface, the cursor (or other indicator) on the television or monitor screen follows.

Hooking it Up

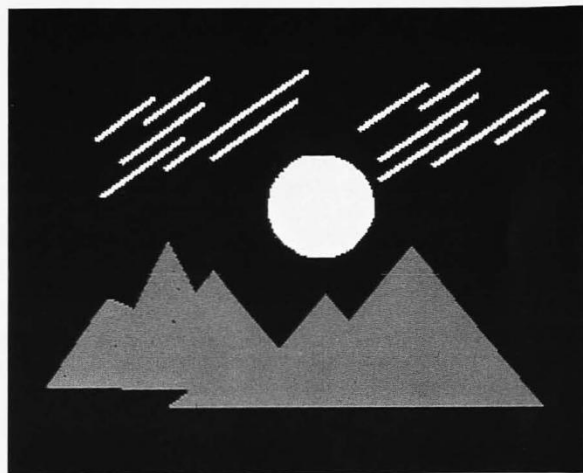
Plug the stylus into the jack on the back of the Touch Tablet, then plug the ATARI Touch Tablet into Controller Jack 1. Insert the AtariArtist software cartridge into your ATARI Home Computer as explained in its owner's guide.

The AtariArtist software included with the ATARI Touch Tablet opens up an exciting world of art and graphics possibilities. AtariArtist combines the features of traditional painting—sketching, erasing, choice of brush width and style—with those of computer graphics—patterned colors, automatic circles and squares, and mirror images—to produce a drawing tool with the power to match your artistic creativity.

Your ATARI Home Computer, ATARI Touch Tablet, and AtariArtist give you access to 128 colors and 12 pre-designed patterns (in 128 colors), let you magnify any portion of your drawings to modify your work dot-by-dot on your TV screen, or draw perfect circles, squares, and straight lines.

You can also file the pictures you draw to diskette or cassette, then use them again later with other pictures.

On the following pages, you'll learn how easy it is to operate this amazing system. You'll learn how to make AtariArtist menu selections, and you'll find complete details about AtariArtist's features, instructions for loading and saving your pictures to diskette or cassette, and—beginning on page 19—step-by-step instructions to create the sample drawing on this page.



Insert the AtariArtist cartridge into the computer's cartridge slot (the cartridge should be inserted into the LEFT SLOT in an ATARI 800™ Home Computer). If you're using a disk drive to store your drawings, turn on your disk drive *before* you turn on your computer. When the BUSY light on your disk drive goes off, insert a DOS-formatted diskette into your disk drive and turn your computer on (see your disk drive owner's guide for complete instructions for loading and saving programs).

After the AtariArtist welcome screen appears, you have two options: 1) You can press **START** or any of the control buttons on the Touch Tablet or stylus to move to the AtariArtist menu, or 2) You can press the **HELP** key (if your computer has one) or type the [?] to call up the help screen. The help screen provides directions that'll have you drawing on your Touch Tablet almost as soon as you turn your computer on.

Then you can call your "electronic canvas" to your TV screen by removing the stylus from the tablet surface and pressing one of the control buttons or the space bar on your computer. To move back and forth between the "canvas" and the menu at any time, simply repeat this step—lift the stylus from the tablet surface, then press a control button or the space bar.

To begin an activity—make a menu selection or draw a line, for example—you must first touch the stylus or other writing tool to the Touch Tablet surface,

then press one of the three control buttons. Except when using the DRAW and POINT features, you must then press one of the three control buttons. Except when using the DRAW and POINT features, you must then press a control button again when you're finished drawing to "lay" your work in or it will disappear when you lift the stylus off the tablet.

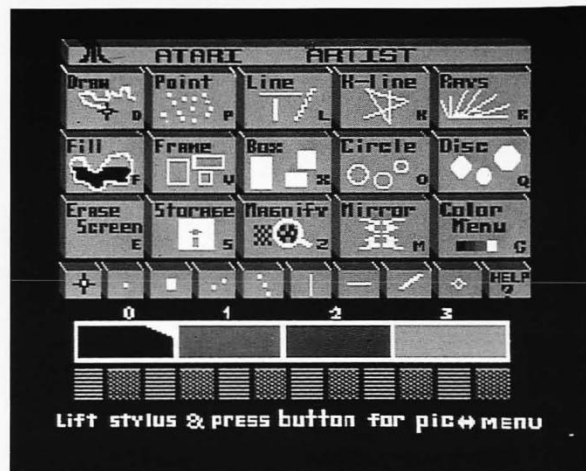
When you select the DRAW feature, you can lock the button on the right of the Touch Tablet into the "ON" position—so you can draw freehand without continuously holding down a button—by first touching the stylus to the Touch Tablet surface, then pressing the button on the right side of the tablet. This lets you create a picture on your TV screen and lift the stylus from the Touch Tablet surface to check your work, then touch the stylus to the surface again to resume drawing. Press the right-hand button a second time to turn it off. The button on the stylus or the button on the left of the Touch Tablet, however, must be pressed continuously when you're using the DRAW feature.

If you're drawing with a blunt instrument—such as a finger—the cursor appears at the center of the covered area. If you touch the Touch Tablet simultaneously at two points, the cursor appears midway between them.

Watch the television screen instead of your hand while drawing on the Touch Tablet. The coordination required to do this will soon become second nature.

AtariArtist offers you a complete palette of drawing and painting tools—128 colors, eight brush widths, and 12 pre-designed patterns in 128 colors to choose from, plus the capability to draw circles, boxes, discs, etc., and fill in specific areas with color, even magnify your drawing.

To view the menu at any time, lift your stylus from the Touch Tablet and press the button on the stylus or either one of the control buttons on the tablet. Pressing the space bar on your computer also takes you back and forth between the menu and your picture—even when your stylus is on the tablet surface.



The AtariArtist Menu

The AtariArtist menu consists of six horizontal rows of boxes. Each box contains a picture showing what the feature does, so anyone—including children who can't read—can use it. To make a menu selection, use the stylus to place the cursor over the box containing the feature you want and press a control button. In addition, you can select some features—the ones in the top three rows and the next-to-last row—from your

computer keyboard by typing the letter or number shown on the menu. The features you're using are highlighted on the menu. Once you select a feature, it remains in effect—and will be highlighted on the main menu—until you choose another.



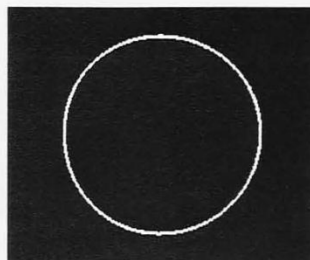
To select the RAYS feature, for example, use your stylus to move the cursor to the box labeled RAYS in the upper right-hand corner and press a control button; or you can simply type the letter R on your keyboard, and the word RAYS will be highlighted in the menu on your TV screen. When you're drawing on your electronic canvas and want to select one of the keyboard-controlled features, you don't need to display the menu—if you know which key you want, just press it.

With two exceptions, the features in the top three rows cannot be used simultaneously—if you select DRAW after you've selected RAYS, for example, you'll override RAYS. The MAGNIFY and MIRROR features, however, can work in tandem with one another or with any of the other menu selections. You can magnify a section of a circle or ray, or create mirrored frames, for example. In addition, the Color Menu can also be used in conjunction with the other features in the top three rows.

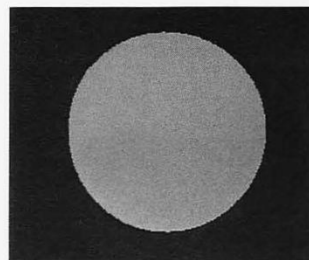
The features in the bottom three rows—brush style, color, and pattern—can be used simultaneously with the features in the top three rows without affecting the choice of feature. The brush size, color, or pattern you're using is indicated by diagonal markings in the upper right-hand corner of their boxes.



1



2



3

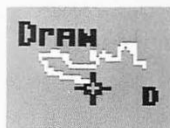
Creating a picture with the Touch Tablet and AtariArtist is a three-step process:

1) First select the feature you want—for example, DISC—by using the stylus to place the cursor over the DISC box, then pressing a control button or by typing Q on your keyboard. Then press a control button or the space bar to move from the menu to the "canvas."

2) Place the stylus or other drawing tool on the Touch Tablet surface and press a control button, then move the stylus across the surface—if you've selected DISC, you'll see a "rubber banded" (see page 11) circle expand across the screen as you slide the stylus across the tablet.

3) Press a control button again to "lay in" the DISC—if you don't press a control button after drawing the figure, it'll shift position when you touch the stylus to the Touch Table surface again or disappear when you remove the stylus and press any of the control buttons or return to the menu. After you've pressed the control button, you'll see the circle you drew fill in with the currently selected color.

NOTE: When using the DRAW and POINT features, you don't need to push a control button a second time—your sketches stay on the screen after you've pushed a button once.



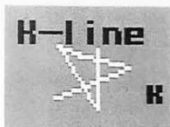
DRAW [D] Lets you draw free-hand—write your name, doodle, or draw a face—on the Touch Tablet surface. What you sketch is displayed as you draw on the TV screen in the brush and color style you've selected.



POINT [P] Lets you draw one dot (called a pixel, for picture element) or one brush design at a time on your screen.



LINE [L] Lets you draw a straight line from one point on the screen to another—touch the stylus to the tablet surface, press a control button, then touch the tablet surface at a second point and press a control button again.



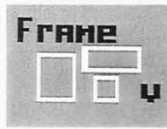
K-LINE [K] Lets you draw a series of connected straight lines—touch the stylus to several separate points on the Touch Tablet surface, press a control button, and AtariArtist will draw lines from point to point, using the end point of one line as the starting point for another.



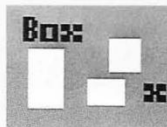
RAYS [R] Lets you draw a fan-like burst of lines from any point on the screen.



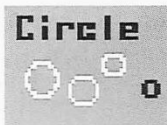
FILL [F] Lets you fill an enclosed area—a face in the middle of your TV screen, for instance—with a splash of color.



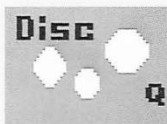
FRAME [V] Lets you create a rectangle by touching the stylus or pen to the Touch Tablet surface, then sliding the stylus to a point diagonally opposite the starting position. The "rubber banded" rectangle expands outward on your TV screen as you move the stylus away from the point of initial contact.



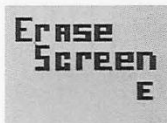
BOX [X] Like FRAME, this lets you draw a rectangle, but the rectangle comes filled with whatever color or pattern you've selected.



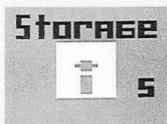
CIRCLE [O] Lets you draw a circle—you create the circle's radius by touching the stylus or pen to the Touch Tablet surface, then sliding the stylus to a second point. You'll see the "rubber band" line expand outward into a circle on your TV screen as you draw.



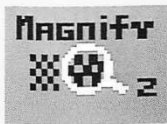
DISC [Q] Like CIRCLE, this lets you draw a circle, but the circle comes filled with whatever color or pattern you've selected.



ERASE [E] Lets you erase—or clear—your electronic canvas. See details on Page 12.



STORAGE [S] Lets you save, load, or delete pictures on diskette or cassette. Also gives you an index of the pictures on the disk and lets you format a disk.



MAGNIFY [Z] Lets you enlarge the area around your stylus to eight times normal size, then returns the enlarged picture to the normal size.



MIRROR [M] Lets you create duplicate-but-opposing images on your TV screen by mirroring—or *reflecting*—your movements on the Touch Tablet as you draw.



COLOR MENU [C] Lets you select from 128 colors and gives you the capability to change brightness or add rainbows to your drawings.

BRUSHES Lets you paint in the variety and size of the brushes shown. All the brush styles work with any of the line-drawing—i.e., RAY, DRAW, K-LINE, etc.—features.

HELP Provides a quick set of drawing instructions.

SOLID COLORS [0-3] Lets you choose from four solid colors.

PATTERNS Lets you select any color pattern from those shown.

After you've selected a starting point to draw RAYS, LINES, FRAMES, BOXES, CIRCLES, or DISCS, "rubber band" lines follow your cursor on the TV screen as you move your stylus around the Touch Tablet. This allows you to see what your drawing will look like before you actually "lay it in."

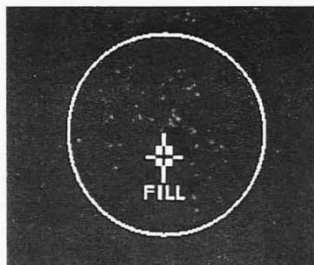
If, after selecting a starting point, you decide you don't want the line, box, circle, etc., to start there, you can cancel it by lifting the stylus off the Touch Tablet and pushing any of the three control buttons or by choosing another feature by typing a key on the keyboard.

RAYS

Touch your stylus to the tablet surface and press a control button to select a starting point. Release the button and slide your stylus across the Touch Tablet surface to create a "rubber band" ray, then press a control button again and swing the stylus across the tablet surface. Release the button when you've created the effect you want. The actual spacing of the ray lines is determined by your drawing speed and the brush size you've selected.

FILL

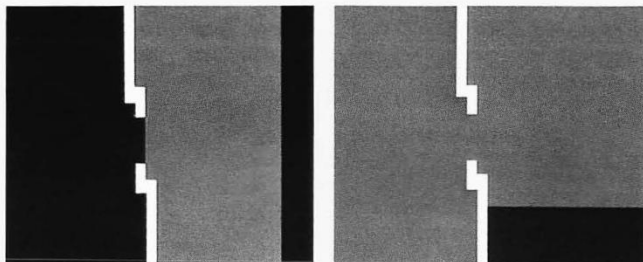
The cursor indicates when you are in "FILL" by displaying FILL beneath it. Put the cursor *inside* the area and *over* the color to be changed. Pixels to be filled must adjoin the starting pixel either vertically or horizontally.



After the starting pixel has been altered, an adjoining pixel of the same colors becomes the new starting point. The process continues until all vertically or horizontally adjoining pixels are changed. Pixels colored differently than the original pixel remain unchanged.

A solid color can be used to fill over another solid color but, because diagonal pixels are not altered during a FILL, FILL can't be used to fill a solid color over a pattern, which is comprised of alternately colored pixels. Conversely, a pattern *can* be used to FILL over a solid color.

The FILL will not spread, or "leak," through a solid line that is a different color than the original pixel, but even a one-pixel hole in a line will allow a leak. When a leak such as the one shown at the top of page 12 occurs, you can stop the FILL process by pressing a control button on the stylus or tablet. To repair the damage caused by a leak, first select the necessary



brush stroke and the color of the pixels in the damaged area and paint it in. Then, FILL the area with the new color again. Remember to select DRAW or some other appropriate function before fixing the hole.

A line of a single color can be filled as long as the line consists of vertically or horizontally adjoining pixels of the same color. This lets you change the color of a border around you picture.

FRAME

Touch the stylus to the tablet surface to select a starting point and push a control button, then slide the cursor on the Touch Tablet surface. The "rubber band" lines mark out the proposed rectangle as you draw on the tablet surface. This is especially helpful when enclosing an object or fitting a frame into a desired space. Press a control button to "lay" the rectangle in.

BOX AND DISC

Brush style has no effect on a box or disc drawn. Unlike FILL, you can use the BOX and DISC features to fill a solid color over a pattern. These features are helpful for erasing areas of the screen, because the color within a box or disc covers everything within the perimeters of the figure drawn. to erase an area, choose the background color as your current color, then enclose the area to be erased with a box or disc.

ERASE

This feature erases the entire electronic canvas. Make sure you've SAVED everything you don't want erased.

See BOX AND DISC, above, for the way to erase part of a screen.

STORAGE

To store your pictures to an ATARI Disk Drive, the disk drive *must* be turned on before your computer is turned on. This is not true for storage to the Atari Program Recorder. See page 18 for full details.

To store and retrieve your pictures on diskette or cassette, use your stylus and a control button to choose Storage or press S on your computer keyboard. This produces the storage menu.

Although some of the letters in this menu appear on the main menu, they work in this function only after you've selected Storage on the main menu. All of the



The Storage Menu

Storage functions can be called up directly from the Touch Tablet surface by moving the cursor to the function you want and pushing any of the control buttons. You can also use your computer keyboard to select the Storage function you want by typing the appropriate key.

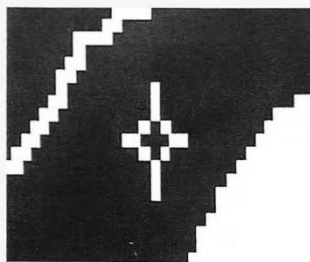
The simplest way to load a picture saved previously on diskette is to use the stylus to place the cursor

on I) Index Disk Pictures and press any of the control buttons (or type I on your computer keyboard). Then use the stylus to move the cursor over the filename of the picture you want and press a control button. The picture will load and automatically be displayed on your TV screen.

MAGNIFY

Since MAGNIFY works with all of the AtariArtist features, it's ideal for doing detailed work or making corrections, particularly erasing small areas, in your picture. When the picture is magnified, each small square of color represents a pixel on a normal-sized drawing. After selecting MAGNIFY, you can alter your picture pixel by pixel by placing the cursor over the pixel you want to change and pressing a control button.

When using FILL during magnification, the picture returns to its normal state until FILL is completed, then is magnified again.



You can move your picture on the screen while it's magnified by placing the stylus on the Touch Tablet and sliding it along the tablet surface. To move a magnified picture from left to right, for example, place the stylus at the *right* edge of the tablet surface and slide it left. Repeat this touch-and-slide maneuver to pull the picture across your screen until you reach the position you want.

MIRROR

Use this feature when you want to create identical shapes—a frame, box, or whatever. You can create duplicate images horizontally, vertically, diagonally, or in all four directions by selecting the appropriate option from the menu that appears when you select Mirror.

For example, to draw what looks like a set of four windows side-by-side and above each other, first use the stylus and a control button to select FRAME and MIRROR (or type V and M on your keyboard) from the main menu. Then select A) ALL (4 Way) from the Mirror menu to move from the menu to the electronic canvas. Touch the stylus to the table surface, then press a control button to see four identical dots on your TV screen. Slide the stylus up and to the left on the tablet surface, and you'll see four identical sets of "rubber banded" boxes. Moving the stylus down and to the right, however, creates mirrored boxes overlapping each other. Press a control button again to crystalize the mirrored "windows."

To cancel a Mirror selection after you've moved to



The Mirror Menu

the canvas, return to the Mirror menu (type M on your keyboard), then type N (for No Reflection) on your computer keyboard.

HELP

The Help box provides instructions that'll have you drawing as soon as you turn on your computer. To select the Help menu, use your stylus to place the cursor over the HELP box and press a control button, or press the **HELP** key (if your computer has one) or [?] key on your keyboard to call up the Help screen.

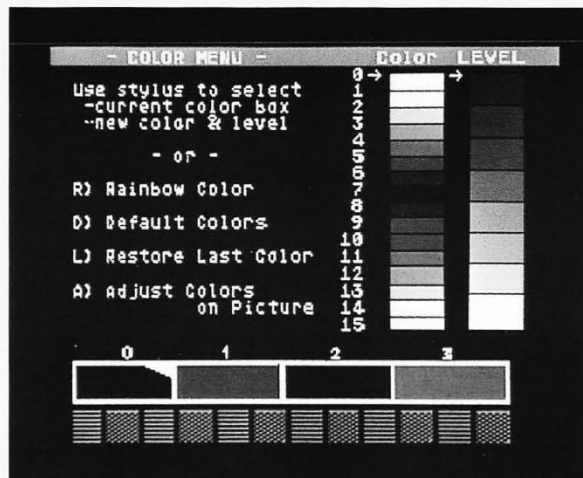
COLOR MENU

The Color Menu lets you change the color or brightness of your TV display—you can use the Color and Level guides to produce 128 colors, change the color of 12 pre-arranged patterns, or add a constantly changing splash of rainbow to your drawings.

To change the color of any of the color registers, first call up the Color Menu (type C on your keyboard or position the cursor over the Color Menu box on your TV screen and press one of the control buttons). When the Color Menu appears, select the color register you want by typing 0, 1, 2, or 3 on your keyboard or by using the stylus to place the cursor on the appropriate horizontal color box and pressing a control button.

The colors of the four color registers and the 12 pre-designed patterns are determined by the color and brightness levels in the vertical Color and Level guides at the right of the Color Menu. As you switch from one color register to another, you'll note that the arrows beside the Color and Level guides move up and down and that the colors and brightness within the vertical bars change. These arrows indicate the Color or Level you're currently using. For example, the *default* color in color register 3 is a blue made up of Level 4, Color 9.

You can select any of 16 colors (0 through 15) and eight brightnesses (0 to 15, since each brightness encompasses two bars) to change the color of a color register or pattern—use the stylus to position the cur-



The Color Menu

sor next to the number you want in the Color or Level guide, then press a control button. Whenever you move an arrow to change color or brightness in one guide, changes also occur in the other guide as well as in the solid colors and color patterns.

After you change the color or brightness of a color register and move to your electronic canvas, anything you draw—plus anything previously drawn in that register—will be in the new color.

The 12 pre-designed color patterns at the bottom of the TV screen are included in the Color Menu to allow you to change their color or brightness using the Color and Level guides. But you can't select the patterns for use in a drawing from the Color Menu—you can do that only from the main menu.

If, when using a feature on your picture, nothing appears on the screen, make certain the color you're currently using is not the same color as the screen background you're attempting to draw onto.

Also included in the Color Menu are four other features that enhance your ability to control the color in your pictures. Remember, these features work only after you've selected the Color Menu—if you forget to move to the Color Menu and type R, for example, you'll select RAYS, not Rainbow (see below).

Adding a Rainbow to Your Pictures

R) Rainbow Color lets you add a pulsating rainbow of color to your pictures. The rainbow will appear only in sections of your drawings that were drawn in the color register you're currently using.

To create a rainbow enclosed in a box, for example, use the stylus and a control button to select color register 2 and BOX (or type 2 and X on your keyboard) from the main menu, then move to the electronic canvas by lifting the stylus from the tablet surface and pressing a control button or the space bar. Draw a box filled with the color from register 2 by

touching the stylus to the tablet surface and pressing a control button, then sliding the stylus to a second point (you'll see the "rubber band" lines follow your stylus) and pressing a control button again to see the box expand with color.

Now, call up the Color Menu—it's easiest to simply type C on your keyboard to go directly from the picture to the Color Menu, but you can return to the main menu (lift the stylus and press a control button or the space bar), then select the Color Menu by moving the cursor over the Color Menu box and pushing a control button. Use the stylus and a control button to select Rainbow Color (or type R on your keyboard) to automatically move to your picture. The box you drew will pulse with a rapidly changing array of colors.

Returning the Color Registers to Their Original Color

D) Default Colors lets you return all of the color registers to their original—or *default*—color after you've changed the Color and Level guide settings. Use your stylus and a control button to select Default Colors or type D on your keyboard to return the Color and Level arrows to their respective default positions—0 and 0 for register 0, 2 and 8 for register 1, 12 and 10 for register 2, and 9 and 4 for register 3.

Restoring a Previous Color

If you change a Color or Level guide accidentally or don't like the results of a change, you can return to the

previous color by selecting Restore Last Color with your stylus and a control button (or by typing L on your keyboard). This automatically return the Color and Level arrows to their previous positions and returns the color register to its previous color.

Making On-Canvas Color and Level Changes

A) Adjust Colors on Picture lets you use the stylus to change the Color and Level in your picture *without* returning to the Color Menu each time you want to make a change. Use the stylus and a control button to select Adjust colors on Picture (or type A on your keyboard). This automatically moves you to your picture.

Use the stylus to place the cursor over the color you want to change—it can be the background color or any part of your picture—then press a control button. When you slide the stylus across the Touch Tablet surface, the color you selected will shift from one color and brightness to another on your TV screen. Moving the stylus horizontally changes the Color—moving the stylus left to right simulates moving the Color guide arrow from 15 to 0—while moving it vertically changes the Level (brightness) guide—moving the stylus up from the bottom of the screen simulates moving the Level guide from 0 to 15.

When your picture is the color you want, press a control button to lock the color in. Repeat this procedure to change any of the other colors in your drawing.

When making corrections, additions, or erasing, it's important remember that you're replacing pixels rather than erasing them. To "erase" a pixel, use the Color Menu to select the color of your picture's background. Then return to your picture, place the cursor over the pixel you want to change (i.e., erase), and push a control button to replace the original color with the background color.

BRUSHES

The brush menu displays the brush shapes and sizes you can use in drawing your creations. To choose one, place the cursor over the brush of your choice and press any control button. You'll soon discover that each brush has its own characteristics, and each will be especially useful in particular types of drawing. An interesting way to see the effects of each brush stroke is to select MAGNIFY and DRAW from the main menu, and then use each brush stroke to draw free-hand on the screen.

You can use the brushes to erase small areas of your drawing. Simply choose the brush style closest to the size or shape of the area you want to erase, then go to the Color Menu and select the background color. Then use the brush to paint over the pixels—returning them to the original background color.

DISK DRIVE

Turn on your disk drive *before* you turn your computer on. Insert the AtariArtist cartridge into your computer and a formatted diskette containing Disk Operating System (DOS) files (but *without* an AUTORUN.SYS file) into your drive, then turn on your computer. When you're ready to save your picture, use the stylus and a control button to select Storage (or type S with your keyboard) on the main menu, and select S) Save Picture on the secondary menu, then follow the instructions on the screen.

If your system has just one disk drive, you can type just the filename, followed by a **RETURN**, in response to the "Enter DEVICE:FILENAME" prompt. If your system has two disk drives, you must type D, a drive number and a colon, then the filename and press **RETURN**. For example, if the picture DRAW that you want is on a diskette in disk drive No. 2, you must type D2:DRAW, then press **RETURN** to load DRAW into your computer.

To retrieve a previously stored picture from diskette, follow the above steps, then, using the stylus and a control button, select Storage from the main menu, then I) Index Disk Pictures from the secondary menu (or type S, then I on your computer keyboard). Use the stylus to place the cursor over the filename you want, then press a control button to load the picture automatically into your computer. You can now pick up where you left off—add a burst of color, change colors, etc.

PROGRAM RECORDER

When you're ready to save your picture, insert a blank cassette tape into the recorder and press the tape counter reset button to set it to 000. Use the stylus and a control button to select Storage on the main menu, then S) Save Picture on the secondary menu (or type S, then S on your computer keyboard), then follow the instructions on the screen. Use your computer keyboard to type the letter C followed by a colon, then type **RETURN**. When the computer beeps twice, simultaneously press RECORD and PLAY on the recorder, then press **RETURN** on the computer. The cassette recorder will start running, a tone will be heard through your TV speaker, and your picture will be stored on the tape.

To retrieve a picture, insert the proper cassette. If the picture you want is the first one on that cassette, rewind the tape to its beginning. If you have more than one picture on a cassette tape, be sure to advance the tape to the correct number on your recorder's tape counter.

Use the stylus and a control button to select Storage from the main menu, then L) Load Picture from the secondary menu (or type S, then L on your computer keyboard). Type C and a colon, then press **RETURN**. When the computer sounds one beep, press PLAY on the recorder, then **RETURN** on the computer. The picture loads automatically into your computer, filling the screen as it loads. You can now pick up where you left off.

Creating a colorful and attractive picture with your ATARI Touch Tablet and AtariArtist program really is easy—just follow these step-by-step illustrated instructions to draw the sample picture shown at right on this page.

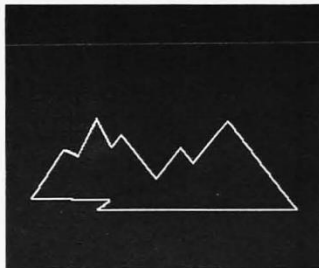
Don't be concerned if your final artwork looks slightly different than the sample drawing. You'll find it virtually impossible to duplicate exactly the outline of the mountains, placement of the sun, and length of the cloud streaks. And your picture will be in color, not black and white.

After you've finished, don't be afraid to experiment—add a rainbow, if you like, or change the color of the mountains, put trees in the foreground (triangles are perfect) or birds in the sky.

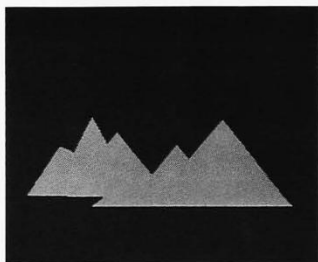
Then, just for practice, save the picture to a diskette or cassette, if you have one. Reload the picture and add something else—a stream flowing down the mountain side, for example.

Use your imagination, and you'll soon discover the almost unlimited artistic resources that AtariArtist puts at your disposal.

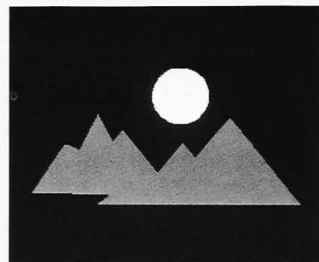
NOTE: Make sure your AtariArtist program is in its original (i.e. *default*) colors before you begin. To ensure you're using the right colors, use your stylus and a control button to select the Color Menu, then select D) Default Colors with either the stylus and a control button or your computer keyboard. Then return to the main menu (lift the stylus from the tablet surface and press a control button or the space bar).



1. Use the stylus to place the cursor over the K-LINE box, then press a control button to highlight K-LINE.
2. Use the stylus and a control button to select either the regular cursor (the crosshairs-shaped one) or the brush stroke next to it on the brush-stroke line.
3. Lift the stylus from the tablet surface, then press a control button or the space bar to move to your "electronic canvas."
4. Select a spot on the tablet surface to begin drawing the outline of the mountains, then place the stylus on that spot and press a control button. Move the stylus to form one mountain peak (you'll see the "rubber band" line stretch as you slide the stylus across the tablet) and press a control button. Then, *without* lifting the stylus, move it to a "valley," then to another peak, etc., pressing the control button as necessary until you've drawn the outline of the entire mountain range.



5. Return to the main menu (lift the stylus from the tablet surface and press a control button or the space bar) and use the stylus and a control button to select color register 3 (you can also type 3 on your computer keyboard to select color register 3).
6. Select FILL (use either the stylus and a control button or type F on your keyboard), then return to the electronic canvas (lift the stylus from the tablet surface and press a control button or the space bar).
7. Use the stylus to place the cursor inside the mountains and press a control button to turn the peaks a deep blue color (the fill process takes place as you watch).



8. Go back to the main menu (press a control button or the space bar with the stylus off the tablet) and first select DISC, then color register 1 (you can use either the stylus and a control button or type Q, then 1 on your keyboard to make these selections).
9. Return to the canvas and select a center point for the sun in the sky above the mountains. Place the stylus on that point and press a control button, then slide the stylus across the tablet surface to outline a circle about two inches in diameter (you'll see the "rubber band" lines form a circle as you draw). Press a control button to automatically fill the circle in with orange.



10. *Without* returning to the main menu, select color register 2 and L-LINE by first 2 and L in succession on your computer keyboard.
11. Begin drawing the cloud lines by placing the stylus on the tablet surface so that the cursor appears just above a mountain peak. Press a control button, then slide the stylus up and to the right. When you've drawn a straight line of the length you want, press a control button to "lay it in" (if you move the stylus off-center, you'll draw a zig-zag line rather than a straight one). Repeat this for each cloud line you want to draw, keeping the lines parallel, to finish the drawing.
You can now save the picture to cassette or diskette, add trees, birds, a stream, or erase it and start over.

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because we are constantly improving and updating our computer software and hardware, Atari, Inc. is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions.

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AtariArtist written by Steven Dompier and Robert Leyland.
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