

Update

Described here are some changes and enhancements made to 4-Point Graphics Plus since the *User's Guide* and *Quick Reference Guide* were printed. It's a good idea to review these items before you begin using 4-Point, even if you're unfamiliar with computer graphics programs and may not understand all the terms and details discussed.

Each item is listed by topic and page references to the *User's Guide* – you may wish to note some of them on the appropriate pages of your guide. Keep in mind that some may also apply to your *Quick Reference Guide*.

What You Need 2-1	To run 4-Point Graphics Plus, your Mindset Personal Computer must have at least 192K, not 196K, of memory.
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Transferring the MS-DOS System 2-2	When typing the command to copy the COMMAND.COM file onto the 4-Point Program Diskette, don't forget the spaces, as shown here:
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COPY COMMAND.COM B: /V RETURN

Using 4-Point Diskettes 2-2	<i>Do not</i> put a write-protect tab on your 4-Point Program Diskette. The program must be able to write information onto the diskette while loading.
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Looking at Diskette Directories 3-27	<i>F</i> (not <i>I</i>) indicates a font file. <i>U</i> (not <i>A</i>) indicates an unprotected file.
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Recording Your Segment 3-31 – 3-32	The auto-cursor function does not operate when you're creating a presentation segment.
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Selecting Cursors 4-3	To select the 2-point cursor with the 1-point cursor on the screen, first make sure the draw function is turned off.
Cursor Increment and Circle Values 4-5 – 4-6; 4-14	The last two boxes on the status line display either the cursor increment (step size) values or the circle values – whichever you used last. Here's how to display the values not currently shown: To display the circle values, press a circle value key (for example, Z or X); to display the cursor increment values, press a cursor increment key (for example, O or P).
Screen Mode 4-11	In screen modes 1 and 5, some functions (such as placing a buffered image on the screen) may have no apparent effect – especially if tried with an all-black or all-white background.
Drawing Circles 4-13	Press Z and X to increase and decrease circle <i>width</i> (not height); press V and B to increase and decrease circle <i>height</i> (not width).
Washing with a dithered color 4-19; 4-25	Before using W or ALT W to wash all or part of the screen with a dithered color, make sure that all the color blocks in texture scheme 1 are defined as <i>white</i> (see pages 4-27 – 4-28 and next item).
Texturing 4-28	Initially, the color blocks used to define texture scheme 1 are white, and those used to define texture scheme 2 are black.
Creating Presentation Segments 4-29 – 4-32	When you turn on the create segment function, 4-Point does not clear the screen. However, any image already on your screen when you turn on the function will <i>not</i> be recorded as a part of the segment. If you want to begin a segment with an image you've already created, be sure to save the image first (see pages 4-35 – 4-37), then turn on the create segment function and retrieve the image to begin your segment. In any case, always be sure to save any image you want to preserve <i>before</i> you start to create a segment. You may not record cursor speed changes in a presentation segment.

Playing Presentations 4-31	Since you do not specify segments to chain to when creating a presentation, the second sentence under "Playing Presentations" on page 4-31 should read "The presentation will loop through all the segments you've chained together."
Storing and Retrieving Image Files 4-35	To load a named image file, press G (not 6).
Protecting Files 4-35 – 4-37	<i>Do not</i> write-protect any file other than a presentation segment.
Saving Files 4-36	Two beeps (not four) indicate that there's not enough room on a diskette to store an image.
Useful Tools: Test Mode 4-39 – 4-40	You cannot test the draw function or the clear screen function.
Enlarging and Reducing 5-7 – 5-8	Be careful not to enter a width value that exceeds the maximum horizontal distance traveled by your printer's print head.
Restoring an MGI File to Your Screen 5-9	You may use MGI to print a screen created in 80-column mode. However, any screen saved with MGI in 80-column mode will be restored in 40-column mode, and information in columns 41 through 80 will be lost.
Mapping Textures for a Black and White Printer 5-13 – 5-14	As shown in the diagram, the color code for cyan is 3 (not 4). Two color-texture assignments in the diagram have been revised: black (code 0) prints as black; white (code 15) prints as white.

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