

# TITLE STUDIO GR15

## Introduction

With this utility you can make simple title screens based on text in different styles in graphics mode 15. There are four colors available, including background, but different ways of using and manipulating texts result in interesting and beautiful screens.



After pressing any key in title screen the main program menu appears with 43 different text styles available for you in creating texts.

## User notes

Use joystick or arrow keys (with control key) to move cursor over text style of your choice. Some options have additional choices to select from. You confirm your selection by pressing joystick trigger, »space« or »Return« key.

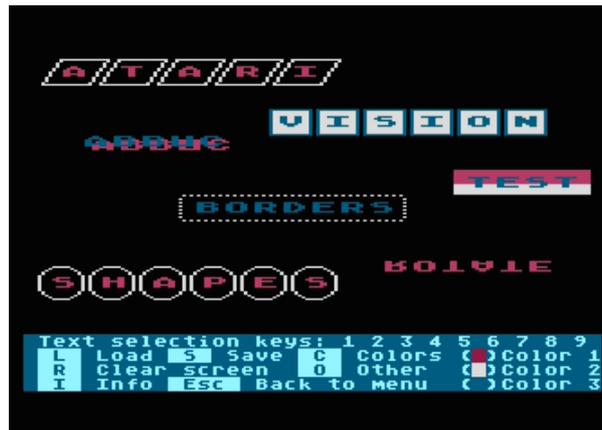


New screen (work screen) appears with options in the bottom of the screen. Cursor designates the position where new text with selected style will be shown. Note! Before pressing joystick trigger you must choose number memory storage by pressing a key, selected from 1 to 9. By doing this you enter your text and press »Return« key. Text will be displayed near location of the cursor. Immediately after this process text can be moved to another location by moving cursor with joystick or arrow keys and confirming new location by pressing a joystick trigger again.

You can make up to 9 texts on the screen, each with the same or different text style from the main menu. To check which number memory storage locations are currently used, press »I« key. To choose another text style, press »Esc« key and choose another style.

**Important note!** You must be in work screen if you want to use options from text window below.

The screen is loaded and saved in standard Micro Illustrator format, default size of 7680 bytes plus four color attributes.



## List of program options

Load (»L«): Load screen from disk or other device by referring device, such as D:, H1:, etc., before filename

Save (»S«): Save screen to disk or other device by referring device, such as D:, H1:, etc., before filename

Colors (»C«): By selecting this option you can set new color values for you screen. These values are saved together with screen you create.

Info (»I«): Information panel about current status of your work, such as file size used, screen offset, color register values and current status of numeric memory storage usage.

File size (»Z«): Default size is 7680 bytes, which corresponds to graphics mode 15 screen without text window. Four bytes are automatically added which correspond to four color registers used.

Screen offset (»T«): Default value is 0, which comforts to upper left corner of the screen. This value can be changed to a new Y coordinate as starting position of your screen. Warning! Be sure to use File size option to set new file size for prepared screen, smaller than normal screen size of 7680 bytes.

Character offset (»E«): The distance between characters in entered text. Default value is 0 and applies to all created texts.

Clear screen (»R«): This option enables you to clear whole screen, deleting all currently prepared texts. This option also deletes all data stored in number memory storage.

Other (»O«): Just a key to direct you to another panel of miscelaneous options and corresponding keys associated with them.

Other (»P«): Special menu with information about additional options which can be set

Other (»X«): Horizontal stripe offset for text style (main menu: first row, second character)

Other (»Y«): Vertical stripe offset (main menu: first row, third character)

Other (»B«): Two-color backgroud offset (main menu: third row, second character)

Default values (»D«): You can set default settings/values with this option in case you are not satisfied with your current settings

## Additional notes

- Screens can be used with any programming language. On disk there are examples for Atari BASIC, Turbo BASIC, Action! And Mad Pascal.
- There are several options which can be set by you. By pressing »Return« key on input, default value is kept intact
- Main menu text styles can be selected by arrow keys (simultaneously with »Control« key) or joystick plugged in port 1. There are also shortcuts for first and last text style in a row.

### Keys:

- »1«: First text style
- »Tab«: Last text style

- You can load your screen image, but currently it is not possible to edit it
- Program was originally put on XDOS disk, which is compatible with Atari DOS 2.5 and MyDOS. The list of files necessary for this program to work:
  - AUTORUN.SYS
  - TITLE.SCR