Electric Lantern Show



PRIDE UTILITIES

Electric Lantern Show.

An entertaining fun program for the CPC Amstrad machines, for users of all ages. Produces full size and even poster sized printer dumps. Contains an amazing 28 full colour pictures each one beautifully drawn. Load your own pictures, compress them, edit them and much more.

Also includes Prides best selling "Printer Pac II", a proportional dump, program for your printer.

1. Getting started.

If you want to get hard copies of the pictures then the first program to load is the Printer Pac. This is done with the command,

RUN"PP2" (ENTER)

The screen display will then show you the printer type menu. If you have a printer other than those displayed then you should choose option 1. If the output your printer produces is not full width then you should choose option 2.

The computer will then ask you if you want a printer buffer. If you intend to run the Electric Lantern Show then the buffer you choose should be no larger than 5k or the pictures you load from disc will be corrupted..

After this the screen will display the new commands available and return to basic. The new commands can be used as normal commands in basic. Although the Electric Lantern Show needs the program installed first before it is run.

If you want to try out the Printer Pac then load up a picture as you would normally and type ·

!DUMP (ENTER)

The screen you loaded should be output to the printer with proportional shading to detail the picture. Also you could try the command

!TEXT (ENTER)

This gives a screen dump of any text on the screen. The other commands !PRON and !PROFF will 'echo' any text printed to the screen to the printer.

If you wish to dump screens from the Electric Lantern Show the Printer Pac should be loaded first.

Running the Show

The program disc has the Printer Pac and the Electric Lantern Show on both sides also 16 pictures on one side and twelve on the other. A 'CAT' of the disc should read,

Side 1.

Drive A: user 0

ABBEY	.BIN	7K	MAX3	.BIN	8K
CACTI	.BIN	9K	NUDE	.BIN	8K
DOG	.BIN	6K	PENGUINS	.BIN	12K
ENGINE	.BIN	11K	PP2	.BAS	3K
FLAMINGO	.BIN	13K	PRIDE	.BIN	7K
FROG8	.BIN	9K	RAFFS	.BIN	9K
GRANPRIX	.BIN	8K	SBELLESD	.BIN	13K
JET	.BIN	4K	SHENGE	.BIN	9K
LISA	.BIN	7K	SHOW	.BAS	6K

20K free

Side 2.

Drive A: user 0

ALAN	.BIN	6K	PP2	.BAS	3K
BOAT	.BIN	11K	PWILLOW	.BIN	8K
BRUEGEL	.BIN	15K	SHOW	.BAS	6K
BUTTIFLY	.BIN	15K	SWANS	.BIN	14K
CHEDDAR	.BIN	14K	TIGCOMP	.BIN	15K
FULMARS	.BIN	11K	TUTMASK	.BIN	6K
HAHA	.BIN	12K	YOTS	.BIN	11K

22K free

To run the Electric Lantern Show you should enter the command

RUN"SHOW" (ENTER)

After loading the main show menu will appear with options as below,

1 - Load a Screen
2 - Edit colours/mode
3 - Picture Show
4 - Save Comp. Screen
5 - Exit

First you should load a screen, to do this choose option 1.

Option 1 Loading Menu

Choosing option 1 will give the loading menu as show below.

1 - Compressed
2 - Uncompressed
3 - Screen Designer
4 - ESP Light Pen
5 - Return

The disc pictures supplied with the Electric Lantern Show are already compressed. To load them Option 1 should be selected. The computer will give the message below

Insert Disc then any key:

Since the program disc contains the pictures just press any key. The response will be to give a directory of the compressed pictures on the disc. To enter the name of the chosen picture just type the first part, not the '.BIN'.

This is the same technique for options 2,3 & 4. Option 2 is for normal screens, those you might save yourself or those on game discs. Options 3 and 4 cater for the drawing package formats of Screen Designer and Electric Studios Light pen.

The picture will load into the screen display then blank as the picture is relocated and the program returns to the main menu.

Option 2. Edit Colours/Mode

With many pictures the pen colours the picture was saved under are are different to those that the picture is loaded back in with. The editor will alter the screen colours and also the screen mode while the picture is on the screen. To prevent text appearing on the screen while commands are entered you must be prepared to work blind with no screen prompts.

The commands are as follows;

Mode Change - Type Mn (ENTER) n being the mode number.
Eg. 'M'1 (ENTER).

Pen No - Type Pnn (ENTER) nn being the pen number
Then use the up and down cursor keys to change the colour. Mode 0 has all 16 pens 0-15, Mode 1 has 4 pens 0-3, Mode 2 has 2 pens 0-1. Since each pen has two colours which it alternates between to create a flashing colour holding down SHIFT during pressing a cursor key will change one colour. Holding down CTRL and pressing a cursor key will change the other.

Reset Colours - Type R(ENTER) to return to original colours.

Exit - Type X(ENTER) to return to main menu.

Choosing option 3 will display the picture on the screen in the display editor. The commands for the display editor are as below;

↑	-	Screen window up.
↓	-	Screen window down.
←	-	Screen window left.
→	-	Screen window right.
CTRL ↑	-	Magnify window to full screen size
CTRL ↓	-	Invert Image.
CTRL ←	-	Mirror Image.
CTRL →	-	Multiframe Image. Divides current screen image by four.
ENTER	-	Return to menu.
COPY	-	Redraw Image.
CLR	-	Erase window.
SPACE	-	Lock window to current screen.
TAB	-	Dump Screen to printer.
CTRL[TAB]	-	Poster sized dump to printer.

When dumping a screen to printer remember that the printer pac should have been loaded first. For poster sized dumps the screen will be adjusted automatically during dumping. For best results a new printer ribbon should be used.

Option 4. Save Compressed Screen.

To save a compressed screen simply choose option 4. The program disc has room for one more picture on either side of the disc or you can use another disc. The compression routine will compress most pictures to around 9k length, depending upon the intricacy of the picture.

If you want to load a compressed picture from basic then you should type;

MEMORY &3FFF:LOAD"NAME.EXT":CALL &4000 (ENTER)

Where NAME.EXT is the name and extension code of the picture.

Option 5. Return to basic.

Returns the User to basic.



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