

# USER GUIDE

## ST-DEGAS ELITE XL V.0.I.3

X86-WIN32 TOOL FOR

THE

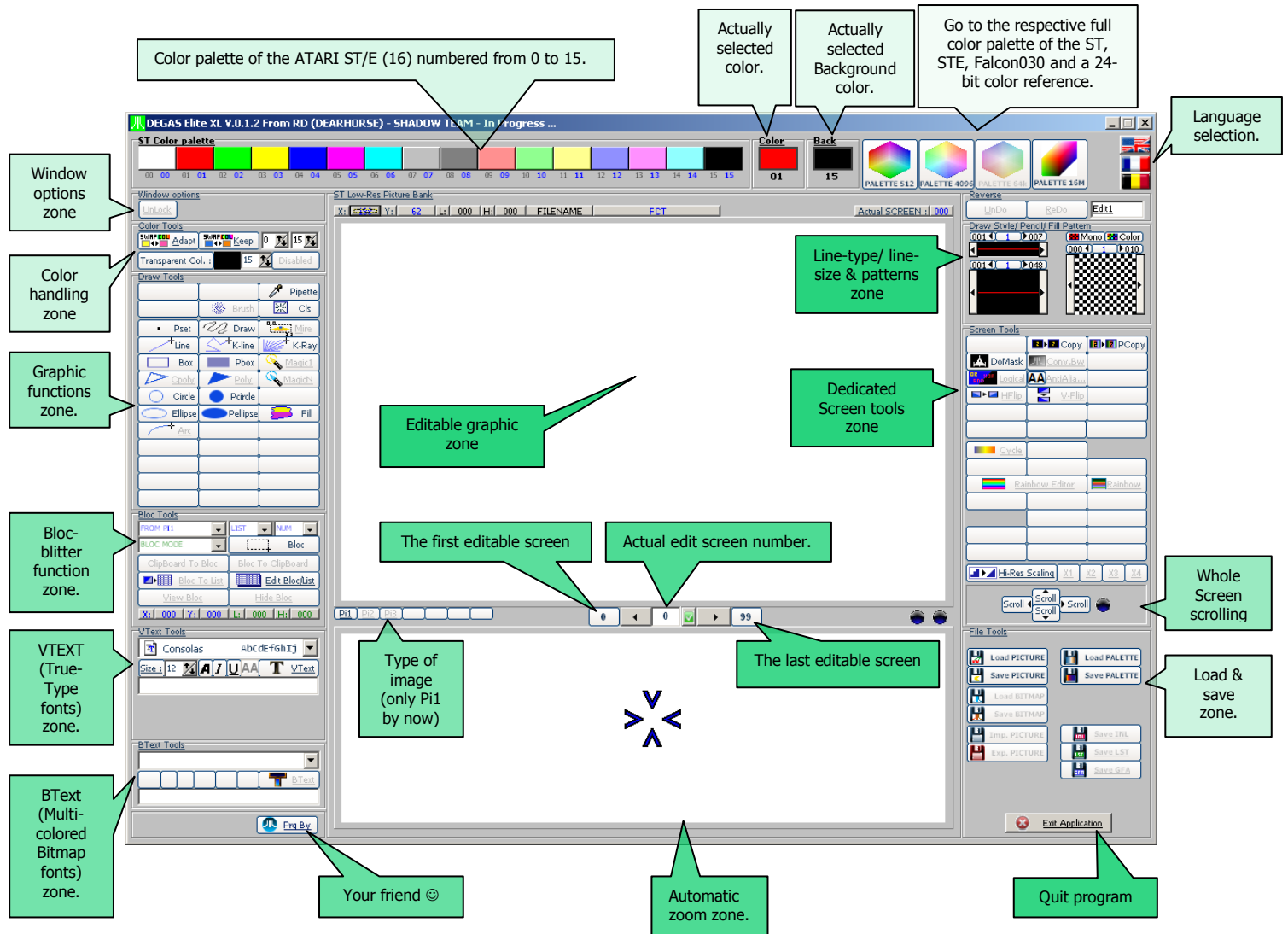


# 1. Interface

## 1.1. Displays

The main screen of program is organized to hold a maximum of commands in a single window, some adaptations are made from previous versions of ST-DEXL.

The grey commands are not yet operational.



## 1.2. Using basic functions

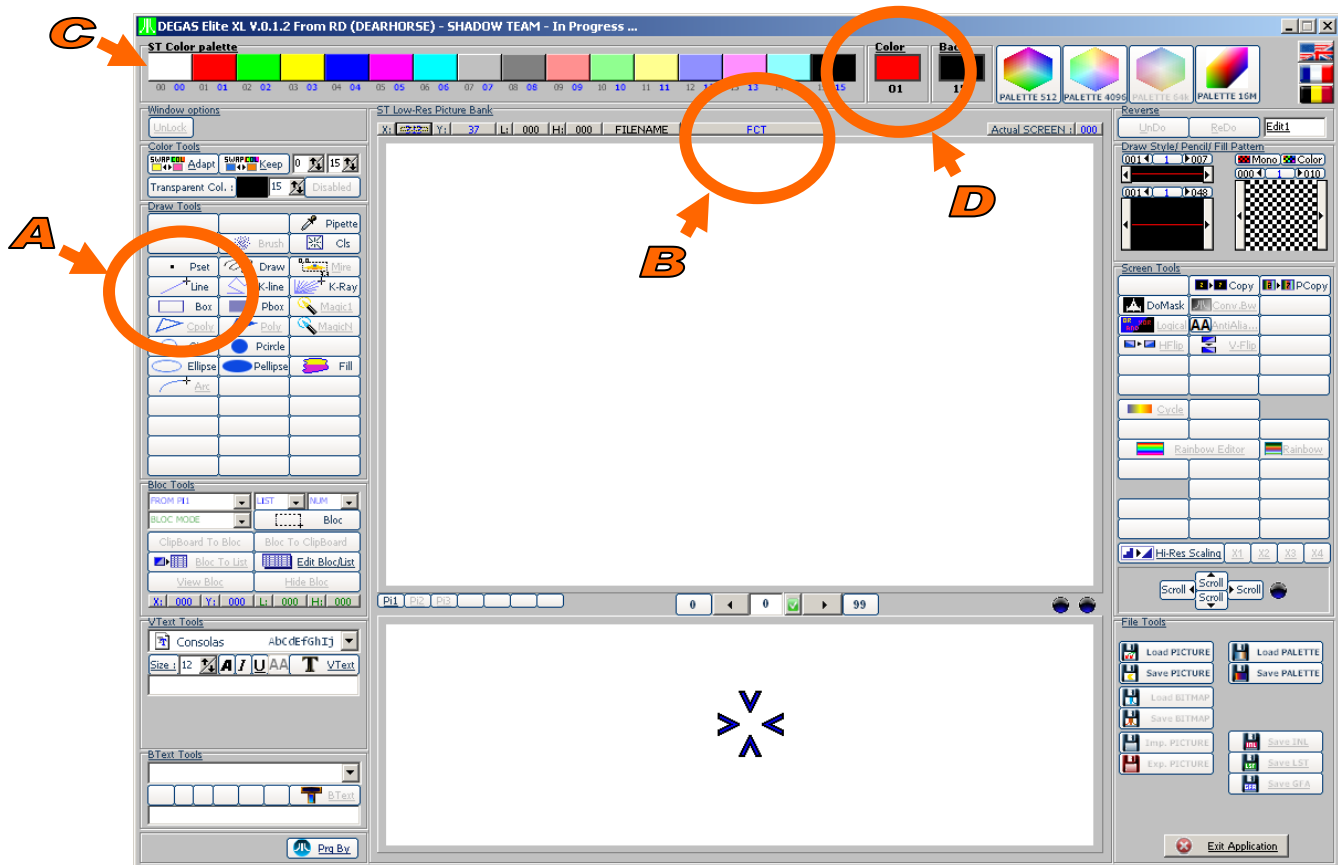
### 1.2.1. First : Select a function (ex : to draw a LINE).

Before drawing or doing anything, you must select a function (here LINE) by click on the button **(A)** .

After that, you will see than the upper « FCT » information change to « LINE » or by the name of function you selected **(B)** .  
FCT zone is intend to see witch function is chosen while working.

After that (or before that) you can choose the color to use for draw the line in the 16 color-pattern, by clicking on the wanted color **(C)** .

The color you choose will be transferred in a dedicated zone **(D)** .  
This is the "selected color", the color of the pen.



## 1.2.2. Second : Draw the line.

After color and function selection, we can put the pointer of the mouse on the editing zone (**E**).

The first left-click we do set the start of the line (**X1,Y1**) to be drawn.

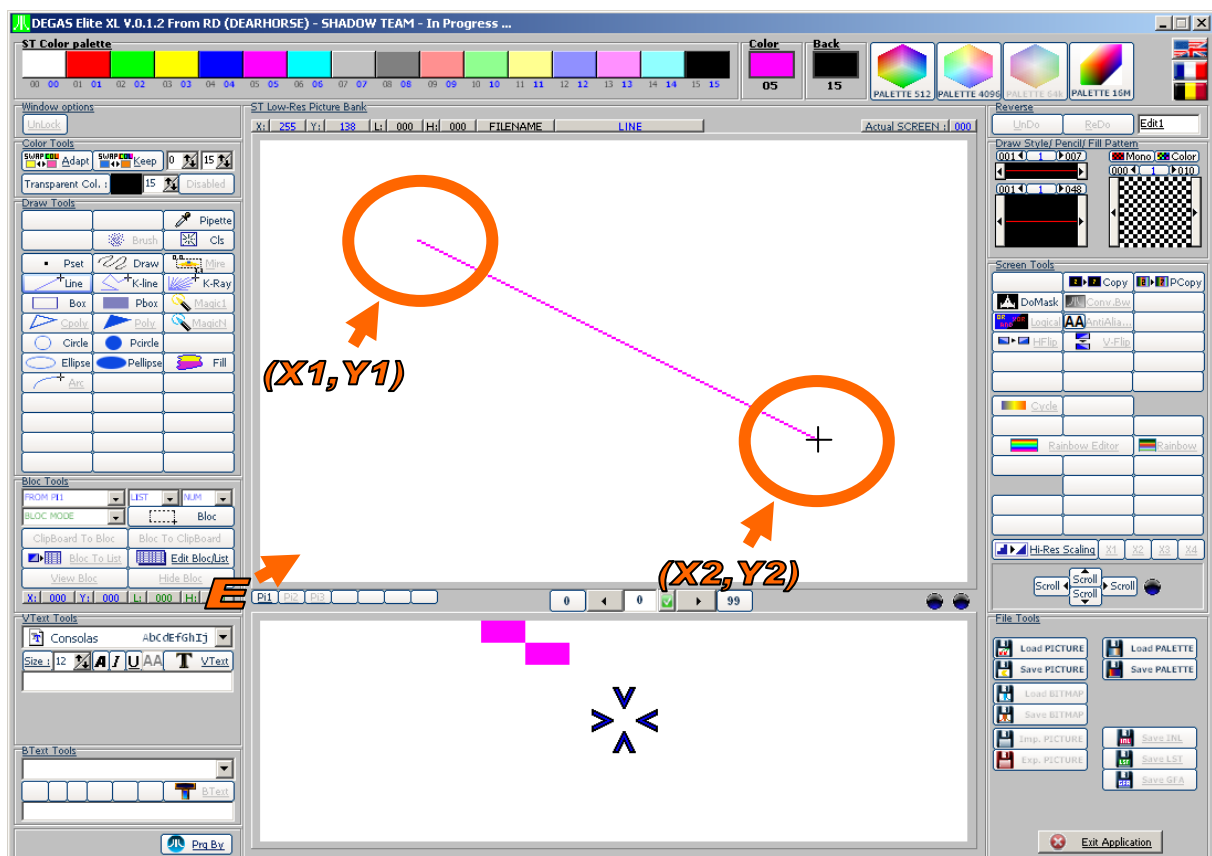
After that we can move all over the edit-screen to put the destination line by another left-click (**X2,Y2**).

During all the process, if you change your idea and want to cancel the line, just do a right-click on the mouse to cancel the actual operation.

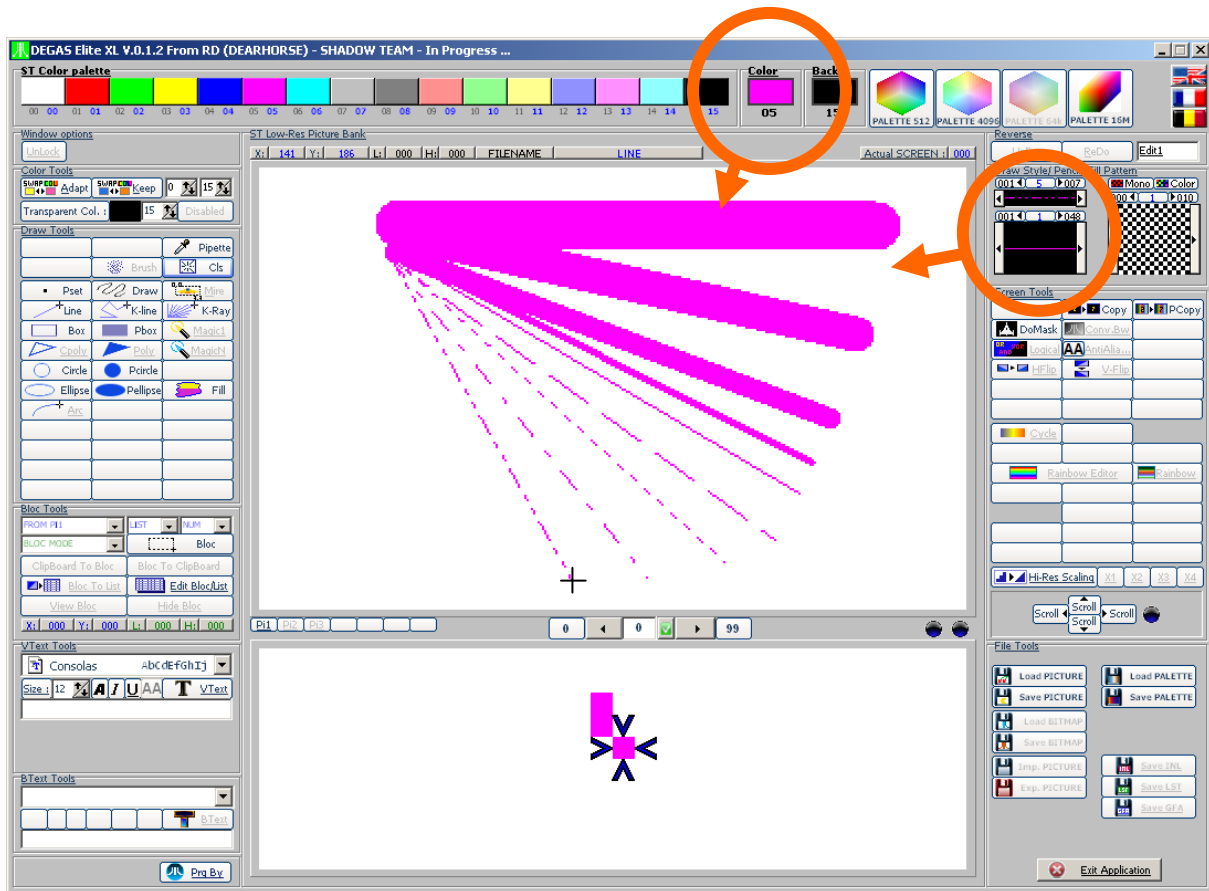
While the draw isn't finished you can change the color, the line-type or/ and the size of the pen, on the fly by selection in tool-panels.

An, all graphic functions are in this way of mind at the working level, as close a original Degas Elite does.

Remark : At each movement of the mouse, you have a magnify-zone automatically updated under the edit screen.  
The central cursor bolt is the mouse pointer location.



Remark : The line-style is working with 1 pixel wide selection.  
To the other modes, pen is too large and overwrites the style.



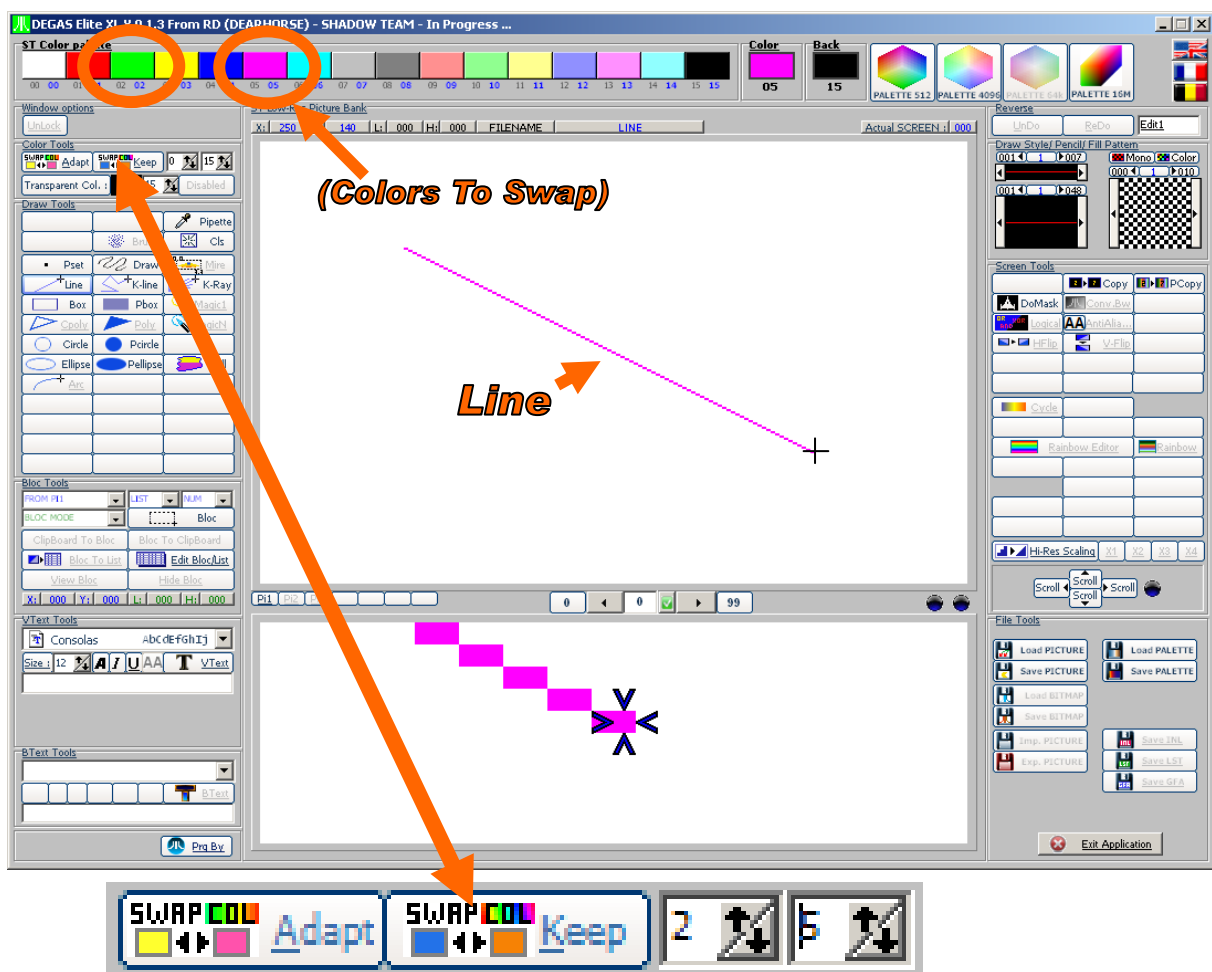
### 1.2.3. Third : swap the color with another from the range 0 to 15.

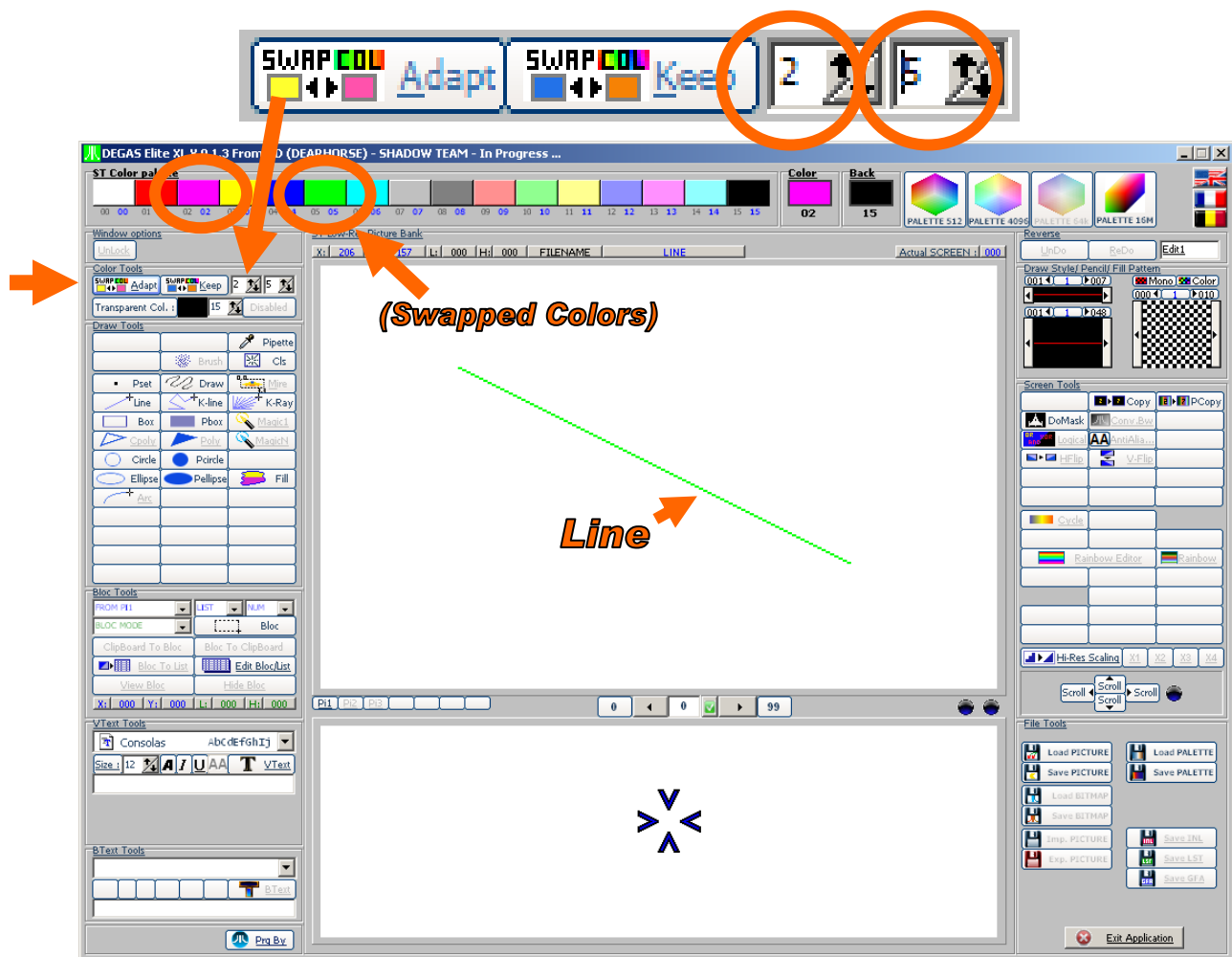
Oups !!! just after drawing the line at the right place, you realize that's not the good color you want (you want the number 2) but you put the violet number 5 !!!

Usefull in more complex graphics than in my example : there is a function to correct this : the COLOR-SWAPPING tools in Color Tools panel.

- 1/ Locate the code-number of the colors to be swapped, here 2 and 5.
- 2/ In the Color Tools panel, set the two values to be swapped.
- 3/ After this, click on "Adapt" button (the color in the picture and in the menu will be changed).

Remark : If you click on the "Keep" button, the colors will be swapped in the menu but the picture will stay as before, "Keep" is intended just to have the possibility to move the 16 colors in the disposition you want.





The violet color (old 5) has been swapped with the green one (old 2) and changes are already made in selected color if needed.

#### 1.2.4. **Fourth : We want change RGB values of the color 5 within the 512 available.**

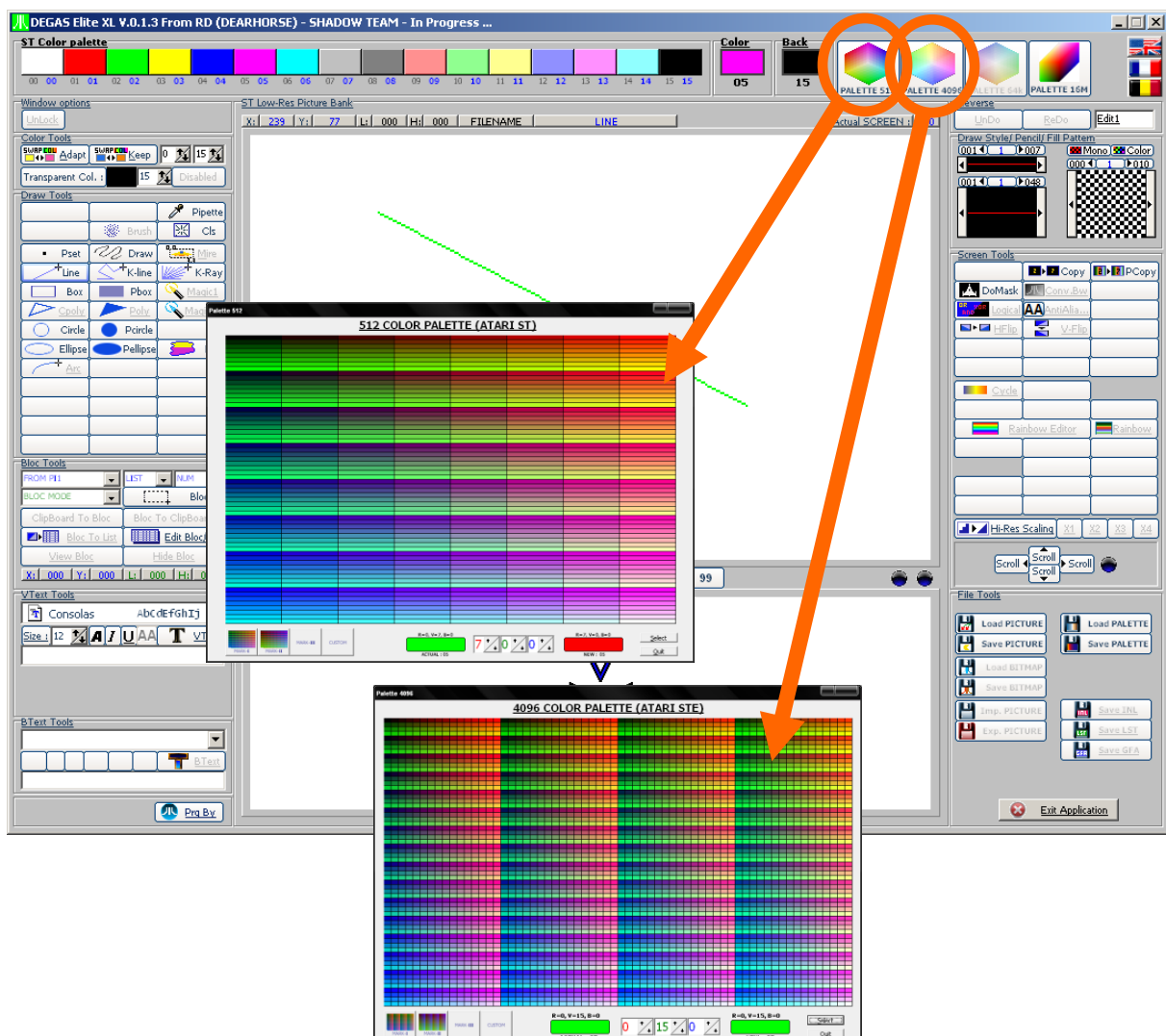
We can access to the real ATARI ST color palette, ST-DEXL do a computation to match exactly the RGB values of the ST.  
There are several ways to display 512 color palette, available in the four icons-button "mark-I", ..

By clicking directly on the color displayed and click on the "select" button, we made the change. Quit will exit the window. Note that select don't close the window, you must click on "quit" to do this.

Another way is to put direct values in the RGB areas, we already had the "old" and "new" color in visual.

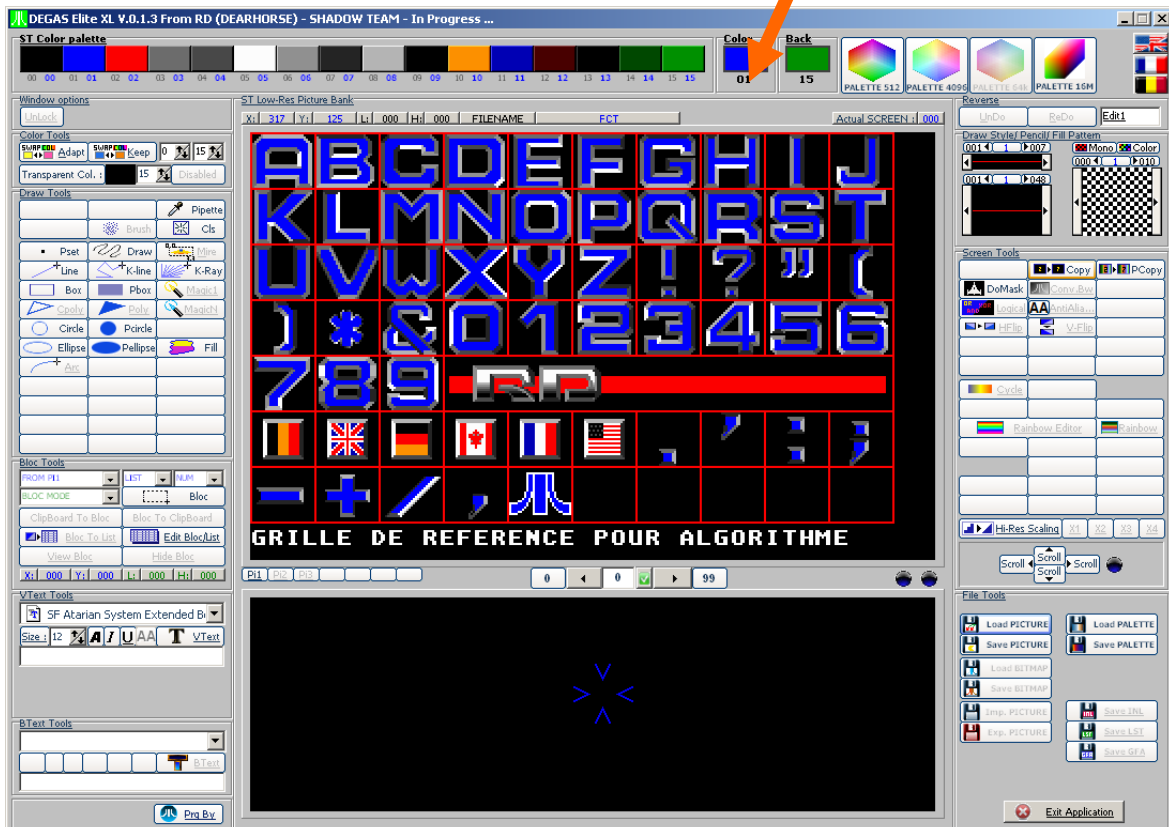
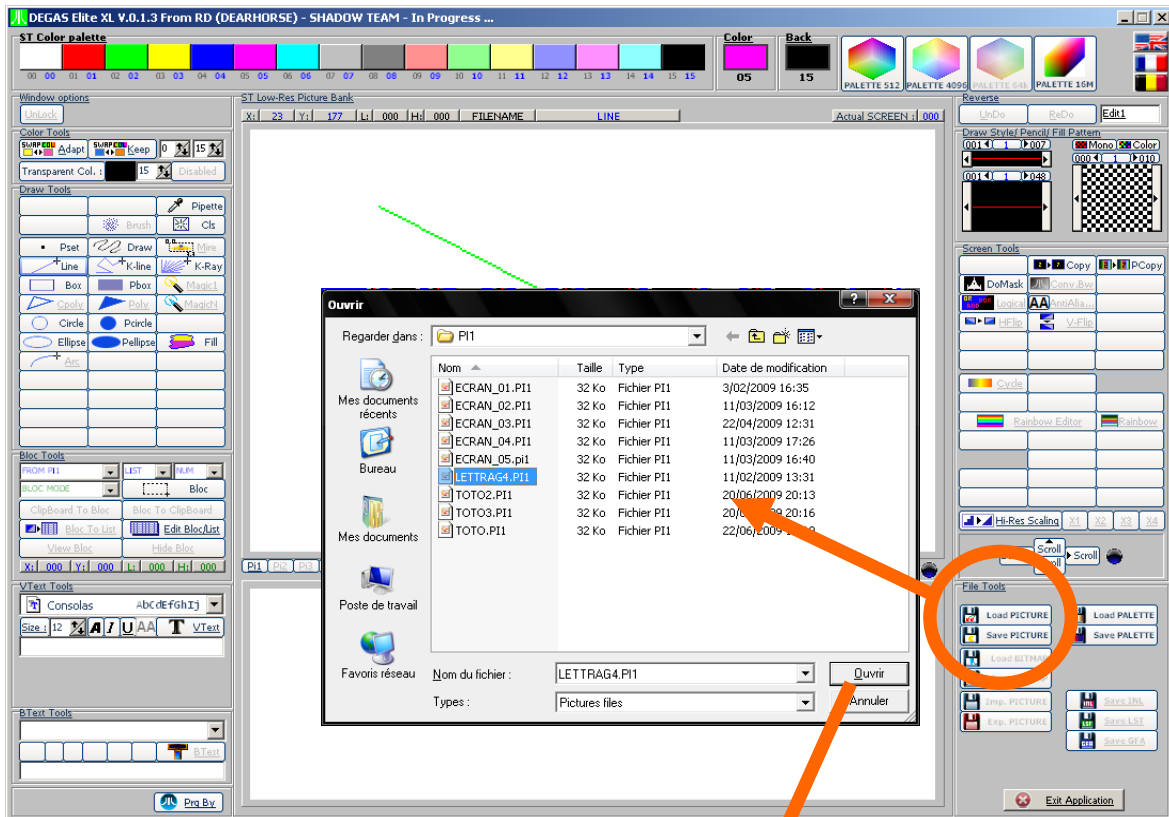
That the same way to the 4096 color palette (ATARI STE) except we have 16 RGB values instead 8.

You can keep the color window open during processing picture.



### 1.2.5. Fifth : Load/ Save a PI1 picture.

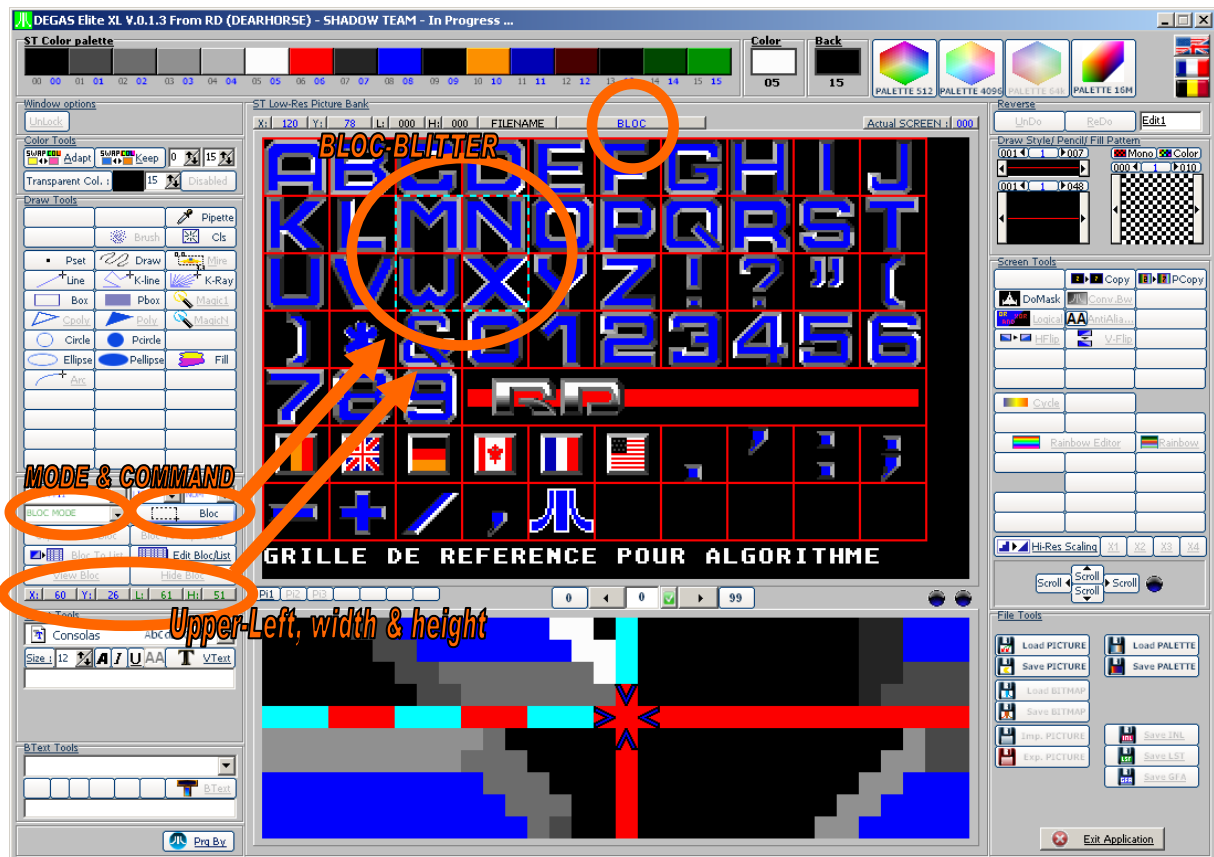
By now, only Pi1 can be loaded/ saved, but alternative formats will be included quickly (\*.NEO, ..).



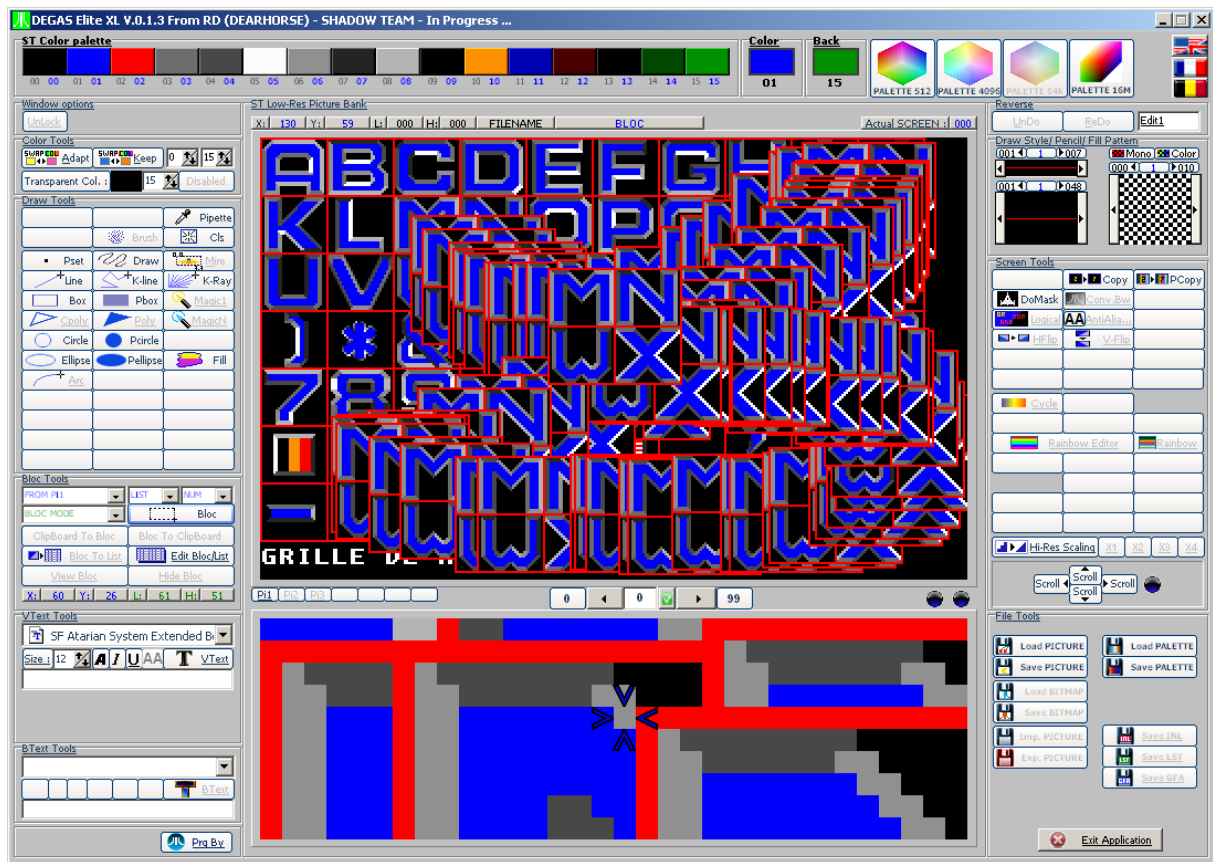
### 1.2.6. Sixth : Move a bloc from a location to another on the picture.

- 1/ First we need click the "bloc" button to select the function.
- 2/ After, we need to select the upper left corner by a left-click without maintaining the button down after, it's exactly like drawing a BOX.
- 3/ On moving the mouse pointer, we see the dot-box freely drawing.
- 4/ At the second left-click, we complete the selection on the rectangle-box by select the bottom-right.
- 5/ A this time, the bloc freely move under the mouse movements waiting your action to place it on the screen.
- 6/ To release the bloc without stay any trace (a cancel in fact), just right-click the mouse.
- 7/ To bloc-copy, do another left-click until you want left, so just do a right-click.

**Remark :** by default, the bloc copy is set on single copy without process, but there is an option to do logical computation with the bloc, this option is in the ComboBox "Bloc mode", 14 modes are available.

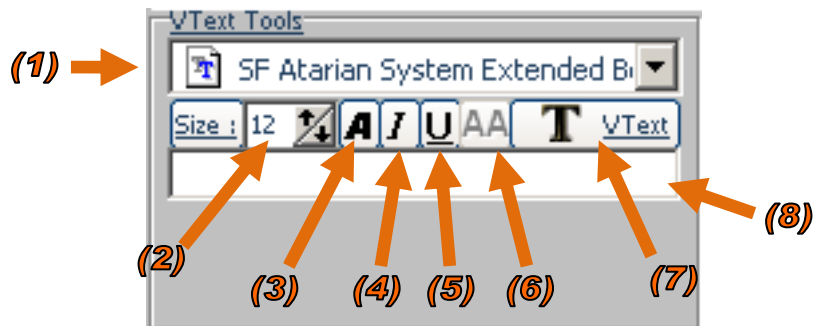


Single copy of the same bloc all over the screen with default setting (SRCCOPY).



### 1.2.7. Seventh : Put a Vtext object on the picture.

In the Vtext zone, there are 8 functional buttons dedicated to True-Type fonts for Pi1 edition,



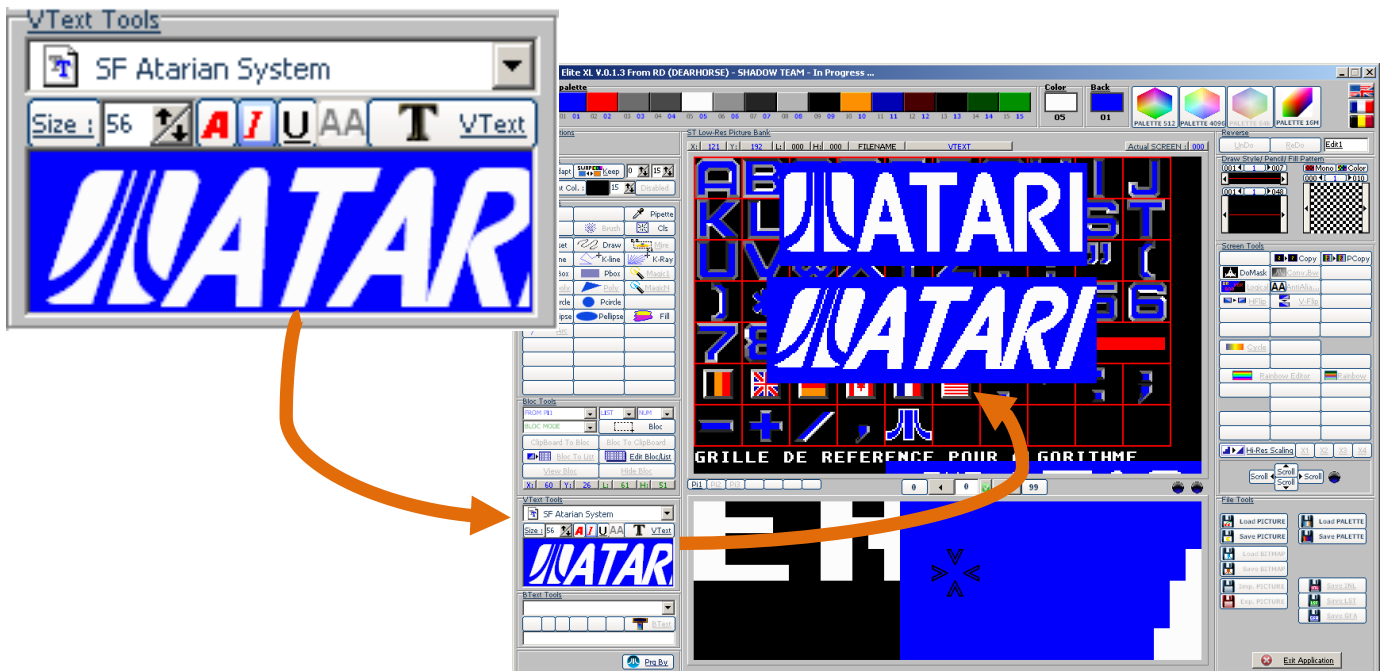
the (1) is a comboBox with all the fonts used by windows (all fonts in C:\WINDOWS\FONTS directory), so you can choose one of these.

(2) is the size, size of font in pixels from 1 to 200 (limited 200 values since Pi1 do not exceed 200 lines height).

(3) is **Bold** option, (4) is *Italic* option, (5) is Underline option  
(6) is AntiAliasing option for the selected font.

The T Vtext button (7) is the function to notify the use of Vtext (as LINE.

The least zone (8) is an edit zone to write the string you want to display.



When moving the Vtext on screen (work like "Bloc" function), you can change all properties of it : colors, font type, bold, italic, underline and even the text itself. The colors used are the selected and background. For AntiAliased fonts, we need a total of 7 colors included color of the font and background color.

