

USER GUIDE

ST-DEGAS ELITE XL V.0.0.9

X86-WIN32 TOOL FOR

THE

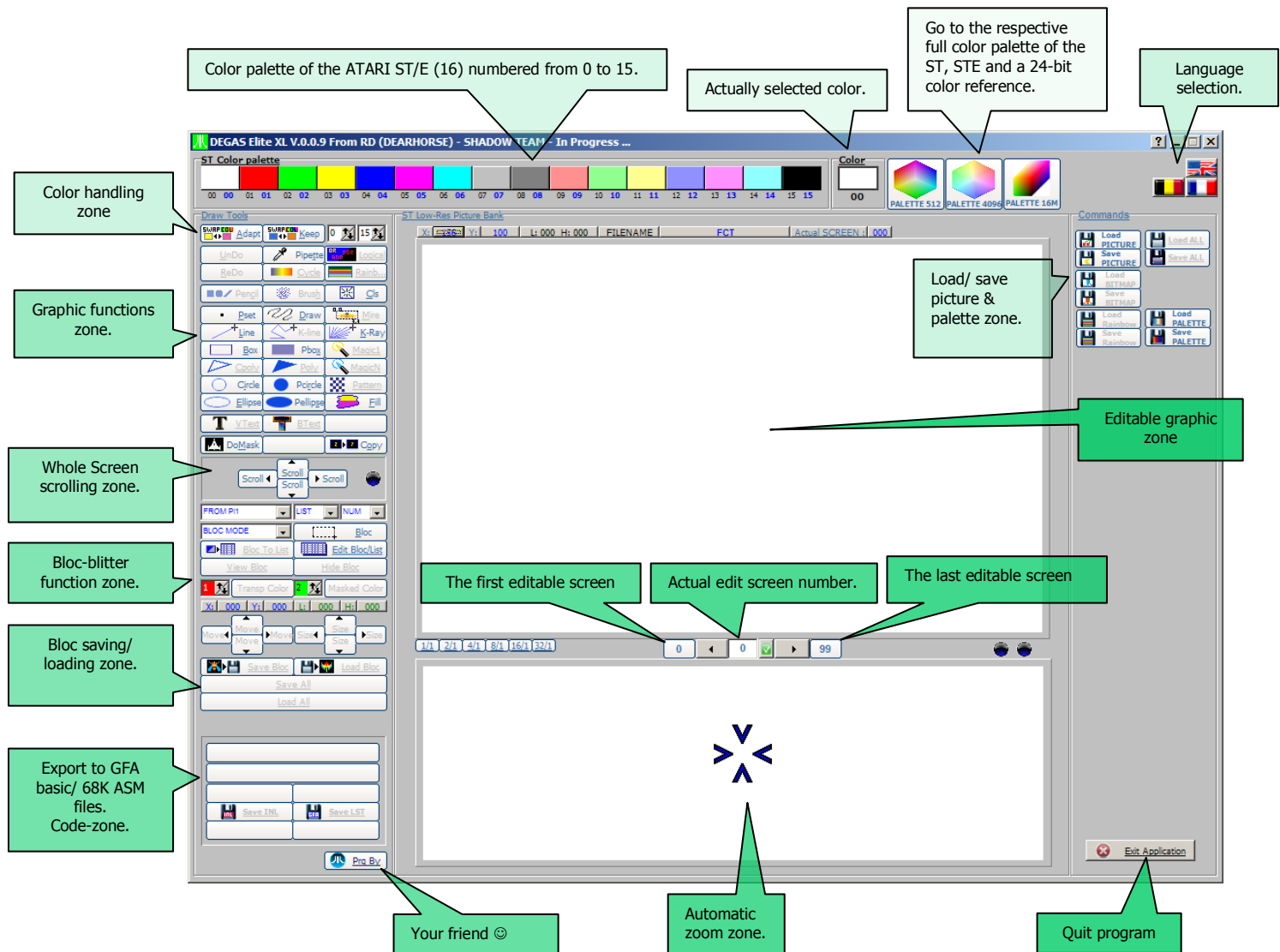


1. Interface

1.1. Displays

The main screen of program is organized to hold a maximum of commands in a single window.

The grey commands are not yet operational.



1.2. Using basic functions

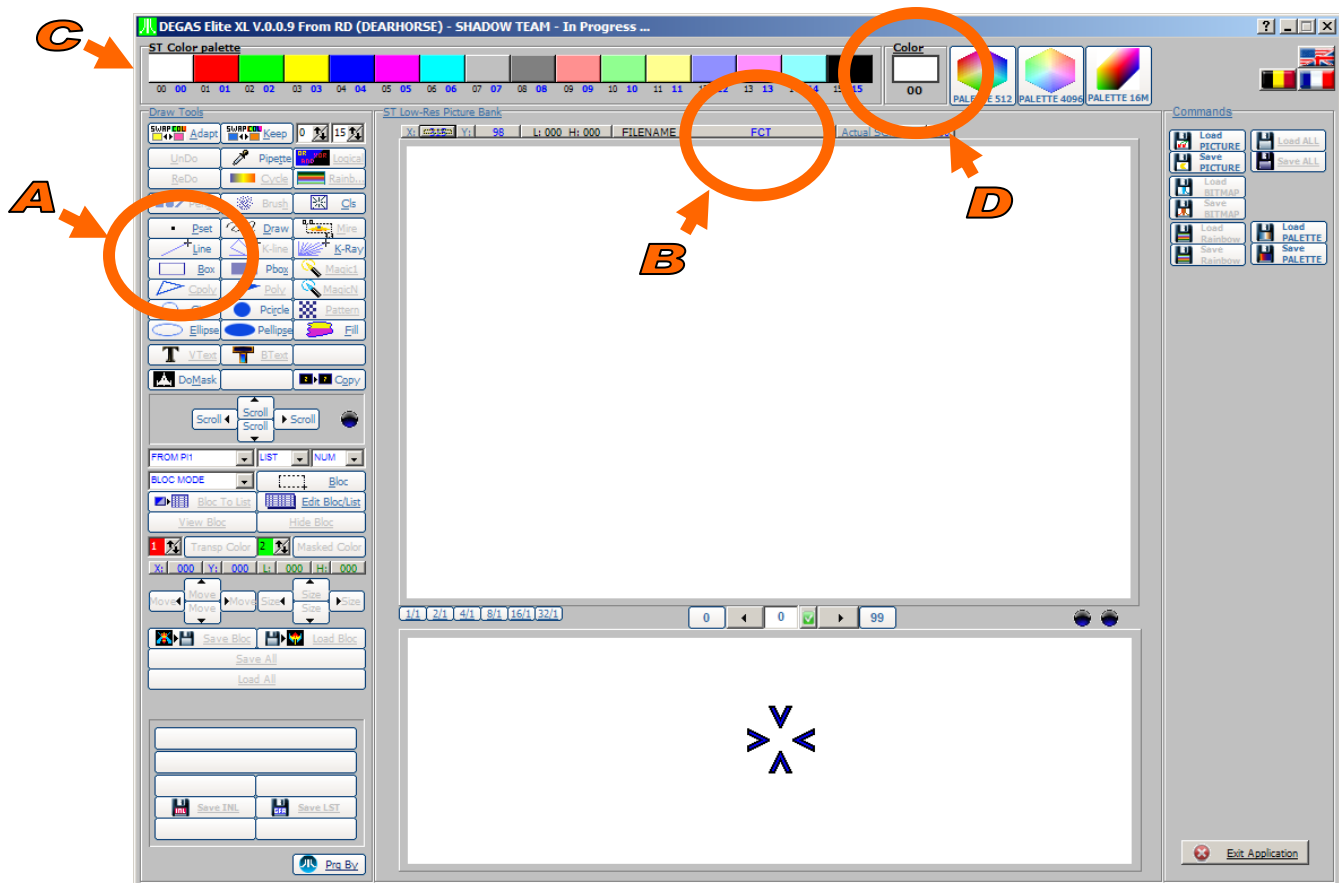
1.2.1. First : Select a function (ex : to draw a LINE).

Before drawing 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)** .

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

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



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**).

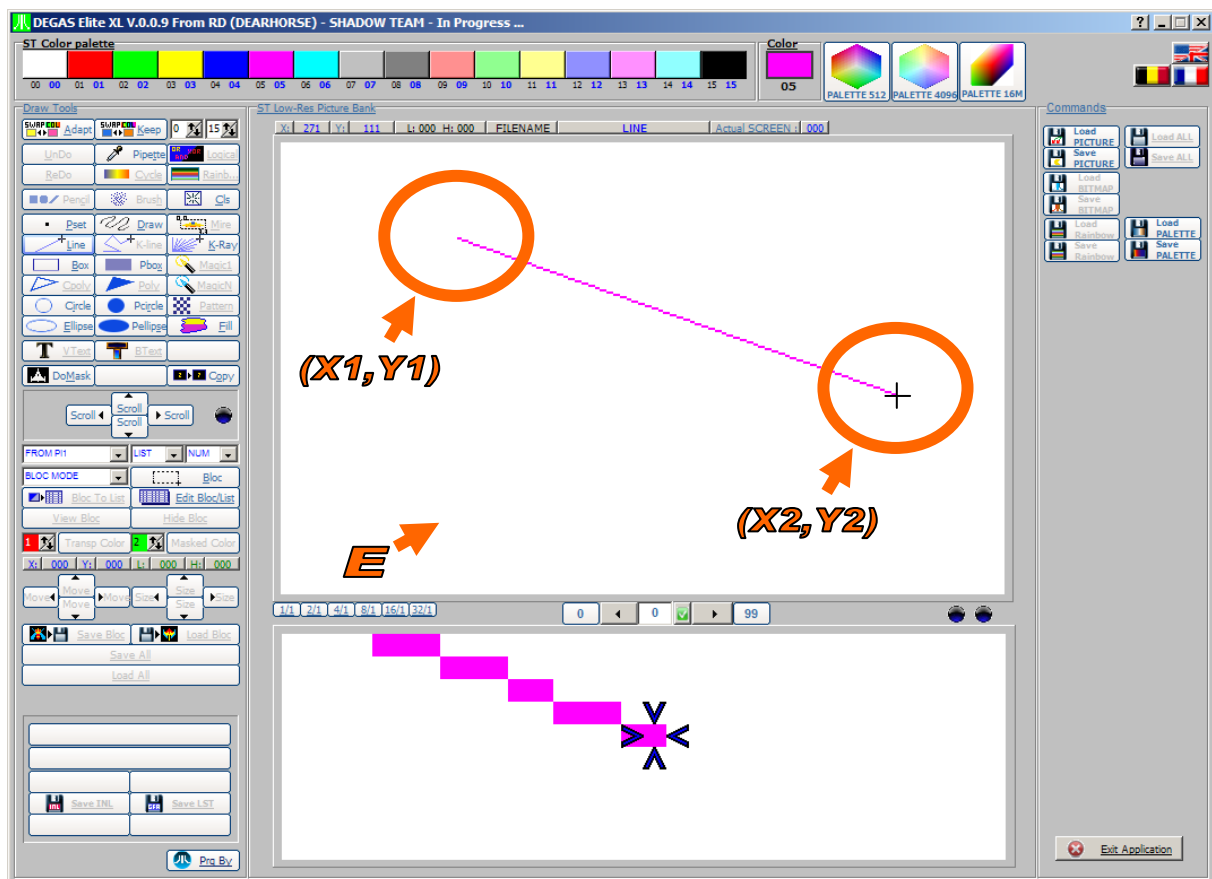
The first left-click we do set the start of the line (**X1,Y1**) to be drawn.

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.

All graphic functions are in this way of mind at the working level.

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.



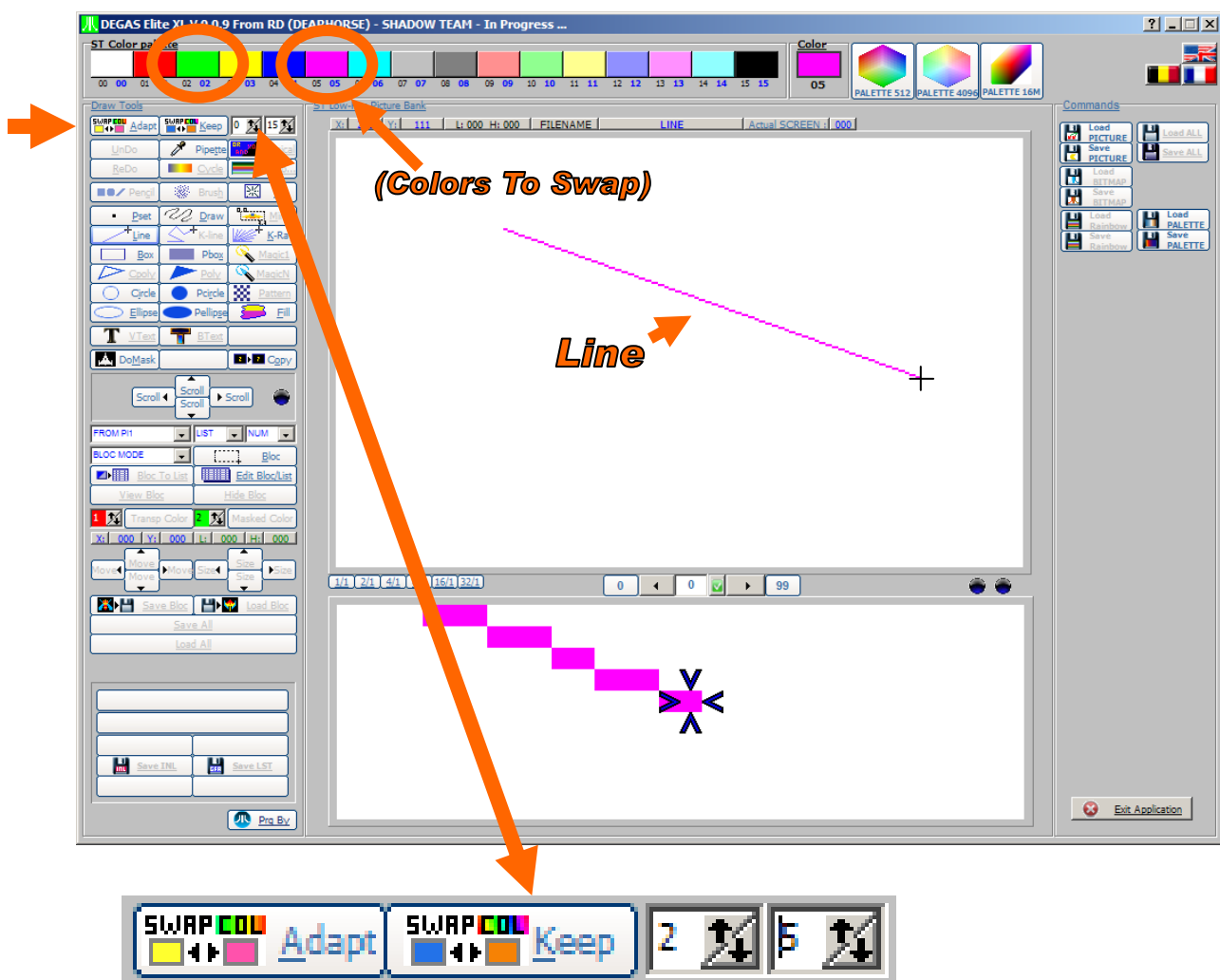
1.2.3. Third : swap the color with another from the range 0 to 15.

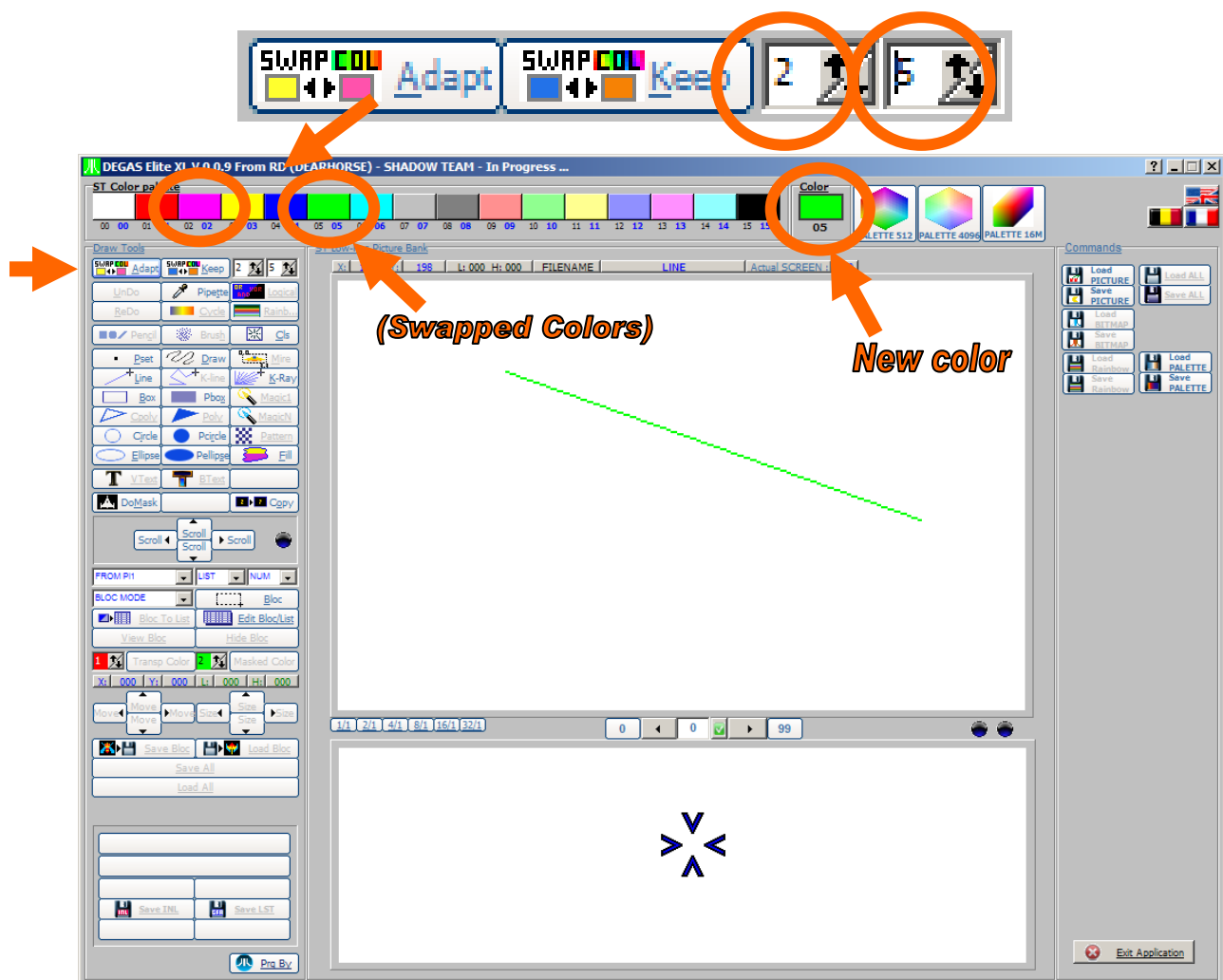
Oups !!! just after drawing the line at the right place, you realize that's not the good color you want (you want the number 2) but you put the violet number 5 !!!

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

- 1/ Locate the code-number of the colors to be swapped, here 2 and 5.
- 2/ In the color-edition (draw-tools) 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, DEXL do a computation to match exactly the RGB values of the ST.

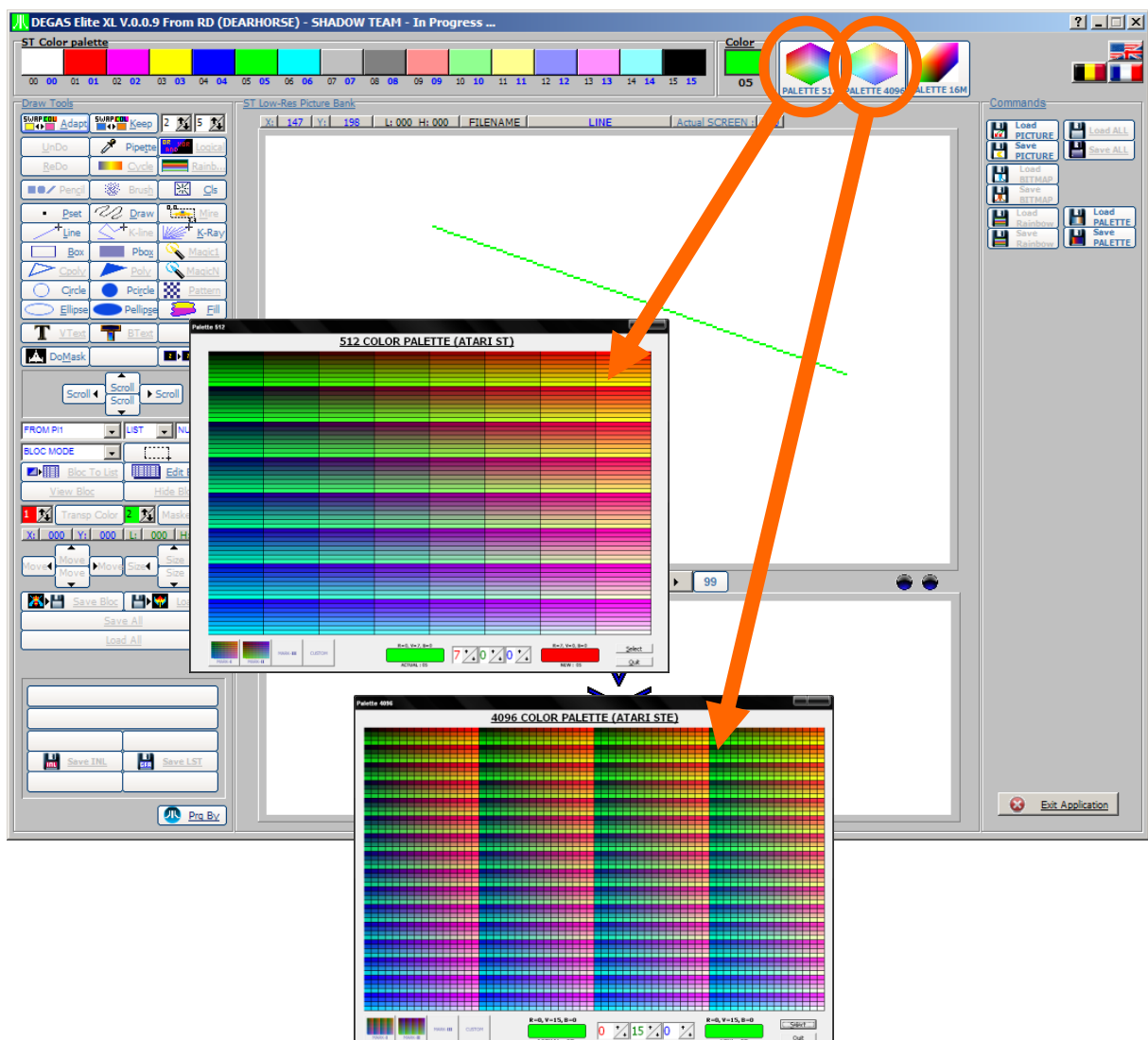
There are several ways to display 512 color palette, available in the four icons-button "mark-I", ..

By clicking directly on the color displayed and click on the "select" button, we made the change. Quit will cancel the operation.

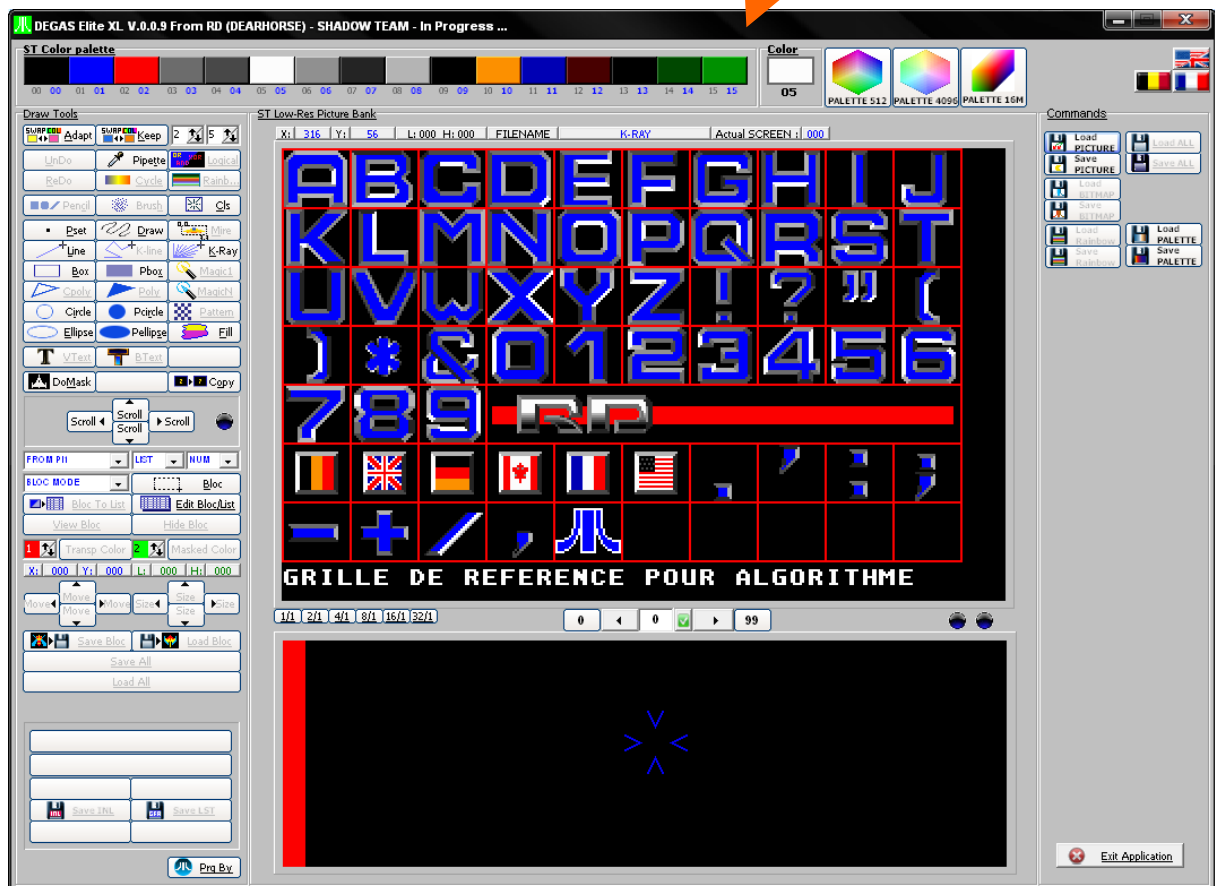
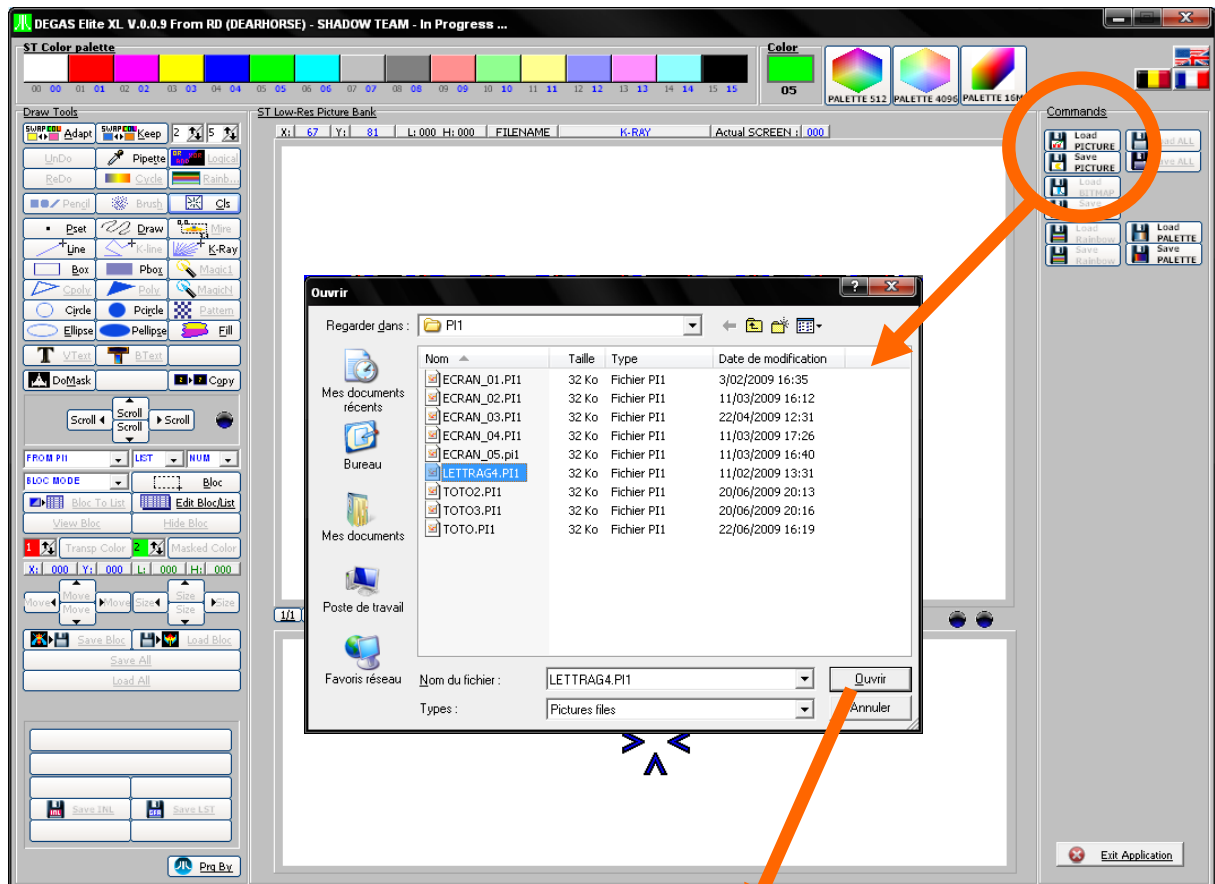
Another way is to put direct values in the RGB areas, we already had the "old" and "new" color in visual.

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

The color which changes is the selected one.



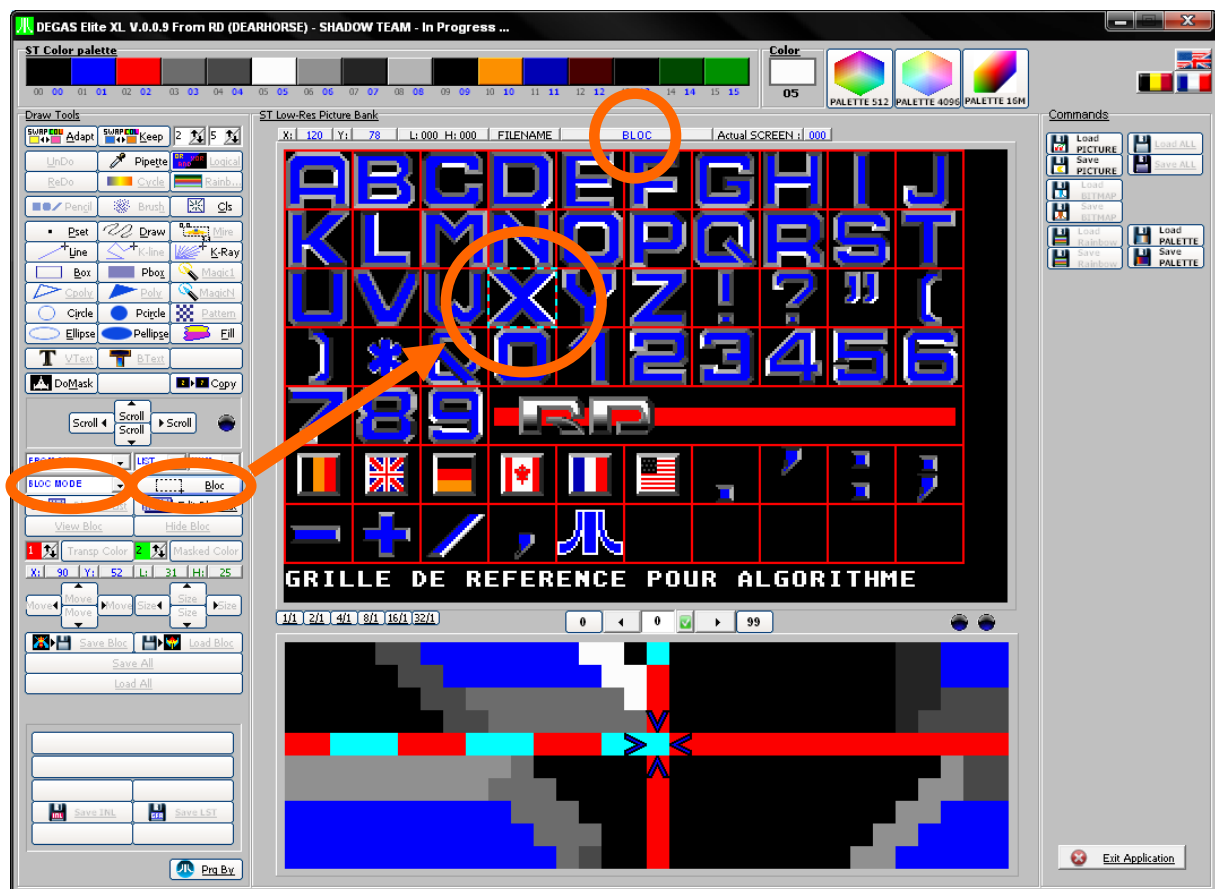
1.2.5. Fifth : Load/ Save a PI1 picture.



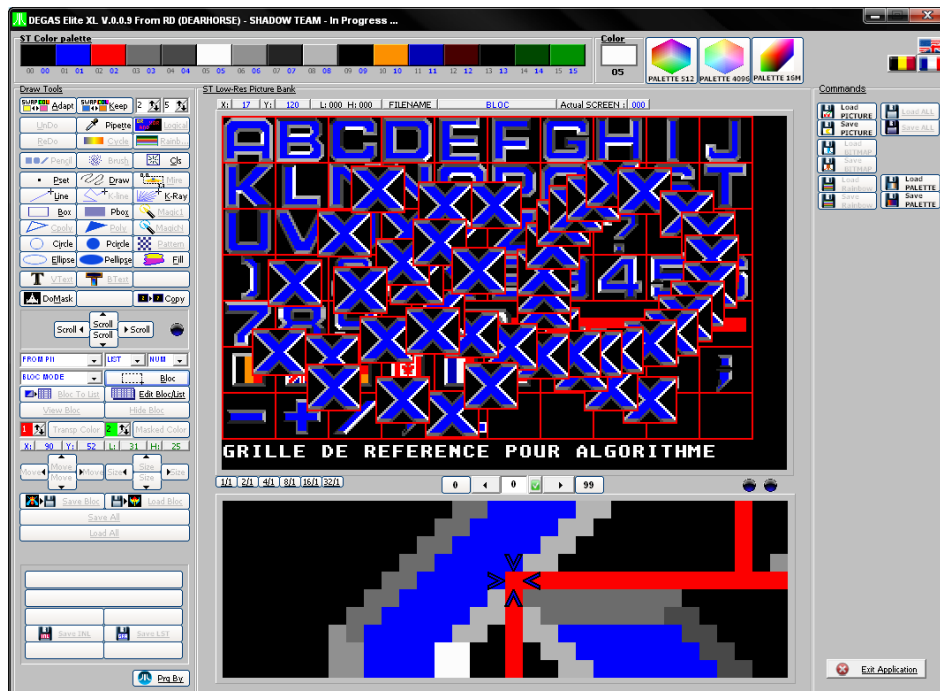
1.2.6. Sixth : Move a bloc from a location to another on the picture.

- 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.
- 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).



Single copy of a bloc with setting (MERGEINVERT).

