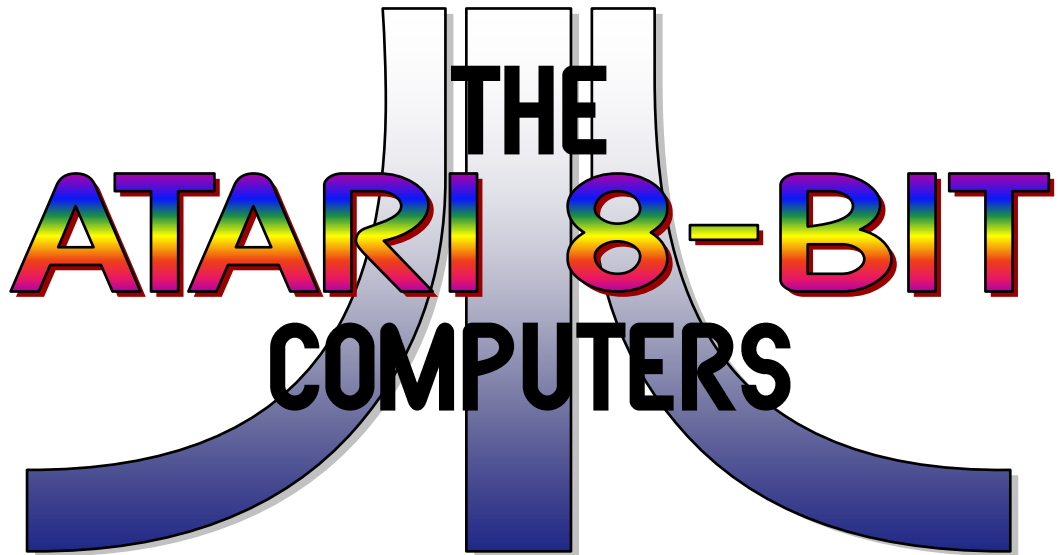


USER GUIDE

ATARITOLS-800 V.0.4.0 x86-WIN32 TOOLS FOR



SCREEN-EDITOR

FOREWORD :

ATARITOOLS-800 is a little toolkit to assist the software development across the range of ATARI-8bit computers (400/ 800/ 5200 SuperSystem/ XL/ XE/ XEGM game console).

The toolkit is divided into several parts, each dedicated to a particular function to use such as Characters, Bitmap graphics, Screens, Players-Missiles, ect ..

This documentation was made quick, so be lenient with faults & quirks.

But be free to do a notification at ataritools mail, I accept with gratitude comments & corrections.

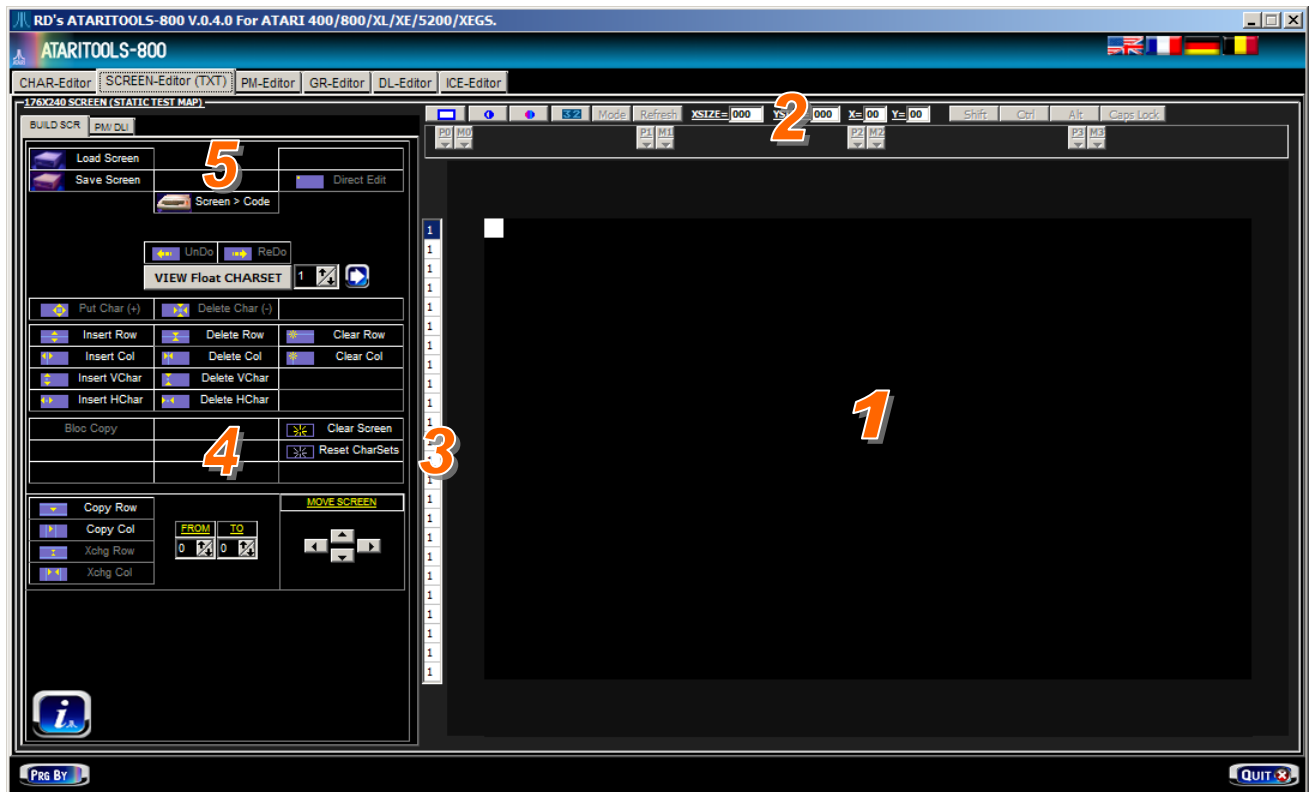
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2. Working with SCREEN-Editor

2.1. Displays & usage

The second folder is SCREEN-Editor, witch is an Atari text editor.



With it you can :

Edit a 40X24 text-screen, both in monochrome and 4-color simultaneously.
It handle the previous folder program (CHAR-Editor) to let you create the screen with, if wanted, a different CharSet on each text line, including colors (if in 4-colors mode view).
Finally saving the job.

First, the **zone 1** is a screen map that can be edited with characters. The zone is set to 40 lines of 40 chars by convenience, just a « standard » text screen in GR.0 or GR.12.

The **zone 2** is a panel mainly with view options and cursor location.

The **zone 3** is a vector that contains the CharSet used at each text-line of the screen.

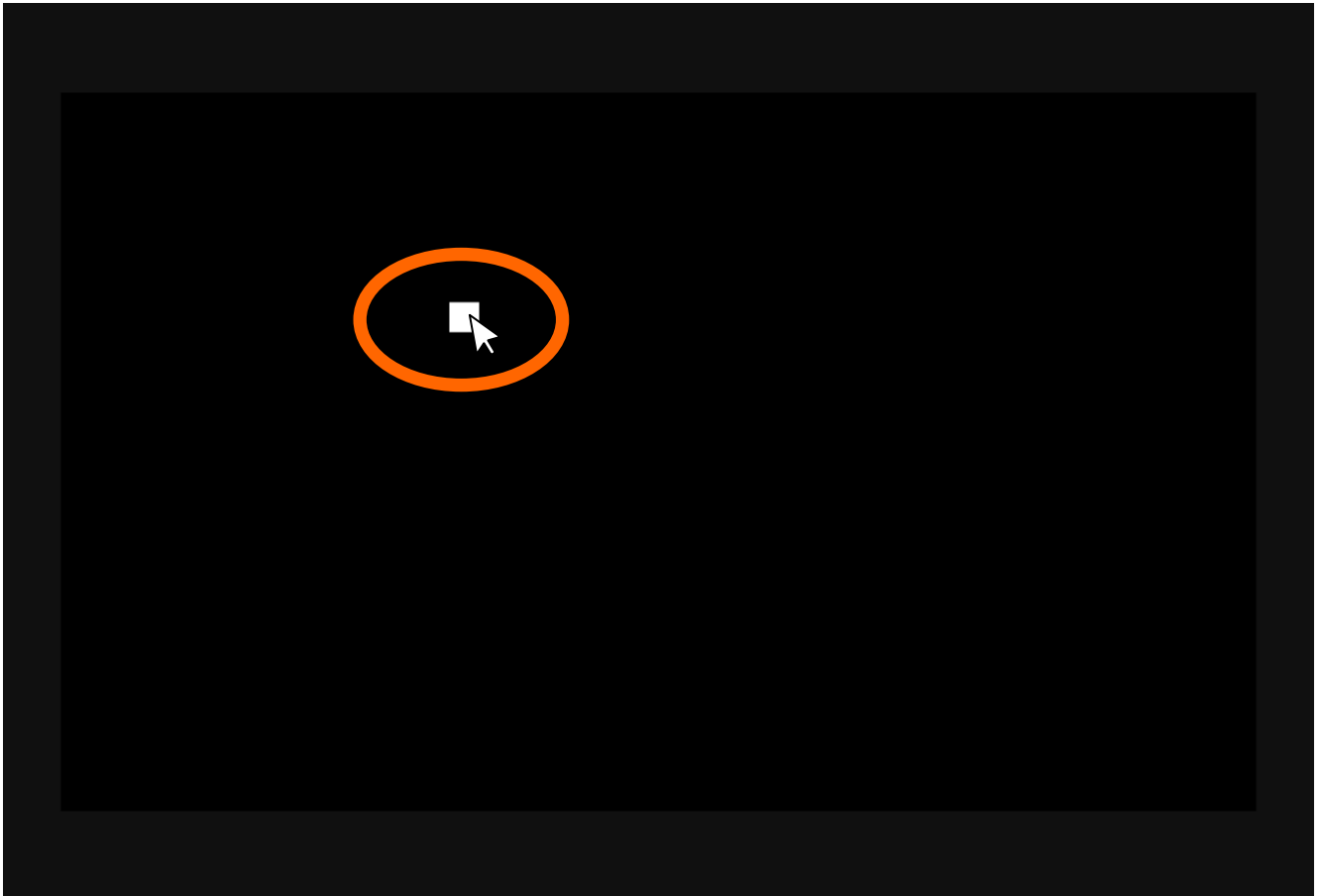
The **zone 4** is a set of copy-delete-move-insert tools to help edition.

Zone 5 is load/ save and special functions part.

2.2. Screen Map

To edit in the screen-map, some information is necessary.

First, in the screen map (zone 1) you can select a char-zone by left-mouse button click to locate the char you want to put on



2.3. The « Float CharSet »

but we need to choose a char to put on it. To do that, we must click on the « View Float CharSet » witch is a switch to hide and see the current CharSet to be used.

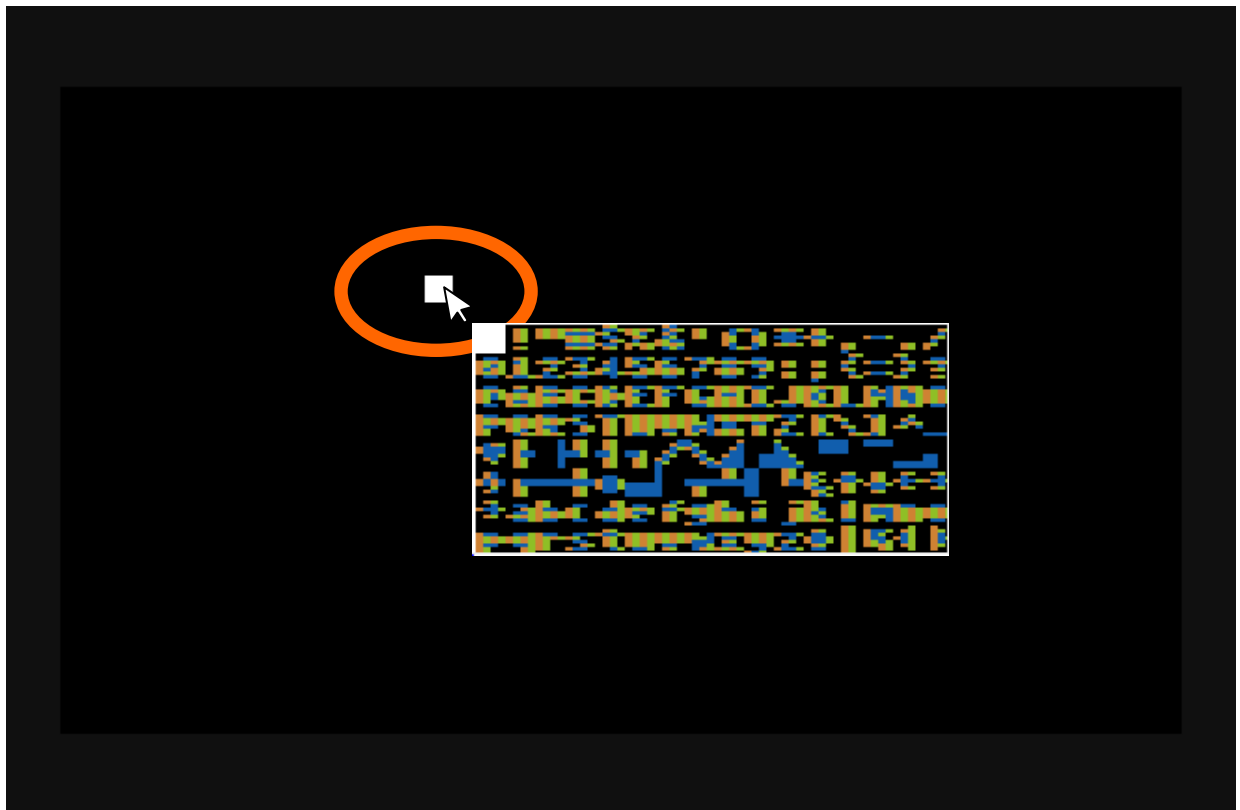
This currency is set just at the right of the button (here 1)



When the button is switched on (view), it is colored in red. Black otherwise.

When switched on, a charset will appear and follow the mouse as a memento (mouse will stay at top-left of the charset).

This is the charset that will be used to edit the text screen. We name it the « float charset »
It is a 4 colors/ monochrome set



To put a char on the screen, after select « float charset », you click on the screen on a character location and choose in the « float charset » the character you want with keyboard arrows **from the numerical part of the keyboard (4,8,6,2)** to move in the float charset.

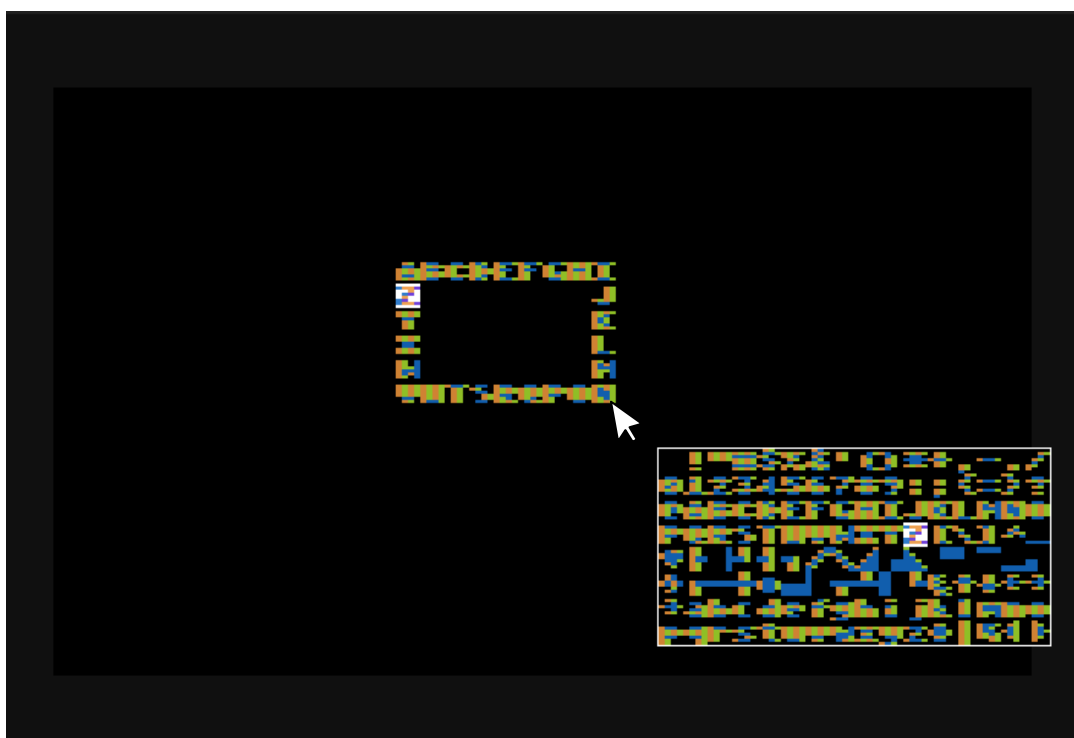
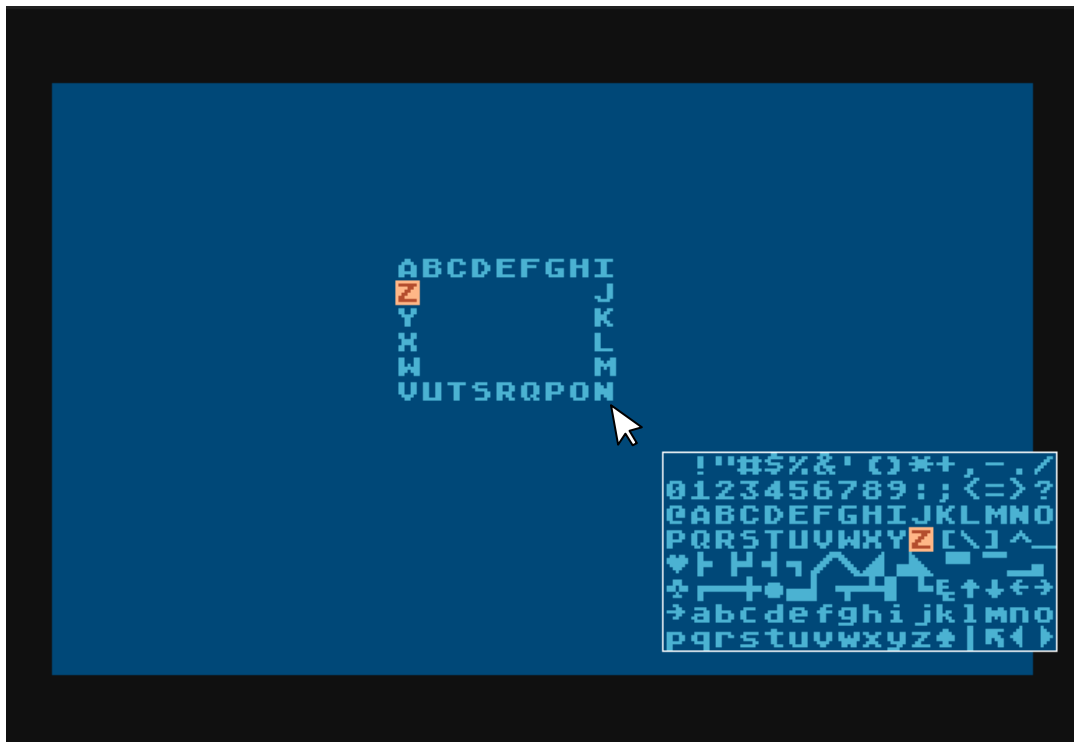
To put the selected character on the screen, just use « + » key of the keyboard, to remove, use « - », always on numerical keyboard part.

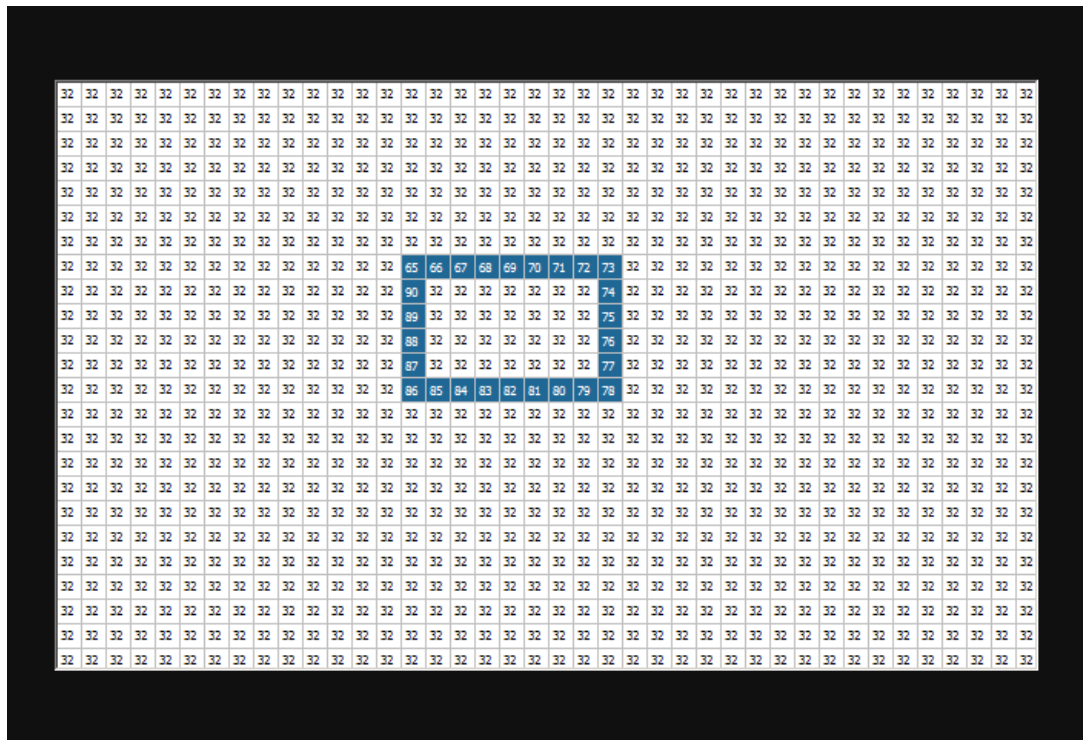


Screen can be viewed/ edited in color or monochrome with the panel (zone 2), this is always the same data in the text screen.



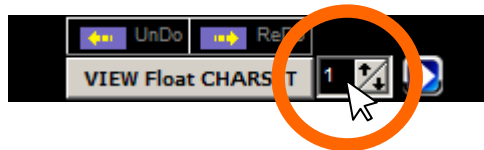
First option is to color borders of the screen (best viewing borders only option), second is to switch in monochrome mode (320X192 monochrome), third to switch in 4-colors mode (160X192 4-Colors) and the fourth to just to see witch ATASCII code is put on the screen (codes that are not equal to 32 (blank) are colored in blue, otherwise in white).



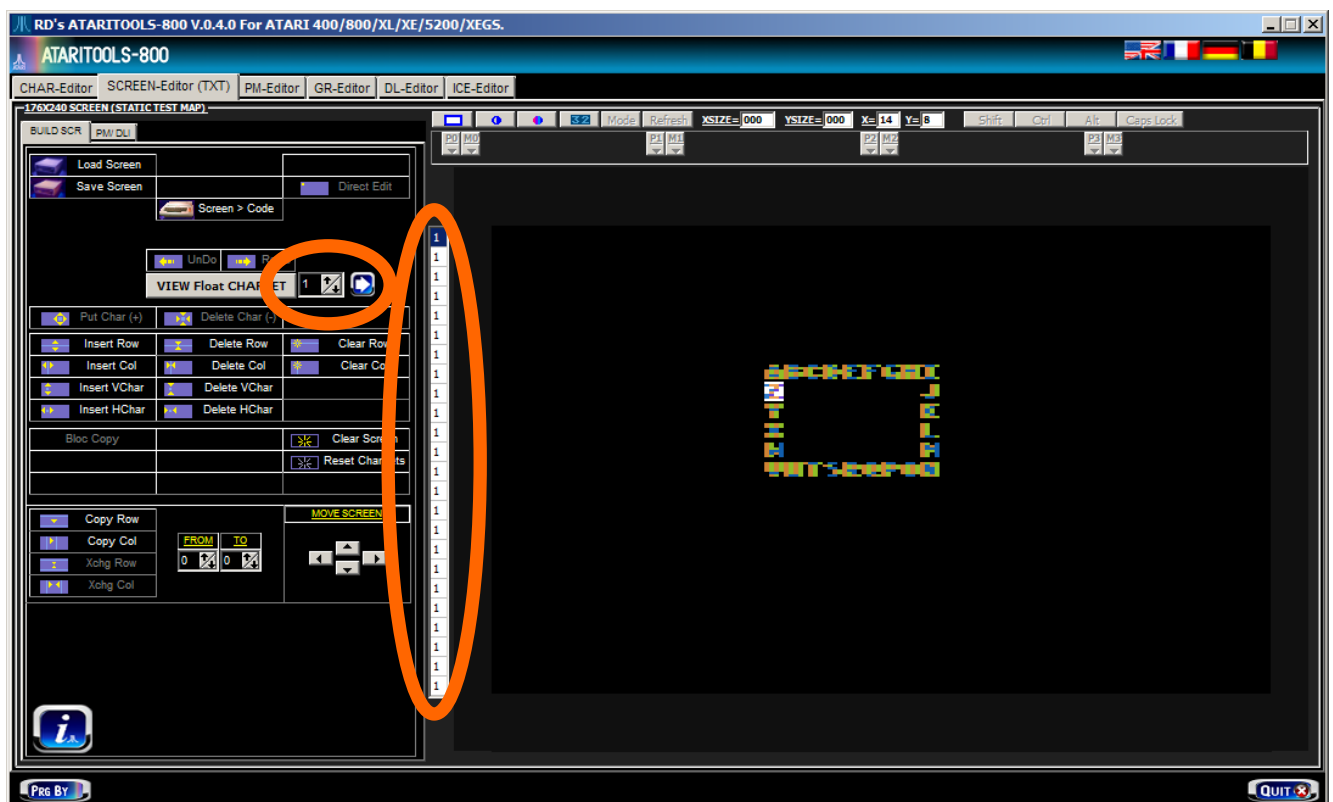


2.4. A different Charset at each text-line

The charset used to edit screen is selected by the spinedit button



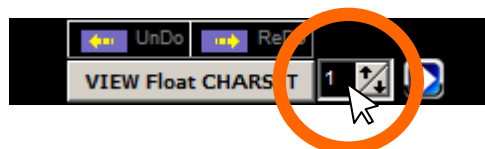
and it is used in combination with a column (vector) that select witch charset is used in each text-line. (can be forgotten if we use a single charset).



A vector-column is present because the ATARI 800 can change the charset adress, colors, graphics and many data with DLI use, the SCREEN-Editor provide the possibility to change the charset used at each text-line, including its colors.

Usually the column contains the same value but that can change with values from 1 to 32 (sets from previous CharSet-Editor) and at the destination of the selected row in column.

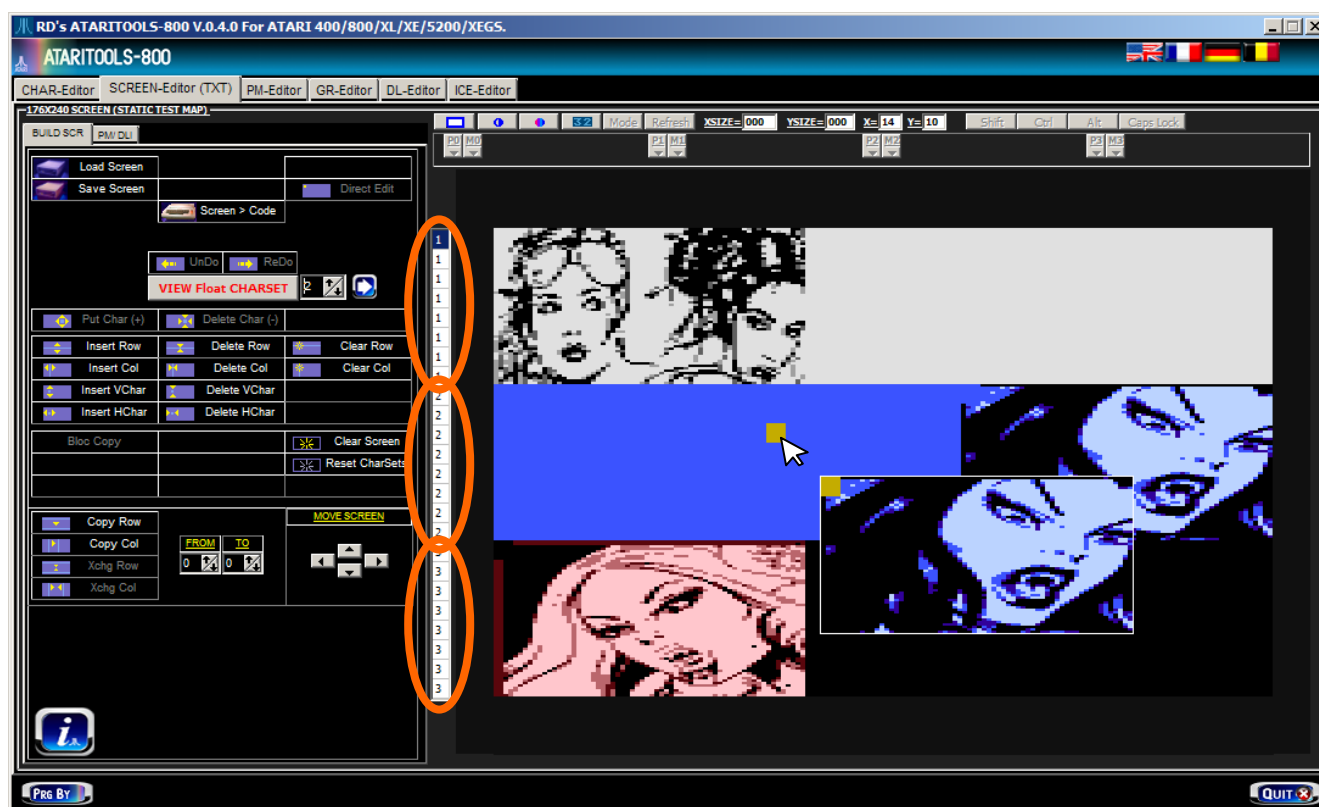
Select a charset :



Set a text-line with charset :



Example with 3 charsets filled with graphics :



NB : The charset in the column **is always the one used** to the equivalent text-line, the screen is always composed of ATASCII codes.

2.5. Edition tools

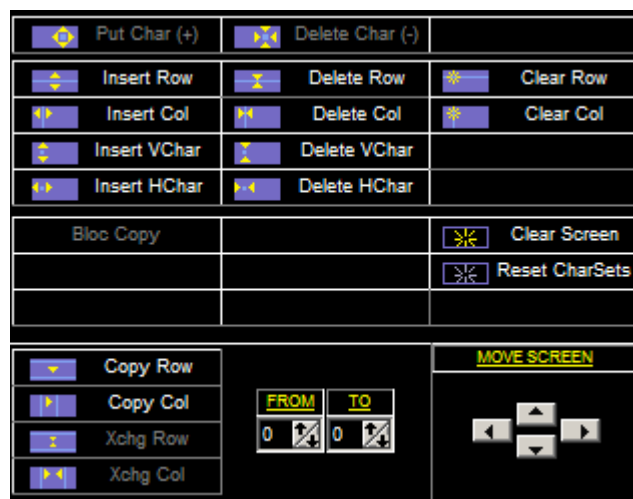
With the edition tools, we can push,pull,move
And clear a complete row or column of chars
in the screen.

Move complete screen in one of the four
directions.

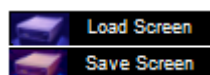
Clear the complete screen.

Reset Column of charsets to « 1 ».

The operations occurs at the current cursor
position.

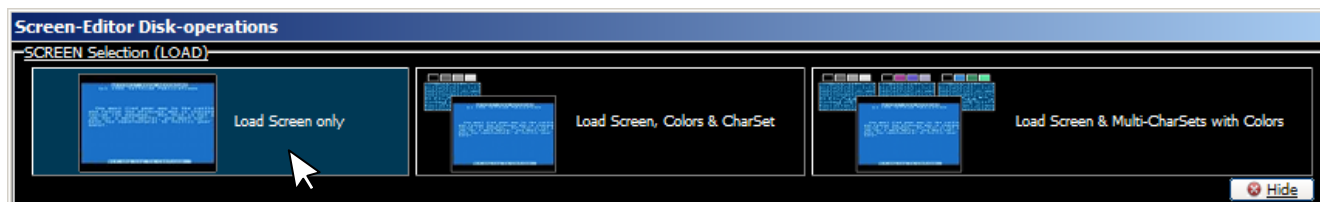


2.6. Load & Save functions

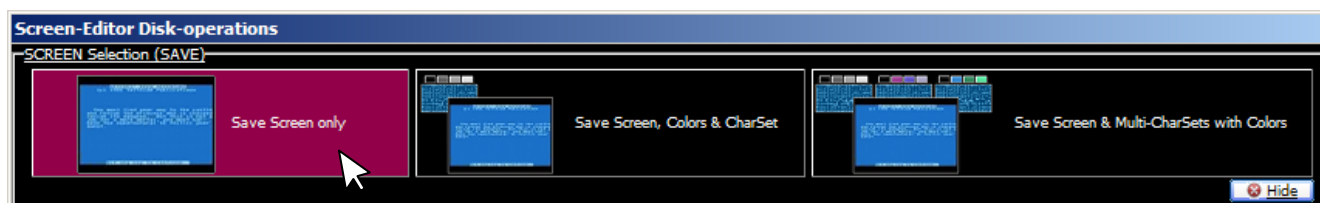


In Load (blue)/ Save (red) functions, there are 3 different file target (and showed after
clicking on Load or Save function :

Load (blue):




Save (red) :



1/ *.SCR witch is for Load/ Save data screen only (just the 40X24 ATASCII code)

2/ *.SCC witch is for Load/ Save 4-Colors, a charset and 40X24 ATASCII code.

3/ *.SCA witch is for Load/ Save a set of different charsets with associated colors, positions
of theses charsets by line, and 40X24 ATASCII code.

For more informations on these files (content, format, size..), just click on the  button to see this info-screen :

CHARSET Files
SCREEN Files
PM Files
GR files
DL Files
ICE-CHAR Files
Graphic Modes
Clipboard info

AtariTools-800 - SCREEN Files Description


*.SCR File description

1 RAW SCREEN file

1/ Screen map (Unpacked) : 960 Bytes

The size of screen is always 40 Chars X 24 lines.
First char is located in top-left corner of screen.
Screen is filled with each char found in data.

This screen can be either monochrome or 4-colors model.
This is an Atari screen.

Screen :



960 Bytes long

*.SCC File description

1 SCREEN & his CharSet file MUST CHANGE

1/ Atari PF0 color : 1 Byte
2/ Atari PF1 color : 1 Byte
3/ Atari PF2 color : 1 Byte
4/ Atari PF3 color : 1 Byte
5/ CharSet DATA : 1024 Bytes (Same as Envision)
6/ Screen map (Unpacked) : 960 Bytes

This screen can be either monochrome or 4-colors model.
This is an Atari-Screen.

Set :


1988 Bytes long

Notes :

The file is as merging an *.ACS file (See CharSet files info) with a *.SCR file.


*.SCA File description

1 SCREEN file & Associated Colors & CharSets


1/ Number of CharSet : 1 Byte
2/ Multi CharSets information (repeated N times) :
- CharSet location (1..32) : 1 Byte
- 4 Colors (PF0..PF3) : 4 Bytes
- CharSet DATA : 1024 Bytes (Same as EnVision)

3/ Distribution of CharSets (from line 0 to 23) : 24 Bytes (1..32 Range)
4/ Screen map (Unpacked) : 960 Bytes

This screen can be either monochrome or 4-colors model.
This is an Atari-Screen.

Sets :



Screen :



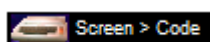
(N x 1028) + 986 Bytes long

Notes :

Each line can be set with a different CharSet.
The size of screen is always 40 Chars X 24 lines (960 Bytes).
First char is located in top-left corner of screen.
Screen is filled with each char found in data, relative to line-charset.



2.7. Screen to code



There is a option to obtain a program code from a screen (just 40X24 ATASCII by now). This is the same procedure and the same options than for the previous chapter (1.9.) CharSet-Editor « CharSet to Code » you can read.

