

Use these simple drawings to make pictures. (12-13)
 COPY the house full page (43-44)
 COPY the window into each frame.
 ZOOM and COPY plant pot onto window ledge (45).
 COPY people, cars, trees in any position or ZOOM level.
 Use MOVE (41) to reposition or erase. Add new data at any time.
 Save complete drawing as a PAGE or as an IMAGE (61-63).

Numbers in () indicate reference manual page numbers.

Use COPY COMPRESS and ROTATE(44) to alter and position arrows.
 PAINT(33-34) outline arrows with colour, then PAINT again with BLACK. Select PAGE (47) to replay sequence.

To build strings of characters, (try your phone number)

Select DIGIT
 Pre-set SCALE to 30 (50)
 Pre-set x lock to 4 (54)
 Pre-set y lock to 32 (54)
 Ensure all pre-sets are ON (54)
 Plant origin at top left.
 Switch LOCK on.
 Now COPY the numerals from the library.
 Each time that you return to the work page the copy cursor can be accurately positioned on a line at a fixed size.

EXPERIMENT with different settings for SCALE, COMPRESS and ROTATE and various LOCK angles and settings (although X is best at 4).

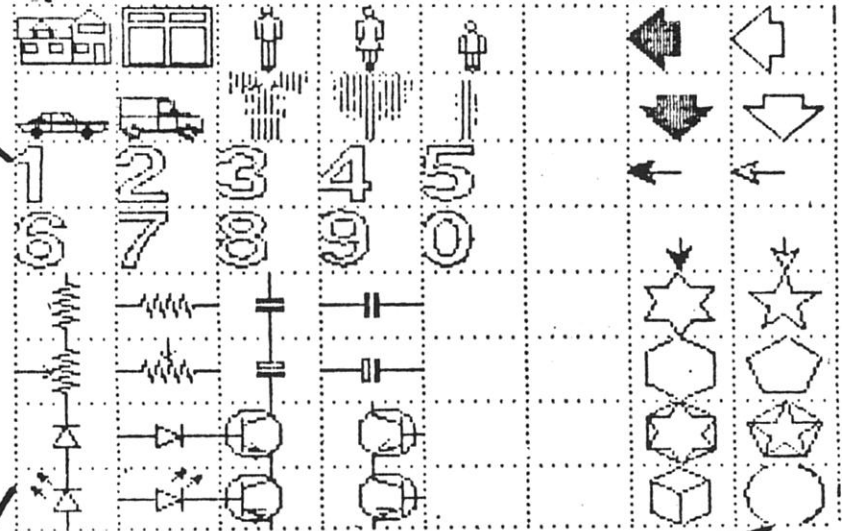
Produce circuit diagrams onto a standard lock grid.
 You can ZOOM onto a portion of the workpage before you start copying the symbols across, then when you select PAGE you will return to the full scale layout.
 (see QUICKDRAW MANUAL 18-19)

ROOM LAYOUT

First draw room outline on a square lock grid (try x=8, y=8).
 Disable LOCK and pre-set SCALE to ensure units will keep constant scale.
 COPY across the furniture positioning it at will, use MOVE to reposition.

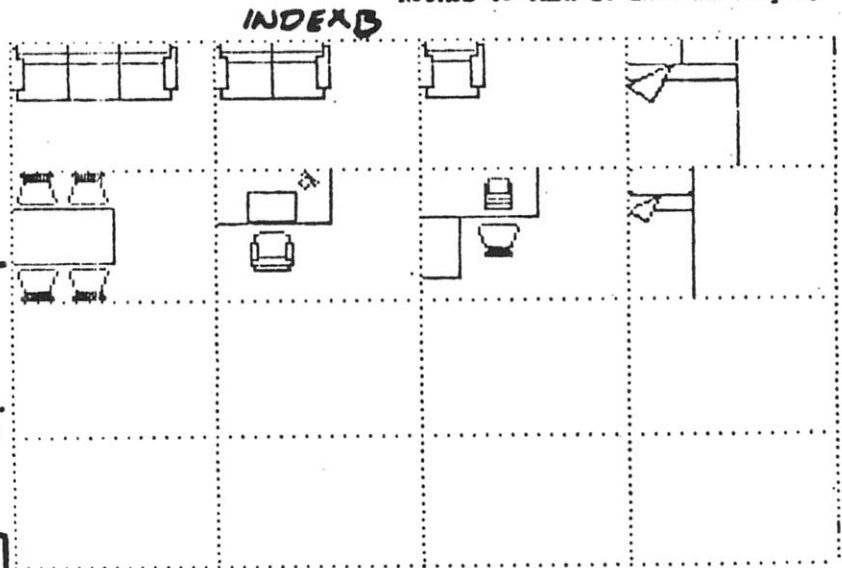
REMEMBER!

When you have assembled a page from COPIED PICTURE UNITS you can NOT save that page back onto the LIBRARY. You CAN save the page onto your WORK DISK (61).
 You CAN FILE any New Data that you enter onto the LIBRARY (42).



INDEX A

COPY the circle using COMPRESS and ROTATE to turn it into an ellipse.



INDEX B



INDEX C

Full sets of symbols covering various applications are available pre-drawn from the Bit STIK library disks. You can easily produce your own symbol set with a little practice.