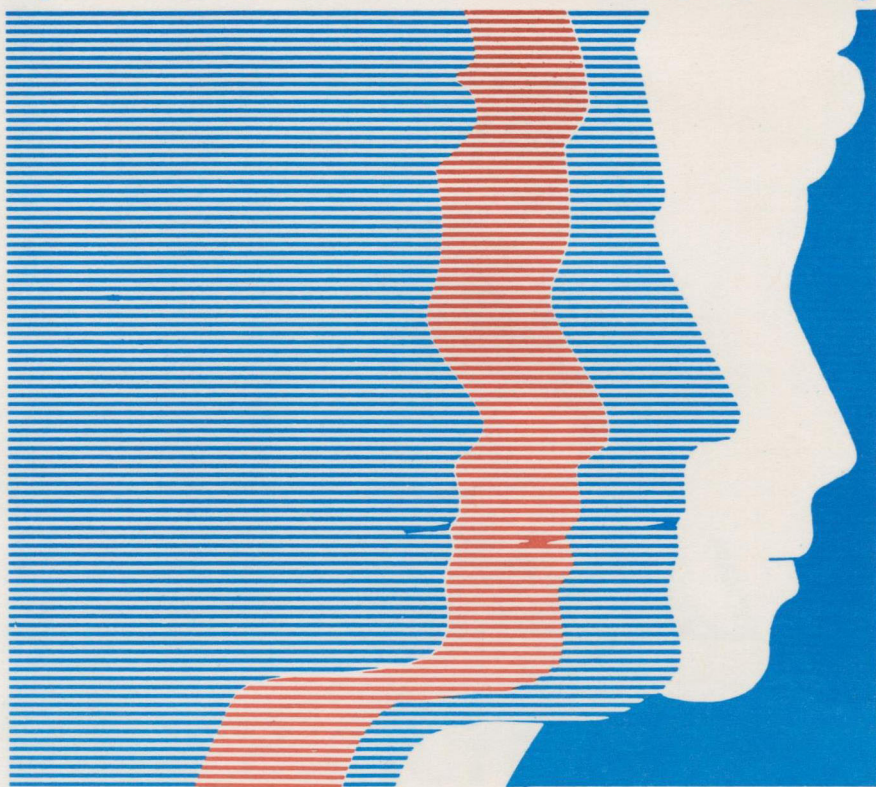


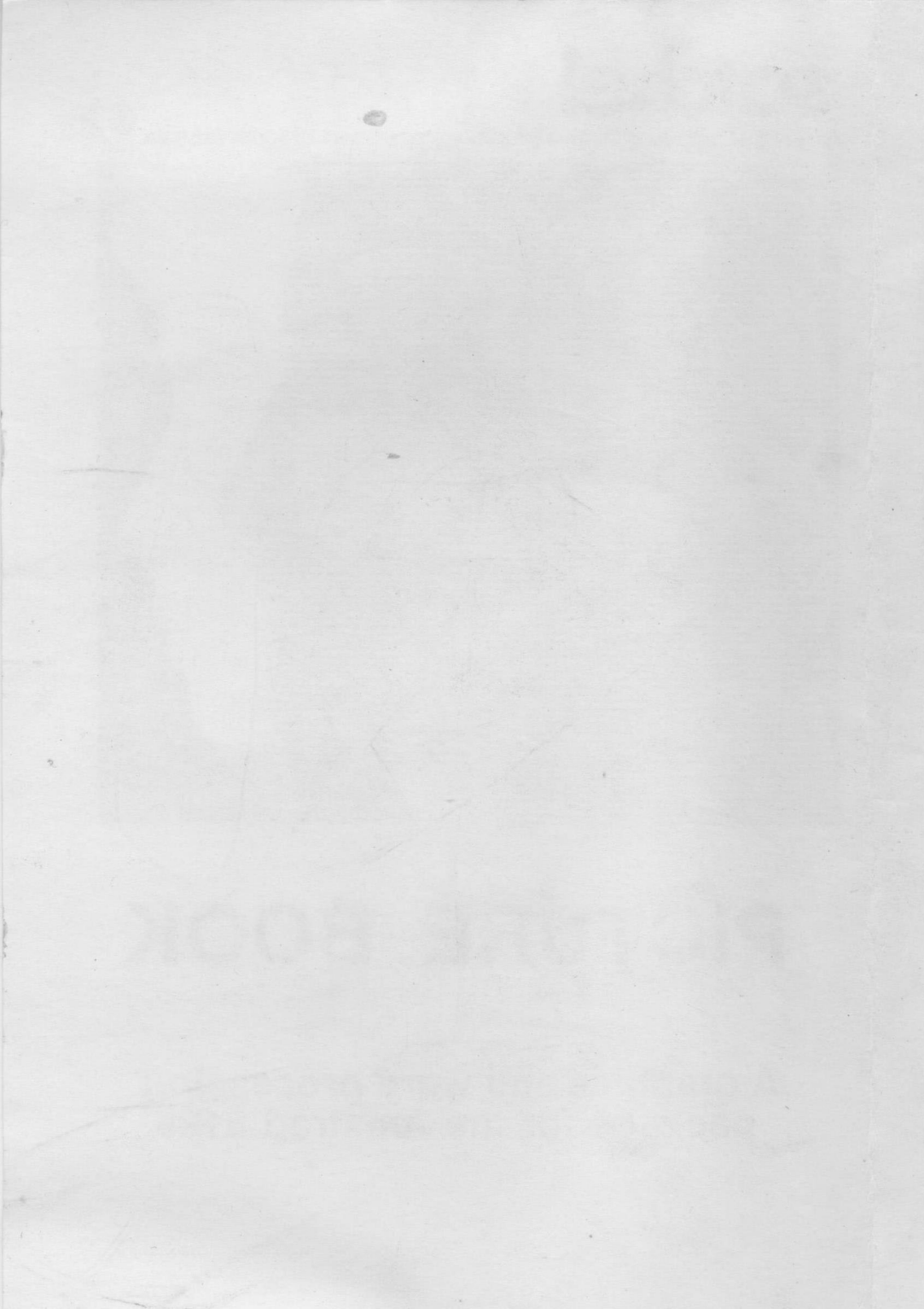
satchel

Angle Park Computing Centre · Education Department of South Australia



PICTURE BOOK

A graphics and word processing
package for the Amstrad 6128





Picture Book

A package that combines graphics
and word processing for
the Amstrad 6128

Satchel Software

First Published in 1987

PROGRAM:

Dean Hodgson

MANUAL:

Chas Kaiser

PICTURES:

Steve Walsh

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While to our best knowledge **Picture Book** is bug free, no warranty, either expressed or implied, is made with respect to the performance or fitness for any particular purpose of the computer programs and written materials.

The author would appreciate comments and suggestions regarding faults and improvements in the program and documentation. Correspondence should be directed to:

Satchel Software

Angle Park Computing Centre
Cowan Street
Angle Park, South Australia 5010
Telephone (08) 243 5541

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Contents

Introduction 1

Picture Book Story Writer 3

Picture Book Story Reader 17

The Object Editor 20

Classroom Applications 26



Introduction

A picture reputedly says a thousand words, but occasionally you need to say more!

Picture Book is a program for the Amstrad 6128 microcomputer that allows you to produce a story that combines both words and pictures. The story can be up to ten pages long and each page fills the computer screen. The screen is divided into two windows – the top window is for a picture, the bottom for the story.

You can compose your picture using any of the 200 plus object shapes already stored on disc or create and use your own. You can save your own shapes or modify those that already exist. They can be placed anywhere within the picture window and you can alter their colour, flip them horizontally and enlarge or shrink them.

The text window is a simplified word processor that allows you to type six lines of text. If a word is unable to fit on the end of a line, it will, if possible, be placed at the start of the next line - this is known as word-wrap. You can change(or edit) any of the letters you type and can centre headings when necessary.

You can read the story on the screen by asking Picture Book to display the next page or you can print it out. The colours are differentiated on the printout by shades of grey.

Picture Book is intended for use by primary school children but will be enjoyed by students of all ages. It is extremely easy to use and guaranteed to be lots of fun.

Getting Started

To run Picture Book, you must first turn on the monitor and then the machine. If this is the first time that the program has been used, you should make a backup of the disc using the DISCKIT program that was supplied with the Amstrad - instructions on how to use it can be found in the Amstrad User Manual.

Insert the disc into the disc drive. Now type:

RUN "DISC and press **RETURN**

A title screen will appear, followed shortly by the **Startup Menu**.

The Startup Menu

There are four options available from the Startup Menu:

- | |
|--|
| <p>A Picture Book
story writer</p> <p>B Picture Book
story reader</p> <p>C Object Editor</p> <p>Q Quit</p> |
|--|

You select the module you want by pressing the corresponding letter. The title screen is displayed as the chosen module is loaded.



Picture Book Story Writer

The Picture Book story writer is where you assemble a picture on the upper part of the screen and write a story at the bottom. This is the **Picture Book** story writer **Main Menu**.

B ackground	O bjects	W rite	Page 1
N ext page	L ast page	P rint	
S tory edit	D isc	Q uit	
A large rectangular area with a checkered border at the bottom, intended for drawing a picture.			

You select an option by pressing the first letter of the option. You can get back to this **Main Menu** by pressing the **ESCape** key.

Background

This option allows you to choose a background for your picture.

When you press **B** to select the **Background** option, you are instructed to:

Choose background. Type number then press Return.

These are the backgrounds which are available:

- | | |
|-----------|------------------|
| 1 Empty | 11 Space |
| 2 Lake | 12 Moon |
| 3 Snow | 13 Television |
| 4 Lawn | 14 Sky |
| 5 Room | 15 Pond |
| 6 Frame | 16 Under Sea |
| 7 Desert | 17 Road |
| 8 Harbour | 18 Haunted House |
| 9 City | 19 Hills |
| 10 Stage | 20 Cave |

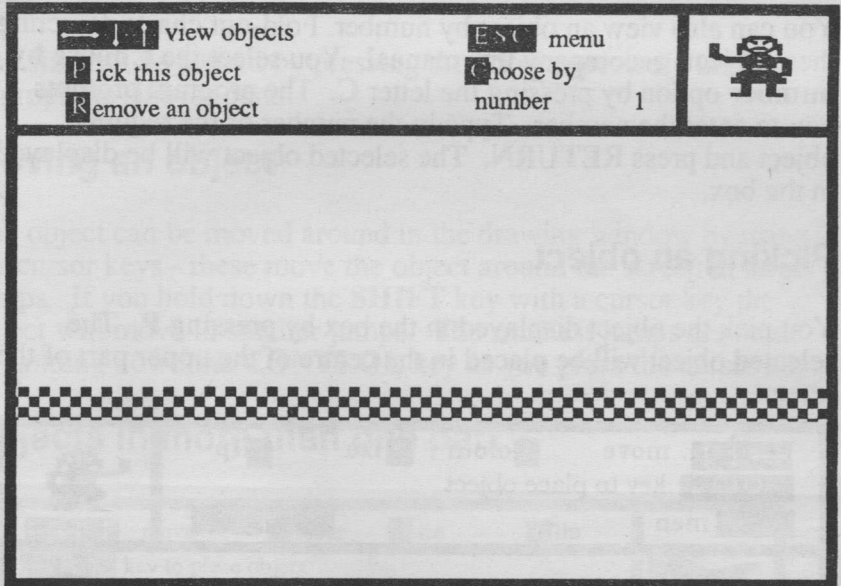
Select your background from the list, type in its number and press **RETURN**. If you do not like the background you have chosen, type **B** and select a different number when requested.

Choosing a different background will not affect any picture objects which you may have on your screen. All chosen picture objects will be retained, although at times they may not be visible if they are the same colour as the background colour.

Objects

When you press **O** for picture objects, you are able to place picture objects onto your background.

This is the **Objects** menu.



You are able to view and select objects to place on your drawing screen from this menu. You can also remove picture objects which you have previously placed on the screen. You go back to the **Picture Book story writer main menu** by pressing **ESCAPE**.

Viewing the objects using the Cursor Keys

The cursor keys enable you to view the objects. A small drawing of the object is shown in the box which was displaying the page number. As each object is shown its number is displayed just to the left of the box. There is provision for 226 objects. Each object is numbered from one to 226. In the above diagram the object is the drawing of the girl. It is object number one.

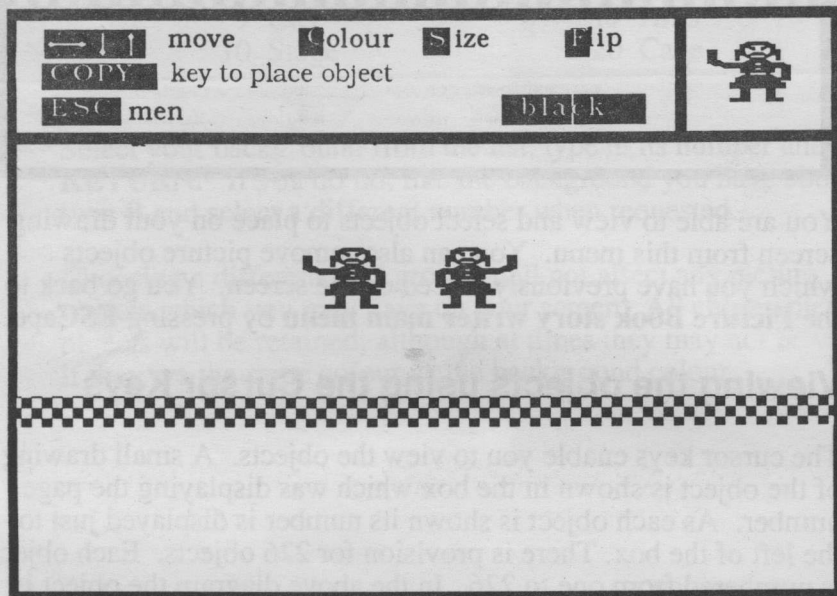
The **left arrow** key will show the previous object. The **right arrow** key will show the next object. The **down arrow** key will jump 20 objects forward, while the **up arrow** key will take you 20 objects back.

Choosing by number

You can also view an object by number. Fold-out charts depicting these objects accompany this manual. You select the **Choose by number** option by pressing the letter **C**. The program prompts you to enter the number. Type in the number of the required object and press **RETURN**. The selected object will be displayed in the box.

Picking an object

You pick the object displayed in the box by pressing **P**. The selected object will be placed in the centre of the upper part of the screen.



Once on the screen the object can be altered in a number of ways before being placed permanently in position.

Flip

The object can be flipped horizontally (reversed) by pressing the **F** key. The girl on the right in the previous diagram has been flipped so that her opposite hand is raised.

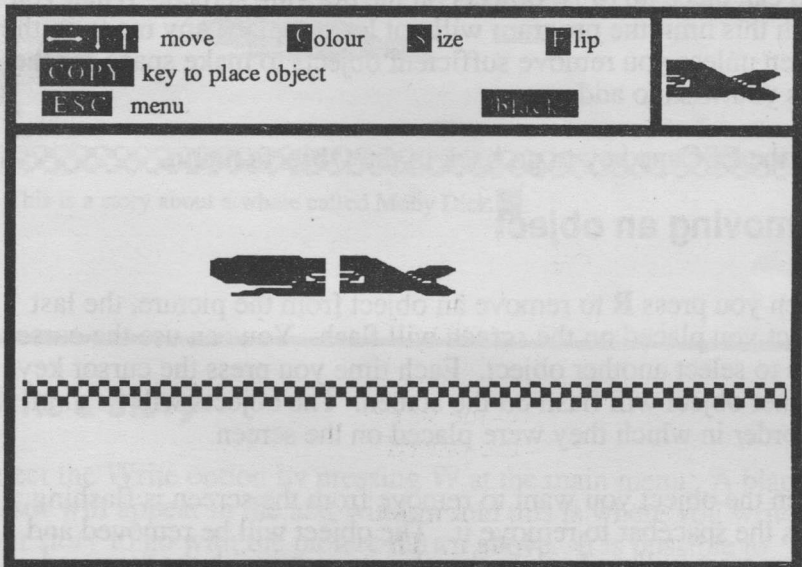
Size

The size can be altered by pressing the **S** key repeatedly until the appropriate size is found.

Moving an object

The object can be moved around in the drawing window by using the cursor keys - these move the object around the screen in large jumps. If you hold down the **SHIFT** key with a cursor key the object will move in smaller jumps. The smallest jumps are made by holding down the **CONTROL** key as you press the cursor key.

Objects in more than one part



Some of the objects are in at least two parts such as the whale in the picture above. The head is object number 81 and the tail is object number 82. Once you have selected and placed the head part on the screen, you will need to select and add the tail.

You will have to move the tail section in small jumps using the **CONTROL** and a cursor key in order to join it to the head.

Colour

The colour can be changed by pressing the **C** key repeatedly. As the colour is changed, the actual colour that the object will have when permanent is displayed on a label in the menu area at the top of the screen. The object will disappear if it is the same colour as the background.

Place object

When you have made all the changes you wish to make press the **COPY** key to place the object permanently on the screen.

You can place up to 20 objects on the drawing screen. When you reach this limit the program will not let you place any more on the screen unless you remove sufficient objects to make space for the ones you wish to add.

Use the **ESC**ape key to go back to the **Objects menu**.

Removing an object

When you press **R** to remove an object from the picture, the last object you placed on the screen will flash. You can use the cursor keys to select another object. Each time you press the cursor key another object will flash on the screen. The objects will flash in the order in which they were placed on the screen.

When the object you want to remove from the screen is flashing press the spacebar to remove it. The object will be removed and the program will go back to the objects menu with the removed

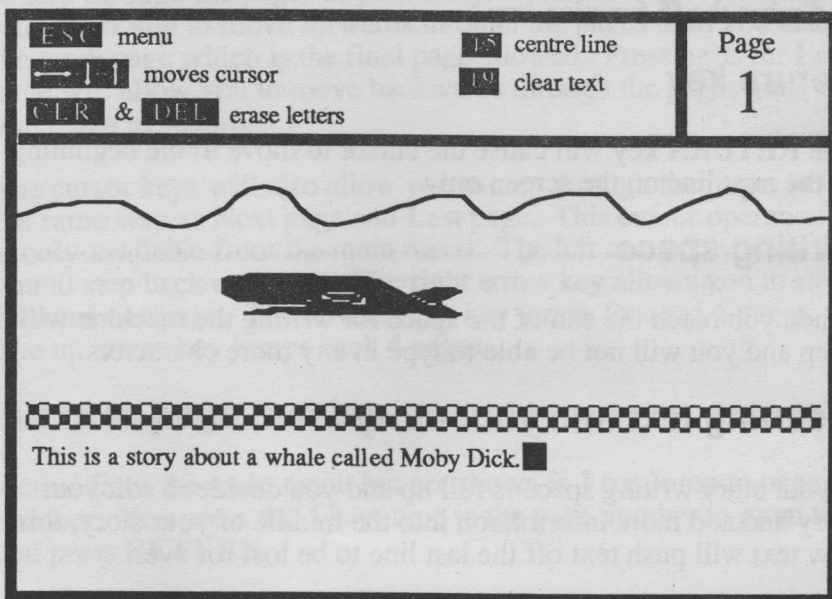
object displayed in the box so that you can select the object again and place it in another position on the screen if you wish.

You go back to the **Objects menu** by pressing the **ESCAPE** key.

Once you have placed your picture objects on the screen and drawn your picture you need to press **ESCAPE** to go back to the **Picture Book Story writer main menu** to choose the write option.

Write

This is the **Picture Book write a story** menu.



Write a story

Select the **Write** option by pressing **W** at the main menu. A black cursor will appear in the text window and this is where you write your story to go with the picture drawn above. It is possible to write your story before doing a picture.

Cursor keys

In the write a story section the cursor keys move the cursor around the text window.

Erase letters

The **DEL** key will **DE**LEte any character on its left as it backspaces. The **CLeaR** key erases the character under the cursor.

Centre line

A line of writing can be centred on the screen by using the **f5** function key. Place the cursor anywhere on the line to be centred and press the **f5** function key.

Return key

The **RETURN** key will cause the cursor to move to the beginning of the next line on the screen only.

Writing space

When you reach the end of the space for writing the machine will beep and you will not be able to type in any more characters.

Inserting text into your story

If your story writing space is full up and you decide to edit your story and add more information into the middle of your story, this new text will push text off the last line to be lost for ever.

Clear text

The **f9** function key enables you to clear away all of the writing on the screen so that you can start again. If you reply with **Y** to **Are you sure you want to erase the text (y/n)** the text will be erased.

ESCape main menu

When you have finished writing press the **ESCape** key to go back to the **Picture Book** main menu.

Moving through the pages of your story

Next page - Last page

These two **Picture Book** story writer main menu items allow you to step through the pages in your story. Pressing **N** for **Next page** will allow you to move forwards through the pages until you reach the tenth page which is the final page allowed. Pressing **L** for **Last page** will allow you to move backwards through the pages until you reach page one.

The cursor keys will also allow you to step through the pages in the same way as **Next page** and **Last page**. This cursor operation is only available from the main menu. The left arrow key allows you to step back one page. The right arrow key allows you to step forward one page. The down arrow key jumps forward 4 pages. The up arrow key jumps back 4 pages.

Jump to page number

Active from the main menu but not shown is **J** for **Jump to page number**. You press the **J** key, type in the page number to jump to and press **RETURN**.

Print

This main menu option enables you to print out the page which is currently displayed on the screen. You can print out just the text or you can print the whole page.

Prior to selecting the print option ensure that you have a printer connected, powered up and online ready to start printing.

Press **P** at the main menu to select the print option. Once the print menu is showing, press **T** to print the text only or press **W** to print the whole page.

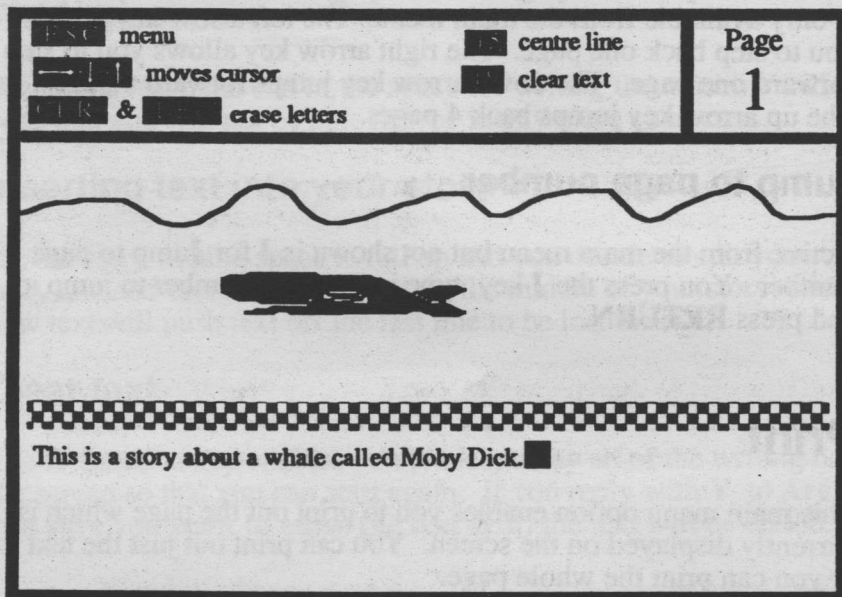
If you wish to stop printing early hold down the **ESC**ape key and the printer will stop at the end of the current line of printing and the program will go back to the main menu.

If you wish to print another page you will need to display it on the screen and then select the print option from the main menu again.

Story edit

The Story edit option from the main menu allows you to make alterations to your story on a page by page basis. This option is selected by pressing **S** for Story edit at the main menu.

This is the Story edit menu.



Delete this page

The **Delete this page** option enables you to remove a page entirely and renumber all of the other pages. In the diagram opposite, page one would be removed and the current page two would be renumbered as the new page one. Press **D** to Delete the page currently on the screen.

Insert a page

The **Insert a page** option allows you to insert a page prior to the page currently on the screen. In the previous diagram, the new page will be page number one and the old page one will become page two. Press **I** to Insert a page prior to the one currently on the screen.

Swap pages

This option enables you to alter the order of the pages by swapping one page for another. When you press **S** to Swap pages you are asked to type in the page number to swap the currently displayed page with, then you press **RETURN**.

Copy page

This option enables you to copy the currently displayed page to another page. When you press **C** to Copy page you have to type in the page number you want the page to be copied to, and press **RETURN**.

Erase page

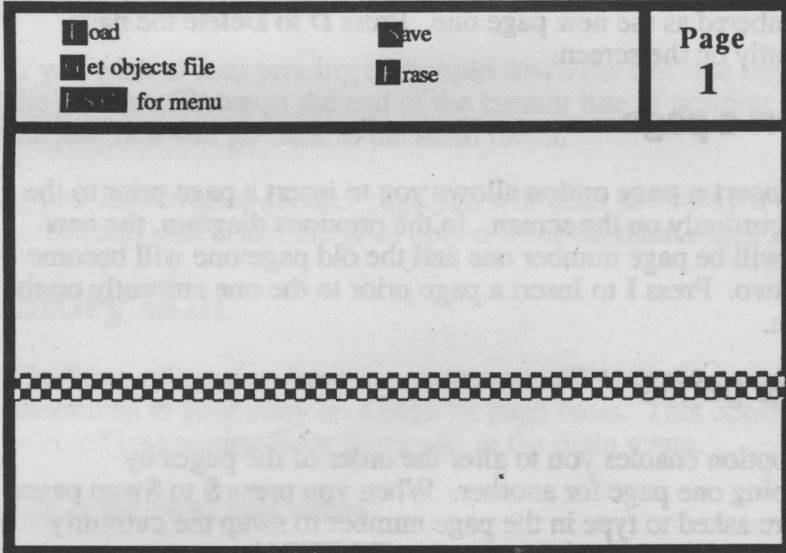
The **Erase page** option enables you to clear away the contents of the currently displayed page so you can do the page over again. Press **E** to Erase the currently displayed page.

ESC menu

Press the **ESC**ape key to go back to the main menu.

Disc

This is the Disc menu.



You press **D** for Disc from the main menu. You can load, save and erase Picture Book files from the Disc menu. Also you can load in a new set of objects.

Load a Picture Book file

Press **L** to load from the Disc menu. The program will list the full filenames of the Picture Book files on the disc. You need only to type in the first part of the filename and press **RETURN**. You do not need to type in the **.PBF** filename extension. In fact the program will not allow you to type it in.

If you do not find the file you wish to load on the disc you can press **ESCAPE** which will take you back to the main menu where you can repeat the steps above with another disc.

Save a Picture Book file

When you press **S** to Save from the Disc menu the program will list all of the Picture Book files on the disc and report the amount of disc space free. You do not need to type in the **.PBF** filename extension, the program does it for you. Just type in your filename and press **RETURN**.

Each page will take approximately 2 kilobytes of memory when saving. If the disc does not have sufficient space to save all of your file it will give you an error message telling you to use another disc. Change the disc at this point and press the spacebar to continue. The program will go back to the main menu without saving your file. Select disc operations and follow the procedure in the paragraph above to save your file on the new disc.

Press **ESCape** to go back to the main menu.

Erase a Picture Book file

From the Disc menu, press **E** to Erase a Picture Book file. The program will list all of the Picture Book files on the disc and report the amount of free disc space. Type in the filename to erase, leaving off the **.PBF** extension and press **RETURN**.

The program will erase the file, and show the new list of Picture Book files on the disc. If you do not want to erase another file, press **ESCape** to go back to the main menu.

Get objects file

Picture Book allows you to write a story using objects which you have created. This option allows you to link your objects to the story which you are about to write.

From the Disc menu, press **G** to Get objects file. The program will list the full filenames of the Picture Book objects files on the disc. You need only to type in the first part of the filename and press **RETURN**. You do not need to type in the **.PBO** filename extension. The program will not allow you to type it in.

If you do not find the file you wish to load on the disc you can press **ESCAPE** which will take you back to the main menu where you can repeat the steps above with another disc.

Once you have linked a story to an objects file this file will be automatically loaded when the story is loaded. You must ensure the objects file is on the same side of the disc as the story.

Once linked you do not have to link your story and the objects file again unless you want to change the objects file.

Quit

Press **Q** to Quit from the main menu. The program will display **Do you want to save your story to disc before quitting? (Y or N)**.

If you press **Y** the program will enable you to save your story before quitting. The save procedure is the same as described in the **Save a Picture Book file** section above.

If you press **N** the program will quit immediately.

You can recover from pressing **Q** to Quit by pressing the **ESCAPE** key which will take you back to the main menu.



Picture Book Story Reader

The **Picture Book Story Reader** is option **B** on the startup menu. The story reader allows you to read a **Picture Book** story on the computer's monitor.

When the program has loaded you are instructed to put in the disc containing **Picture Book** stories to read. Once the disc is in the disc drive, press the spacebar to continue.

Loading a Picture Book story to read

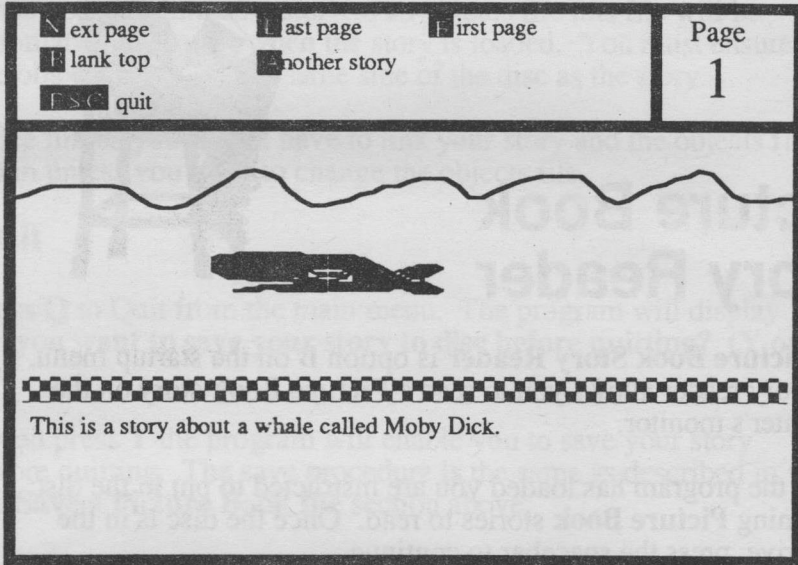
The program will list all of the **Picture Book** stories on the disc. Type in the filename ignoring the **.PBF** filename extension of the story which you wish to read and press **RETURN**.

If the story you wish to read is not listed on the disc do not type in anything. Press **ESCape** and the program will allow you to change your disc and load a **Picture Book** story from the new disc.

Next page - Last page

These two **Picture Book** story reader menu items allow you to step through the pages in your story. Pressing **N** for **Next page** will allow you to move forwards through the pages until you reach the tenth page which is the final page allowed. Pressing **L** for **Last**

page will allow you to move backwards through the pages until you reach page one.



The cursor keys will also allow you to step through the pages in the same way as Next page and Last page. The left arrow key allows you to step back one page at a time. The right arrow key allows you to step forward one page at a time.

First page

Press F to activate the First page option and jump to page one of your story if you wish to re-read it from the beginning.

Blank top

The Blank top option enables you to remove the menu from the top of the screen so that only the page number is showing above the top line. Blank top only works on the page which is displayed and has to be selected for each screen when it is displayed. This

option is provided so that potentially distracting text is removed from the page while you are reading it.

Photographing the monitor

Use the **Blank top** option to remove the menu information from the screen prior to photographing the screen. Teachers can produce a photographic slide presentation of stories created using **Picture Book**.

The picture is completely reformed on the screen 25 to 30 times per second, so that photographing the picture at shutter speeds shorter than 1/30 or 1/25 sec will show part of the image missing. If possible use 1/8 or 1/15 sec so that several complete scans are superimposed. Use the exposure setting indicated by the light meter held close to the screen.

Another story

The **Another story** option enables you to select another story to read, from the same or another disc. Press **A** to select the **Another story** option then press **Y** to confirm this option. You will then be able to load and read the story as described above.

ESCape quit

This option allows you to quit from the **Picture Book Story Reader** and go back to the startup menu. At the startup menu you can choose to quit from the program entirely or choose one of the other options available from this menu.



The Object Editor

The object editor is where you either modify the existing picture objects or you create a set of your own objects to use in your **Picture Book** stories. Choose the object editor from the startup menu by selecting option C.

The Object Editor title screen will be displayed and you will have the option to create a new set of objects or load an objects file from the disc.

Press **C** if you wish to **Create** a new set of objects or press **L** if you wish to **Load** objects from the disc.

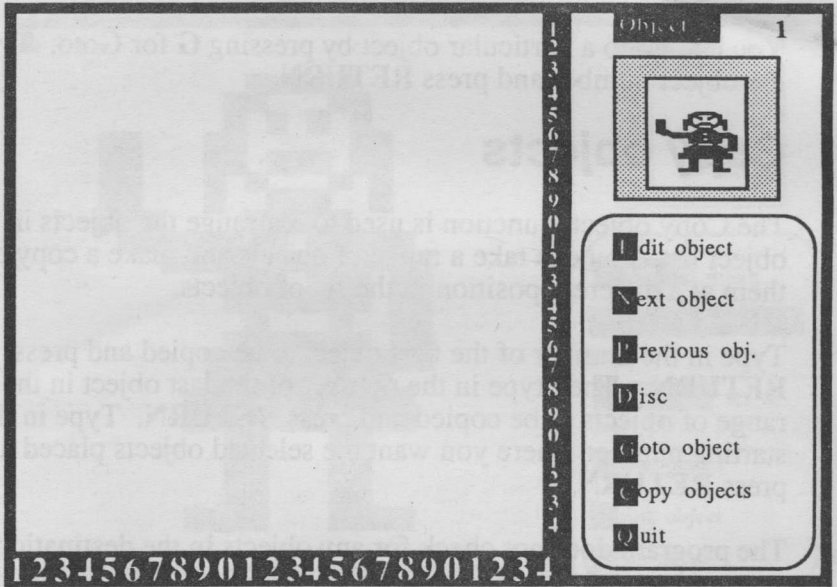
Create new set of objects

This option enables you to create your own set of picture objects to use with the **Picture Book** program.

Load objects from disc

This option allows you to load the resident set of picture objects (OBJECTS.PBO) and either add to or modify the existing set of objects. Also you can load an objects file which you created and add to or modify it.

The Object Editor Main Menu



Edit object

Edit object allows you to create a new object from scratch or make alterations to the object which is displayed in the small window. This is explained in depth on the next 2 pages.

Next object - Previous object

These options allow you to view the picture objects in the small window. Press **N** to see the Next object. Press **P** to see the Previous object.

Disc

If you press **D** for **D**isc you will see the disc menu where you can select disc operations.

Goto object

You can go to a particular object by pressing **G** for Goto. Type in the object number and press **RETURN**.

Copy objects

The Copy objects function is used to rearrange the objects in the object list. You can take a range of objects and make a copy of them at a different position in the set of objects.

Type in the number of the first object to be copied and press **RETURN**. Then type in the number of the last object in the range of objects to be copied and press **RETURN**. Type in the starting number where you want the selected objects placed and press **RETURN**.

The program does not check for any objects in the destination range when you are copying objects. The onus is on you to ensure you do not copy objects over other objects which you wish to keep.

Quit

Press **Q** to Quit from the object editor. The program will go to the startup menu where you can choose to run another **Picture Book** file or you can reset the computer by choosing **Quit**.

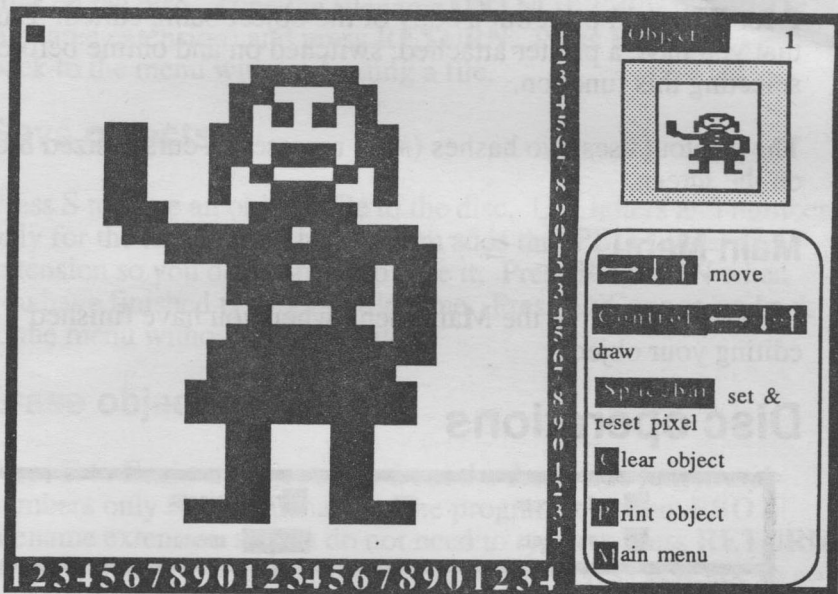
Editing an object

When creating an object from scratch ensure that the small window is empty and press **E** to Edit object from the main menu.

If editing an existing object, display it in the small window and press **E** to Edit object from the main menu.

The object editor will show the object in the large and small windows. You edit the object in the large window. Changes made will also be displayed in the small window.

The Edit object menu



Cursor Keys

The cursor keys move the cursor around in the large window.

Draw

To draw on the screen, you must hold down the **CONTROL** key as you press a cursor key.

Set and reset a pixel

Use the cursor keys to move the cursor into position and then use the spacebar to set or reset the pixel at that position.

Clear object

You can clear the current object from both windows on the screen by pressing **C** to Clear object.

Print object

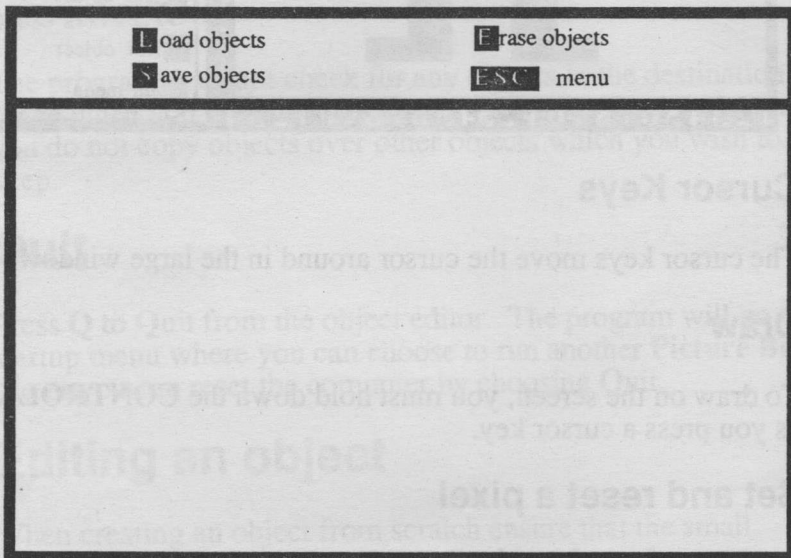
P for **Print** will print out a copy of the object being edited. Ensure that you have a printer attached, switched on and online before selecting this function.

The printout uses two hashes (#) to represent a cursor sized block on the screen.

Main Menu

Press **M** to return to the **Main** menu when you have finished editing your object.

Disc operations



Load objects

Load objects allows you to load an objects file from the disc. Any objects currently in memory will be erased so be sure to save them prior to loading if you need them.

Press **L** to Load an objects file. The program will list the objects files on the disc. Type the filename (**DO NOT TYPE** the **.PBO** filename extension) and press **RETURN**. Press **ESCape** to go back to the menu without loading a file.

Save objects

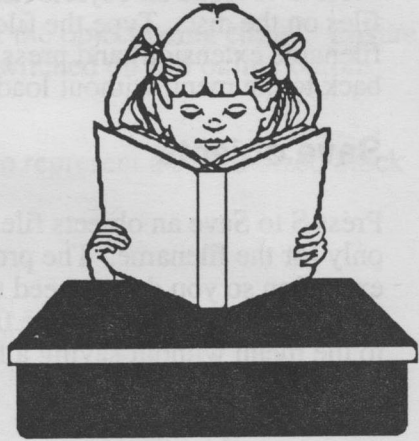
Press **S** to Save an objects file to the disc. Use letters and numbers only for the filename. The program adds the **.PBO** filename extension so you do not need to type it. Press **RETURN** when you have finished typing the filename. Press **ESCape** to go back to the menu without saving a file.

Erase objects

Press **E** to Erase an objects file from the disc. Use letters and numbers only for the filename. The program adds the **.PBO** filename extension so you do not need to type it. Press **RETURN** when you have finished typing the filename. Press **ESCape** to go back to the menu without erasing a file.

ESCape menu

Press the **ESCape** key to go back to the main menu from the disc menu without selecting any of the disc operations.



Classroom applications

Picture Book can be used to promote language development in the primary school and in remedial and special education programs at all levels.

Ways of using the program

- Students can work co-operatively to produce a joint work. One way is for one student to produce the pictures and the other to produce the text to accompany these illustrations.
- Each individual contributes a single page to a story - either a preplanned or a cumulative story.
- Students write books for others of a similar level to read.
- Students write a book for a younger person or a person of lower reading level.
- Students interview another person and then writing a story to that person's interests, specifications and/or reading capacity.
- Stories can be read directly from the computer, as part of a reading program.

- Photographic slides of stories may be prepared and used independently of the computer.
- Reports on topics relating to various areas can be prepared. These reports could be pictorial only, written only or a mixture of both.
- Book reviews, perhaps with the title written in large letters in the picture space, could be prepared.
- Map out objects on graph paper before altering existing pictures or adding new ones to the picture bank.
- Prepare a picture, print it out and then colour it as an art exercise.
- An introduction to word processing can be carried out probably using only the writing screen.
- As a TEACHER'S TOOL the program can be used to Create CLOZE stories with the picture providing clues for the blanked words. Use a pupil's text as the basis for a CLOZE exercise. Create picture clues requiring a response of single letters, spelling names of objects or providing a text.
- Prepare task cards which require the completion of a picture, descriptions of a picture to be given or completed, or a set task to be carried out using the computer. For example, prepare a picture that uses seven different colours and write a description.
- Motivate written language, Remedial, Special Ed., Book making.
- Progressive story – different children write different pages.
- Reporting for social studies, topic areas.

The following types of stores may be prepared with the assistance of the computer.

These items could be prepared only with a mixture of both.

Book reviews, reports with the title written in large letters in the margin, could be prepared.

Classroom applications

Picture books, which are prepared by the student, can be used in a variety of ways. The student can be asked to prepare a picture book on a particular topic. The student can be asked to prepare a picture book on a particular topic. The student can be asked to prepare a picture book on a particular topic.

As a result of the program, the student can be asked to prepare a picture book on a particular topic. The student can be asked to prepare a picture book on a particular topic. The student can be asked to prepare a picture book on a particular topic.

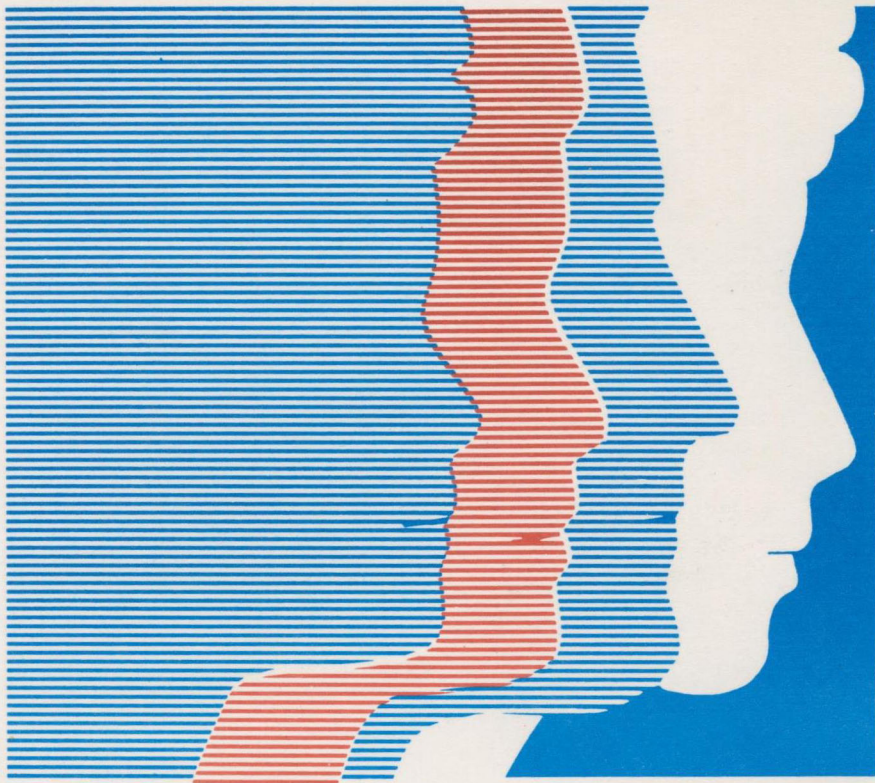
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Angle Park Computing Centre · Education Department of South Australia



Angle Park Computing Centre—the focus for computer education in schools in South Australia. Angle Park Computing Centre specializes in professional training for teachers and development of selected software and courses for Australian schools.

PICTURE BOOK is a computer package that allows students to create stories using words and pictures. It has more than 200 picture objects already defined and these can be placed anywhere in the picture window.

It's lots of fun!