

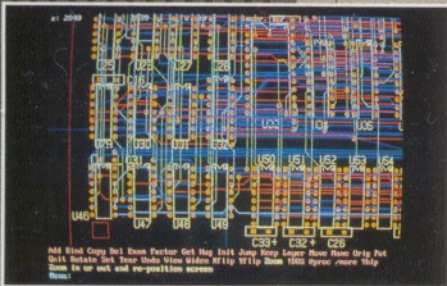
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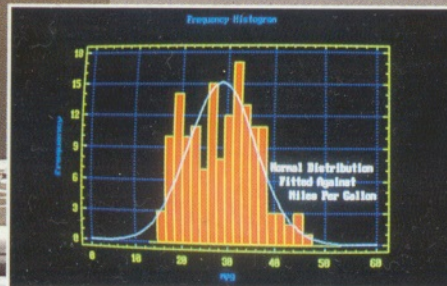
## COMPUTER GRAPHICS FOR...



### ENGINEERING



### BUSINESS



### RESEARCH



### PRESENTATION

Write Your Own Windows • Plotting for Graphics  
 Desktop Video • Mandelbrot Sets • Mac Portable?  
 Genlock & Desktop Video • Graphic Workstations



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NOVEMBER 1989

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# APPLE Graphics

**W**HEN THE SUBJECT is graphics software, there is certainly no shortage in the IIGS line-up. After all, it's not called the IIGS for nothing, is it! And with GS/OS 5 now released (see next month's review), graphics are now up to 300 per cent faster, making some of the rather sluggish packages much more attractive.

So, for this 'all graphics' edition of Your GS, it is not difficult to write reams on such packages for the IIGS. In many cases, the software I'm going to refer to in this article has either been featured in this column before, or has been around for a while. But this is a good opportunity to lump all the graphics software together with a few comparisons thrown in.

To summarise, I've researched the field in order to establish what I hope is a complete listing of all IIGS specific graphics based software, (see separate box) with a reference to whether it has been reviewed

## Graphics on the Apple GS? It's a natural, says Peter Phillips . . .

(by me anyway) and if so, when. Many packages not readily available in Australia, but I've listed them anyway. I've used the categories of Desktop Publishing, Paint and Animation, although in some cases it is difficult to identify just where a particular package fits in. As you can see there are some 24 packages, suggesting there is no shortage of support for the G in IIGS.

### Desktop publishing

WITH THE MAC came pull down menus, mouses and . . . desktop publishing. The

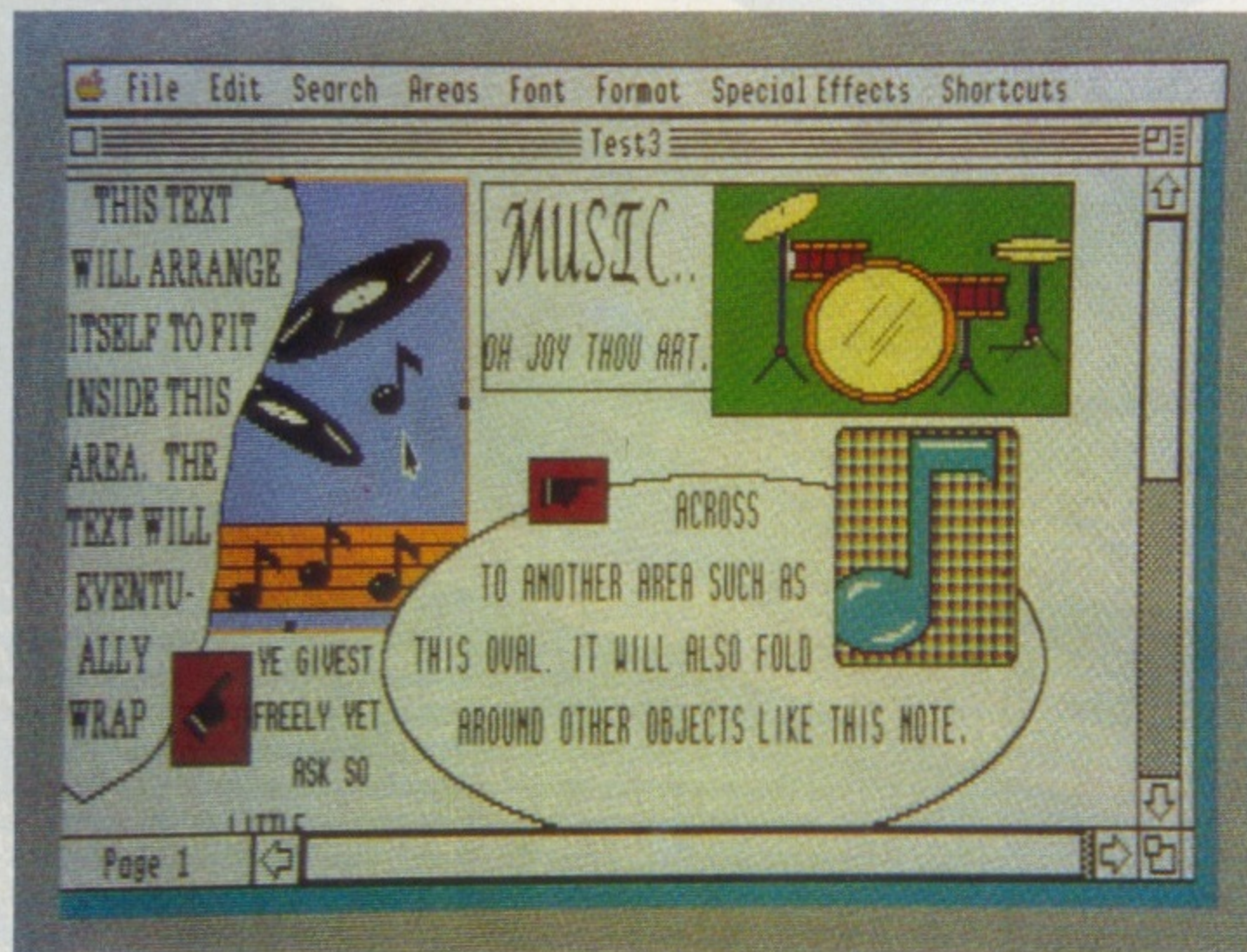
IIGS, being a Mac derivative with IIe roots, was always destined to be more Mac-like than IIe, and it is predictable that desktop publishing applications should be available for it. However, although sophisticated enough, the IIGS packages are limited by speed, and the colour feature, though nice on screen, is usually lost when printed. Still, with GS/OS 5, the speed should pick up, giving desktop publishing a new lease of life on the IIGS.

There are a number of desktop publishing packages for the Apple II series, but, to my knowledge, IIGS specific programs are limited to Medley, GraphicWriter 3.0, the page layout module of Appleworks GS and, in a sort of way, Printshop. Medley is a desktop publishing package that has only just reached Australia, although it has been available in America for some time. And this is one of those programs that will certainly benefit from GS/OS 5. I have not seen GraphicWriter 3.0, and therefore I can only compare Medley to Appleworks GS. Here's what I found . . .

### Medley

MEDLEY IS A desktop publisher with capabilities that take it beyond the usual 'great for the non-professional user' category. Distributed by Dataflow in Australia at a rrp of \$299, Medley is supplied on four, 3.5-inch disks (System 3.2, dictionary, clip art and program disks) and comes with a very comprehensive manual. The review copy, supplied by Dataflow, was version 1.0 though I understand version 1.1, featuring increased speed, has now been released in the USA.

After I had booted up and played around with Medley for a while, I began to wish I had the speedier version, as version 1.0 is frustratingly slow. According to the manual, the program is fully 'interruptable', meaning it is not necessary to wait until the computer has finished doing its thing before you issue another command. This works to an extent, but I found it generally very sluggish, and therefore quite tedious to use. However, the inherent slowness was probably made worse by my inexperience with the program, and as I gained some skill using it, I found ways of speeding things up. The program is quite complex, and requires some getting use to. The manual has a tutorial, as well as a



Medley, the latest desktop publisher for the IIGS can produce some amazing results. This layout shows how text can be placed inside 'areas', while other areas can be designated to contain art. The text will wrap around all obstacles, and a wide range of fonts are available to satisfy virtually any need.



most comprehensive set of instructions, and it will take users some time to learn the full capabilities of Medley. Despite my reservations about speed, the program is very sophisticated and has all the capabilities one would expect from a professional desktop publishing program.

A slightly unprofessional aspect is Medley's definition of a 'point', (as in point size for character height). The standard is 1/72 inch, while Medley uses 1/36 inch, which is confusing for those used to working with points. To compensate, the final print can be done in 50 per cent reduction mode, although graphics will be reduced accordingly.

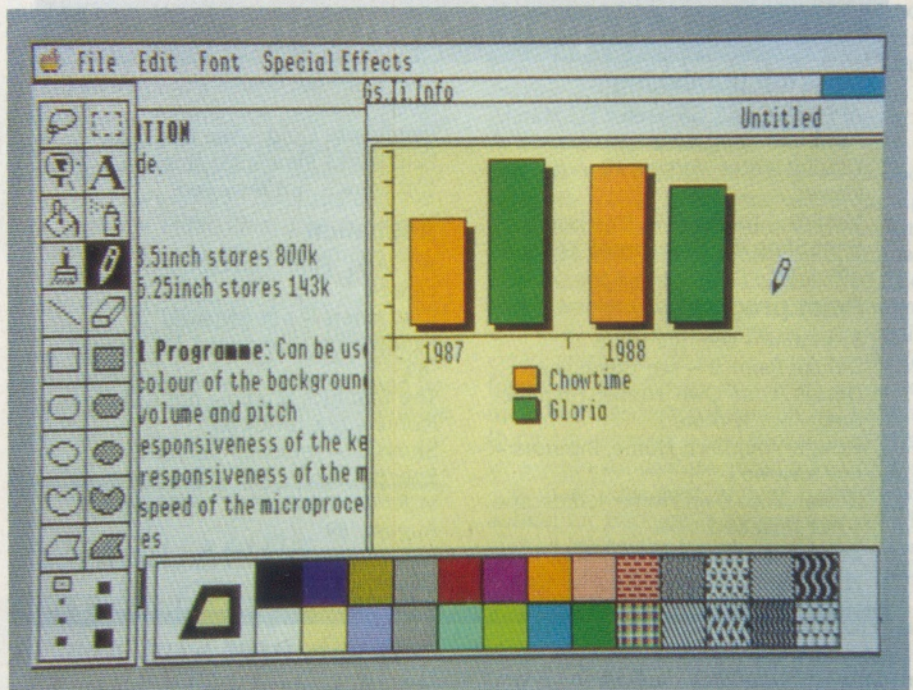
Medley is actually three programs in one: a word processor, paint program and the page layout section. The word processor is fully featured, and includes an 80,000 word dictionary and thesaurus. A nice feature is that the spell checker will identify phonetic spelling, and provide the correction, such as 'motion' for 'moshun'.

I found the word processor slower than any other I have seen for the IIGS, and it was not a joy to use. It has the feature of being able to import an Appleworks (classic) file, without loss of formatting, and will accept (unformatted) any ASCII file. For impatient people like me, Appleworks classic would be my preferred way to enter text into Medley.

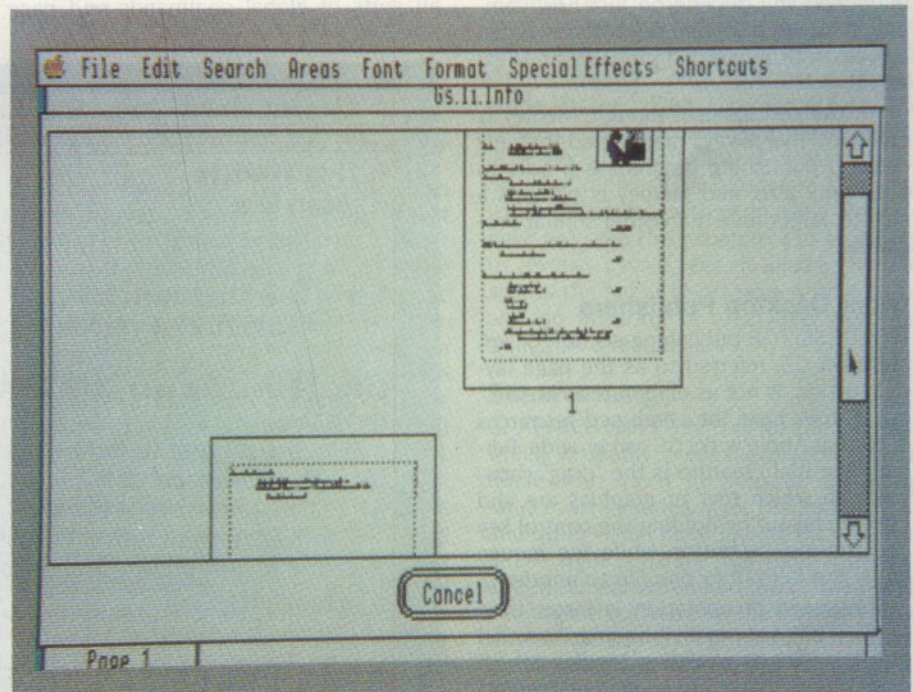
The paint program is very comprehensive, and has all the usual features such as draw, fill, lasso and so on. There is only one colour palette, and files imported from other paint programs will need recoloring. It is possible to resize a graphic, as well as flip it around and do all the usual things typical of IIGS paint programs.

The page layout is the main feature of Medley, and is really the word processor, but with all the extras needed to manipulate text, shapes and graphics. There are an amazing number of possibilities, grouped into 'text' or 'art' categories. For example, a box, oval, polygon and so on can be drawn, then converted to text areas. Text can then be entered into the selected area, in which the text adjusts itself to the shape of the area.

Hard disk operation is supported as the program is not copy protected and Medley runs perfectly with GS/OS 4, but will not operate with System 3.1. There are some 66 fonts provided, and after I had copied all these to the system font folder, I ended up with a total of 82 items. Because these fonts are now available to all my programs, I was quite happy with this outcome.



The paint tool in Medley allows graphics to be created or modified, and the supplied clip art disk has a wide range of graphics, including this bar graph. It is also possible to swap between windows, allowing multiple files to be worked. A word processor document is on the left, behind the file with the bar graph.



Viewing the whole page in Medley causes the definition to be lost, but the general form of the final result is readily seen. It is not possible to work with the page in this form, unlike Appleworks GS.



## G(raphic) S(oftware)

### Desktop publishing

APPLEWORKS GS – refer YC March, April and September '89  
 GraphicWriter Version III – not reviewed  
 Medley – reviewed in this issue  
 Print Shop IIGS – reviewed YC April '89

### Paint programs

816/Paint – see this issue  
 Deluxe Paint II – see this issue  
 Design Your Own Home, Architecture – not reviewed  
 Design Your Own Home, Interiors – not reviewed  
 Design Your Own Home, Landscape – not reviewed  
 Draw Plus – reviewed YC January '89  
 Hometown, U.S.A. – see this issue

Image Master: Basic Paint – see this issue  
 Paintworks Gold – see this issue  
 Paintworks Plus – see this issue  
 Top Draw – not reviewed

### Animation

Art And Film Director – not reviewed  
 Cartooners – not reviewed  
 Fantavision – reviewed YC August '89  
 The Graphics Studio – not reviewed  
 Iconix – not reviewed  
 ShowOff – reviewed YC April '89  
 SpectraGraphix 256 – see this issue  
 VCR Companion – reviewed YC August '89  
 FingerPrint Slide Show – not reviewed

commands not available in Appleworks GS. Although not really a desktop publishing program, I've grouped that all time best seller, Printshop (GS), into this category. This program is surely one of the 'must have' applications, as so much that is useful, can be achieved very quickly and without fuss. However, Printshop is unique in itself, and neither boasts of, nor has, any real compatibility with any other graphics program. But, to leave out Printshop in a special graphics edition of YC would be almost unthinkable. If you don't know about this program, see my review in YC, April '89. I love it – I'm sure you will as well.

### Paint programs

PAINT PROGRAMS ARE true-blue graphics applications, where the aim is to produce pretty pictures. Some would argue that there is not a lot of use in drawing pictures on a TV screen, unless one has access to a quality colour printer. But, as it turns out, there are lots of reasons for paint programs, including the production of pictures for other applications such as various games, desktop publishing packages, 'soft' postcards, video sequences, animation effects, program enhancement, printouts and so on.

Paint programs are also great for line drawings, as these can be reproduced

All in all, Medley is a bit too slow for my liking. It can take minutes to complete tasks such as relocating the text around a newly positioned box, and really requires patience that would try a saint. The final result is predictably very good, and the program has many good points. Naturally, the speed will depend on just how complex the layout is, and my tests included layouts with numerous graphics and text boxes.

For the serious user though, Medley is excellent. I've always maintained that any desktop publishing program is a hole to pour time into, and Medley is perhaps a slightly larger hole than other similar programs.

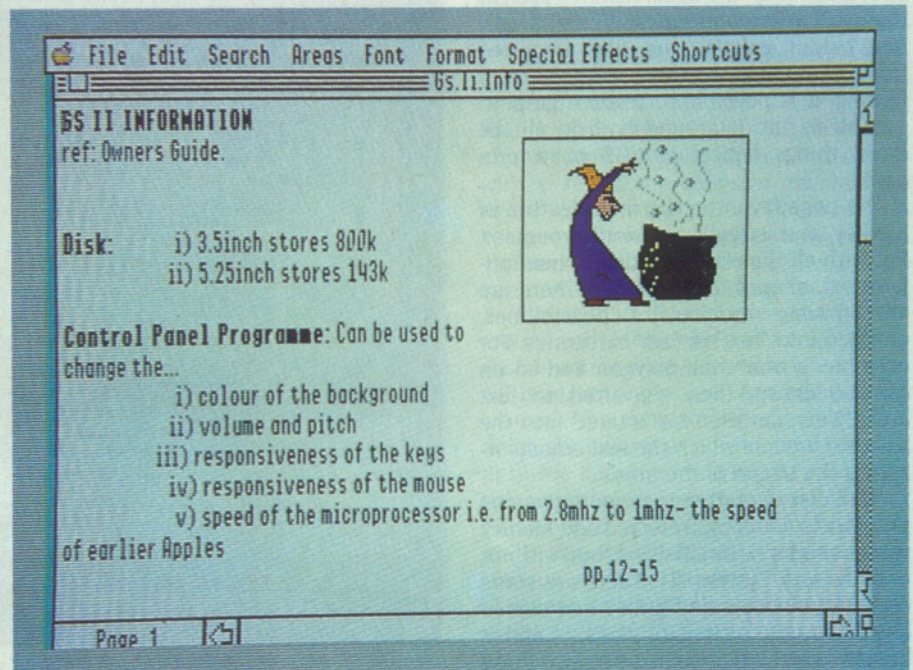
### Other Desktop Publishers

THE DESK TOP publishing section of Appleworks GS, referred to as the page layout section, is not as elaborate as Medley, but it does have the combined resources of all that Appleworks GS can provide. Perhaps the main feature is the 'drag' capability, in which text or graphics are slid into the layout by holding the control key and the mouse button while the mouse drags the item from one file to another.

The speed of operation is faster than Medley, but not exactly blinding. As well, I find it easier to use than Medley, which supports my habit of not reading instruction manuals. However, Medley certainly has a wider range of capabilities, including the ability to have an irregular shaped text area. Appleworks GS works only with

rectangular areas, which is adequate for many applications anyway.

One feature not available in Medley is the ability to manipulate each section of the layout when the whole page is being viewed. But, in contrast, Medley is better set up to handle multiple pages, including all sorts of global commands and page



Medley can import Appleworks files with most of the formatting intact. Add a graphic or two and your documents will take on a whole new life.



quite accurately with a printer. The caricature of yours truly was done with the traditional pen and ink method, but if a paint program had been used, I might have been tempted to re-slant the eyebrows!

The line-up of IIGS specific paint programs is probably the largest of all, except perhaps, word processors. My favourite has always been Paint Plus from Activision, although the competition is strong from Deluxe Paint, 816/Paint, Paintworks Gold and the Graphics module of Appleworks GS. There are many others including Image Master, which features, so I'm told, 136 simultaneous colours and 8 million possible colours. This contrasts heavily against the usual 16 colours, 4096 combinations, but as I have not seen the program, I cannot verify the effectiveness or truth of this rather amazing capability.

As well, there are various graphics packages that I've lumped into the paint category, such as Draw Plus, the range of Design Your Own Home... series, and a relatively new one called Hometown USA. This program apparently allows users to design buildings for later construction as paper models. The idea is to design the building, complete with windows, doors and other customised additions, then to print it out for subsequent modeling by cutting out the sections and assembling them. However, it seems it is aimed at the educational market, so don't sack your architect yet.

Paint (or graphics if you insist) programs, seem at first glance to be rather similar. But this is probably as true as saying all cars are the same. It is not until you get into the finer details that the differences become apparent. For example, not all programs have an eraser to rub out unwanted areas. Paint Plus and Appleworks GS do, unlike 816/Paint and Deluxe Paint which require a more convoluted method to erase unwanted areas.

But the greatest differences come about with compatibility between the various packages. My test is always to see how many other programs can use the graphics produced, and I have to give full marks to 816/Paint and my old favourite, Paint Plus. But then, apart from the method of erase, these latter programs are remarkably similar anyway. An interesting feature of 816/Paint is that there are four screen modes available, selectable at the desktop when booting. You can have 320 mode, 640 mode and two others that will be familiar to Apple II users; hires and super hires.

An advantage of 640 mode is that the colour palette will usually come with the

picture if it is called up with another program. Also, naturally, the definition is better, although not markedly in my opinion.

Another difference between the various packages is the method used to vary the colours. 816/Paint, Appleworks GS and Deluxe Paint have bars for the primary colours and bars for hue, intensity and saturation, while Paint Plus uses a different scheme (better in my opinion) in which sliders are moved over five bars with graduated colouring. I like the way 816/Paint always positions the graphic over the palette during palette editing, and allows a high order of interaction between the colour editing process and the graphic.

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*All in all, Medley is a bit too slow for my liking. It can take minutes to complete tasks such as relocating the text around a newly positioned box, and really requires patience that would try a saint.*

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Deluxe Paint is a more sophisticated paint program, so much so that I must confess to being put off by it. However, it has capabilities that can produce some wonderful graphics, such as allowing the design of customised paint brushes, which can then be used to produce a range of effects. For example, to draw a pipe that appears three dimensional, it is possible to design a paint brush that will 'paint' the required dark to light to dark pattern that simulates 3D.

Another sophisticated paint program is Paintworks Gold. I remember being highly impressed some years ago as I watched a professional artist colour a digitised photo of the moon using the program. In fact, he stole the day, which was actually intended to demonstrate CD-Rom and other storage media.

IIGS paint programs have a fascination about them, in which even the most hardened user can't help being secretly impressed at some of the possibilities. See-

ing a graphic come to life under the hand of an expert, or even a talented amateur is still an experience that can leave you shaking your head in amazement.

### Animation packages

COMPUTER ANIMATION has been around since the first aliens started dropping from the top of the computer monitor, but programs that allow production of animation are not quite so well established. The main problem is speed, as programmers well know. For the IIGS, the lack of a dedicated graphics processor, such as those found on the Amiga and Atari tends to make the IIGS less suitable for animation. But, perhaps no one told Broderbund this, who seem to have managed very well.

Perhaps the best known Broderbund animation package is Fantavision, which started life on the II plus. The IIGS version is much enhanced over the original, and some great cartoons can be created.

Other packages from this company include VCR companion, although this is not a dedicated cartoon development package, rather it includes animation as part of its capability to produce a complete video sequence. Another similar program is Show-off, which supports sequencing of graphics rather than animation like that of Fantavision.

Paint Plus (Activision) also features graphics sequencing, allowing some very impressive productions to be displayed. Other programs with this capability include Art and Film Director (Epyx), The Graphics Studio (Accolade) and Iconix IIGS (So What Software). A new release is SpectraGraphics (Lynx Software Products) which interacts with Applesoft Basic. I have not seen this program, but according to reviews I have read, it allows users to access the super hi-res screen from Basic and do all sorts of great and graphical things as a result.

### Summarising

GRAPHICS SOFTWARE is for the creative, which probably means everyone, except those who yawn at sunsets, mountain ranges, art galleries, Walt Disney cartoons and other visual phenomena. All you need is the right software, the right computer system, imagination and time. There is no shortage of software for the IIGS, as I hope this article has shown. It is all characterised by excellent colour, ease of use and a relatively modest price tag. The problem is - which package? I think they are all excellent, but obviously some are more excellent than others. Better that problem however, than to have no choice at all! □