

# CGP\*MAX

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## READ ALL INSTRUCTIONS BEFORE RUNNING

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**FIRST!** While the CGP\*MAX system is very easy to use please read all of the Manual before using. Some information is intended for the hackers.

**INTRO:** CGP\*MAX includes the CGP\*MAX/BIN utility to print beautiful full color pictures on the RADIO SHACK CGP-220 ink jet color printer. CGP\*MAX supports the full range of colors that the CoCo3 can produce on a RGB monitor. CGP\*MAX can be used by users of TV/CMP monitors but is much easier with the better RGB monitor. You can print on any paper your printer will take even, transparencies. Do Make a BACKUP and store your original in a safe place.

Unlike other graphics printer programs CGP\*MAX offers TRUE color conversion of the actual RGB color codes as used by your CoCo3. Because of this feature you can have ANY color in ANY PALETTE slot. If you are using a RGB monitor you will get what you see!

CGP\*MAX can print any standard HSCREEN2 picture that you can load into your CoCo3. If you have VUMASTER, CC3GIF or other program that can load and display MAC, TNY, St. GIF or any other format and and display them in a HSCREEN2 you should be able to print it. CGP\*MAX can even be used with the TRANSLAT utility of CoCoMAX3 to load and print those beautiful DOUBLE SCREEN pictures. All pictures are printed right side up so you could have a picture and text on the same piece of paper. Print time for a standard print is about 11 minutes. Do NOT use the PCLEAR command when using CGP\*MAX.

You will find it easier to use CGP\*MAX if you copy your picture file to be printed onto the same disk with CGP\*MAX/BAS and CGP\*MAX/BIN and any other utilities you may want for running. The single screen pictures can be fitted into a standard 5 X 7 picture frame but you may have about 1/4 of an inch of white at the top/ bottom (depending on the frame) and you will HAVE to trim 1 inch from the sides. For printing on transparency film you may find dark shades work best; Print on the side with a slight texture.

**PRINTER:** If you are using the SERIAL port on your CGP-220 you will NEED to set it to 2400 baud for graphics printing. You may already have it set at this rate. The slower 600 baud rate is just too slow. CGP\*MAX/BIN will automatically set the CoCo3 for the 2400 baud rate.

**TV/CMP** If you are using a TV or CMP color monitor you will want to run the CGPDEMO program to print a color chart. Note what colors you want in which palette slot. Add the below line before the last HSCREEN2.  
FOR x=0 to 15:PRINT"SLOT:";X:INPUT"COLOR:";C:PALETTE X,C:NEXT X

CM3/MGE These are the easiest to print. First copy the picture file to your working disk with the CGP\*MAX files. RUN"CGP\*MAX" respond 'Y' to the prompt to use the picture loader. Enter the complete filename. The program will load the picture and ask for the filename again. This is to read the RGB colors from the picture file. You will be looking at the picture on the screen. You can use the EDITOR if you want or press <P> for a normal, or <M> for a mirror print.

BASIC If you have a favorite BASIC program to create and SAVE/LOAD HSCREEN2 pictures you need to add the following to your program to save the colors of your masterpiece in a disk file. SAVEM"FILENAME/CLR",&HFFB0,&HFFBF,44539 to save colors in a file. LOADM"FILENAME/CLR" will read this color file back in and restore your original colors, this can be used with any monitor or TV. Once you have your BASIC HSCREEN2 picture in memory, you can now type RUN"CGP\*MAX" and reply 'N' to use of the loader and just hit <ENTER> and the automatic reading of MGE and CM3 picture file RGB codes will be skipped. The print drivers are 100% stand-alone M/L programs and can be loaded and then EXEC from you BASIC program.

WORKFILE This is a very hand file for use with those non-standard colors etc. /CLR The CGP\*MAX editor has a color <S>ave, <L>oad function. This can be used to load or save the color registers while editing the colors. The SAVE/LOAD routine uses a file called WORKFILE/CLR for SAVEing and LOADING the palette registers. If you want to save this color setting just BREAK out of CGP\*MAX and COPY the WORKFILE/CLR to whatever FILENAME you want. You can use this to even save several colorsets of the same picture. If you want to be able to reload a colorfile with the <L>oad function 1. KILL"WORKFILE/CLR" then just enter COPY"FILENAME/CLR" to "WORKFILE/CLR" and you now can use the <L>oad feature of the CGP\*MAX/BAS editor to load this colorfile. This can be used to save extra color files of MGE & CM3 pictures. You should ALWAYS! have a WORKFILE/CLR on the disk in the drive!

EDITOR Now that you have loaded your masterpiece and can see it on your monitor. The color editor of CGP\*MAX will let you use the 0-9 and A-F keys to select the palette slot numbers in hex code. 0-9 select slots 0-9 and pressing <A> will select slot 10,<B>= slot 11,<C>=12,<D>=13,<E>=14 and <F> for slot 15. After selecting a palette slot you can use the UP and DOWN arrow keys to increment the color code for that slot until you select another slot. For faster color changes use the shifted arrow keys to step eight color values at a time. If you are printing from a /MGE or /CM3 file CGP\*MAX will remember the colors read from the picture file and pressing <R> will restore the original colors if you have a need to start over. To save or load colors at any time with any picture /CM3, /MGE or other picture you can use the <S> and <L> keys to SAVE or LOAD the palette registers to/from the WORKFILE/CLR disk file. You can use the <S>ave,<L>oad function as often as you want while color editing a picture; You MUST have a WORKFILE/CLR on the disk in the drive and NOT write protected!

When you are ready to print your first printout just press <P> and printing will start. When your first printout is done and the computer plays a note or two you have the option of pressing <P> again for another print when you have the printer ready for the next print or you can use the color editor to adjust the colors before printing the next copy of the same picture. When the picture is done you may want to try the <M>irror option which will print the picture upside down just as a reflection in a mirror or in water. If you select this without touching the printer you will get one continuous picture that can be framed in a 8 X 10 picture frame. Another use for this is to print two separate versions of the same picture giving you a left and right facing printout for matched pair to display two 5 X 7 frames. This only works with the standard screen.

DOUBLE  
screen  
/CM3 To print these great pictures use the TRANSLAT utility to load the top half and print it then do the bottom half. To make a MIRROR print version do the bottom half first You can not use the PIX\*LOAD routine for these pictures but CGP\*MAX can read the file colors.

OTHER VUMASTER, CC3GIF etc can be used to load pictures of other formats such as ST,MAC,TNY,GIF and many other graphics imports. Then quit or hit reset on the CoCO3 to exit the program and run CGP\*MAX. When asked for a filename hit enter without a file name to bypass the reading of MGE and CM3 files (for non MGE/CM3). Use the color editor of CGP\*MAX to set the colors you want for your picture and <P>rint.

SPECIAL  
\*\* Some pictures have 200 screen lines rather than the 192 normal. To print a 200 line screen with CGP\*MAX/BIN POKE&H1091,200. CGP\*MAX/BIN can print fancy FULL COLOR letterheads without printing a full screen. Design the letterhead using your favorite graphics program then make a note of how many screen lines you used from the top of the screen. Then poke this value into &H1091. IF you have the background set to white you could poke a value one or to lines greater than used with no harm but too few will cut the bottom off your letterhead. The CGP\*MAX/BAS can be edited and the POKE added after the LOADM"CGP\*MAX/BIN" located in the print subroutine near the end of the CGP\*MAX/BAS program but it MUST be BEFORE the EXEC. You can always print a smaller portion of the screen but a value bigger than the screen will result in garbage printed at the bottom of the picture .

#### COMMANDS

<0>-<9> and <A>-<F> select the palette register slot for editing. UP and DOWN arrows change to color one value at a time. When arrow keys are shifted the colors change 8 times faster. <S> and <L> SAVE and LOAD colors in the "WORKFILE/CLR" disk file. <P> start the printing. <M> mirror print upside down and backwards like a mirror. <BREAK> will let you exit the editor when NOT printing. <RESET> must be used to stop the computer if you ARE printing.

NOTES CGP\*MAX disables the HCLS, to restore turn the CoCo off then on. While CGP\*MAX can print 16 color RASCAN pictures it is much better to use RAS\*MAX to load/print these & the 4096 mode color pictures.