Graphics Tablet: Quick.Draw (11/96)

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TOPIC ---

Below are two BASIC programs that demonstrate how to use Quick.Draw for the
Graphics Tablet. Type both programs in, save with the titles listed below and
then RUN "START.TEST". "START.TEST" will create an EXEC file and EXEC it. (See
DOS manual for further information on EXEC.)

The EXEC file will load "TEST.QUICK.DRAW" above High-Res and run the program.
The programs are written with the assumption the Graphics Tablet Interface is in
slot 5. Line 20 of the second program controls the slot number.

DISCUSSION --

```
10 D$ = CHR$ (4)
20 PRINT D$"OPEN START.TEST"
30 PRINT D$"WRITE START.TEST"
40 PRINT "POKE103,1"
50 PRINT "POKE104,64"
60 PRINT "POKE16384,0"
70 PRINT "RUN QUICK-DRAW"
80 PRINT "RUN TEST.QUICK.DRAW"
90 PRINT D$"CLOSE"
100 PRINT D$"EXEC START.TEST"
```

* Save as "START.TEXT"

```
5 DIM X%(500),Y%(500)
10 D$ = CHR$ (4)
20 PRINT D$"PR#5"
30 PRINT "H1,S16,R"
40 PRINT D$"PR#0"
45 D% = 1:EP% = PEEK (752) + PEEK (753) * 256
46 N% = 0
47 HGR
50 CALL EP%
60 PRINT N%
70 N = N%:  FOR I = 0 TO N:  PRINT X%(I),Y%(I):  NEXT I
```

```
100 TEXT
```

```
* Save as "TEST.QUICK.DRAW"
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18 Nov 1996 - Reviewed for technical accuracy, revised formatting.
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