

USER MANUAL

Light

Pen

AMIGA
compatible

The Trojan
Amiga Lightpen
&
Hwiddraw
Art Package





*Thank you for purchasing
the Trojan Lightpen &
Kwikdraw for the
Commodore Amiga. Please
read these instructions
carefully before using the
pen or the drawing
program.*

Setting Up Your Pen

Plug the lightpen into the joystick port (port 2) on your Amiga. Before the pen can communicate with your Amiga a special program (called a 'driver') must be run, this program and others are included on the disc supplied. Make a backup of this disc immediately, details are given in your Amiga manual.

Using Your Pen

Switch on your Amiga and at the 'Workbench' prompt insert the disc supplied. The Amiga should now go through its normal startup sequence, but it will run a special lightpen driver program. Move your pen on the Workbench screen and the mouse cursor should follow your movements. If you cannot do this turn up the brightness of your T.V. or monitor.

On the pen the front button is equivalent to the left mouse button and the back button is equivalent to the right button. To position the mouse cursor

exactly on the pen tip, use the right Amiga and cursor keys to alter its position.

Double clicking on the 'Lightbench' icon should bring up a window containing a 'kwikdraw' icon - this is a drawing program supplied with the pen (details on its use can be found later in this booklet).

From this Workbench disc you can run other programs from other discs as normal - except that the lightpen should work with the programs that you run (see limitations for exceptions).

Moving the Driver

The lightpen driver program can be copied onto the other program discs so that you don't have to run the lightbench disc every time. The file is in the root directory and is called "Lightpen". copy this file to your own workbench/program discs (floppy or hard discs) and run it from the CLI by typing "lightpen". Typing lightpen a second time will remove the driver.

Limitations of the Lightpen

Hardware limitations

The Trojan lightpen works by receiving light from your monitor/TV screen, it emits no radiation or beams at all.

This means that there must be a certain level of light from the screen for the pen to work - so the pen cannot function on black or dark areas of the screen. The brightness/contrast of the screen should be adjusted for optimum results.

Software limitations

The driver program 'hooks' into the Amiga operating system and provides emulation of the mouse. If programs do not use the operating system (ie. nearly all games) the lightpen will not function with them.

Some programs use non-standard or undocumented ways of reading the mouse (ie. D.Paint II), these may work with the pen, but inconsistently.

For more information look at the readme file on the disc.

Example of how to use another disc (ie DPaint III)

- Plug pen into port 2 (joystick).
- Switch on amiga.
- Insert lightpen disc.
- Wait for workbench to appear.
- Place the pen on the screen and line the cursor up using the right amiga key with the cursor keys.
- Insert DPaint III program disc.
- Open DPaint icon, and run DPaint III.
- Click on OK at select screen, with front button of pen.
- Once loaded, use back button to select LOAD option.
- Select RAM: drive on file selector.
- Load LPEN.IFF - it is just an example palette. Use the pen as normal.

Compatibility

Programs which use standard Amiga operating system methods of reading the mouse should work well with the pen (if the screen is light enough!)

Here are some programs we have tested successfully:-

DPaint III
Battlechess
Aegis Sonix v2
Professional Page
Pro Text
Music-X
Photon Paint
Prowrite
Audiomaster II
Med 300
Diga!
& the standard workbench

KwikDraw Instructions

This is a simple drawing/paint program for the Amiga that gives an example of how the lightpen can be used.

It provides a subset of Deluxe Paint type tools to draw on a fixed size screen with 16 colours from a palette of 4096.

It can save and load pictures in IFF, but only 16 colour 320 x 200 images.

KwikDraw can be used with the mouse as the pen simulates the mouse.

Tutorial

Once KwikDraw has loaded, click the front button with the pen on the main screen, the screen will clear and is now ready for drawing.

Click the front button on the colour of your choice (on the bottom row). Now to draw simply hold down the front button and move the pen where

required. This feature uses the  function.

To draw with a different size brush click on one of the first 12 icons on the top row, all drawing functions will now use this brush.

If you want to have a continuous flowing line use the  icon instead of the  which just plots a brush at current point.

To draw a straight line, select  then move the pen to the start point of the line, press the front button and holding it down move to the endpoint of the line and release.

You can use this method to draw boxes  and circles  .

The paintpot  icon is used to fill areas with a chosen colour. Just select this icon and the colour then click the front button in the area to fill.

The  icon allows you to put text on the screen, place the pen where you want the text and press the front button. Type the required text and press the

front button. Type the required text and press return. The text will be printed in the current colour.

To clear the screen click on  icon - WARNING this is irreversible so be careful!

The RGB arrows allow you to change the red, green and blue components of currently selected colour.

The  icon saves an IFF picture file to disc, you will be prompted for a filename .

The  icon loads a 16 colour 320 X 200 image from disc, you will be prompted for a filename.

To quit kwikDraw press escape - you will not be asked to save your picture so save it before pressing escape.

Note:- Using the single pixel brush makes line/box/circle operations much faster.

Notes

[The content of this section is extremely faint and illegible. It appears to be a large rectangular area for taking notes, possibly containing several paragraphs of text.]

Returns Procedure

All Trojan Lightpens are fully tested before leaving our factory, but if a fault develop's within six months of purchase please return it undamaged in its original packaging, enclosing proof and date of purchase to:

Lightpen Returns Department,
Trojan Products,
Unit 7, Dafen Park,
Llanelli,
Dyfed. SA14 8LX.



UNIT 7, DAFEN PARK
LLANELLI, DYFED. SA14 8LX.