

# C16 PROGRAM ONLY

The program for the basic C16 has been written within the very limited memory available — 2k only in the graphics mode. In view of this shortage of memory we have opted to leave out the Freehand Draw thereby leaving memory for several other options to be included.

## LOADING THE SOFTWARE

1. Insert the cassette into the recorder.
2. Type in LOAD and press RETURN. Wait for READY to appear on the screen.
3. Type in RUN and press RETURN.
4. Main Menu will now appear on the screen.
5. Plug Adaptor into No.1 Joystick port.
6. Plug pen plug into Adaptor socket.
7. Select NEW option by pointing Pen at box on right hand side of NEW.
8. Press Y key.

## DOT

1. Select DOT option.
  2. Place tip of Pen where you wish to leave a point on the screen.
  3. Press SPACE BAR and screen will flash. A point will then appear on the screen.
  4. Yoy may now move this point by use of the CURSOR keys.
  5. To set the point on screen hit SPACE BAR.
  6. You may repeat this option as often as required.
- To quit this option press ESC key.

## LINE

1. Select LINE option.
  2. Place tip of Pen at point where you wish one end of line to appear on screen.
  3. To 'PIN POINT' use CURSOR keys.
  4. Hit SPACE BAR to set point.
  5. To set cursor to other end of line repeat Nos.2-4.
- You may now repeat this option as often as required.  
To quit this option press ESC key.