Idelica™ User Manual

What is Idelica?

Idelica is an automated paint program, a visual synthesizer. Its purpose is to create unique and interesting patterns and shapes that can be used as components within other images or as stand alone artwork.

Maximize "Write" and "Page down" once for table of contents

Table of Contents

note: "Write" must be maximized for page downs to be correct

Introduction

Welcome to Idelica.
This manual documents the functions and commands of Idelica and provides basic step-by-step instruction to get you started, including how to use the two drawing screens and the color palette.

Registration cost: $39. Please make check payable to:

Green Harbor Design
PO Box 1143
Marshfield MA 02050

        or.....

Regester through CompuServe. Registration ID 2079, search by name: Idelica
(simply go to "computers" then "ShareWare Registration" and follow the instructions)

If you have any Questions regarding this product please feel free to contact me, Rick Bachorik, the author by-

        Voice: 617 834 9307
        CompuServe mail: 72223,1500

How to Use this Manual

This manual contains 5 sections:

> **Introduction** - Describes briefly what Idelica does, what materials you receive when you register, and how to use this manual.

> **Getting Started** - Summarizes the Idelica screens, buttons and their functions.

> **Tutorials** -   Hands-on tutorials that guide you through the basics of designing with the Icon Control Screen, the Full Screen, creating color sequences with the Palette Screen and using the Modulators.

> **Quik Reference card** - a listing of the keystroke commands of the "Full Screen drawing page"

> **Detailed explanations of the commands** - a breif explanation of the commands.

Getting Started

After installing Idelica, you will see:

> Title screen - Idelica Title Page - Press any key to continue to Main Menu

> Main Menu - The Main Menu is the control center for the program.
> From the Main Menu you can:
>> Access the About Idelica (registration information)
>> Open Design Files
>> Save Design Files
>> Read and Enter Text in the Comment Window
>> Open the Users Manual
>> Access the Palette
>> Access the Drawing Screens
>> Access the Modulation Screens
>> Access the Wave Sculptor

On the Main Menu you will find:

Comment Window -
>   Provides basic information about the program and its
>   purpose
>   Describes three options to begin using Idelica

Screen buttons -

These two screens are your drawing areas. From either the Full
screen or the Icon Control screen, you can create your Idelica
designs.

>   Full Screen (keyboard) button - This screen uses single
>   keystroke commands to operate the program.
>   The   Idelica image fills the entire screen. All options
>   are   available from this screen. If you open a design
>   file, you must go to the Full Screen mode to view it.
>
>   Icon Control Screen (icons) - To operate the program
>   from this screen, point and click on the icons located
>   around the border frame. The drawing area is reduced
>   and some options are not available. Design files do not
>   operate effectively when you use the Icon Control
>   screen. The Icon Control screen is ideal for new users
>   and children.

Load Design button -

Click on this button to view and select preprogrammed demo and
design files. The files that come with the Shareware package
include:
1. Tutorials 102-103- simple exercises displaying Idelica's basic
functions
2. Tutorials 201-204- explain and demonstrate basic modulation
settings
3. Pre-defined setting files - You can watch preprogrammed
designs and/or change the settings and experiment. Other
design files may be available on your bulletin board, designed by
Idelica users.

Save Design button -

You can save the settings of any design that you create. This
means that you do not save the design itself, but the settings that
created the design. The settings that you save can be called up
again and used. You can change any of the settings once the file
is running so you are not limited to only using the saved settings.

Palette button

In the Palette screen you can create color patterns called "Color Sequences" to use in either the Full or Icon Control screen. You may call up a previously designed set of color sequences or save as a file the color sequences you have designed.

Key Points

* The Full Screen has all options that are available in this version of Idelica.

* To use Idelica in Full Screen mode, you must know the control keystrokes. Knowing how to change design settings quickly and accurately gives you more control and options, and creates greater animation on the screen. You will find a quick reference page of keystroke commands at the end of this manual.

* The Icon Control screen has limited functions.

* Creating your own Color Sequences gives you greater freedom of expression.

* Save your images to disk as *.BMP files using "Umode" (pronounced-you mode-)

Unique Features of Idelica

Idelica has several important features that distinguish it from screen savers and novelty graphic accessories. These are:

Freedom of Design

Screen Savers have preset algorithms that limit how much a design can be controlled or changed. With Idelica, there are no such limits. No matter from what settings you begin designing with Idelica, you have the freedom to change any aspect at any time. This means that once you master the fundamentals of the program, you have the option of eliminating the random feature entirely, maintaining complete control over the outcome of your design or keeping the random features allowing" happy accidents" into your design.

Designing in Motion

You can manipulate the designs while they are in motion. No need to stop your program and enter a set of new commands - you enter the keystrokes while the design is on the screen - in real time - so you can see the changes you are making immediately.

6

Creative Color Control

You have a vast range of colors to choose from. Unlike the 16 random colors of most screen savers, you have a choice of 256 colors that you can organize and sequence in an infinite variety of patterns and arrangements of up to 1,000 selections per file. With that many color choices, divided into 4 separate sequences, you can create gradient color tones for 3-dimensional effects, rhythmic patterns and contrasting color schemes, providing you with a virtual orchestra of palettes to create from.

Tutorial 101

Introduction : Creating Idelica Designs Using Icon Control Screen and Default Palette

Using the Icon Control Screen with a default palette (one provided by the program) is the easiest way to begin creating with Idelica.

     Steps:
     1. Begin at Main Menu
     2. Click on Icon Control Button
     3. Icon Control screen appears
     4. The default design appears (lines, 2 frames, line thickness 1)

You can stop the motion (step 5) as described, choose your settings and begin again or choose your settings while the screen is in motion and see the results immediately.

     5. Click twice on the Stop/Go icon to stop and restart the motion
     6. Click on the Clear Screen icon to clear the screen
     7. Click on the shape icon to select a shape
     3. Change any of your selections by clicking on the appropriate icon
Remember: You can change your settings:
     while the screen is in motion
     when the screen motion is stopped
     when the screen is blank
     when the design is on the screen
To Quit your session click on the Quit icon.

To Save a Design setting:
All controls of the Full Screen including color selections and modulation settings are saved when you save a design.

      1. Press <q> if you are using Full screen, click on the Quit icon if you are using the Icon control screen to return to Main Menu.

      2. Click on Save Design button.

      3. A standard Windows file save dialogue box is displayed.

      4. Enter a name for your file. The file name must end in .idl.

      5. Click on the OK button once you name your file.

Tutorial 102

In this tutorial we will demonstrate how some of the basic commands can be used to create your design.

Important Points!

* To use Idelica in Full Screen mode, you must know the keyboard commands. Knowing how to change the settings via keystrokes gives you more options and control. You will find a quick reference page of keystroke commands at the end of this manual.

* The Full Screen has all options that are available in this version of Idelica

* We use the <> symbols to indicate keys. Thus "press <s>" means "press the key with an "s" on it."

* Caps Lock must be off. If the keyboard commands don't work, it is probably because Caps Lock is on. Check your keyboard's Caps Lock indicator and make sure it is off.

Design Files

Idelica stores design templates as "design files." You can use these files to store designs you've created or to view designs created by others. We use special design files for this tutorial, starting with Tutor102.idl. From the main menu click the Load Design button. Select Tutor102.idl and click OK.

Start With the Basics

Click on the Full (keyboard) Screen button. You will see rainbow colored lines filling the screen. Press <s>. The lines will stop moving. Pressing <s> starts and stops the motion. Press <s> to start the motion. Experiment with stopping and starting. When the screen motion is stopped, you can change design settings, and the new settings will begin when you press <s> to start the motion.

Press <shift x> to clear the screen. You can clear the screen by pressing <shift x> when the screen is in motion or when the screen is stopped. Experiment with this.

Press <q> to quit and return to the Main Menu.

Return to Full Screen (click the "Full (keyboard)" button). Press the <+> and <-> keys at the left end of the top row of keys. These change the width of the lines. Experiment with this. When the lines reach their minimum or maximum limit, the system will beep.

Keys 1 through 4 tell the program how to divide the screen. This demo is currently set to 2 frames, divided vertically. Experiment with these keys and observe the effects.

Experiment with the different shapes available:

          press <l> for lines
          press <d> for dots
          press <r> for rectangles
          press <c> for circles
          press <e> for ellipses
          press <p> for polyline.

To increase the number of shapes on the screen press the <0> (zero) key at the top of the keyboard. To decrease the number of shapes press <9>. Experiment with this.

An Introduction to Color Sequences

Keys F1, F2, F3, and F4 tell Idelica which color sequence to use. Color sequences are (surprise!) predefined sequences of color that are used as Idelica creates designs. Press <l> to draw lines and experiment with these keys. Watch the effect as you switch between color sequences.

Color sequences are defined in the Palette screen. Press <q> to return to the main menu, then click the Palette button. Observe the four ribbons of color at the bottom left of the screen. These are the same sequences that you've been using in Full Screen mode. Before long you'll be creating your own color sequences, but for now we'll continue to use the ones provided. Click the Main Menu button, and once back at the Main Menu return to Full Screen to observe the action of these keys once more. Can you see how the color sequences you're getting are the same ones defined in the Palette screen? Once a sequence is finished it automatically begins again, creating a cyclic pattern. Try using <+> to make the lines thicker. Switch back and forth between Full Screen and Palette until you understand how the color sequences work.

Mixed Mode and Normal Mode

Press <-> until you hear a beep. The beep indicates that you've reached the minimum line thickness. Now make the lines thicker by pressing <+> three times. Press <shift x> to clear the screen. After a few seconds press <m>. <m> is the Mixed Mode color command. Watch what happens to your colors. A "polarized effect" takes place. Mixed mode is explained further in the user manual. Press <n> to bring the colors back to "normal."

Press <s> to stop the motion. Press <shift x> to clear the screen. Press <q> to quit and return to the Main Menu.

Now Experiment

Try various combinations of all the above commands. When you feel comfortable with the material we've covered in this lesson, you're ready for the next step.

You will find additional commands listed at the end of this manual.

Tutorial 103

Exploring the Palette

Return to the main menu and use Load Design to load Tutor103.idl. Click Palette. In the Palette screen you'll see three main areas. In the upper left is an area with many colors - this is the palette. Below this are the color sequences which you're already somewhat familiar with. On the right is an area with a variety of controls.

Creating Color Sequences

Let's create a new color sequence. Click the Clear button beside the #1 button - this clears the first color sequence. Now click repeatedly on the colors of the palette (upper portion of screen) that you find appealing. As you click you will observe the colors being added to the color sequence. Note the black and white boxes at the bottom right of the palette. Click on these to add black or white to your sequence. When you feel that you've added enough click Main Menu, then go to Full Screen and observe the results. Return to Palette and clear the remaining three sequences and create new ones. Go back to Full Screen and experiment with switching sequences using <F1> through <F4>. Return to Palette.

Color Shift

"Color Shift" refers to how many times each of your color selections will be used. The default is one - each selection you've made - each click on the palette - will be used once in each cycle. Use the <>> and <<> keys (don't press shift) to increase and decrease the color shift and observe the results.

Editing Color Sequences

You can also edit color sequences. Click #1, then click somewhere within color sequence #1. Now click on the palette to select colors. Observe how these colors replace the existing colors in the sequence, starting with the point that you selected.

Saving Color Sequences

Let's save the sequences that you've created and edited. First, note the name of the Color Palette File. The text box with that label indicates that PURP_YEL.BMP is the current palette file. This is important because Color Sequence Files must be used in conjunction with the Color Palette File from which they were created. In this case you'd have to have PURP_YEL.BMP loaded in order to use the file you are about to save. For this reason we strongly recommend that you use a name derived from the name of the Color Palette File - something like PURPYEL2.TRN.

Click the Save button. You'll get a standard Windows "Save As" dialog box. Use the file list scroll bar to see what other file names have been used that start with PURP, enter your unique file name, and click OK.

The file you've just created includes all four color sequences.

Loading a Color Sequence File

Click the Load button. Use the standard "Open" dialog box to load the file. Be sure that it's a file that was created using the Color Palette File that is currently loaded.

Loading a Color Palette File

Click the Select Palette button. Use the standard dialog box to load the palette you prefer. This will clear the color sequence boxes. You can add a Color Sequence File associated with the new palette or start from scratch and create new color sequences.

Selecting a Background Color

Click the Background Color button, then click once on a color on the palette. The new color will be displayed in the box below the button. If you want to select another color you must click the button again before selecting, otherwise the colors you select will be added to the active color sequence.

Congratulations!

These three tutorials complete the basic commands of Idelica. You're now ready to proceed to Idelica's modulation controls.

Tutorial 201

Default Motion and the Modulators

Load Tutor201.idl. Go to Full Screen and note the motion of the lines.

> (**If both ends of the line are straight - no curves- the modulation may be off. Press <s> to stop the action, then press <shift~> to turn modulators on. Press <s> to restart.***)

One end of each line travels in a straight line and the other travels in a curve. The straight line you see is the program's default motion. To modify this action you use the modulators.

Observe the curved line. Go to Modulator 1 and observe the waveform in the top wavetable - Horizontal Motion 1. This wave combines with the program's default motion to create the curved line you saw.

In IDELICA there are 3 types of motion:

>   1. The program's default motion
>   2. Motion you specify in the Modulators
>   3. A combination of the two

The motion used in this file is #3 - a combination of the two. Let's change that by turning off the default motion. Go to full screen (click the Full Screen button at the bottom of the screen) and allow a few moments for the design to develop. Now press <s> to stop the action. Press <shift f> (for freeze) - this stops the default motion. Press <s> to restart and observe. One end of the line remains stationary. This is the end controlled by Modulator 2 but Modulator 2 is not telling it to do anything. Go to Modulator 2 (return to Main Menu, press Modulator 2 button) and observe the settings.

Amplitude Control

Return to full screen. Observe the horizontal motion of the other end of the line. This is controlled by Modulator 1. Go to Modulator 1 and adjust the vertical motion Amplitude scroll bar upwards (the bar to the right of the middle wavetable). Observe the effect at the Full Screen - allow a moment for the design to develop.

15

# of Cycles

The vertical motion is much slower than the horizontal motion. Let's change that. In Modulator 1 adjust the vertical motion # Of Cycles scroll bar (left of middle wavetable) upwards and observe the results at Full Screen.

Explore

Now go into Modulator 2 and play with the horizontal and vertical settings and observe the results. Try experimenting with <shift f> to unfreeze and refreeze the default motion. Enjoy!

Tutorial 202

Phase

Load the Tutor202.idl file. The settings for this file create circular motion, and demonstrate the use of the modulators' phase controls. Go to full screen and observe. Go to modulator 1. Observe that the horizontal and vertical waves are 90 degrees out of phase. The Horizontal Motion wavetable shows a wave starting at the peak of it's cycle while the Vertical Motion wavetable's wave starts at the midpoint of its rise. Also the boxes at the end of the Phase scroll bars show 90 and 0 respectively. When these waveforms combine, they create a circle. Go to Full Screen. Note how vertical motion is indeed at its half way point when horizontal motion is at its extreme.

Freeze Points

Click the left mouse button somewhere within the circle. This selects the center of motion or "freeze point" for the movement generated by Horizontal Motion 1 and Vertical Motion 1. Try clicking on other locations in the screen, including close to a corner. Observe how the combination of these two controls and your placement of the freeze point combine to define the movement of one end of the line.

Now let's turn our attention to the other end of the line. Judging from the fact that it isn't moving we can assume that Horizontal Motion 2 and Vertical Motion 2 are set to 0 Amplitude. Let's take a shortcut to Modulator 2. Press <shift 2> to go directly to this screen (<shift one> would have taken us to Modulator 1). The Amplitude settings show that our assumption was correct. Return to Full Screen and experiment with clicking the right button in various locations. Since there is no motion, setting the freeze point for this end of the line simply sets its location.

Adding New Shapes

Add another drawing shape, with its own set of freeze points by pressing <0>. Initially the new shape's freeze points will be set for the upper left hand corner. Reset them. Add more shapes and define their freeze points. Subtract shapes by pressing <9>.

Explore

Try changing the "number of cycles" and selecting different waveforms at Modulator 1. Add some motion to the other end of the line(s) in Modulator 2.

Tutorial 203

Circle and Ellipse Size Controls

Load Tutor203.idl and go to Modulator 1. Look at the bottom wavetable - the Circle and Ellipse Size control.
You will see a mild sine wave. Go to full screen and observe the result.

Bias

The circle never gets very small because the wave never touches the bottom of the wavetable. Try adjusting the "bias" scroll bar (to the right of the wave table). Move the control down so that the wave just touches the bottom (about 600) and observe the result at Full Screen.

Explore

Return the Bias control to about 1600 then increase the "amplitude" scroll bar (beside bias control) to about 140 and observe the effect on the circle at Full Screen. Press the Waveform Select button and choose a different waveform. Observe at full screen. Change the number of cycles (scroll bar at left of wavetable). Observe. Now try all the standard commands for the Full Screen, such as shape width, frames, color shift, etc....

Tutorial 204

Master Amplitude Modulator Controls

Load Tutor204.idl and go to Modulator 2. Look at the bottom wavetable - the Master Amplitude Modulator (affectionately referred to as MAM). MAM dynamically changes the size of all other modulators. Go to Full Screen now and observe the circular shape that we will be experimenting with. Return to MAM and try changing the bias control with no waveform selected. Note that the bias acts as a "master volume control" in this mode. Try different settings and observe the effect in Full Screen. Return this control to about 2500. Increase the Amplitude control so there is a mild waveform visible and select 4 cycles with the # of Cycles control. Observe the effect at the Full screen.

So far we have explored the MAM in synchronized mode (a 1 to 1 relationship with the other modulators). Set the Time Units control to 4 and observe the separator lines. These show that each time segment of this wave table is equal to the full length of the other wavetables. Select a sawtooth waveform (click Select Waveform), set the # of cycles to 1, and set the amplitude to about 140. Observe the results.

Explore

Try different waveforms on all wavetables at different amplitude settings.

Create unique color sequences to go with your patterns.
Hilight this section and print it out as a quik reference card of commands

Full Screen Commands

*** The Caps Lock must be off ****

<s> start-stop
<q> quit to Main Menu
<shift x> clear screen

<n> normal color mode
<m> mixed color mode.

<l> lines
<d> dots
<r> rectangles
<c> circles
<e> ellipses.

<F1>   through <F4> color sequence select keys

<1> through <4> frame mode.

<+>   and   <-> shape thickness
<<>   and   <>> color shift speed.

<shift 0> adds a shape
<shift 9> subtracts a shape.

<6> smaller increments
<shift 6> larger increments.

<shift~> modulators on
<`>   modulators off

<shift 1> go to modulator 1 screen
<shift 2> go to modulator 2 screen
<shift 3> go to wave sculptor screen
<shift 4> go to palette screen

<shift b> box mode (see Restricting the Drawing Area below)
<j> Jump to box (see Restricting the Drawing Area below)
<z> release from box use entire screen (see Restricting the Drawing
Area below)

<shift f> is freeze mode,
<shift r> brings design back to beginning

<shift U> Umode or undo mode, save image in memory
<u> exit umode
<o> save Umode image to disk as *.BMP file

<**up and down arrows>** adjust overall speed of design motion

Details of Full Screen Controls - Remember Caps Lock must be off!

<s> "Start/Stop"   starts and stops the screen motion. Press <s> to freeze the image. Press <s> again to start the motion. Stop often and look at your creations.A large part of the artistry of operating Idelica is knowing when to stop.

<q> "Quit to main menu Exit the Full Page Screen and return to Main Menu

<Shift x> "Clear screen" Clears screen to background color. <use shift x> to start a new design.
                                  (Like getting a new piece of paper.)
<n> "Normal Color Mode" The colors selected at the Palette Page are seen exactly as they were selected.

<m> "Mixed Color Mode" The colors selected at the Palette Page are mixed with the colors that have already been drawn, creating some very interesting effects, similar to polarized special effects. This mode works best with the Color Shift set very high such as 30 or better. Thick lines can be very striking and thin lines create delicate patterns.

<l> "Lines" Draw with lines.
<d> "Dots" Draw with Dots.
<r> "Rectangle" Draw with rectangles.
<c> "Circles" Draw with circles.
<e> "Ellipses" Draw with ellipses.
<p> "Polyline" Draw with lines, and connect all ends together.

<1> through <4> Sets Frame Mode. You have four "frame modes" in IDELICA.
        <1> Use full page
        <2> Divide the screen in half vertically and mirror left to right.
        <3> Divide the screen in half horizontally and mirror up and down.
        <4> Divide the screen into four equal sections and mirror all sections

<F1> through <F4> Selects your Color Sequence, created at the Palette Screen

22

<+> and <-> Shape Thickness. (<+> = thicker, <-> = thinner, will beep at minimum.) Selects the thickness of the drawn shapes. This is a control you will use very often so take the time to experiment with it.

<<> and <>> Color Shift. (<<> = faster, <>> = slower, will beep at minimum, and any setting above 30, although you can go much higher) This determines how fast you cycle through the selected Color Sequence. A great deal of drama is created with this control so experiment with it often.

<(> and <)> Number of shapes per frame. (<(> = less shapes, <)> = more) The default is 1 shape, however you can select up to 16. Keep in mind that two shapes selected in the "Four Frame" mode will yield a total of 8 shapes, 2 in each frame. In order for your color sequences to be drawn accurately your color shift should be set equal to or greater then your number of shapes. However, some very interesting "semi-random" and "color jumping" effects can be created with this value set at less then the number of shapes. Also note that the more shapes you have going at once the more IDELICA will appear to slow down.

23

<6> and <shift 6> Increments. (<6> is lesser, <shift 6> is greater, will beep at minimum) This sets the distance between each iteration of a shape. It also sets the apparent speed of motion. the default is 1. As this is increased system speed will appear to increase however, the image created will be coarser. as this is decreased system speed will appear to decrease however the image will be finer. With increments set to 0 (will beep), the random factor of motion is nullified and the shapes drawn will settle into a repeating pattern. While this can create some striking images remember to increase this control in order to break out of the pattern. This control only effects the random motion and has no effect on the motion created with the Modulation Generators.

<shift b> Box Mode. entry and exit (will beep on entry, no beep on exit. Entry is only available when "stopped") With the box mode you create a box that restricts the motion generators to the box. If running, press <S> to stop the action, Now press <shift B> to enter "box" mode (will beep). Hold down the left mouse button where you want to start your "box" move the mouse to where you want to end the box and release the mouse button. You must now again press <shift B> to erase the resultant box, and exit the "box" mode. The system now knows where the box is. Note: you must draw the box from the lower left corner to the upper right corner.

<j> Jump to box. Once you create a box there are two ways to get the shapes inside of it. "Jump to box" and "Trail to box". Jump to box means that the shapes 'jump' from their location directly into the box. They leave no trail. If you do not "jump" when you restart the action by pressing <S> the shapes will "seek out" the box from where ever they are, leaving a trail from where they were when you stopped the action.

<z> Release all shapes from the box. The shapes will exit out of the box and again use the whole screen.

<shift f> Freeze Mode. enter and exit (will beep on entering, no beep on exiting - entry only available when "stopped) This control is primarily for use with the modulators. This control freezes the (default) linear random motion generators where ever you click the mouse, yet allows the modulation generators to continue creating the motion centered around the click point.

This mode can be used with no modulation With circles or ellipses, the shapes will expand and contract without moving in any direction creating some very interesting visual effects.
For Lines, Rectangles, and Dots this will simply stop the action, except for the color sequence which will continue to cycle.

The left mouse button freezes linear motion generator 1,(one end of the line or rectangle) the right mouse button freezes linear motion generator 2. (the other end of the line or rectangle)
If you have more than one shape on the screen, you get individual freeze points for each copy of the shape.

Restricting the Drawing Area with Box mode.

You can create smaller "frames" of design action within the full screen by using the Box mode. Box mode allows you to draw an invisible box on the screen, and restrict the design to that area. Try using the Box Mode by:

Press <s> to stop action
Press <shift b> to activate box mode. You'll hear a "beep" as you press the key, indicating it is activated.

Move the cursor to where you want to begin the left bottom corner of the box. Hold down the left mouse button and move to where you want the upper right corner of the box to end. Release the mouse button. You will see the outline of your frame.
press <shift b> to erase the outline.
The system now knows where the box is.
Once you create a box there are two ways to get the shapes inside of it:

1. Press <j> to have designs begin in the box, then press<s> to restart.
The shapes 'jump' from their location directly into the box.

2. Press <s> to restart the action and the shapes will "seek out" the box from where ever they are, leaving a trail from where they were when you stopped the action.

Try the two different methods and note the difference in the design possibilities.

Press <z> to end box mode and use the entire screen for your design.

The Umode.

The Umode ("U") will create an identical image in memory as you see on the screen.(Full Screen only) You may then exit Umode, and when you clear the screen it will clear to what ever image was there when you exited Umode. You may enter and exit Umode as often as you wish, adding new elements to the existing Umode image.

At the Full Screen press <s> to stop the motion.
Press <U> to enter Umode, then press start or <s>.

Note that the motion is jerky do to the fact that Idelica draws the objects on the screen wich you see. Then draws an image in memory, wich you dont see.

Press <u> to exit Umode. Any elements added with Umode off will not be addad to the Umode image.

To clear the Umode image to the backround color enter Umode, press <shift U>, then clear the screen, Press <shift X> then either continue in Umode or exit Umode by pressing <u>.

25

Save a Umode image to disk

You may save to disk any image stored in Umode.
Press <O>, a standerd Windows file save dialogue box appears. Enter the name you wish to store the image as (must end in .BMP) and click on OK.

You may now call up the image in Windows Paintbrush or any graphics utility that can work with .BMP files.