

NeoPaint - Version 2.0  
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\* IMPORTANT INFORMATION \*

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ABOUT NEOPAINT  
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NeoPaint is the ultimate image editing program for DOS! Until now sophisticated image editing has required spending hundreds of dollars on software and hardware. At \$45 (U.S.), NeoPaint sets a new standard in price/performance. NeoPaint is as simple to use as any paint program, yet with many powerful features usually found only in high-end picture publishing systems. Better still, NeoPaint is NOT a Microsoft Windows program, so it's easy to install, set up and use. NeoPaint's state of the art GUI interface allows you to edit and view multiple images at the same time in resolutions as high as 1024x768.

When you compare NeoPaint with high end graphics packages costing hundreds of dollars we think you'll discover that NeoPaint gives you tremendous power at any price!

NEOPAINT FEATURES:  
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- o File Formats: PCX, GIF and TIFF
- o Video Modes: Hercules (720x348x2), EGA (640x350x16),

VGA (640x480x2, 640x480x16), Super VGA (640x480x256, 800x600x16, 800x600x256, 1024x768x256) \*

- o Multiple Images: View and Edit multiple images in adjustable on-screen windows
- o Drawing Tools: Brush, Air Brush, Eraser, Color Eraser, Flood Fill, Tile Fill, Gradient Fill, Color Convert, Text, Line, Bezier Line, K-Line, Rectangle, Rounded Rectangle, Ellipse/Circle, Polygon, Freehand Polygon, Editable Polygon, Grid, 3D Cube, 3D Pyramid, Gradient Rectangle, Gradient Ellipse/Circle, Magic Marker, Smudge Tool, Blend Tool, Charcoal Pencil, Crayon, Water Color Brush, Clone, Color Similarity, Stamp Pad, Solid and Transparent Patterns
- o Fonts: Multiple Styles and Sizes with Bold, Italic, Underline, Outline and Shadow effects; Additional fonts available from OSGS and third party vendors
- o Selection Tools: Rectangle, Polygon and Freehand Polygon/Lasso (Transparent and Solid)
- o Effects: Invert, Flip, Rotate, Scale, Stretch, Skew, Distort, Blend, Screen, Smear, Pixelize, Border, Lattice, Blur, Darken, Lighten, Fade, and more.
- o Zoom: Multilevel Zoom allows precise editing; Scrolling and most drawing tools also work in Zoom Mode.
- o Color Control: Works with 2, 16 and 256 Color Images; Color Balance, Brightness, Contrast and Color Reduction/Conversion are supported
- o Output: Supports over 300 printers! Produce high quality halftones on HP DeskJet, HP LaserJet and Postscript or compatible printers; Scaling and Orientation controls; also supports Epson/IBM compatible dot matrix and color printers such as HP DeskJet 500/550C.
- o Memory Management: Supports Expanded (EMS), Extended (XMS) and Virtual Disk Memory for working with very large images

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NEW FEATURES  
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The following features were new to version 1.1:

- o In the Color Palette you will notice two small icons marking the currently selected fill and line colors. The "F" icon marks the fill color and the "L" icon

marks the line color.

- o The Picture Info option has been expanded to show additional information. Original file size, memory size and the type of memory being used by the image are now displayed. Possible memory types include: conventional (DOS), expanded (EMS), extended (XMS) and virtual (Disk).

The following features are new to version 2.0:

- o Enhanced printer drivers. NeoPaint now includes support for over 300 printers including many 24-pin dot matrix, laser, ink jet and color printers.
- o A full screen editing function has been added. This can be accessed by pressing F3 or by choosing Edit Screen from the Picture menu.
- o A Crop function has been added to the Edit menu. This can be used after selecting a region with the scissors tool.
- o Three Gradient tools (rectangle, circle and fill) were added.
- o A Skew/Distort feature has been added to the Picture menu. This option can be used after selecting a region with the scissors tool to reshape, bend, warp and/or distort portions of an image.
- o The polygon editor now allows polygons to be dragged from the center and repositioned inside the drawing area. Polygons may also be rotated on the Z axis.
- o Added a tool to create and rotate squares and rectangles.
- o Added a tool to create and rotate circles and ellipses. Ellipses can be distorted and stretched to create a variety of different shapes.
- o The Bezier line function has been enhanced. It now uses a node editor similar to the one used for editing polygons. Bezier lines may also be rotated.
- o Three-D objects can now be dragged from the center and repositioned inside the drawing area.
- o Several new tools were added beneath the Marker tool in the tool bar. These are:
  - \* Charcoal
  - \* Crayon
  - \* Water Color

- \* Smudge/Smear
- \* Blend
- \* Clone
  
- o The Zoom tool now magnifies from 2 to 100 times.
  
- o An option to create transparent cutouts has been added to the Options menu. When selected, areas containing white will become transparent. Other areas remain unchanged.
  
- o Added a Drag from Center command to the Options menu. This replaces the separate tools used in version 1.x.
  
- o Version 2 now supports the international characters used in most languages (German, French, Spanish, etc.)
  
- o A custom line width option was added to the line width menu. You can now adjust the line width from 1 to 40 pixels.
  
- o The Clear option in the Picture menu now allows you to clear an image using the current fill color or white.
  
- o An Undo button was added to the main screen next to the video mode selector. Undo may also be selected by pressing F4, ALT/U or by choosing Undo from the Edit menu.
  
- o An option was added to save default palette and pattern files.
  
- o A Color similarity (range) option was added for use with the fill and color eraser tools.
  
- o When converting an image to a resolution with fewer colors an option was added to select a dither method.
  
- o Stamps that are larger than 64x64 can now be previewed in the Stamp Pad window.
  
- o We've also added dozens of other small enhancements not listed here...

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SYSTEM REQUIREMENTS  
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To use NeoPaint you will need the following:

- o IBM PC, XT, AT, PS/2 or 100% compatible computer. A 286 or better CPU is highly recommended.

- o EGA, VGA, Super VGA, Hercules monochrome or compatible graphics card and monitor. See Supported Video Cards below for information on compatible Super VGA cards.
- o 640K minimum RAM
- o A hard disk
- o MS-DOS, PC-DOS 3.1 (or higher) or DR-DOS
- o Microsoft, Logitech or compatible pointing device
- o Printer (optional)

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SUPPORTED VIDEO CARDS  
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NeoPaint will run on any computer system equipped with a 100% compatible EGA, VGA, Super VGA or Hercules graphics card. To operate NeoPaint in 256 color, 800x600 or 1024x768 modes you must have a super VGA video card equipped with one of the following chipsets (or a close compatible):

Tseng ET3000  
Tseng ET4000  
Paradise/Western Digital  
Video Seven  
ATI  
Trident  
VESA \*

NOTE: Due to severe limitations inherent in their design, CGA video cards are not supported. This includes many Tandy 1000 systems which are essentially CGA.

\* For instructions on using a VESA compatible chipset see Command Line Options below.

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STARTING NEOPAINT  
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For the steps below, we assume that you have installed NeoPaint in the directory C:\NEOPAINT. If you installed NeoPaint in a different DOS subdirectory, then substitute that name for C:\NEOPAINT below.

- o Your mouse driver (usually MOUSE.COM) must be loaded before running NeoPaint. Please refer to your mouse's user manual for more information.

- o To change to the NeoPaint directory, at the DOS prompt (C:\), type CD\NEOPAINT and press Enter. This places you in the NeoPaint subdirectory.
- o Once you have switched to the proper directory, NeoPaint can be started from the DOS command line by typing NEOPAINT followed by the Enter key.

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COMMAND LINE OPTIONS  
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You can specify several command options when starting NeoPaint. An option consists of a slash (/) followed by an option letter and information about that option.

LOADING NEOPAINT'S OVERLAY INTO EXPANDED MEMORY  
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USAGE: /E

EXAMPLE: NEOPAINT /E

PURPOSE: NeoPaint's overlay file (NEOPAINT.OVR) can be loaded into expanded memory, thus speeding up execution of some NeoPaint functions. When exiting NeoPaint the overlay is removed from memory. This option requires approximately 300K of expanded (EMS) memory.

USING A VESA COMPATIBLE VIDEO CARD  
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USAGE: /V

EXAMPLE: NEOPAINT /V

PURPOSE: NeoPaint has the ability to use a VESA compatible video card. Without the /V option NeoPaint will attempt to autodetect the chipset employed by your video card. Generally, directly detecting the chipset is preferable to using VESA emulation. Some VESA implementations can be extremely slow and compatibility between VESA cards can vary widely. Some VESA cards provide exceptional performance other do not.

NETWORK SETUP FILES  
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USAGE: /S[file]

EXAMPLE: NEOPAINT /Sf:\users\cindy.set

PURPOSE: Normally NeoPaint stores its setup information in the NEOPAINT.SET file in the NeoPaint directory. This file contains information about the default settings such as video mode and memory usage options. In a multi-user environment with PCs of vastly different configurations it is necessary to specify setup files for different users and/or different machine types. The /S option allows users to load NeoPaint with their own personalized setup file.

For example: if Cindy keeps her personal files in the PAINT directory on her C: drive then she might start NeoPaint by typing:

```
NEOPAINT /Sc:\paint\cindy.set
```

#### LOADING IMAGES FROM THE COMMAND LINE

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You can also load images into Neopaint directly from the DOS command line. Simply run NeoPaint with the names of the files you wish to load as parameters. For example:

```
NEOPAINT C:\PCX\VANGOGH.PCX C:\GIF\IRISES.GIF
```

You may load as many files as will fit on the DOS command line.

#### NEOGRAB SCREEN CAPTURE UTILITY

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Included as part of the NeoPaint Package is a simple screen capture utility called NeoGrab. NeoGrab will capture graphics displayed on your monitor and convert them into PCX format files which may be used in NeoPaint.

To load NeoGrab, at the DOS prompt type:

```
NEOGRAB [Options]
```

To capture a graphics screen, press <Ctrl> <Print Screen>. Two short beeps means the screen was captured successfully. One long beep means an error occurred and the screen could not be captured. An error will occur if you are in text mode, an unsupported graphics mode, or if your disk is full. NeoGrab supports all standard video modes and most super VGA modes so you shouldn't have any trouble using it with popular software. NeoGrab will not, however, work with Microsoft Windows.

Screen captures are stored as PCX files and placed in the directory where the NEOGRAB.EXE file is located. Files

are numbered sequentially starting with 00000001. For example the first captured screen will be named 00000001.PCX the second 00000002.PCX and so on. NeoGrab will not delete files to make room - it simply selects the next available file name in the sequence. Deleting files is up to you.

#### NEOGRAB COMMAND LINE OPTIONS

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You can specify several options when starting NeoGrab. An option consists of a forward slash (/) followed by an option letter.

#### ALTERNATE HOTKEY

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USAGE: /K

EXAMPLE: NEOGRAB /K

PURPOSE: Changes the hotkey from the default <Ctrl> <Print Screen> to <Alt> <Scroll Lock>. This is useful if another program is already using the default hotkey.

#### SPECIFY CAPTURE PATH

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USAGE: /P[path]

EXAMPLE: NEOGRAB /Pc:\pcx

PURPOSE: This option allows you to specify a drive and directory for captured PCX images. By default captured screens are stored in the directory that contains the NEOGRAB.EXE file.

#### UNLOADING NEOGRAB

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USAGE: /U

EXAMPLE: NEOGRAB /U

PURPOSE: Use this option to unload NeoGrab from memory. This will only work if NeoGrab is the last TSR loaded in memory.

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#### OPTIMIZING NEOPAINT

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NeoPaint has been designed to run acceptably on a wide range of DOS based systems and will automatically try and



take optimal advantage of all supported hardware resources available to it. Some machines have processing speed, disk space, and memory limitations which will affect how NeoPaint can perform. Graphics programs by their nature are demanding of system resources. Some images, particularly 256 color pictures in larger sizes, can easily use more than 1 megabyte of memory and storage space.

If you have a system with speed and memory limitations, one or more of the following suggestions may offer relief:

- o If you have a choice between configuring your system's memory as either EMS (expanded memory) and XMS (extended memory) on your system, use EMS for NeoPaint. Using EMS memory can dramatically speed up many NeoPaint functions including rotating, flipping and special effects.
- o Turn off the UNDO command under the SET PREFERENCES selection in the OPTIONS menu. UNDO keeps a record of the image prior to the last change you made. This takes up memory. If your system has limited RAM and disk memory available, you may want to disable this in any case. If your system is limited to 640K of RAM, then UNDO may use your hard disk to store changed items. Using hard disk storage is slower than using RAM, and turning off UNDO will increase NeoPaint's performance.
- o Do not run NeoPaint as a DOS application under Windows. Windows will slow NeoPaint's execution, as Windows will still be using up your system's resources while NeoPaint is running.
- o If disk storage space is a problem (and in many cases even if you have plenty of disk space) turn off the CREATE BACKUP FILES function in the PREFERENCES selection of the OPTIONS menu. Graphic files tend to take up a large amount of disk space, and creating a backup file (.BAK) each time you SAVE a picture can rapidly deplete the free space available on your drive. You might want to turn this feature back on, however, when working with particularly important images.
- o Try using the 640x480 VGA resolution in 16 colors as your default. Some video cards use a TSR program to display VESA compatible higher resolutions. Using a TSR program is a much slower method of interacting with your hardware.
- o When using the 3-D OBJECT icon, use the Wire Frame mode.

- o Turn the PREVIEW option off for STAMP PAD images.

If none of the above seem to help, you may wish to consider upgrading your system's hardware. Four hardware options are listed below, in ascending order of cost:

- o Add 2 or more megabytes of (RAM) memory to your system. NeoPaint supports both the XMS and EMS specifications.
- o Use a graphics card containing a chipset supported by NeoPaint. Cards containing chipsets compatible with ATI, Trident, Hercules monochrome, Paradise/Western Digital, Tseng (ET3000 or ET4000), or Video Seven can be addressed directly by NeoPaint.
- o Add a larger, faster hard drive.
- o Upgrade your CPU.

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ACQUIRING ADDITIONAL FONTS  
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NeoPaint comes with a variety of fonts. Additional fonts are available on OSCS' electronic bulletin board. You may download these via modem at no charge. The number for the bulletin board is (503) 383-7195.

Third party software that can generate GEM screen fonts (used by the DOS version of Ventura Publisher) may also be used to create fonts for NeoPaint. Simply follow the program's instructions for generating screen fonts. Copy the fonts to your NeoPaint directory and rename them so that they use the .GFT extension.

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MICROSOFT WINDOWS CONSIDERATIONS  
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NeoPaint may be run as a DOS application under Windows 3.1, subject to certain limitations. We are not recommending that you use NeoPaint under Windows, and believe you will prefer using the program under the quicker DOS environment. However, should you need to work from within Windows:

- o NeoPaint does not support the Windows clipboard, OLE, etc. If you need to bring an image from NeoPaint into a Windows program, this will best be done by importing the saved NeoPaint image file directly. Most Windows programs which can display graphic images will support one or more of NeoPaint's image file formats (i.e., PCX, TIFF, or GIF).

- o The NeoGrab screen capture utility is not designed to capture Windows screens.
- o Occasionally, using some keyboard shortcuts will cause Windows to corrupt the NeoPaint screen. You will need to exit NeoPaint to be able to continue.
- o Windows limits the memory resources available to the DOS programs it runs. This may cause problems in such operations as converting an image to a higher resolution or working with very large images.
- o NeoPaint under Windows will tend to run noticeably slower than when run as a DOS application.

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MOUSE DRIVER PROBLEMS  
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If your mouse behaves strangely when using NeoPaint, you may need to update your mouse driver software. Problems such as an invisible cursor or a pointer that leaves a trail of pigment on the screen are typical of certain older mouse drivers. Contact the computer store where you purchased your mouse or the manufacturer for information about updating your mouse driver.

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PROBLEM IMAGES  
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NeoPaint is designed to read and write the popular PCX, GIF and TIFF file formats. We tested literally hundreds of images during the design phase of NeoPaint. However, even with the best testing, it's entirely possible that there are some images that either don't follow the rules or employ a compression algorithm that is not supported by NeoPaint.

During our research we discovered, much to our surprise, that there is no real consensus or standard among programs that use 16 Color TIFF images. Images created by one program frequently cannot be loaded by another program. With NeoPaint we employed what we believed to be the most popular format for 16 color TIFF images. If you have problems using 16 color TIFF images with other programs, try saving them as PCX or GIF files instead. 2 color and 256 color TIFF images are not effected by this problem.

Another dilemma facing connoisseurs of TIFF images is the fact that there are so many different types. At last count there were over 30 distinct dialects of TIFF. It would be a tremendous task for NeoPaint to support all

those varieties. Even the most expensive image processing software only support a few TIFF formats. So if you run across a TIFF image that is unreadable then you may need to translate it into a more basic format first. Better yet use PCX or GIF files! All formats, PCX, GIF and TIFF, are exactly the same when it comes to image quality, but vastly different when it comes to compatibility.

If you happen to run across an image file in either PCX, GIF or TIFF format that you are unable to load with NeoPaint, upload the file to our BBS (503) 383-7195 (N/8/1/300-9600) or place the image on a diskette and mail it to:

OSCS Software Development, Inc,  
Customer Support  
354 NE Greenwood Avenue, Suite 108  
Bend, Oregon 97701-4631

Include a brief note describing the image, where it came from and if possible what program was used to create it.

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NOTICE TO PROGRAMMERS AND CREATORS OF GAME SOFTWARE  
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You can use NeoPaint to create 320x200x256 screens! In fact you can create screens of any size using NeoPaint. As you know, the mode you create your art work in need not be the same as the screen you are creating. Why suffer in 320x200 when you don't need to? The only thing you really need to be concerned about is the number of colors. You can easily run NeoPaint in 640x480, 800x600 or 1024x768 with 256 colors and open several 320x200 images. Switch between them, load multiple palettes, cut, paste, zoom, etc. If you need to see how your work looks in lower resolutions, try simulating them with NeoPaint's zoom feature. Even in zoom mode you'll still have more tools than other paint programs have in normal mode.

We are currently considering creating a utility that would allow C and Pascal programmers to incorporate NeoPaint images into their source code. For product availability on this or any other OSCS product, contact the OSCS Sales Department at (503) 389-5489 or call our BBS at (503) 383-7195.

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CUSTOMER SERVICES & TECHNICAL SUPPORT  
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OSCS provides its registered software customers with free technical support. We also provide limited technical support to persons evaluating our products during the 30

day evaluation period.

We do, however, strongly encourage people to register. Software development and support is very expensive and we need your help if we are to continue to provide quality programs at affordable prices. If you haven't already, please take a few moments to register. This will assure you of eligibility for technical support, product update notification, special discounts, announcements, etc.

If you should encounter a technical problem or question not covered in the manual, you may use one of the following avenues to obtain technical assistance:

MAIL POSTAL CORRESPONDENCE TO:

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OSCS Software Development, Inc.  
Customer Support  
354 NE Greenwood Avenue, Suite 108  
Bend, OR 97701-4631  
U.S.A.

TELEPHONE SUPPORT:

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Technical support and product update information are available between the hours of 9:00 AM and 5:00 PM (Pacific Standard Time), Monday through Friday.

Please have the following information available for the support staff when you call:

- o Brand name and model of your computer system, mouse, video adapter and monitor.
- o Operating system (DOS) version number.
- o A listing of the contents of your AUTOEXEC.BAT and CONFIG.SYS files.
- o A description of the problem, how it occurred, and how to reproduce it.

Telephone support may be obtained by calling (503) 389-5489. You may also FAX your questions to (503) 388-8221.

ELECTRONIC BULLETIN BOARD SERVICE:

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Up to date product information, evaluation programs and supplements may be obtained via modem from our BBS. The telephone number is (503) 383-7195. The bulletin board operates using N/8/1/300-9600 Baud.

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REGISTERING NEOPAINT  
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If you purchased NeoPaint in a shrink wrapped box with an OSCS logo on the back, a registration card was included in the package. Please take a moment to fill out the lower portion of the card and mail it to:

OSCS Software Development, Inc.  
Customer Registration  
354 NE Greenwood Ave. Suite 108  
Bend, Oregon 97701-4631.

This will enter you as a registered user in our records and insure that you receive technical support, upgrade notices and information about future products.

If you received NeoPaint from a friend, BBS, catalog or anywhere other than from OSCS or an authorized commercial software dealer or distributor, you may try the program for a trial period of up to 30 days before registering. To obtain a complete commercial package including registration number and typeset manual call OSCS at (503) 389-5489. We can process your order with VISA or MasterCard over the phone. The purchase price of NeoPaint is \$45 + \$7 (\$21 outside United States) shipping and handling. If you prefer, FAX your order to us at (503) 388-8221. If you would like to mail a check or money order, make sure it's drawn against a U.S. bank in U.S. funds. Our address is:

OSCS Software Development, Inc.  
354 NE Greenwood Ave. Suite 108  
Bend, Oregon 97701-4631.

You may also purchase NeoPaint from any one of our many dealers world wide. For a list of dealers see the DEALER.DOC file accompanying this program.

If you would like to give a copy of this program to a friend or associate please do so, but you may NOT give anyone your registration/serial number. We hope you enjoy the program and share it with your friends.

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OTHER GREAT PRODUCTS FROM OSCS  
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The following exciting products are available from OSCS. Evaluation copies may be obtained from better shareware disk vendors or downloaded from most major on-line services or from the OSCS BBS service at (503) 383-7195. For additional information, pricing or dealer information

contact the OSCS Sales Department at (503) 389-5489.

#### NeoShow - Graphical Slide Show Editor for DOS

NeoShow allows you to combine PCX and GIF format images into stunning slide show presentations. Applications include group presentations, self-running exhibits, displaying scanned images, sales tracts, etc.

Slide shows may be designed to run automatically, to await prompts from a presenter or to run in a continuous loop. Thumbnail images of each slide are displayed on a storyboard, allowing the user to visually rearrange the presentation using simple drag and drop commands. NeoShow includes a debug mode for fine tuning and can produce shows for exhibition on target devices having a different video resolution.

A variety of screen wipes, fades and dissolves allow the user to produce professional looking transitions between images. The program supports 2, 16 and 256 color images at up to 1024x768 resolution (depending on your video card and monitor).

Makes a great companion product to NeoPaint.

Price: \$25.00 plus shipping and handling

#### QuikMenu - Graphical Desktop for DOS

QuikMenu is a powerful graphical menuing system for the IBM PC that allows you to use your computer without the arcane syntax associated with DOS and without the dull me-too look of traditional menu systems. QuikMenu takes complex DOS commands and replaces them with easy-to-use 3D buttons, pop-up windows and dialog boxes. With QuikMenu, running programs becomes as easy as pressing a single key or clicking the mouse.

QuikMenu graphical interface makes working with your computer a snap. QuikMenu can even design a menu for you by scanning your hard drive and automatically creating an icon for any program it recognizes. Additional programs can be added at any time - quickly and easily - without programming.

With your choice of button styles, sizes, shapes, colors and fonts, QuikMenu gives you unequalled control over the structure, format and appearance of your menu. Because QuikMenu has such a wide range of powerful tools, menus can be as simple or as complex as you desire.

The built-in File Manager is one of QuikMenu's most powerful features. With the File Manager, QuikMenu can perform most common DOS functions, as well as several functions you cannot do with DOS. File Manager's graphical structure makes copying, moving, renaming and even deleting files easy. You can also create, copy, move and delete directories, view and print ASCII text files and display information about files, directories and drives. A unique Find option allows you to search for a specific file or group of files across an entire drive. These files can then be copied, moved or deleted as easily as if they were all in the same directory. The File Manager, combined with QuikMenu's ability to run any program from an icon, means you may never need to see the DOS prompt again.

QuikMenu's Utility features include a desktop Calculator which displays a paper tape for quick verifiable calculations, a Calendar with a free-form Note Pad to plan your day and remind you of important events, Network E-Mail, a Phone Book database to keep track of business associates, friends or anyone you contact frequently and an Auto-Dialer that lets you use your modem to dial the telephone.

QuikMenu's Time Tracking is a valuable resource for consultants, secretaries, lawyers or anyone who keeps track of expenses on the basis of time. The Time Log allows you to view, sort and print a variety of reports based on how long and how often you use your computer.

QuikMenu is available in both Shareware and Commercial versions. The commercial version, QuikMenu III, retains the power and ease-of-use of the shareware product but adds additional features. The most significant of these is the ability to use icons to represent program selections. We've also included an integrated icon editor, keyboard stuffing, a macro recorder and a longer command line.

Price: Shareware version (QuikMenu 1.07): \$35.00  
Commercial version (QuikMenu III): \$89.95

Prices do not include shipping and handling.

All prices are in US Dollars and subject to change.

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