

Create your own intricate computer graphics in a galaxy of subtle colours and patterns using **GXR** – the definitive graphics extension to the BBC Microcomputer models

B, B+ and 128K B+ ▶ draw accurate circles, rectangles, parallelograms, ellipses, circle segments and arcs ▶ blend colours together to create completely new

GXR

ACORNSOFT
The choice of experience
in software.

shades of your own ▶ design as many different textures and patterns as you wish ▶ flood any shape with a colour, shade or pattern ▶ draw in solid, dotted or broken lines ▶ design your own sprites for games written in BASIC ▶ create charts, animated pictures and games ▶ experiment with an icon-driven graphics package

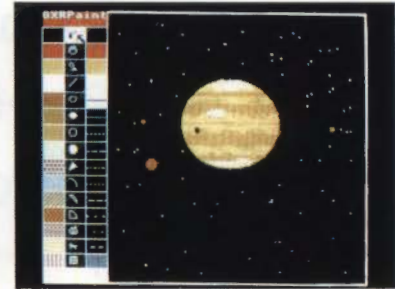
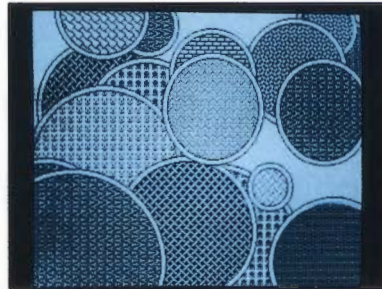
THE GRAPHICS
EXTENSION ROM FOR THE
BRITISH BROADCASTING CORPORATION MICROCOMPUTER
MODELS B, B+ AND 128K B+

A PALETTE OF STUNNING GRAPHIC EFFECTS AT YOUR FINGERTIPS

GXR PROVIDES A FAST AND ACCURATE MEANS TO DESIGN INTRICATE COMPUTER GRAPHICS. THE PACKAGE INCLUDES A 16K GRAPHICS EXTENSION ROM, A CASSETTE TAPE CONTAINING DEMONSTRATION PROGRAMS AND UTILITIES, A COMPREHENSIVE USER GUIDE, QUICK REFERENCE CHART AND FUNCTION KEY CARD. DISC DRIVE OWNERS CAN SAVE THE CASSETTE PROGRAMS TO DISC IF REQUIRED. OUR DEMONSTRATION PROGRAMS ARE WRITTEN IN BASIC, BUT ANY LANGUAGE WHICH USES THE NORMAL VDU AND PLOT COMMANDS COULD BE USED. FULL PROGRAM LISTINGS ARE REPRODUCED IN THE USER GUIDE TOGETHER WITH USEFUL PROGRAMMING TIPS. GXR INTERRELATES WITH OTHER ACORNSOFT PROGRAMS, INCLUDING LOGO.

Fast, accurate shapes and outlines

GXR extends the standard PLOT calls so that only two or three commands are needed to create rectangles, squares, parallelograms, outline and solid circles, outline and solid ellipses, arcs, sectors and segments. To create this ellipse, for example, you need to specify the centre, a point to the left or right, the top point and the appropriate PLOT code. For ease of use, PLOT codes are given in the quick reference card as well as the user guide.



More colours than ever before



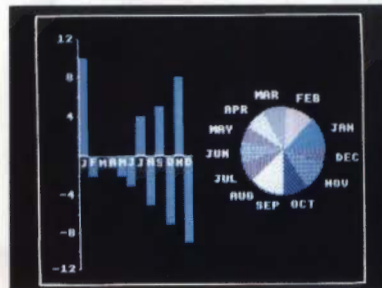
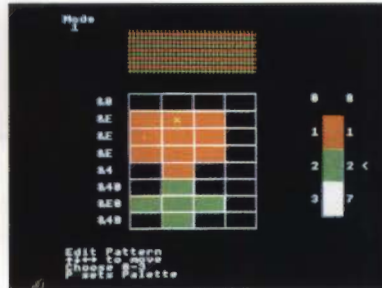
In addition to the solid colours available to the BBC Microcomputer, GXR offers a far greater range of hues and tones. Paler shades can be created by using tints of colours, and completely new shades can be made by blending colours or tints together. To help you get started, GXR contains four default colour patterns which vary according to the mode selected.

Design your own patterns...

The GXR demonstrations give a taste of the wide range of patterns that can be designed. EDITOR – a utility included on the cassette – helps you design your own. As you build up your pattern in pixels on EDITOR's grid, the 'finished effect' is shown at the top of the screen. To help you even further, the values needed to program your pattern are given on the left-hand side.

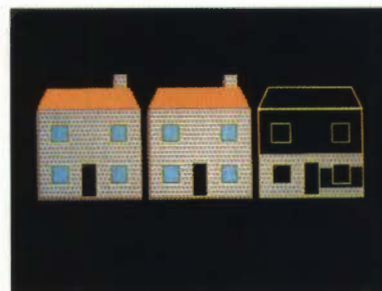
... and linestyles

Different linestyles, made up of dots and dashes, can also be designed using simple VDU commands.



Flood with colour

Any enclosed shape on the screen can be flooded with a colour, shade or pattern – and the speed at which GXR accomplishes this has to be seen to be believed.



Experiment with icon-driven graphics

PAINT is a versatile utility allowing you to sketch pictures with icons. Using the cursor keys you select the linestyle, colour and shape from the control panel and then sketch it onto the canvas area of the screen. Pictures can be altered by cutting, moving, copying and so on. A 'typewriter' icon allows captions to be added to the completed picture.

Design your own sprites

Another extremely useful GXR feature is the sprite editor. This will be useful and time-saving for anyone who needs to create pictures or charts made up of detailed components, and indispensable for those who want to speed up the action of their BASIC games. Using the function keys, images are built up from pixels and displayed on a magnified section of the screen. At the same time, the design is shown on another part of the screen exactly the same size as it would appear in the program. Finished sprites can be saved, altered, reversed left to right or top to bottom. Useful hints on how to create and animate sprites are contained within the user guide.



To purchase GXR either contact your local dealer or complete and send this order form to Acorn Computers Limited, Acornsoft, Unit 5, Cambridge Technopark, 645 Newmarket Road, Cambridge CB5 8PD.

	Stock Code	Price inc VAT £	Qty	Total
GXR for Model B (1.2 MOS)	SBL25	29.90	___	___
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