

DOODLE

DOODL

LINE

These two programs work together to allow the Z85 to work as a drawing utility. DOODL will draw both points and lines, and also erase them.

To run DOODL, all that needs to be on the stack is the name of the picture to be worked on. If it is a new picture, DOODL will detect it and automatically create a new picture file. The name of the picture to be worked on must be entered in single quotes.

Drawing a point : move the cross-hairs to the spot where the point is desired, and press **[INS]**, then press **[ON]**.

Erasing a point : same as drawing a point; just align the cross-hairs with the point to be erased.

Drawing a line : move the cross-hairs to the spot for the beginning of the line and press **[INS]**, then move the cross-hairs to the spot for the end-of the line and press **[INS]**, then press **[LW]**.

Erasing a line : same as drawing a line, just align with line to be erased.

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Note: the **INS** key is the main key located directly under the LCD with INS written above it.

When a drawing is finished or you are ready to stop drawing, just press **ON** without having pressed **INS** and the drawing will be saved. Any drawing can be edited as many times as desired.

DOODLE

DOODL

< n

< n

IFERR RCL

THEN CLLCD LCD

DUP ROT STO

END

WHILE LCD DGTIZ

CLLCD DEPTH DUP 0 *

REPEAT

IF 2 ==

THEN LINE

ELSE PIXEL

END CLEAR LCD

n RCL XOR DUP n STO

END CLLCD

" * * SAVED * * "

2 DISP DROP .5 WAIT

CLMF 'PPAR' PULSE

>

>

LINE

< ~~LINE~~

< OVER PIXEL

IF DUP2 ==

THEN DROP PIXEL

ELSE OVER - PPAR

DUP 2 GET SWAP 1 GET

- C+R 31 / SWAP 136

/ 3 PICK C+R 4 ROLL

/ ABS SWAP ROT / ABS

MAX PPAR 4 GET /

SWAP OVER / ROT 1 4

ROLL

START OVER +

DUP PIXEL

NEXT

END

>

>