NGP for Macintosh V1.00
User manual

Introduction:

Newton Graphics Package (NGP) is an object oriented drawing program for Newton. NGP for Macintosh was created to enhance the NGP for Newton. Using NGP for Macintosh, you can connect to your Newton to transfer NGP pictures to and from your desktop. This allows you to easily store and exchange individual pictures you have created. NGP for Macintosh can also be used to create entirely new pictures or just edit old ones. These pictures are fully compatible with NGP for Newton.

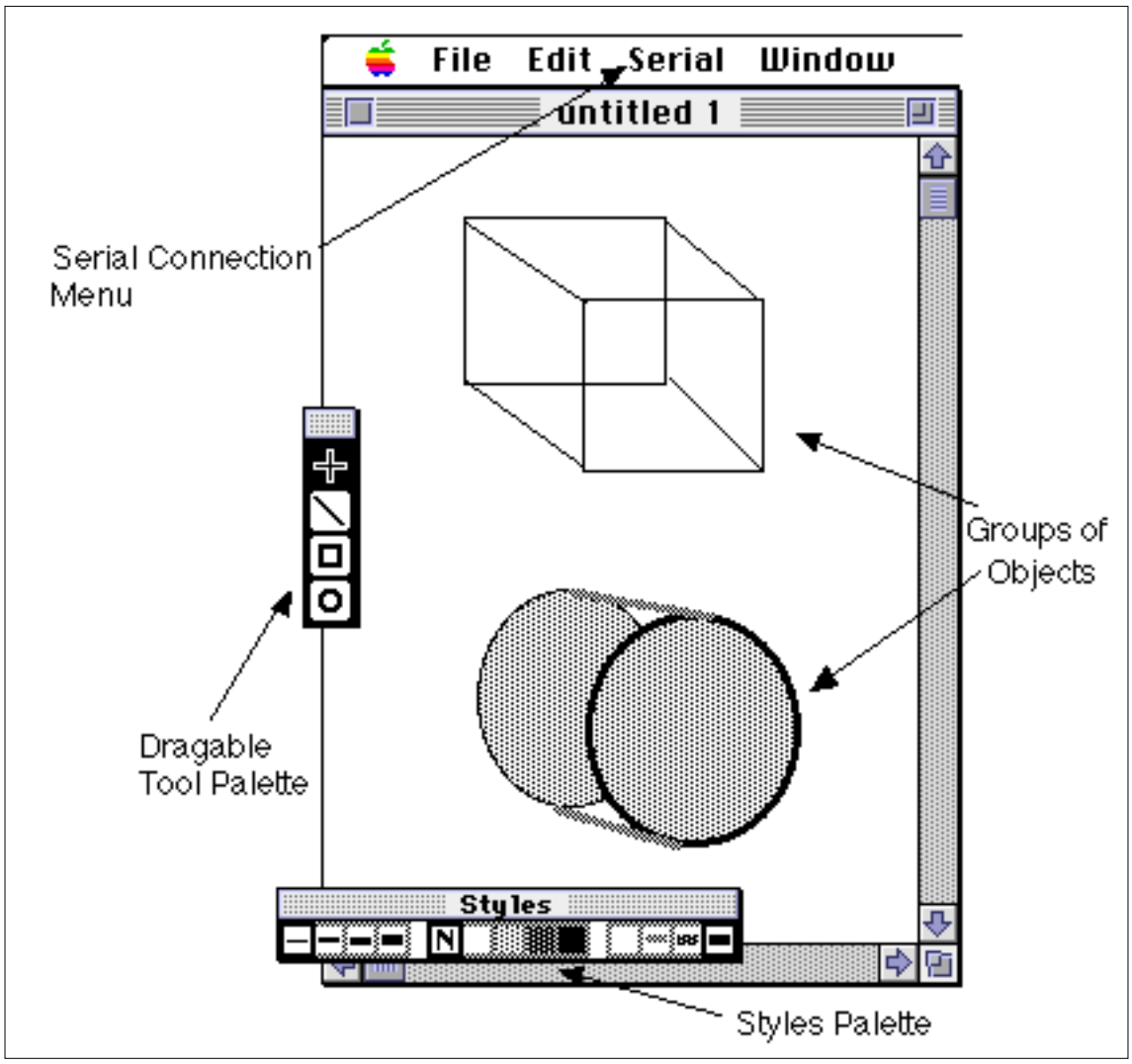
Credits:

PowerPen Software:
Bill Sanborn - Project manager / Marketing
Dr. Jeff Schlimmer - Newton Support, Mentor
Ben Willis - Macintosh Programming
John Hall - Macintosh Programming
Stephanie Manke - Windows Programming
Steve Harris - Newton Programming
Ronald Willey - Software Documentation & Newton Programming

Installing and Launching NGP:

NGP for Macintosh is a small self contained program. It has no support files, so the application can be launched from either a floppy disk or the hard disk. NGP should execute on any Macintosh with at least 4 megabytes of memory and system 7 or higher.

NGP at a Glance:

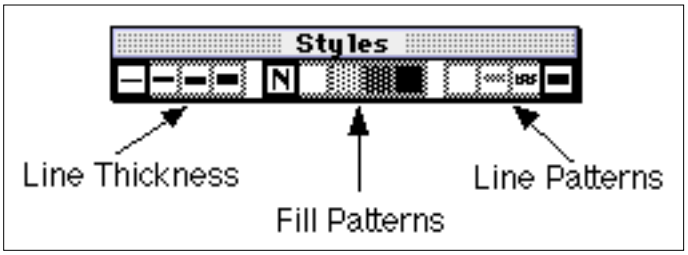


NGP Tools:

NGP for Newton supported a unique feature, plug-in drawing tools. This allowed you to install new drawing features at any time besides the original graphic primitives included with the system. NGP for Macintosh does not currently support any plug-in tools, you will be limited to just three graphics primitives: line, rectangle and oval. When you transfer a picture from the Newton to the Macintosh, it will retain objects drawn with a plug-in tool, however the object will be translated into a series of graphic primitives that constitute it. When it is transferred back to the Newton, it will be as a series of graphics primitives rather than as the plug-in tool.

NGP Drawing Configuration:

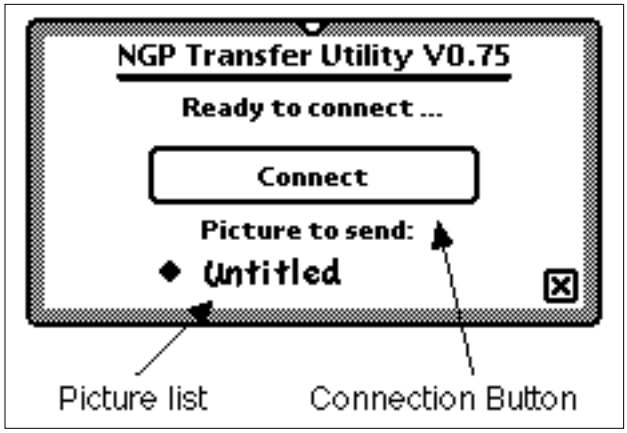
The current drawing configuration of NGP is controlled by the floating Styles palette. The Styles palette lets you control the look of an object (e.g., line thickness, fill patterns and line patterns) before it is drawn. The palette can be drug where ever you want.



Connecting to NGP Newton:

You can transfer your pictures from the Newton version of NGP to Mac NGP after installing the NGPXfer package on your Newton. Currently, the transfer program only supports moving files from the Newton to the Desktop. After installing NGPXfer on Newton and connecting your Newton to the Macs Modem port with a serial cable, you will be ready to transfer pictures. To transfer your NGP pictures from the Newton to Mac NGP follow these steps:

1) Close NGP on Newton. If you leave NGP open, not all objects will be transferred.
1) Connect your Newton to the Macintoshs Modem port using a serial cable.
2) Launch Mac NGP on the Macintosh.
3) Launch NGPXfer on Newton
4) In NGPXfer, tap on the “connect” button and then select the picture that you wish to transfer from the picture picker list.
5) In Mac NGP, select the “receive” from the “serial” menu option. The Macintosh will communicate with the Newton and after a little while the picture will appear on the Macintosh.
6) To transfer more images, select the next picture from the picture picker list and then select “receive” from the “serial” menu option again.



While NGPXfer is in the “connect” mode, other programs that use the serial port on Newton may not function correctly. To disconnect NGPXfer, tap on the button now labeled “disconnect”. Also closing NGPXfer will disconnect it . If NGPXfer runs into any problems while transferring an image to the desktop, it will automatically disconnect its self.

Under rare circumstances, Mac NGP may lock-up while transferring an image. Currently, the best way to proceed is to reset the Macintosh and reboot. Though there are other ways to reset Mac NGP without resetting the Macintosh, they may or may not allow use of the Macintoshes Serial port for further transfers. If Mac NGP locks-up, the Newton will not be affected and NGPXfer will disconnect itself.

In order for all the pieces of an image to be transferred to the Mac, Newton must have all of the tools installed that were used to create the picture in NGP. If any of these tools are missing, the parts of the picture created by that tool will not be transferred to the Macintosh.

The image quality of the picture received by the Macintosh may very from that drawn on Newton. Each tool is responsible for how the parts of the picture drawn with it are transferred. If pieces of the received picture on Mac NGP appear distorted, this is most likely do to the way the tool was programmed originally.

Files:

Pictures can be created, opened or saved from the file menu. Since NGP is an object oriented drawing program, they will be saved to disk in a proprietary format that can be read by any desktop version of NGP.

Every time a new picture is opened, it’s name is added to a list in the Window menu. If one of the windows become hidden and you can bring it to the front of the screen, by selecting its name .

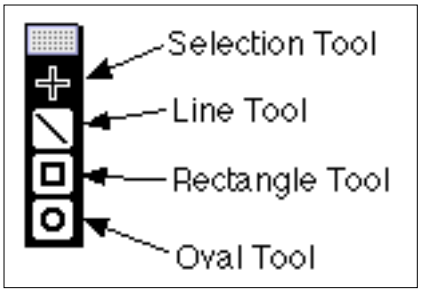
When a new drawing window is opened, its size is the same size as the Newtons drawing space. The drawing space can be changed by reseizing the drawing window. Also like NGP for Newton, the drawing space is only a small “window” of the drawing page. The size of the drawing page is the same as on the Newton version of NGP which is approximately the same as one sheet of standard printer paper.

At this time, NGP for Macintosh does not support saving in any other graphic file formats. If you wish to save the current picture as a PICT graphic file, then you should use the Macintosh system snapshot function (hold down command-shift-3). This will save a copy of the current screen image that can be edited in most Macintosh paint programs.

If you find that you can't open any more pictures, try increasing the amount of memory that the application can use. This can be accomplished by highlighting the icon for NGP for Macintosh, then select Get Info from the systems File menu and increasing the Preferred Size value. The larger you make the value, the more pictures NGP can deal with simultaneously.

Drawing Objects:

Objects can be created in NGP by drawing on the picture window with one of the three graphic primitive tools in the tool palette bar. The tool palette can be drug where ever you like.



The line tool produces a straight line between where you hold down the mouse button and where it is released.

The rectangle tool draws a rectangle between where you hold down the mouse button and where it is released. These points are on diagonal corners of the rectangle.

The oval tool creates an oval centered in an imaginary box between where the mouse button is held down and where it is released. These two points are on diagonal corners from each other.

(Un)Selecting an Object:

To select an object(s) for editing:

1) Click on the "Select" tool button in the tool palette.
2) Click the mouse button down inside the drawing area and drag the bounding box around the objects that you wish to select. The bounding box will then snap around the objects.
3) The objects(s) can now be edited.

Alternatively, you can select all of the objects in your drawing by choosing Select All from the Edit menu.

To unselect an object(s):

- Click on the drawing area,
- or Click on another tool,

- or Select another object(s)

Editing Objects:

NGP is an object-oriented drawing program. Each time you draw a shape, NGP remembers it and allows you to edit it. These shapes or objects can be selected for editing either by themselves or as a group. All of these editing options can be found in the edit menu.

Cut: Cutting a selected object removes it from the drawing and stores it on a clipboard. This object can be pasted back into the drawing later.

Copy: Copying an object stores a copy of the object on a clipboard. The object can be pasted back into the drawing later

Paste: Pasting will copy whatever is in the clipboard, and place it onto the drawing area. The pasted object will be automatically selected.

Clear: Clear erases the currently selected object.

Undo: Undo will reverse the last edit. If it has already been undone, then it will redo whatever was undone.

Moving Objects:

Selected objects can be moved on the screen. Click and hold down the mouse button while the pointer is on the selected object, then dragging it where ever you wish.

Printing on the Macintosh:

To print out a drawing on the Macintosh, make sure that your picture is the current window. Go to the file menu and select Print. If you need to reconfigure you printer, select Page Setup first.