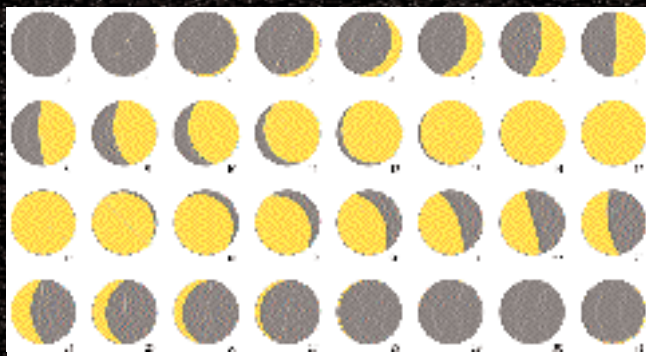


# CDraw

We present some further enhancements to our popular library of routines to create Draw files from Basic



Back in RISC User 5:5 and 5:6 we published an article entitled Creating Draw Files in Basic, which provided routines that enabled you to create Draw files from within your own programs, and thus generate graphical output which can be exported to other applications. This proved to be very popular - so popular in fact that we have been deluged with add-ons and updates to the original CDraw library. Further information on the basic routines was given in RISC User 5:8, followed by major additions to the library in 6:3 and on the 6:7 disc.

Since then, a number of further additions have been submitted to us, so we thought it was high time we published a major CDraw update. This will serve at the same time as a reminder to readers of how useful CDraw can be. We haven't got space to list all the additions in the magazine, so this month's disc contains a complete set of all the previous CDraw routines together with the new ones described here.

## Basic Mimicry

First off the starting block is Jack Pike, who found that the original system worked well but was a little

tedious to use. He has supplied a set of routines which mimic the way in which Basic's own graphic commands work. For example, the Basic line:

```
MOVE 0,0:DRAW 100,100
```

can now be mimicked using the CDraw routines:

```
PROCDraw_MOVE(0,0):PROCDraw_DRAW(100,100)
```

Other similar procedures are provided to mimic commands such as ORIGIN, RECTANGLE etc. Arcs and Groups

John Banks has provided a major update to CDraw which enables the library to support the drawing of arcs, segments and sectors of circles, the grouping of objects, and improved text positioning. Sample procedures are supplied which illustrate how to use the routines to generate a Draw file from a text file of pie chart data, and to generate images of the moon at any phase and inclination.

## Sprites

It's often handy to be able to include sprites in a Draw file, and Keith Venn has supplied some CDraw routines to do just that. Procedures are provided to load a sprite file, select a sprite from it, and plot the sprite into the Draw file. You might want to use this facility to add a logo,



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