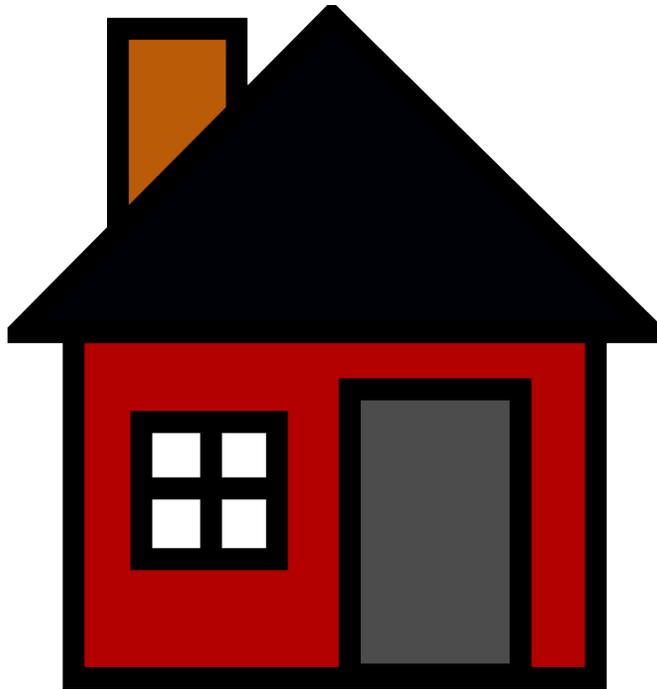


Cozy Cottage



For the
Apple II+ Computer

(Minimum 64 kilobytes of RAM required)

By
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INTRODUCTION

In recent years, there has been a renewed interest in vintage 8-bit computers. A growing number of hobbyists and collectors have found a new appreciation for these machines, some of which are now nearly 40 years old. Despite their limitations as compared to modern technology, computers from the early 1980's in particular have a certain style and charm that is severely lacking in today's computers. In fact, many people find that the challenge and novelty in working within the limitations of an 8-bit machine is exactly what appeals to them. Simply put, these computers are *fun* to use. The purpose is more about the experience than just finishing a task as quickly and easily as possible – people actually enjoy handling floppy disks, feeling and hearing the satisfying clunk of typing on real mechanical keys, hearing the whirl and click of disk drives, and gain a sense of pride in being able to write their own programs and make the computer do exactly what they want it to do.

Cozy Cottage was specifically written for the Apple II+, but should work on any Apple II computer with at least 64 kilobytes of RAM.

USING THE COZY COTTAGE PROGRAM

Cozy Cottage was written as a fun way to demonstrate the colors and graphics possible in the low resolution (GR) mode on the Apple II. Although the low resolution graphics are very limited, with a “blocky” appearance, it is still possible to make very creative, colorful images.

The premise of Cozy Cottage is that you have a small house in the countryside that you can customize by changing the colors, planting trees, and adding furniture in the living room. (Future versions of the program may include more rooms and more furniture). You can change the color of nearly every object in your house. Build the house of your dreams! You can also easily save your house at any time and load it again later if you want to make more changes. Create as many different versions of your house as you want – each house can be saved as a different file.

I had a lot of fun writing Cozy Cottage. It was neat to see what could be imagined and how the limits of the blocky GR graphics could be stretched to create something that really does look like a house! I hope that you have as much fun playing with Cozy Cottage as I did writing it!

As of this writing, there is no feature yet to print pictures of your house. I haven't been able to figure out how to send or “dump” graphics to a printer from within an Apple II BASIC program. I really want to add an option to print, so if you think you can help with this, please feel free to contact me at gatewaycityca@yahoo.com.

STARTING COZY COTTAGE

Early 8-bit computers such as the Apple II typically do not have a hard drive, and so the Cozy Cottage program does not need to be "installed" as you would on a modern computer. It runs entirely from the floppy disk.

First, boot your Apple II with DOS 3.3. Please note that Cozy Cottage will likely not run with PRODOS or other later operating systems. After the computer has finished booting, simply insert the Cozy Cottage disk and enter "RUN COZY COTTAGE" (without quotes) and press RETURN.

Please be patient! The program file is large and will take time to load. (Remember that we're working with 40 year-old technology! But that's why you're here, right?)

Cozy Cottage will start with an introduction screen. From here, you can restore a house you saved previously, or you can go directly to the program. (You can also load houses from the Main Menu. Loading houses will be discussed later).

```
COZY COTTAGE
BY CHRISTIAN TOBAR. SEPTEMBER, 2021.

WELCOME!

YOU HAVE JUST BOUGHT A COZY HOUSE
IN A BEAUTIFUL, LUSH GREEN MEADOW.
A SMALL TOWN IS NEARBY, BUT HERE
YOU CAN ENJOY THE PEACE AND
TRANQUILITY OF LIVING IN THE
COUNTRYSIDE.

ON THE NEXT SCREEN, YOU CAN SEE
YOUR HOUSE, AND SELECT A MENU TO
MAKE CHANGES. THERE ARE MANY
OPTIONS, SO BE CREATIVE!

(1) CONTINUE
(2) RESTORE SAVED HOUSE
(3) EXIT

ENTER SELECTION:
```

Enter 1 to continue the program. Next an exterior view of your house and landscape will be displayed, with the default colors. You can change the color of nearly everything on your house – change the main color, the color of the window frames, shutters, curtains, and even the front door!



Enter 1 to go to the Main Menu. Next, we will discuss some of the many options that are available for customizing your house.

MAIN MENU

```
- MAIN MENU -
(1)  CHANGE COLOR OF HOUSE
(2)  CHANGE COLOR OF WINDOW FRAMES
(3)  CHANGE COLOR OF WINDOW SHUTTERS
(4)  CHANGE COLOR OF CURTAINS
(5)  CHANGE COLOR OF FRONT DOOR
(6)  CHANGE FRONT PATHWAY
(7)  PLANT TREE
(8)  PLANT ORANGE TREE
(9)  PLANT APPLE TREE
(10) PLANT LEMON TREE
(11) BUILD FRONT YARD FENCE
(12) CHANGE FENCE COLOR
(13) REMOVE ITEM FROM HOUSE
(14) EXIT MENU
(15) START OVER WITH ORIGINAL HOUSE
(16) SAVE CURRENT HOUSE
(17) RESTORE SAVED HOUSE
(18) QUIT
ENTER SELECTION: █
```

From the Main Menu, you can change the color of nearly every part of the exterior of your house, as well as plant trees in the landscape. This is also where you can save and load house files. Enter 14 to leave the Main Menu and go back to the exterior view of your house. Note that the Main Menu is only available from the exterior view of the house. If you go inside the house, the living room has its own menu.

CHANGING COLORS

Choose which item you want to change by entering a number from the menu. For example, enter 1 to change the main color of the house. This will display another menu, with a list of options for colors you can choose. Enter 16 if you want to cancel and return to the Main Menu.

```
CHANGE THE COLOR OF THE HOUSE
(1)  RED
(2)  DARK BLUE
(3)  PURPLE
(4)  DARK GREEN
(5)  GRAY
(6)  MEDIUM BLUE
(7)  LIGHT BLUE
(8)  BROWN
(9)  ORANGE
(10) LIGHT GRAY
(11) PINK
(12) GREEN
(13) YELLOW
(14) AQUA
(15) WHITE (DEFAULT)
(16) CANCEL AND RETURN TO MAIN MENU
ENTER SELECTION: █
```

Whenever you change the color of a part of your house, your house will be re-drawn with an updated image.

PLANTING TREES

From the Main Menu, you can plant several different kinds of trees in the landscape. Select which tree you want to plant. This will display the Object Placement screen. The house and landscape will be re-drawn, with a small black cursor or “pointer.” This indicates where you will be planting the tree. Enter the options shown on the menu to move the pointer around on the screen. (Do NOT use the arrow keys on the keyboard!) When you are satisfied with the placement of the tree, enter 5 to plant it.



After you plant a tree, the house will be re-drawn with an updated image. Here, an orange tree has been planted as an example.

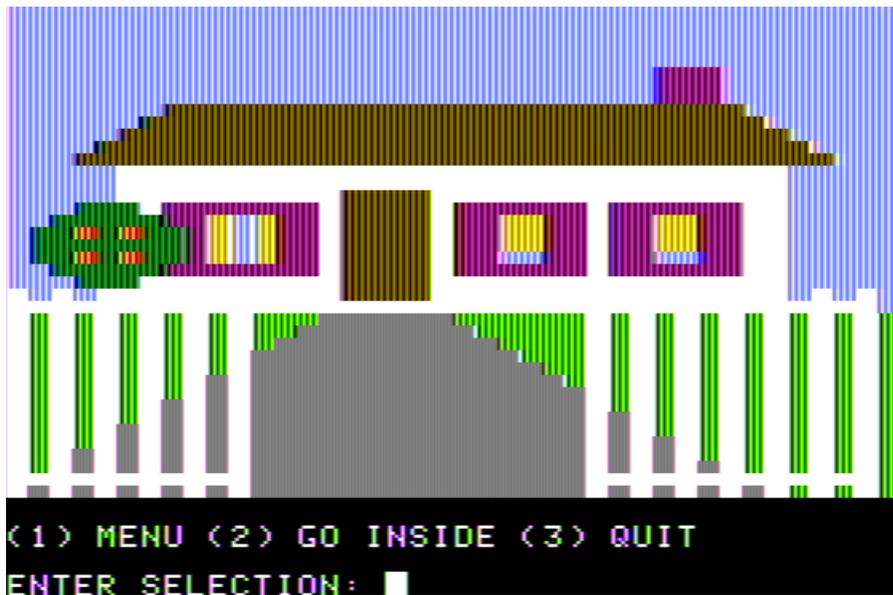


You can remove trees you have planted by selecting the “Remove item from house” option from the Main Menu.

In general, placing most objects works in a similar way throughout the Cozy Cottage program.

BUILD A FRONT YARD FENCE

You can build a fence for your front yard! Select the “Build front yard fence” option from the Main Menu. Your house and landscape will then automatically be re-drawn with a fence in the front yard. Note that you can also change the color of the fence at any time by choosing “Change fence color” from the Main Menu.



REMOVING ITEMS

You can remove any item you have placed in the landscape by selecting “Remove item from house” in the Main Menu. This will display a list of the items you have currently placed. Choose which item you want to remove. Your house will then be re-drawn with the item removed. In the example shown, a front yard fence has been built and an orange tree has been planted. They can be removed by selecting them from the menu.

```
REMOVE ITEMS FROM THE HOUSE

HERE YOU CAN REMOVE ITEMS YOU
PREVIOUSLY PLACED AT THE HOUSE .

ANY CURRENTLY PLACED ITEMS
ARE LISTED BELOW .

(3) REMOVE ORANGE TREE 1
(9) REMOVE FRONT YARD FENCE
(10) CANCEL AND RETURN TO MAIN MENU

ENTER SELECTION:
```

STARTING OVER

You can restart the house and start over by selecting “Start over with original house” from the Main Menu. This will remove all the objects you have placed and will restore the original colors of the house. But be careful, this can't be undone!

SAVING HOUSES

You can easily save your house at any time by selecting “Save current house” from the Main Menu. You will be then be prompted to enter a file name. (If you want to cancel, simply leave this blank and press RETURN, and you will be taken back to the Main Menu). The Apple II computer isn't picky about file names, so you can enter whatever name you want. Extensions are optional. However, it is recommended that you use an extension of “.HOUSE” so that you can easily identify your house files later. So for example, name your house file something like “HOUSE1.HOUSE.”

```
SAVE CURRENT HOUSE  
  
ENTER FILE NAME TO SAVE  
(LEAVE BLANK TO CANCEL):
```

LOADING HOUSES

You can easily load and restore houses you saved earlier. Select “Restore saved house” from the Main Menu. This will display a catalog of the disk, and a prompt for the file name of the house you want to load. (Leave this blank and press RETURN if you want to cancel and return to the Main Menu). In this example, there is a house file named “HOUSE1.HOUSE.”

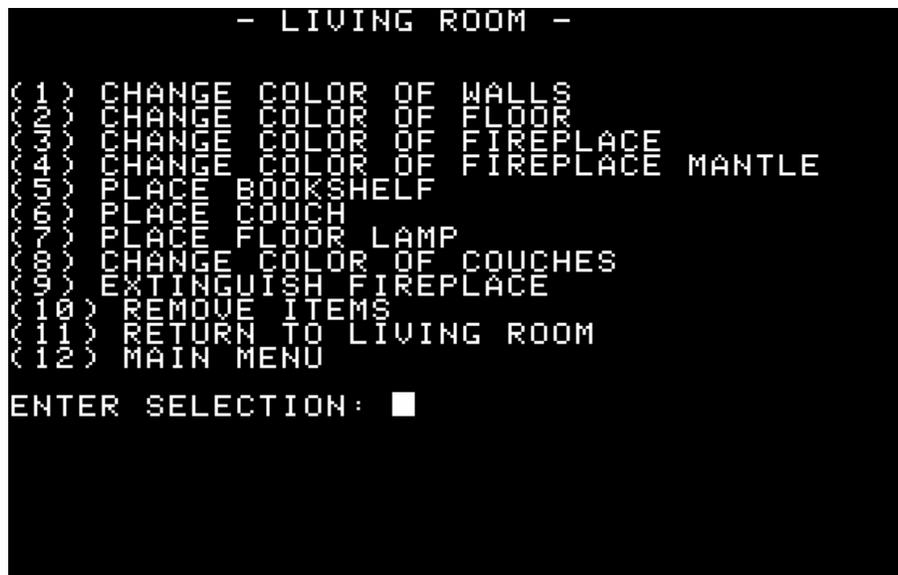
```
DISK VOLUME 254  
A 099 COZY COTTAGE  
T 002 HOUSE1.HOUSE  
  
ENTER A FILE NAME TO LOAD  
(LEAVE BLANK TO CANCEL):
```

LIVING ROOM

To go inside the house and go to the living room, enter 1 from the exterior view of the house. (If you are in the Main Menu, choose “Exit menu” to go back to the exterior view of the house). You can add furniture to the living room and change the colors of nearly everything – the floor, walls, fireplace, fireplace mantle, and even change the colors of the furniture! You can also light the fireplace!



From the living room view, enter 1 to go to the Living Room Menu, or enter 2 to go back to the exterior view of the house and landscape. You can change the color of nearly everything in the living room and add furniture from the Living Room Menu. You can also remove items, and light or extinguish the fireplace. Note that this menu is only accessible from the living room view.



PLACING ITEMS IN THE LIVING ROOM

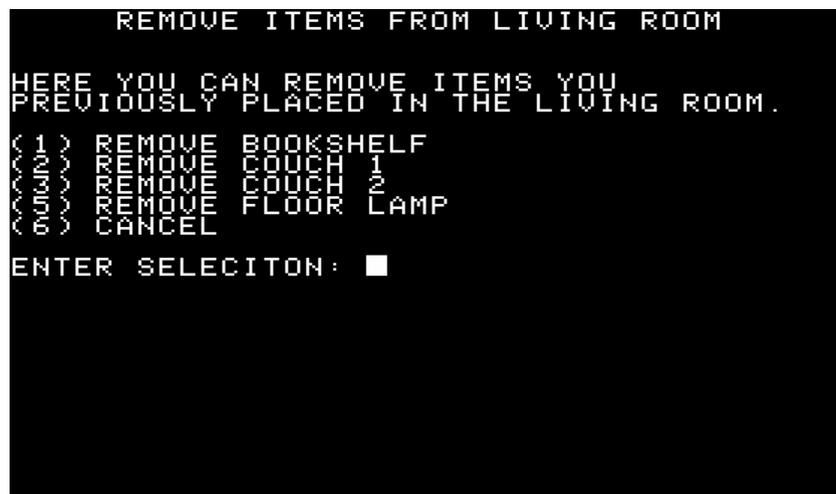
Placing furniture in the living room works the same way as placing objects in the landscape of your house. Choose which object you want to place from the Living Room Menu. This will display the Object Placement screen. Again, you will see a small black pointer which indicates where you are placing the object. Enter the options in the menu to move the pointer around on the screen. Enter 5 when you are satisfied and want to place the object. **(In general, the pointer shows the bottom left corner of objects).**

You can't move objects you have placed in the living room. You must first remove them, and then place them again where you want them.



REMOVING ITEMS FROM THE LIVING ROOM

You can remove items you have placed in the living room. From the Living Room Menu, select "Remove items." This will display a list of the items you have currently placed. Choose which item you want to remove. The living room will be re-drawn with the item removed. In the example shown, a bookshelf, 2 couches, and a floor lamp have been placed.



CONCLUSION

Hopefully, this manual has helped to give you a better understanding of the main features of the Cozy Cottage program. There are a LOT of options available, so feel free to experiment and have fun! More rooms and features may be available in future versions of the program.

If you have any questions or suggestions, please contact the writer and programmer, Christian Tobar, by email at: gatewaycityca@yahoo.com