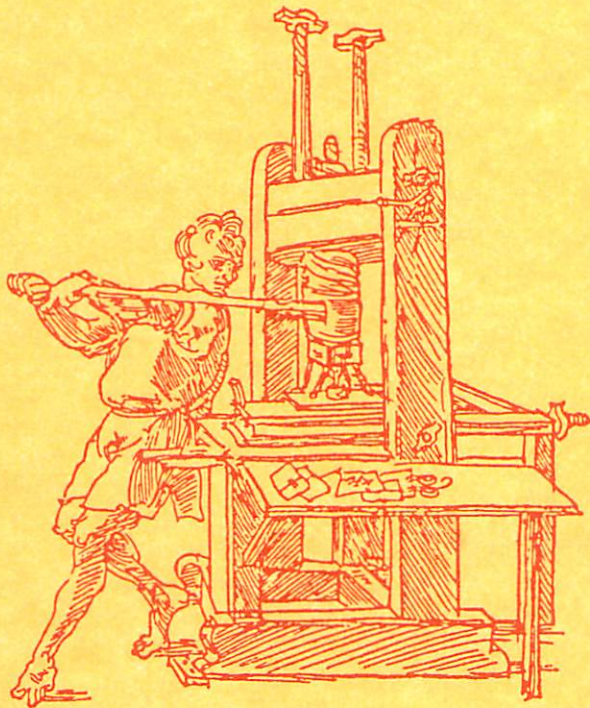


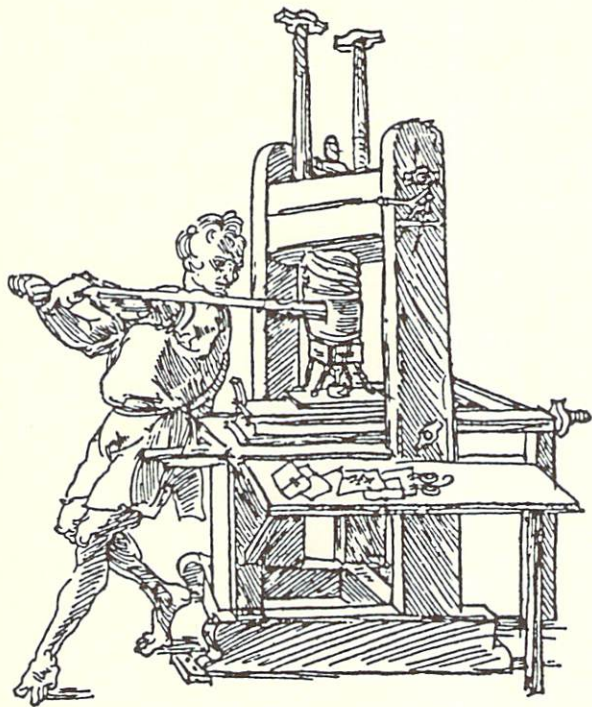
# PrintMaster™



User's Guide



# PrintMaster™



## User's Guide

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Edition 1.1 (1985)

Printed in the United States of America

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This manual was produced for Unison World, Inc. by International Publishing & Computer Services, Inc., P.O. Box 3056, Berkeley, California 94703.

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The PrintMaster logo is in Dominican typeface and set by Solotype, Oakland, California. Paul Hayden Duensing created the type from a set of 16th-century punches that he found in Italy. He filled in a couple of missing letters by hand. The type is unusually rough, even for 16th century.

<b>INTRODUCING PRINTMASTER</b> .....	1
How To Use This Manual .....	2
<b>GETTING READY</b> .....	3
What You Need .....	3
Loading PRINTMASTER .....	3
Printer Setup .....	3
Troubleshooting List .....	4
<b>QUICK START TUTORIAL</b> .....	5
Overview of PRINTMASTER .....	5
Making Your First Design .....	5
Printing Your Design .....	9
Saving Your Design to Disk .....	10
Using a Ready-Made Design .....	10
<b>PRINTMASTER FUNCTIONS</b> .....	11
Borders .....	11
Graphics .....	15
Graphic Sizes .....	16
Graphic Layout .....	17
Fonts .....	19
Entering the Message .....	22
Editing and Formatting .....	22
<b>GREETING CARDS</b> .....	25
Creating a Card .....	25
Design Tips .....	25
Folding the Greeting Card .....	26
Art Gallery .....	27

## Contents

---

<b>SIGNS</b> .....	29
Creating a Sign .....	29
Design Tips .....	29
Art Gallery .....	32
 <b>STATIONERY</b> .....	 33
Creating a Letterhead .....	33
Design Tips .....	34
Art Gallery .....	36
 <b>CALENDARS</b> .....	 37
Creating a Monthly Calendar .....	37
Creating a Weekly Calendar .....	39
Design Tips .....	40
Art Gallery .....	41
 <b>BANNERS</b> .....	 43
Creating a Banner .....	43
Design Tips .....	43
Art Gallery .....	45
 <b>GRAPHIC EDITOR</b> .....	 47
Creating with the Graphic Editor .....	47
Drawing a Graphic .....	48
Modifying Pictures from the PRINTMASTER Art Gallery ...	50
 <b>PRINTING YOUR WORKS OF ART</b> .....	 53
Printer Tips .....	53
Using Colored Ribbons and Paper .....	54
Reproducing Your Work .....	54
 <b>PRINTMASTER ART GALLERY</b> .....	 55

## ***INTRODUCING PRINTMASTER***

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PRINTMASTER is a versatile graphics program that will turn you into a graphic artist. It lets you use your computer and printer to design personalized greeting cards, signs, stationery, calendars, and banners. Best of all, you do not have to know how to program a computer or even draw to be creative. All you have to do is turn on the computer; make selections from the border, graphics, layout, and font menus; enter your message; and print.

With PRINTMASTER you can:

- Make a sign reminding your brother that this is Semiannual Sneaker Washing Day.
- Create personalized stationery for your business.
- Design a birthday card for a special uncle.
- Make a custom calendar listing the dates and times of all your final exams.
- Create a banner advertising a holiday turkey raffle at Mom & Pop's Deli.

This is just the beginning. Create personalized party invitations, theater handbills, one-of-a-kind greeting cards, window ad cards, even a newsletter masthead. You will think of all kinds of ways to use PRINTMASTER at home, school, and work. With 111 pre-designed graphics and 11 patterns, 8 type fonts, and 11 border designs to choose from, the only limit to what you can create is your imagination.

### ***How to Use This Manual***

PRINTMASTER is so easy to use, you do not need to spend a lot of time reading. The manual is designed as a reference piece and source of tips, suggestions and examples for using the program.

*If you are anxious to get started, turn to:*

- GETTING READY for instructions on loading PRINTMASTER and setting up the printer.
- QUICK START TUTORIAL where you will create your first work of art.



# GETTING READY

## What You Need

- IBM PC or PCjr with printer interface
- Disk drive
- Television or monitor
- Epson MX, FX or RX, Epson LQ1500, Okidata 92 or 93, Star, or IBM printer
- Cut-sheet or continuous-feed printer paper (white or colors)
- Colored printer ribbons (optional)

## Loading PRINTMASTER

Load PC-DOS or MS-DOS into your computer. When you see the prompt (A>), insert the PRINTMASTER disk and type:

A>PM (ENTER)

The next thing you will see is the PRINTMASTER Main Menu.

## Printer Setup

Use arrow keys to move cursor bar to PRINTER SETUP and press ENTER. The process is automatic. Move cursor to select your computer from the list and press ENTER.



When you print out your first design, if your printer either prints the entire design on one line or skips every other line, go back to PRINTER SETUP. Select EOL CHARACTER, which is short for End Of Line Character. Choose:

- CR with LF (carriage return with line feed) if your printer only prints on one line.
- CR only (carriage return only) if your printer skips every other line.

### ***Troubleshooting List***

If you are having problems using PRINTMASTER, check the following:

- Is the keyboard connected? The PCjr keyboard must either be plugged in or placed directly in front of the computer.
- Did you load DOS first? The PRINTMASTER disk does not contain DOS.
- Did you set up the printer before trying to print a design? Return to the Main Menu and select the item called PRINTER SETUP.
- Is the printer on line? Make certain that the printer is on and that the on-line light is lit.
- Have you added a second disk drive to your system since you began using PRINTMASTER? Are you using PRINTMASTER on a different computer? You need to reconfigure the software. Load the PRINTMASTER by typing CONFIG and answer the questions about the graphics board and number of disk drives. Once reconfigured, you can go back to loading the program with PM.

# QUICK START TUTORIAL

---

## Overview of PRINTMASTER

Designing with PRINTMASTER is easy because the program is menu-driven. Your choices appear on the screen in a list (or menu). All you do is move the cursor to the border, graphic, or font you want and press ENTER. The only time you type is to enter a message or to select a date for the calendar.

All you need to know to use PRINTMASTER:

- Select from menus by using arrow keys to move the cursor.
- Press ENTER to lock in your selection.
- See current selection in the window next to menu.
- Press ESC if you need to return to a previous menu and change your selection.

## Making Your First Design

Load PRINTMASTER, then wait a few seconds for the Main Menu. Let's make a personalized sign that you can hang in your room, above your desk, in your office, in the kitchen, on your classroom door—any place you want to call your own. Here's all you do:

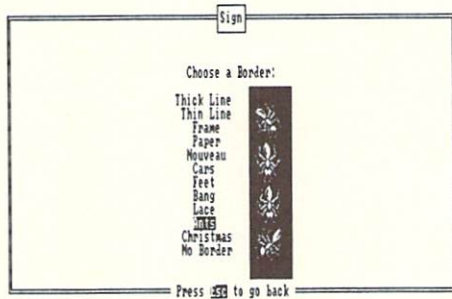
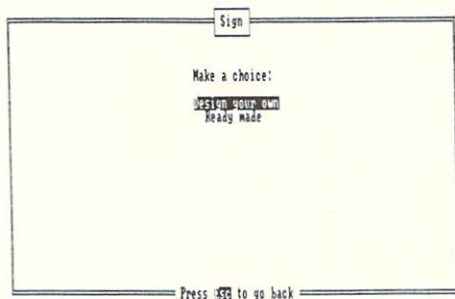
- 1 Select SIGN from the Main Menu and press ENTER.



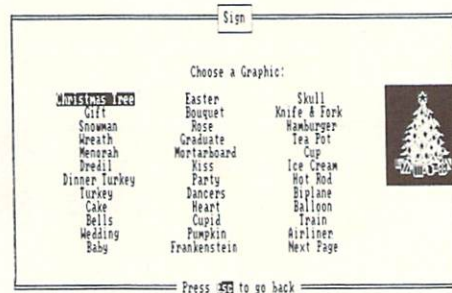
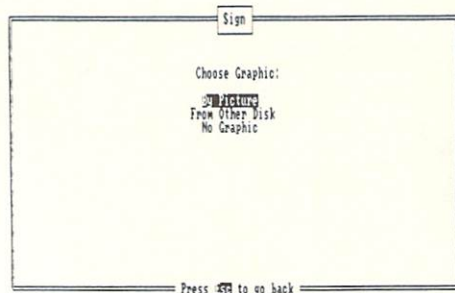
## 6 Quick Start Tutorial

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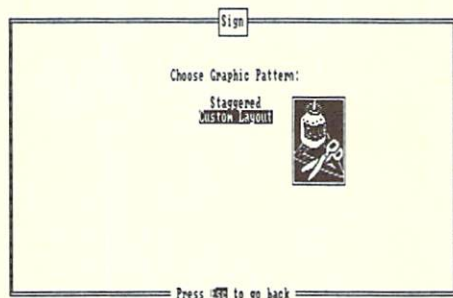
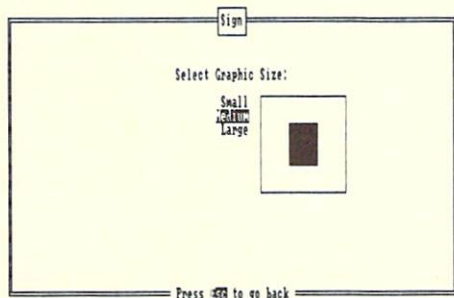
- 2 Make a choice: Select DESIGN YOUR OWN—you are creating a new and original sign.
- 3 Choose a border: Browse through the list. When you find a border you like, stop and press ENTER.



- 4 Choose graphic: By all means, use a graphic. Select BY PICTURE—this puts you into the menu of pre-designed pictures.
- 5 Choose a graphic: Browse through the list. When you find a design you like, stop and press ENTER.



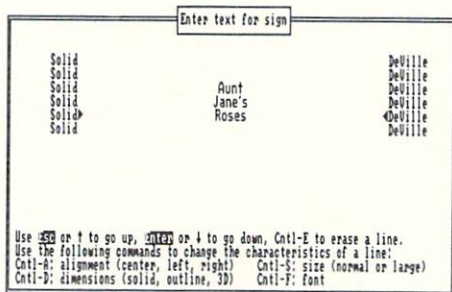
- 6 Select graphic size: As you move the cursor through the three choices, a window shows you the relative size of each selection. For this sign, select MEDIUM.
- 7 Choose graphic pattern: Select the CUSTOM LAYOUT; this gives you more control over the placement of graphics.



- 8 The numbered boxes mark where you can place a graphic. Use the arrows ← → to move from box to box. The blinking box indicates your current location. Press the ENTER key to place graphic in box; the box fills in. Press ENTER again to remove graphic. For this sign, put a graphic in each corner. When boxes 1, 2, 4, and 5 are filled in, move cursor to DONE box and press ENTER.
- 9 Choose a font: Browse through the list until you find a type font that goes well with your border and graphic selections.



- Enter text for sign: For this sign, move cursor to third row and enter your name (use possessive form: Mom's or John's). Move cursor to next line and enter rest of message.
- Experiment with the editing and formatting options (control functions). You control each line individually. Notice that when you increase size of letters (Cntl-S) you lose a line of text. Sometimes part of your message is chopped off too. When ready to go on, move cursor to the last line and press either arrow or ENTER.

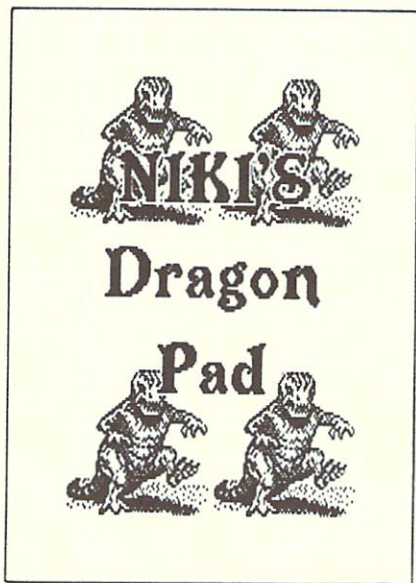
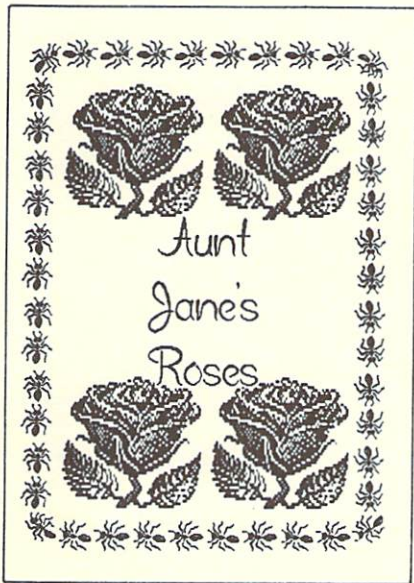


## Printing Your Design

You are ready to print your sign. Make sure your printer is on line and that your paper is aligned properly. Select PRINT DESIGN and press ENTER.

The computer will take a few seconds to process your selections, so be patient. Soon it will begin to print. In a minute or two you will have your personalized sign.

When your sign is printed, you can either press the ESC key to move back to any of the previous screens and redesign your sign; select GO TO MAIN MENU, where you can select another design option; or SAVE DESIGN.



### ***Saving Your Design to Disk***

Sometimes you will want to use your masterpieces over again. To avoid having to create from scratch each time, just save your work to another disk. This way your design selections are recorded.

Just select SAVE DESIGN from the options menu. Remove PRINTMASTER disk and insert a formatted storage disk. At the prompt, type a name for your design and press ENTER. Your design is automatically saved and you are ready to create something new.

### ***Using a Ready-Made Design***

The PRINTMASTER program contains several ready-made designs that you can simply select and print. Once you choose READY MADE, press ENTER to see a list of PRINTMASTER designs or insert a disk on which you have saved your own designs and then press ENTER.



# PRINTMASTER FUNCTIONS

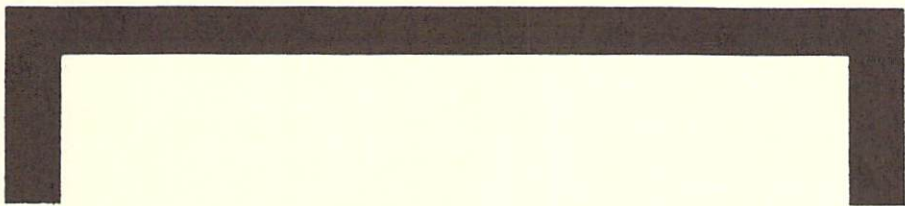
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Whether you are making cards, signs, calendars, or stationery, you will use some or all of the PRINTMASTER functions. These include selecting borders, graphics, fonts, and design layout.

## ***Borders***

PRINTMASTER comes with 11 border options (plus a no border option). Try to select a border that is consistent with the theme, image, and graphics of your design. It should call attention to the type, not detract from it. Here are some tips for using each border:

**THICK LINE**—This is a simple border, but very heavy. Use it when you want to draw attention to a sign. It is too overpowering for a greeting card. It works well with almost any graphic or font.



**THIN LINE**—This simple little border is a favorite. Its weight and simplicity allow it to complement any design or font.



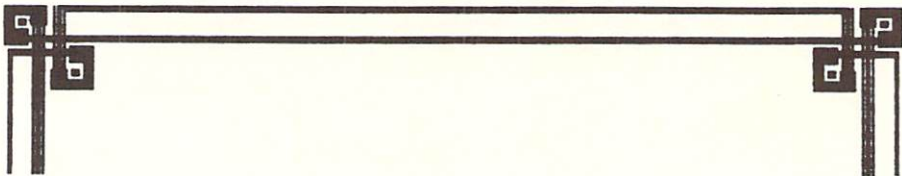
**FRAME**—Use the wooden frame with the Western font to get a rustic effect. Change to the Utopia font and your design takes on a school look. Frame is a heavy border, so keep your design and text simple.



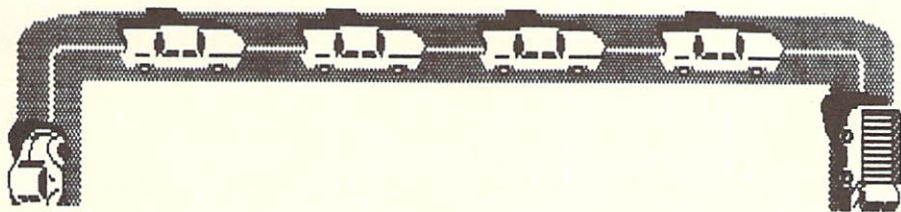
**PAPER**—This border, made to resemble a piece of paper raised slightly in the upper righthand corner, has a three-dimensional look. It is perfect for announcements. Put a push-pin graphic in the top center or the upper lefthand corner to get a bulletin effect. Any font will look good, particularly Times, Office, Western, and Scribe.



**NOUVEAU**—Nouveau has an art-deco feeling about it. It also looks sophisticated. This is a great border for adult party invitations. Try pairing it with the DeVille or Hampton fonts.



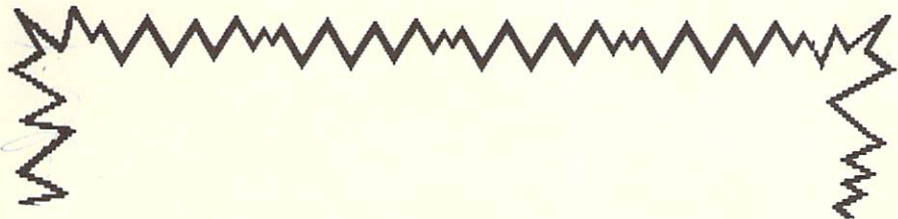
**CARS**—This border is informal and fun. It is great for a child's birthday party invitation or an announcement for a car rally. Use cars to print the month's car-pool rotation. Either Times or Office fonts will look good.



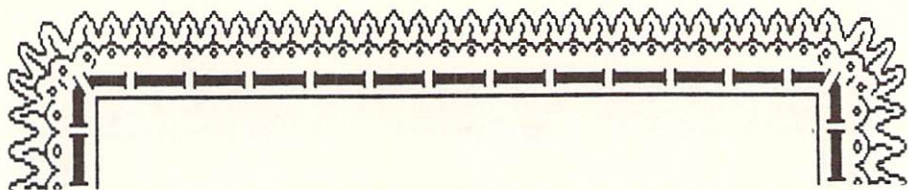
**FEET**—The Feet border is fun and funky. You could pair it up with the Office font and the Island or Sun graphic to make an invitation for a beach party. Use Feet as a border around a sign reminding people to wipe their feet before coming inside.



**BANG**—This explosive border says it all, so keep your type simple; try Office. It also seems to work best without graphics.



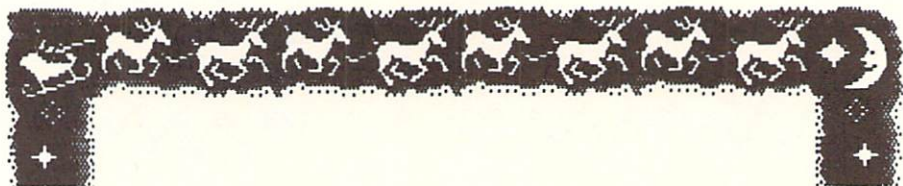
**LACE**—The Lace border is fancy and frilly, so do not use it to advertise your computer store. Lace is better for designing valentines and goes well with the Hampton and DeVille fonts.



**ANTS**—This is another of the silly borders. You will have fun thinking of ways to use it. It is perfect for designing an invitation for a picnic. Since ants resemble little black dots, why not team this border with a simple font like Office, but use the Outline form for contrast.



**CHRISTMAS**—This border is perfect for your Christmas cards, caroling party invitations, and holiday sale signs. You can use simple or fancy fonts with this one—depending on your mood.



**NO BORDER**—Sometimes your card or sign will look better, less cluttered without a border. PRINTMASTER gives you that option.

## **Graphics**

The first decision you need to make is whether or not to use a graphic. Select:

**BY PICTURE**—This selection moves you into the menu of PRINTMASTER's 111 pre-designed graphics and 11 patterns.

**FROM OTHER DISK**—Once you begin designing your own graphics with the PRINTMASTER Graphic Editor and saving them to disk, you can retrieve them with this option. The program tells you when to insert your own graphics disk.

**NO GRAPHIC**—Sometimes a nice border and the right text are all you need to make a great design. If you do not want a graphic, select this option.

If you decide you want a graphic, just browse through the menu of choices until you find the right one. Notice that you can view your current selection in the window to the right of the screen. Turn to the PRINTMASTER ART GALLERY to see printouts of all the graphics.

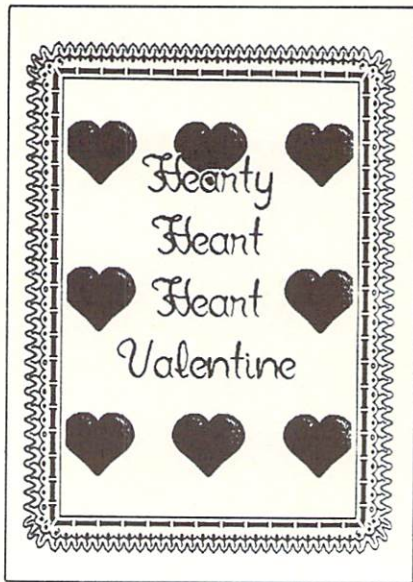
## Graphic Sizes

Once you have decided on a graphic, you can select its size (small, medium, or large). Here are some observations about each:

**SMALL**—On a sign, a small picture is about 1" square. Use small when you want to repeat a graphic many times in your design, or when you want the text to stand out. A lot of text with too many or too large pictures is confusing.

**MEDIUM**—On a sign, a medium picture is about 2½" square. Select medium when you want to use a graphic more than once. It is also a good choice when you want text and graphics to be equally important. But do not overdo the text.

**LARGE**—On a sign, a large picture is about 5" square. Use a large graphic when you want the picture, not the text, to convey your message. Use very little text.

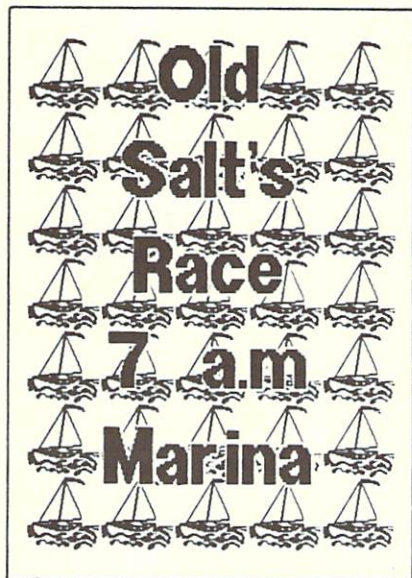
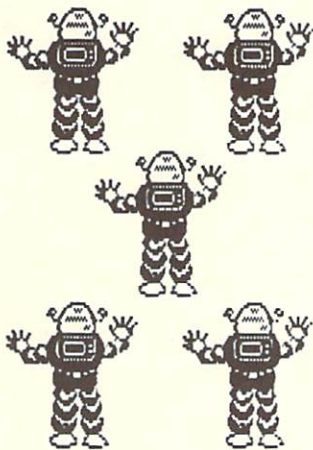


## Graphic Layout

Depending on the size you have selected, you will have different options for placing graphics in your design. The options include:

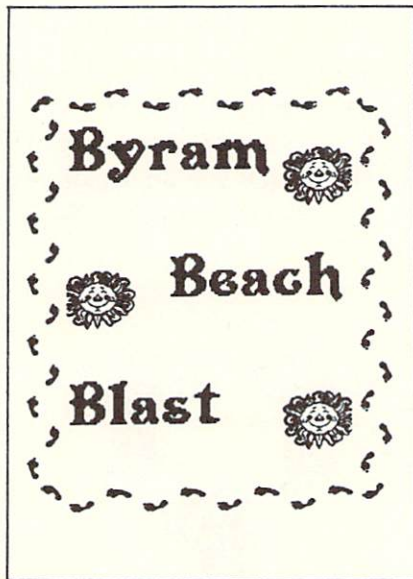
**STAGGERED**—This pattern alternates the number of images per line and is available when you select small or medium graphics. There is little white space for text, so either let these graphics stand alone as a visual statement or use text sparingly. When you do use text, select a large, heavy font.

**TILED**—This option is available only when you select small graphics. Like the staggered, you will want to use the tiled layout when you do not need to say much. The background is just too busy. However, if you do decide to use text, select a light graphic and a large, heavy font (like Office).



**CUSTOM LAYOUT**—This option lets you control the placement of graphics. You can decide to put graphics in each corner, in a row across the top, in a diagonal pattern, in two rows, or anything else. Just select a numbered box and press **ENTER** to mark it

Keep in mind that you are looking for harmony and balance in your design. You do not want the page to look spotty or lopsided.





## Fonts

PRINTMASTER lets you choose from 8 complete fonts (or type styles). This includes upper and lower case characters, numbers, and punctuation. Study the fonts carefully and select one that harmonizes with your design and conveys your theme or message. A fancy, frilly font is inappropriate for a sign advertising baseball tryouts, but is perfect for an ad for Victorian furniture.

Here are some suggestions:

**DEVILLE**—This fancy type is right for invitations, calendars, even stationery letterhead. But because it is somewhat difficult to read, do not use it on banners or signs. The uppercase is difficult to read; set text in upper and lower case.

**SCRIBE**—This is an elegant type font. It is great for making initials. You can also use it for calendars and greeting cards. It is difficult to read; do not make signs or banners. Because it is a very large font, you will get fewer characters per line.

A B C D E F G H I J  
 K L M N O P Q R S  
 T U V W X Y Z abc  
 def ghi jklmnopqrst  
 uvwxyz123456789  
 !@#\$%&\*()-\_ = +  
 □: " / ? ◊ ..

DeVille

A B C D E F G H  
 I J K L M N O  
 P Q R S T U V  
 W X Y Z abcdefg  
 hijklmnopqrstuv  
 wxyz123456789  
 !@#\$%&\*()-\_ = +  
 □: " / ? ◊ ..

Scribe

**OFFICE**—This font will be your workhorse. It is easy to read—even from a distance—simple, and it goes with almost everything. It is excellent for ads and for when you want to use all capital letters. Use it for banners. You will get more characters per line, but not as many as with some of the smaller fonts.

**HAMPTON**—Modern advertising avoids fancy fonts, but you will find many other uses for Hampton. It is perfect for greeting cards, signs, personal stationery letterheads. And, being easy to read, you can use it for banners.

**TIMES**—This is another font that goes with most borders and graphics. Times suggests stability and honesty. It looks like newspaper type—definitely not frivolous. This is a small, compact typeface; use it when you need to get more characters per line.

**ABCDEFGHIJ  
KLMNOPQRS  
TUVWXYZabc  
defghijklmnopqrst  
uvwxyz123456789  
0!@#\$%&\*0-\_-+  
[]:”/?<>.,  
Office**

**ABCDEFGHIJKLMN  
OPQRSTUVWXYZabcde  
fghijklmnopqrstuvw  
xyz1234567890!@#\$%  
&\*0-\_-+[]:”/?  
◇,.  
Hampton**

**ABCDEFGHIJKLMN  
OPQRSTUVWXYZabc defghijklmnopqrst  
uvwxyz1234567890!@#\$%&\*0-\_-+  
[]:”/?◇,.  
Times**

**WESTERN**—While it has a rustic look, Western is also a pleasant font to read. The capitals are particularly easy on the eye. It is good for banners and makes excellent type for handbills. But do not use it as a letterhead font for a computer company!

**UTOPIA**—This font conveys an artistic image, also school. Use it in signs for school club meetings or to advertise art supplies. The font is smaller than many, so you can get a lot of text per line.

**COMPUTER**—This is definitely high tech. Do not try to mix Computer with conventional themes. Even people who know nothing about computers will recognize this as computer type.

**ABCDEFGHIJKLMNOPS**  
**TUVWXYZabcdefghijklmnopqr**  
**stuvwxyz1234567890!@#\$%&\*()-\_ =+**  
**[ ] ; : " ' / ? < > , .**

Western

**ABCDEFGHIJKLMNOPS**  
**TUVWXYZabcdefghijklmnop**  
**qrstuvwxyz123456789**  
**0!@#\$%&\*()-\_ =+ [ ] ; : " ' / ? < > , .**

Utopia ▲

▼ Computer

**ABCDEFGHIJKLMNOPS**  
**TUVWXYZ**  
**abcdefghijklmnopqrstu**  
**vwxyz1234567**  
**890!@#\$% &\* [ ] \_ = + [ ] ; : " ' / ? < > , .**

### ***Entering the Message***

When typing your message, the number of characters per line depends on your choice of design, border, graphic size, layout, font, and type size. Similarly, the number of lines will vary. You will have to experiment with different combinations until you come up with one that works. You will also learn the art of brevity!

Use ESC or ↑ arrow to go up a line and ENTER or ↓ arrow to go down a line.

### ***Editing and Formatting***

Editing and formatting are very easy. You cycle through the format options by holding down the control key (Cntl) and at the same time pressing the appropriate letter (A, D, S, or F). Here are your options:

**ALIGNMENT (Cntl-A)**—This feature lets you set text to the center, left, or right of the paper. You can fine-tune the placement of text. For example, if you want to align text to the left margin, but do not want it over all the way, press Cntl-A and then press the space bar a couple of times before you type.

**Center**

**Left**

**Right**

**DIMENSIONS (Cntl-D)**—Each font has three styles (solid, outline, and 3D). This lets you vary the appearance of type without changing type families, which helps you maintain harmony in your design.

**Solid**

**Outline**



**SIZE (Cntl-S)**—This feature lets you choose between small and large type. The large type certainly makes your text more readable, but because large type takes up more space, you will get fewer lines and characters per page.


**Large**

**Small**

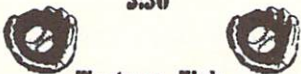
**FONT (Cntl-F)**—PRINTMASTER lets you change fonts from one line to the next, allowing you to give your design more variety. But be careful. Too many different fonts on a page will annoy and confuse a reader. When you do mix, select combinations that harmonize. Office and almost any other font is a good choice. Avoid mixing DeVille and Hampton or DeVille and Computer. Times and Western will work together, but not Times and Computer.

DO


**Baseball**



**Game Today**  
**3:30**

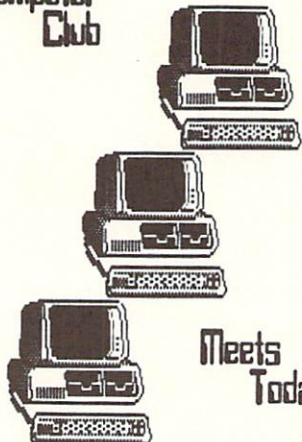


**Western High**  
**South Field**



DO


**Computer Club**



**Meets Today**

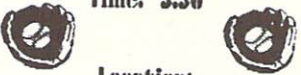
DON'T

**Come All!**




**Baseball Game**

**Saturday**  
**Time: 3:30**



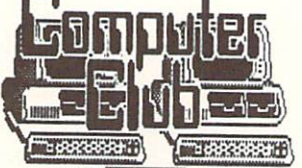
**Location:**  
**Western High**  
**South Field**




**Free...Free**

DON'T

**Computer Club**



**Open House**  
**Everyone**  
**Invited**



**Meeting Today**

## GREETING CARDS

---

### Creating a card

The greeting card contains all the features you used for making a sign in the QUICK START TUTORIAL. You can select borders, graphics, size, layout, and fonts. The distinctions are:

- The card's front cover and inside need designing.
- The work areas are much smaller.

Plan your cards carefully.

### Design Tips

If you are creating a party invitation or club announcement, you will have some important text (like time and location) that you want the reader to find easily. Put a dramatic graphic on the cover to catch the eye and set the mood, but put most of the text on the inside and use either a very small graphic or nothing at all. Do not make the card look cluttered or run text over pictures.



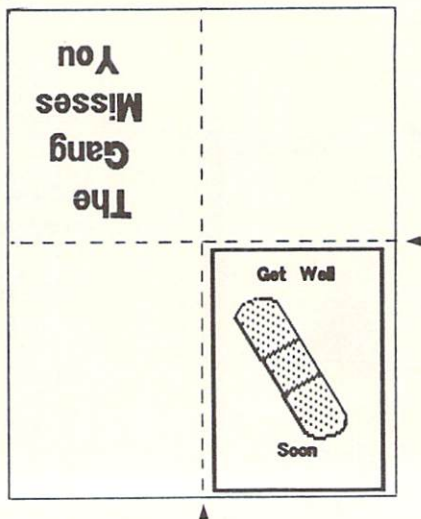
If you need more room for your message, you might want to do a little cutting and pasting. Design copy for the lefthand, inside page on another card. Print it out and paste the copy opposite the righthand page. Photocopy the card and no one will know you did a cut and paste job.

Use the card mode for designing:

- Party invitations
- Announcements
- Church service programs
- Holiday cards
- Recital or play programs

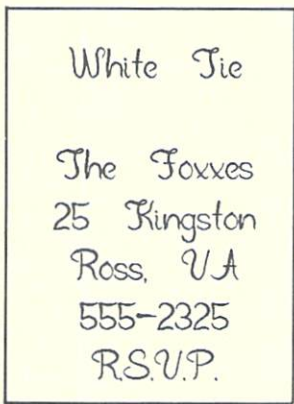
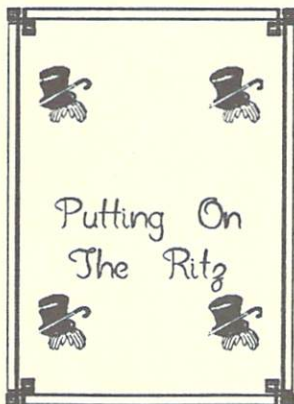
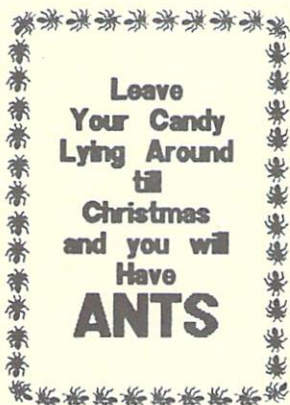
### ***Folding the Greeting Card***

Once you have printed your card, fold it in quarters. Depending on which fold you make first, the card's spine will be either at the top or on the left side.





Art Gallery





## Creating a Sign

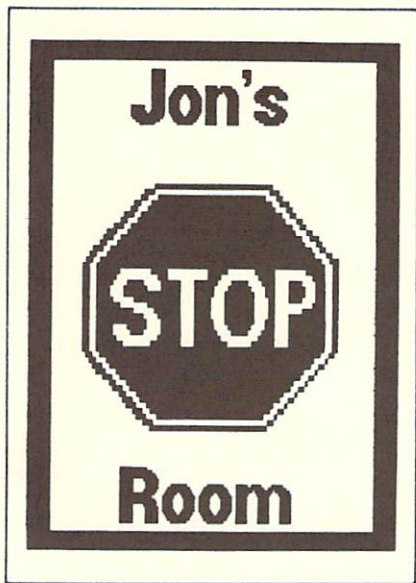
You have already created a sign in the tutorial and know that the features include border, graphics, size, layout, and font.

## Design Tips

A good sign is easy to read. Try not to put a lot of text on top of graphics. Give your designs a balanced look. Play graphics off against other graphics or against type.

If you have a short message, use large letters and a thick border. Similarly, when your message is long, use small letters and a thin border.

DO



DON'T



Mix fonts when you need a dramatic effect or want to highlight a word, but be careful not to use too many fonts or select incompatible combinations. Better still, emphasize text by using the Outline and 3D styles of the same font.

You want harmony on the page, but you do not want it to be boring. Play around with size and weight of graphics and text until you get just what you want.

A heavy border and large graphic will attract the eye. Use large type—display headlines—to make the message visible.



The sign is probably the most versatile design style in PRINT-MASTER. You can create:

- School bulletins
- Personal signs for your room or office
- Signs for the classroom
- Memos to remind you to put out the trash or feed the goldfish
- Newsletter mastheads
- Ads for club activities
- Handbills to pass out on a sidewalk or leave in a local store

Art Gallery



**You  
Are  
Invited**

Ellen & Chui  
Sat., May 1  
R.S.V.P.

**SALE**

Megabyte




Shop  
Save 20%



**Wanted**

Old Records  
Willing to Pay  
Top Dollar

Tom (785-3422)






**RODEO**

&

**WILD WEST SHOW**

**Fair Grounds**

**Tonight**



## ***Creating a Letterhead***

Unlike cards and signs that allow you to run your design over the entire surface of the paper, stationery mode limits your creativity to the top and bottom of the sheet.

You still have a choice of graphics, but not the size. The layout is also different. Your choices include:

- Left corner
- Right corner
- Both corners
- Row of six
- Tiled

You can choose a font, but you cannot control the size. Of the three lines of text you can enter, the first line is large and the second two are small.

The same choices pertain to the bottom of the page.

### ***Design Tips***

Your name, the name of your business, club, or organization is the most important information on a letterhead. Therefore, put the name on the first line where it will be larger than other information. You may want to avoid putting anything on the first line at the bottom of the page, so as not to compete with the name above.

Use your stationery to make a statement about yourself or your business or club. If this is personal stationery, you may want to use a graphic that represents a favorite hobby or animal. Clubs will want to select something that symbolizes the purpose or theme of their organization.

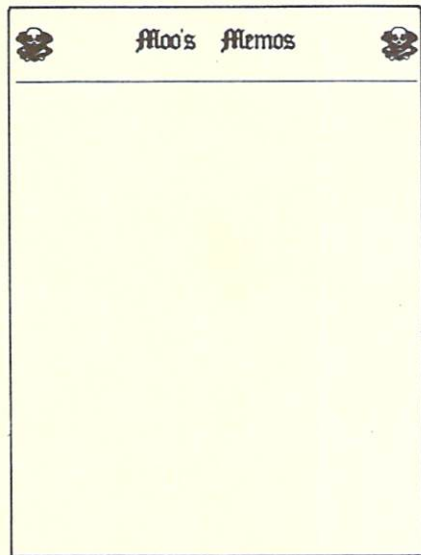


You can have a lot of fun designing personal stationery. Be as creative as you please. You do not have to worry about being formal and making a good impression. Just have fun. Run graphics all the way across the top or bottom of the page. Use the large text line to print a message like FROM JANE'S DESK or TOM'S WORDS OF WISDOM.

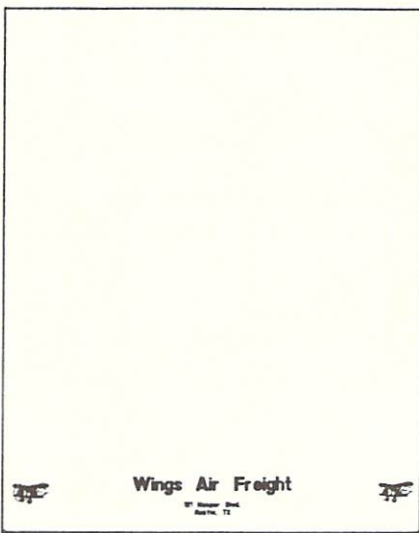
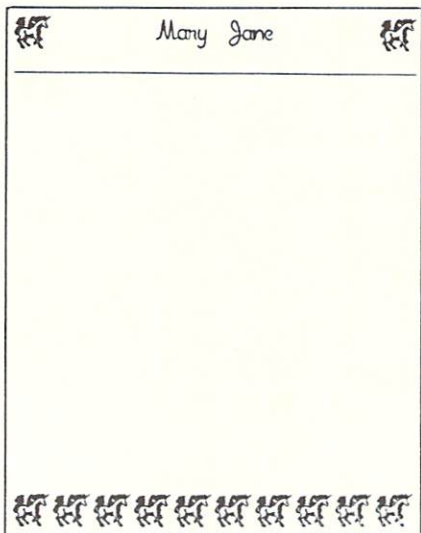
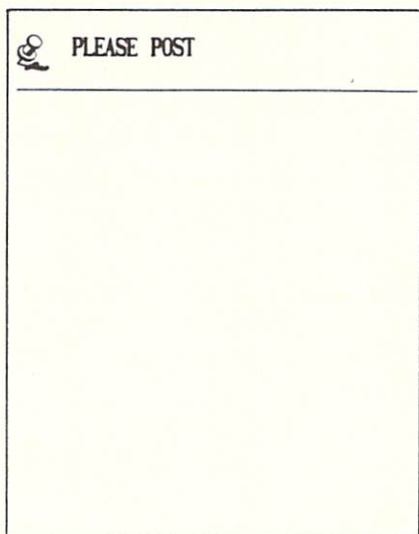
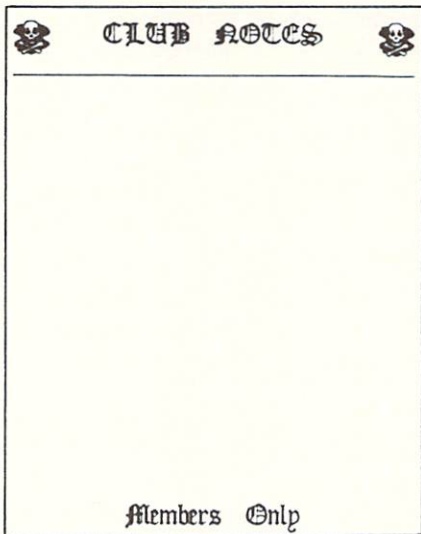
You can come up with all sorts of ways to balance graphics and text. For example put your graphic in the lefthand corner and your name in the right. Put a graphic in each corner and center your name and address.

Use the stationery mode to create:

- Memo paper
- Bulletin forms
- Newsletter masthead
- Club notes



Art Gallery



## Creating a Monthly Calendar

In the calendar mode, your options consist of choosing a graphic and typeface. Instead of design issues, you will concentrate on the content of the calendar.

After you have selected monthly calendar, you are asked to enter the month and year of your choice. Select the month by entering its name (e.g., January) or the corresponding number (e.g., 1 for January, 2 for February, etc.). Press ENTER, then type the year. PRINTMASTER will accept any year between 1900 and 2099.

The next steps are to select a graphic, which is placed in the two upper corners, and a font, which will be used for the calendar heading.

Calendar

Choose Calendar Type

Monthly  
 Weekly

Enter Month: June  
Enter Year: 1990

Press **ESC** to go back



## April Playoffs



SUN	MON	TUE	WED	THU	FRI	SAT
	1 NCAA Party Joos	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

Now the program asks if you wish to make alterations. Your options include:

**ALTER HEADING**—The program will print the month and year as the calendar's heading, unless you decide otherwise. You may want to change February 1987 to Valentine's Day.

**ENHANCE A DATE**—This feature allows you to personalize selected dates with a message or reminder. At the prompt, enter the number of the date, such as 14. After you press **ENTER** you are asked to **ADD TEXT** or **REMOVE TEXT**. The message space is small (3 lines of 5 characters each) so be brief.

Calendar
Make Alterations?
Alter Heading
<u>Enhance a Date</u>
Continue
Enter date: 22
Current Calendar: June 1990
Press <b>ESC</b> to go back

Calendar
Enhance Date?
<u>Y</u> <u>N</u> <u>C</u> <u>S</u>
Remove Text
Enter Line 1: Herb
Enter Line 2: Show
Enter Line 3: FGC
Press <b>ESC</b> to go back


**CONTINUE**—When you are finished changing the headline and enhancing dates, select **CONTINUE** and go to the options menu. You can print, save design, or go to the Main Menu.

## Creating a Weekly Calendar


If you need more space for messages than the monthly calendar allows, select the weekly calendar. You will still need to pick a month and a year, and the heading will look the same. You do have one new choice:

**GENERIC**—This calendar has little boxes where the dates should be. Create a generic weekly calendar for February and you can use it for every week in February 1985 as well as February 2001. You fill in the dates by hand.

**SPECIFIC**—This calendar has the dates filled in. You may also select how many weeks in a particular month you want printed out.



# February



---

Sunday

---

Monday

---

Tuesday

---

Wednesday

---

Thursday


---

Friday


---

Saturday

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# July 1987



---

Sunday

---

Monday

---

Tuesday

---

Wednesday  
1

---

Thursday  
2

---

Friday  
3

---

Saturday  
4

---

### ***Design Tips***

You will not have a lot of design choices in the calendar mode. About the best you can do is select graphics that reflect the theme of the month (e.g., pumpkins in October).

You can, however, be creative in your personalized headings. Use names like June Exams, October Car Pool, My Birthday, and Christmas Parties. Such titles also indicate the many ways you can use the calendar mode to create personalized calendars. You can post your exam schedule above your desk or keep your monthly party calendar by the telephone.

## Art Gallery

### June Flower Shows

SUN MON TUE WED THU FRI SAT

					1	2
3	4	5	6	7	8	9
10 Rose Show BGC	11	12	13	14	15	16
17	18	19	20	21	22 Herb Show FGC	23
24 Rose Tour BGC	25	26	27	28	29	30

### Xmas Parties

Sunday 4	Jacks Bash 7 pm
Monday 5	
Tuesday 6	
Wednesday 7	
Thursday 8	
Friday 9	My Party cocktails and dinner 22 guests
Saturday 10	Jean and Stans Open House 5 pm

### October Car Pool

Sunday	<input type="checkbox"/>
Monday	<input type="checkbox"/>
Tuesday	<input type="checkbox"/>
Wednesday 1	Margaret Morning Tom Afternoon
Thursday 2	Robert Morning Janet Afternoon Timmy Drama Club 5pm
Friday 3	Maria Morning Juan Afternoon
Saturday 4	Peter Morning Sam Afternoon Mary has a swim meet

### Final Exams

SUN MON TUE WED THU FRI SAT

						1
2	3 Study	4 Study	5 Study	6 Study	7 Study	8
9	10	11 2pm Math Test	12	13	14 9am Chem Test	15
16	17 8am Span Test	18	19	20	21	22
23	24	25	26	27	28	29
30						





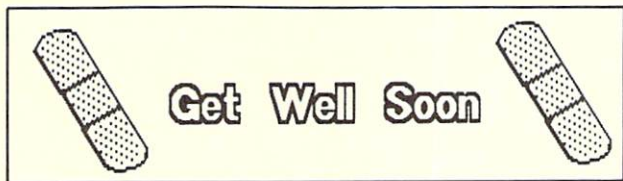
## ***Creating a Banner***

The banners are perhaps the easiest of all the design modes to work with. Just select a graphic and type font, then enter your message. PRINTMASTER will do the rest, creating a banner for any occasion.

Your message is printed in letters several inches high and framed with the graphic of your choice.

## ***Design Tips***

The only design considerations when making banners are to find graphics that complement your message and to select a typeface that is easy to read. In most cases, upper and lower case characters are easier to read than all capitals. Also, block letters like Office and Times are easier to read than frilly letters like DeVille, Hampton, and Scribe.



Use banners to:

- Cheer a winning team
- Wish a friend bon voyage
- Cheer up sick friend
- Tell the world you have a new baby sister
- Advertise the drama club's bake sale
- Announce the town player's production of Hamlet
- Advertise 1/2-off savings during sale days

Art Gallery



We Love You Seniors



Adios Jose Buena Siente



Rah! Rah! Go Devils



Dom's Deli Turkey Raffle



Bon Voyage Aunt Artica





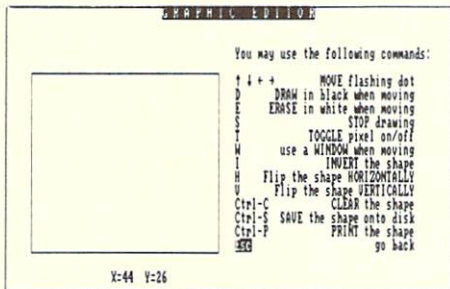
## Creating with the Graphic Editor

The Graphic Editor lets you create your own works of art either from scratch or by altering any of the pre-designed graphics. You can draw and erase lines and invert and flip whole pictures. First you must decide whether to edit an existing graphic or to start with a blank screen.

**BY PICTURE**—This lets you select from the menu of pictures in the PRINTMASTER ART GALLERY.

**FROM OTHER DISK**—This selection lets you call up a design you have already made and saved on another disk. Put in your disk, press ENTER and select from a menu of your previous work.

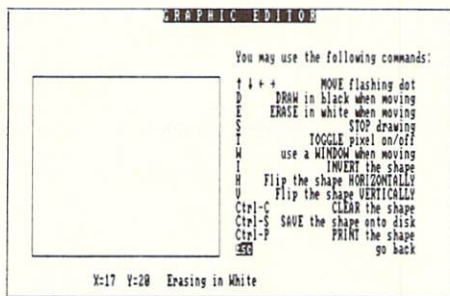
**NO GRAPHIC**—This choice puts you into the Graphic Editor with a blank work space.



## Drawing a Graphic

Although you cannot see it, the computer interprets the drawing area as a grid that is divided into lots of little squares—called picture elements or pixels for short. The blinking dot (cursor) represents one pixel.

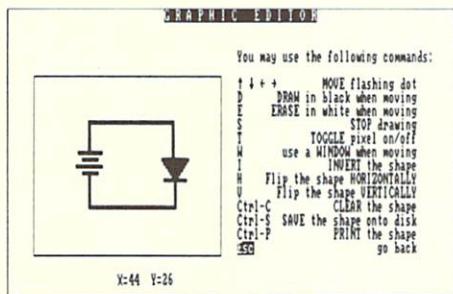
The grid has 88 (0-87) pixels horizontally (x-coordinate) and 52 (0-51) pixels vertically (y-coordinate). A pixel in the upper lefthand corner of the drawing area has coordinates (X=0, Y=0). The numbers increase to the right and down. A pixel with coordinates X=17 and Y=20 is located 18 squares to the right of the corner and 21 squares down. (Remember, the counting starts with 0.)



Use the arrow keys to move the cursor around. Notice how the X and Y coordinates (displayed at the bottom of the screen) change.

This system makes it easy for you to first design a picture on a piece of graph paper. By figuring out the coordinates, you can transfer your artwork to the Graphic Editor.

If you do not want to go to this much trouble, you can draw freehand. Press **D** to draw; use the arrow keys to move cursor around screen. To erase a line, press **E** and move cursor over the line you want erased. Press **S** when you want to stop drawing. This lets you move to another part of the screen without leaving an unwanted line. You can turn a single pixel on and off with **T**.



## Modifying Pictures From the PRINTMASTER Gallery

The same functions you used in freehand drawing work with an existing graphic. You can add to or erase part of any picture or pattern. For example, you could change the spots on the Dice or have a slice of meat missing from the Dinner Turkey.

The Graphic Editor gives you other ways to alter pictures:

I—This INVERTS a shape. If the picture is black on white, press I and it becomes white on black.

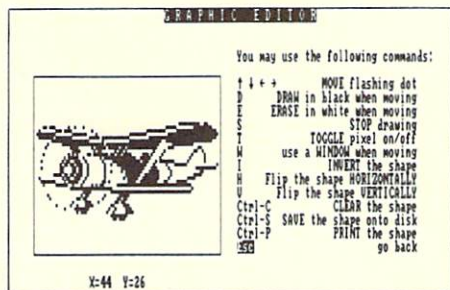




H—This flips a shape HORIZONTALLY. Flip the Chess Knight graphic so that it faces right instead of left, and vice versa.



V—This flips a shape VERTICALLY. Take the biplane graphic and flip it so it is flying upside down.



**W**—The **WINDOW** is a cut and paste feature that duplicates selected parts of a graphic. Use arrow keys to stretch window to cover that part of a graphic you want to copy. Press **ENTER**, then use arrow keys to drag window to new location. Press **ENTER** again to copy image.

Once you have finished editing and drawing, you can **PRINT** (Cntl-P), **SAVE** (Cntl-S), or **CLEAR** (Cntl-C) a graphic from the screen. **ESC** lets you quit the Graphic Editor and return to the Main Menu.

# **PRINTING YOUR WORKS OF ART**

---

## ***Printer Tips***

Printing is easy with PRINTMASTER. Once the printer is connected to your computer and you have set the software to recognize your brand of printer (PRINTER SETUP), all you have to do is turn on the printer and put in paper.

Make sure that your paper is aligned properly before printing. The top edge of the paper should be just above the print head. Also, always use a fresh ribbon for your final printouts. You want your graphics to appear as sharp and dark as possible, particularly if you plan to photocopy your design.

As you probably have noticed, unless you are working with the greeting card mode, you can only select one graphic per design. But you can get around this with a little ingenuity and practice. Plan your design carefully in advance and print it in two runs.

For example, you want a sign advertising a holiday cake sale and want pictures of cakes in two corners and Christmas trees in the other two corners. Design a sign with cakes in the top two corners, add text. After you print, roll paper back to the starting point and design another sign. The second sign will have Christmas trees in the bottom two corners—nothing else. Print it out on top of the first sign.

### ***Using Colored Ribbons and Paper***

Colored ribbons and printer paper are available at some computer stores and through selected mail-order catalogs. They are worth searching for because they give a whole new dimension to your work.

Here are the names and addresses of two mail-order computer supply stores. They carry continuous-feed stationery that will enhance your letterhead designs. Write for their free catalogs:

Customer Service  
MISCO, Inc.  
One Misco Plaza  
Holmdel, NJ 07733

NEBS Computer Forms  
12 South Street  
Townsend, MA 01469

### ***Reproducing Your Work***

While PRINTMASTER gives you a lot of options to create your own personal designs, there are limitations. For example, you cannot print text at an angle and you have two sizes of type (large and small). However, many of the new photocopiers have reduction and enlargement options that let you modify your PRINTMASTER designs.

You can also cut and paste designs. When you copy them no one will see the cut and paste marks. Also, some copiers let you print in colors other than black. You could reproduce your letterhead designs in color onto nice stationery.

All these options simply make your PRINTMASTER designs even more original. So, experiment and by all means have fun.

# PRINTMASTER ART GALLERY

---



Christmas Tree



Gift



Snowman



Wreath



Menorah



Dredil



Dinner Turkey



Turkey



Cake



Bells



Wedding



Baby



Easter



Bouquet



Rose



Graduate



Mortarboard



Kiss



Party



Dancers



Heart



Cupid



Pumpkin



Frankenstein



Skull



Knife & Fork



Hamburger



Teapot



Cup



Ice Cream



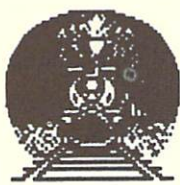
Hot Rod



Biplane



Balloon



Train



Airliner



Sailboat



UFO



Dolphin



Horse



Puppy



Penguin



Unicorn



Cat



Teddy Bear



Frog



Dove



Snail



Dinosaur



Bird



Mayan Eagle



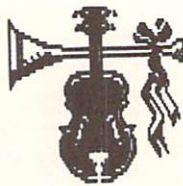
Godzilla



Piano



Guitar



Instruments



Notes



Masks



Clown



Book



Paint Palette



Hammer



Screwdriver



Tools



Nut & Bolt

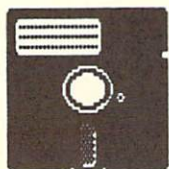


Robot





Push Pin



Diskette



Computer



Printer



Scroll & Pen



Telephone



Overtime



Mitt



Tennis Shoes



Ballet Shoes



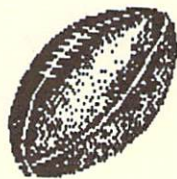
Running Shoes



Basketball



Skier



Football



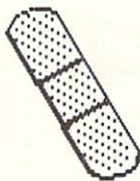
Cowboy Boot



Golf Club



Football Helmet



Band Aid



Pointing Hand



Paw Print



Dollar



Ribbon



American Eagle



Flag



Stop Sign



Question Mark



Exclamation Point



Leaves



Tree



Moon



Sun



Island



Beach



Mountain



Earth



House



Cityscape



TV



Newspaper



Top Hat



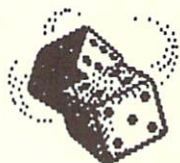
Light Bulb



Hourglass



Chess Knight



Dice



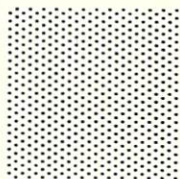
Bomb



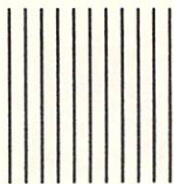
Star



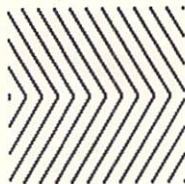
No Smoking



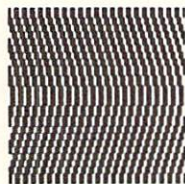
Gray Dots



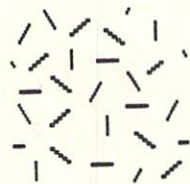
Vertical Lines



Zig Zag



Wavy Lines



Binkies



Polka Dots



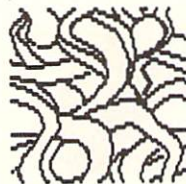
Sandy Stripes



Swamp



Diamond



Worm Pile



Cube Corners

## **PrintMaster Products**

### **PrintMaster**

Design cards, banners, signs, calendars and stationery.

- IBM version \$59.95
- Apple II series version \$39.95
- Atari ST version \$39.95
- Commodore 64/128 version \$34.95
- CP/M version (KayPro, Morrow & compatibles) \$49.95
- Epson QX-10 version \$49.95

### **Art Gallery I**

Supplements the original PrintMaster art gallery with 140 new graphics and patterns. Requires PrintMaster software.

- IBM/Apple II version (runs on both The Print Shop and PrintMaster on IBM and Apple II series) \$39.95
- Atari ST version \$29.95
- Commodore 64/128 version \$24.95
- CP/M version \$39.95
- Epson QX-10 version \$39.95

### **The Creative PrintMaster by Kendra R. Bonnett**

Learn design tips that professional graphic artists use in their work. See how you can apply the fine art of design to your own creations. Illustrated with over 250 designs.

- A quality paperback \$13.95

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