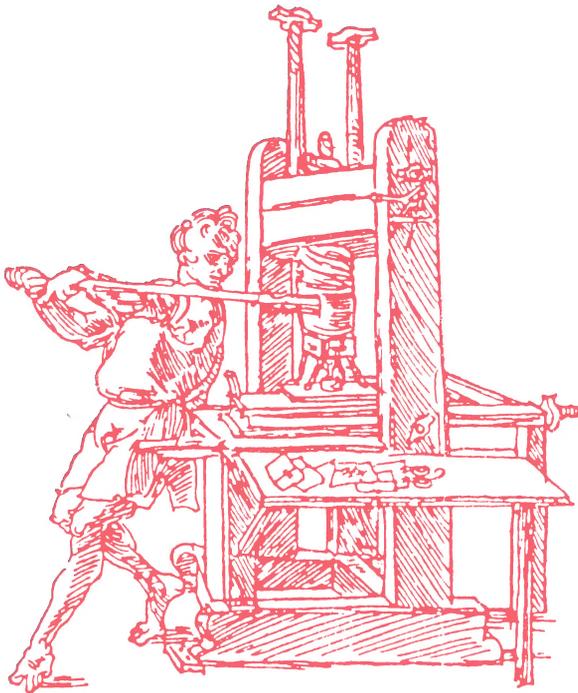


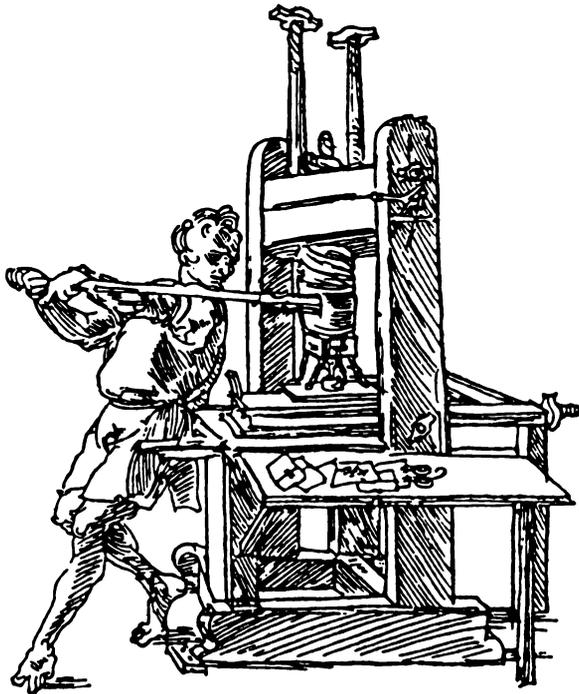
PrintMaster™ Plus



User's Guide

PrintMaster™

Plus



User's Guide

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PRINTMASTER & THE USER'S GUIDE

PrintMaster

PrintMaster is a versatile graphics program that lets you use your computer and printer to design and print personalized greeting cards, signs, stationery, calendars, and banners. You do not have to know how to program a computer or even draw to use **PrintMaster** creatively. Just make selections from the border, graphics, layout, and font menus, enter your message, and print.

With **PrintMaster** you can make personalized party invitations, flyers, birthday banners, holiday cards, vacation schedules, bulletins, or newsletter mastheads. You will think of many more ways to use **PrintMaster** at home, school, or work. With 122 pre-designed graphics and patterns, 10 type fonts, and 11 borders to choose from and a graphic editor, the creative possibilities are endless.

Also available for use with **PrintMaster** is the **PrintMaster Art Gallery** series of additional graphics, which can be loaded into your designs directly. For more information, see your dealer, or see **PrintMaster Products** in the back. Finally, remember to send in your **PrintMaster** registration card so we can send you update information.

The User's Guide

Because the **PrintMaster** program, with its easy-to-use system of menus, operates in the same way throughout, the **User's Guide** will not demonstrate every procedure in detail. You will learn how to set up and load **PrintMaster**, be taken through the steps of designing and printing your first sign, and learn the various functions of the program. The **User's Guide** also provides design tips and samples of **PrintMaster** graphics. This guide covers many versions of **PrintMaster**, so some screen images and instructions may not match your situation exactly.

To get started, turn to:

- **SETTING UP**, for instructions on loading **PrintMaster**.
- **QUICK START**, to make your first **PrintMaster** design.

SETTING UP

What You Need

- One of the following computers, with a printer interface:
 - IBM PC, PCjr or compatible
 - Commodore 64 or 128
 - Apple II+, IIe or IIc
 - Atari 520ST
 - CP/M computer
 - Commodore Amiga
- Disk drive
- Television or monitor
- Printer supported by your version of **PrintMaster**
- Cut sheet or continuous feed paper
- Colored printer paper and colored ribbons (optional)

Loading PrintMaster

IBM:

- Insert the system disk.
- Turn on the computer to load the system.
- Replace the system disk with the **PrintMaster** disk and type:
A>PM (ENTER)

COMMODORE 64/128:

- Turn on the disk drive.
- Turn on the computer.
- Insert the **PrintMaster** disk into the drive, and type:
LOAD "PM",8,1 (RETURN)
- When you see the READY prompt, type:
RUN (RETURN)

MICROBEE (128K)



- Insert your Microbee disk into the drive.
- Turn on your computer. The disk will auto-boot.
- The ↑ ↓ ← → arrow keys do not function with **Printmaster**. Use Cntl J and K to move up and down, Cntl H and L to move left and right.

APPLE:

- Insert the **PrintMaster** disk into the drive.
- Turn on the computer. The disk will auto-boot.
- If you have a second disk drive, we recommend that you copy Side 2 of the **PrintMaster** disk onto a second disk so you will not have to flip the disk over while using the program. Then use **Setup** to select a 2-drive configuration.

ATARI:

- Insert the system disk into the drive.
- Turn on the computer to load the system.
- Replace the system disk with the **PrintMaster** disk.
- In the desktop environment, sort the icons by size, then select the icon labeled **PM.TOS**.
- In the command line environment, type:
A>**PM.TOS** (RETURN)

CP/M (KayPro II, Epson QX-10, and compatibles):

- Turn on the computer.
- Insert the CP/M system disk in the disk drive and load it.
- Replace it with the **PrintMaster** Disk 1, and type:
A>**PM** (RETURN)

COMMODORE AMIGA

- >To run **Printmaster** while under the **CLI**, type: **PM**
- >When running **PrintMaster** From the **Workbench**, the **PrintMaster** disk must be in drive 0 (**DFO**):
- : Insert **PrintMaster** disk into the drive and press<**CONTROL**> <**CLOSED AMIGA**> <**OPEN- AMIGA**> to reset computer.
- Insert the Amiga Kickstart disk.
- Turn on the computer.
- When you see the "INSERT WORKBENCH" screen, insert **PrintMaster** disk.
- Double click **PrintMaster** disk icon, then double click **PrintMasterPrintMaster** program icon.

4 SETTING UP

Configuring PrintMaster

On most versions of **PrintMaster**, the first time it is loaded you are asked which drive is your data drive (for saving customized graphics made with the Graphic Editor and designs for cards, etc.). Try Drive B:, unless you have a single disk drive or hard disk (see hard disk section).

If you are an IBM user you will also be asked whether you have a graphics card. If you have an IBM Color Graphics Card (or compatible) or a Hercules Graphics Card (or compatible), answer Yes. After answering these questions, you will enter **PrintMaster**. You can go back to change your answers to these questions by typing **A>CONFIG**.

Printer Setup

Now you are in the **PrintMaster Main Menu**; before beginning, you will need to set up the program to use your printer. Use the arrow keys to move the cursor bar to **Printer Setup**, and press **ENTER**. Next, you must **Select Printer**; if your printer is supported but not named, select a driver for a compatible printer, or refer to the **Troubleshooting Card**.

Now, with your printer on line, select **Test Printer** to see what **EOL** character (short for End Of Line character) your printer needs. If the image is printed on one line, you need to select **CR with LF** (carriage return with line feed); if the image skips every other line, you need to select **CR Only** (carriage return only). A printed message may tell you this instead. (You may need to select **EOL Character** first and then indicate the desired selection.)

To begin using **PrintMaster**, select **Go to Main Menu**.

Apple Users

If you have a Digicard, you should configure **PrintMaster** for the Apple Super Serial Interface.

Microbee Users

If you have A Microbee printer, Select the MBee option.

Overview of PrintMaster

Designing with **PrintMaster** is easy because the program is menu-driven; that is, your available choices appear in lists or menus on the screen. Also, the same menus are used in almost all program features. All you do is move the cursor to the selection you want and press **ENTER**. The only time you type is to enter a message, select a date for or enhance a calendar, or name a saved graphic or design.

These are the basics of using **PrintMaster**:

- Use the arrow keys to move the cursor within menus.
- Press **ENTER** (or equivalent) to make your selection.
- Press **ESC** to return to a previous menu.

(The actions described above may differ on your computer. Joysticks may be used on Commodore and Apple machines, the mouse on the Atari ST. On Apple machines, Cntl J and K may be used to move up and down. On CP/M machines, Cntl J and K may be used to move up and down, Cntl H and L to move left and right. On the Commodore, the **ESC** key is ↑.)

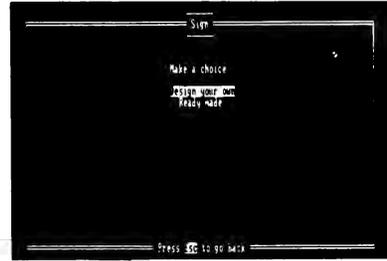
Note that from the **Main Menu**, you can opt to make a **Greeting card**, **Sign**, **Stationery**, **Calendar** (weekly or monthly), or **Banner**. If your computer has graphics capability that is supported by **PrintMaster** you can modify existing **PrintMaster** graphics or create new ones with the **Graphic Editor**, save them, and call them up into your designs, which you can also save. You can return to **Printer Setup** to allow use of different printers and other options, and you can **Exit PrintMaster**. We will cover specific aspects of these features later in the manual. Remember that you can go back to the **Main Menu** to explore these options at any time.

Now we'll take you through the steps of making your first **PrintMaster** design. You will learn most of what you need to know to use the program just by learning to make one simple sign; other options will be learned later. (If you don't have screen graphics, refer to the **PrintMaster Graphics** section of the **APPENDIX** to help you select them.)

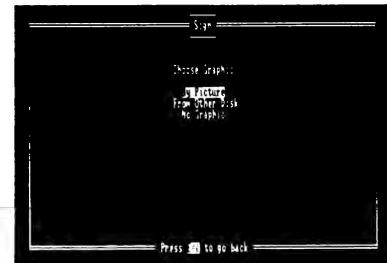
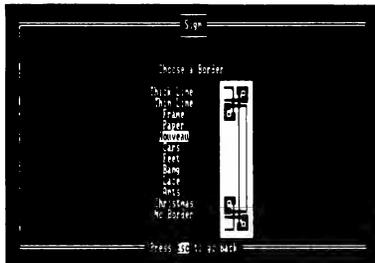
6 QUICK START

Making a Sign

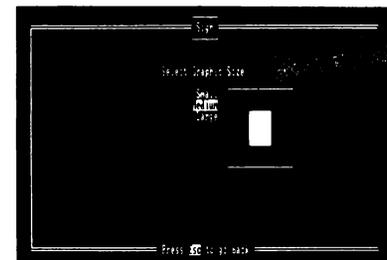
- 1 Select Sign from the Main Menu.
- 2 *Make a choice:* Select Design your own.



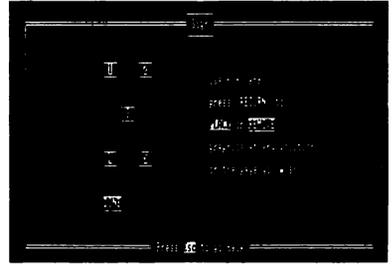
- 3 *Choose a border:* Browse the list and select one you like.
- 4 *Choose graphic:* Select By picture or From system disk.



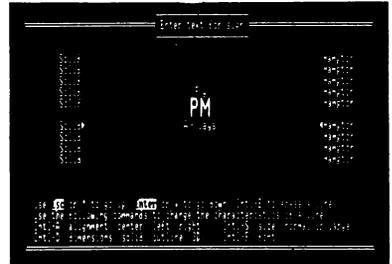
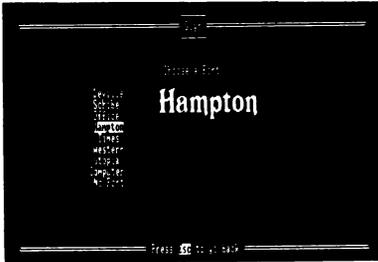
- 5 *Choose a graphic:* Browse the list and select one you like. In some versions you can move both up and down and left and right in the list.
- 6 *Select graphic size:* Move through the three choices to see their relative sizes. For this sign, select Medium.



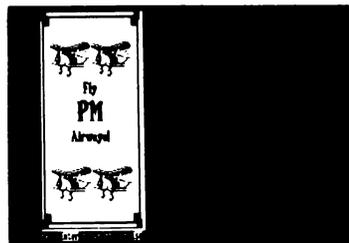
- 7 *Choose graphic pattern:* Select Custom layout.
- 8 Place or remove graphics in the boxes by pressing ENTER. For this sign, place them in the four corners; then press ENTER over Done.



- 9 *Choose a font:* Browse through the fonts and select one you like.
- 10 *Enter text for sign:* For this sign, move the cursor to the third or fourth row and type a short message two or three lines in length. When finished, move the cursor to the last line and press ENTER.



- 11 *Choose an option:* Now select Print design or Preview design.
- 12 If you have graphics, a preview appears; to print, press ENTER, and in minutes you'll have your first PrintMaster creation. Now select Go to Main Menu, where you can start a new design.



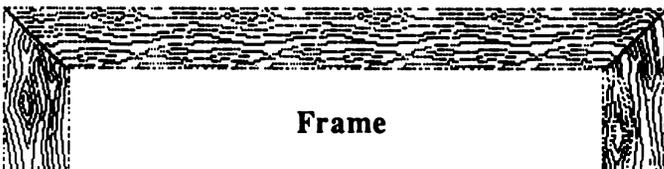
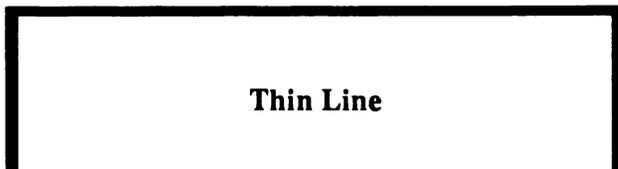
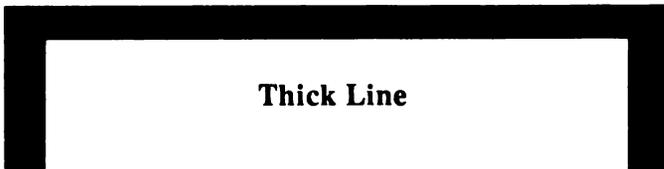
PRINTMASTER FUNCTIONS

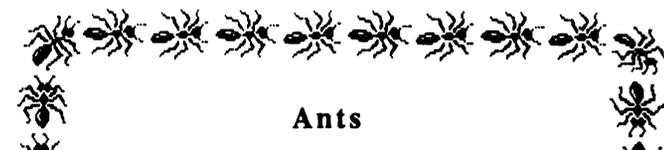
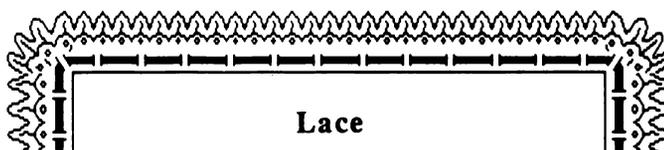
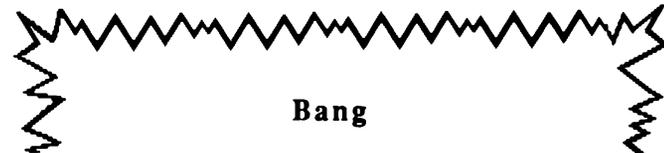
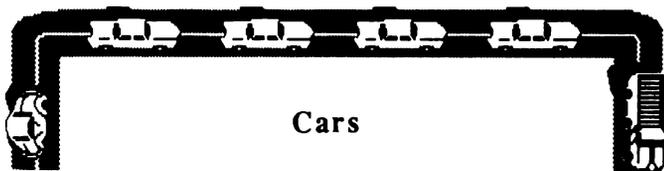
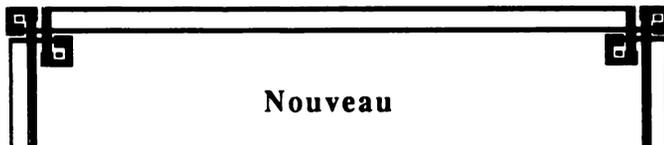
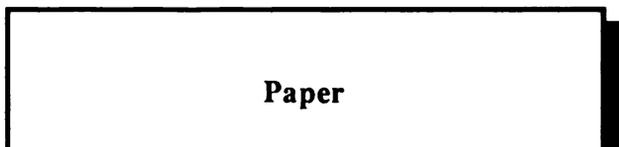
When making cards, signs, calendars, stationery, or banners, you choose from among the same basic set of **PrintMaster** options and functions, including the choice to design your own or use an existing design, borders, graphics, graphic sizing and layout, fonts, and text editing and formatting options. You have already been introduced to these building blocks in the **QUICK START** section; now you will learn them in greater detail.

The first thing you must decide when choosing one of the five **PrintMaster** design features is whether to **Design your own** or use a **Ready made** design for a card, sign, etc. Use the former for new designs, the latter to load designs that you have made and saved yourself, which you will learn to do later in the User's Guide. Put a disk with a saved design on it in the assigned data disk drive and select **Ready made** to see a list of available designs to print.

Borders

In the Greeting Card and Sign options, you have the ability to select borders with which to frame your design. **PrintMaster** comes with 11 borders and a no-border option. Try to select borders that work with the theme and look of your design, including the graphics and fonts used.



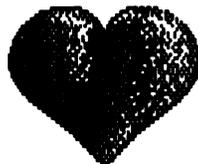


Graphics

Graphics are used in all of the creations you can make with **Print-Master**, in a variety of sizes and layouts. The program has 111 pre-designed graphics and 11 pattern graphics. Additional graphics are available from the **Art Gallery** series or your custom graphics galleries. You can also choose not to use a graphic. These are the available selections:

- **By Picture or From System Disk:** This option looks at the **Print-Master** disk's graphics, as seen in the **QUICK START**.
- **From Other Disk:** Choose this option if you are using an **Art Gallery** disk or your own graphics made with the **Graphic Editor**. The program tells you when to insert the graphics disk.
- **No Graphic:** Sometimes a nice border and the right text are all you need to make a great design.

If you decide you want a graphic, browse through the menu of choices until you find the right one. Notice that the current selection appears to the right of the screen. For all graphics, see the **APPENDIX**.



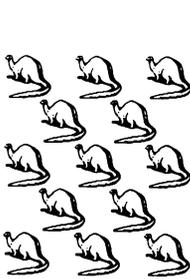
Graphic Sizes

The PrintMaster graphics can be produced in three sizes and laid out in your designs in a variety of arrangements, depending on what you are making. With greeting cards and signs, you can choose small, medium or large graphics; other features don't allow a size choice.

Graphic Layout

Depending on the size of the graphic and the type of design you are making, you will have different options for placing graphics in your design. For signs and greeting cards, the options are:

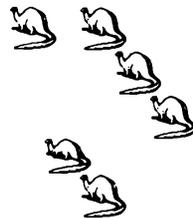
- **Staggered:** This option fills the image area with a step-and-repeat pattern of five medium graphics or thirteen small graphics.
- **Tiled:** This option fills the image area with a rectangular grid of thirty-five small graphics.
- **Custom Layout:** This option lets you put graphics in any of the locations used in the Staggered options. Move to a box and press ENTER to place or remove a graphic.



Staggered



Tiled



Example of Custom Layout

For stationery, calendars, and banners graphics are arranged on a line; stationery is on two lines, top and bottom, with different graphics possible on each. Some versions of PrintMaster let you use two different graphics on one line, others only one; in some versions you can only place graphics on both the left and right sides; others also let you place them on one side only or in a row of six or ten.

Fonts

PrintMaster lets you choose from 8 complete fonts, or type styles. There is also a small unnamed font used for fine print in the stationery and calendar features. Fonts include upper- and lowercase characters, numbers, and punctuation and can be used in all PrintMaster creations.

The PrintMaster fonts can be used in a wide variety of ways in your designs. With greeting cards and signs you can use several lines of type, each with a different font, if you like. In many of the design options you can alter the alignment, appearance, or size of the fonts.

DeVille

A B C D E F G H I J K L M N O P Q
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Scribe

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Office

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abcdefghijklmnopqrstuvwxyz
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Hampton

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Times

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Western

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Computer

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Utopia

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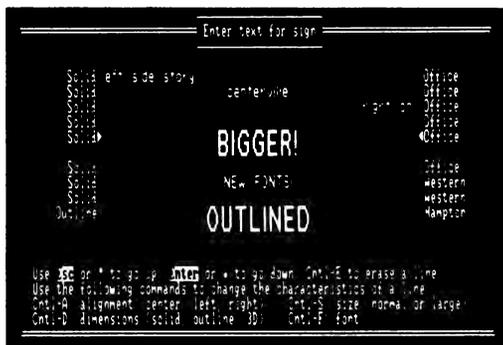
The Text Editor

The Text Editor is where you enter and format text for your PrintMaster designs, the last step before previewing and printing the design. The number of lines available in a given feature and the number of characters per line will vary depending on the font and size used.

It is very easy to edit and format in the Text Editor. The up arrow moves you up; ENTER or the down arrow moves you down. When done, press ENTER on the bottom line. Use the backspace key or space bar to fine-tune your starting position within a line.

Alter the text in a particular line by pressing the Control key and the indicated letter key at the same time; use the Function keys on the Commodore. Your text changing options include the following:

- **Alignment:** Control-A (F-1) lets you align the text in a line on the center, left, or right part of the design.
- **Dimensions:** Control-D (F-3) lets you change the appearance of the type. Options available may include solid, outline, 3-D, rain,* or checker* patterns.
- **Size:** Control-S (F-5) lets you change between normal and large type in a line in the Greeting Card and Sign features.
- **Font:** Control-F (F-7) lets you change fonts in a line.



left side story
 centerville
 right on

BIGGER!

NEW FONTS!

OUTLINED

*Available on Atari ST and CP/M versions of PrintMaster.

Printing a Design

After leaving the Text Editor, you come to another menu with various options presented. Here, depending on the version of **PrintMaster** that you have, you can preview your design; print it normally, in reverse (for T-shirt transfers), or in multiple copies; save your design onto a data disk; go back to **Setup**; or go to the **Main Menu**.

If previewing the design is offered but printing is not, select preview to go on. When the preview is in view, go ahead and select print, or go back to change your design, as you wish. When printing, make sure that your printer is on line and that the paper is properly aligned. Some suggestions for enhancing your printing can be found in the **DESIGN TIPS** section beginning on page 24.

Saving a Design

If you want to use your design over again, to print or to edit later (re-editing is not available in some versions of **PrintMaster**), insert a blank formatted disk into the data drive and select **Save design**. When prompted, type a name for your design and press **ENTER**. Your design is then saved and can be loaded for printing at a later time by selecting the **Ready made** option from the menu for the **PrintMaster** feature used, such as Greeting Card, Sign, etc.

PRINTMASTER FEATURES

This section illustrates and takes a closer look at the various kinds of creations that you can make with **PrintMaster**: greeting cards, signs, stationery, calendars and banners. For suggestions on how to make these features work best for you, refer to the section on **DESIGN TIPS**.

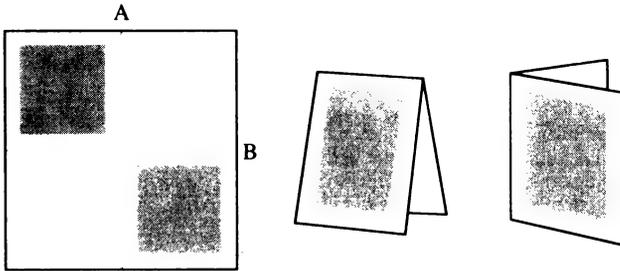
Greeting Cards

The Greeting Card is one of **PrintMaster's** more versatile features. You can use it to make:

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

With the Greeting Card you are working with two separate designs, one for the outside and one for the inside of the card. You can use borders, graphics in a choice of three sizes and various layouts, and fonts in several styles and arrangements.

When the card has been printed, fold it in quarters. Fold along Fold A first to make the spine on the left edge of the card; fold along Fold B first to make the spine on the top of the card.

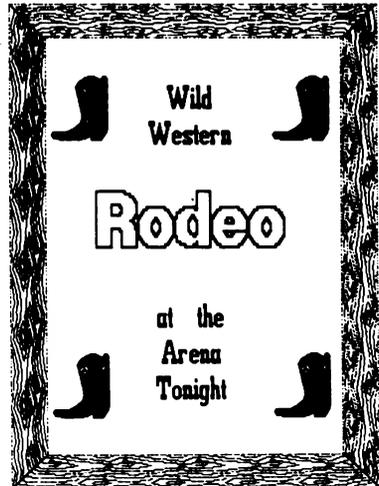


Signs

The Sign feature is also extremely useful. With it you can make:

- School bulletins
- News flashes for the office
- Flyers for a garage sale
- Reminder notes

You learned to make a sign very quickly and easily in the QUICK START section. Feel free now to experiment with more of the border, graphics, and font options of this feature in your version of PrintMaster.

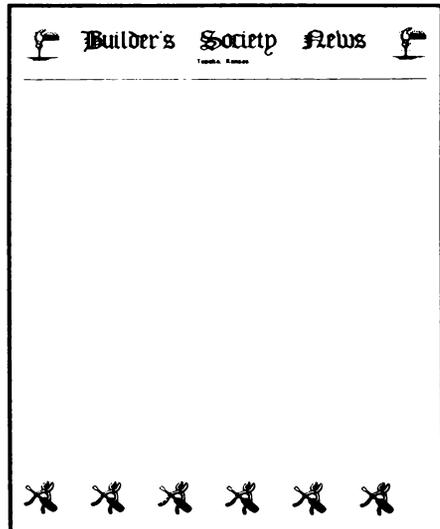
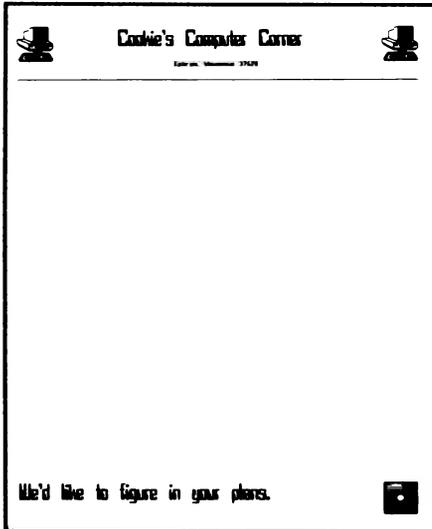


Stationery

PrintMaster Stationery can be a very useful, attractive or humorous enhancement to your letter and memo writing. You can either feed your creations back into the printer for printing letters or other computer files or photocopy it for other applications. Use it to make:

- Personal letterhead
- Memo or note paper
- Business letterhead
- Newsletter masthead

Stationery uses no borders, and the graphics and text are printed only along the top and bottom of the page. You can use a different graphic on top and bottom; some versions of **PrintMaster** allow a total of four different graphics. On both the top and the bottom you can use one line of the regular fonts, in one size only, and one to three lines of the small font for headings and more detailed text, respectively.



Calendars

PrintMaster's Calendar feature offers you personalized monthly or weekly calendars. Among many other things, you can make:

- Vacation schedules
- Holiday party datebooks
- Exam schedules
- Appointments calendars

In terms of design, the Calendar feature of PrintMaster is similar to stationery or banners, but you will emphasize content more than design, using the feature's ability to add text to the calendar dates.

Monthly Calendar:

If you choose to make a monthly calendar, you then enter the month and year. Choose them either with a menu or by typing. PrintMaster will accept any year between 1900 and 2099.

Next, select a graphic (or two, depending on the PrintMaster version) for the top of the calendar. There may be a layout option, like the one Stationery uses, or you may only be able to place the graphic on both the left and right sides. Now choose a font (one size only) for the heading.

By default, the program will print the month and year as the heading, or you can select **Alter heading** and specify another title. You can also choose to **Enhance a date**, which lets you add messages for the dates. The number of days you can enhance may vary between program versions. The space for letters is very small: about three lines of three to six characters per date.



Deadlines!



SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
8	9	10	11	12	13	14 flag day
15 Dad's Day	16	17	18	19	20 Geog Exams 10am	21
22	23	24	25	26	27	28
29	30					



Armistice



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

20 PRINTMASTER FEATURES

Weekly Calendar:

There are two basic types of weekly calendar: **generic** and **specific**. The **generic** calendar prints little boxes so you can write in the dates yourself; the **specific** calendar prints actual dates. Choose the month and year and select graphics and fonts as you would in the monthly calendar. You can also alter the heading and enhance the dates; the weekly calendar allows more room for these messages.



Sunday	Rio de Janeiro Conference on CTEX Brazil.
1	
Monday	
2	
Tuesday	Negotiate Burundi/Malawi disputed lands.
3	
Wednesday	
4	
Thursday	
5	
Friday	New Delhi for Summit meeting.
6	
Saturday	
7	



Sunday	<input type="checkbox"/>
Monday	<input type="checkbox"/>
Tuesday	<input type="checkbox"/>
Wednesday	<input type="checkbox"/>
Thursday	<input type="checkbox"/>
Friday	<input type="checkbox"/>
Saturday	<input type="checkbox"/>

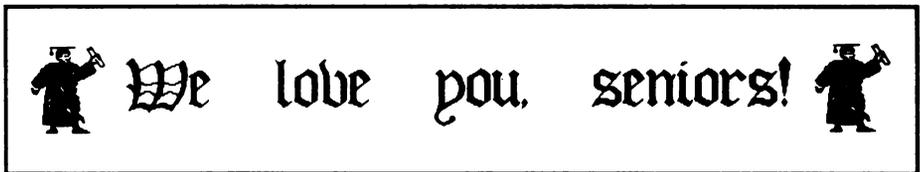
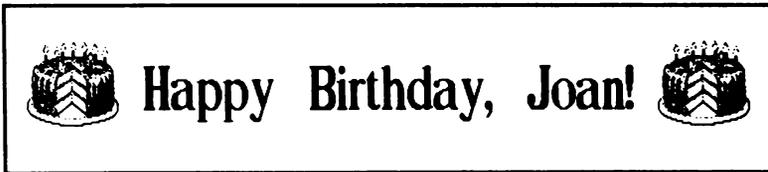
Banners

The Banner feature is perhaps PrintMaster's easiest feature to use. There is nothing like a dynamic banner to get people's attention. Use the Banner feature to make:

- Birthday banners
- Cheerleading signs
- Lemonade stand signs
- Bon voyage banners

When making a banner, simply select a graphic; the graphic layout options found in the Stationery feature may be available. Now select a font, type your message, and print.

Banner text is only as long as sign text. You can make longer banners by making them in pieces and taping them together. If your version of PrintMaster lets you print graphics on one side only, you can also make a longer banner by printing two in succession: the first with a graphic on the left, the second with a graphic on the right.



THE GRAPHIC EDITOR

Using the Graphic Editor

The Graphic Editor lets you create your own graphics, either from scratch or by altering any of the **PrintMaster** or **Art Gallery** graphics. You can only use the Graphic Editor if you have graphics capabilities that are supported by **PrintMaster**. (CP/M **PrintMaster** does not display graphics.) Enter the Graphic Editor via the Main Menu.

In the Graphic Editor you can draw and erase, invert and flip your picture or parts of it, and much more. First you must decide whether to edit an existing graphic or start with a blank screen.

- **By Picture or From System Disk:** This lets you select an existing picture to edit from the **PrintMaster** disk.
- **From Other Disk:** This selection lets you select an existing picture to edit from a data disk, whether one in our own **Art Gallery** series or one of your own pictures saved onto a data disk.
- **No Graphic:** This choice puts you into the Graphic Editor with a blank work space.

To learn to use the Graphic Editor, try loading a graphic from the **PrintMaster** disk to edit. Upon entering, note that you move around the same as in the rest of the program: with the arrow keys, joystick, or mouse, as your system allows. Keystroke-based commands are displayed on the side or on a separate screen.

In this blown-up view of the graphic, you can see very clearly the pixels (picture elements) that it is made up of; the flashing cursor dot represents a pixel. The graphic is within a grid of 88 horizontal by 52 vertical pixels; note the X and Y coordinates at the bottom. Use the grid to help lay out patterned or highly structured parts of your drawings.

Press the appropriate key to allow drawing or erasing while moving the cursor. You can add to or erase part of any picture or pattern. If you are editing an existing graphic, you can, for example, change the time in the Hourglass, draw a logo on the Football Helmet, or put a cat on the TV.

Here are some other ways you can alter pictures: **Invert Graphic** swaps black and white in the shape. With **Flip Horizontal** or **Vertical**, graphic symmetry can be easily achieved. Some versions have the **Window** feature, which lets you move and manipulate parts of your graphic in rectangular windows. **Clear Graphic** lets you start over with a blank screen; **Load Graphic** lets you load a new image for editing. Printing and saving your work is also easily accomplished. Use **ESC** to quit the Graphic Editor and go back to the Main Menu.

GRAPHIC EDITOR



You may use the following commands:

↑ ↓ ← →	MOVE flashing dot
D	DRAW in black when moving
E	ERASE in white when moving
S	STOP drawing
T	TOGGLE pixel on/off
W	use a WINDOW when moving
I	INVERT the shape
H	Flip the shape HORIZONTALLY
V	Flip the shape VERTICALLY
Ctrl-C	CLEAR the shape
Ctrl-S	SAVE the shape onto disk
Ctrl-P	PRINT the shape
<u>ESC</u>	go back

X=42 Y=26

DESIGN TIPS

In order to help you get the most out of using **PrintMaster**, we offer this section of tips on designing, printing, and reproducing your **PrintMaster** creations.

- Avoid cluttering your signs or cards. Decide whether graphics or text is most important, and emphasize that.
- Avoid overlapping heavy graphics and text. Use the Outline option in fonts in order to make fonts readable over dark backgrounds. Tile the pattern graphics or edit your own light-toned graphics for use with text.
- Use the preview feature to help you fine-tune the positioning of text and graphics in your designs.
- Use different sizes of text when possible for punch and contrast.
- For harmonious use of text, use variations of one font, or fonts that are visually compatible. To attract attention, use all capitals, but for best readability, use upper- and lowercase. For the fonts DeVille and Scribe, we recommend not using all capitals.
- For greeting cards, consider emphasizing graphics on the cover to attract attention, text on the inside to emphasize content.
- Stationery will probably serve its purpose best if you emphasize your name or other title on either the top or the bottom, not both.
- You can get longer messages onto your designs by using smaller fonts and thinner borders.
- When printing, align your paper so that the top edge is just above the print head. Use fresh ribbons for final printouts, old ones for drafts.

There are several more ways to extend the graphic possibilities of **PrintMaster**. You can print partial designs and run them back through the printer to get more graphics into your designs. If you switch between various colored ribbons, you can achieve some very nice color effects. Printing onto colored paper also adds another dimension to your work with **PrintMaster**. In addition, the mirror or reverse printing option allows you to make T-shirt transfers.

Colored ribbons and printer paper and T-shirt transfers are available at some computer stores and through selected mail-order catalogs. A source for many of these items is found in the **APPENDIX**.

Many new photocopying machines provide high-contrast copying, allowing you to cleanly reproduce materials assembled with cut-and-paste techniques. Many machines offer reduction and enlargement capabilities or color copying, extending your design possibilities even further.

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

Using a Hard Disk

If you have a hard disk for your computer you can set it up quite easily to run **PrintMaster**. The procedure for doing this is as follows:

- Make a directory on your hard disk for the **PrintMaster** files.
- Copy all the files on the **PrintMaster** disk into that directory.
- Now, to use **PrintMaster**, enter the directory and type PM. You must keep the original program disk in Drive A: until the program is loaded.*
- You can create a small batch file to enter and exit the directory before and after using the program so that you will have less typing to do.

If you are using **PrintMaster Art Gallery I** with the **PrintMaster** program, consult the **PrintMaster Art Gallery I** manual for instructions on using these products with your hard disk.

- * For users of IBM **PrintMaster**, a hard disk update is available that, when copied onto the hard disk, does not require that the original disk be in the floppy drive in order to load. To receive this update, ask for it on your registration card, or call between the hours of 9 a.m. and 5 p.m. Pacific Time and ask for technical support; there is a nominal fee of \$5.00 (subject to change without notice) for the update.

PrintMaster Graphics

Christmas Tree



Gift



Snowman



Wreath



Menorah



Dreidel



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



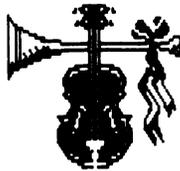
Godzilla



Piano



Guitar



Instruments



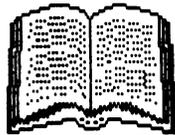
Notes



Masks



Clown



Book



Paint Palette



Hammer



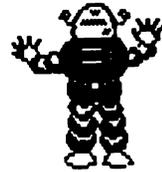
Screwdriver



Tools



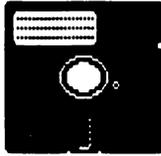
Nut & Bolt



Robot



Push Pin



Diskette



Computer



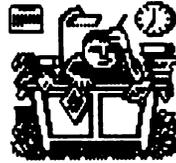
Printer



Scroll & Pen



Telephone



Overtime



Mitt



Tennis Shoes



Ballet Shoes



Running Shoes



Basketball



Skier



Football



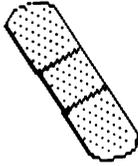
Cowboy Boot



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



City Scape



TV



Newspaper



Top Hat



Light Bulb



Hour Glass



Chess Knight



Dice



Bomb

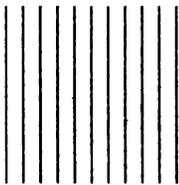


Star

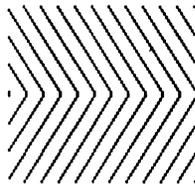


No Smoking

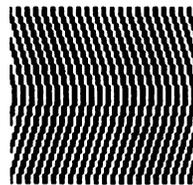
Gray Dots



Vertical Lines



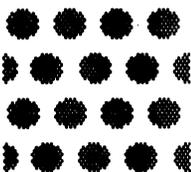
Zig Zag



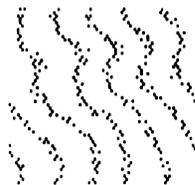
Wavy Lines



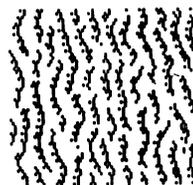
Binkies



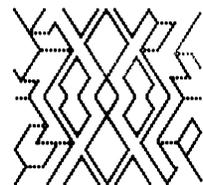
Polka Dots



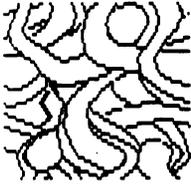
Sandy Stripes



Swamp



Diamond



Worm Pile



Cube Corners

PrintMaster Products

PrintMaster and several related products are available from your dealer, from Unison World, Inc., or from other sources.

PrintMaster & Art Gallery:

As noted in this **User's Guide**, five versions of **PrintMaster** and **Art Gallery I** are currently available for several different computers. You can order **PrintMaster** and **Art Gallery I** for the IBM PC, PCjr, and compatibles, Commodore 64 and 128, Apple II family, Atari ST, or CP/M computers (Kaypro II or Epson QX-10 formats). **Art Gallery II** will also be available soon. For information and technical support, write or call between 9 a.m. and 5 p.m.



134 Barcom Ave, Rushcutters Bay N.S.W. 2011
Australia. Phone: (02) 331-6153.

UniBrite Products:

Several products are available in the UniBrite line that can enhance your printing. You can order colored printing paper, colored ribbons, T-shirt transfers, and more; contact:

UniBrite
International Publishing
P.O. Box 3056
Berkeley, CA 94703
(415) 652-6004

Also available from International Publishing is the book **The Creative PrintMaster**, by Kendra R. Bonnett, which offers design tips of interest to users of **PrintMaster** and other computer programs.

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