PRINTMASTER PLUS

■ *User's Guide*

PRINTMASTER PLUS

Unison World

Copyright © 1988 Unison World/Kyocera Unison, Inc.
All rights reserved.
No part of this manual may be reproduced, reduced, translated or transmitted in any form or by any means, electronic or mechanical, including photocopying recording, or by any information retrieval system without the prior written permission of Unison World (a division of Kyocera Unison, Inc.), 1321 Harbor Bay Parkway, Alameda, California, U.S.A., 94501.

Kyocera Unison Inc. Makes no warranties, either expressed or implied, as to the complete accuracy of this manual, and they reserve the right to revise this manual and to make changes in the contents hereof at any time and without notice.

PrintMaster Plus and Unison World are trademarks of Kyocera Unison, Inc.

CREDITS

Software:
MS-DOS Don Hermes, Alex Kettner, Jay Nabonne, Octaviano Romano, Sheldon White
Atari ST, Don Hermes, Alex Kettner, Jay Nabonne, Nick Simmons, Amiga, Alex Kettner
Commodore, Pete Wierzbicki, Apple Pete Wierzbicki

Art:
Caitlin Mitchell, Don Joyce, Peter Dayton, Erol Otus, Ian Allen, Peter Montgomery

Manual: Susan Modlin

Manual Design and Production:
Mark Miyaji, Angela Loder, Paul Oh, Louis (Russ) Smith, Kim Ryden, Barbara Silverman, Neal Duffy

LICENSE AGREEMENT
This agreement limits your rights regarding the use of the software program and should be read carefully.

Kyocera Unison Inc. (KUI) provides this software program and licenses its use. You assume responsibility for selection of the program and for decisions made or actions taken related to the use of the program and the results thereof.
LIMITED WARRANTY: KUI warrants to the initial purchaser (licensee of the program) the diskette of which the program or system of programs is furnished to be free from defects in material and workmanship under normal use for a period of ninety (90) days from date of delivery to you as shown on your sales receipt. KUI's entire liability, and your exclusive remedy in the event of a defect, is limited to the replacement of the diskette as provided above, or, if KUI is unable to replace the defective disk, to the refund of the purchase price. Any implied warranties relating to the diskette, including and implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the period of ninety (90) days from the date of purchase. KUI does not warrant that the program will meet your requirements, the usability of the program by people of any particular skill level, or uninterrupted or error free operation of the program.
LICENSE: You may use this program on a single machine. Software that is not copy protected may be copied for archival or modification purposes unless prohibited by other agreements. You may not copy, lend, rent, or lease this software program or the associated instructional or reference materials. You may transfer the program and license it to another only if (a) you transfer all copies of the program (printed and machine-readable) or destroy all copies not transferred and (b) transferee agrees to be bound by all the terms and conditions of this Agreement. Any other transfer of any copy of the program (or portion thereof) automatically terminates your license.
THIS SOFTWARE PROGRAM IS LICENSED "AS IS". The software program(s) and manual in this package are provided "AS IS" without warranty of any kind, either expressed or implied, including, but not limited to, any implied warranty or merchantability of fitness for a particular purpose.

The software and user reference material in this package are protected by the copyright laws of the United States. This means that it is against the law to copy or distribute copies of this program of reference material except as outlined in the preceding paragraphs.

TABLE OF CONTENTS

SECTION 1 INTRODUCTION. 1
HOW TO USE THIS GUIDE. 2

SECTION 2 GETTING STARTED 3
IBM PC AND COMPATIBLES 4
Installing PrintMaster Plus 4
Floppy Disks 4
Hard Disks 4
Configuring PrintMaster Plus for Your Hardware 5
Selecting a Printer 6
COMMODORE AMIGA 7
Installing PrintMaster Plus 7
One-Drive System 7
Two-Drive System 7
Configuring PrintMaster Plus for Your Hardware 7
Selecting a Printer 7
ATARI 520ST and 1040ST. 8
Installing PrintMaster Plus 8
Floppy Drive Systems 8
Hard Disk Systems 8
Configuring PrintMaster Plus for Your Hardware 8
Selecting a Printer 8
COMMODORE 64/128 9
Installing PrintMaster Plus 9
Selecting a Printer 9
Using a Joystick 9
APPLE II FAMILY (APPLE II, IIE, IIC, IIGS) . . 10
Installing PrintMaster Plus 10
One- or Two-Drive Systems 10
Hard Disk or UniDisk. 10
Disk Utilities 11
Making Data Disks. 11

Printer Set-up 11
GETTING AROUND IN PRINTMASTER PLUS . 13
Selecting an Option 13
Returning to a Previous Menu 13
Using a Mouse or Joystick 13
Atari 520ST and 1040ST 13
Commodore Amiga 13
Commodore 64/128 13

SECTION 3 CREATING A POSTER 14
FIRST THINGS FIRST 14
SELECT A BORDER 15
SELECT A GRAPHIC 16
SELECT A GRAPHIC SIZE 16
SELECT A GRAPHIC LAYOUT 16
SELECT A TEXT FONT 17
ENTER TEXT 18
PREVIEW YOUR DESIGN 18
PRINT YOUR POSTER 19
SAVE YOUR POSTER 20
POSTER SAMPLES AND
ADDITIONAL NOTES 21

SECTION 4 CREATING A GREETING CARD 22
GREETING CARD SAMPLES
AND ADDITIONAL NOTES 25
How to Fold a Greeting Card 25

SECTION 5 CREATING A BANNER 26
BANNER SAMPLES AND
ADDITIONAL NOTES 29

SECTION 6 CREATING STATIONERY 30
STATIONERY SAMPLES
AND ADDITIONAL NOTES 33

SECTION 7 CREATING A CALENDAR 34
CALENDAR SAMPLES AND
ADDITIONAL NOTES 37

SECTION 8 STARTING A PROJECT 38

SECTION 9 WORKING WITH BORDERS 39
SELECTING A BORDER 40
Select a Border Source 40
Select a Border Library. 41
Select a Border 41

SECTION 10 WORKING WITH TEXT 44
SELECTING A FONT 45
Select a Font Source 45
Select a Font Library. . . . . 4€
Select a Font 46
SELECTING FONT SIZES AND TEXTURES . . 49
Font Sizes 49
Font Textures 50
ENTERING TEXT. 51

SECTION 11 WORKING WITH GRAPHICS 55
SELECTING A GRAPHIC 56
Select First Graphic Source 56
Select Graphics Library. 57
Select First Graphic 58
SELECTING A GRAPHIC SIZE 59
SELECTING A GRAPHIC LAYOUT PATTERN . 60
POSITIONING A FREEHAND GRAPHIC . . . 64

SECTION 12 COMPLETING A DESIGN 65
PRINTING A DESIGN 66
Printing Multiple Copies 67
Printing a Mirror Image 67
Select a Printing Quality 68
Draft Quality. 68
Standard Quality 69
High Quality 70

SAVING A DESIGN 71
SECTION 13 THE DRAWING PAD 73
HOW THE DRAWING PAD WORKS 73
DRAWING PAD OPTIONS 74
Special Notes for IBM, Amiga and Atari . . . 76
Special Notes for Commodore 64/128. 76
Special Notes for Apple II Family 76
USING THE DRAWING PAD
- A MINI-TUTORIAL 77
Edit an Exiting Drawing 77
Creating a New Graphic 78

SECTION 14 DESIGN TIPS 79

APPENDIX A PRINTMASTER PLUS GRAPHICS . . 81

APPENDIX B - FONT SIZE VARIATIONS 86

APPENDIX C - TEXT EDITOR KEYS 88

SECTION 1 INTRODUCTION

Welcome to **PrintMaster Plus** -- an entertaining and versatile program that lets people who think they don't have an ounce of artistic ability create eye-catching and attractive personalized designs. Using **PrintMaster Plus** you can create your own custom-designed projects that include:

* Posters
* Stationery
* Greeting Cards
* Banners
* Calendars

While the end result can be quite sophisticated, the process of creating it isn't hard at all. Just follow the on-screen instructions as **PrintMaster Plus** guides you through the selection of borders, graphics and typefaces (we call them fonts). Then enter your message and you're ready to print. That's all there is to it.

To make matters easy for you, **PrintMaster Plus** comes equipped with 11 pre-designed borders, 122 graphics and almost a dozen fonts. And with **PrintMaster Plus'** special **Drawing Pad**, you can either change the **PrintMaster Plus'** pre-designed graphics or create your own.

Add in Unison World's **Fonts & Borders** and the various **Art Gallery** products and the possibilities become almost endless. The hardest part is choosing which combination of borders, graphics and fonts you like best.

It may seem funny to say this, but **PrintMaster Plus** is so easy to use that you don't really need this User's Guide -- especially if you're the kind of person who likes to just get started and learn as you go. But since not every user fits this mold, we've provided this User's Guide as a way to introduce all of **PrintMaster Plus'** features and capabilities.

HOW TO USE THIS GUIDE

This User's Guide is divided into two main sections. Part I, which includes the first seven sections, gets you up and running and creating your first projects. Section 2, for example, explains how to install **PrintMaster Plus** and make it work with your computer and printer. Sections 3 through 7 walk you through creating a poster, a greeting card, a banner, stationery and a calendar.

The second part of this Guide, Part II, is more of a reference guide. Sections 8 through 12 give an in-depth look at each of the different types of tasks that go into creating a project. Refer to these sections if you want to know what every single option is before you even turn your computer on.

Section 13 is also a reference -- this time for the **Drawing Pad** feature. This section explains all of the options available to you and gives you some ideas about what you can do with the **Drawing Pad**.

And finally come the Design Tips (Section 14) and the appendices, full of helpful information about graphics, fonts, spacing and the like. Also included are some troubleshooting tips.

Don't let the thickness of this User's Guide put you off. **PrintMaster Plus** is simple enough to use without reading a word (beyond the installation instructions, that is). The words and pictures on the pages that follow just make it that much easier.

Note: *The instructions in this manual were written primarily for IBM-PC and compatibles. And unless we say otherwise, these instructions also apply to Atari 520ST and 1040ST and to Commodore Amiga. Special instructions for the Amiga and Atari, as well as for the Apple II family and Commodore 64/128 are given whenever they are needed.*

SECTION 2 GETTING STARTED

Now that you have an idea of some of the entertaining and useful things you can create with **PrintMaster Plus**, it's time to get started. In this section you will find instructions for installing and configuring **PrintMaster Plus** for five different types of computers:

* IBM PC and compatibles
* Commodore Amiga
* Atari 520ST and 1040ST
* Apple II family (Apple II, IIE, IIC and IIGS)
* Commodore 64 and 128

The configuration instructions include setting up **PrintMaster Plus** to save your designs on a data disk and work with your printer.

After the installation and configuration instructions you'll find some basic ground rules for getting around in each version of **PrintMaster Plus**.

Before you start, it's a good idea to make a back-up copy of your **PrintMaster Plus** program disk. Simply follow the standard disk-copying procedures for your computer.

Please note that the Commodore 64/128 and Atari versions are copy-protected, and, therefore, can't be backed up.

Important Note: *Do not write-protect your disk until after you have configured **PrintMaster Plus** and selected a printer.*

IBM PC AND COMPATIBLES

Note: Amiga users - your installation instructions are on page 7. Atari 520ST and 1040ST users - your installation instructions are on page 8.

Installing PrintMaster Plus

Floppy Disks - DOS 2.0 or higher

1. With the computer on and DOS loaded, insert the **PrintMaster Plus** disk in drive A.

2. Type **PM** and press **ENTER**. **PrintMaster Plus** loads and begins the configuration process. You can skip the rest of this page and continue with **Configuring PrintMaster Plus for Your Hardware.**

Hard Disks

1. With the computer on and DOS loaded, insert the **PrintMaster Plus** disk in drive A.

2. At the system prompt type **C:MD PM** and press **ENTER**. This creates a subdirectory on your hard disk for **PrintMaster Plus** files.

3. At the system prompt type **CD PM** and press **ENTER** to switch to the new **PrintMaster Plus** directory.

4. Type **COPY A:*.* C:** and press **ENTER** to copy the **PrintMaster Plus** disk into your **PrintMaster Plus** subdirectory.

5. Remove your **PrintMaster Plus** disk and store it in a safe place. Type **PM** and press **ENTER** to load **PrintMaster Plus.**

Configuring PrintMaster Plus for Your Hardware

The first time you load **PrintMaster Plus**, it automatically runs its configuration program and asks you a series of questions about your data drive and system capabilities.

1. **PrintMaster Plus** asks you **Which drive is your data drive?** This is where **PrintMaster Plus** stores your completed designs and custom Drawing Pad graphics. This is also where **PrintMaster Plus** looks for **Art Gallery** and **Fonts & Borders** disks.

   Type the drive name (A for single drive or B for dual drive machines) and press **ENTER**.

   Note: Hard disk users may choose to designate either their hard drive or a floppy drive as their data drive.

2. **PrintMaster Plus** asks you to **Enter the number which corresponds to your graphic card setup:**. Your choices are:

   1 - No Compatible Graphics Card.
   2 - Color Graphics Card or Medium Resolution (640 x 200) monochrome.
   3 - Hercules monochrome and Compatible cards.
   4 - Let **PrintMaster Plus** determine the graphics card.

   If you know what kind of graphics card you have type the number and press **ENTER**. Type **4** and press **ENTER** if you don't know.

Note: *If you answer either of these questions incorrectly you can return to the configuration section of **PrintMaster Plus** and correct your answer. With the disk operating system (DOS) loaded and your **PrintMaster Plus** disk in the drive, type **CONFIG** and press **ENTER**. **PrintMaster Plus** re-runs the configuration section.*

Selecting a Printer

PrintMaster Plus needs to know what type of printer you are using in order to format your designs correctly. You'll be using the **Hardware Config** option to supply this information.

1. Select **Hardware Config** from the **Project Choices** menu.

2. Select **Printer** from the **Hardware Config** menu.

3. **PrintMaster Plus** displays a complete list of all the printer manufacturers it supports. The list is several pages long, so if your printer isn't listed on the first page, select **Next Page** (by highlighting it and pressing **Enter**) to see more printers. Select your printer manufacturer.

4. **PrintMaster Plus** displays a list of all models it supports by your manufacturer. There's a complete list of printers in your **PrintMaster Plus** box. Select your model or the one that is closest to it.

5. With your printer on and ready (on line), select **Test Printer**. If the test image prints correctly you need do nothing else. If the test image prints all on one line select **CR With LF** (carriage return with line feed) from the list of options displayed after the printer tests. If the test image prints on every other line select **CR Only** (carriage return only).

6. With **PrintMaster Plus** configured and your printer set up to work with it, you can select **All Done!** and start working on your first **PrintMaster Plus** project.

COMMODORE AMIGA

Installing PrintMaster Plus

One-Drive System

1. With the computer on and the Kickstart disk loaded, remove the Kickstart disk and insert your **PrintMaster Plus** when asked for the Workbench disk.

2. Double click on the **PrintMaster Plus** disk icon, then double click on the **PrintMaster Plus** program icon.

Two-Drive System

1. With the computer on and the Kickstart disk loaded, remove the Kickstart disk and insert the Workbench disk when prompted.

2. Insert the **PrintMaster Plus** disk in the other drive. Be sure to keep the Workbench disk in its drive.

3. Double click on the **PrintMaster Plus** disk icon, then double click on the **PrintMaster Plus** program icon.

Configuring PrintMaster Plus for Your Hardware

The first time you load **PrintMaster Plus**, it asks you some questions about your data drive and Kickstart version.

1. **PrintMaster Plus** asks you **Which drive is your data drive?** This is where **PrintMaster Plus** stores your completed designs and custom Drawing Pad graphics. This is also where **PrintMaster Plus** looks for **Art Gallery** and **Fonts & Borders** disks.

   Highlight the data drive designation and click.

2. **PrintMaster Plus** asks you to indicate your Kickstart version. Enter the version and press **ENTER**.

Selecting a Printer - Refer to the IBM and Compatibles instructions.

ATARI 520ST and 1040ST

Installing PrintMaster Plus

Floppy Drive Systems

1. Turn on the computer and load TOS, then place the **PrintMaster Plus** program disk into the disk drive.

2. In the desktop environment sort the icons by size and then select the icon labeled **PM.TOS**. **PrintMaster Plus** loads and begins the configuration process. You can skip the next section and continue with **Configuring PrintMaster Plus for Your Hardware.**

Hard Disk Systems

1. With your computer turned on and the GEM system loaded, make a new GEM system folder labeled **PrintMaster Plus.**

2. Insert the **PrintMaster Plus** disk in drive A, select drive A and move it to your new folder.

3. Select the folder you just labeled, sort the icons by size, then select **PM.TOS. PrintMaster Plus** loads and begins its configuration program.

*Note: You may need to keep the **PrintMaster Plus** disk in the disk drive as a "key disk."*

Configuring PrintMaster Plus for Your Hardware

The first time you load it, **PrintMaster Plus** asks you to enter the name of your data drive. This is where **PrintMaster Plus** stores your completed designs and custom Drawing Pad graphics. This is also where **PrintMaster Plus** looks for **Art Gallery** and **Fonts & Borders** disks. Type the drive letter and press **ENTER.**

Selecting a Printer - Refer to the IBM and Compatibles instructions.

COMMODORE 64/128

Installing PrintMaster Plus

1. Turn on your computer. If you have a Commodore 128 set it in 64 mode.

2. At the READY prompt insert the **PrintMaster Plus** disk in the disk drive. Type **LOAD "PM+",8** and press **ENTER**.

3. At the READY prompt type **RUN** and press **ENTER**. **PrintMaster Plus** boots and displays the **Project Choices** menu.

Selecting a Printer

If you are using a Commodore 1525 printer you can skip this section, since **PrintMaster Plus** is already configured to use your printer. Otherwise, follow the steps outlined in the IBM and Compatibles section.

Using a Joystick

You can use a joystick instead of the arrow keys to move around the **PrintMaster Plus** screen. The joystick buttons perform the same function as the **ENTER** key. You can also use the joystick buttons to change drawing modes when you are working in the **Drawing Pad**. This version of **PrintMaster Plus** does not support a mouse.

APPLE II FAMILY (APPLE II, IIE, IIC, IIGS)

Installing PrintMaster Plus

One- or Two-Drive Systems

Until you tell it differently, **PrintMaster Plus** assumes that you have a one-drive system.

1. Insert the **PrintMaster Plus** disk in drive 1 and turn on your computer.

2. When prompted, remove the **PrintMaster Plus** disk and replace it with the **PrintMaster Plus Disk 2**. If you have two drives, insert the **PrintMaster Plus Disk 2** in drive 2 to avoid disk swapping later on (see page 11).

3. Follow the instructions below for **Disk Utilities** and **Printer Set-up**.

Hard Disk or UniDisk

1. Insert the **PrintMaster Plus** disk in drive 1 and turn on your computer.

2. Press **Ctrl-I** when asked to insert disk 2. Read the screen very carefully and press **[Return]** when you are ready to continue.

3. Select **UniDisk** or **Hard Disk** and carefully follow the instructions that appear on your screen.

UniDisk Note: *For UniDisk installation you will need a blank, formatted 3.5" disk ready.*

Hard Disk Note: ***PrintMaster Plus*** *attempts to create a subdirectory named /PM in your Root Directory. If a subdirectory by that name already exists, you'll receive a disk error message.* ***PrintMaster Plus*** *takes up about 560 blocks, the equivalent of two full floppy disks.*

Disk Utilities

1. Select **Hardware Config** from the **Project Choices** menu.

2. Select **Disk Utilities** from the **Hardware Config** menu.

3. Select **Set Data Drive** from the **Disk Utilities** menu.

4. Indicate which slot holds your drive card. Your options are slot 5 for 3.5" drive(s), 6 for 5.25" drive(s) and 7 for a hard disk.

5. If you selected 5 or 6, **PrintMaster Plus** asks you to indicate your data drive. If you have a two-drive system designate drive 2.

Making Data Disks

1. Select **Make Art Library** from the **Disk Utilities** menu and enter the name of a new library. **PrintMaster Plus** designs and art are saved in art libraries, some of which are already on your **PrintMaster Plus** disk. In order to save new designs and art, you must create new libraries. **PrintMaster Plus** automatically creates a library called **MYLIB** the first time you save a design and you can store all your designs and art in it. You may find, however, that you can organize your designs better if you create additional libraries in which to store them.

2. Select **All Done!** to return to the **Project Choices** menu.

Printer Set-up

1. Select **Hardware Config** from the **Project Choices** menu.

2. Select **Printer Set-up** from the **Hardware Config** menu.

3. Select **Printer Type** and then select your brand of printer from the list that **PrintMaster Plus** displays. If your printer is not listed select the one that most closely corresponds to it.

4. Select **Interface Card** and then select your brand of interface card. If your interface is not listed select the one that most closely corresponds to it.

5. Select **Printer Slot #** and then select the slot in which your interface card is installed (usually slot 1).

6. With your printer on and ready, select **Test Printer**. If the test image prints correctly you need do nothing else. If the test image prints all on one line select **CR With LF** (carriage return with line feed). If the test image prints on every other line select **CR Only** (carriage return only).

7. With **PrintMaster Plus** configured and your printer set up to work with it, you can select **All Done!** and start working on your first **PrintMaster Plus** project.

GETTING AROUND IN PRINTMASTER PLUS

PrintMaster Plus is designed to guide you step-by-step from the beginning of a project to the end (printing and saving it). And at each stop along the way **PrintMaster Plus** tells you what your options are and what keys to press. The only other things you need to know are how to select an option and how to return to the previous menu.

Selecting an Option

Selecting an option from a **PrintMaster Plus** menu is a basic point and shoot operation. Use the arrow keys, mouse or joystick (Commodore 64/128 only) to move the highlight to the option you want -- that's the point part. Then press **ENTER** -- that's the shoot part.

Returning to a Previous Menu

You can always return to the previous menu by pressing the **ESC** (Escape) key. Press **ESC** again, as many times as you need, to move back up the command chain.

Using a Mouse or Joystick

Atari 520ST and 1040ST

If you're using an Atari 520 ST or 1040 ST, both mouse buttons perform the same function as the ENTER key.

Commodore Amiga

If you're using a Commodore Amiga, the left mouse button performs the same function as the ENTER key and the right button acts the same way as the ESC key.

Commodore 64/128

If you're using a Commodore 64 or 128, both joystick buttons perform the same function as the ENTER key. You can also use the joystick buttons to change modes while working in the **Drawing Pad**. This version of **PrintMaster Plus** does not support a mouse.

SECTION 3 CREATING A POSTER

Since the purpose of this tutorial is to get you up and running and creating a poster as quickly as possible, there's a whole lot of information about **PrintMaster Plus** that isn't covered here. But not to worry! Everything you need to know about **PrintMaster Plus** -- including all of the options that are not explained here -- can be found in Part II of this Guide.

For now, we'll just concentrate on making a poster. So fire up your computer, load **PrintMaster Plus** and away we go. In the course of this tutorial you will:

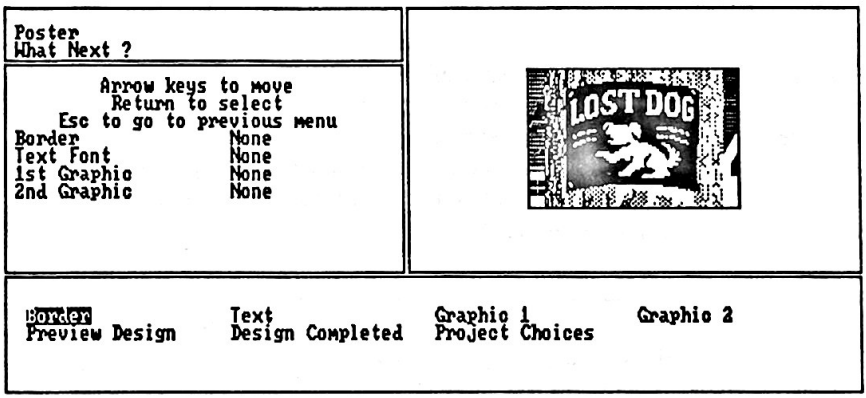
1. Begin working on a new Garage Sale poster.
2. Select a border.
3. Select a graphic image, an image size and an image layout.
4. Select a text font and enter text.
5. Preview your design.
6. Print out your poster and save your design.
7. Move on to your next project.

FIRST THINGS FIRST

1. After loading **PrintMaster Plus**, select **Poster** from the **Project Choices** menu.
2. **PrintMaster Plus** moves you to the **Project Options** menu where you have three choices: **New Poster**, **Print Poster** and **Edit Poster**. Highlight **New Poster** and press **ENTER**.

SELECT A BORDER

3. PrintMaster Plus moves you to the **What Next?** menu, your first PrintMaster Plus central control menu. Select **Border**.



4. PrintMaster Plus asks you to select a border source. Your choices are **This Disk**, **Another Disk** and **No Border**. Select **This Disk**.

5. PrintMaster Plus displays the names of its 11 border designs at the bottom of your screen. You'll find examples of the border designs in the **Working with Borders** section.

   As you move the highlight to each border name, a sample of the border appears in the icon box on the right side of the screen. Highlight the border you want (i.e. Bang) and press **ENTER**.

SELECT A GRAPHIC

6. **PrintMaster Plus** returns you to the **What Next?** menu and displays your border name in the status display on the left side of the screen. Select **Graphic 1.**

7. **PrintMaster Plus** asks you to select a graphic source. Your options are **This Disk, Another Disk** and **No Graphic.** Select **This Disk.**

8. **PrintMaster Plus** displays the first page of its graphic library at the bottom of your screen. As you move the highlight to each graphic name, the actual graphic appears in the icon box on your screen. (Apple or Commodore 64/128 users must ask **PrintMaster Plus** to display graphics.)

   The last item on each page is **Next Page.** Highlight **Next Page** and press **ENTER. PrintMaster Plus** displays the next page of graphic names. Browse through the graphics to find **House**, then highlight and select it.

SELECT A GRAPHIC SIZE

9. **PrintMaster Plus** asks you to select a graphic size. Your choices are **Double size, Regular** and **Half size.** Select **Regular.**

SELECT A GRAPHIC LAYOUT

10. **PrintMaster Plus** asks you to select a graphic layout. Your choices are **Diagonal** and **Freehand.** Select **Freehand.**

11. **PrintMaster Plus** shows you a layout grid of 15 boxes that represents placement locations. You can place a graphic in any one or more of these locations by moving to the box and pressing **ENTER.** The box becomes solid to indicate that a graphic has been placed. Press **ENTER** again to remove the graphic.

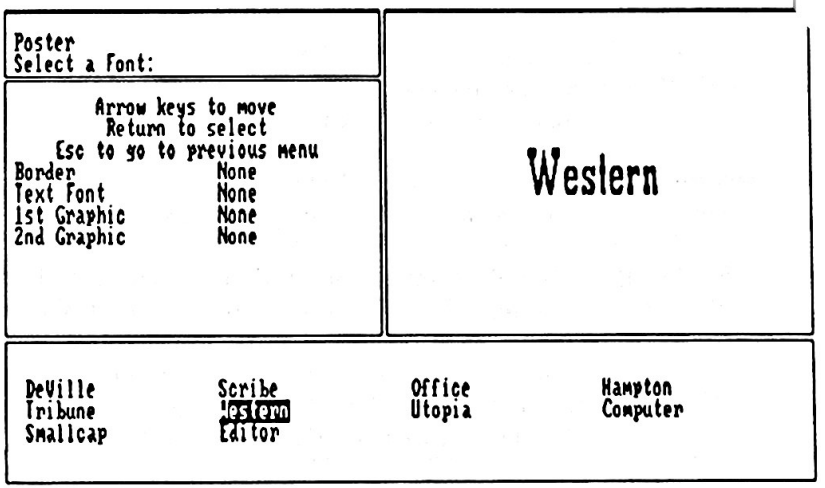
    Place the **House** graphic in the upper left and lower right corner boxes and press **Q** when you are done.

SELECT A TEXT FONT

12. PrintMaster Plus returns you to the What Next? menu and displays your graphic name in the status display area on the screen. Select **Text**.

13. PrintMaster Plus asks you to select a text font source. Your options are **This Disk**, **Another Disk** and **No Font**. Select **This Disk**.

14. PrintMaster Plus displays the names of its 10 fonts at the bottom of your screen. As you move the highlight to each font name, a sample of the font appears in the icon box on your screen. The PrintMaster Plus fonts are:



Highlight the **Western** font and press **ENTER**.

ENTER TEXT

15. **PrintMaster Plus** moves you to the **Text Editor** screen so that you can begin typing your poster text. Move the cursor (using the **Down arrow** or **ENTER** key) to the 5th line and type **Garage Sale.** On the next line down type **Saturday.** Skip a line and type **10:00 am** on the 8th line. On the 9th line type **until 3:00 pm.**

16. Move your cursor back up to the **Garage Sale** line and press the **Change Size** key (**F3** for IBM compatibles, Atari, Amiga and Commodore 64/128 and **Ctrl-S** for the Apple II family). The text on this line immediately doubles in size and the rest of the **Text Editor** lines readjust. (You can press the **Change Size** key again to readjust the text to regular size.)

    Now press the **Alignment** key (**F7** for IBM and compatibles, Atari and Amiga; **Ctrl-A** for Apple II and **F1** for Commodore 64/128) until the text moves to the right side of the screen.

17. Move the cursor to the **Saturday** line and press the **Change Size** key to select double size.

18. Move the cursor to the **10:00 am** line and press the **Alignment** key until the text moves to the left side of the screen. Do the same for the next line (**until 3:00 pm**) also. Then press the **Quit** key (**F1** for IBM compatibles, **Esc** for Apple II and **Up arrow** for Commodore 64/128) to leave the **Text Editor.**

PREVIEW YOUR DESIGN

19. **PrintMaster Plus** returns you to the **What Next?** menu. Select **Preview Design** (or **Preview, Print**).

20. After a brief pause, **PrintMaster Plus** shows you what your finished poster looks like. You can skip this step if your computer doesn't have graphics capabilities. Press any key to continue.

PRINT YOUR POSTER

21. **PrintMaster Plus** returns to the **What Next?** menu. Select **Design Completed.**

22. **PrintMaster Plus** moves you to the **Completed Design** menu. You can now either print your poster or save it first before printing (always a good idea, since printing can sometimes take a while and anything could happen in the mean time). If you want to print your design, select **Print Design.** Apple II and Commodore 64/128 users: press **ENTER** now to start printing. If you want to save your design first, see the instructions on the next page for saving.

23. IBM and compatibles only: **PrintMaster Plus** moves you to the **Print Options** menu. Your relevant choices are **Draft Quality** and **Standard Quality.** Select **Standard Quality.** (You can select **Draft Quality** if you weren't able to preview and are in a hurry to see the finished poster.)

24. IBM only (not Amiga or Atari): **PrintMaster Plus** asks you to choose between **Unsmoothed** and **Smoothed** printing. Unsmoothed printing leaves the angular edges text and graphics while Smoothed evens them out. Select **Smoothed** and press **ENTER** to begin printing.

And there you have it. In a matter of moments your very first **PrintMaster Plus** poster will come rolling off your printer! It should look like the poster on the next page. The house graphic should look like the one below on the left if you selected Smoothed and like the one below on the right if you selected Draft or Unsmoothed.

SAVE YOUR POSTER

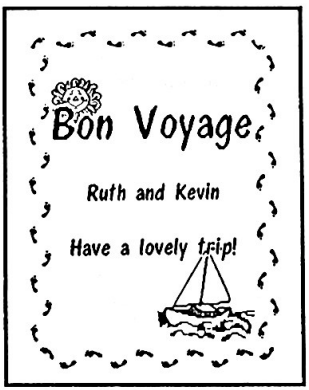
25. Press **Esc** to return to the **Completed Design** menu and select **Save Design.**

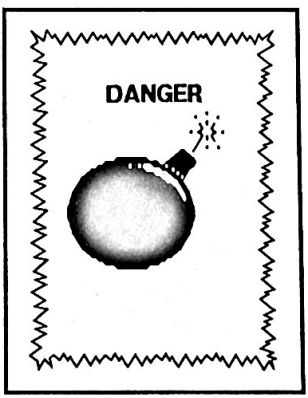
26. **PrintMaster Plus** asks you to **Insert Data Disk in** (your data drive). **Type a name for this design, and press Enter or press Esc to go back.:** Type Garage and press ENTER.

27. Your new poster is saved on your data disk and you're ready to begin a new project. Select **Project Choices** to start another project. The next time you select **Poster** from the **Project Choices** menu you will be able to print out or edit the poster you just created.

POSTER SAMPLES AND ADDITIONAL NOTES

Commodore 64/128 and Apple users: if your poster text gets bunched up at the top of the page you can center, it by adding a few blank lines of double size DeVille. Just move to the top line, change the font to DeVille and press ENTER.





SECTION 4 CREATING A GREETING CARD

The greeting card is one of **PrintMaster Plus'** most versatile projects. You can create party invitations, personalized birthday and anniversary cards, recital or play programs, holiday cards or anything else you can think of.

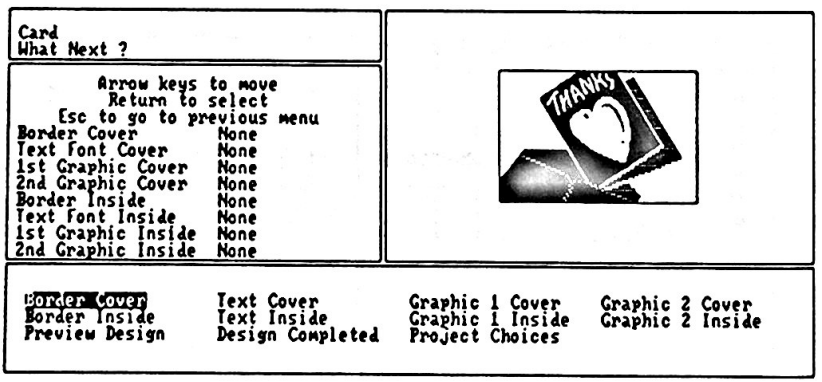
When you work on a greeting card you actually create two separate designs -- one for the outside panel and another for the inside panel. This means two complete sets of border, font, text and graphic choices.

The amount of text that will fit on each panel depends on whether or not you use a border, where you place the graphics, the font and font size you select and whether or not you want the text to print over the graphics. **Appendix B** tells you how many lines you can use and how much text you can fit on a line for each font.

After loading **PrintMaster Plus**, the steps involved in creating a greeting card are:

1. Select **Card** from the **Project Choices** menu.

2. Select **New Card** from the **Project Options** menu. This takes you to the **What Next?** menu for greeting cards below, which shows you the options available.



3. Select **Border Cover** and then select a **Border Source**, usually **This Disk** (unless you have other border designs from a program like **Fonts & Borders** on another disk). Select a border library. **PrintMaster Plus** displays a sample of each border design when you highlight the border name. Highlight the border you want and press **ENTER**. You return to the **What Next?** menu.

4. Select **Text Cover** and then select a **Font Source**, usually **This Disk** (unless you have other fonts from a program like **Fonts & Borders** on another disk). Select a font library. **PrintMaster Plus** displays a sample of each font when you highlight the font name. Highlight the font you want and press **ENTER**.

5. Enter your cover text. All of **PrintMaster Plus'** editing features are at your disposal. You can insert, erase or delete a line of text. You can change fonts, font texture, font size or text alignment. Press the **Quit** key (**F1** for IBM and compatibles, **Esc** for Apple II and **Up arrow** for Commodore 64/128) to leave the **Text Editor**. You return to the **What Next?** menu.

6. Select **Graphic 1 Cover** and then select a **Graphic Source**, usually **This Disk** unless you have graphics from a program like **Art Gallery I** or **II**, **Art Gallery: Fantasy** or **Art Gallery: American History** on another disk. Select a graphic library. **PrintMaster Plus** displays each graphic on the page when you highlight the graphic name. Select the graphic you want or move to the next page of graphics by highlighting the option you want and pressing **ENTER**.

7. Select a graphic size. Your options are **Double size**, **Regular** and **Half size**.

8. Select a graphic layout. Your options are **Diagonal** and **Freehand**. For half-size graphics you also have a **Background** option (see **Selecting a Graphic Layout Pattern** (pages 58 - 61) for more information).

9. If you selected **Freehand**, place the graphic wherever you want it by moving the highlight and pressing **ENTER**. Press **Q** when you are satisfied. You return to the **What Next?** menu.

10. Repeat steps 6 through 9 to include a second graphic on your card cover. You may want to use the **Preview Design** option to see what your card looks like so far. Remember, you can always return to any of the options you've already used to make changes.

Hint: *If you want to change your text, or the size or placement of graphics, select* **No change** *from the font or graphic source menu. You'll avoid having to reselect your font or graphic and can proceed with your changes more quickly.*

11. Repeat steps 3 through 10 for the inside of your card. Preview it, make any adjustments, and you're ready to print.

12. Select **Design Completed** and then **Print Design.** Select the number of copies (if you want more than 1) and mirrored printing (if you want it) before you select a printing quality level.

13. If you are using an IBM or compatible, you have the choice of **Standard Quality** or **High Quality** and a further choice of **Unsmoothed** (jagged edges) or **Smoothed** (rounded edges).

Hint: *If you want multiple copies of a greeting card, we suggest that you print one copy at high quality and then photocopy as many duplicates as you want. Printing multiply high quality copies on your printer will tend to overwork the print head.*

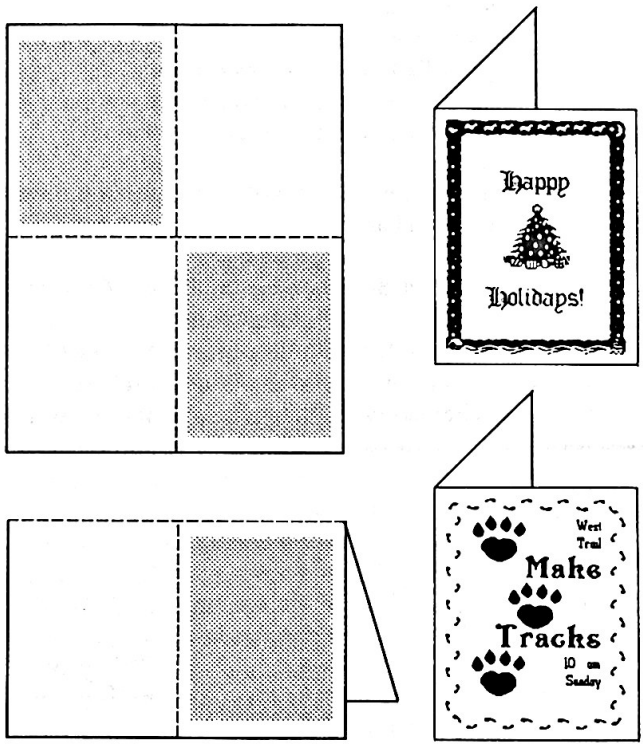
14. You can save your design before you begin another project or leave **PrintMaster Plus.**

GREETING CARD SAMPLES AND ADDITIONAL NOTES

Here are some sample greeting cards to give you an idea of what you can do with **PrintMaster Plus.**

How to Fold a Greeting Card

With the printed side down, bring the top and bottom edges together and crease the fold. With the inside of the card facing you, bring the left edge to the right edge (so that the cover is now on top) and crease the fold.



SECTION 5 CREATING A BANNER

Nothing grabs attention like a well-designed **PrintMaster Plus** banner! You can celebrate birthdays or other special occasions in style, make sure your events won't be missed and get your message across in a big way.

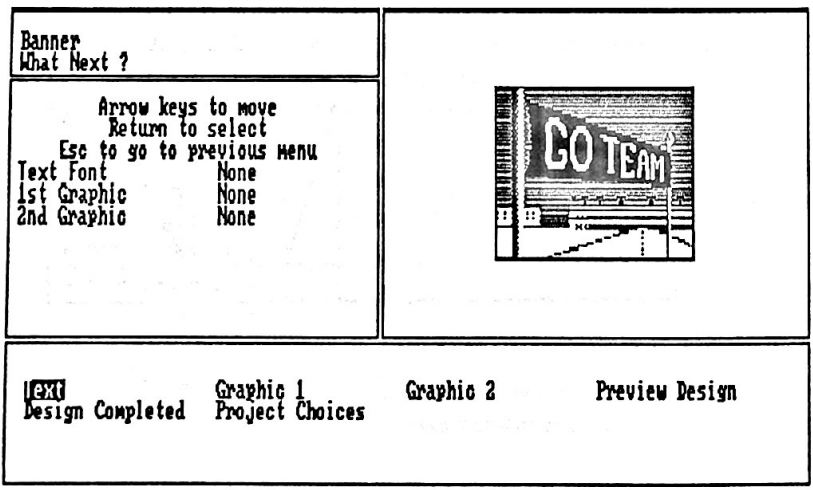
And nothing could be easier than creating a **PrintMaster Plus** banner. All you need to do is select a graphic or two and a font, type your message and you're ready to print.

The amount of text that will fit on a banner depends on the font you select and whether or not you use graphics. **Appendix B** tells you how many characters you can use for each font. Remember, you can always print a longer banner by creating it in sections.

After loading **PrintMaster Plus**, the steps involved in creating a banner are:

1. Select **Banner** from the **Project Choices** menu.

2. Select **New Banner** from the **Project Options** menu. This take you to the **What Next?** menu for banners below, which shows you the options available.



3. Select **Text** and then select a **Font Source**, usually **This Disk** (unless you have other fonts from a program like **Fonts & Borders** on another disk). Select a font library. **PrintMaster Plus** displays a sample of each font when you highlight the font name. Select the font you want by highlighting it and pressing **ENTER**.

4. Enter your message. You can insert, erase or delete a line of text. You can also change font texture. Press the **Quit** key (**F1** for IBM compatibles, **Esc** for Apple II and **Up arrow** for Commodore 64/128) to leave the **Text Editor**. You return to the **What Next?** menu.

Note: If you are using an IBM, Atari or Amiga, you can change fonts in a banner. Simply split your message onto several lines and assign different fonts to each line. Just be sure to place a space between words (at the end of one line or the beginning of the next).

5. Select **Graphic 1** and then select a **Graphic Source**, usually **This Disk** unless you have graphics from a program like **Art Gallery I** or **II**, **Art Gallery: Fantasy** or **Art Gallery: American History** on another disk. Select a graphic library. **PrintMaster Plus** displays each graphic on the page when you highlight the graphic name. Select the graphic you want or move to the next page of graphics by highlighting your selection and pressing **ENTER**.

6. Select a graphic layout. Your options are **Left End**, **Right End** or **Both Ends**.

7. Repeat steps 5 and 6 to include a second graphic on your banner. (Not available for Apple II and Commodore 64/128 versions.)

8. Select **Preview Design** to see what your banner looks like so far. Remember, you can always return to any of the options you've already used to make changes.

Hint: *If you want to change just your message or graphic placement, select* **No change** *from the font or graphic source menu. You'll avoid having to reselect your font or graphic and can proceed with your changes more quickly.*

9. Select **Design Completed** and then **Print Design**. Select the number of copies (if you want more than 1) and mirrored printing (we don't recommend this for banners) before you select a printing quality level.

10. If you are using an IBM or compatible, you have the choice of **Standard Quality** or **High Quality** and a further choice of **Unsmoothed** (jagged edges) or **Smoothed** (rounded edges).

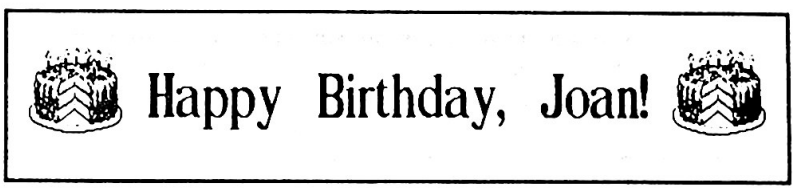
11. You can save your design before you begin another project or leave **PrintMaster Plus.**

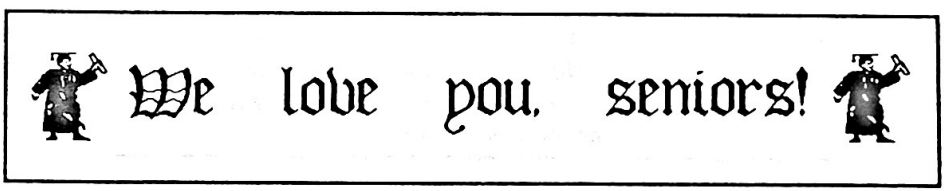
BANNER SAMPLES AND ADDITIONAL NOTES

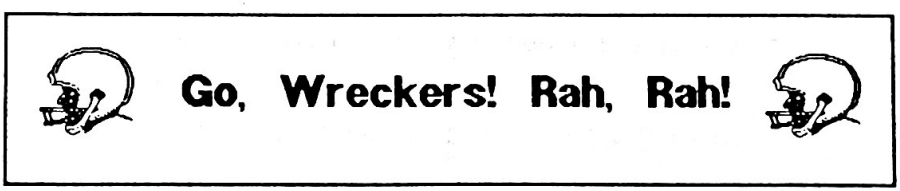
You can create as long a banner as you wish by dividing your message up into **PrintMaster Plus** banner-size chunks. Simply place a graphic on the left end only of the first banner, place just text -- no graphics at all -- on any middle banners, and then create the final banner with the end of the text and a graphic on the right end.

When you are done, you can either print one banner after the other on continuous feed paper (like on most dot-matrix printers) or print each one separately and then tape them together.

Here are some sample banners to give you an idea of what you can do with **PrintMaster Plus.**







SECTION 6 CREATING STATIONERY

Stationery design is another of **PrintMaster Plus'** versatile projects. You can create personalized letterhead or note paper to suit your every mood -- serious and businesslike or whimsical and light-hearted. Once you've created your stationery, you can use it the same way you would an expensive custom-designed letterhead. You can feed it back into your printer for letters or other computer projects or photocopy it to get multiple copies.

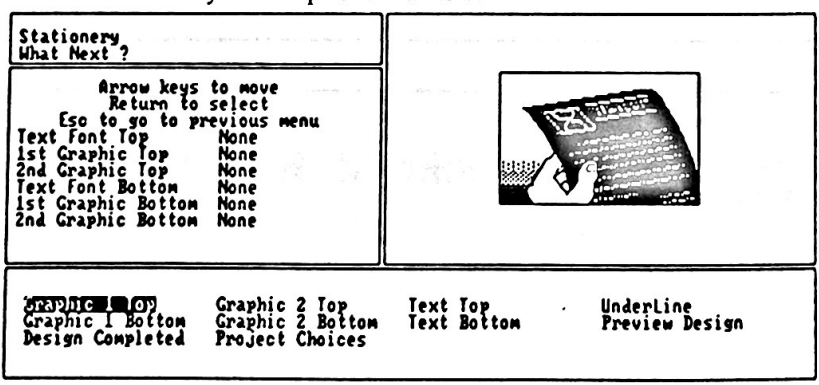
When you work on stationery you actually create two separate designs -- one for the top of the page and another for the bottom. This means two complete sets of font, text and graphic choices.

The amount of text that will fit on the top line of each section depends on where you place the graphics, the font select and whether or not you want the text to print over the graphics. **Appendix B** tells you how much text you can fit on each top line for each font.

The steps involved in creating stationery are:

1. Select **Stationery** from the **Project Choices** menu.

2. Select **New Stationery** from the **Project Options** menu. The **What Next?** menu for stationery cards below shows you the options available.



3. Select **Graphic 1 Top** and then select a **Graphic Source**, usually **This Disk** unless you have graphics from a program like **Art Gallery I** or **II**, **Art Gallery: Fantasy** or **Art Gallery: American History** on another disk. Select a graphic library. **PrintMaster Plus** displays each graphic on the page when you highlight the graphic name. Select the graphic you want or move to the next page of graphics by moving the highlight and pressing **ENTER**.

4. Select a graphic layout. Your options are **Both, Left, Right, Centered, Background, Three Centered** and **Five Centered**. (Apple II and Commodore 64/128 versions substitutes **Six Centered** for the last two choices.)

5. Repeat steps 3 and 4 to include a second graphic at the top of your stationery. (Not available in Apple II and Commodore 64/128 versions.) You return to the **What Next?** menu.

6. Select **Text Top** and then select a **Font Source**, usually **This Disk** (unless you have other fonts from a program like **Fonts & Borders** on another disk). Select a font library. **PrintMaster Plus** displays a sample of each font when you highlight the font name. Select the font you want by highlighting it and pressing **ENTER**.

7. The top line of text is in the font of your choice, but the remaining two lines are always in the Editor font (47 character per line maximum). Enter your text. You can change fonts, font texture or text alignment. Press the **Quit** key (**F1** for IBM compatibles, **Esc** for Apple II and **Up arrow** for Commodore 64/128) to leave the **Text Editor**. You return to the **What Next?** menu.

8. The **Underline** option allows you to place a horizontal line under the top part of your stationery. Select **Underline**. Your options are **Line** and **No line**. Select an option. You return to the **What Next?** menu.

9. You may want to use the **Preview Design** option to see what the top of your stationery looks like so far. Remember, you can always return to any of the options you've already used to make changes.

Hint: *If you want to change your text or the placement of graphics, select* **No change** *from the font or graphic source menu. You'll avoid having to reselect your font or graphic and can proceed with your changes more quickly.*

10. Repeat steps 3 through 8 for the bottom half of your stationery. Preview it, make any adjustments, and you're ready to print.

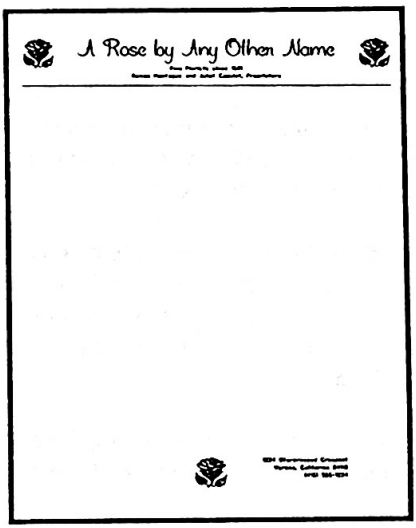
11. Select **Design Completed** and then **Print Design**. Select the number of copies (if you want more than 1) and mirrored printing (if you want it) before you select a printing quality level.

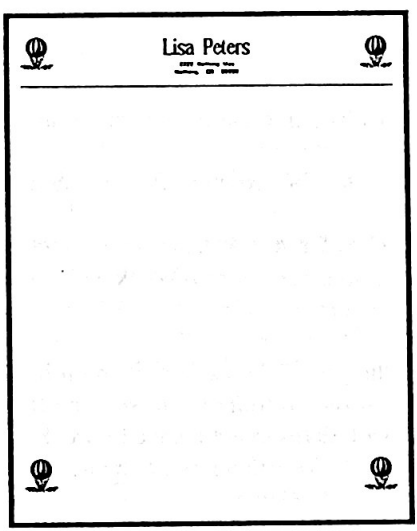
12. If you are using an IBM or compatible, you have the choice of **Standard Quality** or **High Quality** and a further choice of **Unsmoothed** (jagged edges) or **Smoothed** (rounded edges).

13. You can save your design before you begin another project or leave **PrintMaster Plus**.

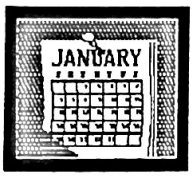
STATIONERY SAMPLES AND ADDITIONAL NOTES

Here are some more sample stationery designs to give you an idea of what you can do with **PrintMaster Plus.**





SECTION 7 CREATING A CALENDAR



The calendar is another of **PrintMaster Plus'** versatile and innovative projects. You can create weekly calendars or monthly calendars, special-purpose calendars with custom-designed headings or simple, generic, fill-in-the-blank ones.

With **PrintMaster Plus** and just a very few minutes you can create vacation schedules, weekly menus, appointment calendars or assignment schedules for years to come. You can create any kind of calendar you need to help you keep organized and on top of events.

PrintMaster Plus allows you to create two basic kinds of calendars -- weekly and monthly -- each with its own design features. In addition, you can select two different weekly calendar formats -- one with dates (specific) and one without (generic).

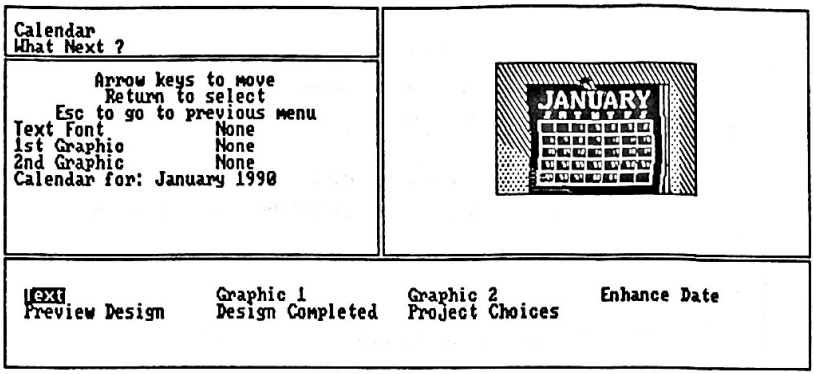
You can only use a single font in your calendar heading and the number of characters you can have depends on the font you select. **Appendix B** tells you how much text you can fit on a line for each font. All enhancements on monthly and weekly-with-date calendars are in the Editor font.

The steps involved in creating a calendar are:

1. Select **Calendar** from the **Project Choices** menu.

2. Select **New Calendar** from the **Project Options** menu. Your options are **Month, Week with dates** and **Week no dates**. Select an option.

3. Enter the year. Then select the month from the display at the bottom of your screen. If you selected **Week with dates** select a specific week. The **What Next?** menu for calendars on the next page shows you the options available.



4. Select **Text** and then select a **Font Source**, usually **This Disk** (unless you have other fonts from a program like **Fonts & Borders** on another disk). Select a font library. **PrintMaster Plus** displays a sample of each font when you highlight the font name. Select the font you want by highlighting it and pressing **ENTER**.

5. The month and year you selected are already on screen. You can accept them by pressing the **Quit** key (**F1** for IBM compatibles, **Esc** for Apple II and **Up arrow** for Commodore 64/128) or you can erase the line and enter your own heading. You can also change font texture or switch to another font. Press **Quit** to leave the **Text Editor** and return to the **What Next?** menu.

6. Select **Graphic 1** and then select a **Graphic Source**, usually **This Disk** unless you have graphics from a program like **Art Gallery I** or **II**, **Art Gallery: Fantasy** or **Art Gallery: American History** on another disk. Select a graphic library. **PrintMaster Plus** displays each graphic on the page when you highlight the graphic name. Select the graphic you want or move to the next page of graphics by moving the highlight and pressing **ENTER**.

7. Select a graphic layout. Your placement options are **Left End**, **Right End** or **Both Ends**.

8. Repeat steps 6 and 7 to include a second graphic on your calendar. (Not available on Apple II and Commodore 64/128.)

9. If you selected **Month** or **Week with dates** you can enhance any day on your calendar with text. Select **Enhance Date**. Your options are **Add text**, **Remove text** and **Continue** (return to the **What Next?** menu).

10. Select **Add text** and enter the date you want to enhance with text. On a monthly calendar you can add three lines of five characters each. On a Week-with-dates calendar you can add three lines with 24 characters each. Type your text.

11. Select **Add text** to enhance another date or **Continue** to return to the **What Next?** menu.

12. Select **Preview Design** to see what your calendar looks like so far. Remember, you can always return to any of the options you've already used to make changes.

Hint: *If you want to change just your message or graphic placement, select* **No change** *from the font or graphic source menu. You'll avoid having to reselect your font or graphic and can proceed with your changes more quickly.*

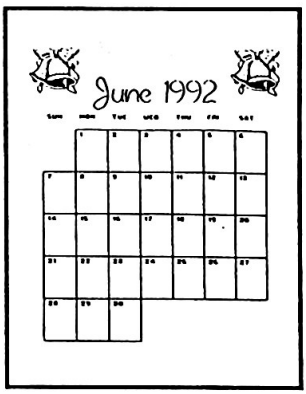
13. Select **Design Completed** and then **Print Design**. Select the number of copies (if you want more than 1) and mirrored printing (if you want it) before you select a printing quality level.

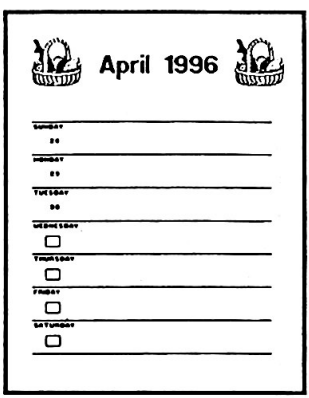
14. If you are using an IBM or compatible, you have the choice of **Standard Quality** or **High Quality** and a further choice of **Unsmoothed** (jagged edges) or **Smoothed** (rounded edges).

15. You can save your design before you begin another project or leave **PrintMaster Plus**.

CALENDAR SAMPLES AND ADDITIONAL NOTES

Here are some sample calendars to give you an idea of what you can do with **PrintMaster Plus.**





SECTION 8 STARTING A PROJECT

You begin all **PrintMaster Plus** projects the same way -- by selecting a project from the **Project Choices** menu shown below.

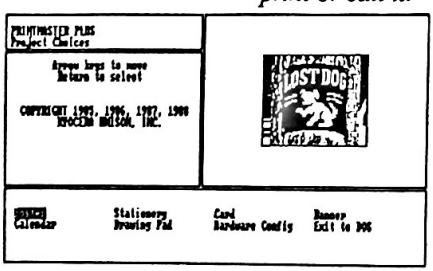
For example, select **Poster** and **PrintMaster Plus** moves you to the **Project Options** menu (also shown below) where your options are:

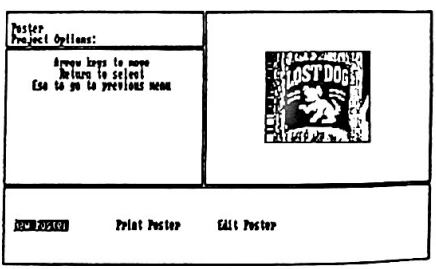
New Poster Allows you to create a new poster. Select this option and **PrintMaster Plus** moves you to the **What Next?** menu from which you can create your new poster.

Print Poster Allows you to print a poster you created earlier and stored on your data disk. Select this option and **PrintMaster Plus** asks you to indicate the poster you want to print before moving you to the **Design Completed** menu.

Edit Poster Allows you to make changes to a poster that you created earlier and stored on your data disk. Select this option and **PrintMaster Plus** asks you to indicate the poster you want to edit before moving you to the **What Next?** menu.

Hint: Make sure that the poster, banner, greeting card, calendar or stationery design you want to print or edit is located in your data drive before you try to print or edit it.



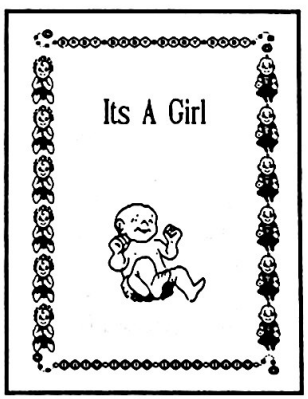


SECTION 9 WORKING WITH BORDERS

Borders form an important part of your **PrintMaster Plus** design tools. With the right border you can turn a humdrum greeting card into a real eye-catcher -- you can turn a so-so poster into one that gets results. With the borders in **PrintMaster Plus** you can let your creativity run free.

PrintMaster Plus makes working with borders very easy. All you have to do is select one from **PrintMaster Plus'** library of 11 pre-designed borders. Or if you add Unison World's **Fonts & Borders** you have access to another 20 border designs. In either case, **PrintMaster Plus** walks you through the process of selecting a border with a minimum of effort.

*Note: If you select the background layout pattern for half-size graphics, the border may print on top of the graphics. You'll find more information about this in the **Working with Graphics** section.*



SELECTING A BORDER

The first step in incorporating a border into your PrintMaster Plus project is selecting the border design. You begin by selecting the **Border** option from the **What Next?** menu.

Select a Border Source

PrintMaster Plus asks you to **Select a Border Source.** This is the location where the border designs are stored. Your options are:

This Disk The borders are stored on the disk that is in the disk drive (or in the current hard disk directory).

Another Disk The borders are stored on your data disk. This option is not available in the Commodore 64/128 version.

No Border You've decided not to include a border in this part of the project. If you select this option PrintMaster Plus returns you to the **What Next?** menu.

No Change No changes are made to the current border selection and you return to the **What Next?** menu. This option appears only when you are editing a previous project or changing a current one.

Select a border source by moving the highlight and pressing ENTER. If you are using PrintMaster Plus borders only -- and not borders from **Fonts & Borders** -- you are ready to select a border from the list that PrintMaster Plus displays. In this case, PrintMaster Plus skips immediately to **Select a Border**, and you can skip the next few paragraphs and go directly to the **Select a Border** section.

Select a Border Library

If you have added to the basic **PrintMaster Plus** border library with borders from another program -- such as **Fonts & Borders** -- the program asks you to **Select a Border library**. A library is a group of borders stored together in a single computer file.

For example, all of the **PrintMaster Plus** borders are stored in a single library. Border designs from **Fonts & Borders** would be stored in two additional libraries.

In choosing a border library your options may include:

BORDER1 These are the standard borders that are part of **PrintMaster Plus.**

BORDER2 These are borders from the **Fonts & Borders** program.

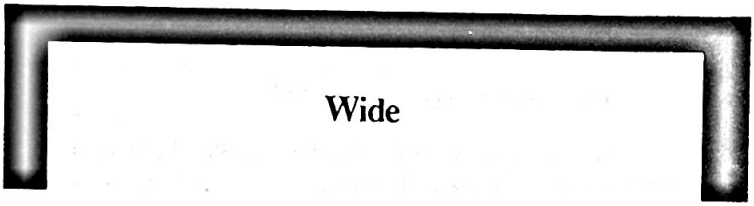
BORDER3 These are additional borders from the **Fonts & Borders** program.

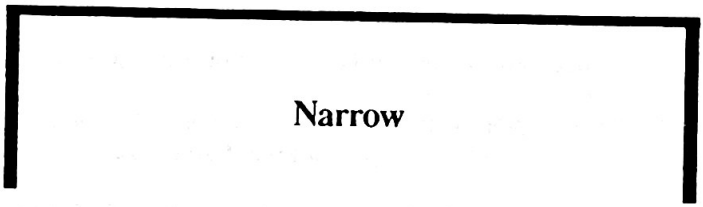
You can select a border library simply by moving the highlight and pressing **ENTER.**

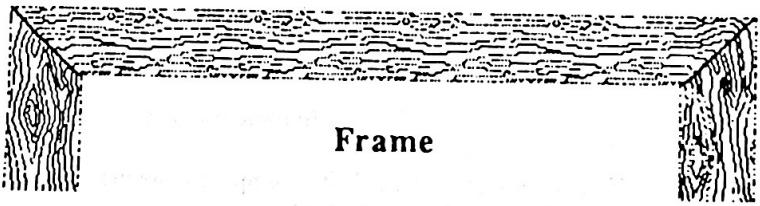
Select a Border

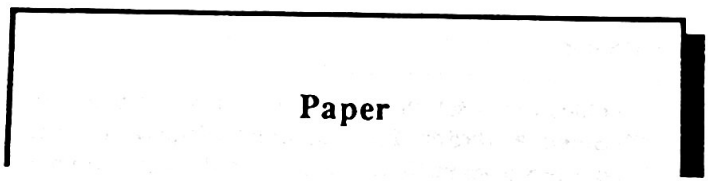
Once you've selected a disk and a library, you are ready to **Select a Border**. **PrintMaster Plus** displays the names of borders from the library you selected at the bottom of your screen. As you move the highlight to each border name, a sample of the border appears in the icon box on the right side of the screen. Select the border you want by pressing **ENTER.**

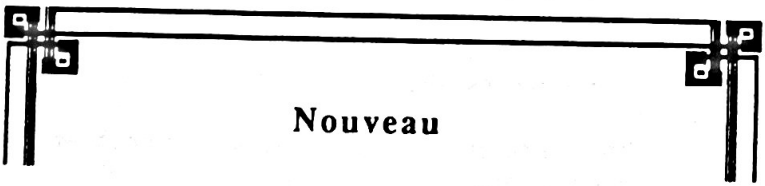
The 11 standard **PrintMaster Plus** borders are shown on the next two pages.

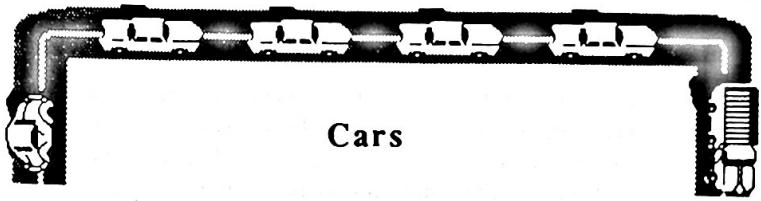

Wide

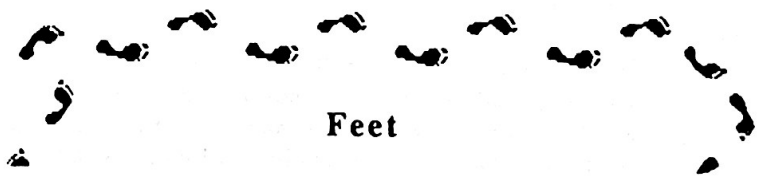

Narrow

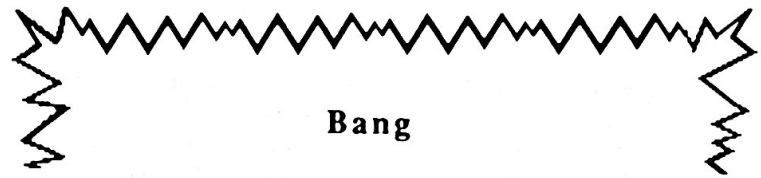

Frame

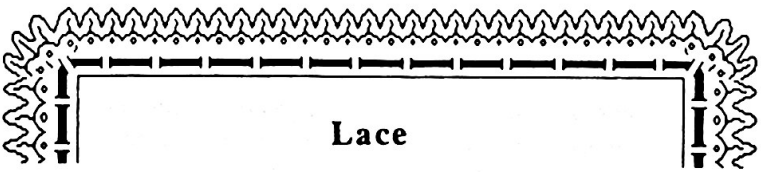

Paper

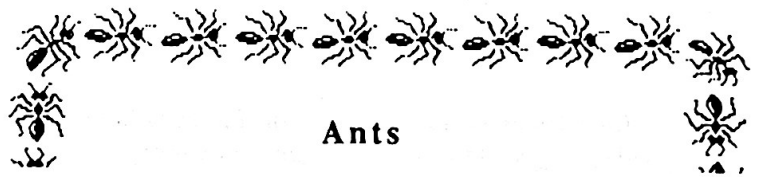

Nouveau


Cars


Feet


Bang


Lace


Ants

Christmas

SECTION 10 WORKING WITH TEXT

A picture may be worth a thousand words, but there's nothing like a few well chosen words to add a lot of meaning to your **PrintMaster Plus** design. Imagine a garage sale poster without the words Garage Sale or a Happy Birthday banner with only a cake on it and you'll know what we mean.

Working with **PrintMaster Plus** text is very easy, since each step leads directly to the next (and bypasses any steps that aren't relevant at the moment). All you need to do is select one of the ten **PrintMaster Plus** fonts and start typing your text in the **Text Editor.**

You have a choice of upper and lower case letters, numbers, punctuation marks and a few special characters like @, #, %, and *. The font displays later in this section show which special characters are available for each font. And with the addition of Unison World's **Fonts & Borders** package, you have access to another 20 fonts.

Once in the **Text Editor** you can change the font texture and the font size (posters and greeting cards only) to suit your needs. You can also align your text along the left margin, the right margin or center it. Nothing could be easier. In fact, the hardest part may be deciding on your message.

Instructions for accomplishing all of these tasks (except deciding what to type) are on the next few pages.

Note: If you place text and graphics in the same spot the text will always be superimposed on top of the graphics.

SELECTING A FONT

The first step in incorporating text into your **PrintMaster Plus** project is selecting the font. You begin by selecting the Text option from the **What Next?** menu.

Select a Font Source

PrintMaster Plus asks you to **Select a Font Source**. This is the location where the fonts are stored. Your options are:

This Disk The fonts are stored on the disk that is in the disk drive (or in the current hard disk directory).

Another Disk The fonts are stored on your data disk. This option is not available in Apple II and Commodore 64/128 versions.

No Font You've decided not to include text in this part of the project. If you select this option **PrintMaster Plus** returns you to the **What Next?** menu.

No Change No changes are made to the current font selection and you return to the **Text Editor**. This option appears only when you are editing a previous project or changing a current one.

To select a font source move the highlight and press **ENTER**. If you are using **PrintMaster Plus** fonts only -- and not fonts from **Fonts & Borders** -- you are ready to select a font from the list that **PrintMaster Plus** displays. In this case, **PrintMaster Plus** skips immediately to **Select a Font**, and you can skip the next few paragraphs and go directly to the **Select a Font** section.

Select a Font Library

If you have added to the basic **PrintMaster Plus** font library with fonts from another program -- such as **Fonts & Borders** -- the program asks you to **Select a Font library**. A library is a group of fonts stored together in a single computer file.

For example, all of the **PrintMaster Plus** fonts are stored in a single library. Fonts from **Fonts & Borders** would be stored in three additional libraries.

In choosing a font library your options may include:

FONT1 These are the standard fonts that are part of **PrintMaster Plus.**

FONT2 These are fonts from the **Fonts & Borders** program.

FONT3 These are additional fonts from the **Fonts & Borders** program.

FONT4 These are additional fonts from the **Fonts & Borders** program.

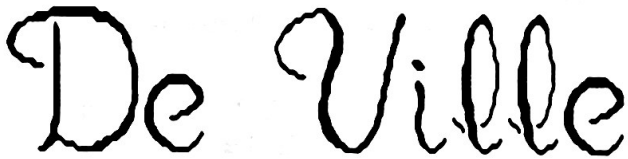
You can select a font library simply by moving the highlight and pressing **ENTER.**

Select a Font

Once you've selected a disk and a library, you are ready to **Select a Font**. **PrintMaster Plus** displays the names of fonts from the library you selected at the bottom of your screen. As you move the highlight to each font name, a sample of the font appears in the icon box on the right side of the screen. Select the font you want by pressing **ENTER.**

The ten standard **PrintMaster Plus** fonts are shown on this page and the next.

---------- DeVille ----------



---------- Scribe ----------

---------- Office ----------

---------- Hampton ----------

---------- Tribune ----------

Tribune

---------- Western ----------

Western

---------- Utopia ----------

Utopia

---------- Computer ----------

Computer

---------- Smallcap ----------

SMALLCAP

Note: Smallcaps is not available in the Apple II and Commodore 64/128 versions of ***PrintMaster Plus.***

---------- Editor ----------

Editor

SELECTING FONT SIZES AND TEXTURES

Once you've selected a font, you can further customize it by varying its size and texture. For posters and cards you can select regular or double size text. All other **PrintMaster Plus** projects (banners, calendars and stationery designs) use only one text size. You select font size from the **Text Editor** screen.

When it comes to font texture you have a wide range of choices. Each **PrintMaster Plus** font is available in five different textures, and all textures are available for all projects.

Font Sizes

Since the **PrintMaster Plus** fonts themselves vary in size, the amount of text you can add to a project depends on the font and font size you select. For your convenience, the tables in **Appendix B** show:

* the maximum number of regular or double-size lines that fit on a greeting card or poster using each **PrintMaster Plus** font.

* the maximum number of regular and double-size characters (letters, numbers, punctuation marks and spaces) that fit on a poster or greeting card line using each **PrintMaster Plus** font.

* the number of characters (letters, numbers, punctuation marks and spaces) that fit on a banner, calendar or stationery design using each **PrintMaster Plus** font.

Font Textures

You have five texture options for each of the **PrintMaster Plus** fonts. The textures are Standard, Silhouette, Shadow, Rain and Checker. A sample of each texture in the Office and Western fonts is shown below. You select font texture from the **Text Editor** screen.

Office Standard:

Western Standard:

Office Silhouette:

Western Silhouette:

Office Shadow:

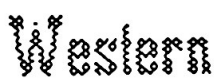
Western Shadow:

Office Rain:

Western Rain:

Office Checker:

Western Checker:



Note: Because of the individual font designs, the various textures look different on each font. Use the ***Preview Design*** *feature to see how the combinations of font and texture look.*

Note: The Rain and Checker textures are not available in the Commodore 64/128 or Apple II versions.

ENTERING TEXT

Once you've selected a font, you are ready to add text to your **PrintMaster Plus** project. **PrintMaster Plus** makes this an easy task by taking you directly to the **Text Editor** screen, where you can begin to type in your text.

While in the **Text Editor** you have a number of options. The keys shown in parentheses (F1) are the IBM function keys you press to use these options. **Appendix C** shows the **Text Editor** keys for other **PrintMaster Plus** versions.

With the exception of the **Quit** key, which allows you to leave the **Text Editor** whenever you wish, all of the options apply to the current line of text (the line where your cursor is located when you press the option key).

Your **Text Editor** options are:

Quit (F1) Allows you to leave the **Text Editor** and return to the **What Next?** menu. You use this option when you have finished entering text. Use **Esc** for Apple II and **Up arrow** for the Commodore 64/128.

Texture (F2) Allows you to select a font texture for the current line of text. This key scrolls through the available texture options in the following order: Standard, Silhouette, Shadow, Rain, Checker. Use **Ctrl-D** for Apple II and **F5** for the Commodore 64/128.

Each time you press the **Texture** key, **PrintMaster Plus** advances to the next texture. For example, if the current texture is Standard, press **F2** twice to arrive at Shadow. If the current texture is Rain, press **F2** three times to arrive at Silhouette.

Change Size (F3) Allows you to change the size of the font for the current line for posters and greeting cards. The two size choices are regular and double size, and this key acts as a toggle switching between them.

When you press the **Change Size** key, the current line immediately switches to the new size and the rest of the text lines readjust accordingly. Press the **Change Size** key again to switch back to the old size. Use **Ctrl-S** for Apple II and **F3** for Commodore 64/128.

Note: If you have placed text on all available lines and then change the size of any line from regular to double size, you will lose text at the bottom of your design. You can bring the text back by pressing F3 again to revert to regular size

Change Font (F9) Allows you to change the font for the current line of text. This key scrolls through the available font options in the following order: **DeVille, Scribe, Office, Hampton, Tribune, Western, Utopia, Computer, Smallcap and Editor.**

Each time you press the **Change Font** key, **PrintMaster Plus** advances to the next font. For example, if the current font is scribe, press **F4** twice to arrive at the Hampton font. If the current font is Editor, press **F4** three times to arrive at the Office font. Use **Ctrl-F** for Apple and **F7** for Commodore 64/128.

Note: If you Change a line of text to a larger font (like from Editor to DeVille) you may lose some text at the end of the line in the process.

Erase (F5) Allows you to erase the current line of text. This option only removes the text, it does not delete the line. It is not available in the Apple II and Commodore 64/128 versions.

Insert Line (F6) Allows you insert a blank line anywhere in the text. To accomplish this on an Apple II or Commodore 64/128 you must backspace to the desired spot and retype the text.

Alignment (F7) Allows you to align the current line of text to the left, to the right, or to the center. This key scrolls through the options in that order. **PrintMaster Plus** automatically centers text, by default, when you type it in. Use **Ctrl-A** for Apple II and **F1** for Commodore 64/128.

Delete Line (F8) Allows you to delete a line anywhere in the text. This option removes both the text and the space for the line. To accomplish this on a Commodore 64/128 you can press the **CLR HOME** key. On an Apple II move the cursor to the end of the line and press **DELETE** or the **Left arrow** key.

Change Font Library (F9) Allows you to switch to another font library and select a new font for the current line. This option is only available on IBM and compatible versions of **PrintMaster Plus.** When you select this option **PrintMaster Plus** displays the **Select a Font Source, Select a Font Library** and **Select a Font** screens just as it did when you initially selected a text font.

Hint: *In IBM and compatible versions of **PrintMaster Plus** you can use multiple fonts and textures in a banner design if you divide the banner text into several lines. You can then use the option keys to assign different fonts and/or textures to each line.*

When you have finished entering text, aligning it and assigning fonts and textures be sure to leave the **Text Editor** by using the **Quit** key (**F1** for IBM compatibles, **Esc** for Apple II and **Up arrow** for Commodore 64/128). **PrintMaster Plus** returns you to the **What Next?** menu to continue with your project.

SECTION 11 WORKING WITH GRAPHICS

PrintMaster Plus allows you to include at least two different graphics in each project. You can have as many as four different graphics (two each on the top and bottom or on the outside and inside) as part of your stationery or greeting card.

*Note: The Apple II and Commodore 64/128 versions of **PrintMaster Plus** allow two different graphics on banners and posters, but only one graphic on a calendar. These versions allow a total of two different graphics (one inside and another outside and one at the top and another at the bottom) on greeting card and stationery designs.*

For your convenience, the program comes equipped with 111 pre-designed picture-type graphics and 11 pattern-type graphics. You can add even more graphics to your **PrintMaster Plus** libraries by using Unison World's **Art Gallery** products or other compatible clip-art programs. You can also add to your collection of graphics by creating your own graphics with the **PrintMaster Plus** Drawing Pad. (See Section 13 for detailed instructions on using the Drawing Pad.)

Working with **PrintMaster Plus** graphics is very easy, since each step leads directly to the next (and bypasses any that aren't relevant at the moment). All you need to do is select a graphic, select a graphic size, select a graphic layout pattern, and, if you select the freehand layout pattern, position the graphic on the page. On the next few pages you will find instructions for doing all of these tasks.

Note: If you place text and graphics in the same spot the text will always be superimposed on top of the graphics.

SELECTING A GRAPHIC

The first step in incorporating a graphic into your **PrintMaster Plus** project is selecting the graphic. You begin by selecting one of the Graphic options from the **What Next?** menu.

Select First Graphic Source

PrintMaster Plus asks you to **Select first graphic source.** This is the location where the graphic is stored. Your options are:

This Disk The graphic is stored on the disk that is in the disk drive (or in the current hard disk directory).

Another Disk The graphic is stored on your data disk.

No Graphic You've decided not to include a graphic in this part of the project. If you select this option **PrintMaster Plus** returns you to the **What Next?** menu.

No Change No changes are made to the current graphic selection and you return to the **What Next?** menu. This option appears only when you are editing a previous project or changing a current one.

Select a graphic source by moving the highlight and pressing **ENTER**.

If you are using **PrintMaster Plus** graphics only -- and not graphics from an **Art Gallery** or some other clip-art program or graphics you designed yourself -- you are ready to select a graphic from the pages of the **PrintMaster Plus** graphic library. You can skip the next page and go directly to the **Select First Graphic** section.

Select Graphics Library

If you have added to the basic **PrintMaster Plus** library, the program asks you to **Select a graphics library**. A library is a group of graphics stored together in a single computer file.

For example, all of the **PrintMaster Plus** graphics are stored in a single library. Graphics from **Art Gallery I** would be stored in another library. And graphics you create using the Drawing Pad would be stored in yet another library.

In choosing a library your options may include:

Standard These are the standard pre-designed graphics that are part of **PrintMaster Plus.**

Custom These are graphics that you have developed or modified using **PrintMaster Plus'** Drawing Pad feature.

GALLERY1 These are the graphics found in the **Art Gallery I** package. **Art Gallery II** graphics would be listed in the **GALLERY2** library.

And if you have imported clip art from another program, such as **Art Gallery: American History** or **Art Gallery: Fantasy**, the library file containing graphics you can use in **PrintMaster Plus** will also be listed here.

You can select a graphics library simply by highlighting its name and pressing **ENTER.**

Select First Graphic

Once you've selected a disk (or a disk and a library), you are ready to **Select first graphic.** **PrintMaster Plus** displays the names of graphics from its library in pages on the bottom of your screen. As you move the highlight to each graphic name, the actual graphic appears in the icon box on the right side of the screen.

The last item on each page (except the last) is **Next Page.** If you move the highlight to this item and press **ENTER**, **PrintMaster Plus** displays the next page of graphics. You can browse through the graphics on a page and through the pages in a library as many times as you'd like.

*Hint: You can move quickly to the **Next Page** of graphics by pressing the **Left** or **Up arrow** once from the top of each page to highlight the **Next Page** option. Then press **ENTER** to see the next page of graphics.*

When you are ready, select a graphic by highlighting its name and pressing **ENTER**.

*Note: Graphics can be displayed only if your computer is equipped with graphics capabilities and you have correctly configured **PrintMaster Plus** for your system. If you don't see graphics in the icon box on your screen, refer to Appendix A to see what each of the **PrintMaster Plus** graphics looks like.*

When you return to the **What Next?** menu you'll find that the project status area on the screen shows the name of the graphic you selected.

If you are working on a poster or greeting card the next step is to select a graphic size.

If you are working on a banner, calendar or stationery design the next step is to select a graphic layout. You can skip directly to the **Selecting a Graphic Layout** section.

SELECTING A GRAPHIC SIZE

Graphics on **PrintMaster Plus** banners, calendars and stationery designs are available in only one size. But if you are working on a poster or greeting card you can produce a graphic in three different sizes: double-size, regular and half-size. As soon as you select a poster or greeting card graphic, **PrintMaster Plus** asks you to select a graphic size. Your options are:

Double-size The graphic fills the background of the poster or greeting card. Only one graphic fits on a poster or card.

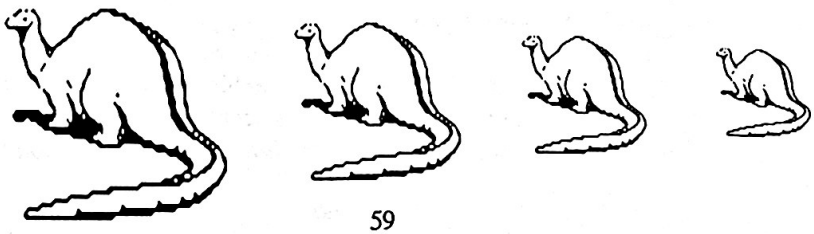
Regular The graphic fills roughly one sixth of the space available inside the border of a poster or greeting card.

Half-size The graphic fills only 1/15 of the space available inside the border of a poster or greeting card.

Note: You can, of course, mix graphics of one size with graphics of another in the same project.

The illustration below shows the relative sizes of **PrintMaster Plus** graphics. These graphics have been reduced to fit on the page. The actual dimensions are roughly:

6" x 6"	double-size poster, banner
3" x 3"	double-size card, regular poster
1-1/2" x 1-1/2"	regular card, half-size poster, calendar
3/4" x 3/4"	half-size card, stationery



SELECTING A GRAPHIC LAYOUT PATTERN

PrintMaster Plus gives you lots of layout options for incorporating graphics in your projects. As soon as you select a graphic (and graphic size if you have a choice) **PrintMaster Plus** asks you to select a graphic layout.

Banners and Calendars

If you are working with a banner or calendar, your layout options are:

Left The graphic you selected appears only on the left side of your design.

Right The graphic you selected appears only on the right side of your design.

Both ends The graphic you selected appears on both the left and right sides of your design.

*Note: Remember, you can have two different graphics in your design. Using the **Left** and **Right** options, you can place one graphic on the left side of the calendar or banner and another graphic on the right side.*

Posters and Greeting and Cards

If you are working with a poster or a greeting card, your layout options are determined by the graphic size you selected. And for greeting cards you have double the options -- two different graphics on the outside of the card and two more on the inside.

Double-size Graphics

If you selected a double-size graphic, you only have one layout option -- a single graphic centered on the page -- and **PrintMaster Plus** automatically selects this option for

you without even stopping at the **Graphic Layout** screen. Instead, you return to the **What Next?** menu to continue working with your project design.

Posters and Greeting Cards

Regular Graphics

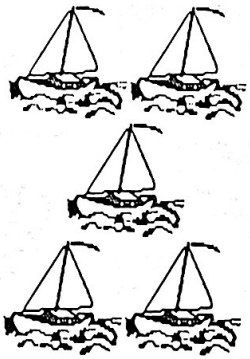
If you selected a regular size graphic, your layout options are:

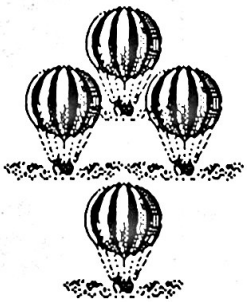
Diagonal The graphic you selected is repeated five times in an X pattern.

Freehand The graphic you selected can be repeated as many times as you like within a grid of five lines containing up to three graphics per line (a total of 15 repeats).

To preview a diagonal layout move the highlight to **Diagonal**. **PrintMaster Plus** displays a diagram of the diagonal layout in the icon box on the right side of the screen. You can select this layout by simply pressing **ENTER**.

If you want more flexibility in placing graphics in your design, select the **Freehand** option by moving the highlight and pressing **ENTER**. You can skip the sections on half-size graphics and stationery layouts and proceed to the **Positioning a Freehand Graphic** section that follows them.





Posters and Greeting Cards

Half-size Graphics

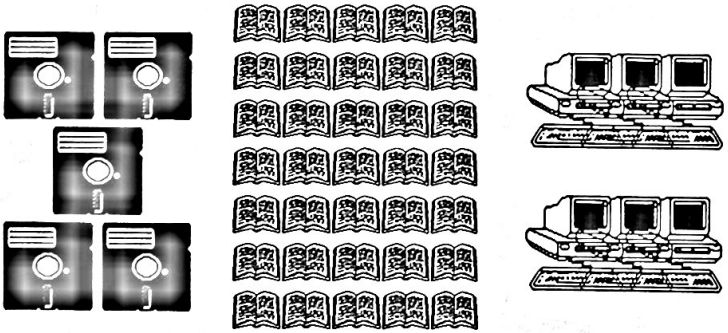
If you selected a half-size graphic your layout options are:

Diagonal The graphic you selected is repeated 13 times in a checkerboard pattern with alternating lines of three graphics and two graphics.

Background The graphic you select is repeated 35 times in a grid of seven lines containing five graphics each. This layout allows no room for a border in your design. Any text you add to the greeting card or poster is printed on top of the background graphics.

Freehand The graphic you selected can be repeated as many times as you like within a grid of seven lines containing up to five graphics per line (a total of 35 repeats).

To select an option simply highlight it and press **ENTER**. The icon box one the screen displays a diagram of the diagonal and background options and a glue pot and drafting tools to represent the freehand option (instructions for using this option are on the page after next).



Stationery

If you are working with a stationery design, you can include as many as four different graphics in your design (two on the top and two on the bottom). **PrintMaster Plus** treats the two sections of a stationery design as two different layouts. Your layout options for each section are:

Left The graphic you selected appears only on the left side of your design.

Right The graphic you selected appears only on the right side of your design.

Both ends The graphic you selected appears on both the left and right sides of your design.

Centered* The graphic you selected appears centered in the upper or lower section of your design.

If you select any of the next three options any text you use is superimposed on top of the graphics.

Background The graphic you selected is repeated ten times across the top or bottom section of your design.

Three centered* The graphic you selected is repeated and centered three times across the top or bottom section of your design.

Five centered* The graphic you selected is repeated and centered five times across the top or bottom section of your design.

**Note:* *The options marked with an asterisk (*) are not available in Apple II or Commodore 64/128 versions. You can, however, have six graphics centered across the top or bottom section of your design.*

POSITIONING A FREEHAND GRAPHIC

PrintMaster Plus makes it really easy for you to customize your design through freehand graphic layout. When you select this option the icon box on the right side of the screen becomes your work area. The number of graphics you can place in your work area grid depends on the size of graphic you have selected.

If you selected regular graphics, your grid is five lines consisting of three boxes each. If you selected half-size graphics your grid is seven lines consisting of five boxes each. Each box represents a possible graphic position.

You indicate where you want to place a graphic by using the arrow keys to move the highlight (the blinking box) and pressing **ENTER**. Press **ENTER** again on the same spot to remove the graphic. When you are satisfied press **Q** to tell **PrintMaster Plus** you are **All done!**.

Note: The graphics will overlap if you fill the entire freehand grid. If you don't want any overlap in the graphics you can only have three lines containing two graphics each of regular graphics or five lines containing three graphics each of half-size graphics.

*Note: Because **PrintMaster Plus** graphics are actually all different sizes and shapes, we advise you to use the **Preview Design** feature to see how well your selected graphic fits into your design.*

SECTION 12 COMPLETING A DESIGN

When you've selected your border and graphics, picked your font and entered your text, the next step is to do something with this mini-masterpiece you've created. This brings us to the **Design Completed** option on the **What's Next?** menu. When you select this option you move to the **Completed Design** menu, where your options are:

Print Design Allows you to print out your design in one of **PrintMaster Plus**' three levels of printout quality.

Save Design Allows you to save your design on your data disk. Once a design is saved you can return to it at any time to edit it or print it out.

Preview Design Allows you to see what your design looks like before you print it out. This option is also available from the **What Next?** menu. Use it often to check on your work in progress.

Hardware Config Allows you to set up **PrintMaster Plus** for your printer. You can also select a data drive or test your printer. You'll find more complete information about the **Hardware Config** options in the **Getting Started** section at the beginning of this Guide.

Project Choices Allows you to return to the very first **PrintMaster Plus** menu and select another project to work on. If you select this option **PrintMaster Plus** warns you that your design will be lost unless you have saved it! Press **Enter** to return to **Project Choices**, or press **Esc** to go back.

PRINTING A DESIGN

PrintMaster Plus gives you a number of variations to choose from when you are ready to print your design. You begin by selecting the **Print Design** option from the Completed Design menu. Your Print Design options are:

Draft Quality	Allows you to select your printer's lowest quality, most quickly produced output.
Standard Quality	Allows you to select your printer's medium speed and medium quality output.
High Quality	Allows you to print the darkest, most dense graphic your printer can produce.
Number of Copies	Allows you to select the number of copies to be printed.
Normal/Mirror	Allows you to print a normal or reversed image of your design.
Preview Design	Allows you to preview your completed design on your computer screen (if you have graphics capabilities). Because your screen is so much smaller that the final product will be, the preview is only a rough approximation.
Hardware Config	Allows you to set up PrintMaster Plus for your printer and data drive. For more complete information refer to the Getting Started section at the beginning of this Guide.

You can select any printing option by highlighting it and pressing ENTER. However, if you want to print a mirror graphic or multiple copies you must use these options before you select a printing quality level.

Printing Multiple Copies

For IBM users only, **PrintMaster Plus** allows you to print up to 99 copies of your design at any one time. To print multiple copies simply select the **Number of Copies** option on the **Print Options** menu.

PrintMaster Plus asks you to **Enter the number of copies to be printed** and displays your answer on the first line under the icon box on the right side of your screen.

You can now select a print quality and begin printing your copies.

Hint: *Since it can take quite a long time to print out a single project on a dot-matrix printer, you may want to print only one copy and photocopy any duplicates you need.* This will save time, printer ribbon and printer paper.

Printing a Mirror Image

PrintMaster Plus allows you to take your entire design and flip it over before printing it out. What you get is an exact mirror image of your design -- the graphics and border are reversed and the text is backwards. This option is useful for creating T-shirt transfers.

When you select this option **PrintMaster Plus** asks you to indicate **Normal** or **Mirrored** and displays your answer on the second line under the icon box on the right side of the screen. If you wish to print a mirror image, you must say so before you select a printing quality.

Select a Printing Quality

As mentioned earlier, **PrintMaster Plus** lets you choose the quality of your final printed design. Your three options are draft, standard and high quality.

Draft Quality

Draft Quality is the lowest quality your printer will produce, but it is also the fastest. For a dot-matrix printer, Draft Quality means the print head makes one pass over each line. You might select this option when you are in a hurry to see the final product (or if your computer does not have graphics capabilities and you can't use the **Preview Design** option).

When you select this option **PrintMaster Plus** asks you to **Press Enter to print, or press Esc to go back**. If you press **Esc**, **PrintMaster Plus** returns you to the **Print Options** menu. If you press **ENTER**, **PrintMaster Plus** begins printing your design. You can pause the printout by pressing **Spacebar** or cancel it by pressing **Esc**.

Standard Quality

Standard Quality is your printer's middle ground in terms of both quality and speed. For a dot-matrix printer, Standard Quality means the print head makes two passes over each line. Although standard quality takes almost twice as long as draft quality, the finished product looks considerably darker and denser.

If you select this option and are using an IBM or compatible version of **PrintMaster Plus** you have two further printing options:

Unsmoothed The edges of the printed border, graphics and text have the squared-off, angular look that is typical of dot-matrix printers.

Smoothed This unique **PrintMaster Plus** feature evens out the edges of your design elements and gives the graphics and text a smoother, more polished look.

Note: If you are using a laser printer -- like the Kyocera F-1000A -- Standard Quality Smoothed is the highest quality you'll need.

When you select this option, **PrintMaster Plus** asks you to select **Unsmoothed** or **Smoothed** and then **Press Enter to print, or press Esc to go back.**

Tribune

Tribune

High Quality

High Quality is the best that your printer can do in terms of output. It is also the slowest to print out. For a dot-matrix printer High Quality means the print head makes three passes over each line. The resulting print-out project is as dark and dense as a your printer can make it. High Quality printing takes almost three times as long as Draft Quality.

If you are using an IBM compatible version of **PrintMaster Plus** you also have the **Smoothed** and **Unsmoothed** options described on the previous page.

Note: Most laser printers require 1.5 megabytes of memory (RAM) to print a full-page of bit-mapped graphics at 300 dots per inch (DPI). Check you printer manual to determine if you have enough memory available.

SAVING A DESIGN

PrintMaster Plus makes it very easy for you to save a design you've created. Simply highlight the **Save Design** option and press ENTER. **PrintMaster Plus** asks you to

Insert Data Disk in (your data drive).
Type a name for this design, and press Enter or press Esc to go back.:

The file name you type in must be a standard DOS file name with no more than eight letters or numbers, no spaces and no punctuation marks. **PrintMaster Plus** will supply the file name extension.

*Note: The data drive is the one you selected when you first configured **PrintMaster Plus**. If you are running **PrintMaster Plus** from a hard disk, and you have configured the hard disk as your data drive, **PrintMaster Plus** displays the name of your hard drive and you can simply press ENTER. You can change data drives by selecting the **Hardware Config** and **Select Data Drive** options.*

If you press **Esc** instead of entering a filename **PrintMaster Plus** returns you to the **Design Completed** menu.

*Hint: You don't have to wait until you've completed a design before saving it. You can select the **Design Completed** option at any point in your project and save the work you've done so far. You can then return to the project via an **Edit** option and resume work.*

Special Note to Apple II Users

You must create a data disk using your ProDOS Utilities disk (it came with your computer) before you can save **PrintMaster Plus** designs. All you need to do is Format a Volume and name it PMDATA. (See your ProDOS manual.)

When you're ready to save a design just insert your PMDATA disk into the data drive and select the **Save** option. Select the art library in which you want to store the design and enter a file name.

SECTION 13 THE DRAWING PAD

Although **PrintMaster Plus** comes equipped with 122 pre-designed graphics and patterns, sometimes 122 aren't enough and you need to design a graphic of your own for a **PrintMaster Plus** project. But even if you can't draw a straight line without a ruler you can design some fairly sophisticated graphics using the **PrintMaster Plus Drawing Pad.**

The **Drawing Pad** is a built-in graphics editor that lets you customize existing graphics -- like the ones that come with **PrintMaster Plus** -- and create your own. Unfortunately, you can't use the **Drawing Pad** unless your computer has graphics capabilities.

HOW THE DRAWING PAD WORKS

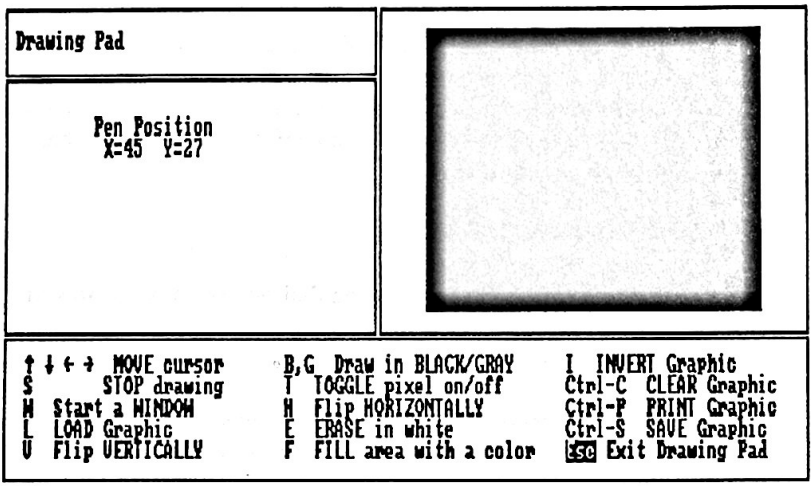
When you enter the **Drawing Pad**, you see a blank area on your screen where the icon box usually is. This is your drawing area. It is a grid made up of dots called picture elements -- or pixels. In a graphic each pixel is either black (turned on) or white (turned off) and you create graphics by moving around the **Drawing Pad** and turning pixels on and off.

The **Drawing Pad** grid is 88 pixels across (the x-axis) by 52 pixels down (the y-axis), for a total of 4,576 pixels at your disposal. Starting from the upper left corner of the **Drawing Pad**, each pixel has its own X-Y address, which is made up of the number of pixels over (x-axis) and the number of pixels down (y-axis) from the corner.

For example, when you first enter the **Drawing Pad**, the flashing cursor, your drawing pen, is in the absolute center of the drawing area. Its location is X-45 Y-27 -- 45 pixels to the right and 27 pixels down. **PrintMaster Plus** keeps you posted at all times as to your pen position. You can use the X-Y coordinate system to help you lay out exact patterns or to create highly structured drawings.

DRAWING PAD OPTIONS

Since each version of **PrintMaster Plus** is slightly different, the best way to learn how the **Drawing Pad** works is to experiment with it. Select **Drawing Pad** from the **Project Choices** menu to enter the **Drawing Pad**. The Apple II and Commodore 64/128 versions ask you to select a graphic to work on first, the other versions take you directly to a blank **Drawing Pad** that looks something like this.



The menu at the bottom of the screen lists the options you can use and the commands that invoke them. Your options are:

Draw in Black Begins drawing in black at the current pen position. Each pixel your pen passes over becomes black. You continue to draw in black until you select another option.

Draw in Gray Begins drawing in gray at the current pen position. Each pixel your pen passes over becomes alternately black and white. The appearance on your screen is checkered, but the actual printout will look gray.

Erase in White	Begins turning off pixels at the current pen position. Each pixel your pen passes over becomes white, effectively erasing what's on the screen.
Stop Drawing	Stops drawing in black or gray or erasing in white. You are free to move your drawing pen without leaving a trail of black, gray or white pixels behind you.
Toggle Pixel on/off	Turns the pixel where the pen is resting on (black) if it's off (white) or off if it's on. It effects only one pixel at a time.
Invert Graphic	Reverses all the pixels in the graphic to create a negative image of your drawing.
Flip Horizontally	Flips your drawing from left to right.
Flip Vertically	Flips your drawing up side down.
Print Graphic	Allows you to print your drawing.
Save Graphic	Allows you to save your drawing so that you can incorporate it into a **PrintMaster Plus** project or work on it again later.
Clear Graphic	Clears the screen and wipes out your drawing. WARNING: Your drawing is gone forever unless you save it first.
Load Graphic	Allows you to select a graphic from your disk to work on. This can be an **Art Gallery** or **PrintMaster Plus** graphic or one you created using the **Drawing Pad.**
Exit Drawing Pad	Allows you to leave the **Drawing Pad.** Anything you are working on when you select this option is lost unless you save it first.

Special Notes for IBM, Amiga and Atari

The following options are available only on the IBM and compatible, Amiga and Atari 520ST and 1040ST versions of **PrintMaster Plus.**

Start Window Allows you select a portion of the graphic to work on. The window begins at the current pen location and stretches to encompass any area you select. Press **ENTER** when you want to freeze the shape and location of the window. Press **Esc** to leave the window mode and return to the regular **Drawing Pad.**

Note: Once you've created a window, you can move it all over the screen and deposit its contents wherever you like. Simply reposition the window and press ENTER. You can use this feature over and over to repeat portions of your drawing.

Fill Area with Color Allows you to completely fill a window with black, gray or white pixels. The fill pattern covers whatever else is in the window. Selecting white fill erases the contents of the window.

Special Notes for Commodore 64/128

In this version of **PrintMaster Plus** you can use the joystick button to switch between drawing in black or gray and erasing in white. It works in the same way as the **F1** key. There are no **Window, Fill** or **Load** functions.

Special Notes for Apple II Family

In this version of **PrintMaster Plus** you must select **Edit Graphic** to get into the editing mode. Use **Ctrl-A** to **Draw** in black, **Erase** in white, **Shade** in gray or **Move** without drawing. There are no **Window** or **Fill** functions.

USING THE DRAWING PAD - A MINI-TUTORIAL

The purpose of this mini-tutorial is to demonstrate the **Drawing Pad's** features and give you an idea of some of the things you can do with it.

Edit an Exiting Drawing

1. Select **Drawing Pad** and load the **Running Shoe** graphic. Let's say you want to change the pattern on the side of the shoe from a lightning bolt to a single stripe.

2. Move the drawing pen (blinking pixel) to the lightning bolt and select the **Erase** option. As you move the drawing pen (use the arrow keys or mouse) the lightning bolt begins to disappear.

   *Note: If you have the **Window** option available you can start a window at one end of the bolt, drag it toward the other, press **ENTER** and then select **Fill** and **Erase** to erase the contents of the window. Press **Esc** to return to the drawing mode.*

3. Select **Stop** when the bolt is gone. Now move the drawing pen to the middle of the white area and select **Black** to begin drawing in black. Use the arrow keys to draw in a stripe that looks something like this.

4. Perhaps you'd like the running shoe to face the other direction. Select **Flip Horizontal** to see. Select **Flip Vertical** for the illusion of running on the ceiling. **Invert** gives you a black shoe with a white stripe.

5. Select **Save Graphic** when you're satisfied and assign it a name like **SHOE1**. Flip the shoe horizontally and save it again as **SHOE2**. The next time you work on a **PrintMaster Plus** project you can place a pair of running shoes facing each other.

Creating a New Graphic

When it comes to creating your own drawing, you are on your own. The best way to learn is to experiment. And if you want some inspiration, remember that every **Art Gallery** and **PrintMaster Plus** graphic can be drawn using the **Drawing Pad**. You may want to load a few graphics to see how certain effects, like a curved line, are achieved. The most important thing, however, is to have fun while you're drawing.

SECTION 14 DESIGN TIPS

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

* Avoid clutter in your posters and cards. Decide at the start which aspect -- text or graphics -- you want to emphasize and then plan your design with that emphasis in mind.

* Avoid overlapping graphics and text -- especially when the overlap causes legibility problems. If you want to create an overlapping effect, try the Background Layout option with one of the available patterned graphics (see Appendix A for a complete list). You can also create or edit your own light-toned graphics for use with text.

* Use the Shadow texture with your font to make your text readable against dark backgrounds.

* Use the Preview function to help you fine tune the positioning of text and graphics on your designs.

* Use different sizes of text whenever possible to clarify your message and to add contrast and impact.

* Use different textures of the same font, or combine fonts that are compatible to create an attractive appearance.

* Although using all capital letters often provides maximum impact, remember that a combination of upper and lower case letters makes for easier reading. In particular, avoid using all capitals when your select the DeVille and Scribe fonts.

* When designing greeting cards, your best bet is to emphasize graphics on the cover as an attention-getter and text on the inside to carry your message.

* Stationery will probably serve its purpose best if you emphasize your name or other title one either the top or the bottom of the page, but not on both.

* When printing your designs, align the paper so that the top edge rests just above the printer head. Use old ribbons for drafts and save your fresh ribbons for final printouts.

* To print out T-shirt transfer**, simply select the mirror print option.

* To add more graphics to your designs, print partial designs and run them back through the printer.

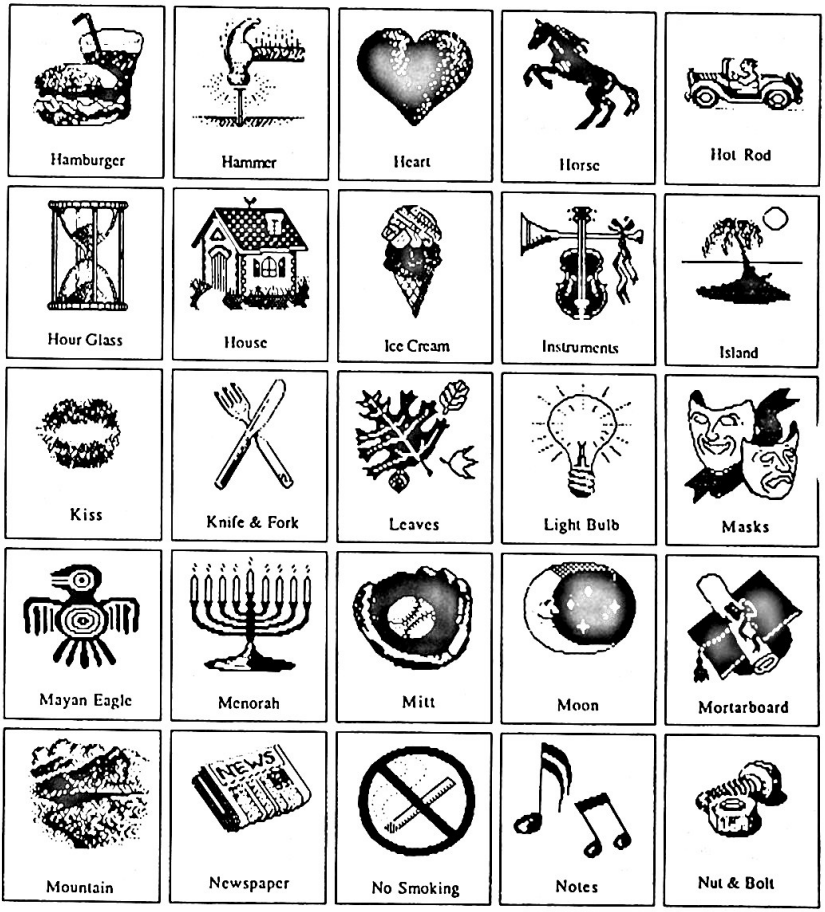
* To add color to your designs, your can print them on colored paper or switch ribbon colors** on each pass when running a design through your printer several times.

* Your **PrintMaster Plus**' designs and some of the newer photocopiers that provide high-contrast copying can make a powerful combo. Many of the photocopiers available today allow you to cleanly reproduce materials assembled with cut-and-paste techniques. You may also be able to enlarge or reduce, or even copy in color, to extend your artistic range even further.

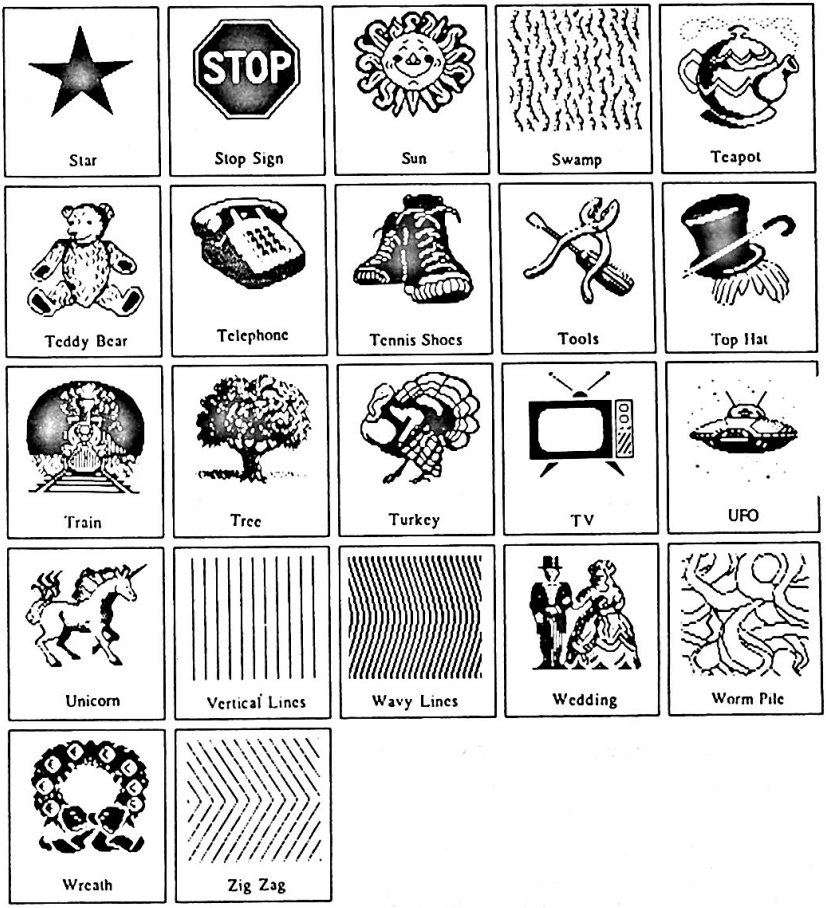
* Don't forget, the most important thing to do while using **PrintMaster Plus** is to have fun!

APPENDIX A PRINTMASTER PLUS GRAPHICS

Cupid
Dancers
Diamond
Dice
Dinner Turkey
Dinosaur
Diskette
Dollar
Dolphin
Dove
Dreidel
Earth
Easter
Exclamation Point
Flag
Football
Football Helmet
Frankenstein
Frog
Gift
Godzilla
Golf Club
Graduate
Gray Dots
Guitar


Hamburger
Hammer
Heart
Horse
Hot Rod
Hour Glass
House
Ice Cream
Instruments
Island
Kiss
Knife & Fork
Leaves
Light Bulb
Masks
Mayan Eagle
Menorah
Mitt
Moon
Mortarboard
Mountain
Newspaper
No Smoking
Notes
Nut & Bolt

Overtime
Paint Palette
Party
Paw Print
Penguin
Piano
Pointing Hand
Polka Dots
Printer
Pumpkin
Puppy
Push Pin
Question Mark
Ribbon
Robot
Rose
Running Shoes
Sailboat
Sandy Stripes
Screwdriver
Scroll & Pen
Skier
Skull
Snail
Snowman


Star
STOP
Stop Sign
Sun
Swamp
Teapot
Teddy Bear
Telephone
Tennis Shoes
Tools
Top Hat
Train
Tree
Turkey
TV
UFO
Unicorn
Vertical Lines
Wavy Lines
Wedding
Worm Pile
Wreath
Zig Zag

APPENDIX B - FONT SIZE VARIATIONS - IBM only

Posters and Greeting Cards

For each **PrintMaster Plus** font, the table below shows the maximum number of regular or double size lines that fit on a greeting card or poster. It also shows the approximate number of regular and double size characters (letters, numbers, punctuation marks, special characters and spaces) that fit on a line. Since **PrintMaster Plus** fonts are proportional (each letter takes up a slightly different amount of space), exact character count varies just a bit.

	Regular Size		Double Size	
Font	Lines	Characters	Lines	Characters
DeVille	7	13	3*	7
Scribe	7	11	3*	6
Office	10	14	5	7
Hampton	11	15	6	8
Tribune	8	17	4	8
Western	11	21	6	10
Utopia	13	24	7	12
Computer	9	16	5	8
Smallcap	18	40	9	20
Editor	18	40	9	20

* You can actually fit 3 double-size lines plus one regular size line on a poster or greeting card.

*Note: If you combine regular and double-size lines on the same card or poster **PrintMaster Plus** automatically adjusts the **Text Editor** screen to let you know how many lines remain.*

Calendars Stationery and Banners

The table below shows the approximate number of characters (letters, numbers, punctuation marks, special characters and spaces) that will fit on a banner, calendar or stationery design for each of the **PrintMaster Plus** fonts. Since **PrintMaster Plus** fonts are proportional (each letter takes up a slightly different amount of space), exact character count varies just a bit.

	Number of Characters		
Font	Banner	Calendar	Stationery
DeVille	36	16	36
Scribe	31	14	31
Office	38	17	38
Hampton	42	19	42
Tribune	46	21	45
Western	56	25	47
Utopia	66	47	29
Computer	43	19	43
Smallcap	109	47	47
Editor	109	47	47

APPENDIX C - TEXT EDITOR KEYS

The table below shows the keys you can use for **Text Editor** options with each of the **PrintMaster Plus** versions.

Function	IBM*	Apple II	Commodore 64/128
Quit	F1	Esc	Up arrow
Texture	F2	Ctrl-D	F5
Change Size	F3	Ctrl-S	F3
Change Font	F4	Ctrl-F	F7
Erase Line	F5	N/A	N/A
Insert Line	F6	Backspace to the desired line and retype text	
Align	F7	Ctrl-A	F1
Delete Line	F8	DELETE or Left arrow	CLR HOME
Change Font Library	F9	N/A	N/A

* IBM also includes Amiga and Atari 520ST and 1040ST

N/A means that this option is not available.

INDEX

A

Add Text 36
Airliner Graphic 81
Alignment 18, 44, 53, 88
American Eagle Graphic 81
Amiga 2, 7, 76, 88
Amiga - Installing PrintMaster Plus 7
Amiga - One-Drive System 7
Amiga - Two-Drive System 7
Amiga - Using a joystick 13
Ants Border 43
Apple Hard Disk 10
Apple II 2, 3, 10, 21, 48, 50-53, 55, 63, 72, 76
Apple II - Installing PrintMaster Plus 10
Apple IIC 3, 10
Apple IIE 3, 10
Apple IIGS 3, 10
Apple UniDisk 10
Atari 520ST and 1040ST 2, 3, 76, 88
Atari 520ST and 1040ST - Installing PrintMaster Plus 8
Atari 520ST and 1040ST - Using a joystick 13

B

Baby Graphic 81
Back-up copies 3
Background Layout 62, 63
Ballet Shoes Graphic 81
Balloon Graphic 81
Band Aid Graphic 81
Bang Border 43
Banners 1, 2, 26, 49, 59, 60
Banners - Graphics 27
Banners - Graphics Layout 27
Banners - Multiple Fonts and Textures 54
Banners - Text 27
Basketball Graphic 81
Beach Graphic 81
Bells Graphic 81
Binkies Graphic 81

Biplane Graphic 81
Bird Graphic 81
Bomb Graphic 81
Book Graphic 81
Border - Ants 43
Border - Bang 43
Border - Cars 43
Border - Christmas 43
Border - Feet 43
Border - Frame 42
Border - Lace 43
Border - Narrow 42
Border - Nouveau 42
Border - Paper 42
Border - Wide 42
Border Cover 23
Border Source 23
Borders 1, 15, 22, 39
Borders - Greeting Cards 23
Bouquet Graphic 81
Bunched text 21

C

Cake Graphic 81
Calendar 1, 2, 34, 49, 59, 60
Calendar - Add text 36
Calendar - Graphics 35
Calendar - Graphics Layout 35
Calendar - Month 34
Calendar - Month - Text 36
Calendar - Remove text 36
Calendar - Text 35
Calendar - Week no dates 34
Calendar - Week with dates 34
Calendar - Week with dates - Text 36
Carriage return only 6
Carriage return with line feed 6
Cars Border 43
Cat Graphic 81
Centered Layout 63

Change Font 52, 88
Change Font Library 53, 88
Change Font Size 52
Change Fonts in a Banner 27
Change Graphic Size 18, 52, 88
Checker Texture 50
Chess Knight Graphic 81
Christmas Border 43
Christmas Tree Graphic 81
City Scape Graphic 81
Clear Graphic 75
Clown Graphic 81
Color 80
Commodore 64/128 2, 3, 21, 48, 50, 51, 52, 53, 55, 63, 76
Commodore 64/128 - Using a joystick 13
Commodore 64/128 - Installing PrintMaster Plus 9
Commodore Amiga 2, 3
Completed Design 65
Computer (Font) 17, 48, 86
Computer Graphic 81
CONFIG 5
Configuration 3
Configuring Your Hardware - Amiga 7, 8
Configuring Your Hardware - IBM 5
Copies 67
Copy-protection 3
Cowboy Boot Graphic 81
CR Only 6
CR With LF 6
Creating a Banner 26
Creating a New Graphic 78
Cube Corners Graphic 81
Cup Graphic 81
Cupid Graphic 82

D

Dancers Graphic 82
Data Drive \ Disk 5, 11, 71
Delete Line 53, 88
Design Completed 19, 65
Design Tips 79
DeVille (Font) 17, 47, 79, 86
Diagonal Layout 16, 61, 62
Diamond Graphic 82
Dice Graphic 82
Dinner Turkey Graphic 82
Dinosaur Graphic 82
Disk Utilities - Apple II 11
Diskette Graphic 82
Dollar Graphic 82
Dolphin Graphic 82
DOS file name 71
Double-size Font 52
Double-size Graphic 16, 59, 60
Dove Graphic 82
Draft Quality 19, 66, 68
Draw in Black 74
Draw in Gray 74
Drawing Pad 1, 2, 73, 74, 77
Dreidel Graphic 82

E

Earth Graphic 82
Easter Graphic 82
Edit an Exiting Drawing 77
Edit Graphic 76
Edit Poster 38
Editor (Font) 17, 48, 86
Enhance Date 36
Entering text 18, 51
Erase in White 75
Erase Line 88
Erase Text 53
ESC 13
Escape key 13

Exclamation Point Graphic 82
Exit Drawing Pad 75
Extra Long Banners 29

F

Feet Border 43
Fill Area with Color 76
Five Centered Layout 63
Flag Graphic 82
Flip Horizontally 75
Flip Vertically 75
Floppy Disks 4
Folding a Greeting Card 25
Font - Computer 48
Font - DeVille 47
Font - Editor 48
Font - Hampton 47
Font - Office 47
Font - Scribe 47
Font - Smallcap 48
Font - Tribune 48
Font - Utopia 48
Font - Western 48
Font Alignment 44
Font Size 22, 44, 49
Font Size Variations 86, 87
Font Textures 44, 49, 50, 51
Fonts 1, 17, 22
Fonts & Borders 23
Fonts and Textures in a Banner 54
Football Graphic 82
Football Helmet Graphic 82
Frame Border 42
Frankenstein Graphic 82
Freehand Layout 16, 61, 62, 64
Frog Graphic 82

G

Gift Graphic 82
Godzilla Graphic 82
Golf Club Graphic 82
Graduate Graphic 82
Graphics 1, 16, 55
Graphics Capabilities 73
Graphics Card 5
Graphics Editor 73
Graphics Layout - Stationery 31
Graphics Layout - Banners 27
Graphics Layout - Greeting Cards 23
Graphics Layout - Calendar 35
Graphics Layout 16
Graphics - Stationery 31
Graphics - Banners 27
Graphics - Greeting Cards 23
Graphics - Calendar 35
Gray Dots Graphic 82
Greeting Cards 1, 2, 22, 60, 80
Greeting Cards - Borders 23
Greeting Cards - Graphics 23
Greeting Cards - Text 23
Guitar Graphic 82

H

Half-size Graphics 16, 59, 62
Hamburger Graphic 83
Hammer Graphic 83
Hampton (Font) 17, 47, 86
Hard Disk 4, 71
Hardware Config 65, 66
Heart Graphic 83
Hercules Monochrome Cards 5
High Quality 66, 70
Horse Graphic 83
Hot Rod Graphic 83
Hourglass Graphic 83
House Graphic 83

I

IBM - Installing PrintMaster Plus 4
IBM - Installing PrintMaster Plus - Floppy Disks 4
IBM - Installing PrintMaster Plus - Hard Disk 4
IBM PC and compatibles 2, 3, 4, 67, 76, 86
Ice Cream Graphic 83
Insert Line 53, 88
Installation Instructions 2, 3
Installing PrintMaster Plus - Amiga 7
Installing PrintMaster Plus - Apple II Family 10
Installing PrintMaster Plus - Atari 8
Installing PrintMaster Plus - Commodore 64/128 9
Installing PrintMaster Plus - IBM - Floppy Disks 4
Installing PrintMaster Plus - IBM - Hard Disk 4
Instruments Graphic 83
Invert Graphic 75
Island Graphic 83

J

Joystick - Amiga 13
Joystick - Atari 520ST and 1040ST 13
Joystick - Commodore 64/128 9, 13

K

Kiss Graphic 83
Knife & Fork Graphic 83

L

Lace Border 43
Laser Printer 69, 70
Layout Options 60-63
Leaves Graphic 83
Light Bulb Graphic 83
Load Graphic 75

M

Making Data Disks - Apple II 11
Masks Graphic 83
Mayan Eagle Graphic 83
Menorah Graphic 83

Mirror Image 67
Mitt Graphic 83
Month Calendar 34
Moon Graphic 83
Mortarboard Graphic 83
Mountain Graphic 83
Multiple copies 24
Multiple Fonts and Textures in a Banner 54

N

Narrow Border 42
New Poster 14, 38
Newspaper Graphic 83
No Change (Border, Font, Graphic) 24
No Smoking Graphic 83
Normal/Mirror Printing 66
Notes Graphic 83
Nouveau Border 42
Number of Copies 66, 67
Nut & Bolt Graphic 83

O

Office (Font) 17, 47, 86
Overtime Graphic 84

P

Paint Palette Graphic 84
Paper Border 42
Partial Designs, Printing 80
Party Graphic 84
Paw Print Graphic 84
Penguin Graphic 84
Photocopying Copies 67, 80
Piano Graphic 84
Pointing Hand 84
Polka Dots Graphic 84
Posters 1, 2, 14, 60
Preview 65, 79
Preview, Print 18
Print Command 65

Print Design 19, 65, 66
Print Graphic 75
Print Poster 38
Print Quality 19
Printer Graphic 84
Printer Set-up - Apple II 11
Printing a Mirror Image 67
Printing Multiple Copies 67
Printing Partial Designs 80
Printing Quality 68
ProDOS Utilities 72
Project Choices 65
Pumpkin Graphic 84
Puppy Graphic 84
Push Pin Graphic 84

Q

Question Mark Graphic 84
Quit key 51, 88

R

Rain Texture 50
Regular Font Size 52
Regular Graphics 61
Regular Size Graphics 16, 59, 61
Remove Text 36
Return to a Previous Menu 13
Ribbon Graphic 84
Robot Graphic 84
Rose Graphic 84
Running Shoes Graphic 84

S

Sailboat Graphic 84
Sandy Stripes Graphic 84
Save Design 20, 65, 71
Save Graphic 75
Screwdriver Graphic 84
Scribe (Font) 17, 47, 79, 86
Scroll & Pen Graphic 84

Select a Border 15, 40, 41
Select a Border Library 41
Select a Border Source 40
Select a Data Drive 71
Select a Font 45, 46
Select a Font Library 46
Select a Font Source 45
Select a Graphic 16, 56, 58
Select a Graphic Layout 16, 60
Select a Graphic Library 57
Select a Graphic Size 16, 59
Select a Graphic Source 56
Select a Printer - Amiga 7, 8
Select a Printer - Apple 11
Select a Printer - Commodore 64/128 9
Select a Printer - IBM 6
Select a Printing Quality 68
Select a Text Font 17
Select an Option 13
Shade Texture 76
Shadow Texture 50, 79
Silhouette Texture 50
Skier Graphic 84
Skull Graphic 84
Smallcap (Font) 17, 48, 86
Smoothed Printing 19, 69
Snail Graphic 84
Snowman Graphic 84
Special Characters 44
Standard Quality 19, 66, 69
Standard Texture 50
Star Graphic 85
Start Window 76
Starting a Project 38
Stationery 1, 2, 30, 49, 59, 63, 80
Stationery - Graphic Layout 31
Stationery - Graphics 31
Stationery - Text 31
Stationery - Underline 31
Stop Drawing 75

Stop Sign Graphic 85
Sun Graphic 85
Swamp Graphic 85

T

T-shirt Transfer 67, 80
Teapot Graphic 85
Teddy Bear Graphic 85
Telephone Graphic 85
Tennis Shoes Graphic 85
Test Printer 6
Text 22
Text - Banners 27
Text - Calendar 35
Text - Greeting Cards 23
Text - Stationery 31
Text Alignment 53
Text Cover 23
Text Editor 18, 44, 49, 51, 88
Text Editor Keys 88
Texture 44, 51, 88
Texture - Checker 50
Texture - Rain 50
Texture - Shadow 50
Texture - Silhouette 50
Texture - Standard 50
Three Centered Layout 63
Toggle Pixel on/off 75
Tools Graphic 85
Top Hat Graphic 85
Train Graphic 85
Tree Graphic 85
Tribune (Font) 17, 48, 86
Turkey Graphic 85
TV Graphic 85

U

UFO Graphic 85
Underline - Stationery 31
Unicorn Graphic 85

Unsmoothed Printing 19, 69
Utopia (Font) 17, 48, 86

V

Vertical Lines Graphic 85

W

Wavy Lines Graphic 85
Wedding Graphic 85
Week no dates 34
Week with dates 34
Western (Font) 17, 48, 86
What Next? Menu for Banners 26
What Next? Menu for Calendars 35
What Next? Menu for Greeting Cards 22
What Next? Menu for Posters 15
What Next? Menu for Stationery 30
Wide Border 42
Working with Text 44
Worm Pile Graphic 85
Wreath Graphic 85
Write-protection 3

X

X-axis 73

Y

Y-axis 73

Z

Zig Zag Graphic 85

Unison World
1321 Harbor Bay Parkway
Alameda, CA 94501
(415) 748-6670

PrintMaster Plus
IBM Printer List

Printer Model	Setting
Alps 200	EPSON-FX
AMT 2000	AMT 2000
Brother M-1509	IBM
Brother Twinwriter	EPSON-FX
Blue Chip	BLUECHIP*
BMC	THINKJET*
Canon PJ 1080-A	PJ1080A
Centronics 739	CENT739
Citizen MSP-10, 20, (Epson mode)	EPSON-FX
C. Itoh Prowriter 8510	C_ITOH
C. Itoh Prowriter Jr.	IBM
Data Products SPG 8010-2, 8012, 8021, 8022, 8051, 8052, 8071, 8072	DATAPROD
Data Products SPG 8050	DP8050
Diablo P101, P121, P12CQI, P32CQI, 34LQ	EPSON-FX
Epson EX 800, 1000	EPSON-FX
Epson FX 80, 80+, 100, 100+, 85, 185, 286, 86E, 286E	EPSON-FX
Epson FX 85, 185 (dip switch 4 on bank 8 off)	IBM
Epson FX 286, 86E, 286E, (dip switch 4 on bank 8 off)	IBM_PRO
Epson LQ 800, 1000, 1500, 2500	LQ1500
Epson LX 80, 86 (dip switch set as FX 80)	EPSON-FX
Epson LX 90, Homewriter 10 with interface:	
PC Jr	IBMCMPCT
IBM	IBM
"Generic" parallel	EPSON-FX
Epson JX 80 (prints in black only)	EPSON-FX
Epson MX 80, 100, 100+	EPSON-FX
Epson MX III (has Graphtrax)	EPSON-FX
Epson RX 80, 100, 100+	EPSON-FX
Fujitsu DL2400, DL2400 color (prints black only)	FUJI2400
DL2600, DL2600 color (prints black only)	
HP Think Jet	THINKJET*
HP Laser Jet Plus	LJETPLUS
IBM Color Dot Matrix Printer	IBM

**These printers will print 25% smaller than usual.*

Printer Model	Setting
IBM compact Thermal Printer	IBMCMPCT
IBM Graphics Printer, Proprinter, Quietwriter II	IBM_PRO
IDS Prism	IDS
Kyocera F1010, F2010	KYOLASER
Legend 880, 1080	THINKJET*
Mannesman Tally MT 290, 490, 85, 86	EPSON-FX
Mannesman Tally Spirit 80	THINKJET*
MPI 99S, 99SX, 99X	MPI
NEC P2, P3 Pinwriter	EPSON
NEC P5, P5XL, P6, P7 Pinwriter	NEC_P5-7
NEC 8023A, 8027	C_ITOH
Okidata 82,and 83 with Okigraph	OKI-82
Okidata 84 Step II	OKI-STD
Okidata 84 (IBM-compatible versions)	OKI-IBM
Okidata 92, 93, 182, 183, 192, 193	OKI-STD
Okidata 92 and 93 (IBM compatible versions)	OKI-IBM
Okidata 92 and 93 with Plug 'N Play	OKI-IBM
Okidata 182, 183, 192, 193, 292, 293, 2410 (IBM-compatible versions)	IBM
Okimate 20 (IBM-compatible version)	IBM
Panasonic KX-P 1080, 1080i, 1090, 1091, 109i, 10923, 1092i, 1592, 1595 (Epson mode)	EPSON-FX
Panasonic KX-P 1080i, 1091, 1091i, 1092, 1092i, 1592, 1595 (IBM mode)	IBM
Panasonic EP-1505	EPSON-FX
Smith Corona D100, D300	EPSON-FX
Star Gemini 10, 15	STARGEM
Star Gemini 10X, 15X (IBM version)	IBM
Star SG 10, 15	STARGEM
Star SG 10, 15 (IBM- compatible mode)	OKI-IBM
Star NX 10 (dip switch 6 on bank 8 off)	OKI-IBM
Star NX 15 (dip switch 5 on bank 6 off)	OKI-IBM
Tandy CGP-220	CGP220
Tandy DMP 105	DMP105
Tandy DMP 110	DMP110
Tandy DMP 120	DMP120
Tandy DMP 130, 430, 2100P, 2200	OKI-IBM
Tandy DMP 200, 400, 420, 500	DMP400
TI 855/865	STARGEM
Toshiba 1340, 1350, 1351, P321, P341, P351	TOSHIBA

**These printers will print 25% smaller than usual.*