

THE Print Shop™

AUTOMATICALLY DESIGNS & PRINTS GREETING CARDS, STATIONERY & BANNERS.

Reference Manual

The Print Shop is so easy to use,
you don't need to read this manual.
Just start up the program and follow the prompts.
You'll be printing in minutes!

THE PRINT SHOP

Design and Development: David Balsam
Programming and Graphics: Martin Kahn

Atari Version: Corey Kosak

Product Manager: Ann Kronen
Manual by: Loren Cronk, Ann Kronen, and
Richard Whittaker

Additional Graphics: Gini Shimabukuro
Gene Portwood
Lauren Elliott
Gail D.Bales

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INTRODUCTION

The Print Shop is an easy-to-use program that lets you view, select and assemble the various elements of a personalized, decorative message, and print it on your regular computer paper, all in a matter of minutes. Creative expression and practical computer-generated graphics have never been this easy, foolproof or fun!

The Print Shop gives you everything you need to design and print out your own:

- Greeting Cards
- Invitations and Announcements
- Stationery and Letterhead
- Banners
- Signs
- Screen Images
- ...and more!

Best of all, The Print Shop requires no knowledge of computer graphics or programming. The program does all the work for you! The Print Shop doesn't even require artistic talent. Yet, using The Print Shop's powerful features and ready-to-print library of dozens of delightful elements from which you simply mix, match and choose, you'll feel like an artist with your very first printout.

The Atari Print Shop program comes on a two-sided disk. All of the basic features, including all the graphics, are on Side A (label side up). Only the fonts and Screen Magic are on Side B (label side down). You will be prompted by the program when you need to turn your disk over.

USING THIS MANUAL

If you want some step-by-step guidance, this manual is your complete reference to The Print Shop's capabilities. The manual begins with "Getting Started" which tells you how to start up the program and set up The Print Shop for your particular printer. You must perform the simple "Setup" operation before using the program for the first time.

"Using The Print Shop" provides an overview of the basic operation of the program, and tells you how to make menu selections.

Next, the manual guides you through each specific function ("Greeting Card," "Sign," "Letterhead," etc.) and explains how each works and how you can use it. **Because each Print Shop function works very much the same way, we've chosen the "Greeting Card" section to serve as a general tutorial for the rest of the program.** Other sections of the manual refer back to features described in more detail in this "Greeting Card" section.

In addition to the "how to" instructions, the manual includes examples of printed materials created with The Print Shop. These examples just scratch the surface. The uses of The Print Shop are limited only by your imagination. This will become especially apparent when you start using The Print Shop's Graphic Editor to create your own, original graphic designs.

Without any delay, let's get started...

Welcome to The Print Shop!

1. GETTING STARTED

WHAT YOU WILL NEED

- Atari computer with at least 48K memory
- Disk drive
- TV or monitor
- Printer and printer interface (refer to The Print Shop package for a list of the printers and interfaces you may use with the program)
- Pinfeed paper

Optional:

- Joystick, KoalaPad or Atari Touch Tablet
- Blank disks for saving graphics you create
- Colored pinfeed paper and envelopes
- Color ribbons

CONNECTING YOUR SYSTEM

The Print Shop can be used only with the printers and interfaces listed on the back of the box. Check The Print Shop box label to make sure the graphics printer you intend to use is one that works with The Print Shop. Once this is verified, you must connect your printer and computer using one of the listed interface devices. Read the instructions that come with your interface before connecting it to your printer.

Note: Remove all cartridges from the computer before starting the program. If a cartridge is left in the cartridge slot, The Print Shop program will not run properly.

STARTING THE PROGRAM

Turn on your disk drive and wait for the red "in use" light to turn off. Insert Side A of The Print Shop into the disk drive. Be sure to hold the disk at its label with the label side facing up. Do not touch the exposed brown surface of the disk. Close the drive door.

In the following order: Turn on your monitor. Turn on your printer. Turn on your interface (if you are using the Atari 850). Then, turn on your computer. For the 600XL or the 800XL hold down the OPTION key when turning on your computer. Keep holding it down until "Loading" appears on the screen. The red light on your disk drive will turn on. At this point, The Print Shop is loading some of the program from the disk into the computer's memory. The red light remains on during the loading process. When it goes off, The Print Shop is ready to use.

Note: It is important that you turn on your printer before you turn on your computer or The Print Shop may not work properly.

SYSTEM SETUP

In order for The Print Shop to work with your particular system you must tell the program which printer you will be using. The first time you start up the program you will see The Print Shop's Main Menu. "Setup" will be highlighted. Press RETURN to enter the setup information for your system:

Printer

The Print Shop will work with a variety of popular printers. You must let the program know which one you will be using. The setup screen will ask "Which printer do you have?" Respond by highlighting the appropriate name and then press RETURN. To move the highlighter use the arrow keys as prompted on the screen.

Interface

There isn't a setup menu for interfaces. The program works the same with each of the interfaces listed on The Print Shop box. Check to see that the interface you wish to use is listed on The Print Shop's box label.

Rev. A ROM Message

In the process of system setup The Print Shop program may flash the message: "YOUR ATARI 400/800 HAS THE REVISION A OPERATING SYSTEM INSTALLED. BECAUSE OF A DEFECT IN THIS OPERATING SYSTEM, THE PRINT SHOP MAY NOT PRINT PROPERLY. TO UPGRADE YOUR COMPUTER TO REVISION B, CONTACT YOUR LOCAL ATARI SERVICE CENTER." This problem will occur only with some Atari 400's and 800's manufactured before 1983.

TESTING YOUR PRINTER

At this point you need to test your printer to confirm that you have entered the correct setup information. Simply make sure your printer is ready and press RETURN. If your printer is set up correctly, it should print out the message "WELCOME TO THE PRINT SHOP" and a symbol. If your printer does not respond, press ESC to move back to the printer setup screen and double check the information you provided.

Note: If you change the setup information, turn your printer off and on, then repeat the printer test. In certain cases, you may have to restart your computer.

After you have performed a successful printer test you will be shown a menu and asked to highlight the symbol that matches the one that was printed along with the "WELCOME TO THE PRINT SHOP" message. The symbol you see will vary depending on the line feed configuration of your printer. The Print Shop will automatically adjust itself to work with your printer line feed configuration.

At this point, you should save the setup information to disk by pressing RETURN at the appropriate prompt. After the setup information has been saved, you will find yourself back at the Main Menu, ready to begin exploring the many creative options available with The Print Shop.

Once you have saved your setup information, it's a good idea to place a write-protect tab over the notch on your disk.

The Print Shop is remarkably easy to use. It's designed so you can focus your attention on creating and printing, rather than on trying to learn or remember special codes, keys or symbols. The hardest thing about using The Print Shop is deciding what you want to make next!

OVERVIEW



Whatever you decide to print out, your starting point will always be The Print Shop's Main Menu. The Main Menu is where you select the various modes of The Print Shop, each one offering nearly unlimited opportunities for creative, useful production.

The degree of your creative involvement with each piece you produce with The Print Shop is entirely up to you. You can, for example, simply print out a ready-made greeting card personalized only with the name of the person who will be receiving it, or you can print your own creation: a card that has been personalized from front to back with your own graphics and words.

At the heart of The Print Shop are its specialized "modes" and its many design elements: simple to elegant border designs, graphics and symbols for any occasion, and decorative typefaces in different sizes and styles that you assemble automatically with a few quick taps of your keyboard. You'll be able to arrange these elements so they communicate exactly the message you want to get across, no matter what the purpose or occasion.

You will stun your friends and associates with what you are able to produce using the Graphic Editor and the Screen Magic mode that lets you superimpose letters on graphics. You will be able to produce in minutes what would take a graphic artist hours to produce.

After first choosing and assembling the various graphic elements of your piece by means of The Print Shop's step-by-step menus, you can turn your attention to writing your message. Using The Print Shop's convenient text-editing and formatting features you'll be able to select, line by line, the size, position, and form (solid, outline or 3-D shading) of your words.

With your card designed and written, all that remains is to print it. The Print Shop's sophisticated capabilities make it easy and automatic.

SELECTING MENU ITEMS

All of the menus in The Print Shop function in the same way. You are presented with a list of options from which you must choose. To select a particular option simply move the highlighter by pressing the arrow keys that are indicated on the screen. You can move up and down through the list. Once your selection is highlighted, press RETURN. At any time you may backtrack to review or change any earlier answers by pressing ESC one or more times.

Using Joystick, KoalaPad or Atari Touch Tablet

You can also use a joystick, KoalaPad or Atari Touch Tablet with The Print Shop but only with the Graphic Editor feature. For instructions on their use, refer to page 21 in the Graphic Editor section.

3.

REETING CARD

The Greeting Card mode of The Print Shop allows you to create beautifully designed cards in a few simple steps. Each card you make can be personalized inside and out, and will be printed with only one pass through your printer.

If this is your first time using The Print Shop, following the instructions in this section will allow you to become familiar with most of the creative elements you will be using later in other modes of The Print Shop.

MAKING A GREETING CARD

To make a greeting card, highlight "Greeting Card" on The Print Shop's Main Menu. Then press RETURN. (If you have not already read "Using The Print Shop", section 2, read it now and learn how to use your keyboard to highlight options throughout The Print Shop).

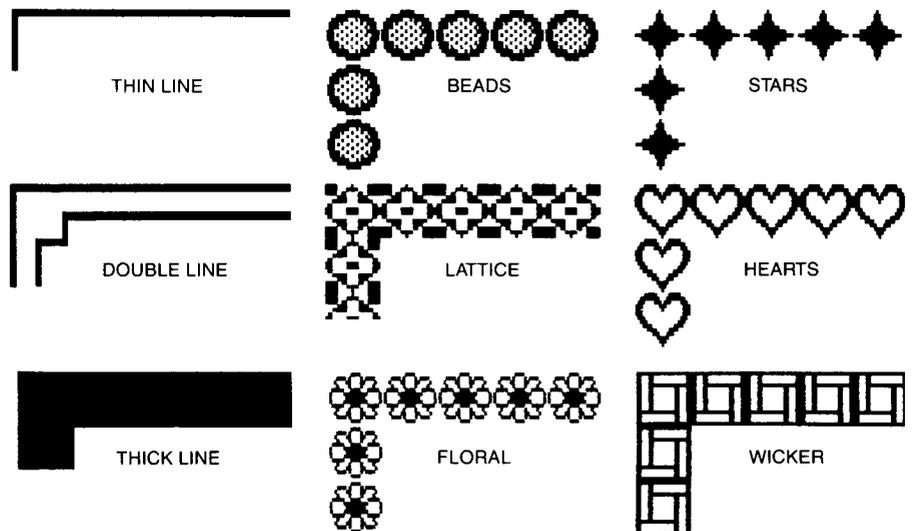
The Greeting Card mode gives you the choice of designing your own original cards or printing a selection of ready-made "canned" cards. If you want to start printing a "canned" card right away, skip ahead to "Ready-Made Cards" at the end of this section. If you want to create your own custom card, however, select "Design Your Own" on the Greeting Card menu and continue following these step by step instructions. It is a good idea to sit at your computer and actually make a card as you read.

DESIGN YOUR OWN

Choosing this option lets you create a one-of-a-kind card for any occasion. The program will walk you through a series of choices. First you will design the "front" of the card, then the "inside" of the card. In many cases the menus actually illustrate the options available to you. It's a good idea to write down on a piece of scratch paper what you want to say on the front and inside of your card before you begin.

CHOOSE A BORDER

Begin by choosing a border for the front of your card. Each of the border designs is illustrated on screen as you run through the menu. After reviewing the possibilities and highlighting your choice, press RETURN. These are the border designs available to you:

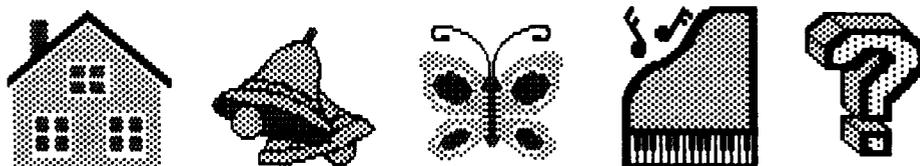


CHOOSE A GRAPHIC

Next, select the graphic you want to use on the front of your card. A "graphic" is a picture or design you can include in your card. You may choose a graphic by picture, by number, or from another disk if you have created a graphic using the Graphic Editor (see section 8). Each graphic is represented by its picture and number on The Print Shop's reference card. If you do not want a graphic on the front of your card select "No Graphic" and press RETURN.

By Picture

Selecting this option lets you review The Print Shop's entire collection of graphics and patterns. Move the highlighter up and down the list to view your library of options. Each time you highlight "See More Choices" at the bottom of the screen, and press RETURN, you will be able to view an entirely new set of graphics. The graphics menus repeat once you have seen them all.



The last screen of graphics shows ten abstract patterns: Pattern A through J. "Patterns" are small graphic designs or segments, that when printed side by side, create interesting mosaic designs. If you select a pattern from The Print Shop's selection, you will jump directly to the next stage of making a card—selecting a typeface or "font" for the front of your card. (See "Choose A Font" below.) If, instead of a pattern, you choose a graphic picture or icon, you will then have to select the size and positioning of your symbols before you continue.

By Number

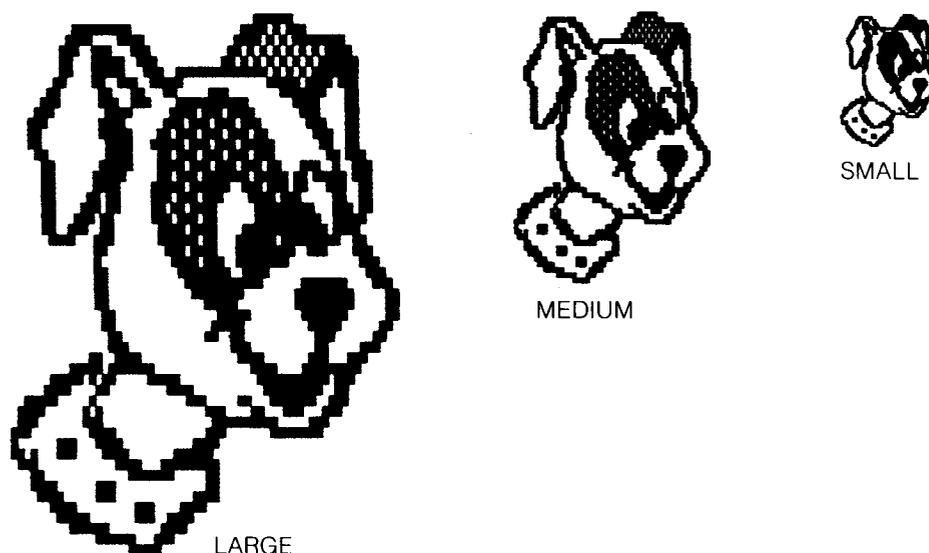
You may find it faster to call up a desired graphic by number, rather than browsing through all the menus to highlight the one that you want. A code number for each graphic is listed on The Print Shop's reference card. Simply enter the code number of the graphic you want to use and press RETURN.

From Other Disk

This option allows you to select a graphic that you have created using The Print Shop's Graphic Editor. For more information on the Graphic Editor refer to section 8, page 21 of this manual.

SELECT GRAPHIC SIZE

Each of the picture graphics is available in three different sizes: small, medium and large. Highlight the size that you would like to work with and press RETURN to continue.

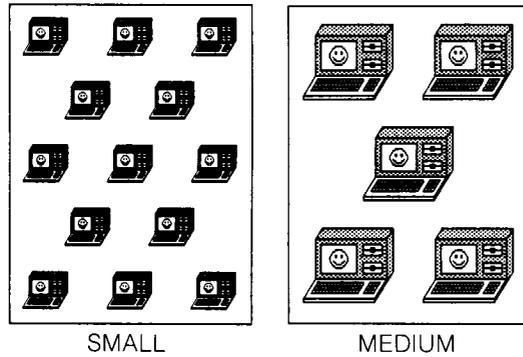
**SELECT GRAPHIC LAYOUT**

The graphic layout options available to you depend on the graphic size you have selected. "Medium" and "Small" graphics present you with multiple layout options: "Staggered," "Tiled," and "Custom."

Note: The Staggered, Tiled, and Custom Layout options are not available when working with a large sized graphic. With a large graphic you have only one picture to work with. And that single graphic will automatically be centered on the front panel of your card.

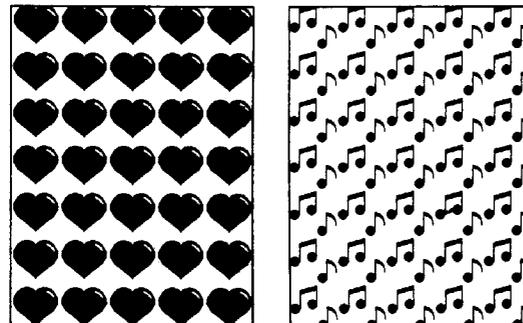
Staggered

The "Staggered" option evenly places 13 small or 5 medium-sized graphics on the front panel of your greeting card, according to this standard arrangement:



Tiled

The "Tiled" option places small graphics side by side creating a mosaic appearance similar to the effect you get by using one of the ten graphic patterns described earlier. Note: The tiled option is not available for medium-sized graphics.



Custom Layout

The "Custom Layout" option lets you choose how many small or medium sized graphics will be printed.

Once you select "Custom Layout," you will see on your screen a representation of your card with squares showing the various positions that your graphic symbols may occupy. The positions available differ according to the graphic size with which you are working. Use your left and right arrow keys to move the highlighter to each available position. Then press RETURN to highlight the positions where you want your selected graphic image to appear. Each position may be toggled on or off, as desired, by pressing RETURN. When you have highlighted all of your selections, move the blinking highlighter to DONE and press RETURN.

CHOOSE A FONT

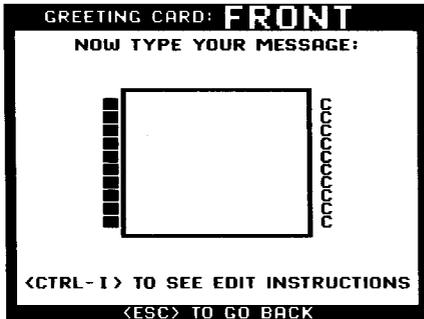
A font is an alphabet of characters in a particular typeface. The Print Shop gives you a choice of eight fonts to use in creating your card. Each one lends a slightly different feeling or mood to your writing. To view each font simply highlight it. Press RETURN after making your selection:



The fonts vary in size and are arranged top to bottom on the menu, from largest to smallest. If you have long or numerous words in your message, select a font lower down on the list. You may only use one font per page. However, certain variations are possible. Each font is available in solid, outline and 3-D forms and two sizes. This is explained in the paragraphs below.

TYPE YOUR MESSAGE

After you select your font, the text entry screen will appear:



Use your keyboard to type in your message, line by line. Press RETURN at the end of each line. If you make a mistake, you can backspace using the DELETE/BACKSPACE key. To back up a line, press ESC once for each line you want to retreat. Press RETURN to go down one line at a time or to skip lines. When you have finished entering your message, press RETURN one or more times until the cursor moves down to the bottom of the screen.

You may notice that the size of the text window varies, depending on which font you choose. This is because each typeface is a slightly different size. The program accounts for these differences in size and will not allow you to type in more characters than will fit on your card. For example, RSVP is a larger typeface than TYPEWRITER. You will be able to write fewer words using it than you would using TYPEWRITER. Because of this, the RSVP text window is smaller than the one that appears when you select the TYPEWRITER font. If you are unable to fit what you want to say into the text box that appears, choose a smaller font (one further down on the font list) and try entering it again. Remember, you can back up to the font selection screen by pressing the ESC key a number of times.

EDITING AND FORMATTING COMMANDS

By typing CTRL-I for "instructions," (hold down CTRL and press I), you will be able to view a list of special editing and formatting commands that are available to you line by line in the text editor. These commands let you position each line of text (left, right, or center), choose the form of each line (solid, outline, or 3-D) and select the size of type on each line (large or small).

If these commands are confusing to you, you needn't use them right away. They are just a series of options available when you are ready to use them.



CTRL-P	POSITION	Toggles line position: Center/flush left/flush right (Pre-set to centered)
CTRL-F	FORM	Toggles form of font: Solid, Outline, 3-D (Pre-set to solid)
CTRL-S	SIZE	Toggles size small to large. (Pre-set to small)
CTRL-E	ERASE	Erases the line

The line by line status of these formatting options is indicated on screen. Size is indicated by the actual size of the letters in the text window. Position is indicated by the letter along the right edge of the screen: C for center, L for left, R for right. The form of the font is indicated by the solid, outline or 3-D block along the left edge of the screen.

CENTER TEXT TOP TO BOTTOM

When you have finished entering your message, you can automatically center your words between the top of the screen and the bottom of the screen by highlighting "yes" when the centering question appears.

DESIGNING THE INSIDE OF YOUR CARD

With the above steps completed, you have finished designing the "front" of your greeting card! Now you need to design the inside of your card.

The inside of your card is composed in exactly the same way as the front. The same sequence of choices is repeated. Once again there are prompts to guide you through every step. If you have any questions just refer to the instructions above. When you have finished designing the inside of your card, your card will be ready to print. See "The Print Menu" instructions below.

READY-MADE CARDS

The Print Shop comes with a collection of pre-designed "canned" cards, which are ready-to-print. While they don't allow for the creative satisfaction of designing your own, most of them can be personalized with the name of the person who is to receive them. These ready-made greeting cards include birthday and holiday greetings, as well as invitations and note paper.

If you select this option from the initial Greeting Card menu, you will be asked which canned card to print. Highlight one from the list and press RETURN. You will be asked to type in the name of the person who is to receive the card. Do so, then press RETURN. You will be prompted to insert The Print Shop disk into the drive so that Side B faces up. Do so, then press RETURN. The card will be ready to print.

THE PRINT MENU

The Print Menu is similar to the print menus used in other modes of the program. You will reach it when you have finished designing both the front and the inside of your card, or have selected one of The Print Shop's "canned" cards.

Give Yourself Credit

When making a greeting card, the Print Menu lets you compose a personalized message or credit, which will be printed in small lettering on the back of the card. Simply type in your message (such as "DESIGNED BY ALISON BAKER"), then press RETURN.

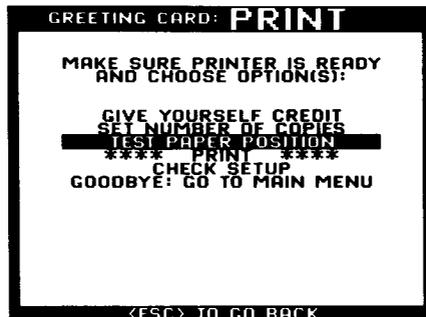
Note: You can type in up to two full lines on the screen. This will be printed as a single line on the back of your card.

Set Number Of Copies

Next, the Print Menu lets you select the number of copies you want to print. If you simply ignore this question, one copy will be printed. Answer this question only if you want to print more than one copy.

Test Paper Position

For best results, your paper must be positioned correctly in the printer. Margins should be even on all sides. To correctly align the paper vertically, the Print Menu includes a simple paper position test.



To run the test, make sure your printer is "selected" or "on-line," i.e. ready to receive information from your computer. Highlight "Test Paper Position" on the print menu, and press RETURN. The printer should print a fine row of dots across the page. Ideally, these dots will run directly over the horizontal perforations on your pinfeed computer paper. If not, readjust your paper and repeat the test until a new test line does align with the perforations. Note that the paper will automatically advance $1/72$ " each time this test is repeated. In this way, you may advance the paper very accurately by repeating this test a number of times. It is best to turn off some printers (such as Epson) before manually advancing paper with the carriage knobs.

When the paper position test proves that the print head is aligned correctly (along the perforations), you are ready to print your greeting card.

Check Setup

This allows you to verify or revise your system setup information should the need arise, without your having to abandon your work and restart the program.

****PRINT****

When your greeting is ready to print, your printer turned on, and the paper accurately aligned in your printer, highlight "Print" and press RETURN. You will be prompted to insert The Print Shop disk into the drive so Side B faces up. Do so and press RETURN again.

The word "THINKING" will appear on the screen, as the computer starts assembling the components and "drawing" them in the computer's memory. After a few moments, the word "PRINTING" will appear on the screen, and your creation will begin to be printed on the paper. Don't be alarmed when your first greeting card starts being printed upside down. It will be straightened out when you fold it. (See "Folding Your Greeting Card" below.)

Note: Your printer may pause halfway through each panel to allow time for more "THINKING." Don't worry. This is normal. The Print Shop will resume "PRINTING" in a moment. If your computer or printer has a buffer, the "THINKING" message might be displayed on the screen as your printer is still printing. Also note that you may interrupt printing at any time by pressing ESC. When printing multiple copies, allow the printer to rest periodically to avoid overheating the print head.

FOLDING YOUR GREETING CARD

When the entire greeting card page is printed (half upside down, half right-side up in alternate corners), carefully remove it from the printer and fold it in quarters. **Be careful not to smear the ink as you do this.** Then tear off the perforated edges. Your finished card will have a message on the front, the inside, and an optional credit line on the back!

You may print another copy of the card right away by selecting "Print" once again, then following the prompt to reinsert SIDE A. Go back to the Main Menu by selecting "Goodbye: Go to Main Menu."

EXAMPLES:



(For more examples, see back of manual)

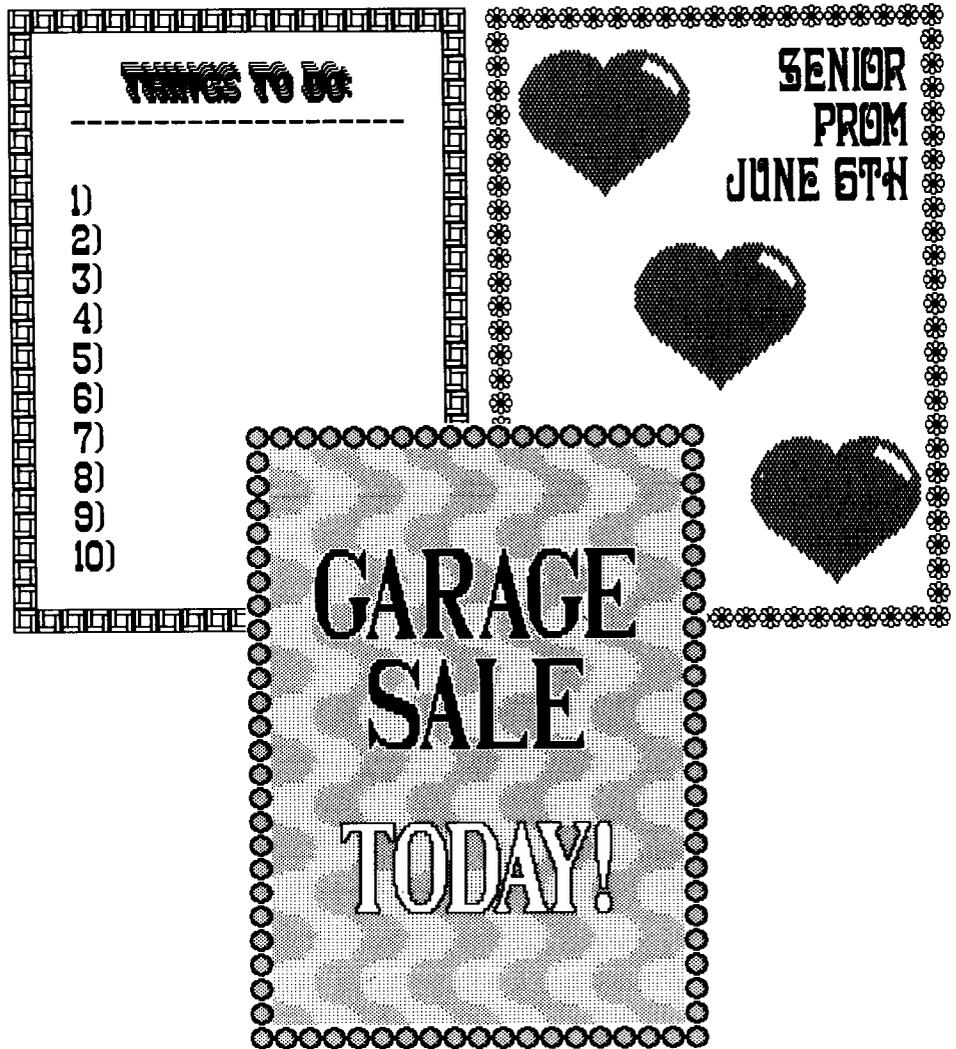
The Sign mode of The Print Shop lets you produce attractive full-page signs. All the signs you used to make with stencils, presstype or marking pens can now be made in a fraction of the time. Schools will find Print Shop signs an effective way to announce club meetings and activities. If you have a small business and used to pay someone to make professional signs, you are going to need to re-write your budget: The Print Shop will allow you to produce eye-catching signs at almost no cost. The Sign mode can also be used to create report covers, shopping lists, or flyers for your garage sale.

Signs created with The Print Shop can incorporate any of the graphic images supplied with the program, or any original designs you create with The Print Shop's Graphic Editor (see section 8, page 21).

MAKING A SIGN

The step-by-step instructions for making a sign with The Print Shop are exactly the same as those outlined earlier for making a front or inside panel of a greeting card. A sign is simply a greeting card panel blown up to full page size. In the Sign mode, as in the Greeting Card mode, all the instructions and choices appear on the screen. If you get stuck, simply refer to section 3, beginning on page 8 of this manual and follow the instructions supplied there.

EXAMPLES:



The Letterhead mode of The Print Shop lets you produce custom designed letterhead and stationery for business use and personal correspondence. The letterhead or stationery you create with The Print Shop will look neat and professional, with a line of large, decorative type at the top for your personal or company name, followed by up to three lines of easy-to-read smaller type for your address or slogan. The same options—one decorative line and three smaller address lines—are available for the bottom. In addition, your letterhead can include a picture or logo from The Print Shop's wide selection of graphics or an original logo that you create using the Graphic Editor. (See section 8, page 21).

MAKING A LETTERHEAD

Begin by highlighting "Letterhead" on The Print Shop's Main Menu. Then press RETURN. First you will design the top of your letterhead, then the bottom. The process is the same for both.

Choose a Graphic (Top)

If you want to print a logo or picture on the top of your page, start by selecting a graphic—by picture, by number, or from another disk. This selection process works just like the one described in section 3 for selecting a graphic for use in a greeting card. If you do not want a graphic on the top of the page, highlight "No Graphic" and press RETURN.

Select Graphic Position

If you have selected a graphic for the top line, you may position the graphic in a number of ways. The options are shown on the screen as you move the highlighter up and down the menu. Highlight the positioning you prefer and press RETURN.

Choose Font For Name Line

Choose the typeface for your one line of decorative type. This is done the same way that you choose a font for a greeting card, the only difference being that you have only one choice of size. If you do not want any words at the top of your letterhead, highlight "No Font." After you have made your selection, press RETURN.

Name And Address Lines (Top)

If you selected a font for the top, you will now be given the opportunity to type in the words you would like to see printed. Type in the name or words to be featured in decorative type and then press RETURN. As in typing the message on your greeting card, the rectangle on the screen will accommodate only the number of characters that will fit on your paper.

The top, decorative name line can be printed in a solid, outline, or 3-D form (use CTRL-F to select), and can be positioned to the left, center or right side of the page (use CTRL-P). If you have just selected a graphic to be placed in the left corner, and you position your name line to the left, it will be printed alongside the graphic. (See Examples). The three address lines below will be printed in a standard typeface and can also be positioned where you want them, by using the CTRL-P command.

Note that in many cases, an entire address will fit on one address line. Each address line wraps around the screen to two lines, but is printed on paper as one continuous line. To skip over address lines, press RETURN.

An extra touch you may want to add to your letterhead is a horizontal line separating your name and address from the rest of the page. After typing the last line of your address, you will be asked if you want to add this line. Highlight your choice and press RETURN to continue.

Choose a Graphic (Bottom)

Selecting a graphic for the bottom of your sheet is exactly the same process as for the top. If you have already placed graphics on the top and don't want any on the bottom of the page, highlight "No Graphic." Then press RETURN. You may choose different graphics for both top and bottom.

Select Graphic Position

You have the same choices that were available for the top of the page. Again, the menu illustrates these for you. Make your selection and press RETURN.

Choose a Font (Bottom)

Choose a font for the name line, if desired, the same way you choose a font for the top.

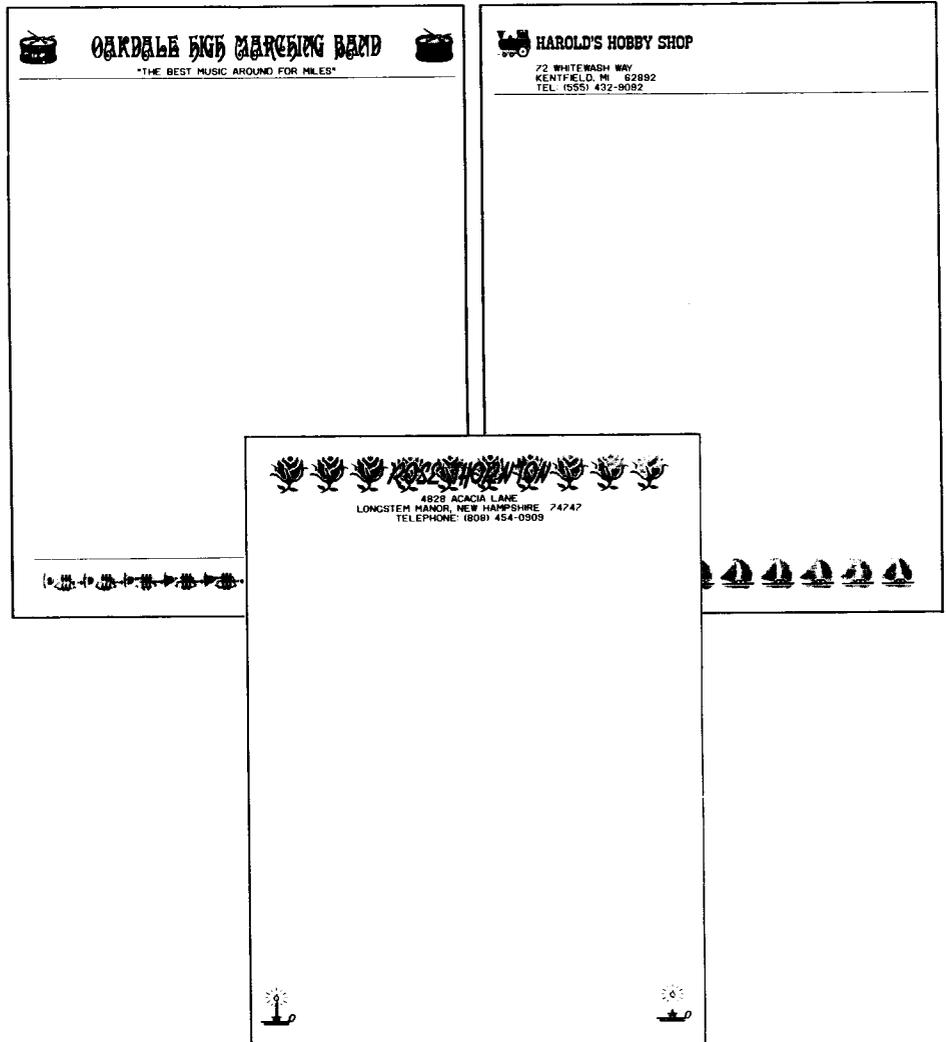
Name And Address Lines (Bottom)

Again, you have the same options that you had for the top of the letterhead—one decorative name line and three address lines. You may use these address lines for anything, or skip over them if you want.

Printing Your Letterhead

When you have finished designing both the top and bottom of your letterhead, use the letterhead Print Menu to print your creation. Be sure to test paper position first (see section 3, page 12). Once you select "Print" the program will prompt you to insert SIDE B of your program disk into the drive. An idea: You might want to print multiple copies of a letterhead you like. That way you can create a batch of continuous letterhead for use later with your word processor.

EXAMPLES:



The Banner mode of The Print Shop lets you print out letters and graphics horizontally to create banners of unlimited length. The large format letters and graphics are sure to get your message across, no matter what the occasion. Banners made with The Print Shop are perfect for celebrating birthdays, bidding "Bon Voyage," or welcoming friends or relatives in a way they'll never forget. Banners may be used to advertise a benefit car wash or bake sale, or to cheer on the team at the Friday night game. Banners can also be an effective sales tool, to advertise seasonal sales or weekly specials.

MAKING A BANNER

Begin by highlighting "Banner" on The Print Shop's Main Menu. Then press RETURN.

Choose A Font

Select a typeface in the customary way by highlighting your choice and pressing RETURN. You can use any of The Print Shop's eight fonts for your banner.

Choose Form Of Font

The large letters for your banner are available in solid or outline styles. Highlight your choice and press RETURN.

Type Your Message

Now type in the words that you want to appear on your banner. Although you will be typing up to two lines on your screen, your letters will appear in a single line on your banner. If your message is too long to fit in the text entry rectangle, just type in the words that do fit. Then, after printing your banner, create a "second" banner that includes the additional words, and print out the second banner where you left off with the first. Two (or more) sections can be chained together in this way. You may use this "chaining" technique to create shorter banners that have mixed fonts, as well.

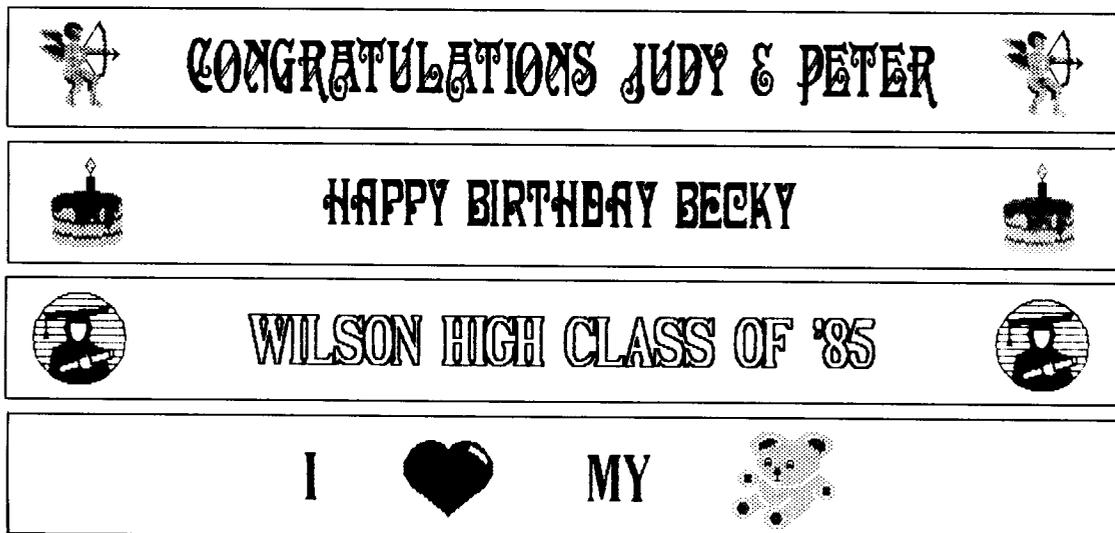
Choose A Graphic

Choosing a jumbo graphic for your banner is done exactly as it is in the Greeting Card mode. (See section 3.) Make your choice (by picture, by number, or from another disk) and press RETURN.

Choose A Graphic Position

Your graphic can be printed before, after, or both before and after your message. Highlight your choice and move on to the Print Menu by pressing RETURN. You will be prompted to insert SIDE B of your program disk into the disk drive. Do so and then press RETURN again.

If you want to combine several different graphics in one banner, use the chaining technique described above in "Type Your Message."

EXAMPLES:



The Screen Magic mode is a powerful screen printing program that lets you generate a dazzling variety of kaleidoscopic graphics automatically. These constantly changing kaleidoscopes will turn your computer into the center of attention at parties. And you can freeze the kaleidoscopic images in motion and print them out automatically — with or without decorative lettering superimposed.

Note: Screen Magic is really a separate program from the rest of The Print Shop. The original Print Shop graphics, or new graphics created with the Graphic Editor, cannot be saved or displayed in Screen Magic. This is because the graphics are printed in much finer resolution in the other Print Shop modes. Likewise, Screen Magic images cannot be used with the other Print Shop features.

USING SCREEN MAGIC

Highlight Screen Magic on the Main Menu and press RETURN. You will be prompted to insert SIDE B of your program disk into the drive. Do so and press RETURN again.

The Screen Magic menu includes five choices: “See Kaleidoscopes,” “Draw Text on Screen,” “Get Screen,” “Save Screen” and “Print Screen.”

KALEIDOSCOPIES

The “See Kaleidoscopes” option lets you view twelve different kaleidoscopes, and freeze them in motion. You can then print them out, with or without decorative text superimposed.

Kaleidoscope 1

Kaleidoscope 1 is actually a series of eleven pulsating patterns which can be viewed, frozen, and printed in the ways described above. While Kaleidoscope 1 is running, press RETURN to move to another of the eleven ever-changing patterns. Press ESC to freeze the screen at any time. The “frozen” screen image will be saved temporarily in the computer’s memory for use with the other Screen Magic menu items, and you will go back to the Screen Magic menu.

Kaleidoscope 2

Kaleidoscope 2 is a continually changing series of geometric shapes which, like the patterns in Kaleidoscope 1, can be viewed, or frozen for use in various ways. Unlike Kaleidoscope 1, Kaleidoscope 2 has only one starting point, and pressing RETURN has no effect on color or form.

Note: Only one screen image can be held in memory at a time.

The program will remember only the most recent image you’ve selected, whether from Kaleidoscope 1 or Kaleidoscope 2.

DRAW TEXT ON SCREEN

This choice lets you type in a message to be superimposed over the Screen Magic image in memory, or over a blank screen. If you choose “Blanked Screen,” any image in memory will be erased. Highlight your choice and press RETURN.

Choose A Font

You can select any of The Print Shop’s eight decorative fonts. Choose the font that you’d like to use by highlighting it. Then press RETURN.

Type Your Message

After you select your font, a text entry box will appear on the screen. The number of lines and the number of characters each line will hold varies depending on the font you have chosen. This is because the different fonts vary in size. Press CTRL-I (for “instructions”) to review a list of editing features available to you at this time. These have already been described in section 3 of this manual, the only difference being that the 3-D form is not available in this mode.

Center Text Top To Bottom?

After entering your text, press RETURN enough times to advance to the bottom. You will then be asked if you want to center your text top to bottom. This question is omitted if both top and bottom lines are used. Move the highlighter and press RETURN, as desired.

Viewing Your Text On The Screen

After completing the preceding steps, your text will be drawn in screen memory—and on the screen! This takes a few moments, and it is very interesting to watch. It is similar to the “THINKING” process that occurs invisibly before printing in other modes, only this time it is on the screen for you to observe and enjoy. When the text is fully drawn on the screen, press RETURN to continue. Your Screen Magic screen is ready to print. Use the “Print Screen” function described below.

GET SCREEN

This option lets you load into memory a hi-res screen image created with The Print Shop. Once loaded into your computer's memory it can be printed out, with or without text superimposed, as described above.

To “get” a screen from another disk, place the data disk that contains the picture in the disk drive. Then carefully type in the name of the picture. For a list of the names of all of the retrievable graphic pictures on a disk, press RETURN. A list of file names will appear.

SAVE SCREEN

This option allows you to save to disk a screen that is currently in your computer's memory. This image can be a “frozen” kaleidoscope, a graphics and fancy font combination, or a fancy font on a blank background.

To use it, highlight “Save Screen” and press RETURN. You will be able to view the screen currently in your computer's memory. Press RETURN again, and you will be asked to place a formatted data disk in the appropriate drive. Do so and close the drive door. Then type in an appropriate name for your screen, and press RETURN to save your screen to disk.

Note: The Print Shop program will save data only on data disks formatted specifically by The Print Shop.

Format Data Disk

If you do not have a formatted disk handy, you will be asked if you want to format one. If you do, insert a blank disk and follow the prompts.

PRINT SCREEN

Select this option to print out any image held in your computer's Screen Magic memory. After highlighting “Print Screen” on the menu, press RETURN. The image currently in memory will appear on the screen. Press RETURN to continue.

Print Image

Screen Magic gives you a choice of printing in “normal” or “reverse” contrast. Normal printing means that all of the lit dots on your monitor will be printed. Reverse printing means that all the black areas of your screen will be printed. Highlight your choice and press RETURN.

Draw Frame Around Screen

You may print a black, rectangular frame around your graphics by choosing this option. Unlike the “borders” available in other Print Shop modes, there is only one frame style in Screen Magic: a single black line. Highlight “Yes” or “No” and press RETURN. You are now ready to print!

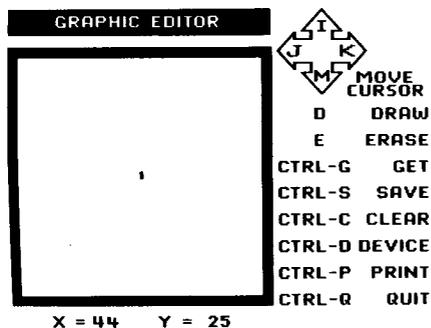
Print On Top Or Bottom Half Of Paper

The Screen Magic Print Menu looks very much like the Print Menu described in section 3 of this manual. However, there are two items that are unique to the Screen Magic mode: “Print On Top Half Of Paper” and “Print On Bottom Half Of Paper.”

Because Screen Magic printouts fill only half of an 8½ by 11 inch page, you can specify which half of the page you want the printing to fall on. This can be used to create single fold, half page greeting cards. By printing on the bottom half of the sheet, each page, upon being folded once lengthwise, will produce an attractive, single fold card with a printed front panel and a blank interior. You may also print two signs on one sheet of paper by printing the first on the top half and the second on the bottom.

EXAMPLES:





USING THE GRAPHIC EDITOR

DRAWING A GRAPHIC

Using Keyboard

The Print Shop's Graphic Editor lets you modify the program's library of graphics (tile patterns and pictures), or create your own original graphics from scratch, using keyboard, joystick, KoalaPad or Atari Touch Tablet control. By saving your created graphics to disk, you can then use them to make customized greeting cards, letterheads, banners and signs. Your graphics may be used in small, medium or large sizes; in tiled, staggered and custom layouts; it's all up to you!

Highlight "Graphic Editor" on The Print Shop's Main Menu. Then press RETURN. The Graphic Editor screen will appear.

Listed at the right side of the screen are the keyboard commands you can use. The large rectangular box toward the left represents the drawing surface you have to work in. The blinking cursor in the middle of the box is the tip of the "pen" you will be drawing with. Finally, at the bottom of the screen, are numbers indicating the X and Y coordinates of the cursor. You may use these numbers to track the cursor's precise position on the screen. For example, count the numbers on the screen when you want to make vertical stripes exactly five pixels apart.

To draw a graphic, you simply move the cursor around the screen, using keyboard, joystick, or KoalaPad, and turn on or off the individual dots. Just how this works varies slightly depending on the control device you are using.

Move the cursor by pressing your computer's arrow keys (or the I, J, K and M keys). Press D (for "draw") when you want to draw a dot. Press E (for "erase") when you want to erase one. Then move the cursor to the next screen position and repeat the process.

Using Joystick

Your joystick must be connected to Joystick Port #1. Move the cursor around the screen by pushing the joystick lever up and down, left or right, or any direction in between. Initially, the joystick is set to draw when the button is pressed; press it and a dot will be drawn where the cursor is currently positioned. To erase a dot, place the cursor over a dot you have already drawn, type "E" and press the joystick button. The dot will be erased. Thereafter, keys "E" and "D" must be toggled to erase and draw. You may draw and erase in a continuous line by holding down the button while moving the joystick lever.

Using KoalaPad or Atari Touch Tablet

Your KoalaPad or Atari Touch Tablet must be connected to Joystick Port #1. To use your KoalaPad or Atari Touch Tablet you must press CTRL-D. A device menu will appear. Highlight the appropriate selection. Move the stylus that came with your device across the pad, pressing firmly, to move the cursor. To draw a dot at the present cursor position, press the left button. To erase a dot, position the cursor where desired and press the right button. To draw and erase continuously, hold down the "draw" or "erase" button while moving the stylus.

GRAPHIC EDITOR COMMANDS

The other Graphic Editor commands listed on the right side of the screen work in the following ways:

CTRL-G GET

This lets you bring into the editing box a graphic from the original Print Shop disk or from a separate data disk on which you have saved Print Shop graphics.

Note: Only graphics created with The Print Shop's Graphic Editor can be retrieved. You may not use other graphics programs or Screen Magic images for this purpose.

CTRL-S SAVE

You will be asked to name each graphic you create. Be sure to use a different name for each graphic. If you do not have a formatted disk handy, you will be asked if you want to format one. Remember you must use a data disk formatted specifically by The Print Shop.

Note: Before you can use an original or modified graphic in other Print Shop modes, you must first save it to disk.

CTRL-C CLEAR

This clears the editor screen, erasing all dots in the editor. You will be asked to press RETURN to confirm that you really want to do this.

CTRL-D DEVICE

This lets the program recognize a joystick, KoalaPad or Atari Touch Tablet plugged into an exterior port.

CTRL-P PRINT

Press CTRL-P to print the graphic currently in the editing box. This allows you to examine how it actually looks on the page. CTRL-P offers immediate feedback.

CTRL-Q QUIT

Press CTRL-Q when you want to exit the Graphic Editor. Before quitting, make sure you have saved to disk any graphics that you want to preserve. Of course, there is no need to save The Print Shop's original graphics; they are permanently saved on the program disk.

MODIFYING AN EXISTING GRAPHIC



If you want to modify one of the original Print Shop graphics, bring it into the editing box by pressing CTRL-G (for "get"). You can select a graphic by picture, by number, or from another disk. Try "getting" various graphics and modifying them slightly. Put eyes in the skull. Add more candles to the birthday cake. The Graphic Editor lets you have fun and be creative without starting from scratch.

SUGGESTED DRAWING TECHNIQUES

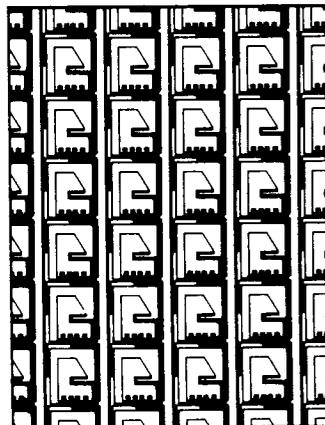
It is useful to study the existing graphics in order to learn about successful drawing techniques. You can learn a great deal about what styles and techniques produce good results by looking at the examples provided. When creating your own original designs using The Print Shop, consider these pointers:

If you are going to be mixing graphics and lettering, don't include large areas of solid black in your graphics. Use checkerboard patterns in varying densities to achieve the shadings you desire.

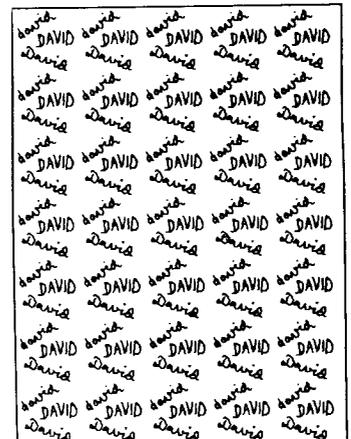
When creating a graphic, try to fill the graphic box as fully as possible. This produces larger graphics and more satisfying "tile" effects.

Try creating freeform, abstract drawings and then printing them as tiled backgrounds. Draw them so that the lines exiting one side match up exactly with the lines exiting the other side. This produces interesting, interconnecting patterns.

EXAMPLES:



*DAVID
DAVID*



The Print Shop can be used in many creative ways. You will no doubt think up some creative new uses of your own, but here are just a few ideas to start you thinking about the open-ended possibilities.

MULTI-COLORED CARDS OR SIGNS

It's easy to make multi-colored cards or signs with The Print Shop. All you need are colored ribbons for your printer. You can print entire pieces in a single color or use a separate color for borders, graphics, and type.

To make a multi-colored print, begin by printing a card or sign with only a border. Do not choose a graphic or a font. Print out your card or sign as you normally would, making certain that your paper is correctly positioned in your printer before printing your border. Then, change the ribbon in your printer to a different color. You may either back up your paper to the same starting point again (be sure that your printer is turned off when you do this), or tear off your sheet, then attach a blank sheet to use as a leader, and run your paper through again. This time choose a graphic or font and print it out using the new ribbon. Make certain that your paper is in exactly the same starting position before activating your printer. See "Printer Tips" (section 10) for comments on changing ribbons.

TWO-COLOR BANNERS

You can create two-color banners by printing your letters in outline form the first time through your printer and in solid format the second time through. After printing your banner with the first color, change your printer's ribbon, and feed your paper back through your printer, or use a leader created by taping a blank sheet to your banner, if necessary. If you align your paper carefully, your second color should fit perfectly within the outline of your first color.

COLORING WITH CRAYONS OR PENS

Certain graphics, such as the rose, Christmas tree and many others, lend themselves especially well to further creative enhancement with crayons or felt tip pens. Brighten up your black and white printouts by hand. Create your own coloring books with giant graphics printed out in the Banner mode!

NOTE PAD SIZE STATIONERY

After you have designed and printed letterhead or stationery, you can have it reduced at a photo-copy store to produce note-pad sized sheets.

NAME TAGS OR EMBLEMS

Fonts and graphics can be printed and cut-up to produce name tags, emblems and much more.

HOUSE NUMBER SIGNS

Using the Banner mode of The Print Shop, you can print large, readable numbers for placement in a window or on your porch to help visitors and guests find your house easily.

COLORED LETTERHEAD

Try printing your letterhead using a color ribbon. This creates a pleasing effect when mixed with the black text of a letter.

DO'S AND DON'TS

When using The Print Shop it is helpful to observe the following tips:

Paper Insertion

Check your printer manual for instructions for inserting paper correctly in your particular printer.

Adjusting Paper

Turn off your printer when adjusting the paper vertically by turning the carriage. Turn it back on when ready to print.

If cards or signs are not centered horizontally on the paper, adjust the horizontal position of the paper in the printer. It may take a bit of trial and error to get it just right.

Use the Paper Position Test (see section 3) each time you print. (Not necessary when printing banners.)

Before Printing—Checklist

Before printing, make sure:

- 1) the system is properly set up
- 2) the printer cable is connected
- 3) the printer power switch is on
- 4) the printer is on-line ("selected")
- 5) friction feed is off, tractor on
- 6) paper is properly positioned
- 7) interface is on (Atari 850)

Changing Ribbons

When changing ribbons, turn off your printer and gently slide the print head to the center of the carriage before removing the ribbon or cartridge.

Printer Heat

Be aware that voluminous printing can cause your printer's print head to get hot. It is a good idea, when doing a lot of printing, to periodically give your printer a rest of a minute or two to cool down. This is especially important when printing extra long banners. If using a printer buffer, there are fewer pauses during printing, which might also cause heat build up.

Multiple Copies

If you are making large quantities of invitations, greeting cards, or fliers, you may want to make your original with The Print Shop and then have it copied at a local copy store.

System Setup

After you run setup and are sure your system is running properly, place a write-protect tab over the notch on your Print Shop disk.

DIP Switches

If your printer is misbehaving or The Print Shop doesn't work properly even with a printer and interface device listed on the box label, the DIP switches in your printer or interface card may have been changed from their factory settings. Refer to your printer manual or manufacturer for instructions and settings.

WHAT TO DO WHEN...

Printer Doesn't Do Anything

Make sure the printer is turned on, on-line, and connected properly to the printer. Check that the printer's removeable top, if any, is firmly in place. If the printer still doesn't work, go back to the Print Menu and check "Setup" entries.

Printer Acts Weirdly

Go back to the Main Menu and check "Setup." If the printer is still printing, turn it off and back on again. If your printer's DIP switches have been changed from the factory settings, reset them according to your printer manual's specifications. Each time you reset them, be sure to turn your printer off and on.

If your printer skips lines while printing your graphics, turn off the "automatic linefeed switch" on your printer, turn your printer off and on, and try printing again.

ABOUT PRINT QUALITY

Printers

Because each printer is a unique case, with its own graphics commands and print resolution, The Print Shop may only be used with printers listed on the printer label on the back of The Print Shop box.

The Print Shop is designed to perform best using dot matrix printers with a graphics resolution of 120 by 72 dots per inch, such as Epson and Star Gemini. It also works well with printers having a graphics resolution of 160 by 72 dots per inch. This includes the C. Itoh Prowriter and the NEC 8023A.

The Okidata 92 and 93, with their unique graphics resolution, produce output of lesser, though in most cases, acceptable quality when used with The Print Shop. Unacceptable results will occur when using the smallest fonts in certain situations. The credit line on the back of a greeting card, for example, will be illegible.

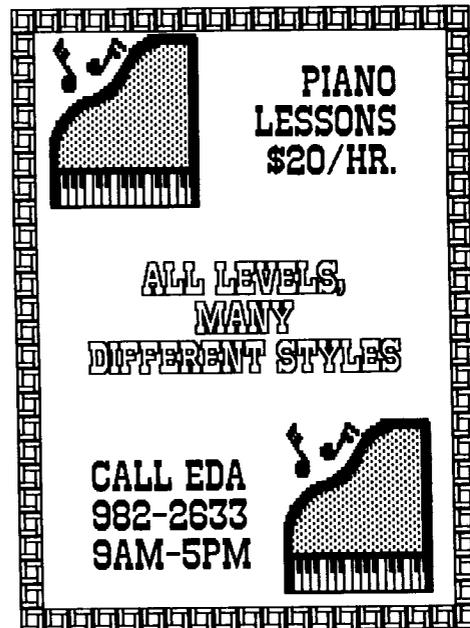
Ribbons

Be sure to have a fresh ribbon in your printer. Exhausted ribbons may produce output of poor quality. When print quality suffers, replace your ribbon.

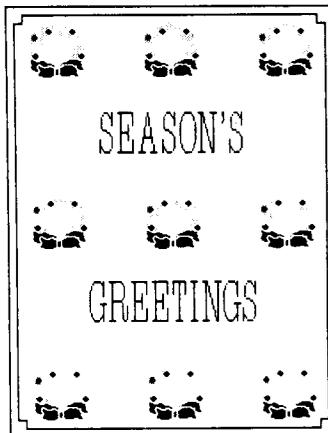
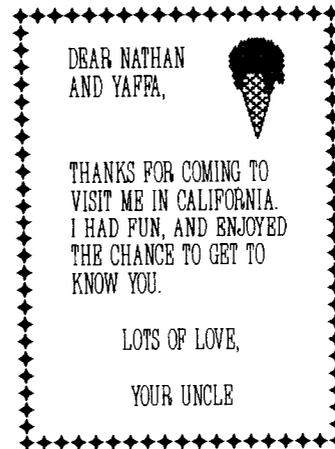
Printing On Colored Paper

When using costlier colored fanfold paper, you may reduce waste by attaching a lead sheet of standard white fanfold paper with removeable tape. Just remove the white lead sheet when printing is complete.

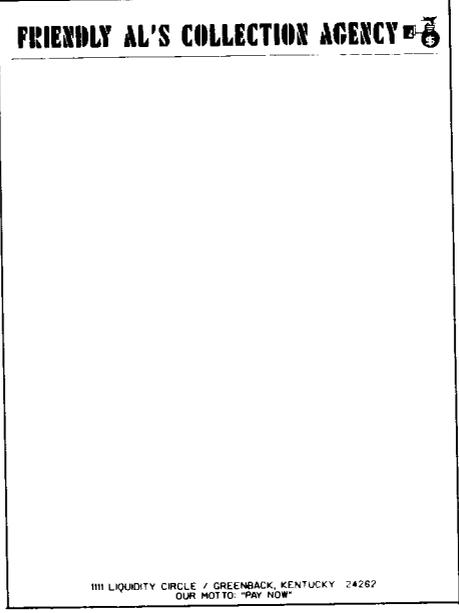
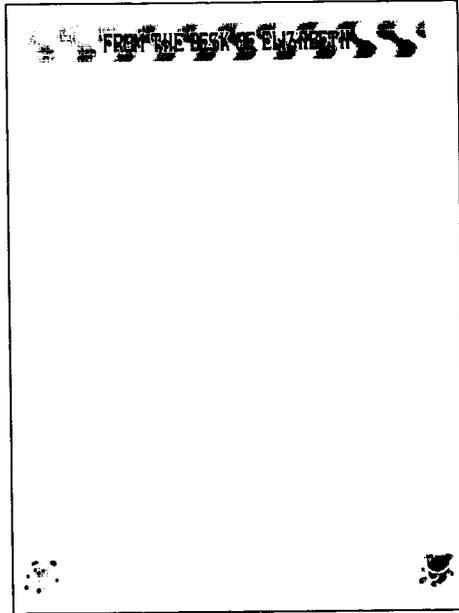
SIGN



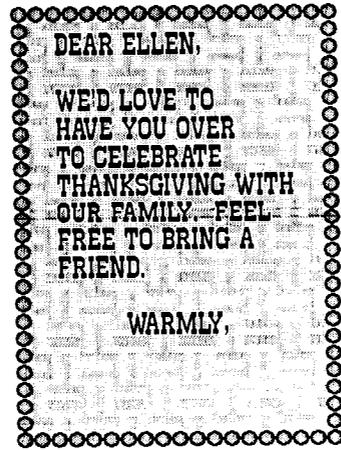
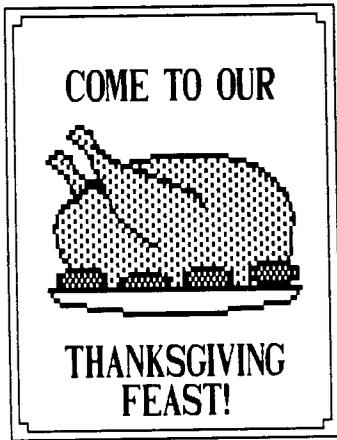
GREETING CARD



LETTERHEAD



GREETING CARD



LIMITED WARRANTY INFORMATION

DISK REPLACEMENT POLICY

If this disk should fail within 2 years of purchase, please return with proof of purchase for prompt FREE replacement. If the disk has been physically damaged, or after 2 years from date of purchase, please include \$5 for replacement, plus \$2.50 for postage and handling.

Printer Compatibility

This program is warranted to work only with the printers and interface devices listed on the outside of the package. Brøderbund Software, Inc. assumes no responsibility for supporting printers and interface devices not listed on the outside of this package.

Limited Warranty

This manual and the software described in this manual are sold "AS IS", without warranty as to their performance. The entire risk as to the quality and performance of the software is assumed by the user. The user, and not the manufacturer, distributor or retailer assumes the entire cost of all necessary servicing, repair, or correction and any incidental or consequential damages.

However, to the original purchaser only, Brøderbund warrants that the medium on which the program is recorded shall be free from defects in materials and workmanship under normal use and service for a period of 2 years from the date of purchase. If during this period a defect in the product should occur, the product may be returned to Brøderbund or to an authorized Brøderbund dealer along with proof of purchase, and Brøderbund will replace or repair the product at Brøderbund's option without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement or repair of the product as provided above.

If failure of the product, in the judgment of Brøderbund, resulted from accident, abuse or misapplication of the product, then Brøderbund shall have no responsibility to replace or repair the product under the above terms.

Nonetheless, such products (and products that become defective after the 2 year replacement period) may be returned to Brøderbund along with \$5, plus \$2.50 for postage and handling, and Brøderbund will provide you with a replacement.

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