

PRINT MASTER PLUS

# PrintMaster Plus

USER'S GUIDE



# **PrintMaster Plus**

**U S E R ' S   G U I D E**

This page is left blank intentionally.

## INTRODUCTION

**PrintMaster Plus** is an entertaining and versatile program. It contains all the tools you need to produce personalized cards, posters, stationery, calendars, and banners. You don't have to know how to program a computer; you don't even have to know how to draw. Just follow the on-screen instructions as you select your borders, graphics, and layout. Choose your font, enter your message, and you're ready to print.

With **PrintMaster Plus** you have 11 borders, 122 pre-designed graphics, and a variety of typefaces and font styles to choose from. And with the program's graphic editor, the Drawing Pad, you'll be able to custom design your work to fit your specific needs.

Here's more good news! Unison World regularly releases additional products containing graphics, borders, and fonts. With these products, you can extend your creative possibilities even further. For more information about our **Art Galleries** or our **Fonts & Borders** products, contact your local Unison World dealer or call our Technical Support Department (see Appendix B).

**PrintMaster Plus** is so easy to use that you almost don't need this User's Guide. But we have provided it anyway to answer additional questions.

This Guide will describe how to set up your hardware -- disk drives and printer. Then it will present a Tutorial on making a poster. From this one example, you will know enough to produce cards, banners, stationery, and calendars without further instruction.

After the poster tutorial, each of the program's projects and features will be described in detail. Next comes an explanation of the Drawing Pad, which you can use to draw, erase, invert, flip, and otherwise alter the graphics that come with **PrintMaster Plus** or the ones you have created from scratch. Finally, this User's Guide concludes with some design tips to help you create really attractive projects.

This page is left blank intentionally.

## GETTING STARTED

**PrintMaster Plus** is extremely easy to use. But before you boot the program, there are a few items that you should take care of.

### Loading Instructions and Special Notes

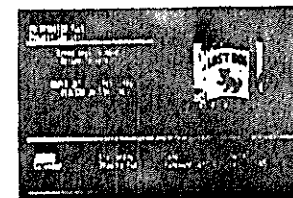
The very first thing you need to do to get started is locate your "Loading Instructions and Special Notes" that deal with the special requirements of your computer. If they are not in your package, call our Technical Support Department right away. The address and phone number are listed in Appendix B of this Guide.

The "Loading Instructions" cover the initial set-up of this program: coordinating the requirements of your printer, drives, and interface or graphics cards. Once the set-up is done, you will not have to fuss with it again. However, if you want to change something, use the Hardware Config program, as explained below.

### Using the Menus

**PrintMaster Plus** is easy to work with. You will be guided through the design and printing procedures by a series of menus that present all your available choices at each step in the process.

After the initial set up of the program, you will see the first screen of the program:



The Project Choices menu is the "main menu" of **PrintMaster Plus**. It contains the projects you can do (create a card, poster, stationery, calendar, or banner), the Hardware Config option (choose printers, etc.), and the Exit program. In addition, the Project Choices menu gives you

the Drawing Pad option (modify existing **PrintMaster Plus** graphics or create entirely new graphics of your own), if you have compatible screen graphics.

To make a selection from a menu, simply move the flashing cursor (using the arrow keys, the mouse, or the joystick, depending upon your computer) to the option you want, and then press return (or press the button on your mouse or joystick). From there, you will either receive further instructions or a new menu which holds your next set of choices.

**Note:** To move back to the previous menu, simply press the appropriate key for Escape (See your "Loading Instructions and Special Notes").

With **PrintMaster Plus** there are only three kinds of tasks that require you to type: entering a message, selecting a date or enhancing a calendar, and naming graphics and designs that you want to save or retrieve. The rest of the operation is simply choosing what you want from the appropriate menu.

## Hardware Config

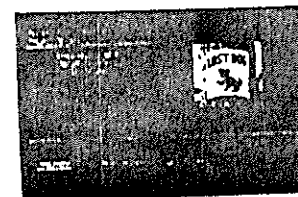
If you need to change some of the parameters set in the initial setting up procedure (see "Loading Instructions and Special Notes"), you may go back to it by selecting **Hardware Config** from the Project Choices menu.

## TUTORIAL Making a Poster

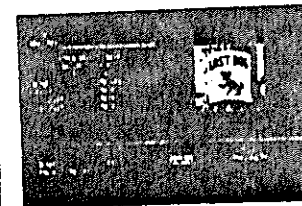
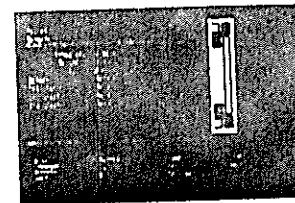
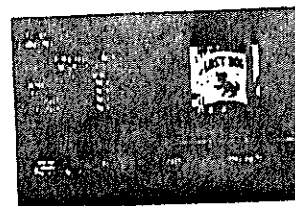
Now let's make your first **PrintMaster Plus** design, a simple poster. Once you've learned to make this, you'll be ready to expand and experiment on your own. Later in this manual, the **PrintMaster Plus** features and functions are explored in greater detail. But for now, let's get started on our first project to get the basics under our belts.

**Note:** The screen images displayed in the User's Guide have been taken from an MS-DOS compatible computer monitor. Not all computer versions of **PrintMaster Plus** will match the screens exactly.

1. From the Project Choices menu, select Poster.
2. The Project Options menu will appear. Now select New Poster.



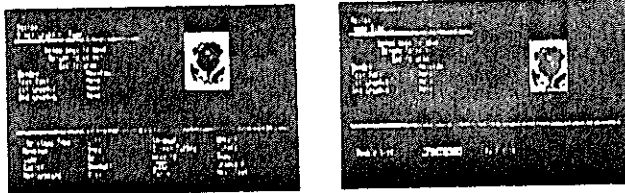
3. From the What Next? menu, select Border, and then choose This Disk to browse through the list of border designs found on the **PrintMaster Plus** disk. You will be able to see a sample of each border as you highlight its name on the list. (If you don't have compatible screen graphics, you won't be able to see anything. Refer to the borders shown in the next section of this User's Guide to see your border choices.)
4. Once you've selected a border, you will return to the What Next? menu. At this point, select Graphic, and then choose This Disk.



5. You will see the First Graphic - Page 1 menu. Browse through the list of **PrintMaster Plus** graphics to select one you like. There are seven pages of graphics all together. You are free to move up, down, left, and right through the list. Again, you will see an example of each graphic as you highlight its name. (If you don't have compatible screen graphics, refer to Appendix A at the end of this User's Guide to see your choice.)

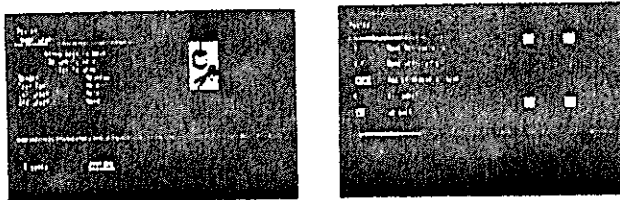
**Note:** You can preview your progress at any time by selecting Preview/Print from the What Next? menu.

6. Once you've selected your graphic, you will see the Image Size menu. You can scroll through the three choices of size to see how big each is. For this poster, select **Regular Size**.



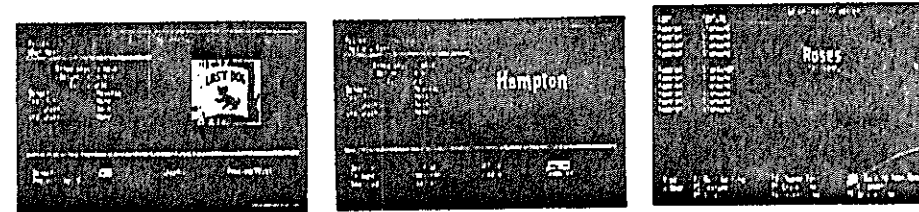
7. You will next see the Image Layout menu. Select **Freehand**.
8. You can place the graphic you've chosen in any of the 15 positions that you see on screen. Use the cursor to highlight the box that represents the position you want the graphic to go in, and then press return. The box will remain highlighted. To remove the graphic, just move the cursor over the box again, and press return. The box will no longer be highlighted.

For this poster, place the graphic you've chosen in the four corners; then press the appropriate key, shown at the bottom of the screen, for **All Done!**

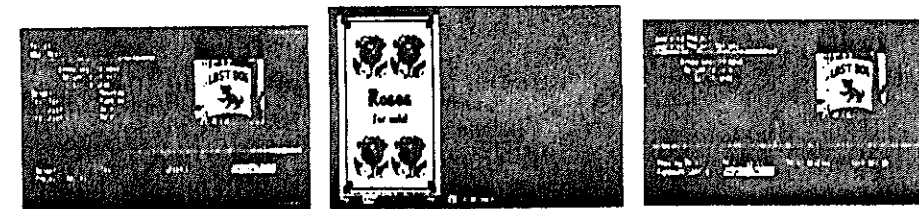


9. You will return again to the What Next? menu. Choose **Text** and then select **This Disk**.

10. You will now see the Choose a Font menu, containing a list of the typefaces that are included on the **PrintMaster Plus** disk. You will see a sample of each typeface as you highlight its name. (For those without compatible screen graphics, examples of each are shown in the next section of this guide.)



11. Once you've selected your typeface, you will proceed to the Enter Text screen. For this poster, move the cursor to the third or fourth line down from the top of the screen (to accommodate our graphics), and type a short message that is two or three lines in length. After you've completed your text, press the appropriate key, shown at the bottom of your screen, for **Quit Editing**.
12. You will return once again to the What Next? menu. This time, select **Preview/Print**. Select **Preview/Print** again to preview the poster before printing. You will now see what you have created on your monitor (if you have compatible screen graphics).
13. To print, press return, and in minutes you'll have your first **PrintMaster Plus** creation.
14. From the Completed Project menu, select **Project Choices** to start another project.



This page is left blank intentionally.

## PRINTMASTER PLUS FEATURES

### Project Options

**PrintMaster Plus** offers a variety of features you can use to make your projects. And with these features, you have a wide variety of choices, as explained below. What's more, you can save designs for later use or modification.

Once you've selected the type of project, you're going to create (card, poster, stationery, calendar, or banner) from the Project Choices menu, you will be taken to the Project Options menu. You will see these three choices on the screen: New, Print, and Edit.

**New** starts you on a brand new project.

**Print** prints a project that you have previously saved to a disk. You will be prompted to insert the disk into the drive, and then the project will be printed.

**Edit** allows you to modify a previously saved project. Again, you will be prompted to insert the appropriate disk into the drive, and then you will be taken to the What Next? menu.

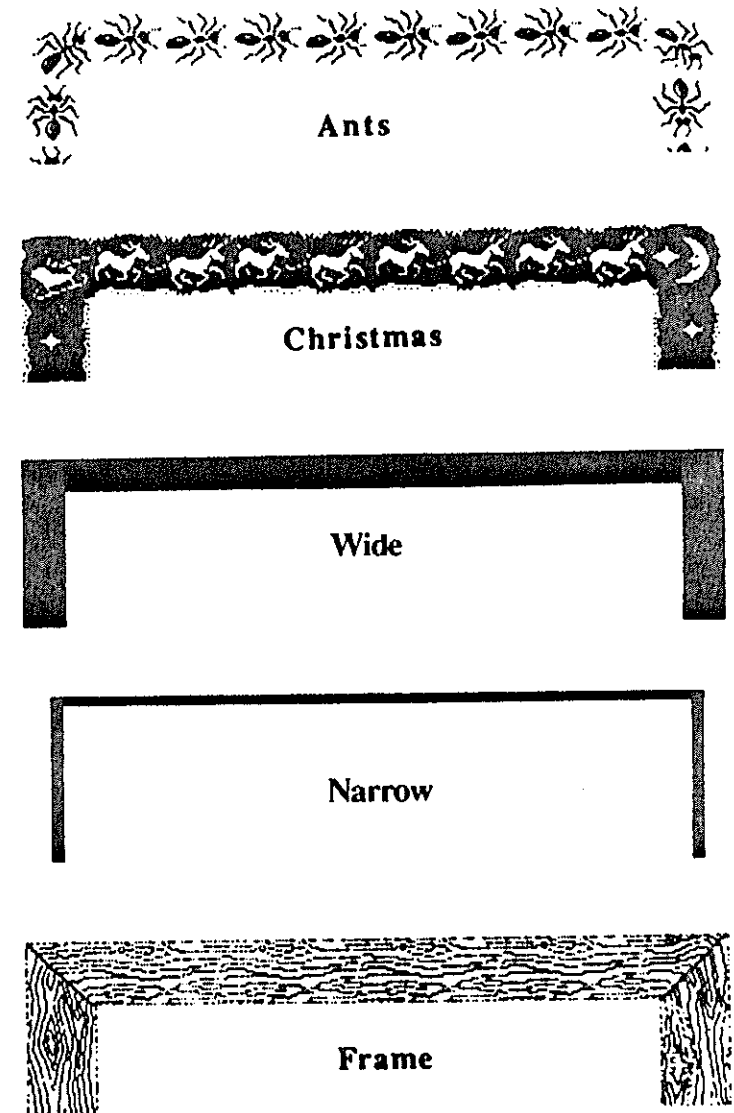
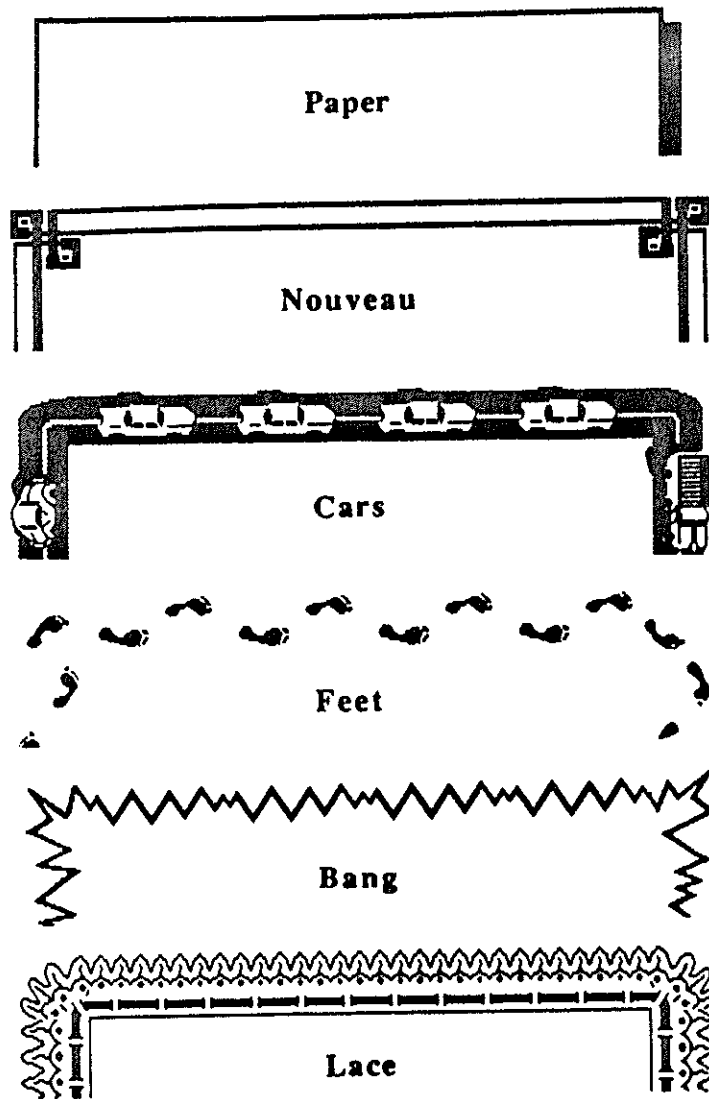
The What Next? menu lets you choose borders, graphics, and text as appropriate to the project you are working on.

### Borders

Borders can be used on cards and posters. With cards, borders can be used on both the cover and inside panels.

Your choices of borders include one of the borders that come on the **PrintMaster Plus** disk, a border from Unison World's Fonts & Borders products or a compatible product, or the no-border design option.

Select a border that works with the theme and look for your design.





## Graphics

You can use graphics in any of your creations. You can choose among a variety of layouts and three sizes, depending upon the project you are working on.

The program contains 111 pre-designed "picture" graphics and 11 "pattern" graphics. You can add even more graphics by using Unison World's **Art Gallery** products and other compatible clip-art programs, and by creating a custom graphics library of your own with the Drawing Pad (if you have compatible screen graphics).

### Images

Once you've selected the Graphic option from the What Next? menu, you can choose one of the following:

**This Disk** lets you choose your graphic from those contained on the **PrintMaster Plus** disk. (If you completed the Tutorial, you've already used this option.)

**Another Disk** must be chosen if your graphic is stored on a separate disk. (**PrintMaster Plus** will tell you when to insert your graphics disk.)

**No Graphic** is your choice if you don't want to use art. Sometimes a nice border and the right text are all you need to make a great design.

If you decide you want a graphic, browse through the menu of choices until you find the one you want. Each graphic will appear as you highlight its name, so that you can make your choice with precision. (For those without compatible screen graphics, you cannot see the art on your monitor. But Appendix A of the Guide contains all the graphic on the **PrintMaster Plus** disk.)

### Image Size

When you're working on a card or poster, you can produce your **PrintMaster Plus** graphics in three different sizes: half size, regular size, or double size. You will exercise this option in the Image Size menu, which follows the Graphic screen.

The number of graphics that can fit on a page depends upon the size of the graphic and the project. Posters, for example, can contain 45 half size graphics, 15 regular size graphics, and 1 double size graphic.

Due to the size and printing constraints involved in their production, calendars, stationery, and banners don't allow you a choice. On these projects, you must work with one size only.

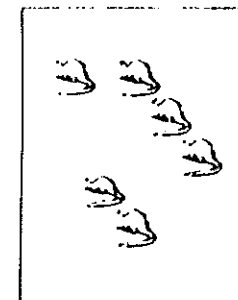
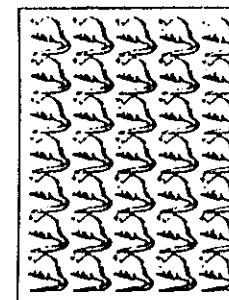
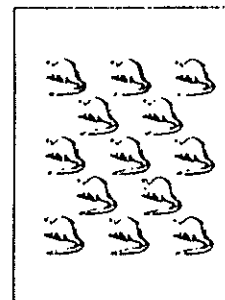
### Image Layout

When you're working with **PrintMaster Plus**, you will find yourself with different layout options depending on the type of project you are creating. Posters and cards give you three different methods for placing your graphics.

**Diagonal** places your graphic in a checkerboard pattern.

**Background** fills the image area by repeating the graphic over the entire area.

**Freehand** lets you put the graphics in any available position. Once you've selected this option, move the cursor to the box that represents where you want a graphic to go. Then press return to "place" the graphic. The box will "fill." Repeat the procedure until you have placed all your graphics where you want them. If you want to remove a graphic, just move to its box and press return again. The "fill" will disappear.



## Text

There are several choices you have about the use of text in your project as a design element. You can choose among many fonts. Then you can choose textures and sizes. And finally, of course, you can choose the actual message.

## Fonts

The typefaces in **PrintMaster Plus** include both upper- and lower-case characters, numbers, and punctuation, which you can use in all of your creations.

The only time that you do not have a choice of typeface is on a calendar or stationery project where small letters are required. In the calendars, small letters are needed to insert text into the dates. In stationery, small letters are needed for the address line(s). In these instances, the program only lets you use the Editor font to ensure that your "fine print" is clear and legible.

In all other cases, however, the choice of typeface is subject to your needs and decisions. You can use the **PrintMaster Plus** fonts to achieve a wide variety of effects in your designs.

## DeVille

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
vwxyz abcdefghijklmnopqrstuvwxyz  
1234567890 !@#\$%&\*()-\_+=+[]:~/?<.,

## Scribe

A B C D E F G H I J K L M N O P Q  
R S T U V W X Y Z  
abcdefghijklmnopqrstuvwxyz  
1234567890 !@#\$%&\*()-\_+=+[]:~/?<.,

## Office

ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890  
abcdefghijklmnopqrstuvwxyz !@#\$%&\*()-\_+=+[]:~/?<.,

## Hampton

ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890  
abcdefghijklmnopqrstuvwxyz !@#\$%&\*()-\_+=+[]:~/?<.,

## Tribune

ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890  
abcdefghijklmnopqrstuvwxyz !@#\$%&\*()-\_+=+[]:~/?<.,

## Western

ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890  
abcdefghijklmnopqrstuvwxyz !@#\$%&\*()-\_+=+[]:~/?<.,

## Computer

ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890  
abcdefghijklmnopqrstuvwxyz !@#\$%&\*()-\_+=+[]:~/?<.,

## Utopia

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz  
1234567890 !@#\$%&\*()-\_+=+[]:~/?<.,

## Editor

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz  
1234567890 !@#\$%&\*()-\_+=+[]:~/?<.,

## Smallcap

ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890  
!@#\$%&\*()-\_+=+[]:~/?<.,

### Textures and Sizes

For each typeface, you may also choose a texture, which is a variation of the typeface. For example, the Silhouette texture gives letters the appearance of popping off the page. Each texture can be used with all the typefaces. Typefaces also come in several sizes, depending upon the project. Cards and posters use regular and double size typefaces, while banners use only jumbo size.

### Text Editor

The Text Editor makes it easy to enter and format your text. Move the cursor up or down to change the line you are on. The return key automatically moves the cursor to the next line. Use the backspace key or the space bar to move the cursor within a line.

**Note:** The number of text lines available on any given project and the number of characters per line will depend on the typeface you are using.

At the bottom of the Text Editor screen, you will find a menu of keys assigned to specific editing functions. Here is a description of what these keys do:

**Quit** lets you exit from the Text Editor and return to the What Next? menu.

**Texture** lets you select the texture of the typeface you want. Keep using this command to scroll through the texture choices.

**Change Size** changes the size of the font in the line that you are working on. Options include regular- and double-size text.

**Change Font** lets you change the typeface in any line that you choose. To run through the list of available fonts, press the key repeatedly, until you reach the font of your choice.

**Erase** erases a line of text.

**Insert Line** inserts a blank line (not available on all computers).

**Alignment** aligns a line of text to the right, left or center.

**Delete Line** deletes a line of text (not available on all computers).

When you have finished entering your text, don't forget to use the Quit command to go back to the What Next? menu.

## PREVIEWING, PRINTING, AND SAVING Completed Projects

Once you have finished your design, you can select Preview/Print to enter the Completed Projects menu. From this menu, you can preview your design, print it normally or in reverse (for T-shirt transfers), or you can print it in multiple copies (only available on some computers). You may also go back to Hardware Config or to the Project Choices menu.

### Preview

Once you choose Preview/Print, select Preview/Print again from the Completed Projects menu to see a preview of your design. When the preview is on the screen, you can select Print to actually print, or you can go back to re-work your design.

**Note:** You can select Preview/Print at any point during the designing process, so that you may see what you have done after each step.

### Print

You can select Print from the preview screen or directly from the Completed Projects menu or from the Project Options menu at the beginning of the program.

Before printing, making sure that your printer is on-line and that the paper is properly aligned.

### Save

To save your design, all you have to do is insert a blank, formatted disk into the appropriate drive and select Save Design from the Completed Project menu. At that point, the program will prompt you to type a name for your design. Type the name and then press return. Your design will then be saved for later use.

To retrieve a project at a later time, simply select the appropriate project (card, poster, stationery, calendar, or banner) from the Project Options menu. Then select Edit from the Project Choices menu. At that point, the program will prompt you to insert the data disk on which your project is saved and ask you for the name of your design.

This page is left blank intentionally.

## PRINTMASTER PLUS CREATIONS

### Project Choices

In **PrintMaster Plus** you can create five types of projects: cards, posters, stationery, calendars, and banners. Each of these projects has its own options in terms of layout, graphics, and design.

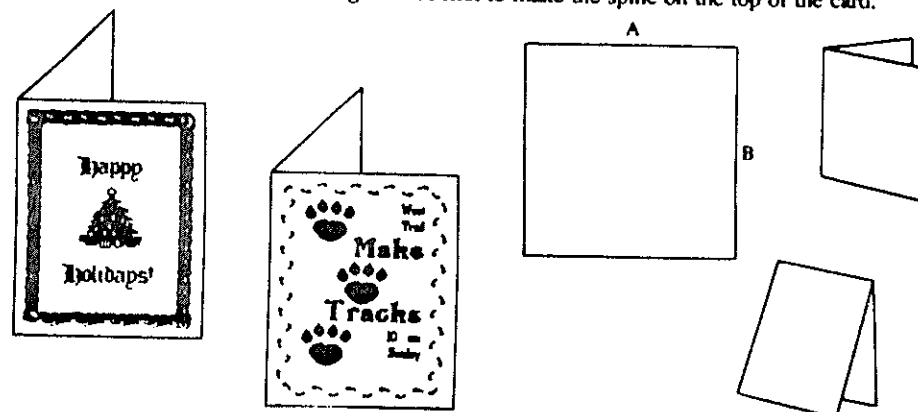
In this section of the User's Guide, we will review each of the **PrintMaster Plus** projects, introduce their potentials, and familiarize you with the options you have in using them.

### Cards

The card is one of the program's most versatile features. You can use it to make party invitations, recital or play programs, announcements, holiday cards, and more.

When you work on a card, you will create two separate designs, one for the cover panel and one for the inside panel. For each of these designs, you can use a border, choose from among the full range of graphic sizes and layouts, and select any typeface. The amount of text that can be placed on the card will depend upon whether or not you have used a border, where the graphics are placed, whether or not you want the text to print over the graphics, and the typeface, texture, and size you have chosen.

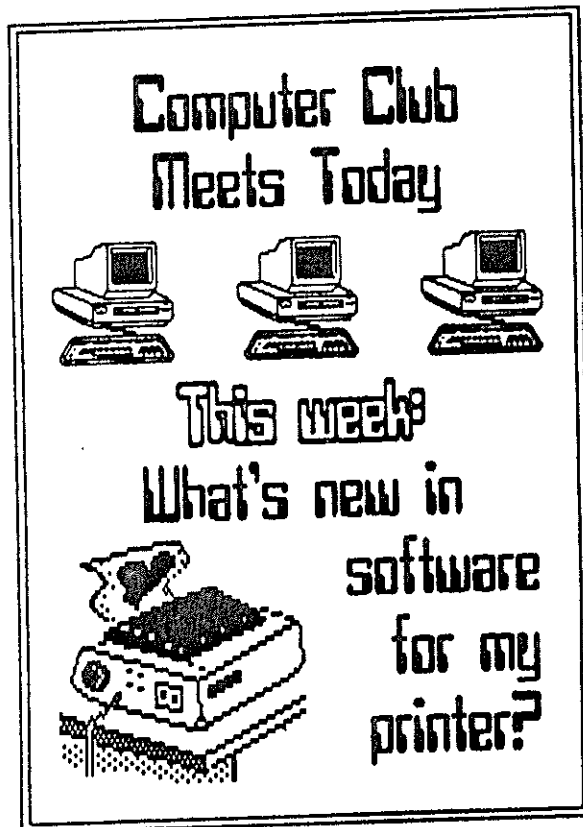
Once you've printed your card, fold it in quarters. Fold along Fold B first to make the spine on the left edge of the card; fold along Fold A first to make the spine on the top of the card.



## Posters

Like the card, the poster is extremely versatile. When you're working on a poster, you will be able to adjust the size and layout of your graphics, and choose your typeface, size, and arrangement with virtually no constraints (except the size of the page). You can use the poster to make, among other things, school bulletins, flyers for a garage sale, news flashes for the office, and reminder notes.

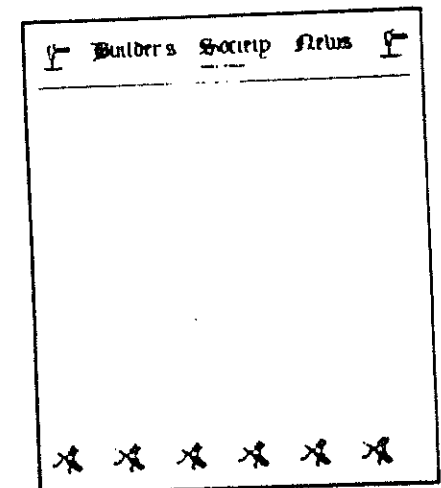
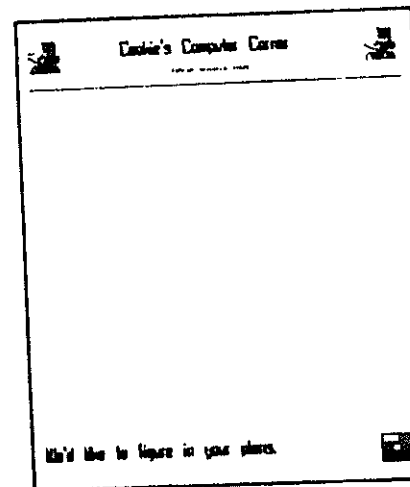
If you went through the Tutorial section of this Guide, then you've already made your first poster on **PrintMaster Plus**. Feel free to experiment with all of the border, graphics, and font options that your particular version of **PrintMaster Plus** provides.



## Stationery

The stationery that you create on **PrintMaster Plus** can be as attractive, useful, or humorous as you please. Once you've created your stationery, you can feed the printed sheets back into your printer to print letters or other computer files, or you can photocopy it for other applications. You can also use the stationery project to create personal letterheads, business letterheads, memo or note paper, and newsletter mastheads.

Stationery uses no borders, and graphics and text can only be placed along the top and bottom of the page. To enhance your creative efforts, you can use different graphics and fonts on the top and bottom lines. If you want to add some "fine print" to your stationery at the top and/or bottom of your design, the Editor font must be used, which the program will choose for you.



## Calendars

With the **PrintMaster Plus** calendar, you can create personalized monthly or weekly calendars. You can use this project to design a masthead or title for your calendar, and then add graphics that enhance the visual effect of the design. You can also fill in your schedule for the week or the month, so that your calendars help keep you organized and on top of events. Among the many projects that the calendar can be used for, you can make vacation schedules, exam schedules, holiday party date books, and appointment calendars.

Two types of calendars can be made -- weekly and monthly -- and different design options are available with each one.

### Monthly Calendar

If you want to make a monthly calendar, simply select **Calendar** from the **Project Choices** menu, and then select **Monthly** on the next screen. From there, the program will ask you to enter the appropriate year and then it will provide a menu of months from which to choose.

Once you've chosen the month, you can select the graphics to appear at the top left and/or right corner of your calendar. Next, you will need to choose a font for your calendar's heading (it will automatically be in double size).

By selecting **Text** at the **What Next?** menu, you can specify another title for your calendar. If you don't specifically choose a text heading, the program will print the month and the year you have selected.

You can also choose to **Add Text** to include messages on specific dates. Take note of the space constraints involved in this process, however, since the space in each date is very small. Allow about three lines of text, with three-to-six characters per line.

### Weekly Calendar

There are two types of weekly calendars included in **PrintMaster Plus**: generic and specific. The generic calendar prints small boxes under each day of the week, so that you can fill the dates in yourself. The specific calendar, on the other hand, prints actual dates along with the days.

To design a weekly calendar, select **Calendar** from the **Project Choices** menu, then **New Calendar** from the **Project Options** menu, and then either **Week with dates** (specific calendar) or **Week no dates** (generic calendar) from the **Calendar Type** menu.

From there, just enter the year and the month. Then, if you're working on a specific calendar, select the dates you want from the menu that the program provides.

After that, you can select your graphics and fonts just as you would in the monthly calendar. You can also alter the heading and enhance your dates to create a more exciting appearance and to provide yourself with a schedule of your appointments. Note that with the weekly calendar you will be able to add more text under each date than you can with the monthly calendar.

**Note:** Dates cannot be enhanced in the generic weekly calendar.

The screenshot shows a weekly calendar titled "Armistice" in a decorative font, flanked by two small floral graphics. Below the title is a header row with the days of the week: SUN, MON, TUE, WED, THU, FRI, SAT. The calendar grid consists of 7 rows and 7 columns. The first row contains dates 1 and 2 under SAT. The second row contains dates 3 through 9. The third row contains dates 10 through 16, with "no one today" written under date 11. The fourth row contains dates 17 through 23. The fifth row contains dates 24 through 30, with "Turkey day today" written under date 26. The grid is enclosed in a rectangular border.

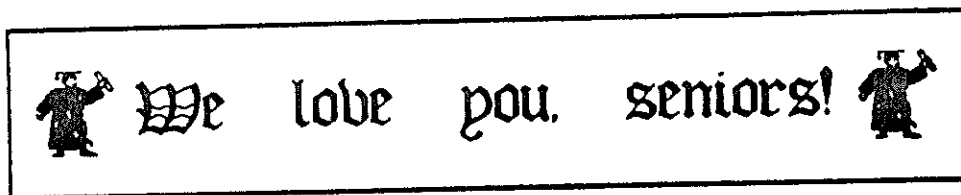
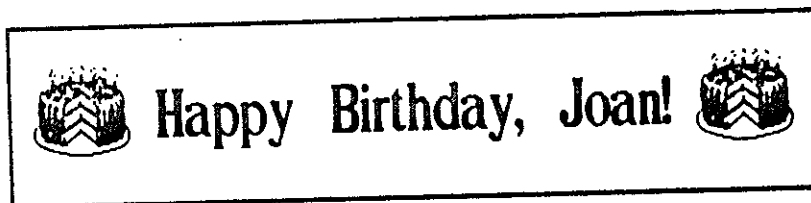
The screenshot shows a form titled "Le Menu" in a decorative font, flanked by two small floral graphics. Below the title is a list of the days of the week, each followed by a checkbox: Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday. The form is enclosed in a rectangular border.

## Banners

You will find that nothing grabs people's attentions like a well-designed banner. You can use the banner project to make birthday banners, cheerleading posters, lemonade-stand signs, and bon voyage banners.

Banners are perhaps PrintMaster Plus easiest project to make. When you select Banner from the Project Choices menu, you have only to pick your graphic and font, type your message, and you're ready to print.

The one design constraint that you will encounter is the length of the banner's text. Generally speaking, banner text can be no longer than poster text. If you want to make longer banners, you can try making them in pieces and then taping them together. Or, since PrintMaster Plus lets you print graphics on one side of the banner only, you can make a longer banner by printing two in succession: the first with the graphic on the left, the second with the graphic

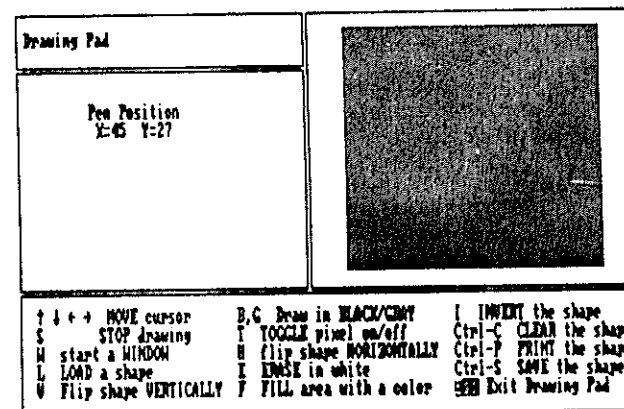


## DRAWING PAD

The Drawing Pad is a graphic editor that lets you customize existing graphics, such as those that come with PrintMaster Plus, as well as create your own graphics from scratch. The Drawing Pad allows you to draw, erase, invert, and flip your picture, or parts of it, and much more.

**Note:** You can only use the Drawing Pad if you have a graphics capabilities with your computer.

To enter the Drawing Pad, select it from the Project Choices menu. You will see the following screen:



### Pen Position

The Pen Position indicates the pixel position of the cursor in the drawing area (the "window" in the upper right portion of your screen). When you move the cursor, the pen position will show the new location.

Each graphic in PrintMaster Plus is made up of individual "dots" called picture elements -- or pixels, for short. Each pixel is either black (turned "on") or white (turned "off"), and there are a total of 4576 pixels in a graphic -- 88 across by 52 down. Each pixel has a number associated to it, based on its x-y coordinate position. The flashing pixel (cursor) in the center of the drawing area is in this location: X=45, Y=27. This means that the cursor is on the pixel that is 45 places in from the left and 27 placed down from the top. This X-Y coordinate system helps you lay out patterned or highly structured parts of your drawings.

## Commands and Operations

The bottom of the screen contains a menu, which lists the operations you can use, along with the specific commands to invoke them. The following describes the operations:

**Draw in Black/Gray** is two separate operations. Black turns each dot the cursor moves over to black. (If the dot is already black, it's not changed.) Gray turns dots alternatively on and off. The result will look checkered on the screen because it is magnified, but the area will be grey when it is printed out.

**Invert the Shape** reverses all dots in the screen, giving a "negative" image of the graphic.

**Stop Drawing** stops drawing and allows free cursor movement.

**Toggle Pixel On/Off** turns each white pixel "on" (turns it black), and turns each black pixel "off" (turns it white).

**Clear the Shape** erases the graphic on the Drawing Pad screen. **CAUTION:** If you want to save a graphic, use the Save option before you erase it.

**Start Window** lets you select a portion of the graphic to work on. (This operation is not available in all versions.)

**Flip Shape Horizontally** flips the image, reversing left and right.

**Print the Shape** prints a full-sized image of the graphic.

**Load a Shape** loads a graphic from a disk into the Drawing Pad screen. (In some versions, graphics are loaded before entering the Drawing Pad.)

**Erase in White** turns black pixels "off" by making them white.

**Save the Shape** saves a new or modified graphic to your disk so that it can be used later.

**Flip Shape Vertically** flips the image, reversing top and bottom.

**Fill Area with Color** lets you fill it in a marked window area as black, grey, or white (erase everything). (This operation is not available in all versions.)

**Exit Drawing Pad** return you to the Project Choices menu.

## Using the Drawing Pad

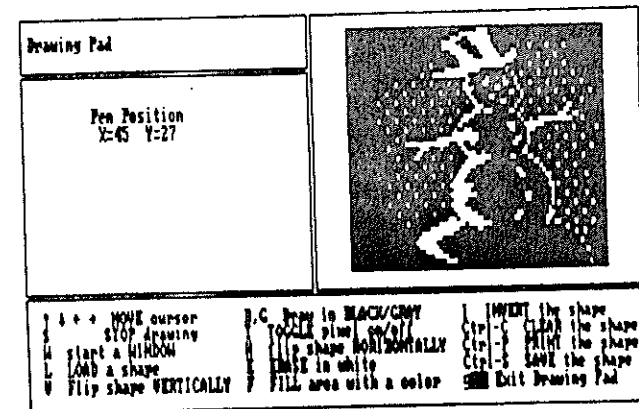
For the purposes of our example, we'll show you how to modify an existing graphic. First, choose **LOAD** a shape. After that, you will be asked to make one of these choices:

**This Disk** lets you choose one of the existing graphics on the **PrintMaster Plus** disk.

**Another Disk** lets you choose a custom graphic you've already designed and saved onto your data disk or a graphic from a **Unison World Art Gallery** or a compatible clip-art product.

**No Graphic** puts you into the Drawing Pad with a blank screen so you can design a graphic from scratch. (This is the mode you are in when you first go into Drawing Pad.)

Choose **This Disk** and then load "Snowman" from Graphic - Page 1. Once the graphic is loaded, the Drawing Pad will look like this:



You can easily modify the graphic by erasing part of it, adding something to it, or both. For example, let's assume you want the snowman without the distracting background. By using the **ERASE in white** option and moving the cursor carefully, you can remove the background from the graphic.



After you've changed the shape, you can add it to your data disk by using the **SAVE the Shape** option. **PrintMaster Plus** will tell you to insert a data disk, and you'll be able to store your modified shape, using any name you'd like. Later, you can retrieve your design by using the **Another Disk** option in the **Choose a Graphic** menu.

The best way to learn how to use the **Drawing Pad** is to experiment with it, following the directions you see on the screen. Have fun!

## DESIGN TIPS

In order to help you use **PrintMaster Plus** to its fullest potential, 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 -- graphics or text -- you'd like to emphasize and then plan your design with that emphasis in mind.
- \* Avoid overlapping graphics and text whenever the overlap causes legibility problems. If you want to create an overlapping effect, try **Background** from the **Layout** option with one of the available patterned graphics or edit your own light-toned graphics for use with text.
- \* Use the shadow texture with your typeface to make your text readable against dark backgrounds.
- \* Use the **Preview/Print** 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.
- \* To create an attractive appearance with your text, use different textures of the same typeface or combine fonts that are visually compatible.
- \* While text composed entirely in capitals will attract attention, remember that a combination of upper- and lower-case letters provides the easiest legibility. For the **DeVille** and **Scribe** fonts in particular, we recommend that you avoid composing entirely in capitals.
- \* As a rule of thumb in creating cards, remember to emphasize graphics on the cover as an attention-getter and text on the inside to convey your message.
- \* Stationery will probably serve its purpose best if you emphasize your name or other title on either the top or the bottom of the page but not on both.
- \* When printing your designs, align your paper so that the top edge rests just above the printer head. Use fresh ribbons for final printouts, old ribbons for drafts.

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

Colored ribbons, printer paper, and t-shirt transfers are available from some computer stores, mail-order catalogs, and computer magazines. A source for many of these items is found in Appendix B of this Guide.

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

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

## APPENDIX A

### Graphic Images in PrintMaster Plus



Christmas Tree



Gift



Snowman



Wreath



Heart



Menorah



Dreidel



Dinner Turkey



Turkey



Skull



Cake



Bells



Wedding



Baby



Cup



Easter



Bouquet



Rose



Graduate



Balloon



Mortarboard



Kiss



Party



Dancers



UFO



Cupid



Pumpkin



Frankenstein



Penguin



Unicorn



Knife &amp; Fork



Hamburger



Teapot



Frog



Dove



Ice Cream



Hot Rod



Biplane



Bird



Mayan Eagle



Train



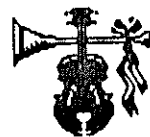
Airliner



Sailboat



Guitar



Instruments



Dolphin



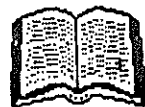
Horse



Puppy



Clown



Book



Cat



Teddy Bear



Screwdriver



Tools



Nut &amp; Bolt



Snail



Dinosaur



Push Pin



Diskette



Computer



Godzilla



Piano



Scroll &amp; Pen



Telephone



Overtime



Notes



Masks



Tennis Shoes



Ballet Shoes



Running Shoes



Paint Palette



Hammer



Skier



Football



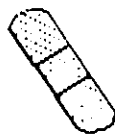
Cowboy Boot



Robot



Football Helmet



Band Aid



Pointing Hand



Paw Print



Printer



Dollar



Ribbon



American Eagle



Flag



Mitt



Stop Sign



Question Mark



Exclamation Point



Leaves



Basketball



Tree



Moon



Sun



Island



Golf Club



Beach



Mountain



Earth



House



City Scape



TV



Newspaper



Top Hat



Worm Pile



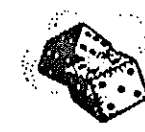
Light Bulb



Hour Glass



Chess Knight



Dice



Cube Corners



Bomb



Star



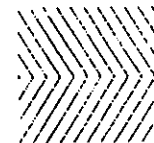
No Smoking



Gray Dots



Vertical Lines



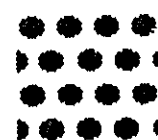
Zig Zag



Wavy Lines



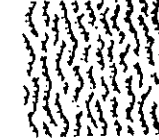
Binkies



Polka Dots



Sandy Stripes



Swamp



Diamond

## **APPENDIX B**

### **Technical Support and Auxilliary Products**

For information about Unison World's other products, including our **Art Galleries** and **Fonts & Borders** programs, or for technical support, please write or call us. We answer the phones between 9 a.m. and 6 p.m. Pacific Time:

Technical Support Department  
Unison World  
Box 3056  
Berkeley, California 94703

415-848-6666

In addition to Unison World software programs, we have colored printing paper, colored ribbons, t-shirt transfers, re-inkers for ribbons, and other auxilliary products -- plus the book **The Creative PrintMaster** by Kendra R. Bonnett, which offers great design tips -- all of which are available through our sister company, UniBrite International Publishing. For more information, contact us at:

UniBrite International Publishing  
Box 3056  
Berkeley, California 94703

415-652-6004