

THE Print Shop COMPANION[®]

DESIGNS AND PRINTS CALENDARS, ENVELOPES, LABELS AND MORE.

TGS

Reference
Manual

 **Broderbund Software[®]**

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 **Broderbund Software[®]**

THE PRINT SHOP COMPANION® IIgs

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INTRODUCTION

With The Print Shop Companion® IIgs you'll have everything right at your fingertips to become the artist you've always dreamed of being. This powerful new program is a stand-alone extension to The Print Shop® for the Apple IIgs® that lets you create a variety of printed products.

The Print Shop Companion IIgs offers a large selection of graphics, full panel graphics, fonts, and borders to allow you even greater ease and ingenuity in the projects you create. In addition, the Companion's eight sophisticated, full-color editors let you modify any previously designed graphics, fonts, and borders and create new designs from scratch.

As soon as you enter The Print Shop Companion IIgs, you'll be able to create professional-looking and personalized:

- Calendars
- Envelopes
- Labels
- Pages
- Catalogs of your graphics

All these projects are made by simple selections from menus which let you create endless design possibilities. In addition, graphics, full panels, fonts, and borders can be loaded from The Print Shop IIgs and any of The Print Shop Graphic Libraries®, as well as The New Print Shop for the Apple IIe, IIc, IIc Plus. Hi-res pictures from standard paint programs can also be imported and modified to use in any Print Shop Companion or Print Shop project. This program will go as far as your imagination takes it. You'll discover many creative ideas in this manual to get you started.

USING THIS MANUAL This manual introduces you to the new features of The Print Shop Companion IIgs and shows you just what to do when creating your projects.

Getting Started **Section 1** informs you of everything included with The Print Shop Companion IIgs and tells you what equipment is needed to use it. It also explains how to start the program, set up your system, and generally how to work in the program.

Quick Start Section 2 works as a tutorial, leading you step-by-step through a basic project which creates a Valentine's Day calendar. By following this tutorial you'll gain an introduction to many of the program's design procedures.

The Basics Section 3 consists of descriptions of the basic steps used to create Print Shop Companion projects. You will be shown how to choose panels, graphic layouts, and fonts, as well as learn how to enter messages and print your finished projects.

The Projects Section 4 describes each of the program's projects. You'll be told all the details for creating calendars, envelopes, and pages, as well as given tips for using the cataloger and the colorful graphics of Tile Magic and the Creature Maker.

The Editors Section 5 describes how to use each of the powerful new editors - the Graphic Editor, a variety of Full Panel Editors, and Border, Font, Pixel and Panel Pattern Editors. After a description of how to use the editors in general, the specific applications of each individual editor are presented.

Creative Ideas Section 6 presents you with a variety of creative uses for The Print Shop Companion's projects. Learn how to create video effects, stickers, or giant signs to name just a few.

1.

GETTING STARTED

Requirements The Print Shop Companion IIgs Includes:

- The Print Shop Companion Disk
- The Print Shop Companion Manual and Reference Card

What You Need

- Apple IIgs with 768K of memory
- 3.5-inch disk drive
- Color monitor (RGB for best results)
- Mouse
- Compatible printer

Nice to Have

- The Print Shop IIgs
- The Print Shop Graphics Libraries
- Additional disk drive
- Color printer
- Color pinfeed paper

Starting the Program To begin using The Print Shop Companion IIgs:

1. Insert The Print Shop Companion disk into the designated startup disk drive.
2. Turn on the computer, the monitor, and then the printer.
3. Wait until The Print Shop Companion loads and displays the Main Menu on the screen.
If the computer is already turned on when you want to load The Print Shop Companion, follow these instructions to reset and restart the program.
 1. Insert The Print Shop Companion into the startup disk drive.
 2. Press the CONTROL key, the ⌘ key, and the RESET key simultaneously.
 3. Release the RESET key first, and then release the others.


SETTING UP THE SYSTEM The first time you start the program, the *Setup* option on the Main Menu is highlighted to remind you to enter information required for printing. Press the RETURN key while *Setup* is highlighted. You will be led through the following series of menus.


Note: If you need help selecting from menus, turn to the chapter *The Basics* for more information.


Hard Disk or RAM Disk Users Choose to install the Companion, install a Graphics Library or set up your printer.

Printer Identification Highlight the name of your printer and press RETURN. If your printer isn't listed, click *See More Options* twice.

Color Printers If the printer you specify can use a color ribbon, a prompt appears: "Is there a color ribbon in the printer?" Click *Yes* or *No* to continue to the next menu.


Printer Location Highlight the appropriate printer connection, built-in printer or modem port, and click the  button.

Interface Card If you specify that the printer is attached to an interface card, you are presented with a list of cards. Highlight the appropriate interface card and click the  button. The program then asks you to identify which slot the interface card is in. Indicate the appropriate slot. If the control panel is incorrectly set for the specified slot, the program offers to change the setting.

Testing the Printer After answering questions about your printer, you are given the option to test it. Be sure the printer is connected to the computer and turned on. Then click *Test Printer*. To skip the printer test, click the  button. Follow the directions on the succeeding screens to insure the printer test was successful. Once you've specified the printer configuration, you should save the setup information.

Hard Disk or RAM Disk Installation When you want to install The Print Shop Companion and data disks or Graphics Libraries on a hard disk or RAM disk, simply select *Install Companion* on the Setup Screen. Then follow the on-screen instructions. See the Appendix of this manual for more details.



WORKING IN THE PROGRAM
Using a Mouse

This program is designed to be used with a mouse. The most common mouse technique is clicking menu items. Highlight options by positioning the mouse pointer over a menu selection and clicking the mouse button. Click again, press RETURN, or click on the  button to complete the selection. For certain editor commands the program requires *double clicking*. To double click, click the mouse button twice in rapid succession. Another technique used with the mouse is *dragging*. To drag, press and hold down the mouse button while moving the mouse. Release the mouse button to stop dragging. This technique is commonly used to select an image for resizing or cut and paste.

Selecting from Menus

Selecting with the Mouse

Click the mouse button to select an option from a menu. To do this:



1. Move the mouse until the mouse pointer is positioned on the option you want and click.
2. Move the mouse pointer to the  button and click to advance. You may also select a menu option by clicking it twice, thereby eliminating clicking the  button.

Selecting with the Keyboard

Most menu choices can be made from the keyboard. Use the arrow keys on the bottom row of the keyboard to move the highlight through menu lists. When the option you want is highlighted, press the RETURN key. If you prefer, use a combination of the two menu selection methods, such as highlighting with the mouse and proceeding by pressing the RETURN key.

Moving Through the Program

Move through the Calendar, Envelope and Labels projects by clicking on any of the four arrow buttons at the bottom of the project screen.

-  Returns program to the beginning of the current project. Use this button to make changes at the beginning of a project or to start from scratch.
-  Returns program to previous screen. Use this button to review previous design choices.

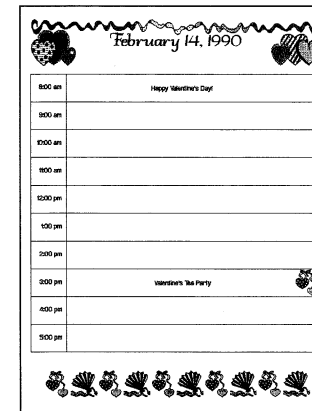
Preview Displays an approximate image of the project. Click on this button to see how design elements are fitting together.

▶ Moves to the next screen.

▶▶ Moves to the end of project. Use this button to go to the Print Menu at the end of the project. Print Menu options are to print your project, return to the Main Menu to begin a new project, adjust setup or printing information, or save your project.

2.

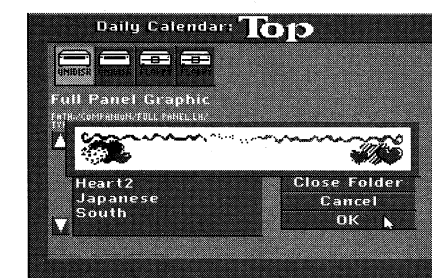
QUICK START



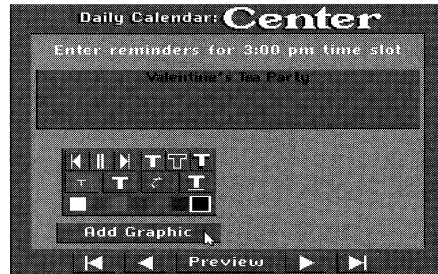
This tutorial section leads you step-by-step through a simple project to introduce you to The Print Shop Companion as quickly as possible. When you finish creating the following calendar, you will know the basics for creating most of The Print Shop Companion projects.



Creating a Daily Calendar for Valentine's Day

On a busy day like Valentine's Day, a daily calendar is the perfect project to ensure you don't forget any of your loved ones! To complete the following project, simply follow each step.



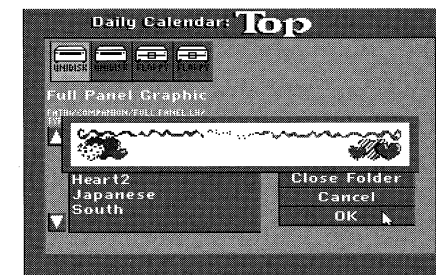
- To begin, select *Calendar* from The Print Shop Companion's Main Menu.
- Select *Daily* from the menu of Calendar types to create a one-of-a-kind daily planner.
- Click the ▶ button to use the current year.
- Select the month of *February*.
- Select *February 14*.
- Select *8:00 AM*.
- Select *Full Panel*. You are now at the Selection Screen.
 - Highlight the *Heart* panel.
 - Click on **Preview** to see how *Heart* will look on your calendar. Click to end preview.
 - Click on *OK* to select *Heart* and return to your calendar project.
- When asked to Choose a Graphic, select *No Graphic*.
- Choose a Font.
 - Select *Load Font*.
 - Click twice on *Romance* to select it and return to your project.
- February 14* and the current year should automatically appear and be centered left-right in the text box.
 - Click the ▶ button to proceed, and click *Yes* when asked to center text top-bottom.
- Click on *8:00 AM* reminder slot.
 - Type *Happy Valentine's Day!*, using the DELETE key to correct any typing errors.
 - Click the ▢ button to center the text left-right, then click ▶ to proceed. Click *Yes* when asked to center.
 - Select *3:00 PM* time slot.
 - Type *Valentine's Tea Party* and center the text left-right.



- Click on *Add Graphic*.
 - Click twice on *Hearts* and click  .
 - Click *Yes* to centering text, and click  .
12. Select *Red* for choice of calendar line color.
 13. Select *No Panel* in order to have a white background on the bottom section.
 14. Click on *Two Graphics* to decorate the bottom of the calendar.
 15. Choose *Fan* and then *Hearts*.
 16. Select *Small Row* for the graphic layout.
 17. Click *No Font* for no text in the bottom of the calendar.
 18. Click *Print* to print out your Valentine's Day Calendar!



THE FILE SELECTION SCREEN



If you are familiar with The Print Shop IIGs program, you may want to go straight to “The Projects” chapter to begin creating a Print Shop Companion IIGs project. If you are new to The Print Shop IIGs or would like a quick review, this chapter explains the basic procedures.

This chapter explains the following basic procedures for Print Shop Companion projects:

- The File Selection Screen
- Choosing a Panel
- Choosing a Graphic
- Choosing a Graphic Layout
- Choosing a Border
- Choosing a Font
- Entering Messages
- Printing Your Projects
- Saving Your Projects

The File Selection Screen is the area in which you make choices for all the design elements of your project. Available disk drive icons are displayed across the top of the File Selection Screen. The default device is the drive that contains The Print Shop Companion. Folders and files of the correct type will automatically display, ready to be selected or previewed. When loading elements from a data disk, choose the device that contains the data disk, then double click on the folder that contains the design elements.

Users with hard disks or data disks with extensive directories can choose elements from subdirectories or folders as well. A path is continually updated and displayed on the File Selection Screen to help users navigate.

If a selected file is a Print Shop IIGs or Print Shop Companion design element, the type of element (full panel, graphic, pixel pattern, etc.) is displayed on the File Selection Screen. Preview as many different elements as you like, then click OK to select.

Choosing a Full Panel A full panel is common for calendars, envelopes, greeting cards, letterheads and signs. A panel is a background over which chosen graphics and text are printed. The menu of panels consists of the following options:

- Single Color Patterns— monochrome patterns
- Multicolor Patterns— designs using a variety of colors
- Full Panel Graphic— highly detailed backgrounds
- No Panel— no background

Choosing patterns or a full panel takes you to the File Selection Screen. Scroll through the list of full panels to find one you like. To preview a panel before choosing it, highlight the panel name and click on the *Preview* button. To choose a panel, click twice or highlight it and click on the OK button.

Choosing Graphics Next, add graphics to decorate the project. The menu for graphics consists of the following options:

- One Graphic
- Two Graphics
- No Graphics

Choosing one or two graphics takes you to the File Selection Screen. To preview a graphic before choosing it, highlight the graphic name and click on the *Preview* button. To choose a graphic, click twice or highlight it and click on the OK button.

If you do not wish to decorate a project with graphics, simply select *No Graphic*.

If you wish to change a selected graphic, return to the Choose Graphics screen. Previously chosen graphics are displayed on the bottom of the screen. Click the graphic to be changed and make a new choice from the File Selection Screen.

Choosing a Graphic Layout Once you have chosen the project's graphics, varying graphic layouts are available to arrange the selected graphics. Highlight a layout to see its effect in the display window. When you find a layout you like, double click its name to continue.

Choosing a Border A border is a decorative edge or outline used on envelopes, greeting cards, signs and banners. Options for borders are:

- Single Color Border
- Multicolor Border
- No border







Choosing a Font A font is an alphabet of characters in a particular typeface. Fonts can be printed in a variety of creative styles and sizes to personalize your messages. The menu for fonts consists of the following options:





- Choose a Font
- No Font

The currently selected or default font is displayed. Choosing a font takes you to the File Selection Screen. To preview a font before choosing it, highlight the font name and click on the *Preview* button. To choose a font, click twice or highlight it and click on the OK button. If you do not want lettering in your project, select *No Font*.

Entering Messages Message possibilities vary project to project from a return address on an envelope to a reminder of a birthday party on a calendar. Use the keyboard to type whatever text you want. Press RETURN to move to the next line of text. If you make a mistake, press the DELETE key to erase; then type a new message.

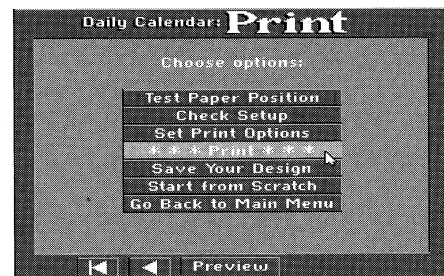
Customizing Your Text The customize text buttons enable you to customize the size, color, and positioning of the text. You can also vary the style of the text to outline, 3-D, underline and/or italics.

-  Moves text flush left,  center,  or right.
-  Makes text solid.
-  Outlines text.
-  Shadows text to give a 3-D effect.

-  Regular font size.
-  Double font size.
-  Italicizes text.
-  Underlines text.

Note: The last four icons may be used in different combinations. Customize text on a line-by-line basis. Simply position the mouse pointer and click the line you want to change and click the icons and color palette to make changes.

Printing Your Projects



The following choices are available from the Print Menu:

- Test Paper Position
- Check Setup
- Set Print Options
- Print
- Save Your Design
- Start from Scratch
- Go Back to Main Menu

Testing Paper Position

For best printing results, the paper should be aligned vertically in the printer with even margins on both sides.

1. Make sure that the printer is properly connected to the computer, plugged in, turned on and selected.
2. Select *Test Paper Position* from the Print Menu.

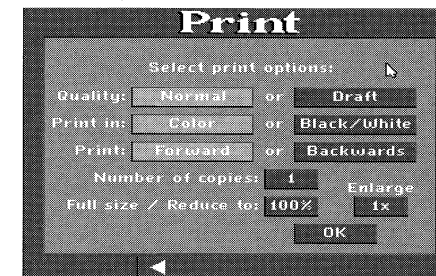
The printer should then print a fine row of dots across the page. When using pinfeed computer paper, these dots should run directly over the horizontal perforations. If not, repeat the test until a new test line corresponds with the perforations. Note that the paper will automatically advance a space equal to the diameter of one dot each time this test is repeated.

Checking Setup

This option gives you an opportunity to verify or modify any of the setup information you provided about your system.

Setting Print Options

Specify printing details with Set Print Options:

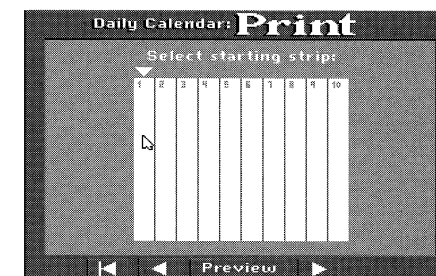


- Normal or draft quality
- Conventional forward printing or backwards printing for creative projects (iron-on patches, for example)
- Number of copies (1-99)
- Size of printed project - for normal to small printing (100% to 35%)
- Enlarge - for giant printing (2x2 pages to 10x10 pages)

Initially the program is set for *Normal*, *Color*, and *Forward*. To change these options, simply highlight a different choice.

The program initially sets "1" for the number of copies. To change this number, click on *Number of copies* entry box and type a new number.

To reduce the size of the printed project from its initial 100% size, click on the *Full size/Reduce to* entry box, then change the percentage.



Click on the *Enlarge* button to print your project over many pages. Your project will print out in strips. Reassemble the strips with tape or glue to make exciting posters or giant murals. This feature works with *Calendar* and *Quick Page* only. If a mishap occurs during printing, simply restart printing the project from the last correct strip. This saves paper and printing time.

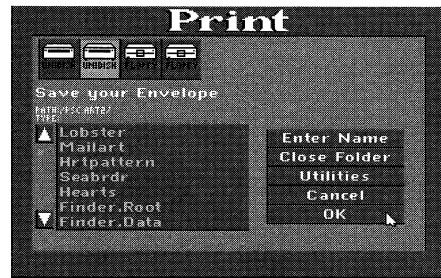
Click *OK* to accept these settings and return to the Print Menu.

Printing

Select *Print*. The computer will take a few moments to make all the necessary calculations required to assemble the design elements. During this time you may interrupt printing by clicking *Cancel* or *Pause*.

Note: When printing multiple copies, allow the printer to rest periodically to avoid overheating the print head.

Saving Your Projects



Save the projects you create to a data disk. 5.25" data disks must be pre-formatted before you begin. Use your favorite copy program to format them. 3.5" data disks can be formatted from the program.

When you're ready to save, click *Save Your Design*.

Click the icon of the disk drive that contains the data disk. Click *Enter Name* to name the project, then click OK.



To format a 3.5" data disk, delete a file or create a new folder, click on *Utilities*. The following options are available:

- Delete File
- Format Disk
- New Folder
- Close Folder
- Done

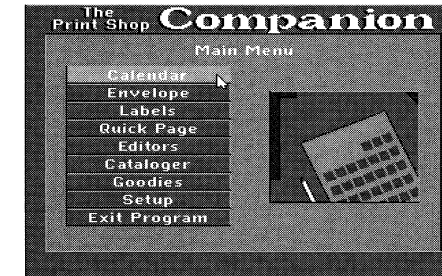
Select the option you want, then follow the onscreen prompts.

Starting from Scratch and Go Back to Main Menu

Selecting *Start From Scratch* will return you to the beginning of the project you were working on. Use this option to start over and create a new project. *Go Back to Main Menu* takes you back to the Main Menu where you can select a new project.

4.

THE PROJECTS



The Print Shop Companion offers a wide variety of exciting projects, each capable of many different applications ranging from personalized mailing labels to a calendar of the year 2000. In addition, any project you create can be tailored to your specific needs even further by making editing changes using any of The Print Shop Companion's powerful editors. The Print Shop Companion projects consist of:

- Calendar
- Envelope
- Labels
- Quick Page
- Cataloger
- Goodies including Creature Maker and Tile Magic

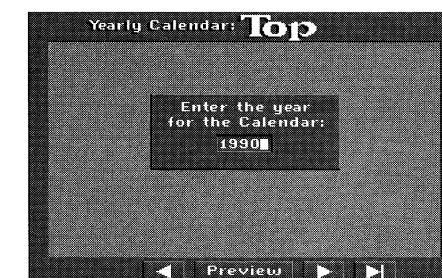
CALENDAR


The Print Shop Companion lets you create a variety of personalized calendars for any year from 1753 to 9999:

- Daily calendars to act as a datebook
- Weekly calendars to organize busy schedules
- Monthly calendars to plan long-term goals
- Yearly calendars to look ahead to the future

Each calendar can be entirely your own creation as you use the design elements to add colorful backgrounds and graphics. Enter messages and graphics in each hour and day cell, to highlight special occasions and holidays, note important tasks, and even add personal reminders.

Selection of Time Span



After selecting one of the Calendar projects, the program asks you to enter a year. The current year is initially displayed on the screen. To use this year, click the  button. To select a different year, press the DELETE key to remove undesired characters; then type a new year and press RETURN.

When creating daily, weekly, and monthly calendars, the program asks you to choose months, days, and hours. Select the dates or times you want to use.

Designing the Calendar Each section of a calendar (top, center, and bottom) is created separately, giving your creativity great flexibility.

Designing the Top and Bottom When designing the top and bottom of the calendar, you will be asked to choose:

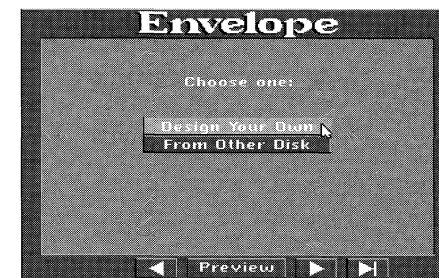
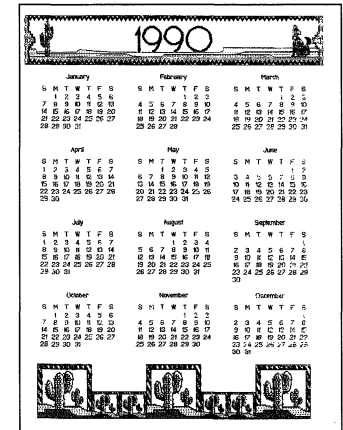
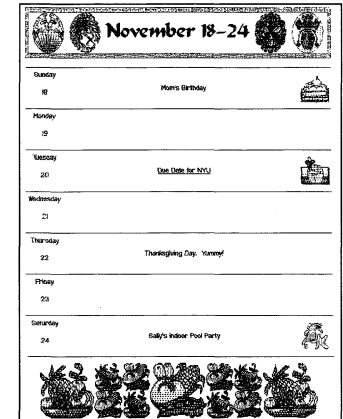
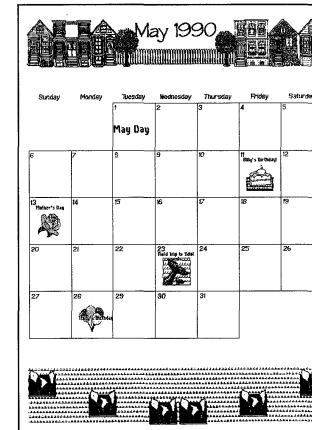
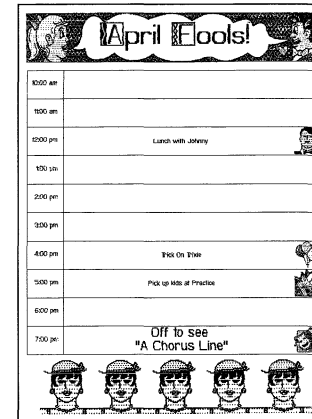
- A background panel
- Decorative graphics and their layout
- A message of one or two lines with a choice of font styles

Designing the Center and Adding Text **Daily** Daily calendar center designing asks you to select a specific day from a calendar representing your choice of month and year. Select a desired date. Use the text editor screen to enter a message for any hour of the day. Click on the *Add Graphic* button to add a decoration to any hour. Then choose a color for the lines crossing the calendar by highlighting one of the listed choices.

Weekly Weekly calendars require the highlighting of a starting day. Use the text editor screen to enter a message for any day of the week. Click on the *Add Graphic* button to add daily graphics.

Monthly Monthly calendars allow you to highlight special occasions. Add text and graphics to any day of the month.

Yearly Yearly calendars let you choose the color of the dates. Pick a color that complements the full panels or graphics chosen for top and bottom of the calendar.



ENVELOPE Customized envelopes add that extra touch to your personal correspondence! The Print Shop Companion IIgs makes creating original and creative card-sized envelopes easy. This project lets you print fold-your-own envelopes which show you where to cut, fold, and glue. Create matching envelopes, greeting cards, and stationery by using the same graphics in each project.

There are two methods to create envelopes:

- Design Your Own
- Load Previously Saved Envelope

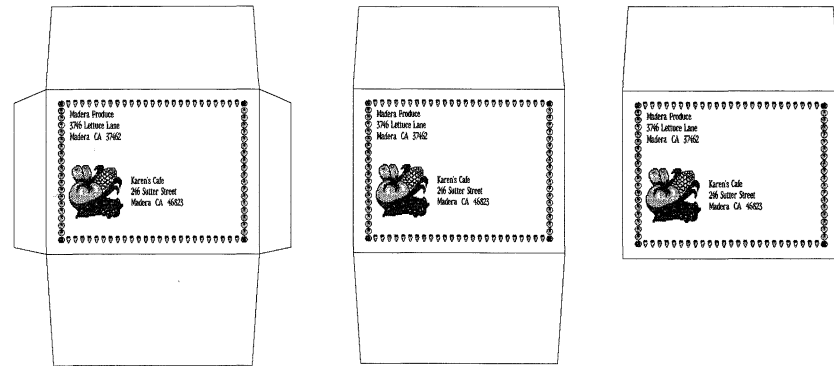
Design Your Own Use any combination of design elements to create almost any type of envelope imaginable. The program will take you through a series of design choices. Using the same techniques described in the chapter *The Basics*, respond to the prompts to

choose border types and colors, panel designs, layouts, graphics, trims, and fonts.

Remember that existing Print Shop Companion graphics or any design elements saved to another disk can be used. In addition, many design elements can be modified by the Editors, or use the Editors to create completely original designs!

Entering Forwarding and Return Address

After completing the design choices for any envelope, enter a forwarding and a return address. When using smaller fonts, up to four lines of text can be typed. Larger fonts are used for a single line of text. Use the color palette to change the color of each line of text.



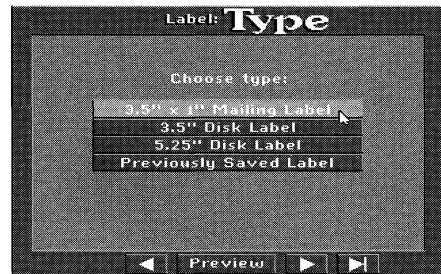
LABELS

The Labels project lets you create colorful mailing and diskette labels by combining graphics, text and border elements. Labels can even be used to create reward stickers for the classroom and fun decorations for packages.

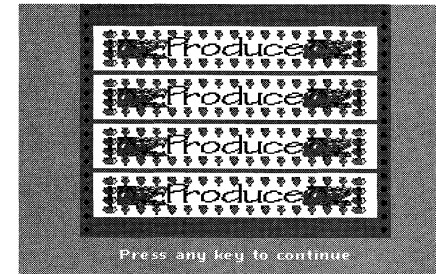
There are two methods to create labels:

- Design Your Own
- Load existing labels for modification

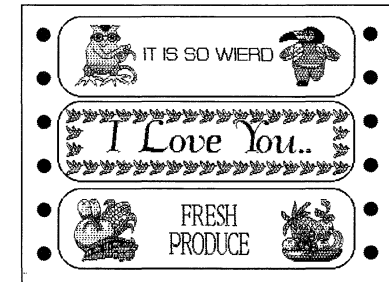
One across pinfeed labels can be created in three sizes: 3.5"x1" standard mailing labels, 3.5" disk labels, and 5.25" disk labels.



Design Your Own



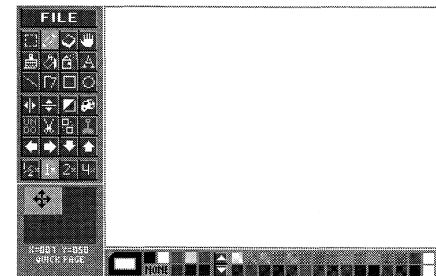
Combine panel patterns or borders, graphics and fonts to create colorful and original labels. The program will take you through a series of design choices. Using the same techniques described in the chapter *The Basics*, respond to prompts to choose design elements. Preview your label design then print multiple copies of return address labels for big mailings, sticker labels to hand out in class, or disk labels to organize your collection of software.



QUICK PAGE

Use the Quick Page project to create freeform flyers, signs, and giant posters. Type blocks of text of varying sizes and import graphics directly onto the page or create them yourself. Move and resize text and graphics to arrange the perfect layout.

Note: Text is treated as a graphic. If you choose to change a block's size, the text may become distorted. Text cannot be reedited once typed. To make corrections, either retype the entire block of text or retype a line and paste it over the line with typos.




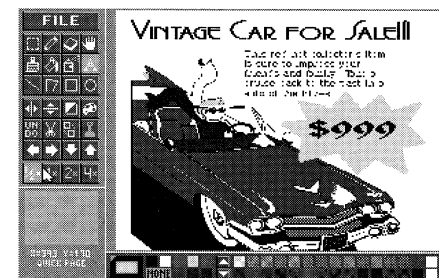
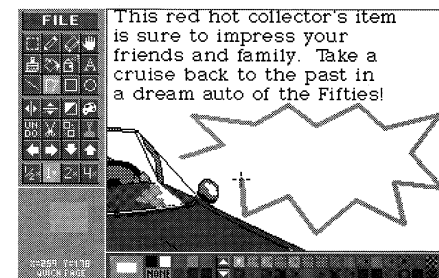
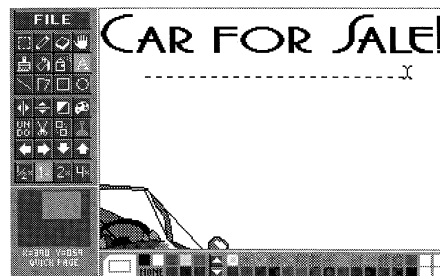
Quick Page Tutorial





In this tutorial project, you will use Quick Page to import graphics and create a poster to sell a vintage car. Just follow the steps to get a feel for working between Quick Page and the Print Shop Companion IIgs Editors.

Quick Page is the perfect project to use for anything you want to sell or publicize. In this project, you will create a full-page sign to sell an antique car.

1. Select *Quick Page* from The Print Shop Companion's Main Menu.
2. Import a car graphic.
 - Click the *File* button.
 - Click the *Import* button.
 - Click the disk drive icon for the disk that contains the Print Shop Companion IIgs. The folder names are displayed.
 - Open the *Full.Panel.Gc* folder.
 - Click twice on *Convertible*. The full panel of a car is loaded into *Quick Page*.
3. Enter the headline using the *Preview font*.
 - Choose 1/2x magnification to see the entire page.
 - Double click the *Text Tool*. 
 - Select *Load Font*. The Font selection screen displays.
 - Click twice on the *Preview font*.
 - Move the mouse pointer to the upper-left corner of the area to contain the headline.
 - Drag a text ruler the width of the work area.
 - Type "Vintage Car for Sale!!!" and press the ESC key.
4. Enter the car description.
 - Double click the Text Tool and select *Load Font*.
 - Select the *Business font*.
 - Drag a text ruler to set the width of the text block as shown below.



- Type the following text or other text if you like: "This red hot collector's item is sure to impress your friends and family. Take a cruise back to the past in a dream auto of the Fifties!"
 - Press the ESC key
5. Draw a yellow medallion below the text block.
 - Select the Connected Lines Tool. 
 - Select yellow from the palette.
 - Move the mouse and click each point of the medallion, double-clicking the last point.
- If you make a mistake, select Undo and start over. 
6. Fill the medallion with yellow.
 - Click the Paint Bucket Tool.
 - Click the yellow square from the color palette.
 - Click inside the medallion. The medallion is filled with yellow.
 7. Add the price.
 - Select black from the palette.
 - Double click the Text Tool and select *Load Font*.
 - Select the *Eastern font*.
 - Drag a text ruler inside the medallion.
 - Type "\$999".
 8. Print the poster.
 - Click the *File* button.
 - Click *Print*.

Congratulations! You have now completed your first project using both Print Shop Companion Editors and Quick Page. See how easy it is to import designs and add personal text.

CATALOGER



This special feature organizes and prints your Print Shop graphics collection for easy reference. Graphics, fonts, borders, full panels, panel patterns, and pixel patterns are printed with their name and disk location to give you quick access to your designs. Choose to catalog all designs on a disk or in a folder or only particular design types. Cataloger will search through and catalog every folder on a hard disk or only those folders that you specify. Specify folders by double clicking to open them and use *Preview* to confirm that the folder contains what you want to catalog. When cataloging different types of design elements, Cataloger offers the option of printing different types on separate pages.

GOODIES



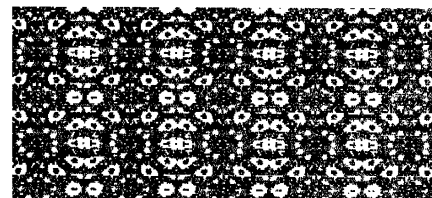
After selecting *Goodies* from the Main Menu, enter *Tile Magic* or the *Creature Maker*. These two options give you zany graphic possibilities, letting you create colorful tiled backgrounds and silly graphics of mixed-up creatures instantly and automatically.

TILE MAGIC

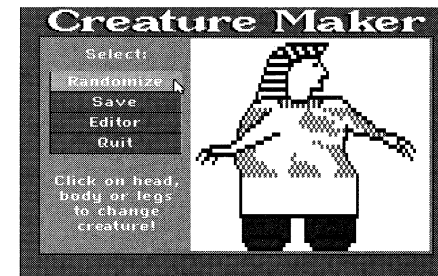


In *Tile Magic*, a display window acts as a kaleidoscope, making beautiful "tie-dye," pop art, and symmetrical, colored tiles. Click *Next Pattern* to step through eleven main patterns that evolve into countless more.

When you see a tiled design you like, click *Freeze*. Click *Preview* to see how the tile will look if placed in a project using a tiled layout. Press any key to return to the *Tile Magic* screen. Click *Resume* to return to the kaleidoscope action. Save the file for future use or click *Editor* to switch into the *Graphic Editor* for tile modifications.



CREATURE MAKER



Creature Maker is a fun feature that lets you create wacky animal graphics automatically. By clicking *Randomize*, the program shuffles through animal parts just like a slot machine, ending with a zany creature. Different parts of the creature can be changed independently by clicking on the top, middle or bottom section of the creature. You can also choose to save the creature for future use. Once you've found a creature you like, load it into the *Graphic Editor* by clicking *Editor*. Then change colors, add text, or draw in your own additions. This creature art can be used to decorate letters, calendars, envelopes, or even funny birthday cards.



BugMonster



Banda



TouFoot



Egyplayer

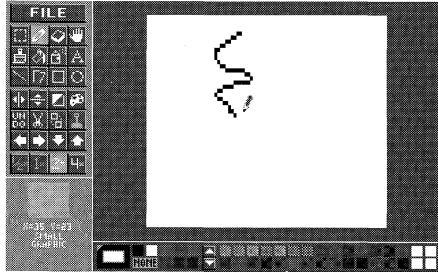


Pandook



Owlkey

Using the Editors



Use The Print Shop Companion's Editors to design graphics, full panels, borders, fonts, and patterns to use in any Print Shop project. Or modify existing Print Shop graphics to add a more personal touch to individual projects. The extent of the Editors' creative possibilities are endless once put to work by your imagination!

The Print Shop Companion offers you the following design element editors:

- Graphic Editor
- Full Panel Editors including Greeting Card/Sign, Letterhead/Calendar, Envelope, and Panel Patterns Editors
- Border Editor
- Font Editor
- Pixel Pattern Editor

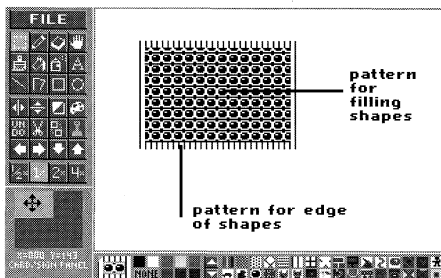
Using the Work Area

The editing screen consists of a work area (the white rectangular box), a box of editing tools, a palette of colors and patterns, and an X-and-Y coordinate display with a movement box. The size of the work area varies between editors.

The white box is your work area. Use the editing tools found in the toolbox to create or modify different full panels, graphics, borders, panel and pixel patterns, and even fonts.

The program defaults to the Paintbrush. To get a feel for working with the tools in the work area, click the Pencil Tool. Move the mouse pointer into the work area. Notice that the mouse pointer turns into a pencil. Now, drag the mouse in any direction. You'll see that a continuous, freehand line is drawn in the default color (black).

Using the Color and Pattern Palette



Below the work area is a palette of colors and patterns. The rectangle at the beginning of the palette designates the current pattern and color. Initially you'll see a black rectangle with a smaller, white rectangle set inside. The outer, black rectangle shows the color used for the edge of shapes, and line tools such as the Pencil Tool and the Paintbrush. The inner white box represents a color or pattern which fills shapes. A small gray triangle rests in the upper left-hand corner of either the inner or

outer rectangle depending on whether an edge or fill tool is selected.

To specify the pattern and color of lines and the outline of shapes, set the outer box:

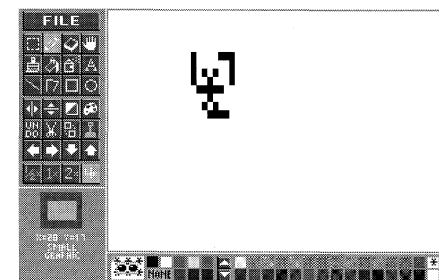
1. Click the mouse pointer in the black, outlined area. The small gray triangle will appear in the upper left-hand corner to designate which rectangle you're choosing a color or pattern.
2. Click the color or pattern you want to use from the color and pattern palette. Click the up and down arrows to the right of the patterns to see additional choices for patterns. The outer area will immediately fill with the color or pattern you select.

To change the pattern and color for the filling of shapes, click the inner box and then choose a color or pattern.

Create solid objects by choosing the same color or pattern for both rectangles. Choose *NONE* instead of a color or pattern for hollow objects or objects without outlines.

Swap inner and outer colors while using the line and shape tools by holding down the **⌘** key just before drawing.

To create your own patterns. Follow these instructions:



1. Draw an interesting pattern in the work area. It is easiest to use "2x" or "4x" magnification.
2. Hold down the option key and click on any pattern cell. The mouse pointer will become a small box with a moving marquee border.
3. Place and click this marquee over any pattern you like in your design. The area you select will become a new cell pattern in the pattern currently highlighted.

Build your own palettes of editor patterns and save or load them from the File menu.

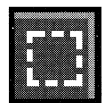
Moving Around Use the Hand Tool to move the current viewing region of the work area.

Use the arrows to wrap around either the entire screen or a selected area one pixel at a time in any direction.

When a design is magnified drag the mini rectangle within the larger rectangle of the movement box located at the bottom left of the screen. Notice the corresponding movement of the design in the work area.

Using the Drawing and Editing Tools The toolbox to the left of the work area contains the drawing and editing tools. To use any tool, just click it. Certain tools can be chosen directly from the keyboard. For example, the Pencil Tool can be selected simply by pressing the ⌘ key and the character "P" simultaneously. These keyboard commands are useful when the editing tools are hidden by pressing the SPACEBAR.

The Selection Tool(⌘ M) Defines a portion of the work area to be used by certain tools such as *Cut*, *Copy*, and *Paste*.



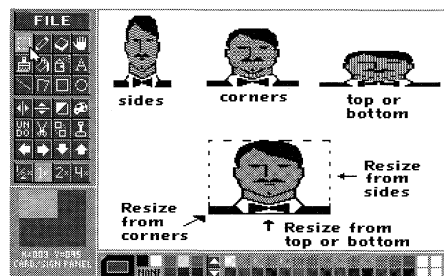
1. Drag out the selection box.
2. A moving marquee border will surround the selected area.

Click the Selection Tool twice to select the entire work area. Click outside the selected area to deselect.

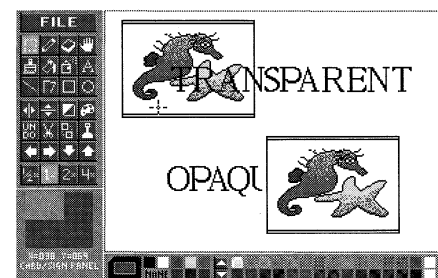
Using the Selection Tool To work in the selected area, click another tool. For example, after selecting a balloon in a graphic, you could use the Change Color Tool to switch the balloon from red to blue.

Moving Drag the pasted area to any location in the work area. For faster work, only an outline of the graphic is shown moving. Use the CAPS LOCK key to display the image while moving.

Resizing Shrink or stretch a pasted or selected area by pressing the ⌘ key while dragging the mouse pointer inward or outward. There are 8 spots in the selection that can be dragged.



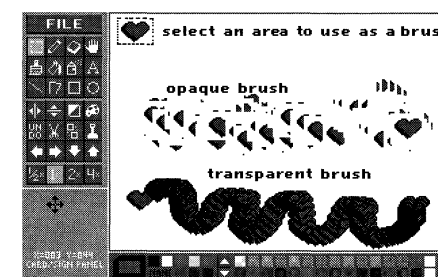
Making Transparent



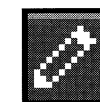
To make the selected area transparent, press the CLEAR key. Press the CLEAR key again to make the selected area opaque. As you toggle the CLEAR key, the Paste Tool icon designates the mode. When the icon is filled with white, the mode is opaque. When the icon is hollow, the mode is transparent.

Expand the functions of the Selection Tool by pressing specific keys while selecting an area. The following commands are possible:

- To drag away a copy of a selected area, press the OPTION key while dragging the selection box. Then drag the copy to any desired location.
- To make a brush out of a selected area, press the OPTION key and the ⌘ key while dragging the selected area. Whatever is captured by the selection box becomes a brush that can be drawn with in a transparent or opaque mode by toggling the CLEAR key.



Pencil (⌘ P)



Draws a one-pixel-wide, freehand line.

1. Choose a color or pattern.
2. Move to the work area and draw.

The line is drawn until you release the mouse button. To draw a single pixel, click the mouse button once. This tool is great to use for detail work, especially when the work area is magnified by using the Magnification Tools. Use the ⌘ key to switch between edge and fill colors.

Eraser (⌘ E)



Erases any part of the drawing. Drag the mouse pointer back and forth over the area you want to erase. Click this icon twice to erase the entire work area or current selection.

Note: Choose Undo to restore the erased design as long as you've performed no other drawing or editing activity.

Hand



Hold down OPTION key when using most tools. Use the hand tool to move the current viewing region of the work area.

Paintbrush (⌘ B) Paints a variety of brush strokes.

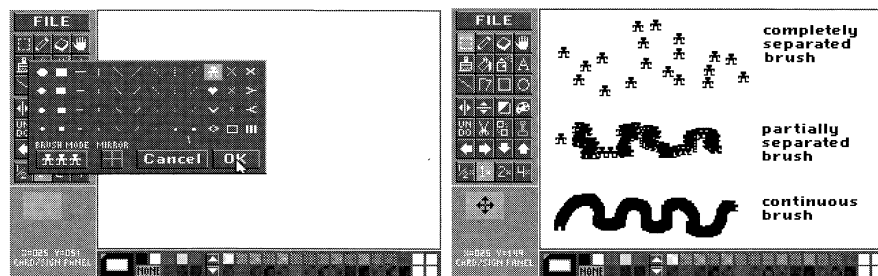


1. Choose a color or pattern.
2. Move to the work area and drag.

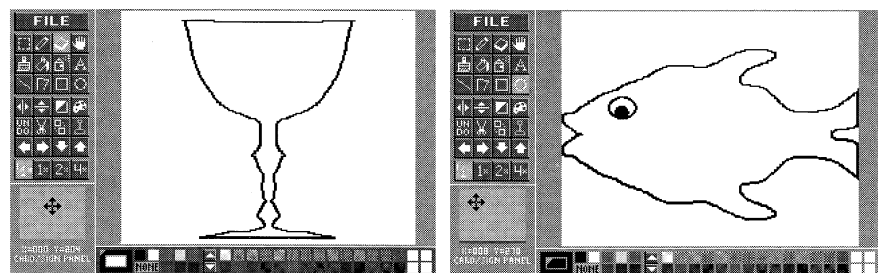
The line is painted using the current brush.

Displaying the Paintbrush Dialog (CONTROL-⌘ B) Double click the paintbrush icon or hold down Control-⌘ B to display a dialog box of 48 brushes. Click on a brush style. Click *OK* to close the Brush Dialog and initiate the new brush mode. Click *Cancel* to close the Brush Dialog without initiating a new style.

Brush Modes Each brush is available in 3 different modes. The window under the heading *Brush Mode* shows a single line of the selected mode. Click this box to vary the current brush mode between a continuous stroke, one that is partially separated, or one that is completely separated.



Mirroring Click the box under the Mirror heading to create either a top-bottom, side-to-side, or four-way mirror image of paintbrush lines.



If you don't want a mirror image, make sure the mirror indicators are grey.

Paint Bucket (⌘ U) Fills an enclosed space with the current color or pattern.

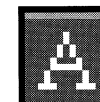


1. Click the *Paint Bucket*.
 2. Choose a color or pattern.
 3. Click in the area you want to fill.
- If there is a break in the boundary, the paint will fill outside the object, sometimes filling the entire work area. To interrupt a fill, press ESCAPE or click mouse button. If more area is filled than desired, click Undo. Then modify the boundary.

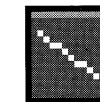
Spraypaint (⌘ Y) Distributes paint in a soft spray. Use with colors and patterns of similar hues for a shaded effect.



- Text (⌘ T)** Draws text.
1. Double click.
 2. Choose to left justify, center or right justify text by clicking on appropriate icon. Choose to style text with italics or underline.
 3. Load a font to type with.
 4. Drag a text ruler the width you want the text block to be, in the location you want the text to display. A blinking text cursor appears.
 5. Type the text you want. Use the **DELETE** key to erase unwanted characters. Text wraps around to the next line while typing.
 6. Press the **RETURN** key to force a new line.
- Press the **RETURN** key to force a new line.
- Once you press the **ESC** key text can no longer be edited. Double click the Text Tool to load a new font and choose text styles and position.



Straight Line (⌘ L) Draws straight lines with the current brush. Drag the line to the desired length.



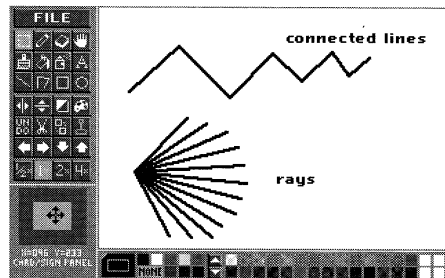
**Connected Lines
(Control-⌘L)**



Draws connected lines with the current brush. Each new line is connected to the endpoint of the previous line.

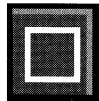
1. Click where you want to start a line.
2. Click at the end of the line.
The first line is drawn and the second line begins.
3. Click to end the next line.
4. Click outside of the work area to end the connected lines, or double click at the end point of the last line drawn.

Drawing rays



By pressing the OPTION key when drawing connected lines, the tool will draw rays instead of lines. Rays are lines that all share the same beginning point. Click once to establish the center point, then hold down the option key to draw rays.

Rectangle (⌘R)

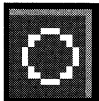


Draws squares and rectangles.

1. Click to indicate one corner of the rectangle.
2. Drag to the desired size and release the mouse button.
The rectangle will be drawn and filled with the current patterns or colors.

Note: Hold down the SHIFT key while dragging to create a perfect square. The square will appear squashed in 1/2x and 1x mode but prints correctly.

Oval (⌘O)



Draws circles and ovals.

1. Click and drag the oval out to the desired size and release the mouse button.
The oval will be drawn and filled with the current patterns or colors.

Note: Hold down the SHIFT key while dragging to create a perfect circle. The circle will appear squashed in 1/2x and 1x mode but prints correctly.

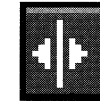
Horizontal Flip (⌘A)



Horizontally flips the entire work area or a selected area.

1. Select an area with the Selection Tool.
To flip the entire work area it is not necessary to use the Selection Tool.
2. Click *Horizontal Flip*.

Vertical Flip (⌘S)



Vertically flips the entire work area or a selected area.

1. Select the area with the Selection Tool.
To flip the entire work area it is not necessary to use the Selection Tool.
2. Click *Vertical Flip*.

Invert Color (⌘D)



Inverts all colors in the entire work area or in a selected area. Black changes to white, red to green, orange to blue, yellow to purple, and vice versa.

1. Select the area with the Selection Tool.
2. Click *Invert Color*.

Change Color (⌘F)



Changes colors in the entire work area or in the area selected with the Selection Tool.

1. Select the area with the Selection Tool.
2. Click *Change Color*.
A dialog box allows you to indicate color changes. For example, you could change every occurrence of red in the entire design to blue, or every occurrence of black within a selection box to orange.

To convert any design in the editors from color to black and white. Hold down the OPTION key while clicking *Change Color* or press OPTION ⌘F.

Undo (⌘Z)



Erases the previous drawing or editing action. Remember this tool can bring back a design erased by the Cut or Eraser tools.

Cut (⌘X)



Cuts the entire work area or cuts the area selected with the Selection Tool, storing it on the clipboard for later use. To retrieve a cut area, click the Paste icon.

1. Select the area with the Selection tool.
2. Click Cut.

Note: An image cut or copied on the clipboard can be pasted in another editor. After copying or cutting a selected area or the entire screen, exit one editor and enter another. Then click the Paste Tool and the image saved on the clipboard will appear. If image is too large for destination editor, it will be proportionally reduced to fit. Color images will be converted to monochrome when pasted in the font editor.

Copy (⌘ C) Copies the area selected by the Selection Tool. Once an area is selected, it is stored on the clipboard even while it remains in the work area.



1. Select the area with the Selection Tool.
2. Click *Copy*.

The selection is stored on the clipboard but also remains in its original location. To display copies, click *Paste*. Once the contents of the clipboard are pasted, drag the copied area to any location in the work area.

Paste (⌘ V) Pastes whatever is stored on the clipboard in the center of the screen. For large images, click on 1/2x mode to see entire pasted area.



Moving Drag the pasted area to any location in the work area. For faster work, only an outline of the graphic is shown moving. Use the *CAPS LOCK* key to display the image while moving.

Resizing Shrink or stretch a pasted or selected area by pressing the ⌘ key while dragging the mouse pointer. Place the pointer on one of eight resizing areas. Choose a corner for more proportional resizing effects; choose a side, top, or bottom to stretch or squash an image.

The Directional Arrows



The entire design or a selected area can be scrolled and wrapped around to the left (**arrow left**), right (**arrow right**), up (**arrow up**), or down (**arrow down**) one pixel at a time. Point to an arrow icon and hold down the mouse button for faster movement.

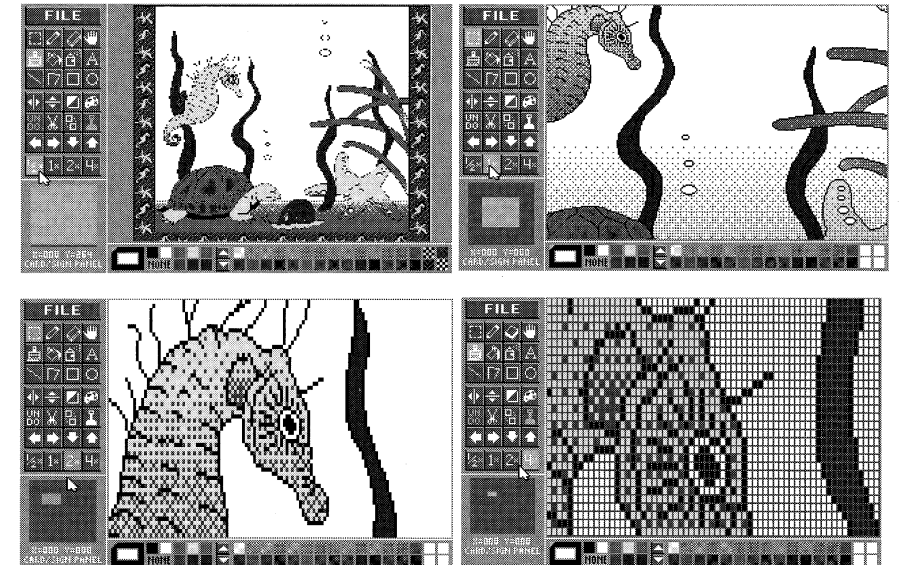
THE MAGNIFICATION TOOLS Using Magnification



In order to display as much of the image as possible, 1/2x and 1x magnifications (available in the full panel editors and Quick Page) have a different aspect ratio than the printer. For example, squares and circles appear to be rectangles and ovals. Choose 2x or 4x magnification to view an image in the correct aspect ratio. All imagery will print out correctly. Click on the magnification tools to do detail work or to see the whole of your design. Choose “1/2x” mode (⌘-5), “1x” mode (⌘-1), “2x” mode (⌘-2), or “4x” mode (⌘-4). Click the

desired magnification. Double click “4x” or press ⌘-SHIFT-4 to toggle the grid mode.

Note: When using “1/2x”, there will be loss of color and resolution. But don’t worry! All magnifications print correctly.



X, Y Coordinates Tracks precise position of the mouse pointer in the work area. This tool can be used to line up text and graphics at precise locations.

Keyboard Shortcuts For even greater variety in your designs and for quicker, easier designing, the following commands are possible:

- To allow for more detailed work in a larger work area in the Full Panel Editors and Quick Page, press the **SPACEBAR**. This toggles the toolbox and the color and pattern palette on and off.
- To see a tile preview of a displayed design in the Graphic Editor, press **CONTROL-T**.

Certain tool icons have additional functions when double clicked:

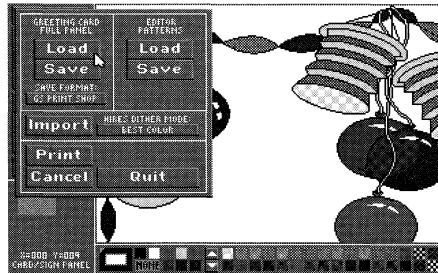
Selection Tool To select entire work area, double click the Selection Tool.

Eraser Double clicking the Eraser deletes entire screen or selected area. This action can be reversed if no further editing or design activity has been made by clicking *Undo*.

Brush Tools Tools such as the Paintbrush, Rectangle, Oval, and Lines allow you to choose the brush stroke. To display the Brush dialog, double click the tool. The Brush dialog has 48 brushes, each with 3 stroke modes, and a mirrored image option.

“4x” Magnification Double click to toggle a grid in the work area on and off.

Using the File Button The File button at the top-left corner of each editing screen presents the following menu of commands:



- Load a design element (specified by each editor)
- Save the design
- Load patterns
- Save patterns
- Import a design from other editors or popular paint programs
- Print the design

Click *File* to see the File Command Menu options. To close the File Menu and return to the work area, click *Cancel*. Clicking *Quit* returns you to the Editor Menu.

Loading a File The *Load* option allows you to bring previously saved panels, patterns, borders, fonts and graphics into the respective work areas in order to make modifications. Load will also recognize hundreds of graphics, full panels, fonts and borders created for the entire line of Apple Print Shop products including The New Print Shop for the Apple IIe, IIc and IIc Plus, the original Apple IIe Print Shop and Print Shop Companion.

Available disk drive icons are displayed across the top of the Selection Screen. The default device is the drive that contains The Print Shop Companion IIgs. To load files from another disk, simply click on the device icon that contains a disk with other files.

Note: Users with hard disks or data disks with extensive directories can load design elements from other subdirectories or folders as well. A path is continually updated and displayed in the File Selection Screen to help users navigate.

Double click on a folder to display its contents. To preview a

design element before choosing it, highlight its name and click on the *Preview* button. To load a file, double click it or highlight it and click on the *OK* button.

Select *Cancel* at any time to return to the work area.

Saving an Edited Design The Save option lets you save edited designs and any patterns you created. When saving design elements, designate which format you want to save in so your designs can be used in other systems. For example, you may want to save Apple IIgs graphics into a format The New Print Shop for the Apple IIe, IIc, IIc Plus can use. Click the Save Format button, choosing between *GS Print Shop* format or *New Print Shop* format. After selecting *Save* below the design element heading or below the patterns heading, the following options will appear:

- Enter Name
- Utility
- Close Folder
- Cancel
- OK

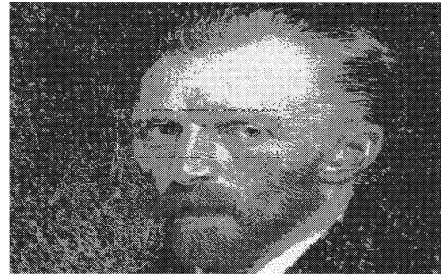
To save a design or pattern:

1. Click the disk drive you want to save to.
2. Select a folder by clicking its name twice.
3. Click *Enter Name* to add a new file to the chosen folder's list.
4. Type a name for your design.
5. Click *OK* to return to the work area.

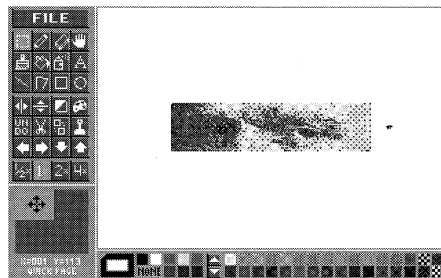
To delete a file, format a data disk, or create a new folder, click on *Utilities*.

Printing an Edited Design Click on *Print* to print designs from any of the editors. There are two methods for printing from the Font Editor. Click on the *Print* button to print the current character; Click on *Print Font* to print the entire font.

IMPORTING A DESIGN



The *Import* option allows you to import graphics from high resolution and super high resolution paint programs. A list of supported file types is included in the Appendix of this manual. *Import* will also import graphics and full panels into different sized editors. The designs you import don't have to match the size of the editor you're currently working in. For example, a letterhead full panel can be imported into the Greeting Card Full Panel Editor and the program will automatically modify the size of the letterhead full panel.



To import a design, follow the same directions for loading designs after clicking *Import*. When importing graphics from paint programs, choose to import either the entire design or a selected area by stretching out the marquee selection box. The design will be imported into the work area. However, it will be surrounded by a marquee to allow you to change colors, size, and to move the image.

Selecting Dither Mode

When importing pictures from paint programs, select the dither mode that best suits your needs. The dither mode affects the resolution of an image, determining the clarity as well as the colors. Selecting different dither modes alters an imported picture's original resolution and coloring. By clicking the Dither Mode button, you choose between:

- Best Color - program uses a color closest to the original design
- Compromise - program uses a similar color while also adjusting the resolution for best reproduction
- Best Resolution - program adjusts the resolution for the most crisp reproduction, though there may be some distortion of color.

GETTING STARTED WITH THE EDITORS

With the exciting new Print Shop Companion IIGs, a variety of projects are possible by working between editors. For example, draw a greeting card full panel in the Greeting Card Full Panel Editor and then import the design into the Envelope Full Panel Editor to create a matching envelope. It's easy to import graphics and other designs into different editors to create original projects.

Graphic Editor

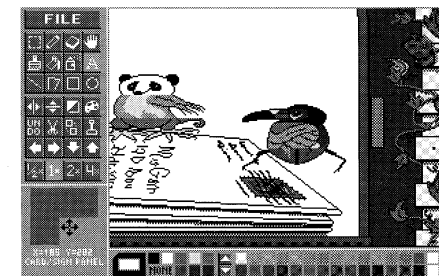
The Graphic Editor lets you create your own graphics and add your own creative touches to existing Print Shop Companion graphics or any other Apple and IIGs Print Shop graphics. Just load a graphic into the work area and use the editing tools and the color and pattern palette to change colors, flip images, add text, or draw original graphics from scratch.

Remember that Creature Maker and Tile Magic also create graphics. Edit these graphics as well by using The Print Shop Companion IIGs Graphic Editor.

Note: To allow greater attention to detail, this editor magnifies graphics either two or four times the original size.



Full Panel Editors



The Print Shop Companion Full Panel Editors allow you to modify existing full panels or create your own original full panels. For example, import a funny creature into the Mailbox full panel design for a cheerful change of address card.

The variety of modifications and creations possible with these editors is nearly endless. Remember that you can also design your own full panel for each project. The Print Shop Companion offers you four different Full Panel Editors:

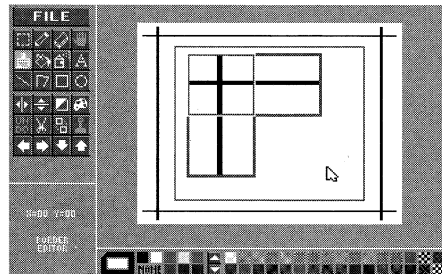
- A Greeting Card/Sign Editor for card and sign full panels
- A Letterhead/Calendar Editor for calendar and letterhead full panels
- An Envelope Editor for original envelope full panels
- A Panel Patterns Editor for fancy greeting card and sign backgrounds



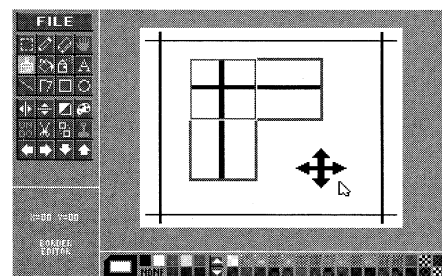
For more detail on loading and saving full panels, and saving full panels in The New Print Shop for the Apple IIe, IIc and IIc Plus format, see the Appendix.

Border Editor

The exciting Print Shop Companion Border Editor allows you to create any type of border imaginable by using the drawing and editing tools, as well as graphics imported from other editors.



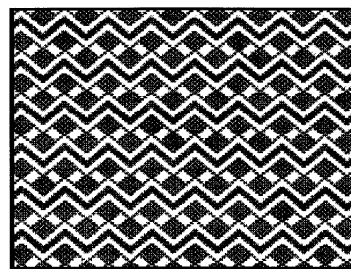
closed



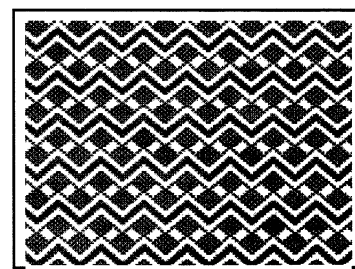
open

The Border Editor has three work areas that form a right-angle. Click in the corner square to draw the four corners of the border. Click in the top square to draw the top and bottom of the border; click in the bottom square to draw the left and right sides of the border. A preview of the border is displayed around the three work areas as you draw. Flip parts of the pattern to create design symmetry by clicking either the sides or the corners of the border preview.

When the directional arrows are on the screen, you are designing an "open" border. Open borders allow background images to flow up to the edge of the border. Click on the arrows and they disappear from the screen. A thin line encompasses the inner side of the border preview, making a "closed" border. With a "closed" border, the border will cover background images.

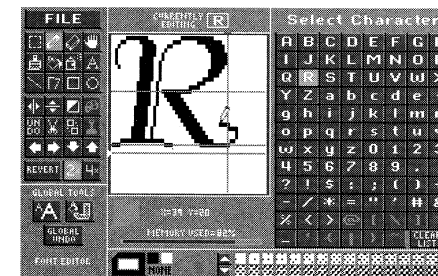


open

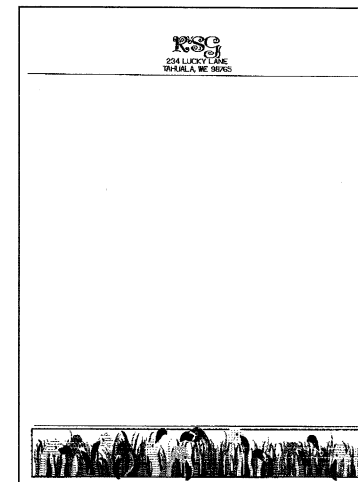


closed

Font Editor



The Font Editor allows you to create a variety of font styles in different sizes, including the option of adding black and white patterns to the lettering. Begin by redesigning the default font that appears in the work area, or load a font for modification. To change a character, click on one of the lettered buttons. The character will appear in the work area. Use any of the editing tools described in Section 5 to reshape the letter. Slide the reference lines by dragging the orange triangles horizontally or vertically along the edges of the work area. Use the reference lines to help align each character you create. You must slide the yellow reference line to set the underline location for your font. Double click on the orange or yellow triangles to toggle the reference lines on and off or type Control-R.



Modify each character of a font separately. *Revert* will reload the current character, allowing you to start from scratch. Once you have modified a character, its button turns yellow to help you keep track of your changes. You can also globally modify the entire font. The *Global Fill* button fills all characters in the font with the current fill pattern. Use the *Global Resize* button to resize the entire font. Use *Global Undo* to undo the last change made to the entire font.

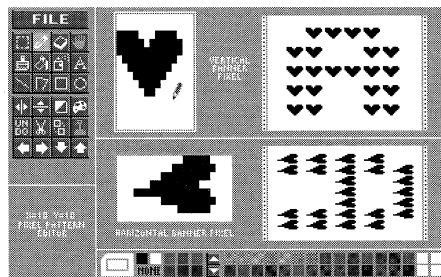
To create an original font, modify each character to the style you want. For example, you could add extra flourishes to the *Romance* font. You could even create a Morse Code font or one for braille. Simply replace each character with dots and dashes.

Notice the "Memory Used" gauge beneath the work area. This indicator tells you how much memory, expressed as a percentage, the font you are modifying is using. Large, elaborate fonts take up more space than small, simple ones. You should be aware that if you have chosen an elaborate font, you may not be able to edit every character in the font.

Save any fonts you create to use in any other Print Shop IIgs or Print Shop Companion IIgs project. To print the entire font for future reference click on *Print Font*. Click on *Print* to print a single character.

Note: The Font Editor can load GS System fonts and fonts from any other Print Shop (Apple IIe, IIc and IIc Plus) product.

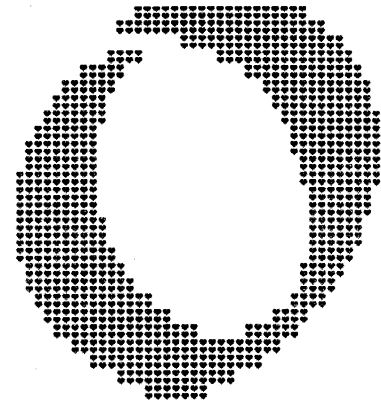
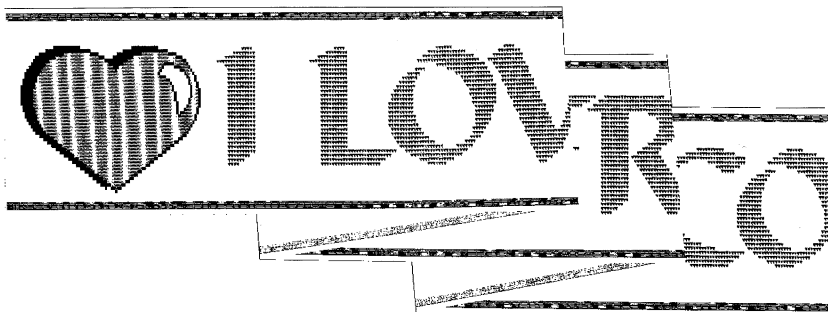
Pixel Pattern Editor



The Pixel Pattern Editor is great to use with the original Print Shop. This powerful new editor allows you to create your own fill patterns to be used in the lettering on Print Shop banners.

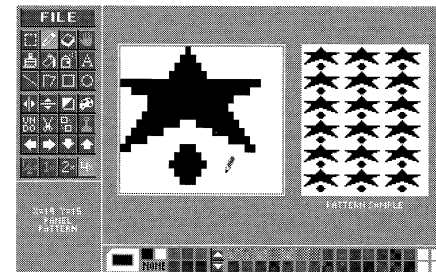
The screen is separated for work on vertical banners and horizontal banners. By using the drawing and editing tools and the color and pattern palette in the two work areas, you create fill patterns. Click the mouse pointer in either the vertical or the horizontal work area to designate where you want to begin. As you work, your creation is shown in the banner at the right filling the shape of an "A" to show what your pattern looks like as lettering. *Import* small graphics into the work areas for even further artwork and personalization.

Use your imagination and creativity. You could make a special sign for a friend using his or her first initial in all the lettering. Or you could decorate the banner's text with a "new wave" pattern to congratulate the neighborhood's skateboard champ. The possibilities are endless.



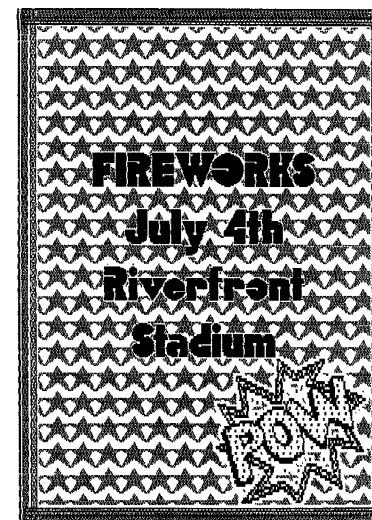
Detail of heart pixel pattern

Panel Pattern Editor



The Panel Pattern Editor complements the sign and greeting card projects in the Print Shop IIgs. This powerful new editor allows you to create your own colorful background patterns to be used in place of more traditional full panel designs.

A small work area to the left is where you use any of the tools and colors provided to draw interesting pattern elements. A larger preview area to the right shows how your graphic looks once patterned. Try importing or pasting from the clipboard a tile magic graphic for a colorful full panel pattern.



The Print Shop Companion IIgs can be used in many creative ways. You will no doubt think of many creative new uses of your own, but here are just a few ideas to help your imagination get started.

SPECIAL CALENDARS Make calendars from the past and for the future to use as history and science lessons. These educational calendars can decorate a desk or can be made in poster-size to hang on classroom walls.

IRON-ON TRANSFERS Use a special heat transfer ribbon and the "Print Backwards" option to create iron-on transfers for T-shirts, club jackets, or to patch torn blue jeans. Make "tie-dye" iron-ons by using a pattern created by Tile Magic. Shirts decorated with Print Shop Companion IIgs graphics are perfect for any team or club and also make great gifts for friends. Be sure to follow the ribbon manufacturer's instructions carefully.

COORDINATED GIFT WRAP Accompany a personalized gift tag with coordinated wrapping paper by using Tile Magic to create colorful gift wrap. You could even choose to make wrapping paper designed with fun graphics that are used on a card and envelope.

HOLIDAY AND PARTY DECORATIONS Use your imagination and the variety of Print Shop Companion graphics to create colorful banners, personalized place mats and place cards, and decorative signs for any party you throw. The Print Shop Companion IIgs makes it easy by offering coordinated graphics in a variety of themes.

COLORFUL STICKERS Computer pin-feed labels are available at most office supply stores for your printer. Design stickers for any occasion with graphics from the program. Teachers can make "Keep up the good work" stickers for hard-working students. Coordinated stickers can also be used to seal designed envelopes.

SIGNS OF ALL SIZES Make signs of all sizes by using Quick Page. These signs are perfect for advertising garage sales and open houses around the neighborhood. They're also a great way to welcome a family member home from a trip or to just wish someone a happy day as a morning surprise. Print them oversized (as large as 6' by 9' for giant signs!).

POP ART EFFECT By importing the same hires picture while changing the dither mode, you can print several different versions of the same design. Use three variations of dither mode and color to make a pop art poster.

CREATURE FINGER PUPPETS Create a creature puppet by printing wacky creature graphics, cutting them out, and pasting each end of a strip of paper on the back. Then slip your finger through the loop and you're ready to perform a play. Make ten to have one for each finger.

STORY BOOKS AND COMIC BOOKS By using Quick Page and colorful graphics, you can write and print your own story books, or even comic books. Surprise a child by printing each design at 2x2 pages for a giant story book! By using the monochrome option you could even create a huge coloring book.

VIDEO EFFECTS Use the SPACEBAR to turn off the Companion's menus in any of the Full Screen editors or Quick Page. Design a decorative title screen. Connect your IIgs to a VCR or Camcorder through the RCA jack on the back of the IIgs. Record the title of your latest video.

APPENDIX

SOME NOTES ON IMPORT, LOAD, AND SAVE Import

Use Import to bring any Print Shop design element into Quick Page or editors of different sized elements. For instance, Import a letterhead full panel into the Envelope Full Panel Editor. The letterhead will be automatically resized to fit. Or import graphics into Quick Page to make your own comic book. You can even Import a greeting card full panel into the Border Editor, but the result will look like abstract art. Import allows you complete graphic interchangeability between editors.

Hi-res Pictures

Also use Import to bring pictures or portions of pictures created with paint programs into one of the editors or Quick Page. The following picture formats can be imported: Single Hi-res, Double Hi-res, and Super Hi-res packed or unpacked. You cannot import files in Apple Preferred Format.

Load

Load is used to load existing design elements into their own editors. For example, you load an envelope full panel into the Envelope Full Panel Editor. You cannot load a greeting card full panel into the Envelope Full Panel Editor — that's what Import is for!

The Print Shop Companion's intelligent Load routine will recognize files from The Print Shop IIgs, The New Print Shop and the original Print Shop for the Apple IIe, IIc, and IIc Plus. It will also recognize files from any of the IIgs, New Print Shop, and original Print Shop Graphics Libraries. Load can also bring IIgs System fonts into the font editor.

Saving in New Print Shop Format

Graphics, single color borders, fonts and greeting card/sign full panels can be saved in New Print Shop format. Simply toggle the "SAVE FORMAT:" button in the File menu to *New Print Shop*. To save a letterhead/calendar full panel, click the "FORMAT:" button located on the lower half of the letterhead full panel editor screen. This button toggles the work area from *GS Print Shop* letterhead size to the larger *New Print Shop* letterhead size. With *New Print Shop* format selected, save your letterhead full panel.

SOME NOTES ON INSTALL

The Print Shop Companion can be installed to a hard disk or RAM disk. You cannot install to a 5.25" or 3.5" diskette.

If The Print Shop IIgs is already installed on your hard disk, The Print Shop Companion IIgs must be installed in the same folder if you want access to the original Print Shop IIgs graphics. The Install routine will prompt you to identify which folder Print Shop IIgs has been installed to. If you are installing both The Print Shop IIgs and The Print Shop Companion IIgs, be sure to install The Print Shop first.

If you don't care to access The Print Shop IIgs graphics, the Companion can be installed to any folder.

Graphics Libraries must be installed in the root directory. The Companion's Install routine will automatically install Graphics Libraries in the root directory of your hard disk or RAM disk.

MISCELLANEOUS

The naming convention for Print Shop Companion folders is as follows: "Mono.Patterns" and "Color.Patterns" contain panel patterns and editor patterns. "Borders" contains borders. "Graphics" contains graphics. "Full.Panel.Gc" contains greeting card/sign full panels. "Full.Panel.Lh" contains letterhead full panels. "Full.Panel.Ev" contains envelope full panels. "Fonts" contains fonts.

To save disk space when designing single color elements, draw them in black and white. All the Print Shop projects that they are included in will give you the option of designating a color before printing.

USING A SIGN FROM THE PRINT SHOP IN THE COMPANION

To bring a sign from The Print Shop IIgs into The Print Shop Companion IIgs Quick Page feature, follow the steps outlined below:

- Create a sign in The Print Shop IIgs.
- Set Print Options to black and white printing.
- Print (it's o.k. to have the printer turned off).
- Type Cancel, then immediately...
- Reboot computer
- Boot Print Shop Companion IIgs, holding down the ⌘ key until the Main Menu displays.
- Your Print Shop sign is now residing in the clipboard.
- Enter Quick Page and click on the Paste Tool.
- Your Print Shop sign is pasted into Quick Page.
- Print it as a giant sign using Quick Page's Enlarge feature!

BURIED TREASURE

To discover some hidden features of The Print Shop Companion, click on any of the letters in the title "Companion" on the Main Menu.

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