

# Coco Graphics Designer



Print Your Own:  
**SIGNS**  
**BANNERS**  
**GREETING CARDS**

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# THE COCO GRAPHICS DESIGNER

## Table of Contents

### SECTION I: GETTING STARTED

I.1	BACKING UP YOUR DISK	1
I.2	INSTALLING THE COCO GRAPHICS DESIGNER	1

### SECTION II: USING THE GRAPHICS DESIGNERS

II.1	RUN DESIGNERS	2
II.2	RUN EDITORS	3
II.4	INSTALL PRINTER	3

### SECTION III: EDITORS

III.1	EDIT GRAPHICS	4
III.1a	EDIT GRAPHIC CHARACTER	4
III.1b	LOAD A NEW CHARACTER	5
III.1c	SAVE CURRENT CHARACTER	5
III.1d	PRINT SET OF GRAPHICS	6
III.1e	EXITING TO THE MAIN MENU	6
III.2	EDIT CHARACTER SET	7
III.2a	LOAD A NEW CHARACTER SET	7
III.2b	SAVE A CHARACTER SET	7
III.2c	EDIT THE CHARACTER SET	8
III.2d	EXITING TO THE MAIN MENU	9
III.3	EDIT BORDERS	9
III.3a	LOAD NEW BORDERS	9
III.3b	SAVE THE BORDER	9
III.3c	EDIT THE BORDERS	10
III.3d	EXITING TO THE MAIN MENU	10
III.4	RUN UTILITIES	11
III.4a	GRAB GRAPHICS	11
III.4b	LOAD A PMODE 4 SCREEN	11
III.4c	GRAB A GRAPHICS CHARACTER	12
III.4d	VIEW A DISK DIRECTORY	13
III.4e	EXITING TO THE MAIN MENU	13
III.5	PRINT GRAPHICS LIBRARY	13

Table of Contents - Cont'd

**SECTION IV: THE GREETING CARD DESIGNER**

IV.1	EDIT CARD	14
IV.1a	EDIT TEXT	15
IV.1b	SELECT BORDER	15
IV.1c	SELECT GRAPHIC	15
IV.1d	EDIT GRAPHIC PLACEMENT	16
IV.2	PRINT CARD	16
IV.3	ERASE CARD	17
IV.4	LOAD CARD	17
IV.5	SAVE CARD	17
IV.6	EXITING TO THE MAIN MENU	18

**SECTION V: THE SIGN DESIGNER**

V.1	EDIT SIGN	19
V.1a	EDIT TEXT	19
V.1c	SELECT BORDER	20
V.1d	SELECT GRAPHIC	20
V.1e	EDIT GRAPHIC PLACEMENT	20
V.2	PRINT SIGN	21
V.3	ERASE SIGN	21
V.4	LOAD SIGN	21
V.5	SAVE SIGN	21
V.6	EXITING TO THE MAIN MENU	21

**Table of Contents - Cont'd**

**SECTION VI: THE BANNER DESIGNER**

VI.1	SELECT LEADING GRAPHIC	22
VI.2	ENTER TEXT STRING	22
VI.3	SELECT TRAILING BANNER	23
VI.4	PRINT THE BANNER	23
VI.5	EXITING TO THE MAIN MENU	23

**SECTION VII: APPENDICES**

APPENDIX A - DEFAULT BORDER SET: BORDS/BIN	24
APPENDIX B - DEFAULT GRAPHICS SET: ICONS/BIN	25

# **THE COCO GRAPHICS DESIGNER**

## **USERS MANUAL**

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The Coco Graphics Designer allows you to create beautifully designed greeting cards, banners and signs in a few simple steps. All your high-resolution graphic print-outs can be personalized with custom graphics, text and character sets. You can make cards, banners and signs for holidays, birthdays, parties, anniversaries, special announcements, store sales, graduations and more..

The Coco Graphics Designer includes utilities to edit and create high-resolution character sets, borders and graphics characters. The easy to use editors will allow you to create your own custom libraries and further customize everything that you make.

The Coco Graphics Designer requires a TRS-80 Color Computer, TDP-100 or Tandy Color Computer II with a minimum of 32K, one disk drive and a printer. The Coco Graphics Designer supports DISK EXTENDED BASIC 1.0/1.1, ADOS 1.0/1.01, and JDOS.

### **SECTION I: GETTING STARTED**

#### **I.1 MAKING A BACKUP DISK**

Before you do anything with the Coco Graphics Designer we suggest you make a backup of your master diskette. Refer to your Disk Basic Manual for the procedure. Once you have done this, place your master diskette in a safe place and use only your backup (working) diskette.

#### **I.2 INSTALLING THE COCO GRAPHICS DESIGNER**

Before you can print custom greeting cards, banners or signs you must tell the Coco Graphics Designer what printer you have. See section II.4 INSTALL PRINTER for the instructions on how to accomplish this.

## SECTION II: USING THE GRAPHICS DESIGNERS

To load the Coco Graphics Designer place your working disk in drive 0 and type:

**RUN"BOOT"**

After loading the program, you will be presented with the the Coco Graphics Designer main menu which lists the following options:

- 1) RUN DESIGNERS
- 2) RUN EDITORS
- 3) INSTALL PRINTER

At this point you may select one of the menu options or press **[ENTER]** to exit the program and perform a warm-reboot. Upon exit, the Coco Graphics Designer will return your Coco to an initial power-on state. It will no longer be resident in memory and you must re-run the BOOT program to return to the Coco Graphics Designer main menu.

### II.1 RUN DESIGNERS

This option when selected allows you to select the options to create and print your custom one-of-a-kind greeting cards, posters and signs. When you select this option you will be presented with the following menu selections:

- 1) GREETING CARD DESIGNER
- 2) SIGN DESIGNER
- 3) BANNER DESIGNER

You may select any one of these options or press **[ENTER]** to return to the Coco Graphics Designer main menu.

Selections 1 - 3 of this menu are covered in section IV - VI of this manual entitled: THE GREETING CARD DESIGNER, THE SIGN DESIGNER and THE BANNER DESIGNER respectively.

## II.2 RUN EDITORS

This option when selected allows you to to edit the graphics characters, character sets and borders used in the Coco Graphics Designer programs. Using these editors you can create your own graphics characters, character sets and borders or edit the ones provided on your master disk. Also accessed from this menu are the Coco Graphics Designer Utility programs. When you select this option you will be presented with the following menu selections:

- 1) EDIT GRAPHICS
- 2) EDIT CHARACTER SET
- 3) EDIT BORDER SET
- 4) RUN UTILITIES

You may select any one of these options or press [ENTER] to return to the Coco Graphics Designer main menu.

## II.3 INSTALL PRINTER

To install your printer, select this option from the Coco Graphics Designer main menu. When you select this option you will first be asked to select your printer type from one of the choices presented in the install menu. Enter the number which corresponds to your printer and press [ENTER]. If your printer is not listed in this menu you may wish to consult your printer's manual. Many printers are "Epson-Compatible" and will work the same as an Epson RX/FX series printer. If your printer is one of these "Epson-Compatitble" printers and it doesn't function properly when you select 1) EPSON RX/FX from the Printer Installation menu, you may wish to try selections 3) GEMINI 10X/STAR SG-10 and 4) PANASONIC 1090/LEGEND 808 before you decide that your printer won't work.

You will then be asked to select your baud rate. You will enter a number which corresponds to the number you would normally POKE into location 150 using BASIC to set your baud rate for printing. The menu lists the standard values. If you find that a value not listed works better with your printer you may enter it instead of the values listed. If you enter the number 0, the Coco Graphics Designer will not change the baud rate and use whatever baud rate is set when you run it.

The next part of the install program asks you whether your printer requires a LINE FEED sent after every CARRIAGE RETURN. Consult your printer's user manual to see what your printer requires.

When you have answered all of these questions, the install program will update each of the Coco Graphics Designer programs with this customized program module. You only have to use the install function once. Only run it again if you wish to change the type of printer you use, or if you wish to change your default baud rate.

## SECTION III: EDITORS

### III.1 EDIT GRAPHICS

Selecting this option from the editors menu will run the graphics customization program which will display the following menu:

- 1) EDIT GRAPHIC CHARACTER
- 2) LOAD A NEW CHARACTER
- 3) SAVE CURRENT CHARACTER
- 4) PRINT SET OF GRAPHICS

There are thirty graphic characters per file. Using the EDIT GRAPHICS CHARACTER option you can modify or replace any one of these resident graphics with your own creations. You could redesign any character in the set, save it to disk using option three, change it later by loading it into memory using option two and print out every character in your modified set for reference purposes using option four.

#### III.1a EDIT GRAPHICS CHARACTER

Selecting this option from the Graphics Editor menu allows you to edit the character currently in memory. This character may be one loaded from disk which you wish to change, or you can use this option to create one from scratch.

On your screen you will see a large grid with a blinking cursor in the upper left-hand corner. This is your design window and it is a 3 times blowup of actual size. To the right of the design window you will notice a smaller window that displays an actual size image of what's in the design window.

Below is a summary of all the keyboard commands for the graphic designer.

- [ENTER] - Exit to Main Menu
- [CLEAR] - Clear the Design window. (You are not clearing the stored graphic, just the display)
- [SPACEBAR] - Set or Reset a dot in current cursor location.
- [SHIFT]+[CLEAR] - Toggles Screen PMODE 4 colorset from Black/Buf to Black/Green.

### REPEAT COMMAND

Besides the above commands, there is an added feature which can be used to create repetitive patterns. This is the REPEAT command. Enter a number from 1 - 99 (which is the number of times to repeat the sequence) followed by a sequence of commands and terminated by the [ENTER] key, and the Graphic Designer will perform this sequence over and over until it has performed it the specified number of times.

Example: 10[LEFT ARROW][SPACEBAR][ENTER] will draw a horizontal line 10 dots long.

When you are done editing graphic characters, pressing [ENTER] will return you to the Graphics Editor menu.

### III.1b LOAD A NEW CHARACTER

Selecting this option will allow you to load a graphics character to edit. The editor defaults to the file: **ICONS/BIN**. It will ask you if you wish to change the name of the file to use. If you answer with the letter "Y", you can specify the name of any other graphic character file.

You will then be presented with a screen which is a directory of the graphic characters available in the current selected file. The entries which are marked -VACANT- are empty and do not contain graphics characters. Use the arrow keys to select the graphics character you wish to load or select the upper left-hand entry marked ABORT if you don't wish to edit a graphic from this file. You may also use the [CLEAR] key to abort the load. Once you have selected the graphics character you wish to load, type the [ENTER] key to load that graphics character into memory.

### III.1c SAVE CURRENT CHARACTER

Selecting this option will allow you to save the graphics character which you are currently editing. The editor defaults to the file: **ICONS/BIN**. It will ask you if you wish to change the name of the file to use. If you answer with the letter "Y", you can specify the name of any other graphics character library file.

Then you will be prompted with the name of the current graphics character, (If you are saving a new graphic character which has not yet been named, it will be given the name: NO NAME.) the graphics editor will ask you if you wish to use this name. If you type N, you can change the name to any 8 character name you wish.

Next you will be presented with a screen which is a directory of the graphics characters stored in the current selected library file. The entries which are marked -VACANT- are empty and may be filled by new graphics characters. Use the arrow keys to select the slot you wish to save to, or select the upper left-hand entry marked ABORT if you don't wish to save a graphic from this file. You may also type the [CLEAR] key to abort from saving. Once you have selected the slot you wish to save to, type the [ENTER] key to save that graphics character from memory to the disk. You can overwrite existing graphics characters, so be careful when choosing which slot to save to.

#### III.1d PRINT SET OF GRAPHICS

Selecting this option allows you to print any graphics character library file to your printer in a chart fashion allowing you to have a visual reference of what graphics characters are contained in the currently selected file and what their names are. The editor defaults to the file: ICONS/BIN. If you wish to change the name of the file to use, press the letter "C" and specify the name of the graphics character library file you wish to print.

Once you have selected the library file that you wish to print, you must specify the size of the printout. You may type "L" for a large printout or "S" for a small printout.

If you don't wish to print a graphics library file you may press the [ENTER] key to exit this utility and return you to the Coco Graphics Designer main menu.

#### III.1e EXITING TO THE MAIN MENU

If you press the [ENTER] key at the prompt for the Graphics Editor menu you will be returned to the Coco Graphics Designer main menu. Returning to the main menu will erase the graphics character currently in memory. If you wish to exit to the main menu and preserve the current character, use the Save Character option of the Graphics Editor menu.

### III.2 EDIT CHARACTER SET

Selecting this option of the main menu allows you to edit and create custom character sets to print on your greeting cards, banners or signs. Custom character sets can greatly enhance all of the output of the Coco Graphics Designer. Included on your Master diskette are two character fonts: **SANSERF.BIN** (same as **CHARS/BIN**), and **SERIF/BIN**. Each set contains both the normal and outline characters for every printable symbol on your Coco keyboard. Alphabetic characters are in uppercase only; there are no lowercase characters available due to memory limitations.

When you enter this utility you will be prompted with the name of the default character set file: **CHARS/BIN**. You can press the **[ENTER]** key to use the default set, or you can change the character set which you are editing by typing the letter "C". The Character set editor will prompt you to enter the name of the new character set file you wish to use. If you do not make an entry within 20 seconds, the program will use the default set and continue on to the Character Set Editor menu.

When you have selected the character set you wish to edit, the Character Set Editor menu will appear and present you with the following menu options:

- 1) LOAD A NEW CHARACTER SET
- 2) SAVE THE CHARACTER SET
- 3) EDIT THE CHARACTER SET

At this time you can select one of the menu options or press the **[ENTER]** key to return to the Coco Graphics Designer main menu.

#### III.2a LOAD A NEW CHARACTER SET

Selecting this option will allow you to load a character set from disk. This option will erase the character set currently in memory and any changes made to it. Use the SAVE THE CHARACTER SET option before using this option to keep any changes you might have made to a previous character set. If you wish to load a character set other than the default of **CHARS/BIN**, type the "C" key and you will be prompted to input the filename of the character set you wish to load. If you do not make a response to this option within 20 seconds, the editor will assume you want to load the default file and proceed. If you wish to load the default character set, just press the **[ENTER]** key. The character set editor will load the file and return to the main editor menu.

#### III.2b SAVE THE CHARACTER SET

Selecting this option will allow you to save a character set from memory to disk. If you wish to save the character set with a name other than the default, type the "C" key and you will be prompted to input the filename of the character set you wish to save. If you do not make a response to this option within 20 seconds, the editor will assume you want to save the set with the default filename and proceed. If you wish to save using the default filename, just press the **[ENTER]** key. The character set editor will save the file and return to the main editor menu.

### III.2c EDIT THE CHARACTER SET

Selecting this option will allow you to edit the character set currently contained in memory. You will be prompted to type the key for the character you wish to edit. Then, you can type [ENTER] to abort and select a new character, or type the [SPACEBAR] to edit the character you have selected.

The character editor screen will display a large representation of both the Normal and Outline version of the character you have selected. To edit the character refer to the following commands:

ARROW KEYS - Use these keys to navigate around the character. The top borders of each character will wrap to the bottom and vice versa. When the cursor reaches either border of the normal character it will jump to the opposite border of the outline character and vice versa.

[SPACEBAR] - Use the [SPACEBAR] to set and reset dots within the character. Black pixels are set, and blue ones are cleared.

[CLEAR] - Copies the Normal character into the Outline character box inverted. You can then use the editor to remove the excess from around the outline character. (See the note on outline characters on the next page.)

[SHIFT]+[CLEAR] - Copies the current character to any other character position which you specify.

[ENTER] - Exit to Main Menu

**NOTE ON OUTLINE CHARACTERS:** Outline characters must be the same as the Normal character inverted (use the [SHIFT] + [CLEAR]) with at least a one dot outline. If this is not so, parts of your normal character will be obliterated when printed, and the background may show through an Outline character. Even simpler, the outline should not overlap an area set in the Normal character and vice-versa. This is because the outline character is used to clear an area around the Normal character during printing so that the character will show up better against the background. Also, the Normal character is used to clear the interior of the Outline character so that the background will not show through the interior of the outline character.

### III.2d EXITING TO THE MAIN MENU

If you press the [ENTER] key at the prompt for the Character Set Editor menu you will be returned to the Coco Graphics Designer main menu. Returning to the main menu will erase the character set currently in memory. If you wish to exit to the main menu and preserve the current character set, use the Save character set option of Character Set editor menu.

### III.3 EDIT BORDERS

Selecting this option of the main menu allows you to edit and create custom border sets to print on your greeting cards and signs.

When you enter this utility it will default to the **BORDS/BIN** character set file. You can press the **[ENTER]** key to use the default set, or you can change the set which you are editing by typing the letter "B". The Border editor will prompt you to enter the name of the new border set to use. If you do not make an entry within 20 seconds, the program will use the default set and continue on to the border editor menu.

When you have selected the border set you wish to edit, the border editor menu will appear and present you with the following menu options:

- 1) LOAD NEW BORDERS
- 2) SAVE THE BORDERS
- 3) EDIT THE BORDERS

At this time you can select one of the menu options or press the **[ENTER]** key to return to the Coco Graphics Designer main menu.

#### III.3a LOAD NEW BORDERS

Selecting this option will allow you to load a new border set from disk. This option will erase the border set currently in memory and any changes made to it. Use the **SAVE THE BORDERS** option before using this option to keep any changes you might have made. If you wish to load a border set other than the default of **BORDS/BIN**, type the "B" key and you will be prompted to input the filename of the character set you wish to edit. If you do not make a response to this option within 20 seconds, the editor will assume you want to load the default file and proceed. If you wish to load the default border set, just press the **[ENTER]** key. The border editor will load the file and return to the border editor menu.

#### III.3b SAVE THE BORDER

Selecting this option will allow you to save a border set from memory to disk. If you wish to save the border set with a name other than the default, type the "B" key and you will be prompted to input the filename of the border set you wish to save. If you do not make a response to this option within 20 seconds, the editor will assume you want to save the set with the default filename and proceed. If you wish to save using the default filename, just press the **[ENTER]** key. The border editor will save the file and return to the border editor menu.

### III.3c EDIT THE BORDERS

Selecting this option will allow you to edit the border set currently contained in memory. You will be prompted to type the number of the border you wish to edit. Then, you can type **[ENTER]** to abort and select a new border or type the **[SPACEBAR]** to edit the border you have selected.

The border editor screen will display a large representation of the border you have selected. To edit the character refer to the following commands:

**ARROW KEYS** - Use the Arrow Keys to navigate around the border character. The top borders of each border will wrap to the bottom and vice versa.

When the cursor reaches the left border of the border character it will wrap to the right border and vice versa.

**[SPACEBAR]** - Use the **[SPACEBAR]** to set and reset dots within the border character. Black pixels are set, and blue ones are cleared.

**[CLEAR]** - Inverts the border character.

**[SHIFT]+[CLEAR]** - Copies the border character to any other border number which you specify.

**[ENTER]** - Exit to Main Menu

### III.3d EXITING TO THE MAIN MENU

If you press the **[ENTER]** key at the prompt for the Edit Border menu you will be returned to the Coco Graphics Designer main menu. Returning to the main menu will erase the border set currently in memory. If you wish to exit to the main menu and preserve the current border set, use the Save Border option of the Edit Borders menu.

### **III.4 RUN UTILITIES**

Selecting this option takes you to the Coco Graphics Designer Utility menu. When you have selected this option you will be presented with the following menu:

- 1) GRAB GRAPHICS
- 2) PRINT GRAPHICS LIBRARY

At this time you can select one of the menu options or press the [ENTER] key to return to the Coco Graphics Designer editor menu.

#### **III.4a GRAB GRAPHICS**

Selecting this option of the Coco Graphics Designer Utilities menu will bring you to the Graphics Grabber program. This utility is used to "Grab" graphics characters from any standard 3 Gran PMODE 4 Coco Screen. You can use any of the popular drawing programs available for the Coco which use this format to save screens to edit or create graphics characters to print on your cards, posters and signs.

When you have selected this utility you will be presented with the following menu:

- 1) LOAD A PMODE 4 SCREEN
- 2) GRAB A GRAPHIC CHARACTER
- 3) VIEW A DISK DIRECTORY

At this time you can select one of the menu options or press the [ENTER] key to return to the Coco Graphics Designer main menu.

#### **III.4b LOAD A PMODE 4 SCREEN**

Selecting this option will allow you to load any PMODE 4 graphics screen to grab graphics characters from. At the prompt enter the name of the graphics screen to load.

This function will over-write any screen currently in memory. Do not load a new screen until you have finished working with the current screen.

NOTE: You can only load 3 gran screens, 6 gran screens will cause the Coco Designer Graphics Grabber to crash. You will have to turn your Coco off and on again to re-load the Coco Graphics Designer.

### III.4c GRAB A GRAPHICS CHARACTER

Using this function you can grab graphic characters from the PMODE 4 screen which you have loaded. Selecting this function will bring you first to the introduction screen for this utility. All of the instructions to use this function are summarized here. At this point, you can type [ENTER] to abort and load a new screen or type the [SPACEBAR] to grab from the screen that you have selected.

When you press the [SPACEBAR] you will be presented with the screen that you have chosen, notice the rectangle in the upper left-hand corner. We will refer to this rectangle as a "Window". Any portion of your screen within this window will be converted into a Coco Graphics Designer graphic character when you press the [ENTER] key. To use the grabber utility to grab a graphics character use the following commands:

ARROW KEYS - Use the Arrow Keys to navigate around the screen. Each press of the arrow keys will move your window 1 pixel in the direction you specify.

Shifted Arrow Keys will move your window 10 characters in the direction you specify.

H - Use this key to toggle the height of the window. Any part of the graphics screen contained in the tall window will be shrunk to fit when you press [ENTER].

W - Use this key to toggle the width of the window. Any part of the graphics screen contained in the wide window will be shrunk to fit when you press [ENTER].

[CLEAR] - Aborts the Grabber and returns you to the introduction screen.

[ENTER] - Grabs the portion of the screen captured in your window and converts it to a hi-res graphic character that you can save for later editing or use in any of the Coco Graphics Designer programs.

The "H" and "W" toggles can be used independantly or in tandem to shrink graphics in either direction or both directions at once. Be careful when trying to shrink graphics pictures which have closely spaced lines or dots. Due to the method that the Graphics Grabber uses to shrink graphics, such graphics may shrink to become totally black areas. You may of course use the Graphics Editor to edit this shrunken graphic and return some of the detail which was lost in the shrinking process.

Once you have saved graphics characters which you have grabbed, you can use the Graphics Editor to edit them to remove extraneous details or enhance them.

#### **III.4d VIEW A DISK DIRECTORY**

Selecting this option will allow you to view the directory of a disk in any disk drive to determine the correct name of graphics screen files to load. When you select this option you will be asked to select the disk drive to display a directory from. The directory will be displayed, and you will be prompted to type **[ENTER]** to return to the Graphics Grabber menu. Use the **[SHIFT]**key and the "@" key together to pause the listing, and any other key to proceed.

#### **III.4e EXITING TO THE MAIN MENU**

If you press the **[ENTER]** key at the prompt for the Graphics Grabber main menu you will be returned to the Coco Graphics Designer main menu.

## SECTION IV: THE GREETING CARD DESIGNER

This portion of the Coco Graphics Designer allows you to create your custom one-of-a-kind greeting cards for any occasion. Upon selecting this option you will be asked to select your desired character and border sets. To change the default character set file, type the "C" key and enter the name of the new character set file to be used. To change the default border file, type the "B" key and enter the name of the new border set file to be used. If you do not make a selection within 20 seconds, or if you press [ENTER] to continue, the program will use the default character set called **CHARS.BIN** and the default border set: **BORDS.BIN**.

You are now presented with the Create Card Menu which contains the following selections:

- 1) EDIT CARD
- 2) PRINT CARD
- 3) ERASE CARD
- 4) LOAD CARD
- 5) SAVE CARD

You may select any one of these options or press [ENTER] to return to the Coco Graphics Designer main menu.

We will now explain each Create Card menu option in turn.

### IV.1 EDIT CARD

Choosing this option from the Create Card menu allows you to Create and Edit the Cover and Inside fold of your card. The following menu will be displayed:

- 1) EDIT COVER
- 2) EDIT INSIDE

From this menu you can edit either the cover or the inside fold of your greeting card. When you select either option you will be presented with the following menu:

- 1) EDIT TEXT
- 2) SELECT BORDER
- 3) SELECT GRAPHIC
- 4) EDIT GRAPHIC PLACEMENT

The following are descriptions of the sub-menus available from the EDIT CARD menu.

#### IV.1a EDIT TEXT

Choosing this option allows you to edit the text on the side of the card that you have selected. You have a choice of two sizes; Small and Large. Selecting small gives you 13 lines of 16 characters of text, selecting large gives you 6 lines of 8 characters of text. You can mix both sizes of text on the same side of the card, and in fact on the same line.

When you are editing the text, the Card Designer will display a screen which shows the text currently in memory. The left-most column displays the line number, and options for that line. If an exclamation point (!) appears before the line number, that means that text in the other size appears on that line. Large text is precisely twice the size of small text, so allow one large character for every two small ones and vice versa. This is true in both width and height.

For each line you enter, you will be asked to select whether the text will be Normal or Outline, and whether the text is to be Right justified, Centered or Left justified. The line by line status of these formatting options is indicated on the screen. Size is indicated by the number of lines reserved for text. Justification is indicated by the letter at the right edge of the text window: C for center, L for left, R for right. Font is indicated by the letter on the left edge of the text window: S for solid, O for outline.

#### IV.1b SELECT BORDER

Choosing this option allows you to select a border for the side of the card that you are currently editing. Input the number corresponding to the border you desire. If you do not use this option to select a border, the Card Printer will default to border number 1 of the current border set.

The default border file: **BORDS/BIN** contains the following borders:

- |             |             |
|-------------|-------------|
| 1 - BOX     | 5 - STARS   |
| 2 - SOLID   | 6 - WICKER  |
| 3 - BEAD    | 7 - HEARTS  |
| 4 - LATTICE | 8 - FLOWERS |

#### IV.1c SELECT GRAPHIC

Choosing this option allows you to select a graphics character which will appear on the current side of the card that you are editing. You will be prompted to select a Graphic set to select your character from. The default is: **ICONS/BIN**. After you select the Graphics Set file you will be prompted to select the size of the graphics character. Each of the graphics characters is available in two sizes: small and large. Input 'S' or 'L' to select the desired size for your graphic character.

Once you have selected the size, you can select the graphic character you wish to use on the side of the card that you are editing. Use the cursor keys to point to the name of the desired graphic picture. Hit the **[ENTER]** key to indicate your choice. You have a maximum of thirty graphic pictures to choose from in your selected set. Each side of your card can use a different Graphic set, giving you a choice of 60 Graphic characters for you to choose from.

#### **IV.1d EDIT GRAPHIC PLACEMENT**

Choosing this option allows you to choose the number and positions of the graphic to be printed. The custom layout option provides you with a Position Editor which displays a representation of your card with squares showing the various positions that your graphics characters may occupy. The positions available differ according to the graphic size with which you are working. Use your arrow keys to move the cursor to each position. Then pressing the **[SPACEBAR]** toggles the tile changing the color which indicates whether a graphic will be printed there or not. If the tile is yellow, no graphic will be printed in that position. If the tile is black, a graphic will be printed. Pressing the **[CLEAR]** key will clear all the print positions, while pressing **[SHIFT] + [CLEAR]** will select all the print positions. When you are done press **[ENTER]**.

#### IV.2 PRINT CARD

Selecting this option from the Greeting Card Designer menu, you can print the card you have created. Before proceeding, you should align the paper in your printer. Correct alignment is for the top edge of the ink ribbon to be about 1/8 inch below the perforation in the paper. Also make sure the paper is centered properly.

When you select this option you will be asked to input the number of copies of this card you wish printed. Input the number of copies you want and press [ENTER]. After a few moments printing will begin, don't be alarmed when the first side of your card starts printing upside down; it will be in the proper position when you fold it.

When your entire Greeting Card page is printed, carefully remove it from the printer and fold it in quarters. Then tear off the perforated edges. VOILA! Your custom Greeting Card is complete.

#### IV.3 ERASE CARD

When you select this option, the Card Designer will ask you:

ERASE THE CARD? (Y/N)

If you press any key except "N", the program will erase the current card from memory. Use this option when you wish to clear memory of the current card and start over. If you press "N", you will be returned to the Greeting Card Designer menu with your greeting card intact.

#### IV.4 LOAD CARD

This option allows you to load a previously designed card from disk. When prompted, enter the filename of the card you wish to load. If you press the [ENTER] key instead of entering a filename, you will abort the load and return to the Greeting Card Designer menu.

NOTE: This option will erase the greeting card currently in memory and overwrite it with the new greeting card. If you wish to preserve the current greeting card in memory use the Save Card option before selecting the Load Card option.

#### IV.5 SAVE CARD

This option allows you to save the greeting card currently in memory, for future editing or printing. You will be prompted for a filename to save the current greeting card to. If you type [ENTER] at this prompt you will be returned to the Greeting Card Designer menu without having saved the current card. This option allows you to create a library custom greeting cards which you can call up, customize for the recipient and print at any time.

#### **IV.6 EXITING TO THE MAIN MENU**

If you press the [ENTER] key at the prompt for the Greeting Card Designer menu you will be returned to the Coco Graphics Designer main menu. Returning to the main menu will erase the greeting card currently in memory. If you wish to exit to the main menu and preserve the current card, use the Save Card option of the Greeting Card menu.

## SECTION V: THE SIGN DESIGNER

This portion of the Coco Graphics Designer allows you to create custom one-of-a-kind signs for any purpose or occasion. Upon selecting this option you will be asked to select your desired character and border sets. To change the default character set file, type the "C" key and enter the name of the new character set file to be used. To change the default border file, type the "B" key and enter the name of the new border set file to be used. If you do not make a selection within 20 seconds, or if you press enter to continue the program will use the default character set called **CHARS.BIN** and the default border set which is called **BORDS.BIN**.

You are now presented with the Sign Designer menu which contains the following selections:

- 1) EDIT SIGN
- 2) PRINT SIGN
- 3) ERASE SIGN
- 4) LOAD SIGN
- 5) SAVE SIGN

You may select any one of these options or press [ENTER] to return to the Coco Graphics Designer main menu.

We will now explain each Sign Designer menu option in turn.

### V.1 EDIT SIGN

Choosing this option from the Sign Designer menu allows you to Create and Edit the text, borders and graphics to be used on your custom sign. The following menu will be displayed:

- 1) EDIT TEXT
- 2) SELECT BORDER
- 3) SELECT GRAPHIC
- 4) EDIT GRAPHIC PLACEMENT

You may select any one of these options or press [ENTER] to return to the Sign Designer main menu.

The following are descriptions of the sub-menus available from the EDIT SIGN menu.

#### V.1a EDIT TEXT

Choosing this option allows you to edit the text on your sign. You have a choice of two sizes; Small or Large. Selecting Small gives you 13 lines of 16 characters of text, selecting large gives you 6 lines of 8 characters of text. You can mix both sizes of text on the same sign, and in fact on the same line.

When you are editing the text, the Sign Designer will display a screen which shows the text currently in memory. The left-most column displays the line number, and options for that line. If an exclamation point (!) appears before the line number, that means that text in the other size appears on that line. Large text is precisely twice the size of small text, so allow one large character for every two small ones and vice versa. This is true in both width and height.

For each line you enter, you will be asked to select whether the text will be Normal or Outline, and whether the text is to be Right justified, Centered or Left justified. The line by line status of these formatting options is indicated on the screen. Size is indicated by the number of lines reserved for text. Justification is indicated by the letter at the right edge of the text window: C for center, L for left, R for right. Font is indicated by the letter on the left edge of the text window: S for solid, O for outline.

#### **V.1b SELECT BORDER**

Choosing this option allows you to select a border for your Sign. Input the number corresponding to the border you desire. If you do not use this option to select a border, the Sign Printer will default to border number 1 of the current border set.

#### **V.1c SELECT GRAPHIC**

Choosing this option allows you to select a graphics character which will appear on your sign. You will be prompted to select a graphics set to select your character from. The default graphics set is: **ICONS/BIN**. After you select the Graphics Set file you will be prompted to select the size to print the graphics character. Input "S" for Small or "L" for a Large size graphics character.

Once you have selected the size, you can select the graphics character you wish to use on your sign. Use the cursor keys to point to the name of the desired graphics character. Hit the **[ENTER]** key to indicate your choice. You have a maximum of thirty graphic pictures to choose from in your selected set.

#### **IV.1d EDIT GRAPHIC PLACEMENT**

Choosing this option allows you to choose the number and positions of the graphic to be printed. The custom layout option provides you with a position editor which displays a representation of your sign with squares showing the various positions that your graphics character can occupy. The positions available differ according to the graphic size with which you are working. Use your arrow keys to move the cursor to each position. Then pressing the **[SPACEBAR]** toggles the tile changing the color which indicates whether a graphic will be printed there or not. If the tile is yellow, no graphic will be printed in that position. If the tile is black, a graphic will be printed. Pressing the **[CLEAR]** key will clear all the print positions, while pressing **[SHIFT] + [CLEAR]** will select all the print positions. When you are done press **[ENTER]**.

## **V.2 PRINT SIGN**

Selecting this option from the Sign Designer menu, you can print the sign you have created. Before proceeding, you should align the paper in your printer. Correct alignment is for the top edge of the ink ribbon to be about 1/8 inch below the perforation in the paper. Also make sure the paper is centered properly.

When you select this option you will be asked to input the number of copies of this sign you wish printed. Input the number of copies you want and press [ENTER].

After a few moments printing will begin, when your entire sign is printed, carefully remove it from the printer and tear off the perforated edges. VOILA! Your custom sign is complete.

## **V.3 ERASE SIGN**

When you select this option, the Sign Designer will ask you:

**ERASE THE SIGN? (Y/N)**

If you press any key except "N", the program will erase the current sign from memory. Use this option when you wish to clear memory of the current sign and start over. If you press "Y", you will be returned to the Sign Designer menu with your current sign intact.

## **V.4 LOAD SIGN**

This option allows you to load a previously designed sign from disk. When prompted, enter the filename of the sign you wish to load. If you press the [ENTER] key instead of entering a filename, you will abort the load and return to the Sign Designer menu.

NOTE: This option will erase the sign currently in memory and overwrite it with the new sign. If you wish to preserve the sign currently in memory use the Save Sign option of the Sign Designer menu before selecting the Load Sign option.

## **V.5 SAVE SIGN**

This option allows you to save the sign currently in memory, for future editing or printing. You will be prompted for a filename to save the current sign to. If you type [ENTER] at this prompt you will be returned to the Sign Designer menu without having saved the current sign. This option allows you to create a library of custom signs which you can call up, customize for the occasion and print at any time.

## **V.6 EXITING TO THE MAIN MENU**

If you press the [ENTER] key at the prompt for the Sign Designer menu you will be returned to the the Coco Graphics Designer main menu. Returning to the main menu will erase the sign currently in memory. If you wish to exit to the main menu and preserve the current sign, use the Save Sign option of the Sign Designer menu.

## SECTION VI: THE BANNER DESIGNER

This portion of the Coco Graphics Designer allows you to create custom one-of-a-kind banners for any purpose or occasion. Upon selecting this option you will be asked to select the character set you want. To change the default character set file, type the "C" key and enter the name of the new character set file to be used. If you do not make a selection within 20 seconds, or if you press enter to continue, the program will use the default character set called **CHARS.BIN**.

You are now presented with the Banner Designer menu which contains the following selections:

- 1) SELECT LEADING GRAPHIC
- 2) ENTER TEXT STRING
- 3) SELECT TRAILING GRAPHIC
- 4) PRINT THE BANNER

You may select any one of these options or press **[ENTER]** to return to the Coco Graphics Designer main menu.

We will now explain each Banner Designer menu option in turn.

### VI.1 SELECT LEADING GRAPHIC

Choosing this option allows you to select a graphic picture which will appear on the leading edge of your banner. You will be prompted to select a graphics library file to select your picture from. The default is: **ICONS/BIN**. After you select the graphics library file you will be prompted to select the graphics character you wish to use. Use the cursor keys to point to the name of the desired graphics character. Hit the **[ENTER]** key to indicate your choice. You have a maximum of thirty graphics characters to choose from in your selected set.

### VI.2 ENTER TEXT STRING

Selecting this option from the Banner Designer menu will allow you to specify the text to be used for your banner. When you select this option you will be prompted first for the type of text which is to be used: **SOLID** or **OUTLINED**. Press the letter "S" if you wish to use **SOLID** text or the letter "O" if you want **OUTLINED** text.

When you have made this selection you will be shown a screen which will display the current banner text string and prompt you to enter a text string to print on the banner. At this point you can enter your text string followed by the **[ENTER]** key to create new text for a banner or to replace old text. You may enter a maximum of 249 characters for your banner, but remember that a long banner will take longer to print and will use a lot of paper.

When you have typed in the text you want to be printed on the banner and it is what you want printed, type the [ENTER] key in response to the "TYPE IN NEW TEXT" prompt and you will be returned to the Banner Designer main menu.

### **VI.3 SELECT TRAILING GRAPHIC**

See section VI.1 SELECT LEADING GRAPHIC as this selection functions identically to that one but selects the graphic for the trailing end of the Banner.

### **VI.4 PRINT BANNER**

Selecting this option from the Banner Designer menu, you can print the banner you have created. Before proceeding, you should align the paper in your printer. Correct alignment is for the top edge of the ink ribbon to be about 1/8 inch below the perforation in the paper. Also make sure the paper is centered properly.

When you select this option you will be asked to input the number of copies of this banner you wish printed. Input the number of copies you want and press [ENTER].

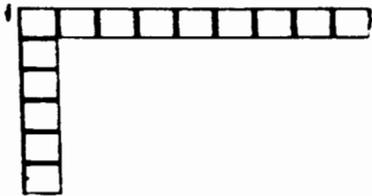
After a few moments printing will begin, when your entire banner is printed, carefully remove it from the printer and tear off the perforated edges. VOILA! Your custom banner is complete.

### **VI.5 EXITING TO THE MAIN MENU**

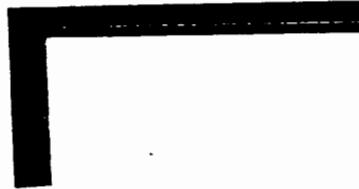
If you press the [ENTER] key at the prompt for the Banner Designer menu you will be returned to the the Coco Graphics Designer main menu. Returning to the main menu will erase the banner currently in memory. Do not use this option to exit unless you have printed your banner, or do not wish to print the banner currently in memory.

APPENDICE A: BORDS/BIN

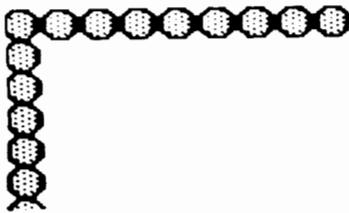
# BORDER SELECTION



(1) BOXES



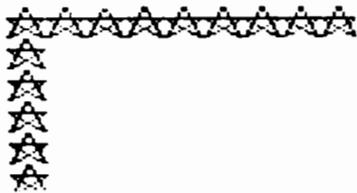
(2) SOLID



(3) BEADS



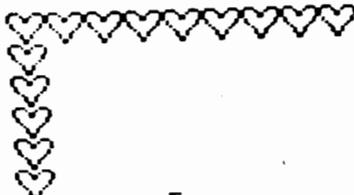
(4) KALEIDOSCOPE



(5) STARS



(6) TILES



(7) HEARTS



(8) FLOWERS

DUMP OF ICONS/BIN

GRADUATE	PRESENT	TREE	ROSE	HEART
COMPUTER	BUBBLY	SANTA	HERBIE	CAKE
PUMPKIN	WREATH	BEE	CARD	NO GHOST
SKULL	HAPPYSUN	TURKEY	PUPPY	BUNNY
STRIPES	CIRCLE1	CENTERED	CHECKS	PUZZLED
FISHNET	CHECKS2	DOTS	-VACANT-	BLACK

