



Do you love
Print Shop™?

PS

***Lovers'
Utility
Set***

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INTRODUCTION

What is PLUS-GS?

The PS Lover's Utility Set (PLUS) is a set of utilities designed to make the Print Shop™ program more useful. The utilities fall into three categories which correspond to the first three choices of the Main Menu.

The three categories are:

•Catalogs

- Graphic
- Fonts
- Mono Borders
- Color Borders
- Mono Patterns
- Color Patterns
- Mono Pixels
- Color Pixels

•Conversions

- IIGS Graphics to IIGS Borders
- IIGS Graphics to IIGS Patterns
- Apple II Graphics to IIGS Graphics
- Apple II Borders to IIGS Borders
- IIGS Graphics to SHR Pictures
- GS Fonts to Print Shop GS Fonts

•Captures

- Capture Graphics from SHR Pictures

PLUS-GS is designed to be used in conjunction with the IIGS version of Print Shop, Print Shop Sampler Edition™ and Party Edition™. However, PLUS-GS is a stand alone program.

COMPATIBILITIES

What you will need

- Apple IIGS with at least 512K
- 3.5" Disk Drive
- Monitor
- Dot Matrix Printer

Using P.L.U.S.-GS with Print Shop

Although PLUS-GS is designed to be used with Print Shop, the graphics, fonts and borders which are included on the Print Shop program disk are in a different format than those found on the Print Shop Party Edition and Sampler Edition. To use the graphics on the Print Shop program disk with PLUS-GS, you must first load them into Print Shop's GRAPHIC EDITOR and then save them to a ProDOS formatted data disk. This technique is described on page 28 of the Print Shop GS Reference Manual.

Print Shop Sampler Edition and Party Edition graphics

PLUS-GS is compatible with the graphics found on Print Shop Sampler Edition and Party Edition without modification. Print Shop Sampler Edition and Party Edition are trademarks of Brøderbund Software.

Graphics and Borders from the Apple II version of Print Shop

PLUS-GS has an option for converting graphics and borders from the Apple II version of Print Shop to the new format compatible with IIGS Print Shop. Any DOS 3.3 disk of Print Shop compatible graphics can be converted.

USING PLUS-GS

PLUS-GS comes on a 3.5" disk. You can make archival copies for your own personal use by using the Finder, Apple System Utilities, or other disk copying programs.

PLUS-GS is copyrighted and can only be used by one person on one computer at any given time. It is illegal to distribute copies of the PLUS-GS program or this documentation.

Hard Disk Installation

PLUS-GS can be installed on your hard disk drive by copying all of the files from the PLUS-GS disk to a subdirectory on your hard disk.

Starting the Program

Insert the PLUS-GS diskette into your disk drive with the front side up. Turn on the computer or otherwise boot up the PLUS-GS program. This brings up the Title Screen for PLUS-GS.

If you are in the Finder or Launcher, you can start up PLUS-GS by opening the file PG.SYSTEM.

Using the Menus

Working with PLUS-GS is easy because it is menu driven; that is, your choices appear in lists or menus on the screen. You make your selection by using the arrow keys to highlight your choice. Then press the RETURN key. Press the ESCAPE key to return to the previous menu.

Remember:

Use the arrow keys to highlight your selection. Press the RETURN key to finalize your choice. Press the ESCAPE key to return to the previous menu.

Cancelling Print Operations

It is possible to cancel all print operations by pressing the **ESCAPE** key while the printer is working.

THE SETUP OPTION

In order for PLUS-GS to work with your particular system, you need to specify some information about your printer and printer interface. You can do this by selecting the **SETUP** option from the **STARTUP MENU**. Once you have gone through the **SETUP** option, PLUS-GS will remember your choices and you will only have to use **SETUP** again if your Apple equipment changes. In the **SETUP OPTION** you need to provide the following information:

Printer

Identify your printer using the list provided on the screen. Use the arrow keys to make your selection and then press **RETURN**. If your printer type is not shown on the screen, choose a compatible printer type.

Printer Interface Card

Select your interface card from the list on the screen. If you are using one of the GS built in ports, choose "Built in Printer Port" or "Built in Modem Port". Make sure your control panel is configured properly.

Interface Location

If you are **not** using the built in printer or modem port, you must select which slot your printer interface is in. This is usually slot one.

CATALOGS

The Catalog portion of PLUS-GS allows you to print catalogs or charts of all the various graphic elements from the Print Shop IIGS program. These include:

- Graphics
- Fonts
- Mono Borders
- Color Borders
- Mono Patterns
- Color Patterns
- Mono Pixels
- Color Pixels

The procedure for printing each type of catalog is basically the same. First select Catalog from the Startup Menu. Then select which type of catalog you want to print.

Enter Title Lines

The program now asks you to enter the title lines. You can have two title lines (headlines) at the top of each catalog. Type in the text you want and press RETURN.

Choose the Location of the Graphic

Next you are asked to choose the slot and drive where the disk with the graphics is located. PLUS-GS examines your computer to identify all drives connected to it and displays the slots and drives each time you are required to select a disk. On most GS systems, 3.5" drives are treated as Slot 5, Drive 1 and 2, while 5.25" drives are treated as Slot 6, Drive 1 and 2. Make sure the disk is in the drive before you make your selection.

Choose the Subdirectory

If your data disk is a ProDOS disk, you must now choose the subdirectory from which to load the graphics. If the graphics are on the main directory, just highlight the name of any

CONVERT



CATALOGS

Graphics on Sub-directories

one graphic and press RETURN. However, if your disk has a separate subdirectory for the graphic elements such as the Party Edition or Sampler Edition disk, you must choose the subdirectory by pressing the Up and Down Arrow keys to highlight your choice and then press RETURN.

Subdirectories can be identified by the / at the beginning of their name. Once you have chosen the correct subdirectory, the names of all the graphic elements are displayed on the screen. Since you are printing a catalog of all of them, just highlight any one graphic and press RETURN. The program will advance to the next screen.

Select Print Type

If you have chosen to print a catalog of any of the color elements, you are now asked to choose whether you want to print them in color or in B&W (Black and White). If you have a color printer, you will probably want to choose Color. On B&W printouts, a gray scale is used to represent color.

Select Print Mode

All printouts can be made in either Draft Mode or High Quality Mode. Draft Mode is faster and gives your ribbon a longer life. High Quality Mode uses a special overstrike method to produce nice dark print.

Before choosing, make sure your printer is online and ready. When you press RETURN, the program will begin printing. You can pause the printout by pressing the ESC key. Printing can then be resumed by pressing RETURN or cancelled by pressing ESC again.

CONVERT

PLUS-GS automatically performs six different kinds of conversions.

- DOS Graphics to Print Shop GS Graphics
- DOS Borders to Print Shop GS Borders
- Print Shop Color Graphics to Print Shop Color Borders
- Print Shop Color Graphics to Print Shop Color Patterns
- GS Fonts or \$C8 Fonts to Print Shop Fonts
- Print Shop Graphics to Super High Resolution (SHR) Pictures

Converting DOS Graphics and Borders

DOS Graphics/ Borders to IIGS

These two options allow you to automatically convert a group of graphics or borders from a DOS 3.3 disk to the format required for Print Shop GS. To use these conversions, you will need a DOS 3.3 disk with the graphics or borders to be converted and a formatted ProDOS disk to use for saving the converted graphics. See Appendix C for instructions on formatting a ProDOS disk.

Choose Location of Graphics

Select the slot and drive of the DOS 3.3 disk and press RETURN. The names of all the graphics or borders on the disk are displayed on your screen. Use the UP and DOWN arrow keys to move the cursor and press the SPACE BAR to select the graphics or borders you would like converted. An asterisk to the left of the name will indicate when a graphic or border has been selected. When you press RETURN, all selected graphics or borders are converted.

Choose Location of Disk for Saving Converted Graphics

Next you are asked to select the location of the ProDOS disk that you want the converted graphics saved to. The slot and drive you select should contain a ProDOS formatted disk. The names of any subdirectories from the disk are displayed along with "Accept Pathname". If you want the converted graphics to be saved on the main directory, highlight "Accept Pathname" and press RETURN. Otherwise, choose the subdirectory to save the graphics on and then select "Accept Pathname". Each graphic or border will now be converted and saved.

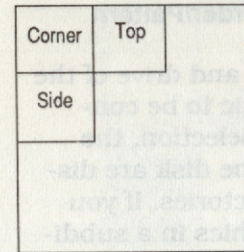
Converting Print Shop Graphics to Borders or Patterns

With PLUS-GS, it is possible to create new color borders and color patterns by using the Graphic Editor in the Print Shop GS program and then using the PLUS program to convert the graphic to a border or pattern.

Creating Borders with the Graphic Editor

When you are creating new borders with the Graphic Editor, it is important to note that border pieces are smaller than graphics so only a part of the Editor space can be used to make borders. A special template has been provided on the PLUS-GS program disk to help you create color borders.

To create a new color border, start the Print Shop GS program and go to the Graphic Editor. Choose the "Load" option and load the graphic called "BORD.TEMPLATE" from your PLUS-GS program disk. You should now see three boxes in the upper left hand corner of the Graphic Editor work space. The three boxes correspond to the corner, top and bottom pieces which make up a border.



Border Template

Creating Patterns with the Graphic Editor

Draw your border pieces within the three boxes. Only the area within the boxes will appear on the converted border. The outlines of the boxes will not be converted.

When you are done drawing the border pieces, save the graphic to a ProDOS data disk. You are now ready to use PLUS-GS to convert the graphic to a border.

When creating new patterns in the Graphic Editor, it is important to remember that patterns are smaller than graphics so only part of the Editor space can be used. A special template has been provided on the PLUS-GS program disk to help you create color patterns.

To create a new color pattern, start the Print Shop GS program and go to the Graphic Editor. Choose the "Load" option and load the graphic called "PAT.TEMPLATE" from your PLUS-GS program disk. You should now see a box in the upper left hand corner of the Graphic Editor work space. This box is the size of a Print Shop Pattern.

Draw your pattern within the box. Only the area within the box will appear on the converted pattern. The box outline will not be converted.

When you are done drawing the pattern, save the graphic to a ProDOS data disk. You are now ready to use PLUS-GS to convert the graphic to a pattern.

Choose the Location of the Graphic

Converting the Graphic to a Border/Pattern

You must first choose the slot and drive of the disk which contains the graphic to be converted. When you make your selection, the names of all the graphics on the disk are displayed along with any subdirectories. If you would like to look for the graphics in a subdirectory, highlight its name and press RETURN. Select the graphic to be converted and press RETURN.

Choose Sides to Flip for Borders

If you are converting to a border, you are now asked to select how the border sides should be flipped when converted. The choices are "No Flips", "Flip Bottom", "Flip Right Side", "Flip Bottom and Right". Highlight your choice and press RETURN.

Choose the Location to Save the Border/Pattern

Now choose the slot and drive for the disk you wish to save the border or pattern on. All of the files of that type are displayed on the screen as well as the "Enter Name For" prompt. If this is a new border or pattern, select "Enter Name For" and type in the name. Do not enter any spaces or other illegal ProDOS filename characters or you will get an "ILLEGAL PATHNAME" error. You may also select an old border or pattern to save the new one over. This will destroy the old file.

Convert \$C8 Fonts to PSGS Fonts

This function allows you to convert GS Fonts, otherwise known as \$C8 fonts, to Print Shop GS compatible fonts. GS Fonts are fonts found on your system disks, such as Shaston and Geneva. With PLUS-GS, these can be converted to a format which is compatible with the GS version of Print Shop.

The process is similar to the other conversions. Choose the location and name of the GS font. Then choose the location of the disk to save the converted font to and enter the name for the new font.

Fonts with Missing Characters

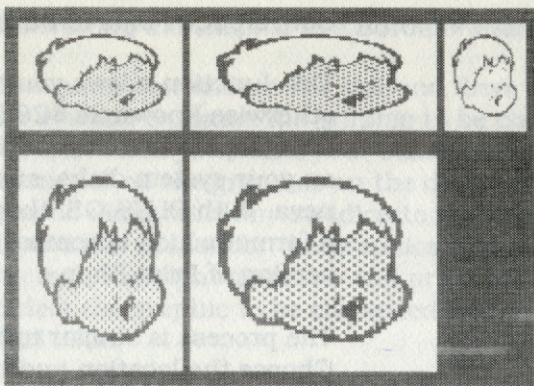
Some GS fonts do not have all of the characters defined. If you use PLUS-GS to convert a font with missing characters, the program will display a message "Missing Characters" and those characters will be replaced with spaces.

Convert Print Shop Graphics to SHR Pictures

This function allows you to convert up to nine Print Shop color graphics to a Super High Resolution picture. Thus allowing you to use your Print Shop color graphics as clip art in programs which can load SHR pictures.

Choose Size of Converted Graphics

When you choose this function from the convert menu, you are given nine different options for converting the Print Shop graphics. The number on the right tells you how many graphics will fit on one screen in the chosen size. Some of the options such as "1.5 X 1" allow you to scale the graphics which may help their appearance when they are used as clip art with other programs.



Sample Super High Res Picture

Choose the Graphics

Next you must choose the location of the disk containing the graphics to be converted. When you have made your selection and pressed RETURN, names of the graphics on the disk are displayed and you are asked to use the UP and DOWN arrow keys to highlight your choices. Press the SPACE BAR to select graphics to be converted.

For instance, "Standard Size" allows you to select up to nine graphics to be converted to one SHR picture. An asterisk to the left of the graphic's name indicates it has been selected. Press RETURN when you are done and all of the selected graphics are loaded and the SHR picture is displayed.

Choose Location to Save SHR Picture

Now you must choose the slot and drive to save the SHR picture to. Make your selection, then choose the "Enter Name For" option and type in the name to save the SHR picture as. PLUS-GS saves SHR pictures in uncompressed format. Each picture takes 65 blocks on your disk so be sure you have enough room.

CAPTURE

The Capture portion of PLUS-GS allows you to capture Print Shop compatible multi-color graphics from Super High Resolution (SHR) pictures. Use PLUS-GS to load in any SHR picture stored in uncompressed format and then position the box around the portion of the picture you wish to convert into a graphic.

Choose the SHR Picture

First you must choose the slot and drive for the disk with the SHR picture. Now any SHR pictures which have been saved in uncompressed format are displayed on your screen as well as any subdirectories from the disk. The subdirectories can be identified as the items which start with a /. You can now choose to look into another subdirectory or choose the SHR picture to load by using the Up and Down arrow keys to highlight your choice and then pressing RETURN.

Capture the Graphic

The picture is now loaded and a rectangle is displayed in the upper left hand corner of the screen. Use the mouse to position the rectangle until it surrounds the portion of the picture you would like to convert to a graphic. Once you have positioned the rectangle correctly, press the mouse button to capture the graphic.

Using the Eraser

The rectangle is the exact size of a Print Shop Graphic and cannot be made larger or smaller. However, an eraser feature has been built in to make it easier to capture only the portion of the screen you want for your graphic. To use the eraser, press 'E'. Now move the cursor to the color that you would like to erase with. Hold down the mouse button and drag the cursor over the portions of the screen you want to erase.

Changes made with the eraser are not permanently saved on your SHR picture. When you are done erasing, press 'E' again and position the rectangle to capture the graphic.

Save Menu

Now you are given the option to Save or Print the graphic. If you choose to Save the graphic, you are asked to choose the slot and drive number of a data disk. The data disk must be a ProDOS formatted disk.

Enter Name to Save Graphic As

When you have selected the slot and drive number, a list of all multi-color graphics on that drive along with any subdirectories is displayed. At the top of the list is the item "Enter Name For". Select this item and you are asked to type in a new name for the graphic. The name can be up to 15 characters long, must begin with a letter and cannot contain any spaces or other illegal ProDOS filename characters. Press RETURN when you have entered the name. If the program displays an "Illegal Pathname", you have entered an illegal character in the filename.

Printing the Graphic

If you choose to Print the graphic, make sure printer is on and ready. When you press RETURN, the graphic is printed on your printer.

Color Conversion

Because Print Shop graphics are made up of only seven different colors, while SHR pictures choose from 4096 different colors, PLUS-GS must convert the colors to create the graphic. In most cases, the conversion routine works very well. Sometimes you may need to load the graphic into the Print Shop Graphic Editor and edit the colors.

EXIT

Choose this option from the Startup Menu when you are ready to leave the PLUS-GS program. When you choose Exit, the ProDOS Quit command will be invoked or you will be returned to the Finder.

APPENDIX A

Using Graphics from the Print Shop GS Program with PLUS-GS

Graphics on the Print Shop GS program disk cannot be accessed directly by PLUS-GS. They must first be moved to a formatted ProDOS disk. Follow this procedure.

Boot up Print Shop GS. Select the GRAPHIC EDITOR utility from the main menu. Select LOAD to get a graphic from the Print Shop GS program disk into the editor. Then choose SAVE to another disk and save the graphic to your ProDOS data disk. The graphic can now be used with PLUS-GS.

Borders and fonts from the Print Shop GS program disk cannot be used with PLUS-GS.

APPENDIX B

Troubleshooting

Problems you have with PLUS-GS most likely involve your printer or printer interface. Please look over the following list of suggestions and try any that apply to your problem. Be sure to turn your printer off and on again before trying new setup combinations.

1. If you are using a serial to parallel converter, make sure it is set for graphic output. This is done by setting switches on the interface. In some cases, the correct switch will be labelled as controlling the number of output bits. If this is the case, set the interface to produce eight bit output.

2. Call or write us if you still have trouble. We need to know what type of printer and printer interface you are using. We may also want to know how many, what type, and where your disk drives are located. If you write us, please send a sample copy of any printouts you get. This may help diagnose the problem. Our address is Big Red Computer Club, 423 Norfolk Avenue, Norfolk, NE 68701. The phone number for technical support is 402-379-4680.

APPENDIX C

Formatting a ProDOS data disk

Some of the PLUS-GS routines require you to have a ProDOS formatted data disk. You can format a blank disk for ProDOS in a number of different ways.

The disk can be formatted with a program such as Copy II Plus, Diversi-Copy, or Apple System Utilities.

If you have a disk which has either ProDOS 16 or GS/OS, you can insert the blank disk when you are in the Finder and you will be asked whether to format the disk or eject it. If you are using GS/OS, you will also need to specify if you want 2/1 interleave or 4/1 interleave. Choose 2/1 for PLUS-GS data disks.

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