

SPRINGBOARD



Commodore

Graphics Expander™

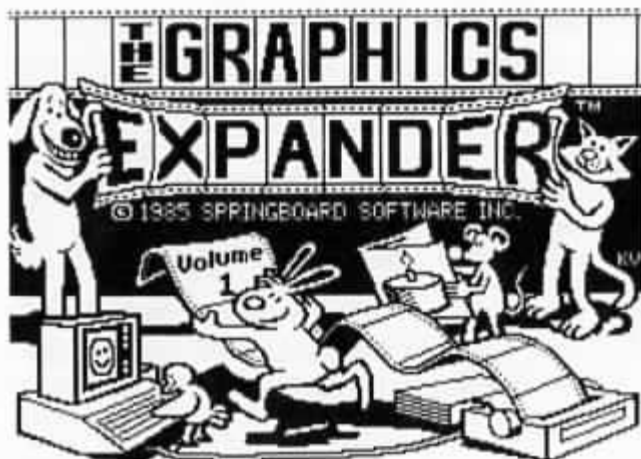
Volume 1

For owners of The Print Shop™



Table of Contents

Introduction	2
Before You Begin	3
How will you use the GRAPHICS EXPANDER	3
Preparing your graphic for use in The Print Shop	4
What is a data disk?	5
Initializing your data disk	5
Using your creation in The Print Shop	6
Getting Started . . . Let's Load the Program	7
Important: The Graphics Expander diskette has side 1 and side 2.	7
What will you need?	7
Starting the program	8
General Instructions	9
The cursor	9
Move and select	9
The Work Area	11
Icons in the Work Area	11
Loading Graphics into the Work Area	12
Load GRAPHICS EXPANDER graphic	13
Load The Print Shop graphic	13
Be Creative!	19
Position the graphics with the hand cursor	19
Combine graphics	20
Flip the graphics	22
You can draw	22
You can erase	23
Create automatic lines, circles or boxes	23
Fill enclosed areas with a pattern	24
Add text to your graphic	24
Magnify for detail work	26
You can OOPS a mistake	26
Save Your Work to a Data Disk for Use in The Print Shop	27
Let's Go to The Print Shop!	28
Graphics Overview	28
Creative Tips	29
Limited Warranty	45



Credits

Springboard Product Development team is led by Mark Dunn, Vice President of Product Development. Our programmers are John Borowicz, Sean Callahan, Jon Clauson, Robert Eyestone, Scott McSpadden and Robert Mueffelmann. Our artists are Robert Cavey, Karen Christiansen and Jerry Cratsenberg.

Introduction

You know how much fun it can be to make your own banners, signs, cards and letterhead with The Print Shop™. Well, now you can make your creations look even better with the GRAPHICS EXPANDER!

The GRAPHICS EXPANDER is an add-on graphics program to The Print Shop that allows users to dramatically expand The Print Shop's graphic capabilities. It's so easy to use. In just minutes you will have a unique new graphic to use in The Print Shop.

You can use the GRAPHICS EXPANDER to:

- 1 Select from over 300 graphics which you can use just as they are or very easily mix and match.
- 2 Modify graphics that came in the GRAPHICS EXPANDER, The Print Shop or The Print Shop Graphics Library™.
- 3 Create original graphics for use in The Print Shop.
- 4 Save the graphics on a data disk for future use in The Print Shop.

Before You Begin

How will you use the GRAPHICS EXPANDER?

There are over 300 graphics on the GRAPHICS EXPANDER disk. You can overview all of the available graphics in the **Graphics Overview** section at the back of this book.

These graphics *cannot* be loaded directly into The Print Shop from the GRAPHICS EXPANDER disk. Before any of these graphics can be used in The Print Shop, you must do two things:

- 1) Select a graphic
- 2) Save the graphic to a data disk

You can then load your graphic from your data disk directly into The Print Shop.

Preparing your graphic for use in The Print Shop

1. You will start with the GRAPHICS EXPANDER disk.



2. Next, you'll load a graphic from one of these sources into the GRAPHICS EXPANDER Work Area.



- A) The GRAPHICS EXPANDER disk.



- B) The original Print Shop disk or one of the Graphics Library disks (you would use these disks if you wish to modify the graphic or combine it with graphics from the GRAPHICS EXPANDER).

3. After you've loaded a graphic into the GRAPHICS EXPANDER Work Area, you will be able to customize it with the powerful graphics tools provided by the GRAPHICS EXPANDER.
4. Once the graphic looks exactly the way you wish, you will then SAVE IT TO A DATA DISK.



5. The graphic on this data disk can then be loaded directly into The Print Shop in the same fashion as a graphic on one of the Graphics Library disks.

What is a data disk?

A data disk is any formatted disk which has space on it to store information.

If you don't have an initialized (or formatted) disk with some storage space on it, you will need to start with a new blank disk. The first time you use this disk, (and this is the only time you will have to do this) you will need to initialize it for use on the Commodore.

When a disk is initialized, all of its contents are lost. So, make sure the disk you wish to initialize is blank or does not contain any data you want to keep.

Initializing your data disk

The GRAPHICS EXPANDER makes it very easy for you to get your data disk ready to save graphics. You can either initialize a disk at any time within the GRAPHICS EXPANDER Work Area, or you can initialize your data disk at the time of saving a graphic.

Follow the instructions in the **Getting Started ... Let's Load the Program** section of this book to get yourself into the GRAPHICS EXPANDER Work Area. Once in the Work Area, select the **disk icon**. Then, from the list of options, select **Initialize data disk**. You will be asked to insert a blank disk into the drive.

When the disk is initialized, you will be returned to the list of options.

Using your creations in The Print Shop

You can load your new graphic from your data disk when The Print Shop presents you with the three different ways of choosing a graphic:

BY NAME

BY NUMBER

FROM OTHER DISK

Select the option **FROM OTHER DISK**

At this point, follow the screen instructions to remove The Print Shop disk and insert your data disk into the drive. Then type in the name of your graphic and press the RETURN key.

Your new graphic will be loaded into The Print Shop!

So far, this has been an overview of just what the GRAPHICS EXPANDER can do for you. If you are ready to start creating, let's begin.

Getting Started . . . Let's Load the Program

IMPORTANT: THE GRAPHICS EXPANDER DISKETTE HAS SIDE 1 AND SIDE 2

The GRAPHICS EXPANDER disk includes two versions of the program just as The Print Shop disk includes two versions of the program. This is because of a wide disparity in the printing resolution among the different printers compatible with the Commodore 64/128. Each version is designed specifically to accommodate those differences in the printing resolution.

SIDE 1—Use Side 1 of the Graphics Expander disk if you have a non-Commodore printer connected to your computer via a serial to parallel interface device.

SIDE 2—Use Side 2 of the Graphics Expander disk if you have a Commodore VIC-1525 or 801 graphics printer connected directly.

Because of the lower resolution of the VIC-1525 and 801 printers, users with these printers may notice a slight difference between the examples in this manual and their own print-outs.

What will you need?

- Commodore 64/128
- Commodore disk drive
- TV or monitor
- The Print Shop software program
- Blank disks for saving graphics
- Printer and printer interface (Refer to The Print Shop package for a list of the printers you may use with the program and for printer setup instructions.)

Optional:

- Joystick

NOTE: Commodore VIC-1525 and 801 Printer users do not need a printer interface since your printers plug directly into your computer.

Starting the program

This procedure describes starting Graphics Expander on a single disk drive system. If you are using two disk drives, you must first set up your system to run both drives.

Step 1—Turn on your monitor, disk drive and then your computer.

Step 2—Insert the GRAPHICS EXPANDER disk into the drive with the proper side of the disk facing up, depending on the printer you will be using. Do not touch the exposed brown surface on the disk. Close the drive door. A blue BASIC screen will appear.

Step 3—Wait for the READY prompt to appear.

With a Commodore 128, type: **GO64** and press RETURN to enter the Commodore 64 mode.

Step 4—Type: **LOAD"" ,8** and press RETURN.

At this point, the GRAPHICS EXPANDER is loading the program into the computer's memory. The red disk drive light remains on during this process. Be patient, the loading process could take more than a minute.

Step 5—When the READY prompt appears, type: **RUN** and press RETURN.

The GRAPHICS EXPANDER title page will appear for a moment followed by the GRAPHICS EXPANDER Work Area. You are now ready to use the program.

General Instructions

The cursor

The GRAPHICS EXPANDER has a "smart" cursor that not only shows its location on the screen, but also changes shape according to the function it can perform at any given time. The cursor takes on many different shapes; here are the most common ones:

- It may look like an arrow, pointing to an icon.
- It may take the shape of a hand, indicating that it is ready to pick up a graphic.
- When you start to enter text, the cursor becomes a box that is the same size as the letters that will appear.

Move and select

Except for entering text, almost all functions in the GRAPHICS EXPANDER are performed in two steps:

Step 1—First, you must move the cursor so that it highlights or points to the option or object you want to work with.

If you have a **joystick**, you can use it to move the cursor anywhere on the screen. When you first start using the GRAPHICS EXPANDER, you will have to orient the device so that the motion of your hand corresponds to the cursor movement you expect.

If you are using the **keyboard**, you can move the cursor either up or to the left with the SHIFT-CRSR keys. You can move the cursor either down or to the right with the CRSR keys. The CTRL key with either combination will move smaller steps.

Step 2—Next, you must “select” the option or object. This is done with the **selection button** if you have a joystick, or with the **selection key** if you are using the keyboard.

Selection key = Commodore key

The following table shows the keys used to control the cursor. (If you have a joystick, you can still use these keyboard keys.)

Function	Key	Description
Select	Commodore	Use Commodore key to: <ul style="list-style-type: none">■ Select an item from a menu or a list of options.■ Select the point where you want to start entering text or graphics.■ Pick up and drop a graphic.
Small Steps	CTRL-CRSR	Press the CTRL and one of the CRSR keys simultaneously to alternate between moving the cursor large steps for rapid movement and small steps for detailed graphic work.
Leap	CTRL-L or F1	Press the CTRL key and the L key simultaneously to move the cursor in a single “leap” to and from the center of the Work Area and the Icon Area. The F1 key can also be used for the same function.

The Work Area



The Work Area looks like this.

When you first enter the GRAPHICS EXPANDER, you are automatically brought to the Work Area. This area is different than any area you work with in The Print Shop, but don't worry, it is very easy-to-use.

The Work Area is the space in which you will load graphics. This is also where you will modify and save graphics for use in The Print Shop. The white box area is where you will view the graphics. This area is the same relative size as a Print Shop graphic, so you will view the graphic exactly as it will print out in The Print Shop.

Along the left side of the Work Area are picture symbols called **icons**. Icons represent a specific function or tool that you may use in the Work Area. Sometimes, selecting an icon will reveal yet another set of options. Select an icon by moving the cursor to it and pressing the selection button or Commodore key.

Icons in the Work Area



The graphics icon allows you to load GRAPHICS EXPANDER graphics, Print Shop graphics or Print Shop Graphics Library Graphics.



The flip icon allows you to flip graphics left to right, creating a mirror image.



The crayon icon produces the Graphics Tools Window.



The magnifying glass icon allows you to magnify a portion of the Work Area for detail work.



The OOPS icon allows you to undo what you just did.



The garbage can icon erases the Work Area. As a safety precaution to prevent accidental erasure, this icon needs to be selected *twice* in succession.



The disk icon allows you to save your creation as a Print Shop graphic, and initialize your data disk.

Loading Graphics Into the Work Area

The Work Area is where you can have fun. If you want to use a graphic from the GRAPHICS EXPANDER and do not wish to modify it, you can select it, give it a name, save it on your data disk and then pull it into The Print Shop in a snap. It's that easy if that's all you want to do.

But, you may want to experiment by:

- combining GRAPHICS EXPANDER graphics
- modifying Print Shop graphics
- combining GRAPHICS EXPANDER and Print Shop graphics.

You can do all this and more, right here in the Work Area.

To begin, you will need to load in a graphic. The GRAPHICS EXPANDER provides you with two options.

Load Graphics Expander™ graphic

Load Print Shop™ graphic

Let's review each option.

Load Graphics Expander™ graphic

The GRAPHICS EXPANDER provides over 300 graphics to choose from. Each side of the program disk (Side 1 and Side 2) contains the graphics for that version. No disk flipping is necessary. To review these graphics and where to find them on disk, see the **Graphics Overview** section at the back of this book.

To select a graphic from the GRAPHICS EXPANDER, follow these steps:

Step 1—Select the **graphics icon** at the left side of the Work Area.

Step 2—Select the option:

Load Graphics Expander graphic

Step 3—The titles of available graphic pages will appear on the screen. Move the selector bar up and down the titles until it is on the title of the page you want to load. Then select that page by pressing the selector button or key. The selected page of graphics will be displayed.

If you wish to select a different page of graphics, select the **graphics icon** again. The display area will be cleared and the titles of graphics pages will appear again.

If you wish to see graphics from a different disk, substitute the new disk for the old one in the disk drive and then select the **NEW DISK** option from among the page titles. The old titles will disappear and be replaced with new titles.

If you wish to return to the Work Area without a graphic, select the **CANCEL** option from among the page titles.



Step 4—You will notice that there are several graphics displayed on the page. To select a particular graphic, move the cursor onto it. As the cursor moves onto the page, it will become a hand. Once the hand cursor is on the desired graphic, press the selector button or key.

Once a graphic has been selected, you will find yourself back in the Work Area with the graphic centered in the white portion of the Work Area.



If you wish to reposition the graphic, pick it up by moving the hand cursor onto it and pressing the selector button or key. Move the graphic to where you want it and then drop it by pressing the selector button or key. A quick way to move the graphic completely off the screen is to pick it up and use the leap function (CTRL-L).

If you wish to select an additional GRAPHICS EXPANDER graphic to combine with the graphic already in the Work Area, repeat steps 1 through 4 from above. You will notice that the second graphic added to the Work Area will lay over the first graphic. This is a feature called "masking."

Once you have the desired GRAPHICS EXPANDER graphic(s) loaded into the Work Area and positioned properly, you are ready to use the graphics tools described in the **Be Creative!** section of this book.

Be certain to have all graphics properly positioned before modifying them with the graphics tools. If you move a graphic after modifications have been made to it, only the graphic will move . . . not the modifications.

If you do not want to make modifications to the graphic, simply save the graphic to disk. See the **Save your work to a data disk for use in The Print Shop** section of this book.

Very Important:

Once a graphic from the GRAPHICS EXPANDER has been saved to a data disk, it is no longer a GRAPHICS EXPANDER graphic . . . it is a *Print Shop Graphic*. Thus, if you ever wish to load it again into the Work Area, follow these steps:

Step 1—Select the **graphics icon** in the Work Area.

Step 2—Insert your data disk into the drive.

Step 3—Select the option:

Load Print Shop™ Graphic

Step 4—A list of the graphics you have created will appear. Select the desired graphic from the list.

Load Print Shop graphic

When you select this option, you can load in a graphic from one of three sources:

- 1) The original program disk of The Print Shop.
- 2) Any of the Graphics Library disks.
- 3) Your own data disk where you have stored the graphics you have created with the GRAPHICS EXPANDER.

Remember, once you save a graphic to your data disk, as a Print Shop graphic no matter what source it came from, it becomes a Print Shop graphic. Thus, it can only be loaded into the Work Area by selecting the option **Load Print Shop™ graphic**.

Very important! When you load a Print Shop graphic, all graphics or art work previously in the Work Area will be lost. Therefore, if you wish to combine a GRAPHICS EXPANDER graphic with a Print Shop graphic, load the Print Shop graphic first, the GRAPHICS EXPANDER graphic second.

To review the graphics provided by The Print Shop or the Graphics Library, see the graphics reference card which accompanies each product.

To load a Print Shop graphic, follow these steps:

- Step 1**—Select the **graphics icon** at the top left side of the Work Area.
- Step 2**—Insert one of the three source disks identified on the previous page into a disk drive (drive 9 if available).
- Step 3**—Select the option:
Load Print Shop™ graphic.
- Step 4**—A list of graphic titles will appear on the screen. Move the selector bar up and down the titles until it is on the title of the graphic you want to load in. Then select that title by pressing the selector button or key. The selected graphic will be displayed.

If you wish to select a different graphic, select the **graphics icon** again. The display area will be cleared and the list of titles will appear again.

If you wish to select a graphic from a different disk, substitute the new disk for the old one in the disk drive and then select the **NEW DISK** option from among the titles. The old titles will disappear and be replaced with new titles of graphics found on the new disk.

If you wish to return to the Work Area without any graphic, select the **CANCEL** option from among the titles.

Once a graphic has been selected, you will find yourself back in the Work Area with the selected graphic centered in the white portion of the Work Area.

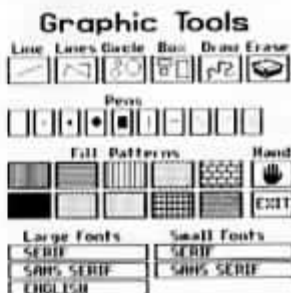
If you wish to reposition the graphic, pick it up by moving the hand cursor onto it and pressing the selector button or key. Move the graphic to where you want it and then drop it by pressing the selector button or key again.

Once you have the desired Print Shop graphic loaded into the Work Area and positioned properly, you are ready to use the graphics tools described in the **Be Creative!** section of this book.

Be certain to have all graphics properly positioned before modifying them with the drawing and editing tools. If you move a graphic after modifications have been made to it, only the graphic will move . . . not the modifications.

If you do not want to make modifications to the graphic, simply save the graphic to disk. See the **Save your work to a data disk for use in The Print Shop** section of this book.

Be Creative!



Position the Graphics with the hand cursor

The white portion of the Work Area defines what will become a Print Shop graphic. To select, drop or pick up something, press the selection button or Commodore key. If you wish to reposition a graphic in this area, follow these steps:

Step 1—Select the **crayon icon** to display the Graphics Tools Window.

Step 2—Select the **hand** option at the right side of the Graphics Tools Window.

Step 3—Select the **exit** option.

Step 4—Pick up the graphic by placing the hand cursor on it and pressing the selector button or key.

Step 5—Reposition the graphic with the cursor keys or joystick.

Step 6—Drop the graphic into its new position by pressing the selector button or key.

Graphics may be placed partially in the white portion of the Work Area. Only that part of the graphic in the white Work Area, however, will become a Print Shop graphic. Everything outside of the white Work Area will not be a part of the Print Shop graphic.

Use the hand cursor to position and reposition the graphic as necessary. Press the selector button or key to pick up and drop the graphic.

Remember: The graphic will be put into the center of the white portion of the Work Area automatically. You need to pick it up and reposition it only if you desire to do so.

To remove the graphic from the Work Area, pick it up with the hand and drag it off to the left side into the icon area. If you remove a graphic in this manner accidentally, select the **OOPS icon** to retrieve it.



Right



Wrong

It is possible to lose sight of a graphic by moving it completely off the white portion of the Work Area. You can bring it back into sight by simply moving it back onto the white portion of the Work Area.

Special note: Position the graphic before modifying it! It is important to position the graphic before using any of the drawing and editing tools. Do not attempt to move or flip the graphic after the modifications have been made. If you do, only the original graphic will move . . . not the modifications. Also, any modifications made may be lost.

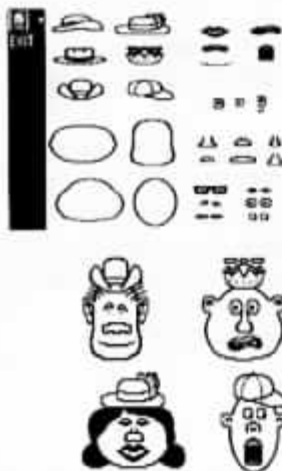
Graphics from the GRAPHICS EXPANDER can be combined as you wish. They can even be added to Print Shop graphics. Always load a Print Shop graphic before you load a GRAPHICS EXPANDER graphic.

Combining GRAPHICS EXPANDER graphics is fun! Doing so allows you to easily create exactly what you want.

For example, the GRAPHICS EXPANDER disk provides a page of graphics titled FACES 1. Here you will find a variety of face outlines, hats, eyes, noses, mouths and ears which you can combine to make any face you wish. It's a face construction set!

To combine GRAPHICS EXPANDER graphics, follow these steps:

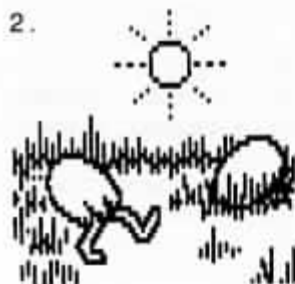
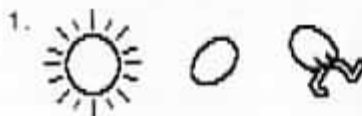
- Step 1—Load a graphic from the GRAPHICS EXPANDER disk.
- Step 2—Use the **hand cursor** to position it where you want it.
- Step 3—Load another graphic from the GRAPHICS EXPANDER disk.
- Step 4—Use the **hand cursor** to position it where you want it relative to the graphic already in the Work Area.



If you wish to reposition a graphic which is behind another graphic, you first need to pick up the top graphic and move it, off to the side. Then you can pick up the graphic that was behind it and reposition it. Finally, go back to the graphic you moved to the side, pick it up and put it back into position. Whichever graphic was dropped last will be in front.

You can combine as many GRAPHICS EXPANDER graphics as you need to.

Here's an example of how you might combine different graphics. From the GRAPHICS EXPANDER disk, load these three different graphics: the sun, and egg and the egg legs. Position each one in the Work Area as you wish. Then draw some grass around them using the drawing tools. You have just created a perfect graphic for an annual Easter egg hunt!





Flip the graphics

Any graphic can be flipped from left to right or right to left creating a mirror image. For example, you may want to use the picture of the man walking off the plank to the right, but prefer to have the man walking to the left.

To flip a graphic, follow these steps:

Step 1—Select the **flip icon** which is present only when a graphic is in the Work Area. It will begin to blink when you select it, indicating that it is active.

Step 2—Place the **hand cursor** on the graphic you wish to flip and then press the selector button or key. It will flip automatically.

You can flip the graphic back to its original position by selecting the **OOPS icon**.

You can draw

The Graphics Expander allows you to easily customize graphics or even create your own with a variety of drawing pens. To draw, follow these steps:

Step 1—Select the **crayon icon** to display the Graphics Tools Window.

Step 2—Select the **draw** option at the top of the Graphics Tools Window.

Step 3—Select one of the ten different **pens**.

Step 4—Select the **exit** option.

Step 5—The cursor is now the shape of the selected pen. When a joystick button or selection key is held down, while moving the cursor, the pen will draw in the Work Area.



You can erase

If you wish to erase what you just drew, select the **OOPS icon**. If you wish to erase the entire Work Area, select the **garbage can icon**. If you wish to erase with a specific pen, follow these steps:

- Step 1—Select the **crayon icon** to display the Graphics Tools Window.
- Step 2—Select the **erase** option at the top of the Graphics Tools Window.
- Step 3—Select one of the ten different **pens**.
- Step 4—Select the **exit** option.
- Step 5—The cursor is now the shape of the selected pen. When a joystick button or selection key is held down, while moving the cursor, the pen will erase in the Work Area. Since the cursor is invisible while erasing, you may want to press the CTRL-L keys to leave the icon area and go back to the center of the Work Area.

Create automatic lines, circles or boxes

To use one of these handy options, follow these steps:

- Step 1—Select the **crayon icon** to display the Graphics Tools Window.
- Step 2—Select the **line, lines, circle, or box** option from the Graphics Tools Window.
- Step 3—Select one of the ten different **pens**.
- Step 4—Select the **exit** option.
- Step 5—Select a starting point by moving the cursor to it and pressing the selection button or key.
- Step 6—Move the cursor until the rubber band lines are positioned where you want them. You can use the CTRL key with the cursor keys for detailed movement.
- Step 7—Press the selection button or key again and the real lines will appear.

Fill enclosed areas with a pattern

Any one of the ten **fill patterns** can be used to automatically fill any enclosed area with a pattern. To do so, follow these steps:

- Step 1—Select the **crayon icon** to display the Graphics Tools Window.
- Step 2—Select one of the ten **fill patterns** from the Graphics Tools Window.
- Step 3—Select the **exit** option.
- Step 4—Move the cursor into the area to be filled and then press the selection button or key. The area will fill with the chosen pattern. The patterns will all print out black and white but may appear colorful depending on your type of monitor.



Add text to your graphic

The GRAPHICS EXPANDER allows you to add text to your graphics as if you were adding a caption or personalization. This is different from The Print Shop which allows text to be added to cards and banners, but not to the graphic itself. With the GRAPHICS EXPANDER, you can put someone's name right on the birthday cake!



By pressing the selection button or key while in the Work Area, you toggle between the text mode and the cursor mode:

Cursor mode allows you to select where you want to place letters in the Work Area.

Text mode allows you to type the letters in.

To add text to your graphic, follow these steps:

Step 1—Select the **crayon icon** to display the Graphics Tools Window.

Step 2—Select one of the five **fonts** from the Graphics Tools Window.

Step 3—Select the **exit** option.

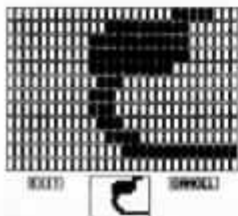
Step 4—The cursor in the Work Area will now be a block the size of the font you selected. Move it to where you want to type the letters and drop it there by pressing the selector button or key.

Step 5—You are now in the text mode and can begin to type. The joystick is not active in the text mode.

If you type an incorrect letter, use the *left* and *right* cursor keys to move the cursor to it. Then type a new letter over the incorrect letter.

Use the RETURN key to start a new line. It will begin directly below the designated starting point of the text.

Step 6—To get out of the text mode, press the selector button or key again. You are now in the cursor mode instead of the text mode and can move the cursor anywhere in the Work Area or over to the icons.



Magnify for detail work

Detail work is much easier when you magnify a portion of the Work Area. To do so, follow these steps:

Step 1—Select the **magnifying glass icon** to the left of the Work Area.

Step 2—Move the cursor into the Work Area. As you can see, the cursor is now a rectangle with which you can capture the portion of the Work Area to be magnified. When the rectangular cursor is positioned over the part of the Work Area you wish to magnify, press the selection button or key.

Step 3—The selected area will appear in a magnified form. You can move the cursor over the pixels, turning them on or off with the selection button or key.

You can watch the results of your changes in the display rectangle at the bottom of the screen.

Step 4—When you are finished, select the **EXIT** option. If you select **CANCEL**, any changes you made will not be part of the art work.

You can OOPS a mistake

Everybody makes mistakes. When you do, simply select the **OOPS icon**. Whatever you did last will be gone. This includes text, fills, drawings, lines, boxes, circles ... even your last OOPS!

Save Your Work to a Data Disk for Use in The Print Shop

To use graphics created or modified with the GRAPHICS EXPANDER in The Print Shop, the graphics must first be saved to a data disk.

Anytime you save a graphic with the GRAPHICS EXPANDER it is being saved as a Print Shop graphic. Then, once you are in The Print Shop, the graphics can be loaded from the data disk and inserted into banners, cards, posters etc.

To save your work as a new Print Shop graphic, follow these steps:

Step 1—Insert a data disk into the disk drive (drive 9 if available.)

Step 2—Select the **disk icon**.

Step 3—Select the option to:

Save as Print Shop graphic.

Step 4—Enter a name with up to 15 characters and press the RETURN key. Try to give the graphic a name that will help you remember what it is. The graphic will be stored to the data disk in a form that The Print Shop can use.

Remember:

Once a GRAPHICS EXPANDER graphic or a modified Print Shop graphic has been saved to a data disk, it becomes a Print Shop graphic. Thus, if you ever wish to load it again into the GRAPHICS EXPANDER Work Area, follow these steps:

Step 1—Select the **graphics icon** in the Work Area.

Step 2—Insert your data disk into the drive.

Step 3—Select the option:

Load Print Shop™ graphic.

Step 4—A list of the graphics you have created will appear. Select the desired graphic from the list.

Let's Go to The Print Shop!

After the graphic is safely stored on the data disk, it is time to go to The Print Shop and print the graphic in a banner, card, poster or letterhead.

The program will give you the option to either return to the Work Area or Exit. Select the option:

EXIT

The blue BASIC screen will appear, and you are ready to load The Print Shop as you normally do.

You can load your new graphic from your data disk when The Print Shop presents you with the three different ways of choosing a graphic:

BY NAME

BY NUMBER

FROM OTHER DISK

Select the option FROM OTHER DISK

At this point, follow the screen instructions to remove The Print Shop disk and insert your data disk into the drive. Then type in the name of your graphic and press the RETURN key.

Your new graphic will be loaded into The Print Shop!

Graphics Overview

Aliens 1	Faces 1	Kids 1	Sports 1
Bears 1	Flags 1	Kids 2	Symbols 1
Beasts 1	Flowers 1	Men 1	Trees 1
Birds 1	Frogs 1	Men 2	Vehicles 1
Birthday	History 1	Misc 1	Women 1
Cats 1	Holiday 1	Misc 2	Women 2
Dogs 1	Holiday 2	Rabbits 1	

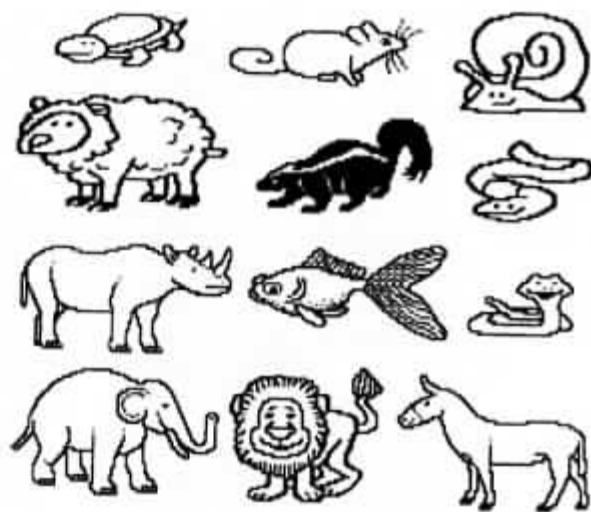
Aliens 1



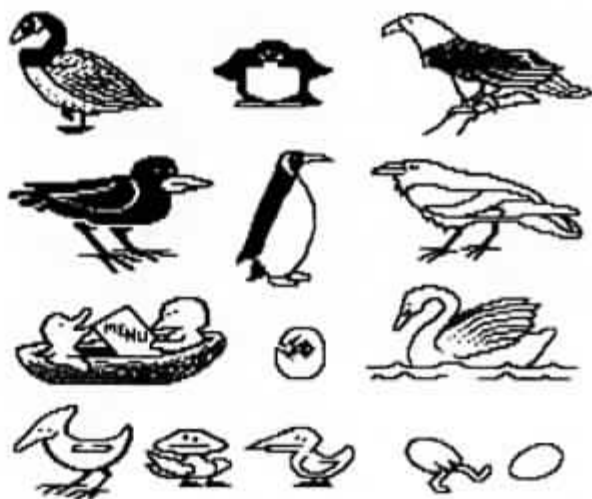
Bears 1



Beasts 1



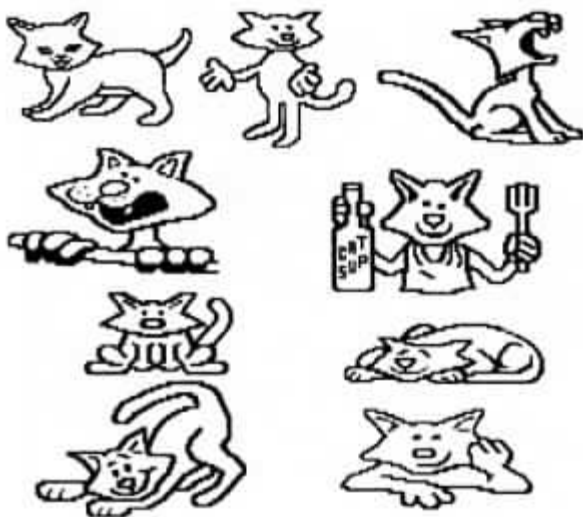
Birds 1



Birthday



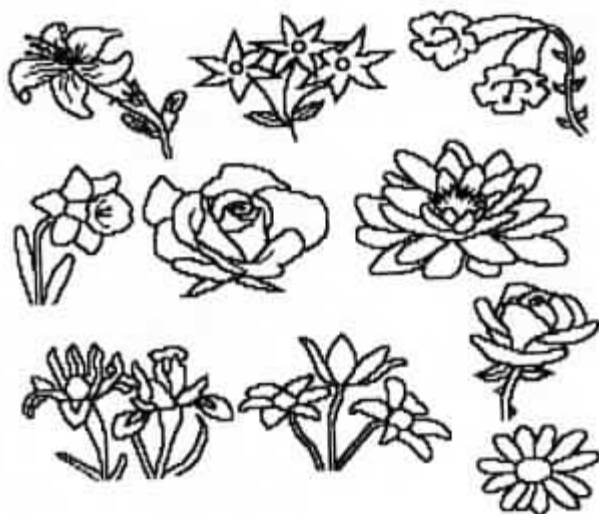
Cats 1



Flags 1



Flowers 1



Frogs 1



History 1



Holiday 1



Holiday 2



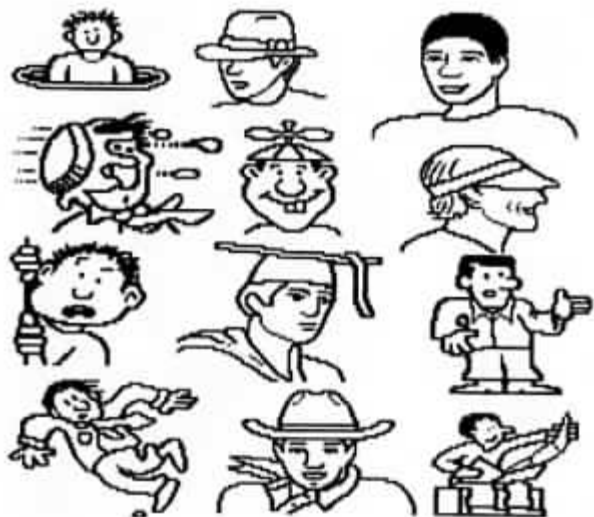
Kids 1



Kids 2



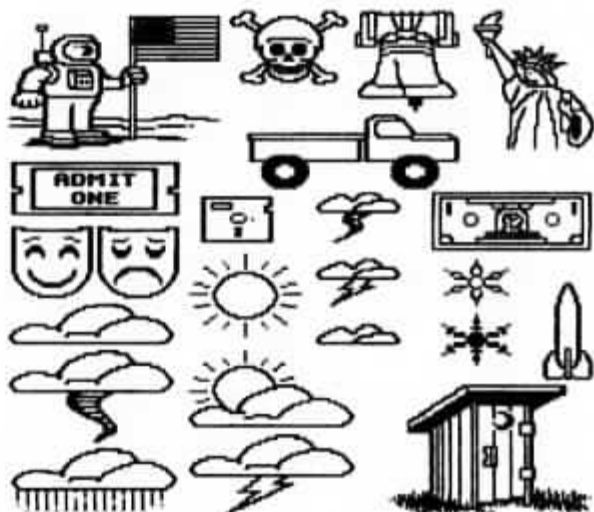
Men 1



Men 2



Misc 1



Misc 2



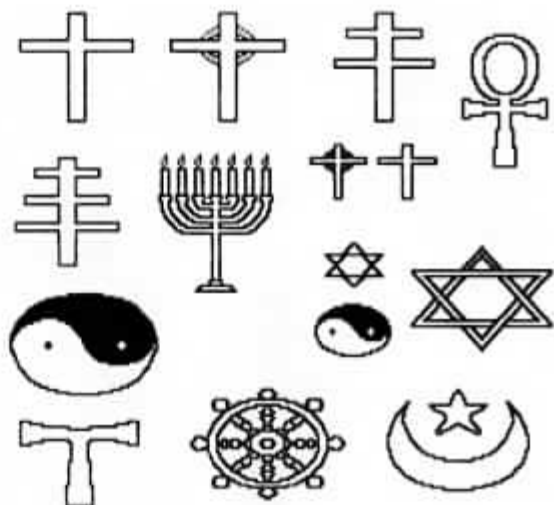
Rabbits 1



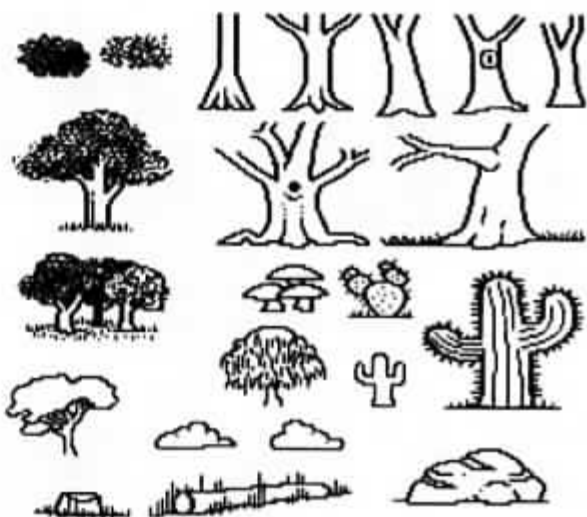
Sports 1



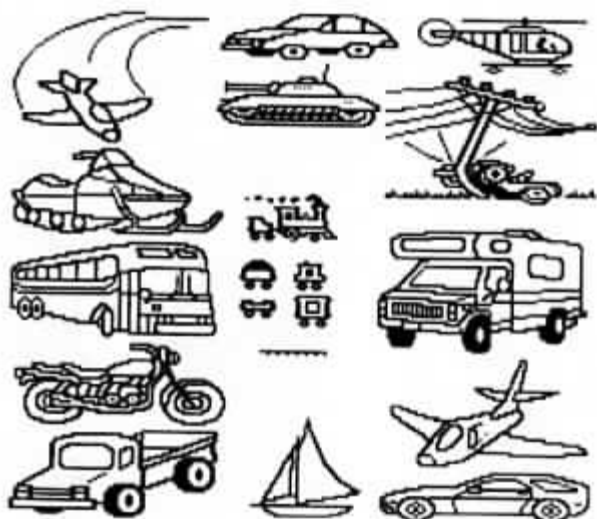
Symbols 1



Trees 1



Vehicles 1



Women 1



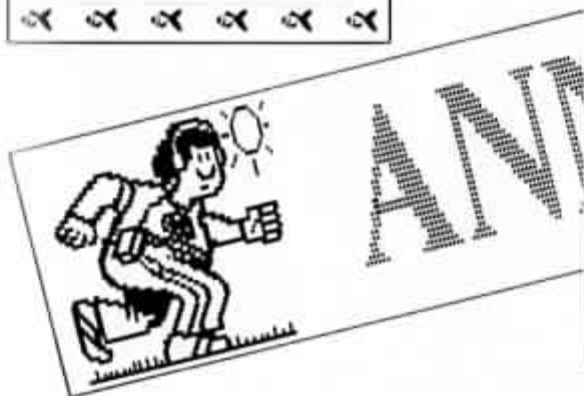
Women 2

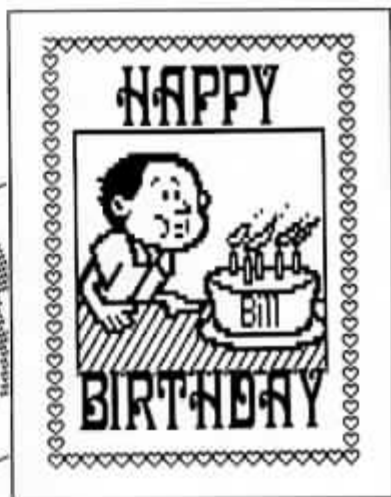


Creative Tips

The GRAPHICS EXPANDER dramatically expands the scope of creative possibilities with The Print Shop. Not only do you have access to over 300 wonderful new graphics, but with the drawing and editing tools, you have access to your imagination.

Bet you never pictured The Print Shop doing this!





Combine graphics, flip them, even customize graphics by adding exciting fill patterns and text.



Draw, erase and create automatic lines, boxes and circles.

Limited Warranty

Springboard Software, Inc., warrants this software product against defects in manufacturing for a period of thirty days following purchase. If, during that period, you cannot properly load the program, you may return it together with proof-of-purchase date to Springboard for a replacement. After thirty days a replacement can be obtained by sending the original product and \$5.00 to the manufacturer, provided that the software product is then being manufactured by the manufacturer.

Returns should be sent to: Springboard Software, Inc.,
7808 CreekrIDGE Circle, Minneapolis, Minnesota 55435.

THIS LIMITED WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES. ANY IMPLIED WARRANTIES, INCLUDING ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, WHICH ARE NOT SO EXCLUDED ARE LIMITED IN DURATION TO THE DURATION OF THIS LIMITED WARRANTY. THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES CAUSED BY THE USE OF THIS SOFTWARE PRODUCT, AND IN ANY CASE THE MANUFACTURER'S LIABILITY FOR ANY CLAIM REGARDING THIS SOFTWARE PRODUCT IS LIMITED TO ITS PURCHASE PRICE.

Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. Some states do not allow exclusion or limitation or incidental or consequential damages, so the above exclusion may not apply to you. This warranty gives rights which vary from state to state.

© 1986, Springboard Software, Inc.
7808 CreekrIDGE Circle
Minneapolis, MN 55435
All rights reserved.

The Print Shop™ and The Print Shop™ Graphics Library™ are trademarks of Broderbund Software, Inc. Commodore 64/128 is a trademark of Commodore Electronics, Ltd.

Springboard Software, Inc.
7808 CreekrIDGE Circle
Minneapolis, MN 55435
Technical Support Hotline: (612) 944-3912

899.126

Springboard Software, Inc.
7808 CreekrIDGE Circle
Minneapolis, Minnesota 55435
612-944-3912

