

**VALUETIME**

*Let's Make*

# *Greeting Cards*

**User's Manual**

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**PRINTWARE** SERIES™

For IBM PC and Compatible Computers\*  
Atari 520ST and Compatible Computers  
Apple II+, IIe, and IIc Computers\*  
Commodore 64 and 128 Computers (64K, 40-column)

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## Introduction

LET'S MAKE GREETING CARDS is a versatile graphics program that lets you use your computer and printer to design and print personalized greeting cards. You can use it to make:

- \* Party invitations
- \* Recital or play programs
- \* Announcements
- \* Holiday cards

You do not have to know how to draw or program a computer to use GREETING CARD creatively. Just make selections from the border, graphics, layout, and font menus, enter your message, and print. The creative possibilities are endless!

In this manual, we'll show you, step by step, how to make this greeting card:



Inside



Outside

When you're finished, you'll be amazed at how easy it is to design and make great looking cards yourself!

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## Getting Started

### Loading GREETING CARD Into Your Computer

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*NOTE: At times you may see prompts or menu items on your screen which are not noted in this manual. Don't panic! Simply follow the prompts on your display.*

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#### IBM PC and Compatible Computers

1. Place your DOS disk in drive A.
2. Turn on your computer and monitor.
3. Remove the DOS disk and place the GREETING CARD disk in drive A. Then type:

CARD

and press **ENTER**. The program will load into the computer.

#### Atari 520ST and Compatible Computers

1. Turn on your computer, monitor, and disk drive. The Desktop icons will appear on your screen.
2. Place your GREETING CARD disk in the disk drive.

3. Move the mouse so that the arrow is on top of the icon of Floppy Disk A. Double-click the mouse to select this icon.
4. The disk directory of the program disk in this drive will appear on your display. Each file on your disk will be represented by an icon. Move the arrow to the icon named CARD.TOS and double-click the mouse button. The program will load into the computer.

## **Apple Computers**

1. Place the GREETING CARD disk in the disk drive.
2. Turn on your monitor, disk drive, and computer. The program will load into your computer automatically.

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*Note: If you have a second disk drive, we recommend that you copy Side 2 of the GREETING CARD disk onto a second disk so that you will not have to flip the GREETING CARD disk over while using the program. Then, when asked about your hardware, specify a two-drive configuration.*

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## **Commodore 64 and 128 Computers**

1. Turn on the disk drive.
2. Turn on the computer.

3. Insert the GREETING CARD disk into your disk drive. (If you are run this program.) Then type:

LOAD "CARD",8, 1

and press **RETURN**. When the word READY appears, type:

RUN

and press **RETURN** again. The program will load into the computer.

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*NOTE: The first time you load GREETING CARD, you will be asked several questions before the main menu appears. First, you will be asked which drive will contain your data disk (which you will use for saving cards and customized graphics you make with GREETING CARD). Type in the letter of your drive (A, B, C, or D).*

*IBM users, you will now be asked whether you have a graphics card. If you answer yes, graphics will appear on the screen while you are in this program. If you answer no, only the descriptions of the graphics will appear. (You can still make cards with GREETING CARD even if your computer doesn't have a graphics card.) Finally, you will be asked if your graphics card is a Hercules card (or compatible). If, after you answer these questions, a strange pattern appears on your screen, you probably answered one or more of the questions incorrectly. If so, return to DOS, insert your GREETING CARD program disk in drive A, and type*

**ERASE SET.UP**

Press **ENTER**. Re-load GREETING CARD and answer the questions again.

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That's all there is to it—the main menu should now be up on your screen, which means you're ready to start!

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*NOTE: Don't worry if you see a message on your screen that says something like "I'm having trouble running the printer driver." This just means that the computer doesn't know what kind of printer you have. (You'll tell it in the next step.)*

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## Setting up Your Printer

Now you must tell GREETING CARD about your printer. To do so, select the "Printer Setup" option from the program's main menu and press **ENTER**. The Printer Setup menu will appear. Use the cursor keys to highlight "Select Printer" and press **ENTER** again. (If "Select Printer" is already highlighted, just press **ENTER**.)

A list of printers will appear on your screen. Use the cursor keys to select the printer you will be using. If the name of your printer does not appear, see the printer list in the Troubleshooting section (page 12), or consult your printer manual to see if your printer is compatible with any of the printers listed.

Now that you've selected your printer, select "Test Printer" to see what EOL (End of Line ) character your printer needs. Press **ENTER**. Your printer will print one of the graphic images available in this program.

If the picture is printed on one line, you need to set your EOL (End of Line) character to "CR with LF" (carriage return with line feed); if the image skips every other line, you need to set your EOL character to "CR Only" (carriage return only). Try "Test Printer" again. If the graphic still doesn't look right, you may have selected the wrong printer from the "Select Printer" option.

When you get the picture to turn out right, select the option that returns you to the main menu. Now you can begin designing your first card.

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## Using GREETING CARD

Now you're ready to design your own greeting card. For each card you must specify two separate designs, one for the outside and one for the inside of the card. The procedure for making each of the parts of the card is identical. The front comes first, so let's start there. Use the cursor keys to select "Make Cards" on the main menu, and press **ENTER**.

### Designing the Front of Your Card

First, select the option on your screen that allows you to begin a new design.

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*NOTE: If at any point you want to go back and change the selection you've made in a previous menu, press **ESC**, which will take you back one step each time you press it.*

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## Selecting a Border

You can now select a border for your card. Use the cursor keys to select the top option on your screen (because you want the computer to look for border choices on your GREETING CARD program disk). Press **ENTER**. (Later on, when you design cards on your own, you may select "No Border" if you don't want a border. Or, if you are editing a card you created previously and don't want to change the border, select "No Change". The "Another Disk Option" is for possible future expansion of the program.) For this card, use the cursor keys to select the Christmas border, and press **ENTER**.

## Selecting a Graphic

Next, you can select a graphic image for the front of the card. Select the top option on your screen, and press **ENTER**. Then use the cursor keys to choose the Wreath, and press **ENTER** again. Lastly, select "Medium" for the size of your graphic.

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*Note: If you are using graphics from ART LIBRARY I or ART LIBRARY II, select "Another Disk" before selecting a graphic image.*

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## Choosing the Image Layout

You must now tell the program where to place the graphic image on the front of your card. For the sample, choose the option that will allow you to customize your layout. Press **ENTER**. Now use the cursor keys to move the cursor to the middle square of the grid on your screen, and press **ENTER** again. To complete the custom layout, simply follow the instructions on your screen.

## Selecting Your Font

Next, you must specify the font (type style) for your card. Select the top option on your screen and press **ENTER**. Then select the “DeVille” font and press **ENTER** again.

## Entering Your Message for the Front of the Card

Now you can enter the words that will appear on the front of your card. The number of characters you can enter per line, as well as the number of lines of text, depends on your choice of design, border, graphic size, layout, font, and type size for your card. When you design cards on your own, you’ll see various editing keys on your screen. Use these keys to help you enter and design your message.

For the card we’re designing right now, press the **ENTER** key once so that the cursor moves to the second line. Then type in the word “Happy”. Notice how the letters are centered automatically. If you had pressed **CTRL A** first, you could have aligned your message along the left or right margin.

After you’ve typed in “Happy”, use the down cursor key to move the cursor to the last line. Then type in “Holidays!” and press **ENTER**. You have now completed the design for the front of the card. If you have not already done so, exit the text editor.

## Designing the Inside of Your Card

The procedure for designing the inside of your card is exactly the same as for the front.

### Selecting a Border

Again, select the top option on your screen, and then select the thin line for the border of the inside of your card.

## Selecting a Graphic

Select the top option on your screen, and then select the Snowman as your graphic. Choose “Medium” for your image size.

## Choosing the Image Layout

We will also be customizing the inside of the card. Select the appropriate option on your screen, and press **ENTER**. Use the cursor keys and the **ENTER** key to highlight the squares in the upper right and lower left hand corners of the grid on your screen. When you’ve marked both squares, you have completed the layout.

## Selecting Your Font

To specify a font, select the top option, and press **ENTER**. Then select the “Times” font.

## Entering Your Message for the Inside of the Card

To enter the message for the inside of your card, press **CTRL A** until the cursor moves to the far left-hand side of the first line. Type “Come Join”.

Press **ENTER**, and then press **CTRL A** again. Then type “Us For” on the second line and press **ENTER** again.

Now press **CTRL A** again for the third line. Type “Some”, and press **ENTER**.

For the fourth line, press **CTRL S**, which doubles the size of the text you enter for this line. Then, type in “WINTER” and press **ENTER**.

Now, for the next line, press **CTRL A** twice so that the cursor moves to the far right-hand side of the line. Type in “fun and games” and press **ENTER**.

Do the same thing for the next two lines, as follows:

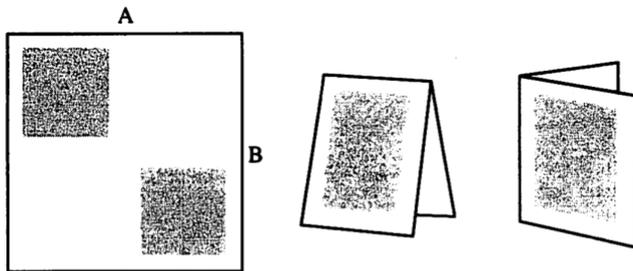
Dec. 21  
4:00 p.m.

That's it! If you have not already done so, exit the text editor and you'll be ready to print your design.

## Printing Your Card

Now it's time to print your card! Use the cursor keys to choose the menu option you want, and press **ENTER**. If you decide to print your card, the computer will first show you (if your computer has a graphics card) what it looks like on the screen. Just follow the prompts at the bottom of the screen.

When the card has been printed, fold it in quarters. To place the card's spine on the left edge of the card, fold along Fold A first; to make the spine on the top of the card, fold along Fold B first.



## Saving Your Card

If you want to use your design over again (to print or to edit later), insert a blank formatted disk into the data drive and select "Save Design". When prompted, type a name for your design and press **ENTER**. Your card will be saved on your disk.

# Troubleshooting

Following is a list of printers which work with GREETING CARD. In the right column of this table is a list of choices from the "Printer Setup" option. When you install your printer with GREETING CARD, select the proper option for your printer.

<b>If your printer is a:</b>	<b>Choose:</b>
Citizen MSP-10, MSP-C.	EPSON-FX
Itoh Prowriter 8510	C.ITOH
C. Itoh Prowriter Jr.	IBM
Data Products SPG 8052	EPSON-FX
EPSON FX, RX	EPSON-FX
EPSON LQ-1500	LQ-1500
EPSON LX (with dip switches set for RX, FX)	EPSON-FX
EPSON MX (with Graftrax)	EPSON-FX
EPSON JX (prints in black only)	EPSON-FX
HP Think Jet	THINKJET
IBM Color Dot Matrix	IBMCOLOR
IBM Graphics Printer	IBM
IBM ProPrinter	IBM
NEC P2, P3 Pinwriter	EPSON-FX
NEC 8023A, 8027	C.ITOH
OKIDATA 82, 83 (With OkiGraph)	OKI-82
OKI 84	OKI-82
OKI 92, 93 (without Plug 'n Play)	OKI-92
OKI 92, 93 (with Plug 'n Play)	IBM
OKI 192, 193 (standard)	OKI-92
OKI 192, 193 (IBM version)	IBM
OKIMATE 20 (IBM version)	IBM
Panasonic KX-P 1090, 1091, 1092	EPSON-FX
Panasonic EP-1505	EPSON-FX
Smith Corona D300	EPSON-FX
Star Gemini 10, 15	STARGEM
Star Gemini 10X, 15X (IBM version)	IBM
Tandy DMP 130, 430, 2100P, 2200	IBM
Tandy DMP 2100	DMP 2100
TI 855	IBM
Toshiba 1340, 1350, 1351, P351	TOSHIBA
<b>PRINTERS THAT PRINT ABOUT 25% SMALLER</b>	
Cal-Abco Legend 880	EPSON-FX
Mannesman Tally Spirit-80	EPSON-FX

## **PRINTERS REQUIRING PRINTER CODE FILTERING PROGRAMS**

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Hewlett-Packard Laser (Will work using the PC Em-U-Print program)	IBM
Canon Laser Printer (Will work using the PC Em-U-Print program)	IBM
Tandy DMP-105 (Will work using the IBM Printer Emulator Program, available from Tandy.)	IBM

- If your printer is an Epson MX-80, does it have Grafrax? Grafrax enables Epson printers to print dot-addressable graphics. GREETING CARD requires Grafrax to run on MX-80s. If you do not have Grafrax, you can obtain it from EPSON or your computer dealer.
- If your Tandy 2200, 2100P, 430, or 130 prints garbage: There is a dip switch which controls IBM printer compatibility. This switch must be in the IBM printer compatibility setting.
- If you are using a Commodore computer, be sure to use a graphics-compatible interface.



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