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Let's Make

**SIGNS &
BANNERS™**

User's Manual

PRINTWARE SERIES™

For IBM PC and Compatible Computers
Commodore 64 and 128 Computers (64K, 40 column)*
Atari520ST and 1040ST Computers*
Apple II+, IIe, and IIc Computers*

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Introduction

LET'S MAKE SIGNS AND BANNERS is a versatile graphics program that lets you use your computer and printer to design and print personalized signs and banners.

You do not have to know how to draw or program a computer to use SIGNS AND BANNERS creatively. Just make selections from the menus that appear on the screen, and print. You'll be both surprised and delighted with how professional the results look—and it's simple to use!

Getting Started

Loading SIGNS AND BANNERS Into Your Computer

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 SIGNS AND BANNERS disk in drive A. Then type:

SIGN

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

Atari 520ST and 1040ST Computers

1. Turn on your computer, monitor, and disk drive. The Desktop icons will appear on your screen.
2. Place your SIGNS AND BANNERS 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 SIGN.TOS and double-click the mouse button. The program will load into the computer.

Apple and Apple Compatible Computers

1. Place the SIGNS AND BANNERS 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 SIGNS AND BANNERS disk onto a second disk so that you will not have to flip the SIGNS AND BANNERS disk over while using the program. Then, when asked about your hardware, specify a two-drive configuration.

Commodore 64 and 128 Computers (64K, 40-Column)

1. Turn on the disk drive.
2. Turn on the computer.
3. Insert the SIGNS AND BANNERS disk into your disk drive, and type:

LOAD "SIGN",8

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

RUN

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

NOTE: The first time you load SIGNS AND BANNERS, 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 your SIGNS AND BANNERS).

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 SIGNS AND BANNERS 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 SIGNS AND BANNERS program disk in drive A, and type:

CONFIG.BAT

*Press **ENTER** and answer the questions again. (For Atari users type: ERASE SET.UP. Press **ENTER** and answer the questions again.)*

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

Setting up Your Printer

Now you must tell SIGNS AND BANNERS about your printer. To do so, select the “Hardware Setup” option from the program’s main menu and press **ENTER**. The Printer Setup menu will appear. Use the cursor keys to highlight “Choose 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 Printers You Can Use section at the back of this manual, 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 should print one of the graphic images that is 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 “Choose Printer” option.

When the picture prints correctly, move the cursor to the “Done Setting Up” option and press **ENTER**. Now you can begin designing your first sign.

Making Your Sign



Use the cursor keys to highlight “Make Sign” on the main menu, and press **ENTER**. Then select the option on your screen that allows you to begin a new design, and press **ENTER**.

*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. (On the Atari mouse, the right button can be used as escape.)*

Selecting a Border

Use the cursor keys to highlight the "Border" option on your screen and press **ENTER**.

You can now select a style of border for your sign. Use the cursor keys to select a style of border you wish to use and press **ENTER**. If you don't want to use a border in your sign, you may select "No Border" as your border option.

Selecting Your Font

Use the cursor keys to specify the font you wish to use for the inside of your card, and press **ENTER**.

Next, you must specify the font (type style) for your sign and press **ENTER** again.

Entering Your Message for the Sign

Now you can enter the words that will appear on the sign. 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 sign. When you design signs on your own, you'll see various editing keys on your screen. Use these keys to help you enter and design your message.

Selecting Your Graphic Image

Use the cursor keys to highlight the "Graphic" option on your screen and press **ENTER**. Next, you can select a graphic image for your sign from either the Signs & Banners program disk, or another disk, such as the Art Library 1 or the Art Library 2.

Use the cursor keys to highlight the option you wish to use for your sign and press **ENTER**. Also use the cursor keys to highlight the graphic image you'd like to use for your sign. When you've made your selection, press **ENTER**.



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Choosing the Image Layout

You must now tell the program where to place the graphic image on your sign. To complete the custom layout, simply follow the instructions on your screen.

Printing Your Sign

Now it's time to print your sign! Use the cursor keys to choose the "Print Design" option, and press **ENTER**. If you decide to print your sign, 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.

Saving Your Sign on Disk

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 the Save option. When prompted, type a name for your design and press **ENTER**. Your sign will be saved on your disk.

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Making Your Banner

Entering Your Message for the Banner

Use the cursor keys again, to highlight the “Text” selection, and press **ENTER**.

Now you can enter the words that will appear on the banner. Once again, the number of characters you can enter per line, as well as the number of lines of text, depends on your choice of design, layout, font, and type size for your banner.

Selecting Your Graphic Image

Use the cursor keys to highlight the “Graphic” option on your screen and press **ENTER**.

Next, you can select a graphic image for your banner from either the Signs & Banners program disk, or another disk, such as the Art Library 1 or the Art Library 2.

Use the cursor keys to highlight the option you wish to use for your banner and press **ENTER**. Also use the cursor keys to highlight the graphic image you’d like to use for your banner. When you’ve made your selection, press **ENTER**.

NOTE: Banners and signs contain the same amount of text. You can make longer banners by producing them in sections and taping them together.

Printing Your Banner

To print your banner, use the cursor keys to select the “Print Design” option, and press **ENTER**. If you decide to print your banner, the computer will first show you (if your computer has a graphics card) what it looks like on the screen.

Saving Your Banner

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

Printers You Can Use

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

If your printer is a:	Choose:
Citizen MSP-10, MSP-	EPSON-FX
C. 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 Grafrax)	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

If your printer is a:**Choose:**

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

PRINTERS THAT PRINT ABOUT 25% SMALLER

Cal-Abco Legend 880	EPSON-FX
Mannesman Tally Spirit-80	EPSON-FX

PRINTERS REQUIRING PRINTER CODE FILTERING PROGRAMS

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. SIGNS & BANNERS 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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