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Let's Make
**Greeting
Cards**™

User's Manual

PRINTWARE SERIES™

For IBM PC and Compatible Computers*

Commodore 64 and 128 Computers (64K, 40 column)*

Atari 520ST and Compatible Computers*

Apple II+, IIe, and IIc Computers*

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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!



Inside



Outside

Getting Started

Loading GREETING CARD 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 GREETING CARD disk in drive A. Then type:

CARD

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 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 and Apple Compatible 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.

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.

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

1. Turn on the disk drive.
2. Turn on the computer.
3. Insert the GREETING CARD disk into your disk drive and type:

LOAD"CARD",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 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 your cards). 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

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 GREETING CARD 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 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 “Choose 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.

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 highlight "Make Cards" on the main menu, and press **ENTER**.

Designing the Front of Your Card

*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 Your Border

Use the cursor keys to highlight the “Border Cover” option on your screen and press **ENTER**. You can now select a border for your card. 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 on the outside of your card, you may select “No Border” as your border option.

Selecting Your Font

Use the cursor keys to highlight the “Text Cover” option, and press **ENTER**.

Next, you must specify the font (type style) for the front of your card and press **ENTER**.

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.

Selecting Your Graphic Image

Use the cursor keys to highlight the “Graphic Cover” option on your screen and press **ENTER**. When selecting a graphic image for your Greeting Card, you can choose from either the Greeting Card program disk itself, or from 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 card and press **ENTER**. Also use the cursor keys to highlight the graphic image you’d like to use for your card. When you’ve made your selection, press **ENTER**.

Designing the Inside of Your Card

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

Selecting Your Border

Use the cursor keys to highlight the “Border Inside” option on your screen and press **ENTER**. You can now select a border for the inside of your card. 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 on the inside of your card, you may select “No Border” as your border option.

Selecting Your Font

Use the cursor keys to highlight the “Text Inside” option, and press **ENTER**.

Next, you must specify the font (type style) for the inside of your card and press **ENTER**.

Entering Your Message for the Inside of the Card

You can now enter the words that will appear on the inside 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 you’ve chosen for the inside of your card. When designing your own cards, you’ll see various editing keys on your screen. Use these keys to help you enter and design your greetings.

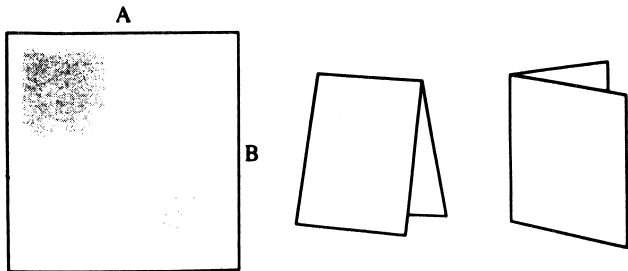
Selecting Your Graphic Image

Use the cursor keys to highlight the “Graphic Inside” option on your screen and press **ENTER**. Again, you can select a graphic image for the inside of your card from either the Greeting Cards program disk, or another disk, such as the Art Library 1 or the Art Library 2.

Printing Your Card

Now it's time to print your card! Use the cursor keys to choose the "Print Design" option, 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

When prompted, type a name for your design and press **ENTER**. Your card will be saved on your 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 "Save Design."

Printers You Can Use

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 "Hardware Setup" option. When you install your printer with GREETING CARD, 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 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

If your printer is a:	Choose:
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 Graftrax? Graftrax enables Epson printers to print dot-addressable graphics. GREETING CARD requires Graftrax to run on MX-80s. If you do not have Graftrax, 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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