
Super Mario Bros.[®] Print World[™] User's Guide

Table of Contents

Chapter 1: Getting Started	1
Installation	1
If you have a hard disk	1
If you have floppy disks only	1
Navigation and Selection	1
Keys	2
Mouse	3
Setting Up	3
Chapter 2: Cards, Signs, and Banners	5
Creating a Card	5
Creating a Sign or Poster	7
Laying Out a Card or Sign	7
Printing a Card or Sign	9
Graphics	10
Editing Graphics	10
Borders	11
Text	11
Styles	12
Colors	14
Banners	15
Printing a Banner	16
Chapter 3: Databases	17
Setting Up a Database	17
Editing Databases	18
Using Databases in Documents	19
Chapter 4: Files	20
Chapter 5: Calendars	21

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Monday-Friday 8:00 AM to 4:30 PM EST

Please do not return your software unless you receive an authorization number from a support technician.

Getting Started

Welcome to Super Mario Bros. Print World! Now you can make your own cards, banners, signs, and calendars. Super Mario Bros. Print World is both powerful and simple—letting you create even the most complicated materials in minutes. First, let's take a look at how you install the program and make it work with your hardware. You need a dot matrix, laser, or ink jet printer and an IBM® PC, PC XT®, PC AT®, PS/2®, or compatible with at least 512K RAM of memory.

Installation

Installing Super Mario Bros. Print World is simple: just copy the two Super Mario Bros. Print World disks to your hard disk. If you don't have a hard disk, you can run Super Mario Bros. Print World from your A: and B: drives.

Whatever your disk configuration, first copy the original Super Mario Bros. Print World disks from this package so you'll have backups in case of disaster. If you don't know how to copy disks, follow the directions in your DOS manual.

If you have a hard disk...

You'll need a minimum of 720K of free space for Super Mario Bros. Print World. Use DOS' MD command to make a subdirectory for the program. Then copy your backup disks onto the subdirectory.

If you have floppy disks only...

Use the backup disks you made to run Super Mario Bros. Print World. Start with Disk 1, which has the file called MARIO.BAT.

Navigation and Selection

Super Mario Bros. Print World's functions can be performed with a mouse or the keyboard. You can combine the two methods for maximum efficiency. Except when a specific menu is mentioned, "menus" in these tables refers to both menus and dialog boxes.

You will want to refer to this section as you use Super Mario Bros. Print World. Additional hot keys are shown on menus.

A worksheet is the work area that helps you lay out text and graphics as you create your publications. A worksheet item is a text or graphics block on the worksheet page. A function key menu is a special type of menu that appears next to a worksheet. Instead of using the navigational keys to make selections, you use the function keys.

KEYS

KEY	WHERE	FUNCTION
↵ (Enter)	All menus except function key menus	Performs highlighted choice, or choice with blinking outline
	Text Editor	New line
Esc	All menus except function key menus	Back up one menu
	Text Editor	End text editing
Ins	Worksheet	Toggle between sizing and moving a text or graphics block
↑ or ↓	Menus	Highlight previous or next choice
	Worksheet	Move/size straight up or down
	Text Editor	Move/size up or down one line
← or →	Text Editor	Next or previous character
	Worksheet	Select next/previous text or graphics block
Shift+ ↑ or ↓	Worksheet	Move/size straight up or down in larger increment
PgUp or PgDn	Menus and lists	Scroll up or down one screen and choice
	Worksheet	Move/size diagonally up right or down right
Shift+ PgUp or PgDn	Worksheet	Move diagonally up right or down right in larger increments
Home or End	Menus	Highlight first or last choice
	Worksheet	Move diagonally up left or down left
Shift+ Home or End	Worksheet	Move diagonally up left or down left in larger increments
Tab or Shift+Tab	Menus	Highlights next or previous item
	Worksheet	Zoom in or zoom out
	Text Editor	Zoom in or out on text area in worksheet
F10	Function key menu	Exit
F1	Function key menu	Save
	Text Editor function key menu	Bold
Ctrl+P	Worksheet	Preview
Ctrl+Z	Worksheet	Quick preview
Alt+x	Worksheet	Exit
Alt+z	Worksheet	Escape/Cancel
Ctrl+i	Worksheet	Zoom in
Ctrl+o	Worksheet	Zoom out
Ctrl+f	Worksheet	Return to full page view
Ctrl+l	Worksheet	Scroll left
Ctrl+r	Worksheet	Scroll right
Alt+p	Print Menu	Print

KEY	WHERE	FUNCTION
Alt+p	Text editor	Subscript
Alt+d	Text editor	Double underline
Alt+k	Text editor	Strike through
Tab	Database form	Next field
Shift+Tab	Database form	Previous field

MOUSE

Clicking the mouse means clicking the left (or only) mouse button. Before clicking, you roll the mouse so that the pointer is positioned on an item.

To *drag* the mouse, hold down the mouse button and roll the mouse at the same time.

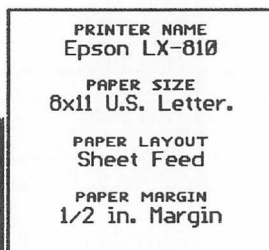
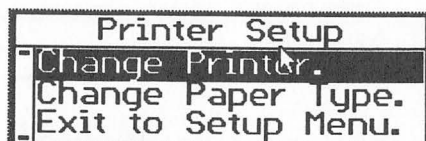
ACTION	WHERE	FUNCTION
Click	Unselected menu item	Select
	Selected menu item	Perform action/selection
	Function key menu item	Perform action
	Worksheet item	Bring up text or graphics worksheet menu
Double click	Unselected menu/list item	Perform action/selection
Drag from middle of graphic or text	Worksheet item	Move item
Drag from border or side	Worksheet item	Stretch or shrink item from selected side
Drag from corner or inside corner	Worksheet item	Stretch or shrink item from selected corner

Setting Up

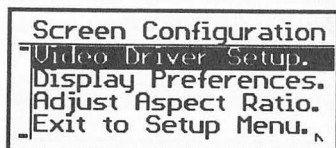
Now you are ready to start Super Mario Bros. Print World. From the hard disk subdirectory or from your A: drive—wherever Print Power Pro is located—type `mario` and press `↵`. Press `↵` again to begin working. The Main Menu appears, giving you a good overview of the activities you can perform with the software. Notice that *Program Setup* is highlighted.

Click to set up the program to work with your hardware.

Program Setup
Printer Configuration.
Screen/Video Configuration.
Personal Preferences.
Exit to Main Menu.



Look at the Printer Status box (above right) If the *Printer Name* is not correct, double click on *Change Printer*. If the paper information is not correct, double click on *Change Paper Size* to choose a new size. If all the information here is okay, press **Esc** to return to the Setup Menu. Choose a printer and paper size from the list and dialog boxes. To scroll through the printer list, use PgDn/PgUp or click on the arrows to the left of the list. When you are done, press **Esc**. On the Paper Layout Menu, choose **Save** when you are done.



The *Screen/Video Configuration* is the next Program Setup Menu item. When you start Super Mario Bros. Print World, it automatically detects the type of video driver you have and the Video Status box displays *Auto Detect*. Unless your screen looks wrong, you should not change the *Video Driver Setup*.

Display Preferences let you decide whether the menu text will be normal or double size. Double size is easier to read, but requires a VGA monitor. You can also use a standard arrow to show the mouse pointer (mouse driver) or a crosshair symbol (graphics driver). The text can be shown in a finer linear or a square style.

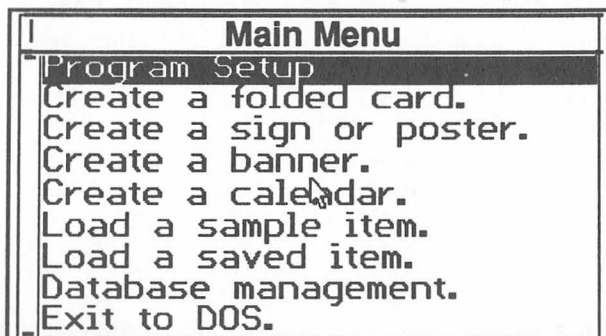
Adjust Aspect Ratio lets you adjust the proportions of the shapes on screen. A sample box appears and you adjust it until it is square. You may see this screen when you start Super Mario Bros. Print World in the future.

The last Program Setup Menu item is *Personal Preferences*, where you set the level of help that the program will give you with your work, and the measurements that will be used when you create publications. The default values are standard (maximum) help and inches; unless you want to change these, you can ignore this portion of setup. (There is very little difference between maximum help and minimal help, so you will probably never change this setting.)

2

Cards, Signs, and Banners

Creating these three types of Super Mario Bros. Print World publications is very simple, and many of the procedures are similar no matter which item you choose. We'll describe the unique features of each type of publication and then discuss some general screens that you use with two or three of these types of documents.

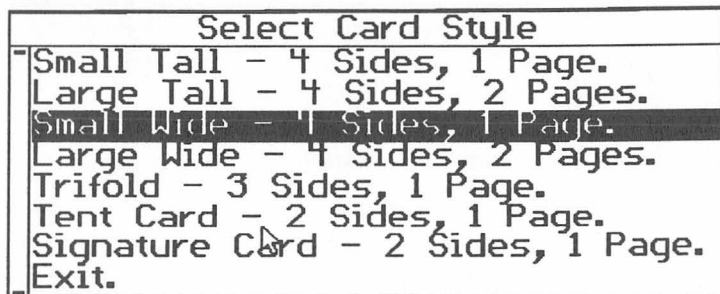


Start by selecting the type of document you want from the Main Menu. If you want to make a card or sign, you type in a descriptive name for that document, along with your own name and ID information. This step is optional.

A banner is different, because it is a temporary document. You create it on the fly, preview it, and print.

Creating a Card

You start by choosing *Create a folded card* from the Main Menu. Enter your comment information and ID if you wish. Next, you select the type of card you want to make:



The actual dimensions are determined by the Paper Size choice you made when you set up. The default choice is 8.5 by 11 inches.

Now the worksheet screen appears with the Worksheet Main Menu. At the top of the menu, Super Mario Bros. Print World tells you what part of the card you are working with.

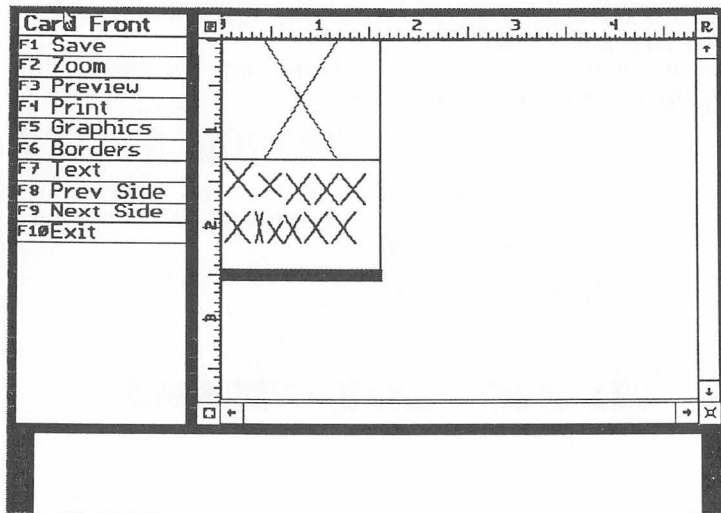
The right portion of the screen is the worksheet area, where you place the text and graphics blocks for the current side. At the bottom of the screen is a box where you type and edit text for the card. There are slider bars that you use to scroll the display as you work. You can start on the worksheet by dragging out an area with the mouse and then choosing the type of content, but we suggest you use one of the menu items below to start your work.

F1 Save. Use this option to save your work. Save before you exit, or you'll lose your work. Details are included in **Chapter 5, Files**.

F2 Zoom. Gives a closer look at your work or pans out. When you click **F2 Zoom**, the Zoom Menu gives you several scroll and zoom options. The little page at the upper left of the worksheet area returns the display to full page when you click on it.

F3 Preview. Shows how the whole document will look when printed. Drag or click on the scroll bars to see different parts of the card. Don't worry if some of the sides are upside down. You'll fix that when you fold the card. To get out of preview, press **F3** again. To get a quick preview that shows only the current side, click on the **P** button at the upper right corner of the screen.

F4 Print. Lets you choose some printing options and print your card. Since the options are the same for cards and signs, we'll discuss them below in the section *Printing Cards and Signs*.



F5 Graphics. Lets you position, size, and choose a new graphic to be included. We'll talk about this in the *Laying Out a Card or Sign* and *Graphics* sections.

F6 Borders. Lets you include a border. We'll talk about this in the section below, *Borders*.

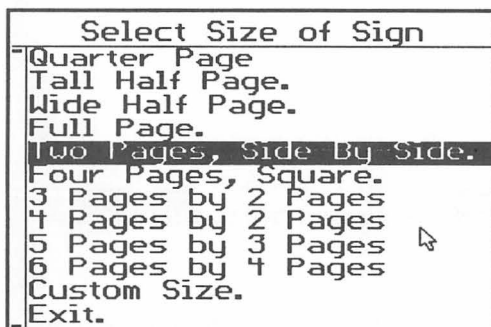
F7 Text. Lets you add a text block and perform text editing activities. We'll talk about this in the sections below, *Laying Out a Card or Sign* and *Text*.

F8 Prev Side and **F9 Next Side.** Toggles the worksheet display through the sides of your card. When you have finished one side, press **F8** to start the next side.

F10 Exit. To exit from creating this document. Save first!

Creating a Sign or Poster

Start by choosing *Create a sign or poster* from the Main Menu. Enter your comment information and ID if you wish. Next, you select the size:



Enter a new page size by selecting *Custom Size* from the menu. When you choose another page size, the grid at the right adjusts to illustrate your selection.

Next, choose the orientation. *Portrait* orients your text and graphics from top to bottom on the page. *Landscape* positions them sideways.

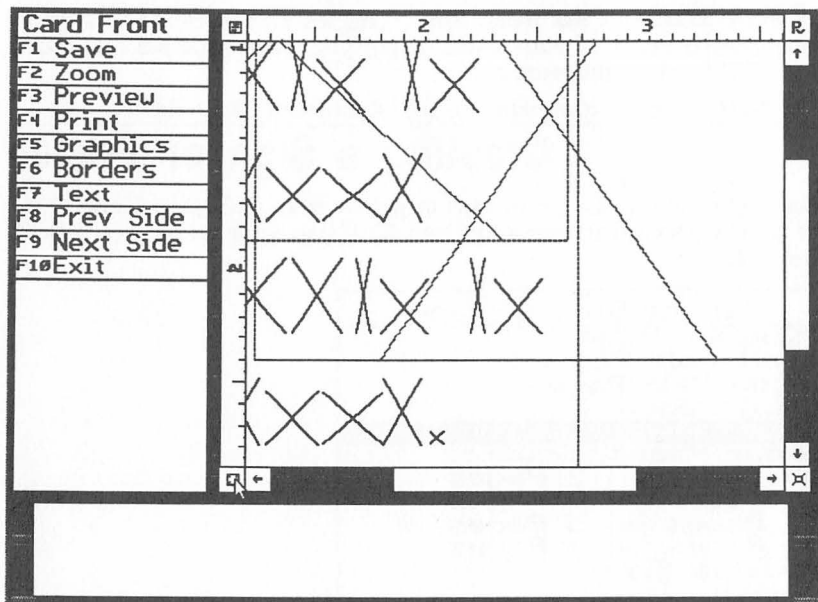
Finally, the Worksheet Menu for a sign appears. It is like the menu shown above for a card, except that you cannot look at different sides—a sign or poster has only one side.

Laying Out a Card or Sign

Super Mario Bros. Print World has powerful and easy-to-use layout features. The worksheet area is where you combine pictures and text to make an attractive card or sign. Later in this chapter, we'll discuss the procedures for working with text and graphics. In this section, we'll look at the worksheet and how you can use it for layout.

When you choose **F5 Graphics** or **F7 Text** from the Worksheet Main Menu, a blinking square appears at the upper left of the screen, and the Move/Size Menu appears. The square is the block for your graphic or text element. To move the block, point to the

middle of the square and drag. To size, point to a side or corner and drag. (If you are using a keyboard, consult the table of keys on page 2.) Lift your finger from the mouse button when the size and position are okay. Use the menu or press **J** when you are done. Next, you choose a graphic or type in text, which we'll discuss later.



(You can also create a new block by simply dragging out an area on the worksheet. In this case, *Super Mario Bros. Print World* presents a menu where you decide the type of block you are creating.)

If you choose a graphic, the graphic is centered in the space you have allotted. It is sized proportionally according to the size of the block you have created. You can, for example, create a pattern by using many tiny blocks of the same graphic. Or the graphic can take up the entire side of a card or a sign. If you want to add text, you can place it in the white space of the graphic, or overlap it. Since a graphic can be colored, you can choose to color it pale gray and superimpose text over it. (The picture of a worksheet above shows overlapped blocks.) Many special effects are possible, since you can add as many text and graphics blocks as you wish, then size, color (or apply shades of gray, if you have a black-and-white printer), position, and overlap them. Text blocks are always transparent and superimposed on other blocks, but graphics can be set up to appear in the background or not. (See the *Graphics* section below.)

If you have included text, a heavy bar appears at the bottom of the block when the text does not fit. You can change the style to use a different size, or edit the text to fit. (See the *Text* section below.)

Now the text or graphics are positioned where you want them. But if you want to change the size or position later, you can. Simply click on the block and an editing menu appears. You can also select a block by using the \Leftarrow or \Rightarrow keys to move from block to block and pressing \downarrow when the outline blinks. From the editing menu, you can change, edit (text only), add a border, delete, or move and size the block. To see your layout, use **F3 Preview**.

The worksheet includes several features to allow you to view your layout in different ways. We have already mentioned preview and quick preview. Click on the arrows on the scroll bars to scroll the display in the worksheet area. The rulers show your position. If the display is zoomed, you can drag on the sliders in the scroll bars to see different parts of the card or sign, as shown in the illustration. Use the boxes at the left and right bottom corners to zoom in and zoom out respectively. The left top box brings you back to normal view. You can also use the **F2 Zoom** menu, of course, to pan your work.

Printing a Card or Sign

The options for printing a card or sign are the same. When you choose **F4 Print**, the dialog box below appears. The *Print Method* box shows the same choices as you had for printing a banner. If you selected a black-and-white printer when you set up the program, you won't see color options. For a lower resolution printout, choose the *draft* option. For higher resolution, choose the *final* option. As you print, the screen records your progress. You can also decide to print multiple copies and use a database, if you have entered database field information (more on that in **Chapter 3, Databases**). You can print actual size, or make the printout larger or smaller than normal size. 50% Normal prints at half actual size, 125% Normal at a quarter larger than normal, and so on. When you have completed the form, click on the **Print** button; the progress of the printout is recorded on screen.

Print Options		
<div><input type="checkbox"/> Copies</div> <div><input checked="" type="radio"/> 1 COPY</div> <div><input type="radio"/> MANY COPIES 1</div> <div><input type="radio"/> FROM DATABASE FN: <input type="text"/> <input checked="" type="radio"/> ALL RECORDS <input type="radio"/> TAGGED RECORDS</div>	<div><input type="radio"/> Scale</div> <div><input type="radio"/> 10% NORMAL <input type="radio"/> 25% NORMAL <input type="radio"/> 50% NORMAL <input type="radio"/> 75% NORMAL <input checked="" type="radio"/> NORMAL SIZE <input type="radio"/> 125% NORMAL <input type="radio"/> 150% NORMAL <input type="radio"/> 2 X NORMAL <input type="radio"/> 3 X NORMAL <input type="radio"/> 4 X NORMAL <input type="radio"/> 5 X NORMAL <input type="radio"/> 8 X NORMAL <input type="radio"/> 10 X NORMAL</div>	<div><input type="radio"/> Print Style</div> <div><input checked="" type="radio"/> B/W DRAFT <input type="radio"/> B/W FINAL <input type="radio"/> COLOR DRAFT <input type="radio"/> COLOR FINAL</div> <div><input type="button" value="PRINT"/></div> <div><input type="button" value="Cancel"/></div>

Graphics

To add a graphic to your document, click on **F5 Graphics** and use the section above as a guide to sizing and positioning the block where your graphic will appear. After you have placed and sized the graphic, the Graphics selection list appears.

Here you see a long list of available graphics. Click on the ↓ at the bottom left of the screen to see more. The New Disk option is used for additional Hi Tech Expressions graphics disks for Super Mario Bros. Print World. When you click on the name of a graphic, it is shown on the right; press ↵ when you find the one you want. For cards and signs, you can add as many graphics as you wish, and you can even overlap them.

EDITING GRAPHICS

To edit an existing graphic, click on its block on the worksheet; the outline blinks. (If you have trouble selecting a graphic this way, use the arrow keys to select a block; when the correct outline blinks, press ↵. The Graphic Editing Menu appears. Use it to move or size a graphic, delete it or add a border. First, we'll see what happens when you click on **F1 Change** and bring up the dialog box below.

The *Image* button displays the list of graphics in case you want to use a different one for this block. You can then click on the *Options* checkboxes you want to apply to the graphic. Notice that the image can appear mirrored (flipped from side to side) or you can turn it upside down. *Background Draw* places the image behind the other elements (don't use this on banners); otherwise, the graphics are transparent. If you choose to colorize, you can also choose a color; otherwise, the image will be black. (Color is discussed in more detail in *Color* below.)

Graphic Image

Image

NOBOKON

Options

☒ SCALE 1:1

☐ BACKGROUND DRAW

☐ COLORIZE

☐ MIRROR R/L

☐ FLIP U/D

Color As

BLACK

Ok - Z

Cancel

You move or size a graphic the same way you did when you created it. Just click on **F2 Move/Size** and do it. **F4 Delete** erases the graphic immediately. We'll talk about borders next.

Borders

There are four ways to create a border for your document: from the Banners dialog box; from the main Worksheet Menu for a sign or card, where you can create a border by itself (perhaps to surround several other blocks); from the Graphics Editing Menu described above, when you want to border just the selected graphic; or, from the Text Editing Menu, when you want to border the current text block. In all cases the dialog box below appears.

You can choose a type of border, or decide not to use a border. If you select a graphics border, you can click on the *Border Name* button to view and select any available borders, just as you did when you chose a graphic. You can also specify the thickness of the border in the current units. Use decimal notation if necessary. The *Edge/Corn* checkboxes place the border at specific points framing the block; the border is continuous when all boxes are checked. We'll discuss the color of the border later.

Border Style

Border Style	Edge/Corn
<input checked="" type="radio"/> NO BORDER	<input checked="" type="checkbox"/> UPPER LEFT
<input type="radio"/> SINGLE LINE	<input checked="" type="checkbox"/> TOP EDGE
<input type="radio"/> DOUBLE LINE	<input checked="" type="checkbox"/> UPPER RIGHT
<input type="radio"/> REPEATING	<input checked="" type="checkbox"/> RIGHT EDGE
<input type="radio"/> GRAPHIC	<input checked="" type="checkbox"/> LOWER RIGHT
	<input checked="" type="checkbox"/> BOTTOM EDGE
	<input checked="" type="checkbox"/> LOWER LEFT
	<input checked="" type="checkbox"/> LEFT EDGE

Border Name

Thickness
UNITS 0

Border Color
BLACK

Ok - Z

Cancel

Text

Super Mario Bros. Print World's text features are simple and powerful. To create text on a sign or card, just click on **F7 Text** from the Worksheet Main Menu. Size and position the text block just as we described for a graphic. When you are finished, you are ready to type in text. The Text Editor Menu appears. Note the insertion bar in the text editing window at the bottom of your screen.

Just type normally, and the text will wrap in the window and on the document as necessary at the end of lines. To start a new line, press **↵ Backspace** to correct any typos, and use the arrow keys or mouse to move the insertion point in the text window.

To use one of the first nine Text Editor Menu options, place the insert point in the location where you want the feature to begin. You can apply more than one attribute (bold, italic, underline, superscript) at one time. When you want to turn off an attribute, insert it again after the last character to appear with it.

F1 Bold, F2 Italic, F3 Under, F4 Super. Apply boldface, italics, underline, and superscript. To apply a double underline, type **Alt+d**. To apply subscript, type **Alt+p**. To apply strikethrough, type **Alt+k**.

F5 Mark, F6 Cut, and F7 Paste. These are clipboard functions. Position the insertion point before the first character that you want to erase, copy, or move and then choose **F5 Mark**. Pause and look at the text window carefully. When the insertion point appears in bold, use the \Leftarrow or \Rightarrow key to sweep the characters you want to mark. Or click the mouse at the point where the block ends. Note that there are now two insertion points, one at the beginning of the marked block, and one at the end. When you click the mouse or stop moving the arrow keys, the marked text is highlighted. To copy it, press **F6 Cut**. Then press **F7 Paste** and paste it back in. Move the insertion point to the location for the copied text and click on **F7 Paste** again. To move text, simply cut and move the insertion point before you do any pasting. The text remains in the clipboard until you mark more text or leave the document. You can paste text from one text block into another.

F8 Style. Apply a type style to the text. If you don't apply a style, the Normal style is used. Place the insertion point where you want the new style to begin and choose this option. Then select a style name from the list. The name appears in the text window and applies to all text following it, until you insert another style. You can also create a new style, as we'll discuss below. To remove a style, click on its name in the text and choose **F4 Delete**.

F9 Appear. This option allows you to choose a color set for your text or create a new color set. Colors and color sets are discussed later in this chapter.

Once a text block is created, you edit it by clicking on it. An editing menu appears where you bring up the menu above by choosing **F3 Edit**. The options are mentioned above in the *Laying Out a Card or Sign* section. If you choose **F1 Change**, you can turn vertical centering on or off.

STYLES

Super Mario Bros. Print World comes with a few type styles, but chances are you'll want to create your own. To do so, choose *Create a New Style* from menu that appears when you've picked **F8 Style** from the Text Editing Menu. Name the style and click on **Create**. You can edit an existing style by clicking on its name in the text window; here too you can create a new style or delete the current style. The same dialog box appears whether you are creating a new style or editing an old one.

The *Style Name* is displayed. In the *Margins* box you type in the margins that you want to use for text in this style. The indent applies to the first line of text and the first line of any paragraphs. The downdent is applied similarly. If you use a downdent, you may not need a top margin. The margins are applied in the current units; you can use decimal points to indicate fractions.

The *Typestyle* box has several elements. If you click on **Font**, the type fonts list appears. Highlight a name and look at the sample; when you have highlighted the font you want, press **J**.

Text effects are the same that appear in the Banners dialog box; Super Mario Bros. Print World includes a large list of effects that work just like the font choices. The colors of text effects are determined by the color set choice that you make from the text editing window. Different color choices in a set apply to different effects. To see the color of text, you preview it on the worksheet. We'll discuss this more below, in *Colors*.

Pt Size determines the size of the text, in points. *Pt Spacing* lets you control the line spacing, placing the specified amount of space (in points) between lines. *Width* lets you stretch or shrink the actual letters by applying the percent of normal size that their width should be. *Kern* lets you control the space between the letters. To bring the letters closer together, use a negative value (like -3). To spread the letters apart, use a positive value (like 10).

Edit Text Style	
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> Style Name JANE1 </div> <div style="border: 1px solid black; padding: 2px;"> Margins (Units) LEFT <input type="text" value="0"/> INDENT <input type="text" value="0"/> RIGHT <input type="text" value="0"/> TOP <input type="text" value="0"/> DOWNDENT <input type="text" value="0"/> BOTTOM <input type="text" value="0"/> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> Typestyle FONT GARAMOND EFFECT NORMAL PT SIZE 36 PT SPACING <input type="text" value="0"/> WIDTH % 100 KERN % <input type="text" value="0"/> </div> <div style="border: 1px solid black; padding: 2px;"> Justification <input checked="" type="radio"/> 1) LEFT <input type="radio"/> 2) FULL <input type="radio"/> 3) CENTERED <input type="radio"/> 4) RIGHT </div>
<div style="border: 1px solid black; padding: 2px; width: 100%;">Preview</div>	<div style="border: 1px solid black; padding: 2px; width: 100%;">Cancel</div>
<div style="border: 1px solid black; padding: 2px; width: 100%;">Ok - Z</div>	<div style="border: 1px solid black; padding: 2px; width: 100%;">Start Over</div>
<div style="border: 1px solid black; padding: 2px; width: 100%;">Copy From Another</div>	

Justification is simple. **Left** justification aligns the text at the left margin, and **Right** aligns it on the right margin. **Full** aligns it at both margins and is the same as justified. You can also center your text if you wish.

To view the effects of your work, use the **Preview** button. It will show you some sample text with the parameters applied. To clear your entries, click on **Start Over**. To fill in the dialog box with the

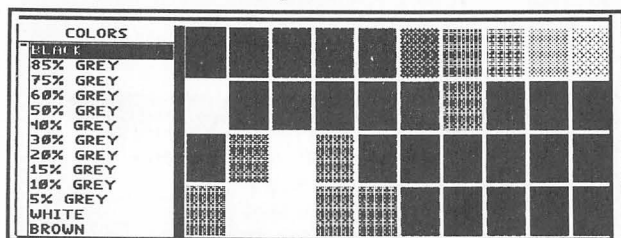
parameters from an existing style, click on **Copy From Another** and select the style name. When you are done, click on **OK**.

Text styles are saved with the document where you create them. If you don't save the document, the style is not saved. To use an existing created style with a new document, load the old document where it is located. You can then edit the text according to your needs, using the style. When it's time to save the document, save it under a new name. You may want to create a master document with all the text styles you plan to use. Then you can use it over and over as a template for other documents of the same type.

Colors

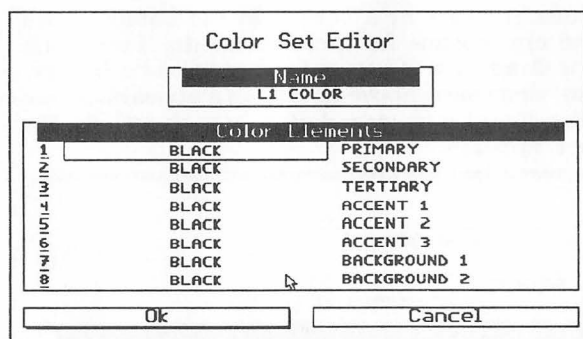
There are two color menus, the Colors Menu and the Color Set Editor. The Colors Menu, shown below, appears when you need to choose a single color, for instance, when you want to choose a color for a graphic. It also appears as you choose colors for a color set.

Even if colors are available on your screen, they may not be available when you print unless you have a color printer. Black, white, and shades of gray are. To choose a color, highlight a name in the list. The corresponding color is outlined in the palette. When you've chosen, press **↓**.



The Color Set Editor lets you create and edit color sets, groups of colors that you can apply to text. These colors are applied to different text effects, which are determined by the text style that is current. To choose or create a color set, you must be editing text. Choose **F9 Appear** from the Editor Menu. A list of sets (if any exist) appears, and you have the option of creating a new color set. After you choose **Create a New Color Set**, type in a name for the color set, and the Color Set Editor below appears. You can reach this menu by clicking in the name of an existing color set in the text editing window. Then you choose **F1 Create** to create a new set, **F2 Change** to use another existing set, **F4 Delete** to erase the set, or **F3 Edit** to edit the current set. You can edit one of the fixed line color sets for banners by clicking on its name in the Banners dialog box.

Click on a color name. Generally, it is the first name, the primary color, that you will want to change. When you select a color name, the Colors Menu, described above, appears. Choose a color for the particular element and press **↓**. Then choose another element, if you wish. When you are finished, click on **OK**.



When you preview your text on the worksheet, you'll see how the colors are applied to it. Different colors in a color set go with different text effects. Primary, Secondary, and Tertiary colors are applied to normal text, the inside of piping, and to outlines. Accent colors go with piping, 3-D effects, and outlines and Background colors with shadows. Here are some examples:

Thick, Thin, or Fine Outline - Primary (1) outline

Thin Outlined - Tertiary (3)

3-D Walls - Accent 1 (4)

Double Outlined - Accent 1 (4) and Accent 2 (5)

Triple Outlined - Accent 1 (4), Accent 2 (5), Accent 3 (6)

Thick Piping - Primary (1) inside and Accent 1 (4) piping

Shallow Shadow - Primary (1) and Background 1 (7)

Double Shadow - Primary (1), Background 1 (7), Background 2 (8)

Like text styles, color sets are saved with the document. If you don't save the document, the color set is not saved. To use an existing color set with a new document, load the old document where it is located. You can then edit the text according to your needs, using the color set. When it's time to save the document, save it under a new name.

Banners

When you opt for a banner, the screen shown below appears. A banner is printed with a landscape orientation: the words are shown sideways. The *Banner Height* in pages, determines whether the banner, when assembled, will be more than one page (usually 8.5 inches) high.

The *Banner Message* lines give you two lines on which to type the text of the banner. Just type normally. Use **Backspace** to correct any errors. You can move the insert point with the arrow keys or mouse. When you are finished with the first line, press **Enter** to type in the second line.

As you work, use the **Preview** button to view your work. The grid lines show pages.

Click on the check boxes and radio buttons under the other headings on this screen to set the justification. *Force fit* justification spreads or squeezes the text so that it fills each line.

If you want to include graphics or a border on the banner, click on one or more of the checkboxes for these elements. Then click on the word **Border** or **Graphics**. If you are going to use a border, the Border Style Menu, discussed above in *Borders* appears. If you include a graphic, the Graphic Image dialog box shown in the *Graphics* section above appears.

Banner

BANNER HEIGHT, PAGES:

Banner Message (1 and 2)

Justification

- ☐ LEFT SIDE
- ☒ CENTER
- ☐ FORCE FIT
- ☐ RIGHT SIDE

Line Sizes

- ☒ ONE LINE
- ☐ GIANT/TINY
- ☐ LARGE/SMALL
- ☐ BIG/MEDIUM
- ☐ EQUAL SIZE
- ☐ MEDIUM/BIG
- ☐ SMALL/LARGE
- ☐ TINY/GIANT

Line 1

FONT

L1 COLOR

TEXT EFFECT

☒ On Border

☐ On L Graphic

☐ On R Graphic

Line 2

FONT

L2 COLOR

TEXT EFFECT

Preview

Print

Cancel

Line Sizes sets the amount of space allotted for each line on the banner. The first choice will print only the first line of the message. To see the options, choose them and preview.

The *Line 1* and *Line 2* choices let you choose a font, color (or shade of gray if you have a black-and-white display), and text effects. We've looked at these options in the sections earlier in this chapter: *Graphics*, *Text*, and *Colors*.

PRINTING A BANNER

When you have previewed the banner and know it is what you want, click on **Print**. Super Mario Bros. Print World tells you how many pages the banner requires. Press **J** when you are ready to print. The Print Method Menu appears.

If you selected a black-and-white printer when you set up Super Mario Bros. Print World, you won't see color options. For a lower resolution printout, choose the *draft* option. For higher resolution, choose the *final* option. As you print, the screen records your progress.

3

Databases

You don't have to work with databases in order to use Super Mario Bros. Print World, but database management is one of its most powerful features. Databases are important to calendars, which we discuss in the next chapter. And, you can use databases with cards to create customized messages for your friends, relatives, and associates—with a minimum of effort.

A database is a body of organized information. It might be a list of appointments, a list of names and addresses, or even a simple list of things to do. Each item in a database list is called a record; a record is made up of fields, pieces of information that fit a certain category. For example, each record in your name and address database might contain fields for FIRST NAME, LAST NAME, STREET, CITY, STATE, ZIP, and PHONE.

Setting Up a Database

Choose **Database Management** from Super Mario Bros. Print World's Main Menu. Select **Create a new database** and name the database.

You are ready to place the fields on the database form where you will enter information. Click on **Other**. The menu of Special Database Options appears.



First, decide what fields to include and how many characters you want to enter in those fields. Choose **Add a new Field**. Type in the name of the field. As you plan your fields, keep sorting in mind. Later, you'll be able to sort your records based on the contents of a field. Are you going to sort by last name or state or zip? If so, these categories should have their own fields.

Next, enter the number of characters for the field. Choose an adequate length. A STATE field only needs two characters, but a STREET field may need 30. When you are finished, click on **Add**.

Now the form shows the field. It is on top of the TAG field that Super Mario Bros. Print World adds for you, so you'll have to move

it. Just click on the name and roll the mouse to a new location. Click again to set the field location. Keep on adding and positioning fields until you are finished and the form looks easy to use.

The TAG field is used to mark special records. You can opt to include only these records when you print a document. To tag a record, fill in the TAG field with an X or a Y. Leave it blank or include a space if you don't want to tag the record.

When you finish designing the form, you are ready to add records. From the Special Database Options Menu, choose **Exit to Edit Screen**. Click on the **Ins** button. Type the information in the fields, using **Backspace** to edit. When you complete a field, press **Tab**. Use **Shift+Tab** to go back to the previous field. When you complete a record, click on **Ins** to add another. It will be added before the current record. Use **Del** to delete a record. The first record is always left blank. Order is not important, because you can sort later on.

As you work, use the **Save** button frequently, and make sure you save when you are done. Choose **Exit** from the Edit screen when you are done, and you'll leave database management. You will need to enter a filename when you save. You can read more about that in **Chapter 4 Files**.

Editing Databases

Once you have entered data, you may want to make some changes. If necessary, load the database by choosing **Load an existing database** from the Database Menu. The editing screen appears, showing a blank record, the first record. You can add a new record if you need to. Click on **Prev** to see the next record. Keep clicking until you find the record you need. Then you can type in the changes.

If you want to sort the database, click on **Other**. From the Database Special Options, choose **Sort the Database**. Now select a field to sort on. If you want to see the records sorted according to LAST NAME, for example, choose that from the list of fields. Then return to the Edit screen. Click on **First** to see the first record if you wish. The records are now in order according to the first letters of the LAST NAME. If two last names begin with the same letter, they will be sorted according to the second letter, so that, for example, "Watkins" comes before "Wyzynski." If you have a "MacPherson" and a "MacAllan," "MacAllan" will appear first.

Sort a database and save it before you use it in a document. Then the copies for each record will print in the order you've specified.

You can also use the Special Database Options Menu to find the record that contains some specific text. Choose **Find something in the Database** and enter as few or as many characters as you need. The more characters, the more specific the search. If the fields start with numbers and letters, the records that start with numbers will come first. Now you can choose whether to search based on all fields or just one. If you know the information you need is in the ZIP field, for example, specify just that field.

If you choose *Change the Screen Layout*, you can move the fields around the screen, just as you did when you started. You can also add or delete fields from the Special Database Options Menu. Remember, however, that if you delete a field, the data in the field is lost too.

Use the *Import an ASCII File* option to add records to an existing database, overwrite the information in an existing database, or to fill in a new database. The form of the ASCII information is very important. Each record must be on its own line with a carriage return before the next record. The fields must be in the same order that they were when you first created the database, and field information must be separated by a tab. The easiest way to make sure the ASCII information is ready is to use *Export to an ASCII File* first. Export the existing database; if there is no data yet, be sure to design the database form before you import. Then type in a few sample records and export them. Look at the exported information in the word processor or editor you use to create ASCII text and make sure that the information for importing matches the test exported information. If you have changed the screen layout, notice that the exported data is arranged according to the *original* design. When you import, Super Mario Bros. Print World warns you if some of the information to be imported is too long for the fields in your form. And don't forget the TAG field!

Using Databases in Documents

You can use databases to create customized cards, signs and posters. You might, for example, wish to send holiday greetings to all of your friends, with their first name and a special message for each one. The process is the same whether you are creating signs or cards.

First, consider your database. To create cards for each of your friends and use their first names, you'll need to have a FIRST NAME field in your database. To include a special message, you'll need a MESSAGE field (and you'll probably need the maximum of 34 characters in that field). If you haven't created the database, do so, including all the records you need. You can choose tagged records only when you create the cards or print cards for everyone.

You enter the database information in a text block or blocks of your card, using the text editing window. Just enter the field name, beginning and ending with a "^." For our friends we could type a text block like this: My dearest ^FIRST NAME^, many happy returns of the day...^MESSAGE^ You have to allow enough space on the card so that even your longest fields will fit. You may want to experiment before you decide on a final text style and size. Try this: enter the text, using some bogus characters in place of the field names—as many as any of your fields contain. We might try this: My dearest XXXXXXXXXXXX, many happy returns of the day...XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX if the FIRST NAME field has up to 10 characters and the MESSAGE field has up to 34. Now, preview and make sure your text will fit.

You're ready to print the cards with your messages. In the *From Database* section, type in the filename of the database you are planning to use. The file must be in the current directory. You don't have to type in the .PDB extension. You can then decide to use tagged records only or all the records. If you choose **1 Copy** you'll get one copy for each record; use *Many Copies* to get multiple copies for each record. Print the cards now and see how you have created special cards with handsome messages for each recipient.

Print Options		
<input type="checkbox"/> Copies	<input type="checkbox"/> Scale	<input type="checkbox"/> Print Style
<input checked="" type="radio"/> 1 COPY	<input type="radio"/> 10% NORMAL <input type="radio"/> 25% NORMAL <input type="radio"/> 50% NORMAL <input type="radio"/> 75% NORMAL <input checked="" type="radio"/> NORMAL SIZE <input type="radio"/> 125% NORMAL <input type="radio"/> 150% NORMAL <input type="radio"/> 2 X NORMAL <input type="radio"/> 3 X NORMAL <input type="radio"/> 4 X NORMAL <input type="radio"/> 5 X NORMAL <input type="radio"/> 8 X NORMAL <input type="radio"/> 10 X NORMAL	<input checked="" type="radio"/> B/W DRAFT <input type="radio"/> B/W FINAL <input type="radio"/> COLOR DRAFT <input type="radio"/> COLOR FINAL
<input type="radio"/> MANY COPIES 1		<input type="button" value="PRINT"/>
<input type="radio"/> FROM DATABASE FN: _____ <input checked="" type="radio"/> ALL RECORDS <input type="radio"/> TAGGED RECORDS		<input type="button" value="Cancel"/>

4

Files

As you use Super Mario Bros. Print World, you will need to work with files. There are several types of files that you use in Super Mario Bros. Print World, defined by their extensions: .PPD (cards and signs), .PDB (database), and .ASC (exported databases). These are default extensions that Super Mario Bros. Print World applies, but you don't have to use them. It is, however, easier if you do.

From Super Mario Bros. Print World's Main Menu, you choose *Load a saved item* to load an existing card or sign. From the Database Management Menu, you select *Load an old Database* to work with an existing database. Similarly, when you save a database, card, or sign, you work with Super Mario Bros. Print World's file features. When you import or export ASCII text, using the Database Special Options Menu, you also specify a disk file. Whether you're saving or loading, the screen is similar. Super Mario Bros. Print World displays an alphabetical list of the files of the correct type on the current directory. If you are loading a card or sign, some information about the file is shown at the bottom of the screen. The path name and file specification are shown at the top of the screen, where you can type in a new drive name, subdirectory name, and file specification. You can also highlight a new drive name on the list, or the name of a subdirectory under the

current directory. To look at other directories at the same level as the current one, highlight ".." After performing any of these functions, press **J** to see the new information displayed. If you wish, you can highlight a displayed filename and immediately work with that file.

Load Document	
D:\PPP*.PPD	
test1.ppd	FILENAME
[A:] [B:] [C:] [D:]	TEST1.PPD
	TAB - Next Field
	ESC - Cancel
	ENTER - Accept
D:\PPP\TEST1.PPD	
Author: Ultima Name: test 1 Created: Thu Jan 31 11:43:26 1991 Saved: Thu Jan 31 11:51:26 1991 Type: Card	

To create a new file, display the directory where you wish the file to be located. Then type in the new name under *Filename*, backspacing over any currently displayed name. If you don't use an extension, Super Mario Bros. Print World will add the proper extension for the type of file you are creating. You may type any extension you want. If you don't use a Super Mario Bros. Print World extension, you will have to make sure to use a "*.*" or "*.EXT" (with the correct extension) or type in the full filename when it's time to load again.

5

Calendars

Print Power Plus allows you to create daily, monthly, weekly or yearly calendar forms where you can write in your appointments and keep track of important information. You can keep track of holidays using Super Mario Bros. Print World's built-in information, or create a database of your own where you track special days.

Like banners, calendars are created on the fly and not saved. (You can simply view them on the screen to see what's coming up.) To work with a calendar, choose **Create a Calendar** from the Main Menu. Then choose the type of calendar you want: daily, weekly, monthly, or yearly.

The options on the menus that follow are similar. We'll just review the daily options, and note a few items that vary on the other menus.

Daily Planner Selections

Year

- ☐ 1990
- ☒ 1991
- ☐ 1992
- ☐ 1993
- ☐ 1994
- ☐ 1995
- ☐ 1996
- ☐ 1997
- ☐ 1998
- ☐ 1999
- ☐ OTHER
- ☐ 2001

Month

- ☐ JANUARY
- ☒ FEBRUARY
- ☐ MARCH
- ☐ APRIL
- ☐ MAY
- ☐ JUNE
- ☐ JULY
- ☐ AUGUST
- ☐ SEPTEMBER
- ☐ OCTOBER
- ☐ NOVEMBER
- ☐ DECEMBER

Day

1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30
		31

Highlight

- ☐ SUNDAYS
- ☐ SATURDAYS
- ☒ HOLIDAYS

Holidays

- ☒ BUILT-IN
- ☐ DATABASE

Database

HOLIDAYS.PDB

Preview
Print
Cancel

Choose the date for the calendar you wish to print. If you are creating a weekly calendar, choose one day in the week you want to make a schedule for; the whole week will print, starting with Monday. You can decide whether to highlight (with a color or graying) holidays, Sundays, Saturdays, or any combination. On a monthly calendar, you can choose to create a write-in calendar with boxes. To preview your calendar, click on **Preview**. Below are examples of different calendar types.

February 1991						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		

February 1991						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		

[illegible]

The database feature for calendars allows you to set up a database where you can enter holiday information. Then, when you create a calendar, you click on the **Database** checkbox and type in the name of the database (on the current directory) that you want to use. If you use the built-in database, Super Mario Bros. Print World highlights standard holidays on your calendars as requested. You can leave both checkboxes empty and ignore holidays if you wish.

To create a holiday database you need the fields listed below. The first three must be included, but the rest are optional.

MONTH. This field can be as small as two characters, since you can enter a number for the month. You may also write out the name of the month, in which case you'll need nine characters.

DATE. Use this field for the day of the month. You only need two characters.

HOLIDAY. Enter the name of the holiday here. To make sure it fits on the printed calendars, limit the field to 15 characters. You don't have to enter actual holidays—you can use this field for reminders.

YEAR. *Optional.* Use this field if you want to pinpoint a holiday in a particular year, a fiftieth wedding anniversary, for example. You'll need four characters, as in "1991."

DAY. *Optional.* Use this field to fill in the full day of the week. You'll need nine characters. This field is useful when you want to pinpoint holidays by day; you can use it in combination with the next field too.

WEEK. *Optional.* Here you can enter a week of the month: 1, 2, 3, 4, or 5. Make it a 2-character field. You can use this field to highlight by week and day, as in "the first Tuesday" of the month.

If a field is left blank in a record, it is disregarded. For example, if you leave YEAR blank, the holidays are applied to all years. If you want to highlight the same holiday over two years only, create two records where only the year is different. It is possible to fill in all the fields and end up with no holiday for a record. For example, you might specify YEAR 1991, WEEK 1, DAY Monday, MONTH January, DATE 2, and HOLIDAY Deadline. There is no date that meets all those criteria.

