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QUALITY 99 SOFTWARE
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BANNER MAKER (tm) INSTRUCTIONS

Purpose:

To make banners and large signs.

Equipment required:

1. Disk,
2. 32K RAM,
3. Ex. BASIC,
4. Any printer.

How to load Banner Maker.

Plug in the Extended BASIC module.
Turn on all power switches, console switch last.
Insert Banner Maker disk in drive 1.
From Master title screen: Press any key.
From Master menu: Select Extended BASIC.
Banner Maker will automatically load and run itself.

How to use Banner Maker.

Enter what you want your Banner to say, up to 20 characters long. (For longer Banners, you can tape several shorter ones together.) You can use any character on the keyboard, both upper and lower case, except the left and right brace, the vertical line, and the tilde. (However, you can define another character to look like one of those, see the Section on Define Characters.)

For a vertical Banner:

Press P to print
(Note that all menu selections must be capital letters.)
Enter printer name

For a horizontal Banner:

Press I for Transformations
Press I for Turn
(Wait for the Stand By message to disappear.)
Press R to return to menu
Press P to print
Enter printer name

To make a different Banner:

Press C to change Banner

Due to the very large size of the letters (a 20 character Banner will be almost nine feet long), the Banner will look best when viewed from a distance of 7 feet or more. A fresh printer ribbon will make your Banner stand out even more.

In addition to the basic functions above, Banner Maker also has three additional powerful features: Border, Transformations, and Define Characters.

Border

You may select any character on the keyboard to be printed as a border. It will be printed vertically in its normal size along the left and right margins of the paper. Note that Transformations do not have any effect on the border character. You cannot use a character that you have re-defined, as a border character. Practice it with a one letter Banner, to get the idea of the border.

Transformations

Shows you exactly what the printout will look like (except for the border character), before you print it. It also allows you to modify the characters to obtain any effect you want.

Mirror

Switches left and right sides of each character.

Flip

Switches top and bottom sides of each character.

Turn

Rotates each character ninety degrees clockwise.

Practice each function with three capital I's.

Define Characters

Another unique and powerful feature of Banner Maker is the ability to create and print your own characters.

Press D to define characters

Press N to add new character

Enter the ASCII code of the character you wish to define (33-122), see page 196 of the Ex. BASIC manual.

Enter the design of the character, just as you would for a CALL CHAR statement, see pages 56-58 of the Ex. BASIC manual.

Press R to return to menu

Then use that character in a Banner.

Example:

Press P, press N, enter 61 (ASCII code for =),
enter 1898FF3D3C3CE404, press R, press C, enter
===

You can also assign any of the ten pre-defined characters to any character you want.

Press D to define characters

Press P to assign pre-defined character

Enter which pre-defined character you want (1-10).

The pre-defined characters are as follows:

1-man, 2-man, 3-smiley face, 4-sail boat, 5-left side of car, 6-right side of car, 7-ball, 8-box, 9-left side of house, 10-right side of house.

Enter which ASCII character you want to be associated with the pre-defined character that you selected.

Press R to return to menu .

Example:

Press D, press P, enter 9 (pre-defined left side of house), enter 35 (ASCII code for #), press P, enter 10 (pre-defined right side of house), enter 36 (ASCII code for \$), press R, press C, enter # \$

Press C, enter ==#\$==

You can make birthday greetings, holiday greetings, funny signs, for Sale signs, meeting signs, in fact, the only limit is your imagination!

P.S. Don't worry about the cost of the paper. Printer paper only costs about a half a cent a page. A 20 character Banner costs less than ten cents! So enjoy it!

REPLACEMENT POLICY:

If, on arrival, the program fails to perform as specified herein, return it directly to us, within three days, along with proof of purchase, for a free replacement. After three days, you may obtain a replacement by returning the disk directly to us, along with \$7, plus \$3 for shipping and handling (Total = \$10).

To prevent accidentally blowing a disk, we strongly recommend that you put a tape over the write-protect notch BEFORE using the disk. In addition, DO NOT leave the disk in the drive when turning power on or off.

Disks obtained from QUALITY 99 SOFTWARE cannot be cataloged, duplicated, or written on.

WARNING: Any modification to the disk will render it inoperable, and voids the Replacement Policy.

If you feel that it is essential to have a back-up disk on hand, we suggest that you purchase another one, just as you would do for a module.

IMPORTANT: If you did not purchase this program directly from QUALITY 99 SOFTWARE, be sure to send us your name, address, and the name of the program, so that we may send you notification of program updates.

If you have any suggestions for improvement or would like to suggest a new program to be on the market, please feel free to call or write. Thank you for buying from QUALITY 99 SOFTWARE.

Instructions
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Program
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