

GETTING CREATIVE

- GRAPHICS may be overlaid in prompt 1. Using the cake as an example, overlap many cakes side by side (after the candles) and deleting characters can produce 1 cake with many candles. Patterns may be made out of the /GRs.
- Prompts 1 and 2 may be used as block erasers.
- Multiple TITLE lines may be attained by moving the cursor up or down in prompt 2 and pressing FCTN 2 to insert a line. The 10 letters can make
 "BIRTHDAPPY" or "WGETLLSOON"
 H APPY GET
 BIRTHDA Y W E LL
 R A Y SOON
 This can be shifted in prompt 5 to appear normal and centered on the screen.
- Verticle TITLE messages may also be used and the ten letters need not be in order.
- Large letters, shapes and pictures may be created using the block character provided.
- Your own personal border can be typed in Prompt 3 by pressing FCTN-2. A permanent installation may be made by breaking the program while loading, typing in the Hex Code and Name in a line from 76 to 122. Save the results back to your disk, "DSK1.JIFFYCARD", then run.

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Computer PROGRAMMERS' Disktribution NETWORK

WHAT U SEE IS WHAT U GET



JIFFY CARD

- 4 FOLD ON THE TI-99/4A
- INSERT/DELETE GRAPHICS
- SHIFT TEXT LEFT/RIGHT
- INSERT/DELETE LINES
- 2 LARGE FONTSTYLES
- 7 SMALL FONTSTYLES
- 45 BORDERS
- USES C\$GD/OR GRAPHICS
- PRINTS 1-99 COPIES
- IN COLOR IN 2.5 MIN/EACH
- ONLY \$15 PLUS \$1 POSTAGE

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1 - WHAT IS JIFFY CARD

- A. This program allows the user to create on screen, very quickly and very easily, 4 fold cards. This makes it possible to compose professional looking cards on the TI-99/4A in only a few minutes and without the expense and trip to the store.

2 - REQUIREMENTS

- A. Console, KB, 32K memory, 1 disk drive and any Epson compatible printer.

3 - WARNING

- A. FCTN Quit key is active at all times.
- B. FCTN 9 will blank out the pages except for the border.
- C. Error checking will provide an escape, so you may use an incorrect filename, drive #, 0 for # of print copies or an incorrect printer device name to abort safely.
- D. KB housecleaning will cause the cursor to pause periodically. This is unfortunately necessary to KB and more pronounced as memory becomes full.

4 - GETTING STARTED

- A. The program loads from KB in about 1 minute. Once loaded all borders, and large and small texts are in memory. The large graphic is of the CSGD/GR type and may be replaced(see Prompt 4).
- B. **IMPORTANT**- the ":" key is used to swap top and bottom screens. This does not work when the black cursor in Prompts 2 and 5 is visible.
- C. **IMPORTANT**- the "/" key is used to swap pages as noted by the color change of the border. This also works as above.

5 - USING THE PROGRAM

- A. Prompts are used to guide you through the making of your creations. The inside page only utilizes Prompts 3, 5 and 6.
- B. You simply press ENTER to answer NO to the prompts.
- C. Other active keys may be referenced by the prompt(i.e. SB for spacebar, Y for yes, 1 or 2 for delete or insert or ESDX for the directions to move). If the letter "F" precedes these then the Function key is necessary.

6 - PROMPTS 1-8

- A. Step by step, follow the prompts

1. DEL/INS GRAPHIC 12ESDX

- a. This step allows you to place as many, of the same, /GR graphics on the page as you wish. The cursor represents diagonal corners of a box that shows the size of all /GR. The cursor may be moved anywhere inside the borders and it does wrap around.
- b. Press the keys ESDX to move cursor.
- c. 1 to DELETE anything within the box.
- d. 2 to INSERT a graphic.
- e. Press ENTER to move to next prompt. HINT-graphics may be overlapped-load sample cards.

2. CHANGE TITLE F/12ESDX

- a. A cursor appears on the middle of the screen. You may use the arrow keys to move the cursor up or down and press FCTN 2 to insert a large title. You may also delete any 2 full lines on the screen with the FCTN 1 key. You may place many large title lines on the page but they must all contain the same 10 letters. You may delete or shift letters in prompt 5.
- b. Press ":" 2 times to go to the other half of the page.
- c. You may use Uppercase for block letters, Lowercase for inverted letters or "123456789" for your message. You only have 10 letters to use but many words made out of those letters may be placed on your page. If you delete these letters in prompt 5 or place a graphic over them in prompt 1 you may move the cursor to that line and press FCTN 2 to bring back the original line. Press ENTER twice to go on.

3. CHANGE BORDER SB F/2ES

- a. SB stands for spacebar to cycle you through 45 borders or just press ENTER to go on. The name of each border appears on the prompt line.
- b. FCTN 2 allows you to directly type in a 64 character hex code to change the border. The code of the border on screen is displayed and may be altered.
- c. FCTN 5 lets you retrieve the previous border seen.
- d. FCTN E brings back the last border you typed in.
- e. The border on page 2 (inside page) is unaffected by page 1.

4. CHANGE CSGD GRAPHIC Y

- a. Press Y to load a /GR graphic from disk. You must enter a drive # from 1-9 then enter the graphic name minus the /GR. The graphic will change in seconds. Press ENTER to go on.

5. ENTER TEXT F/1238ESDX

- a. A wrap around cursor may be moved anywhere on the screen using the FCTN ESDX keys. Keys A-Z, 0-9 and "." are active along with the "" to make block figures.
- b. FCTN 1-deletes characters.
- c. FCTN 2-inserts spaces
- d. FCTN 3-deletes the line the cursor is on and lower lines move up.
- e. FCTN 8-inserts a line and lower lines move down. (You will lose the bottom line.) Both FCTN 3 and FCTN 8 may take up to 10 seconds for each line shift.
- f. Press ENTER once then ":" to get to the other half of the page.
- g. Press ENTER twice to move on.
- h. Page 2 acts like page 1 here except almost full punctuation and the lowercase keys give you a second font on the page. The "();" keys also provide LINES and a BOX.

6. CHANGE SMALL FONT SB

- a. Spacebar will cycle you through 7 small fonts. Press ENTER to advance.
- b. In page 2 U-PPERCASE or L-OWERCASE fonts may be changed by pressing "U" or "L".

7. SAVE LOAD CATALOG

- a. S will let you save an entire creation to disk. Do not add the "/CD".
- b. L loads a saved card back in to the program. There are some samples on the disk to load.
- c. C catalogs the disk for CSGD/GR graphics only and displays the file names across the prompt line. A cursor is displayed and when a filename reaches the cursor, pressing ENTER will load that graphic. FCTN 8 will abort the catalog and the SPACEBAR will pause the catalog. The very last file can not be loaded this way(use prompt 4 to load that one). The number of FREE SECTORS is displayed at the beginning of the catalog. Press ENTER to move to next prompt.

8. PRINT YOUR CARD Y

- a. Before printing your 1st card or after an aborted printout, turn off your printer. Set the perforation at about the printhead then turn your printer back on. You should not need to adjust the paper for subsequent cards.
- b. Press Y to print a card or ENTER to go on. Enter printer device name for your printer. If you have a color printer(Epson/Star with color code 27 114 n) then you may press Y to choose color. Select your color by choosing a number from 0-6 for Black Red Blue Violet Yellow Orange Green. Others press ENTER to go on.
- c. Enter # of copies(0-99) you wish to print. 0 will abort and return you to prompt 8. Press the FCTN and CTRL keys to abort printout. Upon completion of printing, press ENTER to go on to prompt 1.
- d. An Envelope template is provided to complete that personal touch. Also to give you something to do while printing.

CREDITS

JIFFYCARD was written in XB and uses Call Links to Assembly subroutines. My thanks for the excellent 28 column double density screen dump go to Adrian Robinson, who wrote it especially for this program. Also the big fonts and borders are from PRINTIT and much of the artwork from John Taylor and wife. I must thank Jim Peterson for the small fonts taken from his WUTS and BOLTS disks. Lastly but not leastly thanks to Jim Rose for providing a "/GR" graphic standard in his CSGD packages that is always the same size(5*5).

