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For more information, latest versions, and sample graphics, visit our website at [www.bannermakerpro.com](http://www.bannermakerpro.com).

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# License Agreement

## License Agreement

You should carefully read the following terms and conditions before using this software. Your use of this software indicates your acceptance of this license agreement and warranty.

## Registered Version

One registered copy of Banner Maker Pro may either be used by a single person who uses the software personally on one or more computers, or installed on a single workstation used non-simultaneously by multiple people.

You may access the registered version of Banner Maker Pro through a network, provided that you have obtained individual licenses for the software covering all users that will access the software through the network. If, for instance, 5 different users will access Banner Maker Pro on the network, a separate Banner Maker Pro license must be purchased for each user.

## Governing Law

This agreement shall be governed by the laws of the State of Florida.

## Disclaimer of Warranty

THIS SOFTWARE IS PROVIDED "AS-IS" AND WITHOUT WARRANTY OF ANY KIND, EXPRESS, IMPLIED OR OTHERWISE, INCLUDING WITHOUT LIMITATION, ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

IN NO EVENT SHALL JIM COUTU OR BANNER MAKER PRO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT OR CONSEQUENTIAL DAMAGES OF ANY KIND, OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER OR NOT ADVISED OF THE POSSIBILITY OF DAMAGE, AND ON ANY THEORY OF LIABILITY, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

## Evaluation Version

This is not free software. Subject to the terms below, you are hereby licensed to use this software for evaluation purposes without charge for a period of 30 days. If you use this software after the 30 day evaluation period a registration fee of \$25 is required. Payments must be in US dollars drawn on a US bank, and should be sent to:

RegSoft.com Inc.  
6595-G Roswell Rd.  
Suite 732  
Atlanta, GA 30328

Include the following information:

Product ID: 17188

Program Name: Banner Maker Pro

Registration: \$25

Quantity: 1

On-line, credit card, phone, and fax ordering is available at:  
[www.bannermakerpro.com](http://www.bannermakerpro.com)

When payment notification is received you will be sent the registration key.

Unregistered use of Banner Maker Pro after the 30-day evaluation period is in violation of U.S. and international copyright laws.

## Distribution

You are hereby licensed to make as many copies of the evaluation version of this software and documentation as you wish; give exact copies of the original evaluation version to anyone; and distribute the evaluation version of the software and documentation in its unmodified form via electronic means. There is

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## Ordering Information

To order the software, simply choose the how you would like to order (on-line, phone, fax, or mail) and follow the instructions.

All information is also contained on the web site at [www.bannermakerpro.com](http://www.bannermakerpro.com).

All orders are subject to the Banner Maker Pro [License Agreement](#).

Banner Maker Pro costs \$25. Payments can be made by check (US dollars drawn on a US bank, or you can send international postal money orders in US dollars) or credit card.

[Online Orders](#)

[Fax Orders](#)

[Postal Mail Orders](#)

[Phone Orders](#)

Prices guaranteed through December 2000.

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## **Online Ordering**

You can place secure credit card orders on the Internet using the Register link on the Banner Maker Pro home page at <http://www.bannermakerpro.com>. Just click on REGISTER and follow the instructions.

## Fax Orders

To order by fax, fill out the information and FAX to 1-770-497-9234

\*\*\*\*\* PLEASE INCLUDE THIS INFORMATION WHEN ORDERING \*\*\*\*\*

Product ID: 17188  
Program Name: Banner Maker Pro  
Registration: \$25

\*\*\*\*\*

Quantity: 1  
Email Address:  
(needed for registration key to be sent to you. Your email address will not be given out.)

Name (as it appears on the credit card):

Company Name: (optional)

Address: (exactly as it appears on your statement - please include country)

# Postal Mail Orders

To order by mail, fill out the information and mail with a check or money order in US dollars to:

RegSoft.com, Inc.  
6595-G Roswell Road  
Suite 732  
Atlanta, GA 30328

\*\*\*\*\* PLEASE INCLUDE THIS INFORMATION WHEN ORDERING \*\*\*\*\*

Product ID: 17188  
Program Name: Banner Maker Pro  
Registration: \$25

\*\*\*\*\*

Quantity: 1

Email Address:  
(needed for registration key to be sent to you. Your email address will not be given out.)

Name (as it appears on the credit card):

Company Name: (optional)

Address: (exactly as it appears on your statement - please include country)

Phone Number:

Credit Card Type:

- Visa
- MasterCard
- American Express
- Discover (Novus)

Card Number:

Expiration Date: (Month & Year)

## Phone Orders

To order by phone, call:

1-877-REGSOFT

(international orders please call 770-497-9126)

\*\*\*\*\* PLEASE INCLUDE THIS INFORMATION WHEN ORDERING \*\*\*\*\*

Product ID: 17188

Program Name: Banner Maker Pro

Registration: \$25

\*\*\*\*\*

Quantity: 1



## Register

To register, click on the Register button on the Home tab and enter the registration key.

Registering can be done on-line at the web site ([www.bannermakerpro.com](http://www.bannermakerpro.com)), by mail, by fax, and by phone. Registration costs \$25 (US).

See [Ordering Information](#) to order Banner Maker Pro.

## **System Requirements**

The system requirements for Banner Maker Pro are:

- IBM or compatible (486 or greater)
- Windows 95, Windows 98, or Windows NT 4.0
- Approximately 2 meg of hard disk space
- A graphics card capable of 256 colors or better (For better looking graphics)

## Features

- Easy to use wizard - like interface
- Creates banners in just minutes
- Customizable sized banners
- Choose background colors or graphics
- Different border styles available
- Additional images can be dropped onto the banner
- Text can be modified and customized in a variety of ways
- Images can be saved in several different formats
- Shapes can be added
- Transparent areas can be added
- Images can be animated

# Options

The options dialog box allows you to modify several different start up settings of the program. To modify these options, press the Options button on the Home tab.

The following Options are modifiable:

## **Default Banner Width and Height:**

The initial settings are 468 for Width and 60 for Height, but these can be changed.

## **The Initial Default Font Size:**

The initial default font size is 12.

## **Default Directories**

There are three directories used by the program.

The Default Save Directory is the directory where the finished banners are saved.

The Default Image Directory is where Banner Maker Pro looks for images to import.

The Default Background Directory is where the Banner Maker Pro looks for backgrounds to import. All graphic images in this directory are added to the list of backgrounds on the Backgrounds tab.

## **Show Font Style on Font List**

In the listing of all fonts, the fonts are displayed within their style. On certain fonts such as WingDings, there is no font name because the font actually has no letters. To turn off the Font Style, uncheck this box.

## **Default Graphic File Format**

To change the default graphic file type - select the new format by checking the button next to the desired format.

## Home Tab

The Home tab is the first tab that appears when Banner Maker Pro is started. On this Tab is information on Help, About the Program, and Options.

The Help Button brings up this Help file. You probably pressed it to get here, but we include it for completeness.

The About button shows the version and registration information for the program.

The Options button displays the various Options associated with the program.

The New Button clears out the image and replaces it with a blank image. Use this button if you wish to start over.

The Begin Button brings you to the next tab - the Size tab. Press this button to begin the steps to create a banner.

In addition, there are two extra buttons - Register and Ordering Information. These buttons display information on registering and ordering information

## **New Button**

The New Button on the Home tab clears the preview of all items.

Press this button to create a new banner after you have finished one.

You do not need to press New when you first start the program.

## Size Tab

The Size Tab allows you to specify the size range for the banner. On the right-hand side of the Size tab is a listing of common banner sizes. Banner Maker Pro also defaults to the most common size 468W by 60H.

The ranges on width are from 10 to the width of your screen resolution.

The ranges on height are from 10 to to the height of your screen resolution.

Banner Maker Pro will automatically resize to take advantage of the new size. If you are using a smaller screen (640 X 480), you may run into difficulty trying to create vertical banners. If this happens, try using a large screen size, such as 800 X 600.

Once you are finished with the Size tab, click on Next to tak you to the Background tab.

## Background Tab

The Background Tab allows you to select either a solid background color or a background image to be in the background of the graphic.

To select a color, click on the Pick a Color button. A color dialog will appear. You can select a Basic Color from the left hand side, or you can experiment with the Color Wheel on the right side to pick the color shade.

To select an image, scroll through the list of Background Images. The Preview graphic at the bottom will display the image. If you would rather not have an image, choose No Background (at the top) and select a color.

To add images to the list of backgrounds, place additional backgrounds in the Background Directory as specified in the [Options](#).

The images that come with Banner Maker Pro are sized 468 X 60 as a default. You may notice distortion of the background image if you try to use another size.

Once you have selected a Background, click on Next to go to the Border tab.



## Border Tab

The border tab allows you to add a border or bevel around a graphic, which gives it the appearance of a 3-D frame.

For Bevels, there are both Inner and Outer Bevels.

Bevels are the items that look like frames. Borders are a flat area that get filled with the color specified by the Background Color on the [Background tab](#).

Inner Bevels are inside any border used. Outer bevels go on the outside of any border.

The Bevel Width and Border Width specify the size of the border.

The Highlight Color and Shadow Color change the Colors of the Bevels. The frames change depending on the Bevel settings.

The Border Color is specified by the Background Color on the Background tab.

Experiment with the different settings to see the results.

To go on to the next step, click on the Next button to go to the Shapes tab.

## **Images Tab**

The Images Tab allows you to add additional images such as logos or clipart to the graphic. The images can be in either JPEG, BMP, or GIF format. To add an image, click on the Add Image button. A dialog box will appear and the graphic can be selected.

To place the image on the form, choose Open. The image will be placed in the upper left hand corner. To move the image, either drag the image with the mouse, or use the arrows on the Image tab to move the graphic.

To place additional graphics, repeat the above procedures. When you are done, click Next to go to the Text tab.

## **Text Tab**

The Text Tab is where the different text can be placed on the form.

To place text on the form, begin typing on the blank edit box. The text will also appear in the Preview graphic. With the size specified by the Font Size. Change the font size on the in the Text Tab, and the font on the preview grows larger as well. All of the options on this tab allow you to see immediate feedback on the font changes.

The initial font is Times New Roman. Scroll through the list of available fonts on your system to view the text in the different font styles available.

To move the text, use the arrows on the Text tab or click and drag the text.

To add additional text, click on the New Text Button.

Once you have finished adding text, click on the Next button to go to the Text+ Tab.

## Save Tab

Once the graphic is finally completed, the work can be saved.

Simply click on the save button, choose the format (BMP, GIF, JPEG, or TIFF) , choose a name and click save. The banner can then be used as you would any other graphic.

The options for Bitmaps include the ability to create a bitmap in 8 or 16 bit pixel format.

The options for JPEGs include 8 or 24 bit pixel format, the ability to include progressive encoding, and compression quality. Progressive Encoding allows the graphic to begin showing before it is fully loaded in the web browser. Compression quality allows you to modify the graphic for image quality and size. The better the image quality, the larger the file size.

The options for GIFs are Transparent, Transparent Color, and Add To Animation List. If the Transparent Box is checked, the graphic will show the background instead of the color specified by the background color. The Add To Animation List, will add the GIF to the List of GIFs on the animation tab. Use this option if you are going to be adding several similar GIFs to the Animation List.

If you would like to create another graphic, you can click on the [New Button](#) on the [Home tab](#) to clear out the graphic, or you can drag individual text and graphics to the trash can and redo the graphic without selecting New. Similar looking banners and buttons can be created this way.

Tip: For mouse overs, save an image using one background color, and then save the image again with a different background color. Set the other graphic for use as the mouseover graphic in a javascript on the website.

## **Trash Can**

The Trash Can is used for backgrounds, images, shapes, and text that you need to delete from the image. Just click and drag the item to the trash can and it will be removed from the preview graphic.

## **Copying to the Clipboard**

To copy the Preview graphic to the clipboard, simply right-click on the image and select Copy. The image will now be in the clipboard, and it can be pasted into another program, such as Paint.

## **Dragging and Dropping**

An item on the Preview graphic can be moved by dragging and dropping. Simply left-click (and hold) on an image, (or text) and then drag it to the new position. In addition to dragging and dropping, the arrow keys that appear on the Image, Text, Text+, and Shape tabs can also be used. The arrows move items in one pixel increments.

## FAQ

**Here's a list of common questions....if you have a question that's not answered, visit our website at [www.bannermakerpro.com](http://www.bannermakerpro.com).**

### **What's the difference between a background and an image?**

A background is stretched to fit the image, so if a background does not fit the Banner Size, it is stretched to fit it. An image uses the default image size.

### **What the difference between inner and outer bevels?**

It only matters if you use a border. If a border, inner bevel, and outer bevel are all used on the same graphic, the order of bevels and borders from inside to outside will be outer bevel, then the border, then the inner bevel.

### **I'm trying to create a vertical banner, but the program says I don't have enough room. Why?**

If you are using a computer with a screen resolution of 640 X 480, you may not have enough room to make vertical banners. Try using a larger screen resolution, such as 800 X 600.

### **I saved my image to a GIF, but it looks different from the Preview. Why?**

The resolution of GIFs are lower than for JPEGs or BITMAPs. This is most noticeable on dithering.

### **How do I make lines?**

Use the shape tool and make skinny rectangles.

### **Which format do I use for my web pages, JPEG or GIF?**

It depends. If you are doing animation or transparent areas, you need to use the GIF format. If you are including images or are using many colors on your graphic, you may need to use JPEG. Generally, text looks better on a GIF than it does on a JPEG. Dithered images, such as the rainbow background image, look much better as JPEGs than GIFs. If you are having trouble with a particular image, experiment with the different settings to get the best results.

### **Do you have samples of banner and buttons created with Banner Maker Pro available?**

Sure. Visit our website at [www.bannermakerpro.com](http://www.bannermakerpro.com).



## Text+ Tab

The Text+ Tab allows additional properties of the text to be modified. The text must have been placed on the Preview graphic previously using the Text tab.

The settings include:

**Orientation** - Allow the font to be shown horizontally or vertically.

**Angle** - Change the angle of the text. This can also be used with the Radius property to rotate the text around a circle. Slide the tab to change the angle.

**Radius** - The radius property allows the text to be wrapped around a circle or arc. The text will appear in a circle when the radius is big enough to support all of the text around a circle. Slide the tab to change the radius.

Use Full Circle for Multi-Line Text - If you use multi-line text, you can either wrap the text around a circle, or you can create a set of arcs.

**Gradient** - Allows the font to have a gradient where two colors blend together. The Font Color is the same font color that appears on the Text tab. The Gradient Color is the color used for blending. The way the blend appears can be changed by setting the Horizontal or Vertical properties. Horizontal blends the colors from left to right. Vertical blends the colors from top to bottom.

**3D Font Style** - Creates different 3D styles for the text. Depending on the type of backgrounds used, it may be difficult to see some of the effects.

Once you have finished setting the properties of the Text, click on Next to Save the graphic, or click Previous to add more text.

Note: Some of these properties work with True Type fonts only. Sometimes these features will work with other types of fonts, but there are no guarantees.

## **Technical Support**

If you require help with installation, removal, or notice something that might not be working properly, don't hesitate to contact us. Our email address is [questions@bannermakerpro.com](mailto:questions@bannermakerpro.com). We will usually respond within one business day.

## Shapes Tab

The Shapes Tab allows you to add different shapes to the graphic. To start, click on New Shape. A new circle will be added to the graphic. To change the shape type, select from the list of shape types. Change the size of the shape by setting the height and width. The edge color and width change the color and width of the outline of the shape. To have a shape with no outline, set the edge color to be the same as the interior color. To change the interior of the shape, select the interior pattern. By default, the interior is clear, but it can be set to a solid color or various other patterns.

Note: The default interior pattern is clear. If you change the interior color and the interior color doesn't change, set the pattern to solid.

To center the shape on the graphic vertically or horizontally, click the appropriate box on the right hand side. In addition to centering, the graphic can be moved using the arrow keys, or by dragging and dropping. If you decide that you no longer want the shape, the shape can be dragged to the trash can.

Tip #1: To make round or oval buttons, add a circle or ellipse to the form, add the text on the shape, and then save the graphic as a GIF with the background color as a transparent color.

Tip #2: To make straight lines, use rectangles with a width of 1 or 2.

To go on to the next step, click on the Next button to go to the Images tab.

# Animation

Animation is not difficult. It's basically a series of images that overlay each other. To animate a banner, follow these steps:

Get a list of images and add them to the animation list.  
Set the animation frame speed for each frame.  
Set the frame refresh option for each frame.  
Choose the number of times to loop.  
Save the animated image.

The list of GIFs to create the animated GIFs are the individual frames used in the making of the animation. To add items to the animation list, click on the "Add Item to Animation List" button or if you are making the animated GIF using Banner Maker Pro, just click on the Add to Animation List check box when saving the GIF. The GIF will automatically be added to the list.

To re-order the items in the animation list, just click and drag on the item that you want to move. The GIF can be moved up or down in the list.

The number of times to loop is the number of times the animation repeats itself. The default is 0, which is that the animation repeats forever. This feature can set an animation to repeat for only 4 or 5 times before stopping.

The GIF Options allow you to select the transparency of the entire animation. It's exactly the same as setting a transparent color for a standard GIF.

The Animation Frame Speed allows you to set how long an INDIVIDUAL frame stays on the screen. The default is 100 milliseconds. For example, you can set the last frame to show for a longer period of time, before it repeats back to the first frame.

The Frame Refresh Option allows you to set how each INDIVIDUAL frame gets refreshed. The three options are:

1. Leave the image in place. - Use this to show the previous image before refreshing with the new frame. (This is the default.)
2. Restore to background. Use this when an image has transparent areas, and you do not want the previous image to "bleed through" the new frame.
3. Restore to previous image. - Use this option for animation that jumps back and forth between images.

Once you have finished making the animation, save it by clicking on the Save Animated Image button. Once the animation has been saved, it can be viewed using the View Animated GIF button.

For examples of animated images, visit our website at:

[www.bannermakerpro.com](http://www.bannermakerpro.com)

Note: Animated GIFs cannot be added to the list of images used to create a new animation.

## Animating Images

Adding an animated GIF to another graphic is easy, but there are several factors that must be taken into account in order to add the animated GIF properly.

The most common problem is having the graphic not refresh properly. This is where the background doesn't refresh properly, or is not smooth.

If the animation does not have any transparency and completely covers itself in every frame (for example a rotating globe or ball), then the best way to add the animated GIF is to drop frame one on the graphic or banner and then create transparent frames that add the remaining frames of the animated GIF.

If the animated GIF contains transparent areas (for example, a cat running) then it is best to save the entire background for each frame so that the image refreshes properly.

After all of the frames have been added you may need to adjust speed and refresh options for each frame. One way to do this is to save the animated image, view it, and make adjustments.

When creating animated GIFs, it's a good idea to run them through a shrinker such as [www.gifoptimizer.com](http://www.gifoptimizer.com) to make the images as small as possible.

