Important information about IA 2.0

This document contains information about the most frequently asked questions and problems using IA 2.0. Below this are described the changes between the 1.00 release of Instant Artist and the 2.0 release of IA for Windows. It also includes changes implemented in the 1.01 release of Instant Artist.

1. Bad Disks: If you get any type of disk error when installing IA 2.0, it is probably due to bad disks. You can get replacement disks by calling IAUC at 1-800-743-1792.

2. Install Error: Out Of Environment Space: If you got this message when installing a previous version if IA 2.0, you could have fixed it in the following way, depending on which version of DOS you have:

DOS 6   Reboot the system. When Dos presents the message "Starting MS-DOS" or "Starting IBM DOS" hit the F5 key. The message "DOS will bypass your config.sys and autoexec.bat" will appear and the user will be at a C: prompt. Simply switch to the A: or B: prompt and run SETUP from DOS.

DOS 5 or lower   First try exiting Windows completely and running the SETUP form DOS. If this does not work, rename the autoexec.bat file to something else. (like autoexec.old) and re-boot the system. Then run SETUP from A: or B: and when it is done, restore the autoexec to its original name.

3. Install Error: "This directory does not exist or is not an IA directory." Make sure that you are not trying to install a Windows upgrade to a DOS version, or vice versa. If you received the wrong version, call IAUC for a replacement.

4. If there is a problem finding the DATA directory during the installation, the graphics files may

be corrupt in the original version. Simply re-install version 1 of Instant Artist and then install the upgrade.

5. If you cannot import TIFF images correctly (i.e. blue backgrounds appear, etc.) this is because different TIFF software deals with TIFFs in different ways. Also, IA cannot handle 24-bit TIFF images. You may have better luck if you can convert your TIFF image to BMP or PCX format.

If you have a TIFF image that does not load correctly (other than 24-bit TIFF images), please send it to us. We may then be able to figure out how to accommodate images like it in a future

version. You can send it to Vince at Pixellite through America On Line, address VMILLS.

6. On 16-color displays, a bit-map image will come up as a 16-color posterized image, but will print in 256 colors. This is done instead of dithering to speed up the program.

7. General Protection Fault in module PIXTYPE.DLL or PIXRES.DLL. This is a bug in the program when it tries to load very complex WMF's (Windows Meta-Files). It is currently being worked on. Be careful! When this happens, IA is left in memory, so if it crashes a number of times, you may wind up running out of memory. If this happens, exit Windows and restart it.

8. Printing seems to take forever? Try disabling "Print Manager" from the Printer Control Panel.

9. Canon BJC 600 printer: When printing envelopes with this printer, you must check "Rotate Never" (in the Print Configure dialog box), Choose "8.5 x 11" paper size (in the Print Setup dialog box), and feed the envelope in sideways to print properly. If you feed the envelope in normally, it will have an unprintable area on the right hand side.

10. HP DeskJet 500, 550C: On these printers there is a 1\2" unprintable space at the bottom of each page. This is a physical limitation of the printer.

11. How to do printer alignment: Go to the File menu, select Print, then select Print Area. You will now be in the Setup Printable Area screen. On tractor feed printers, there will be just one line printed. This line should match up with the paper perforations. On page printers, a crosshair will be printed. Follow the instructions on the printed page and enter the measurements into the Select Printable Area parameters. For more information see section 8B below.

12. If the printable area seems consistently small, check the default paper source on the printer. It may be set to something other than 8.5 x 11.

13. If cut-and-fold envelopes take two pages, "Rotate Never" (in the Print Configure dialog box) must be set.

IA 2.0 for Windows
Changes

1. <u>Set Directories dialog and Imported Graphics</u>

Paths for the following graphics formats have been added to the SET DIRECTORIES dialog:

BMP (*.BMP)
EPS (*.EPS)
GIFF (*.GIF)
PCX (*.PCX)
TIFF (*.TIF)

New Print Shop®
Print Shop Deluxe®
Third Party IA Graphics (*.GFX)

To make New Print Shop or Print Shop Deluxe graphics available in IA, go to SET DIRECTORIES in the File menu. The pathnames to set the directories to are as follows (assuming they were installed with the default pathnames):

New Print Shop   \NEWPS
Print Shop Deluxe (DOS)   \PSDELUXE\GRAPHICS

Print Shop Deluxe (Windows)   \PSDWIN\GRAPHICS

<u>Limits on imported graphics:</u>

EPS - IA can't read 1) text made with PostScript or Truetype fonts, 2) graduated fills, 3) clipping to a path (masks), or 4) embedded bitmaps. Most EPS files created in Adobe Illustrator, Corel Draw, or by the Hewlett-Packard LaserJet Windows print driver, can be read by IA. If there is something in the EPS file that IA cannot interpret, then a warning message will be displayed. If you choose to continue, IA will skip over the offending portions and attempt to read the remainder of the graphic. In which case, some parts of the graphic may be

missing. In some cases, when IA cannot figure out enough of the graphic, the entire graphic will be skipped and will not appear in the graphics list. There a limit of 800 vectors per polygon (will partially convert)

TIFF - IA can't handle compressed files with internal records larger than 64K bytes. File compressed in LZW and PACKBITS formats are read. However, CCITT compressed files are not read. IA will read files in 2,16, and 256 colors.

Print Shop Deluxe - IA does not read the following Print Shop Deluxe graphic types: banner backdrops, line graphics, borders and tiled graphics. Also very complex graphics such as the

Birthday Cow might not be read.

Third Party IA graphics - These graphics generally do not have multiple preset colors or a specially designed monochrome version, as do original IA graphics.

PCX: IA will handle 2, 4, 8 ,16, and 256 colors.   24 bit (16 meg) color files are not read.

GIF: IA will handle 2 color or 256 color. It will also read the GIF interleave format. 24 bit (16 meg) color files are not read.

BMP: IA will handle 2 , 16, and 256 colors. 24 bit (16 meg) color files are not read.

If IA cannot read a graphic, it is skipped and does not appear on the graphics list.

IA has a capacity of approximately 3,800 graphics and fonts. The exact amount depends upon many factors and is hard to predict exactly. Generally speaking, the program will run slower the more graphics and fonts you have loaded. Therefore, it is usually better not to have more loaded than necessary. If you exceed the allowable amount, a warning message is displayed suggesting that you reduce graphics or fonts by a certain number.

All bitmap graphics are rectangular. Only vector-based graphics (IA, Print Shop Deluxe®, EPS) have shapes other than rectangular. Also the entire frame of a bitmap graphic is "filled" with color (white becomes transparent). However, with vector-based graphics, only the areas of the graphic itself are colored.

Bitmap graphics cannot be skewed (no skew handle will appear on the frames), and can be rotated only in 90-degree increments. They can be resized in the same way as IA graphics.

Shape commands have no effect on bitmapped graphics.

All colors in imported graphics are converted to the IA color palette. This may not always result in a true depiction. Further, 256 gray scale images are converted to a 16 color gray scale, thus losing much detail.

3. <u>Import</u>

The allowable import formats has been increased from just metafiles to also include TIFF, GIF, PCX, EPS, and BMPs.

4. <u>Text Entry dialog</u>

The Text Entry dialog has been re-arranged to put the special characters in the lower portion of the dialog.

5. <u>Monochrome Mode</u>

Selecting MONOCHROME MODE from the VIEW menu will now cause the working document

to be converted to monochrome. This operation cannot be undone. Converted documents may not look good as different colors may result in the same gray scale value. For best results, you should be in monochrome mode before selecting a layout or graphic. In that way, IA will load the special monochrome version.

6. Change Dimensions

The "CHANGE BANNER LENGTH" on the OBJECT menu has been replaced with "CHANGE DIMENSION" and is now available for all document types. This feature makes it possible to

define any document size. Also, many predesigned forms such as labels and business cards can be accommodated.

CHANGE DIMENSIONS dialog description:

WIDTH and HEIGHT: Valid range is from .5" to 127"

RESIZE OBJECTS: Objects are moved and resized for best fit on new document size

7. <u>Select Graphics dialog</u>

IA: Click this to see the list of native IA graphics as well as converted metafile and EPS graphics that were copied from the clipboard.

NEW PRINT SHOP: Click this to see the list of New Print Shop graphics which can be read by IA.

PRINT SHOP DELUXE: Click this to see the list of Print Shop Deluxe graphics which can be read by IA.

OTHER: Click this to see the list of imported graphics. Imported graphics are any graphics not in IA format (e.g. PCX, GIFF, TIFF, EPS). The graphics appearing in these lists are those that IA found in the directories set in the SET DIRECTORIES dialog.

MONOCHROME: This option does different things depending upon the type of

graphic being selected.

IA graphics: The special monochrome version
of the graphics will be used. These versions of each graphics
are especially balanced for black and white display and printing
and should be used for the best results when printing to a black
and white printer.

Imported graphics: The color version of the graphic will be
converted to monochrome based upon the light value of each

color. This sometimes results in different colors blending together.

8. <u>The Print dialog</u>

Two new buttons have been added to the PRINT dialog: PRINT AREA and PRINT CONFIG. The dialogs invoked by these buttons operate as follows:

   A. <u>Print Area dialog</u>

If your printout is not correctly centered on the page or it is going onto two pages when the print preview shows it on one page, then you need to set your printable area values. The print drivers that come with Windows or your printer, often do not contain correct information about the size and location of the printable area on the page. Without correct information, IA cannot correctly size and position (usually center) your output on the page. By accomplishing this test and then entering the settings from that test, IA can make the necessary corrections.

B. <u>Printable Area Test</u>

In order to determine your settings, you must first print out a test page. This is done from the PRINT dialog, by selecting PRINTABLE AREA TEST from the list in the upper left hand portion of the dialog, and then printing (ENTER). The test will print a vertical and a horizontal line. The ends of these lines define the limits of the printable area. Ignore a second page if one is printed. All measurements should be taken on the first page only.

Measure the distance from the edge of the page to the end of the nearest line and enter those values in the appropriate (top, bottom, right, or left) page offsets. The values should

be entered in hundredths of inches. The following table is to assist in converting from inch fractions to decimals:

Fraction	Decimal
1/16"	.06
2/16" or 1/8"	.13
3/16"	.19
4/16" or 1/4"	.25
6"	.31
6/16" or 3/8"	.38

7/16"	.44
8/16" or 1/2"	.5
9/16"	.56
10/16" or 5/8"	.63
11/16"	.69
12/16" or 3/4"	.75
13/16"	.81
14/16" or 7/8"	.88
15/16"	.94
1"	1.00

If after setting the printable area values and checking the Use Printable Area Values box, you find that part of your printout is being clipped (i.e. not printing) along either the bottom or right edge, then make the appropriate printable area setting a little larger. If a second page is being printed, make your bottom offset value a little larger.

B. <u>The Print Config Dialog</u>

MISCELLANEOUS:
The following options have been added:

Thin Outlines: This feature is primarily for plotters and vinyl cutters. Normally, when drawing a line or outline, IA will draw a line whose thickness is proportional to the rest of the graphic or object. However, this means that on devices such as plotters, a line is drawn repeatedly offset a little each time. This option, insures that lines are drawn only once regardless of the their thickness.

Show Crop Marks: You can now choose to print or not print crop marks for any document type, instead of just business cards and postcards. The default is for crop marks not to print except for business cards and postcards.

ROTATE:
This setting determines whether or not the document is rotated on the page.

Never: Never rotates the document.

Automatic: IA will try to keep the document at 100% on the fewest number
                                    of pages. It will rotate the document, if by doing so additional
                                    pages are not required. An exception to this rule are envelopes.
                                    In this case IA will orient the envelope according to how the
                                    printer normally prints envelopes. A special case is the HP
                                    DeskJet 500, which feeds envelopes horizontally (i.e. rotated),
                                    however cannot print more than 8" horizontally. Since US.
                                    Business envelopes are greater than 8" wide, IA will
                                    automatically shrink the document to fit in an 8" space.

Always: Always rotates the document.

The rotation setting is saved with a document.

MARGINS:
The margin setting determines how a document is laid out on the page.

Minimal Margins: This option is used to print as large an image on a page as possible. All printing is done to the limits set in the Printable Area offset boxes.

All Margins Equal: This option sets all 4 margins to the largest of the 4 values in the offset boxes. This option has the smallest available printing area.

Symmetrical Margins: This option sets the horizontal margins to the same value and the vertical margins to the same value. Values used are the

larger of the two. This is the optimal setting for greeting cards.

9. Lock and Unlock Removed

The LOCK and UNLOCK commands have been removed. Any objects that were locked and saved with previous versions, will be automatically unlocked when opened.

10. Copy from the clipboard

When you copy a metafile graphic from the clipboard, the graphic is converted to IA format and then placed in the WMF.GFX file instead of the USER.GFX file.   Existing USER.GFX files will continue to be read, the program will no longer create or add to them. If the clipboard graphic is in EPS format, then it is converted and placed in the EPS.GFX file. Bitmap graphics on the clipboard cannot be copied and are discarded.

11. <u>Page Turners (new in 1.01)</u>

Greeting cards and postcards now have page turners to make it easier to move from one page to another. With a mouse, click on the lower right hand corner tab to turn to the next page. Clicking on the lower left hand corner tab to turn to the previous page. If you click the gray shaded area below or to the side of your current page, you will turn to either the underlying or facing page.

12. <u>Grouping</u>

IA 2.0 has new Grouping commands (GROUP and UNGROUP) in the Object menu.

GROUP is only active when more than one object is selected. UNGROUP is only active when a grouped object is selected. A grouped object can also be grouped with other objects. If all the objects in a group are of the same type, either text or graphics, then the appropriate menus (e.g. fonts) are available. However, if a group contains mixed types, then the Effects and Fonts menus are not available.

13. <u>Fonts</u>

Several improvements have been made in IA 2.0 so that it handles more Type 1 fonts.

However there are still instances where fonts in this format will not work:

1. The font file (.PBM) must be no larger than 64K. Otherwise it will not be listed within IA.

2. There are a few fonts that are internally misordered. This is a deviation from the Type 1 standards, however it does not effect normal ATM typesetting nor use in IA so long as only the Plain effect (i.e. no effect) is used. However, the use of any other effect can result in letters which are misdrawn.

14. <u>Advanced Menus</u>

The VIEW menu now has an ADVANCED MENUS option.   When checked (the default), the more advanced functions appear on the menus.

15. <u>Complement</u>

The COMPLEMENT command has been removed from the EDIT menu.

16. Double Arc-Text Command

This new command in the OBJECT menu, automatically generates complementary clockwise and counter-clockwise arc text objects.

17. Zoom Selected Object Keyboard Command

The ZOOM SELECTION keyboard command has been changed to Control-U

18. Quotes File

The quotes, accessed from the Text Entry dialog, now are categorized. Consequently, the Insert Quote dialog has a category list as well as an author list.

NOTICES:

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