

READ THIS FIRST!

A Note to All GraphicWriter Users

From the Author

Dear User,

First of all, let me apologize for the very long delay of *GraphicWriter 2.0*.

Frankly, it took a while making this product the very best. Had we shipped a "half-done", or a "so-so" product six months ago, I think you would have had my head!

High-performance software takes an awful lot of work. *GraphicWriter 2.0*, for instance, being the culmination of thousands of enhancement requests, contains over 120,000 internal program lines! So given the constraint of time, limited memory boundaries of the machine, and your rightful demand for quality, it's quite a trick delivering a product of excellence contained in this upgrade.

In spite of rumors to the contrary, this upgrade is **100% FREE to you**. **You pay nothing!** Just enjoy the new version -- that's the only "price"!

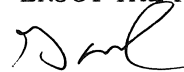
Very Important Note about your 1.1 Documents

Due to an enhanced file structure for 2.0 files, **any of your documents created with version 1.0 or 1.1 must be converted to work with version 2.0.**

To do so, a program has been provided on your disk called "GW.UTILITIES". Run this program from the Program Launcher, and it is pretty self-explanatory -- you simply click the appropriate buttons, select a 1.1 document, and save the converted document to the disk of your choice.

For Hard Disk users -- "GW.UTILITIES" now contains the "Hard Disk Install" function (previous *GraphicWriter* contained a program called "HD.INSTALL" which has been removed).

ENJOY THE PROGRAM!



Gary Crandall
Author

*Please return all of your old disks
once your material has
been transferred to 2.0
Thank you*

The following items are important technical advices or changes not covered in the GraphicWriter 2.0 manual. If you encounter any problems or discrepancies in the manual vs the program, refer to this sheet for a possible explanation or remedy.

1) Memory Limitations - Whenever you startup your GS, various tool files are loaded into memory. Unfortunately, by the time you run GraphicWriter and begin a new document, about 410k of memory has already been taken. On a 512k machine, this leaves only about 100k. Although this is enough for a normal (but small) document typed in plain text using a single font, as you begin typing with different fonts (not to mention adding pictures), you can run out of memory very quickly. Therefore, it is highly recommended that you obtain **additional memory** for your system (see your local Apple dealer). Otherwise, you will have to perform one or more of the following actions:

For a 512k computer:

- 1) Go to the Control Panel (Open Apple + Control + Esc) and ensure the **RAM** setting is **0k** (zero).
- 2) Remove all New and Classic desk accessories from your startup disk (from the /diskname/SYSTEM/DESK.ACCS folder) as these load into memory at startup time. Either delete them, or move them into a "storage" folder.
- 3) Avoid using multiple fonts. Not only does this take up extra memory, but can lead to an unattractive document.
- 4) Avoid using pictures until you have acquired more memory.
- 5) Always create a larger document as multiple separate (single) files.

2) Starting GraphicWriter - Always startup GraphicWriter from a cold boot, that is, turn off your GS and turn it on with the GraphicWriter disk in the drive. Never run or launch GraphicWriter™ from another disk (such as booting with the Finder, etc.) unless you are running off a hard disk. The reason for this is that GraphicWriter needs to "see" and use the original startup disk. If this disk is not **on-line** at the time, GraphicWriter™ may not function properly.

3) Installing on a Hard Disk - As stated in the manual, you can install GraphicWriter to a hard disk (or a Ram disk with over 1300K). However, you will have to move the various fonts over to the hard disk by hand. They can be found in the /GW.2.0/SYSTEM/FONTS folder and should be copied to a similar /FONTS folder on your hard disk.

4) Using Fonts - Standard GS **FONTS** can be added to your disk as previously explained in #3. However, only about 15 can be accessed via the Font menu inside GraphicWriter, so you may want to move the desired fonts on or off your disk, or to rearrange them. Keep in mind that certain fonts and point sizes take up a lot of memory.

5) ImageWriter - Always unlock your disk when changing either the Print Setup or Choose Printer settings so that they can be recorded back to the disk. Not mentioned in the manual is the fact that selecting either Draft printing or side-ways orientation calls the print driver from Apple. Otherwise, printing occurs using DataPak's own special print driver. Note that to obtain true high quality printing, you need to have a point size **twice** the size of the one you are using. For example, typing in Bookman-12 requires Bookman-24 to exist on your disk in order for the printout to be the of the utmost sharpness.

6) LaserWriter - Not mentioned is the fact that the LaserWriter driver from Apple is not without some flaws. The LaserWriter Plus fonts will default to Courier. The Escape sequence for abort printing may not work on all occasions. If you intend to use a Macintosh at the same time, always turn the LaserWriter off then on before using it on the GS. Note that the Macintosh side will correctly re-initialize the printer.

7) Page Breaks - Page Breaks (page 22) are no longer supported by GraphicWriter due to the fact that you can set **Continuation Marks** to perform the same function.

8) Column Lines - This item replaces **Page Break** on the Format menu and will display and print the lines that divide automatic multiple columns.

9) Show Page - Not mentioned is the fact that you can easily create a new Region that covers the entire page.

10) Metric Ruler - A metric Ruler has been added to the Display menu.

11) AppleWorks™ - Not mentioned on page 10 is the fact that AppleWorks™ inserts a carriage return for each line of the text file. This makes it impossible to use full justify on the imported text within GraphicWriter. The carriage returns will have to be stripped by editing the document. Contact DataPak's Tech Support if you need extra help.

12) Using DeluxePaint™ - DeluxePaint™ does not directly save pictures to the standard screen format (the type GraphicWriter accepts). However, you can take a "snap-shot" of your DeluxePaint™ picture by performing the following steps:

- 1) Boot DeluxePaint™ in the usual way.
- 2) Open the desired picture.
- 3) Press the 0 (zero) key to hide the menus and palettes.
- 4) Press Esc to make the pointer small (so you can hide it).
- 5) Select "Open Picture" from the File menu and choose the destination (such as opening a folder or selecting another disk, etc.)
- 6) Click the Cancel button.
- 7) Go to the Control Panel (Open Apple + Control + Esc) and select **EA Screen Saver**.
- 8) This creates a file on the destination disk called **SCREEN.0** which will be the actual file you can import into GraphicWriter.

Of course, your picture must be in the hi-resolution graphics mode and void of any "custom" paint palettes or else color discrepancies will occur upon the import.

13) Using other Pictures - GraphicWriter can import only standard screen format pictures. PaintWorks Plus™ can export such a picture, whereas pictures from other programs may not be in the proper format. Purchasing a disk of "clipart" pictures may not be enough as these pictures need to first be converted before GraphicWriter will accept them. It may be possible to obtain public domain conversion utilities by visiting your local Apple][GS Users Group, or by contacting DataPak's Tech Support for additional assistance.