

Keyboard Equivalents for Commands in Paint Cutter™

Command-A Select All
Command-B Copy to Scrapbook
Command-C Copy to Clipboard
Command-O Open
Command-P Show Page
Command-Q Quit
Command-R Set Origin
Command-S Select Screen
Command-T Save Startup
Command-V Paste
Command-X Cut
Command-Z Undo

Special Key Uses

Space Bar Hand tool
Tilde Undo (~)
Backspace Clear
Shift Constrain
Tab Change cursor to cross
Option Copy selection into document
Command-Option Make multiple copies of selection
L Lock/unlock the coordinates window on the screen

Accessory Pak 1™

Featuring Paint Cutter™



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Accessory Pak 1™

Introduction

Accessory Pak 1 brings you a set of tools that make it easier to work with your Macintosh. This manual begins with an overview of these tools and their features.

Paint Cutter™

Paint Cutter is a stand-alone program that lets you work with MacPaint documents. It adds a number of features that will improve your productivity as you create graphics with your Mac. Paint Cutter will enable you to do the following:

- Quickly and easily cut, copy or paste selections of any size, up to entire 8" x 10" pictures, between MacPaint documents or to other applications such as MacWrite, and MacDraw.
- Copy directly to the Scrapbook without opening the Scrapbook desk accessory.
- Paste MacDraw pictures of any size into a MacPaint document, reduced proportionately to fit into MacPaint's 8" x 10" page.
- Create your own custom startup screens which will appear instead of the familiar "Welcome to Macintosh" screen.
- Use the Coordinates feature to read in inches, centimeters, or pixels, the exact location of the cursor on the screen and to measure elements in your drawings.
- Print a page or just a selection from a document in normal, high quality, or 50% reduction modes.
- Auto-scroll while selecting to make larger-than-screen selections.
- Move, invert, or flip your selection, regardless of its size and do 90 degree rotations of selections up to 8" tall.
- On a 512K Mac, open as many as four MacPaint documents at one time and quickly flip between them. A selection made in one document can be transferred immediately to another, without copying and pasting.

Rulers

Rulers is a desk accessory that puts a set of rulers around the MacPaint drawing window. Active tick marks in the rulers track the cursor and help you draw objects on the screen to specified sizes. You can measure in inches, centimeters, or pixels.

Screen Saver

Screen Saver is a utility program that will darken your screen after you leave your Mac idle for a specified length of time. This will save your screen from image burn-in that can result when your Mac is left on without being used for prolonged periods of time.

Coordinates

This desk accessory will give you the coordinates of the cursor in inches, centimeters, or pixels while you are in an application program.

QuickEject

This desk accessory will eject all floppy disks and restart the Macintosh.

Silicon Beach Font

Now you can add another font to use with applications that let you change fonts.

Backup Before You Begin

Before you start working with Accessory Pak 1, backup the disk. If using one drive, use the backup utility provided on your Apple System disk. If using two drives, start the Mac with Accessory Pak 1, insert a blank diskette (initializing it if necessary) into the second drive, and drag the icon of the Accessory Pak 1 disk to the icon of the blank disk. Accessory Pak 1 is not copy protected, so you can copy the entire disk or any items individually.

How to Use Paint Cutter

You loved MacPaint, now you're going to love Paint Cutter. For your convenience, Paint Cutter creates no temporary disk files and it gives you quick access with the hand

tool to any part of the picture, even on a 128K Mac. Except where noted, Paint Cutter features work the same in any memory configuration: 128K, 512K, Macintosh XL, and with Switcher or a RAM disk. Please see the section **Memory Configuration and Low Memory Limitations** for further information. XL users take note—Paint Cutter uses the full screen to let you view over half a MacPaint document at once!

You'll find Paint Cutter easy to use since many functions work the same as MacPaint. These basic similarities include: making and moving a selection, scrolling the picture with the hand, and most of the File and Edit menu items. Many of these functions have been enhanced. For example, a selection can be moved to any part of the document since scrolling with the hand tool doesn't paste the selection down. The rest of this section will focus on describing the improved functions and other features unique to Paint Cutter.

Starting Paint Cutter

Insert the Accessory Pak 1 disk into your drive and double-click the Paint Cutter icon. Hard disk users can move Paint Cutter to a volume for more efficient operation.

Scrolling the Document

Pressing the Space bar will give you the hand tool with which you can drag the 8" x 10" picture around on the screen. Unlike MacPaint, Paint Cutter's hand tool gives you the freedom to move the picture around with the selection still active.

Making and Moving Selections

You can drag the cross cursor to select a part of your drawing for cutting or copying, or for moving from one place to another. As you know, MacPaint limits a selection to the size of the MacPaint window. Paint Cutter provides you with several techniques for selecting large portions of your drawings.

1. As you create a selection rectangle and extend it to the edge of the screen, Paint Cutter will automatically scroll your drawing to include new material offscreen.
2. Use the Select Screen command from the Edit menu to select the entire Paint Cutter screen. This screen is larger than MacPaint's drawing window.
3. Use the Select All command from the Edit menu to select the entire 8" x 10" drawing.

A selection can be dragged anywhere in the document and movement is not restricted to the screen. Using the hand tool to scroll the picture won't cause the selection to be pasted down. In fact, Paint Cutter doesn't paste your selection down until you click outside of it. A special technique for pasting down selections, especially large ones, is to hold down the Tab key to get the cross cursor, and click inside the selection.

Note: You can drag a selection almost completely off the edge of the page. Although this allows you great freedom in positioning the selection on the page, be aware that any portion of the selection that is off the page when you paste it down will be lost. You can use Undo or Revert, as appropriate, to recover from mistakes. Be sure to save your work frequently to prevent the loss of valuable data!

Note: Imagine there is an active selection but you can't see it. This situation can actually occur when clicking on the document creates a very tiny unnoticed selection or when the selection has been scrolled out of view. In either case, you will find that strange things may happen, especially when Paste seems to have no effect. To check for this condition look at the Save Selection item in the File Menu. If it's not grayed then you know there is a selection active.

Constrain

The Shift key constrains scrolling the page with the hand and dragging of a selection to only horizontal or vertical movements. Make sure Shift is pressed before you drag. In Show Page mode, Shift constrains the movement of the rectangle that represents the Paint Cutter viewing window. It also constrains the movements of the picture itself. Unlike MacPaint, Shift will also constrain the selection rectangle, as it is being drawn, to a square.

Single and Multiple Copies

As in MacPaint, holding the Option key while clicking in or dragging a selection creates a single copy of the selection. Pressing both Command and Option keys while dragging the selection will make multiple copies. In addition you can constrain the multiple copies to either the vertical or horizontal axes with the Shift key. Please see **Memory Configuration and Low Memory Limitations** for more details.

Transferring Data Between MacPaint Documents

512K Mac: Paint Cutter makes it easy to copy and paste between several MacPaint documents. You can open as many as four MacPaint documents with Paint Cutter and

choose the one you want to view from the Pictures menu, where the names of all the open documents are listed. With the cross cursor, draw a selection rectangle around the area you want to move to another document. When you choose the destination document from the Pictures menu, the selection will appear on the destination document, ready to move into place.

Here's an example of the transfer process. Suppose you want to move several elements from different documents into one document. Follow these steps:

1. Choose Open from the File menu to get a directory of MacPaint documents. Double-click the MacPaint document that contains the material you want to use.
2. Repeat step 2 to open all the other MacPaint documents that contain material you need.
3. Choose the document you want to work with from the Pictures menu to bring it into view.

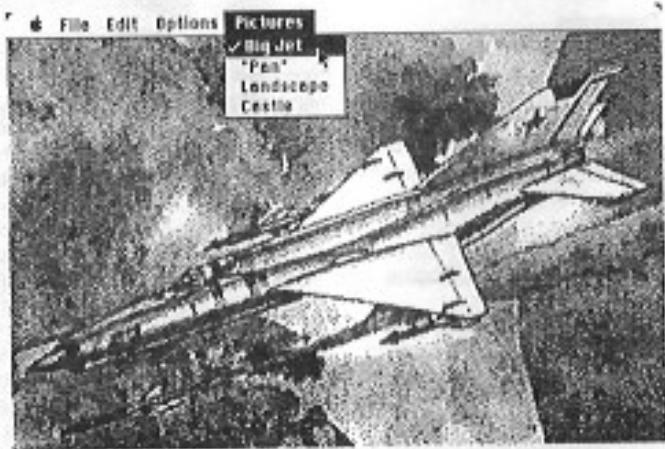


Figure 1: The Picture menu.

4. Choose the area you want with the selection rectangle.
5. Choose the picture you want to put the selection on from the Pictures menu. This displays the selected picture with the selection sitting on top of it.

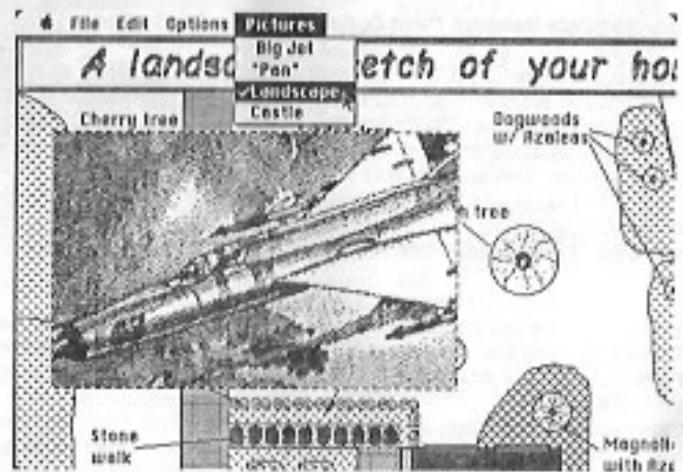


Figure 2: Selection on Untitled.

6. Drag the selection into position on the page and click outside the selection to paste it down.
7. Repeat steps 4 through 6 until you have all the pieces pasted into your picture.
8. Use Save As from the File menu to save the modified picture with a new name.

In this way you can quickly move pieces from many documents to build new pictures.

128K Mac: With a 128K Mac, you can only have one document open at a time. To

move data from one MacPaint document to another, use the Clipboard and Scrapbook. The advantage of Paint Cutter is that it will let you copy a selection of any size, up to a full MacPaint picture, into the Clipboard or Scrapbook. Then you can open another document and paste the selection into it. Paint Cutter will save you a great deal of time moving pictures from one document to another.

Transferring Data Between Paint Cutter and other Applications

You can use Paint Cutter to move small selections, full screens, or entire MacPaint pictures from one application to another with the Copy to Clipboard and Copy to Scrapbook commands from the Edit menu. Please note that not all large selections will fit into the Clipboard or into one Scrapbook item, and you may have to use two smaller selections. This problem may arise with pictures that don't have large areas of solid black or white, such as digitized images. They don't get compressed very well and may not be under the 32K maximum for a picture in the Clipboard. Paint Cutter will inform you if this situation ever occurs.

MacWrite: At times you will want to move large pictures into MacWrite. Paint Cutter is just the tool for doing this. Select the MacPaint document you want to move, open it into Paint Cutter, make your selection, quit Paint Cutter, and paste the picture into your MacWrite document.

If the picture is wider than MacWrite's margins, you'll see that the picture pasted into MacWrite looks distorted. MacWrite reduces the width of the picture to accommodate it within the margins. If you want your picture to paste into MacWrite full-width, you must open up MacWrite's margins to eight inches. You can do this by dragging the MacWrite window to the left of the Mac screen about 1-1/2 inches. Enlarge the MacWrite window with the size box at the lower left corner until you see the eight inch mark. Move the right margin indicator to the eight inch mark and paste in your picture. It will not be distorted. Now you can insert a new ruler with your standard text margins set so you can continue entering your text.

MacDraw: If you want to move a MacDraw picture larger than 8" x 10" into Paint Cutter, select the entire picture from MacDraw with the Select All command in the Edit menu, as shown in Figure 3.

Choose Copy, quit MacDraw, and open Paint Cutter. Choose New from the File menu to get a blank Paint Cutter page, and choose Paste from the File menu. Paint Cutter will automatically reduce the picture proportionately to fit into an 8" x 10" page, as shown in Figure 4.

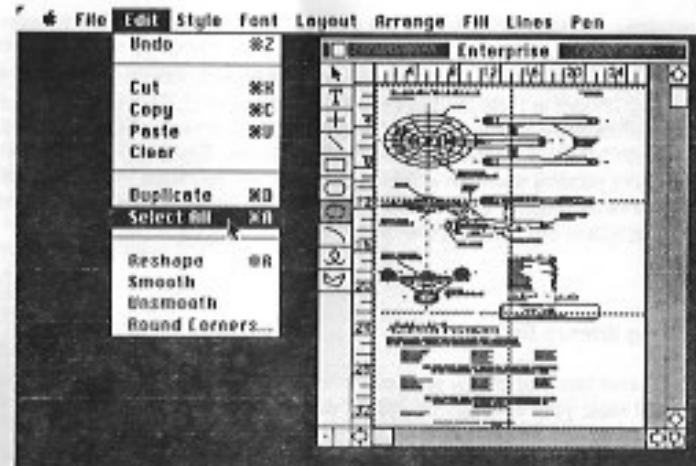


Figure 3: Selecting a large picture from MacDraw.

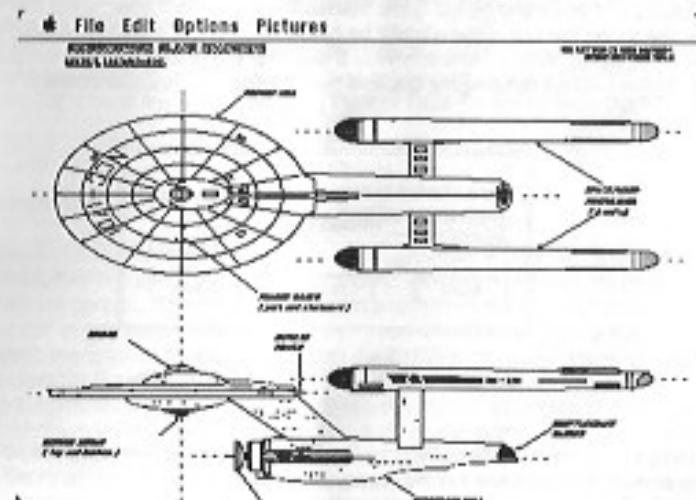


Figure 4: The MacDraw picture in Paint Cutter.

Hiding the Menu Bar

You can remove the menu bar from view by double-clicking anywhere on the picture, or by choosing Hide Menus from the Options menu. Double-clicking again will bring the menus back. All Command key equivalents for menu items will work with the menus hidden (see the *Quick Reference of Keyboard Equivalents*).

To prevent pasting down an active selection when you want to double-click to show or hide the menus, double-click inside the selection or first put up the hand tool by pressing the Space bar then double-click.

Creating Startup Screens

Paint Cutter lets you create your own Macintosh startup screens. When you first turn on your Mac, your own custom-designed screen will be displayed as the Mac starts instead of the "Welcome to Macintosh" screen.

Begin by using MacPaint to design your startup screen. Remember, a startup screen is 512 x 342 pixels, the size of the Mac screen, and is larger than MacPaint's drawing window. Save the document and open Paint Cutter. Hide the menus and use the hand tool to move the page so that the upper left corner of your startup picture is in the upper left corner of the screen. To save your startup screen press Command-T or bring back the menus and select Save Startup from the File menu. If the menus were visible, the menu bar will automatically be hidden and you will see the dialog box shown in Figure 5. With a Macintosh XL, the part of the drawing that is not part of the startup screen will be temporarily blacked out, framing your startup screen.



Figure 5. The Save Startup Dialog box.

The name of the file defaults to "StartupScreen". For your screen to come up as the startup screen, it must have this file name, otherwise the standard screen will be displayed. Remember, the disk you save this file on must contain a System file so it can start the Mac.

Startup screens that are not to be displayed can be saved with names such as StartupScreen2. In this way, you can store several startup screens on one disk.

Whichever is called "StartupScreen" will be the active one on startup. Later, you can copy these startup screens to any disk you want.

To take a look at existing startup screens, choose Open Startup from the File menu. This is just like Open for MacPaint documents except that the files displayed will be startup screens only. Startup screens aren't saved as MacPaint documents, so you can't open them with MacPaint. If you want to work on your startup screens with MacPaint's tools, choose Save As when a startup screen is open in Paint Cutter and save it under a different name. This saves your startup screen as a MacPaint document which can then be edited with MacPaint's tools and later saved as a startup screen again with Save Startup in Paint Cutter.

Printing from Paint Cutter

When you use the Print command from the File menu, without High Quality or 50% Reduction selected, you'll get a printout of your document as if you were printing from MacPaint with the Print Draft command. Checking High Quality in the File menu and selecting Print will give you a printout similar to MacPaint's Print Final command.

Paint Cutter offers two printing features not available with MacPaint. After making a selection, choose Print Selection from the File menu to print only what you outlined with the selection rectangle. You can also check 50% Reduction in the File menu to print either your selection or the entire document half-size. High Quality and 50% Reduction won't work at the same time.

When you print out a document or selection, the printer normally finishes by advancing the paper to the next sheet. You can suppress this paper feed by holding down the Command key while choosing Print or Print Selection from the File menu.

Coordinates

Show Coordinates from the Options menu provides a small window with two pairs of numbers that represent the cursor's position. The top pair gives the position of the cursor on the screen. The bottom pair is the position on the 8" x 10" document. The first number in each pair is the horizontal position while the second is the vertical. You may select the units of measurement from the Options menu by checking Inches, Centimeters, or Pixels.

The Coordinates window normally follows the cursor around on the screen but can be locked down in the position of your choice by pressing the L key. To unlock, press L again. For measuring inside an active selection, where the cursor is normally an arrow, press the Tab key to get the cross cursor.

You can use the Set Origin command from the Options menu to set a new zero point for the coordinates anywhere on the document. You'll get a dialog box that explains the use of this command.

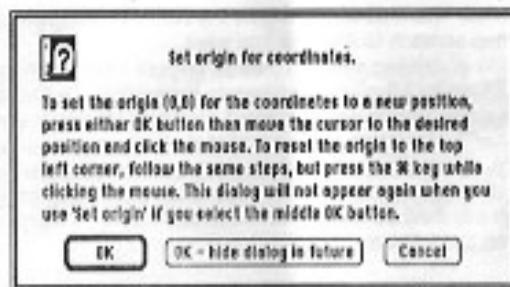


Figure 6: Set Origin dialog box.

After you click one of the OK buttons, you can click the target cursor anywhere on the screen to make that point the 0,0 origin. When the origin has been set, the coordinates will appear as white numbers on a black background. To set the origin back to the top left corner of the screen and document, choose Set Origin or Command-R to get the target cursor, and Command-click.

Menu Items



Figure 7: File menu

New: Gives you an empty document named Untitled.

Open: Brings up a directory of MacPaint documents from which you can choose. Use the Drive and Eject buttons of the dialog box to find the picture you want.

Close: Closes the currently displayed open document, removing its name from the Pictures menu.

Save: Saves an Untitled document under a name of your choosing. If the file was previously saved, the Save command will replace the old version on disk with the revised version that is open.

Save As: Gives you a dialog box that will aid you in saving the currently active document under a new name on the disk of your choice. Use the Drive and Eject buttons of the dialog box to change disks.

Save Selection: Saves whatever you've chosen with the selection rectangle as a MacPaint document. The selection will be saved in the top left corner of a new MacPaint document.

Revert: Replaces the open MacPaint document with the last version saved on disk.

Open Startup: Opens a startup screen for editing. If you require MacPaint's tools for editing the startup screen, use the Save As command to save the screen as a MacPaint document under a different name.

Save Startup: Saves the current picture as a Startup Screen document. Remember, these documents can't be opened by MacPaint—they can be opened by Paint Cutter. Your startup screen must be named "StartupScreen" without the space between the words for it to be displayed in place of the regular "Welcome to Macintosh" startup screen.

Print: Prints a picture in a mode identical to MacPaint's Print Draft mode as long as High Quality or 50% Reduction is not selected (see below).

Print Selection: Prints only whatever is in the selection rectangle.

High Quality: When this option is checked, you'll get high resolution printing with the Print and Print Selection commands. High Quality printing mode will give you results similar to Print Final in MacPaint.

50% Reduction: Provides half-size printing with Print and Print Selection commands. You can't have both High Quality and 50% Reduction modes in effect at the same time. This feature is not available on the LaserWriter printer.

Quit: Returns to the Finder. If any changes have been made to open documents, you'll get a separate dialog box for each one asking whether the changes should be saved or not.



Figure 8: Edit Menu

Undo: Removes the last change you made. You should note that for low memory situations with the 128K Mac or the Switcher utility, Undo works in a limited way (see **Memory Configuration and Low Memory Limitations**).

Cut: Removes the current selection from the active document and puts it into the Clipboard.

Copy to Clipboard: Copies the current selection from the active document, without clearing it, and puts it into the Clipboard.

Paste: Pastes whatever's in the Clipboard into the center of the active document. If a selection is active, it will be pasted down first and then the picture in the Clipboard will be sized to fill the selection rectangle from the previous selection. Only pictures such as those cut from MacPaint, MacDraw, MacDraft, or Paint Cutter can be pasted.

Clear: Removes the current selection without putting it into the Clipboard.

Copy to Scrapbook: Automatically pastes the current selection directly into the Scrapbook without opening the Scrapbook desk accessory. If the Scrapbook has other items in it already, the pasted item will be the last one.

Select Screen: Selects the entire screen.

Select All: Selects the entire 8" x 10" MacPaint document.

Invert: Makes a negative image of your selection.

Flip Horizontal: Flips a selection of any size left-to-right, giving you a mirror image.

Flip Vertical: Flips a selection of any size top-to-bottom.

Rotate: Rotates your selection 90 degrees in a clockwise direction. The vertical height of your selection can't be greater than 8 inches (the width of a MacPaint document). Please see **Memory Configuration and Low Memory Limitations**.



Figure 9: Options Menu

Hide Menus: Hides the menu bar from view. This is useful when you're preparing a startup screen or when you want to see as much of the picture as possible. You can show/hide the menu bar by double-clicking anywhere on your document. To preserve a selection while double-clicking, click inside the selection or press the space bar for the hand tool and then double-click.

Show Page: Shows you a reduced view of your entire 8" x 10" MacPaint document. In this mode you can drag the viewing window to different locations. You can also move your picture to different locations by dragging outside the dotted rectangle. Be careful—if you drag part of your picture off the page and click OK, the data that was dragged off the screen will be permanently lost.

Show Coordinates: Displays a set of coordinates which give the position of the cursor.

Set Origin: Sets the zero point of the coordinates.

Inches, Centimeters, Pixels: Set the units of measurement of the coordinates display.

Help: Provides a dialog box describing some of Paint Cutter's special features.



Figure 10: Pictures Menu

Pictures: The Pictures menu displays the MacPaint documents that are currently open. There can be up to four documents open at one time with a 512K Mac. To make one active, choose it from this menu. The active document will be indicated by a check mark.

Using Paint Cutter with Switcher

Switcher is a utility program from Apple Computer, Inc. that lets you have several applications resident in the 512K Mac's memory at the same time. You can then switch from one program to the other without having to exit a program, return to the Finder, and open another application. Cutting and pasting between applications is quick and easy with Switcher.

Paint Cutter has been programmed specifically to work within the constraints of the Switcher. For the best results, combine it with only one other program which can run with 128K of memory allocated to it. Otherwise you will end up with a "low memory" situation, as described below.

You should note that MacPaint works best if it is given 179K of memory, while Paint Cutter works best with 244K.

Memory Configuration and Low Memory Limitations

When Paint Cutter is run in a low memory environment, there are some restrictions in the way it works. A low memory condition can arise in three ways:

1. with a 128K Mac,
2. with Switcher assigning less than 244K to Paint Cutter, and
3. with a RAM disk.

You can check the memory environment by choosing About Paint Cutter from the Apple menu. A message will read either "Memory configuration: low" or "Memory configuration: normal." In low memory situations, Paint Cutter will be restricted in the following ways:

Open: You can have only one MacPaint document open at a time. (If 344K is allocated to Paint Cutter in the Switcher, then two documents can be open.)

Undo: Undo works as long as there is an active selection. After you click outside the selection to paste it down, Undo no longer works. In this situation, be sure to Save often and be aware that the Revert command is available to recover from mistakes.

Desk Accessories: When you have a document open, Paint Cutter may tell you that there isn't enough memory to run any of your desk accessories. To get around this, close the open document, use your desk accessories, and then reopen the document. This will be important if you require an item from the Scrapbook.

The Scrapbook: This desk accessory will sometimes perform in unexpected ways. You may get dialog boxes that tell you that the Scrapbook picture is too large, or that there is no picture or text in the Scrapbook when you know that there is. This doesn't mean that Paint Cutter isn't working properly. To view Scrapbook items in the normal way, close the open document and select Scrapbook again.

Rotate: Only square selections can be rotated in low memory situations. Use the Shift key to constrain the selection rectangle to a square or use Coordinates to measure out a square selection.

Option Key Copies: You won't be able to copy a selection by pressing the Option key and dragging it if any part of the selection is still touching the part of the picture from which the selection originated. A beep will sound to let you know that copying failed. Option key copying still works if the selection is moved entirely away from the "white hole" it leaves behind. If you need to make a copy where Paint Cutter doesn't allow you to, make your selection, Copy it to Clipboard, and then Paste. A selection pasted from the Clipboard may be copied anywhere on the page.

Command-Option Multiple Copies: You can't make multiple copies using Command-Option and dragging a selection.

Paste: Some operations can't be done to a selection that comes from the Clipboard. These include Cut, Copy to Clipboard, Copy to Scrapbook, Save Selection, Print Selection, Flip Horizontal, Flip Vertical and Rotate. Also, the coordinates can't be displayed.

The Rulers Desk Accessory

The Rulers desk accessory comes on the Accessory Pak 1 disk in a separate file and must be installed into the System File of your MacPaint disk. Use the Font/DA Mover utility program included on the disk to do the install. For instructions, see the "Font/DA Mover" section below.

The next time you're using MacPaint with that disk, you can choose Rulers from the Apple menu and a dialog box will appear.

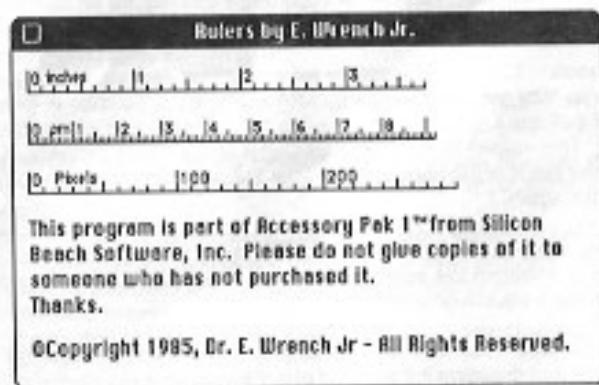


Figure 11: Rulers dialog box.

Clicking on the inches, centimeters, or pixels rulers will give you rulers in those units on three sides of your MacPaint drawing window.

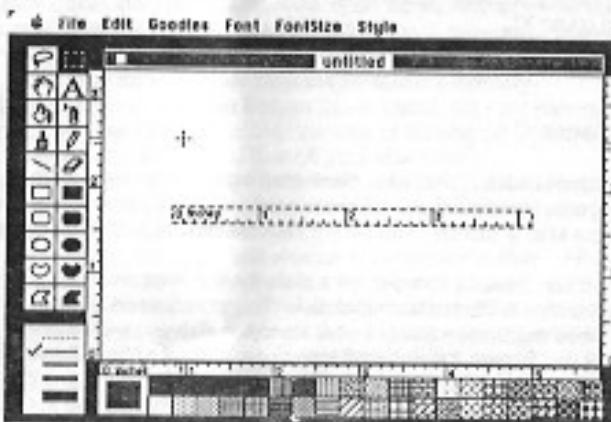


Figure 12: MacPaint with Rulers.

As you move your cursor within the drawing window, the rulers let you know where you are on both the horizontal and the vertical axes with active tick marks on the three rulers.

When you select a ruler from the dialog box, this places that ruler in the Clipboard. If you choose Paste from the Edit menu, you will paste the ruler in the MacPaint window as shown in the illustration. Be careful—since the Clipboard can hold only one item at a time, you'll lose whatever is in the Clipboard when you use Rulers.

You can use the rulers to help you draw objects to size. The rulers display a scale of inches in actual size. This means that a 2" X 3" rectangle as measured by the Rulers will print out as a 2" X 3" rectangle on the ImageWriter. This feature is particularly useful for those using the Macintosh XL. MacPaint documents don't appear in the correct proportion, making it difficult to size objects properly. Rulers won't adjust for FatBits.

On a 128K Mac, when a dialog box covers the rulers, the covered part of the rulers will disappear along with the dialog box when the dialog box is put away. When this happens, choose Rulers from the Apple menu to get your rulers back.

If you don't plan to use the Rulers feature, choose Rulers from the Apple menu, and click the close box. This will deactivate Rulers. On a 128K Mac, only the tick marks are deactivated; the rulers will remain. On a 512K everything is erased.

The Rulers are functional on a Macintosh XL but one problem exists that will be a nuisance. Unlike the Macintosh, the cursor on an XL is a hardware function and thus is not totally controllable. When the Rulers are working, the cursor sometimes is left behind on the screen. This happens the most with the Eraser. Still, we felt that the

benefits of Rulers outweigh this shortcoming, so we did not prevent them from functioning on an XL.

Screen Saver

Screen Saver will automatically blank your screen after a set interval of time chosen by you. The picture of a Macintosh will travel around on the screen to let you know that the Mac is still on. You simply click the mouse button to reactivate the screen.

Once Screen Saver is installed on a disk, it will always work automatically whenever the Mac is started from that disk. To install Screen Saver into the System file of a disk, move the Screen Saver Install file to the disk you want to install it on. Double-click the Screen Saver Install icon to get the dialog box shown below. Use the scroll box to choose the time interval. The time unit defaults to 10 minutes. If you press Option while dragging, the time unit will be seconds. (This can be useful for demonstrating quickly how Screen Saver works.) Press the Install button to install Screen Saver into your System file. Once you have done this, Screen Saver will be active whenever you start the Mac with that disk. You only need to do this to a disk once. From then on, Screen Saver will work until you choose to remove it. After the installation is complete, you can trash the Screen Saver Install program. If you want to remove the utility at a later time, you will have to move the Install program onto the disk once again.

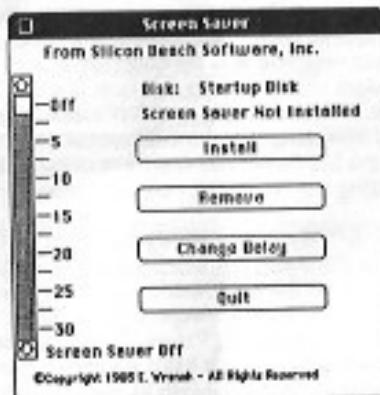


Figure 13: Screen Saver dialog box.

To remove Screen Saver from your System file, open Screen Saver Install and click the Remove button. This will have no effect until the Mac is restarted. Then click the Quit button to return to the desktop. Finally, restart your Mac (use Shutdown if you have Finder 4.1) to purge Screen Saver from the computer's memory.

To change the delay interval, open Screen Saver Install, set your interval, click Change Delay, and choose Quit. If you skip the step of clicking on Change Delay, the new delay will be in effect only until you turn off your Macintosh.

Please note that Screen Saver may not be compatible with altered System files such as those provided with hard disk drives. Test Screen Saver only after backing up your disks and hard disk startup volume.

MacPaint will, at times, hold your last change in temporary buffers. When Screen Saver blanks the screen, these buffers are lost. You'll see the effects of this when Screen Saver blanks the screen while you're editing a pattern. When you return to your screen, parts of the edit pattern window will be missing. Click the OK button and choose edit pattern again. Also, when you return from a black screen, your last change will be undone. You can avoid this by clicking anywhere on your picture before you leave your Mac unattended.

You should note that with many programs, Screen Saver will interrupt the printing of documents. With telecommunications programs, the transfer of files may be halted. To resume, just click the mouse button. To test programs for this, use the Option feature while installing Screen Saver to a short time interval such as 30 seconds. Now try printing a document or making a file transfer. If interruption occurs, you may want to remove Screen Saver from those disks.

The QuickEject Desk Accessory

This desk accessory will eject all floppy disks and restart the Macintosh. Use the Font/DA Mover utility program included on the Paint Cutter disk to install QuickEject on any disk that has a system file on it (a startup disk).

Don't forget that if you haven't saved your document(s), they will be permanently lost if QuickEject is used.

QuickEject will not update the desktop if used from the Finder. This means that any changes you made to the windows or folders of the diskettes will not be recorded before the eject occurs. When working from the Finder, use the Shut Down feature from the Special menu of Finder 4.1 to have the desktop updated. QuickEject is designed for use from within programs. Used in this way, it will update the desktop before it ejects the disks.

The Coordinates Desk Accessory

Use the Font/DA Mover utility program included on the disk (see instructions below) to install Coordinates on any disk that has a system file on it (a startup disk).

Once installed, when you choose Coordinates from the Apple menu a dialog box will appear.

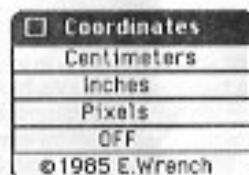


Figure 14: Coordinates dialog box.

You can choose units of inches, centimeters, or pixels, or you can choose to turn the feature off. Any time the Coordinates dialog box is displayed on the screen, the origin (0,0) can be set by moving the cursor to the desired position and pressing the Space bar.

Silicon Beach Font

Use Font/DA Mover to move this new font available, in 12- and 24-point sizes, into the System file of those disks that allow you to change fonts. See the instructions below. Here's a sample of the font:

```
abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890-=[]\;.,/
!@#$%^&*()_+{}:">?
"'"@`<`>`<`>`
```

Figure 15: Silicon Beach Font in 12-point.

To get the special characters, use the following keystrokes:

™	- Option 2
©	- Option R
®	- Option G
«	- Option \
»	- Shift Option \
®	- Shift Option Z
™	- Shift Option -

Figure 16: The special characters.

Font/DA Mover

The Font/DA Mover program has been made available by Apple Computer, Inc. It will let you move fonts and desk accessories in and out of your System files. Keep in mind that there are two limitations to adding fonts and desk accessories. First, if you're using a Mac with floppy drives, the System file can get so large that it will take up all of the disk space, leaving no room for other files. Secondly, you can add so many of them that the menu will be so long that the bottom items won't be visible.

To use the Font/DA Mover program, insert the Paint Cutter disk and double-click the Font/DA Mover icon to get the dialog box shown in the illustration.

Moving Fonts

When the program starts, it defaults to the Fonts option and automatically opens the System file of the startup disk, displaying all the fonts stored there. Click the open button on the other side and insert a disk that you want to exchange fonts with. When you get the directory, double-click System to open the System file of the second disk. Choose the font you want to move and click Copy.

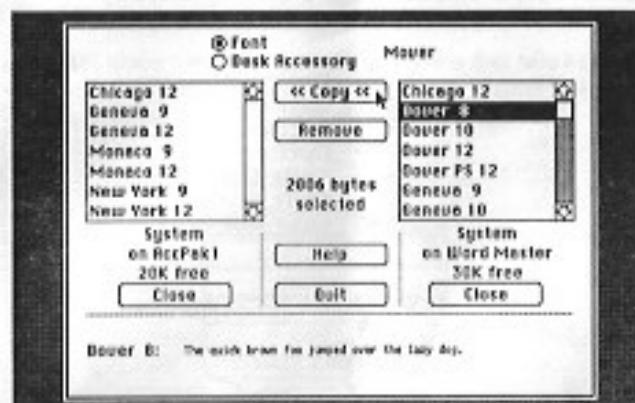


Figure 17: Moving a Font.

After a few moments, the font will appear in the directory of fonts of the receiving System file.

On a 128K Mac, there is a flaw (better known as a "bug") in the Font/DA Mover-- it doesn't work properly with large fonts. The old Font Mover does function properly and is also included on the disk for those who have 128K Macs. If you are installing both 12- and 24-point Silicon Beach fonts, the Font/DA Mover can be used if you select both and do the copy in one step. To install just the 24-point font on a 128K Mac, you will have to use the old Font Mover program.

Moving Desk Accessories

After starting the Font/DA Mover program, click the Desk Accessories button to start the Desk Accessory Mover. The desk accessories in the System file of the startup disk (and the system file of a second diskette in the second drive if you have one) will be displayed. Click the one you want to remove or copy and use the Remove and Copy buttons. To get a desk accessory from another disk, click the Close button for the disk you no longer need and then click the Open button. From the dialog box, choose eject and insert the new diskette. Double-click either the System file or an individual desk accessory file name to open it. Now you can copy or remove it.

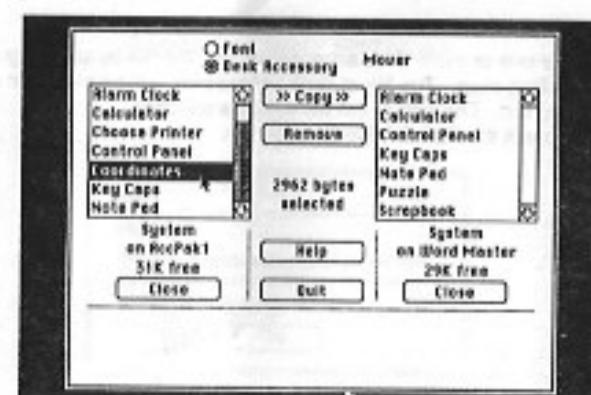


Figure 18: Moving a Desk Accessory.

Creating Desk Accessory Files

To create a file that contains individual or groups of desk accessories, click the Close button for the external drive, and choose New from the dialog box. Name your file and click the Create button.

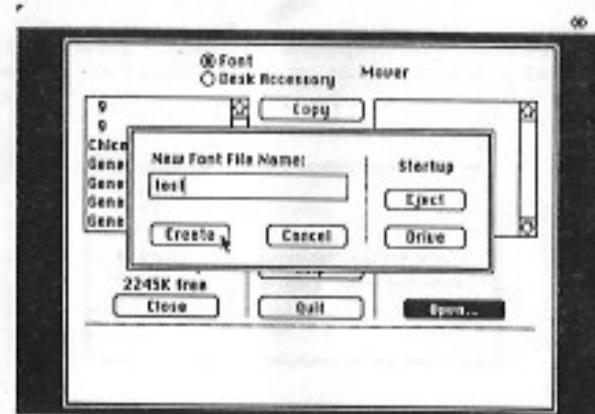
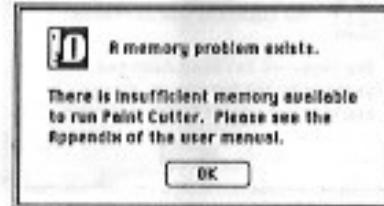


Figure 19: Creating a new desk accessory file.

Now you can move one or more desk accessories into this file by selecting a desk accessory and clicking copy. The file of desk accessories will be saved on disk under the name you assigned. The icon of the file will be a suitcase.

Choose Quit to exit the Font/DA Mover program.

Appendix: Error Messages

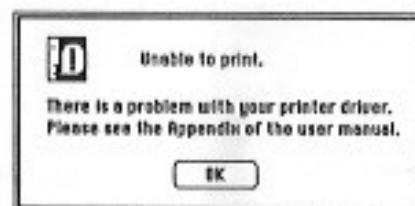


Insufficient Memory

There are three causes for this error:

- If less than 121K of memory has been allocated to Paint Cutter in Switcher.
- If a large RAMdisk has been installed.
- If a desk accessory is taking up some of the memory needed on a 128K Mac.

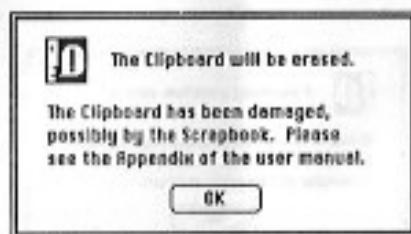
The solution for the first two situations is straightforward--allocate the appropriate amounts of memory. For the last situation, try using the original System file that comes on the Accessory Pak 1 disk.



Unable to Print

There are two ways that this can happen. First, if a pre-May '85 System file is being

used. The solution is to update it with the Update program that Apple sent to dealers. Second, if a post-May '85 System file is being used and there's no Imagewriter file on the disk. The solution is to copy a post-May '85 Imagewriter file onto the disk.



Clipboard Erased

The Clipboard file is stored on the disk. If you try to copy something from the Scrapbook (to the Clipboard) and there is not enough room on the disk, the copy fails and there is **NO** error message from the Scrapbook desk accessory. The Clipboard file is damaged and this is what is being reported to you. The solution is to free up some disk space by deleting unneeded files and try again.