



Cardshop

Multi mode design application for cards, posters,
banners and more

ProAction

3QD
DEVELOPMENTS LTD

APDL

Cardshop

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Introduction

Card Shop is a multi mode design application for the range of Acorn RISC OS machines. A great deal of effort has gone into creating a visual user interface that gives access to the power of Card Shop without making it complex to use.

Card Shop provides a fixed framework within which you can: create and manipulate a card containing both pictures and text: print out and construct an envelope for the card and produce rows of 'stamps'.

Many features allow the easy import of graphics through menu systems, and automatic scaling and positioning of fonts.

Card Shop does not generate a single finished product, but a series of items that will require cutting out/ assembly and possibly colouring. This is intentional to give children a wider range of associated activities. Since work can be done in stages, then Card Shop would be very useful in a situation where computer resources are limited.

Typographic conventions

- Mouse buttons or keys on the keyboard appear in bold type: **SELECT**
- Special terms or jargon appear in italics when first introduced: '*Context codes...*'
- Instructions to press a key on the keyboard are shown in bold type eg. **Return**. This means press the Return key on the keyboard.
- Menu options that may be selected are in bold type: 'Click on **Edit** to...' means choose the option called Edit from a menu.
- Menu options which lead to sub-menus have an arrow after them: Subset ->
- Options in dialogue boxes or options in windows are in bold type: **Initialise**
- Something important always appears in bold.

Conventions used in this guide

We use the standard Acorn conventions for the mouse buttons:

- **SELECT** is the left button, and the most commonly used.
- **MENU** is the middle button and is used primarily for opening menus.
- **ADJUST** is the right mouse button.

Unless otherwise stated *Choose* or *Click* means move over something and Click on it with **SELECT** , or **ADJUST** .

Inserting a disc into the floppy disc drive and clicking on the disc drive icon is known as *Mounting* the disc. The disc's Directory display appears after you perform this operation.

Error or message dialogue boxes may appear from time to time. When they contain two action icons clicking **OK** will continue with the operation. **CANCEL** will abort it.

It is assumed that you have read the Welcome Guide supplied with your Archimedes and are familiar with the RISC OS Desktop environment.

Hard disc installation

Firstly open the compressed zip file containing Celebration that you downloaded from www.riscos.com.

Run the !Install application by **double clicking on it**. The following window will open.



Choose **which applications** you want to install and then **drag out the install icon** to the folder where you want the components to be installed and click **OK**. A window will now open asking for your name. One you have **entered your name** click **OK** and the installation will start. Once the installation has been completed the installer will ask you to click OK to complete the process.

Once you have installed the Celebration components we strongly suggest that you copy the **!Fonts, Borders, Clip_art, Effects and Pictures** folders from the compressed archive to the same folder where you installed the Celebration applications.

Finally, and **very importantly**, **shutdown and restart RISC OS**. Once RISC OS has restarted you are then ready to start using Celebration and CardShop.

Getting Started

What do I need ?

To run Card Shop you need an Acorn machine fitted with RISC OS and a minimum of 1 megabyte of RAM. Like most applications you will benefit from having two megabytes of RAM as this will enable you to allocate more memory to the Font Cache, and so speed things up considerably (if you do not know how to do this do not worry).

You will need the Outline Font manager, and a selection of fonts. The font manager and some fonts are supplied on the disc. They are also supplied with all new Acorn machines. Card Shop results will look more impressive if you have some of the 'fancy' non standard fonts now produced by many third parties. You will also need a printer driver, suitable for the printer you intend to use with Card Shop. If you have a colour printer then you will be able to print your results in colour.

Running Card Shop

Run Card Shop by double clicking on the !Card_Shop icon in the directory display. The Card Shop icon will then appear on the icon bar. To open the Card Shop window click on the icon with **SELECT**.

Basic Card Shop Concepts

Card Shop works in four distinct modes:

- **Card mode** is used to design the front of your card.
- **Message mode** is used to create the message that will go inside your card.
- **Envelope mode** creates the envelope, with address, for the card.
- **Stamp mode** can be used to produce rows of stamps that can be cut out and placed on the envelopes.

Card Shop presents information to you through its main window, which is divided into three sections.

The display area shows a scaled representation according to what mode you are currently in. For example, Card Shop starts in card mode and so the display area shows the front of your card. Envelope mode will place an envelope in the display area etc.

The main window icons are to the left of the display area and form a column of icons split into two groups of four. These icons remain unchanged irrespective of the mode you may be in. The first four icons are used to select what mode you wish to work in (eg **Message** mode), while the second group should be left alone for now.

The final area is the tool row, the row of icons at the top right of the main window. The number and type of these icons will vary according to the mode you select, and control the input and layout of text and graphics.

Note. Card Shop does not mind which mouse button you use to select its icons.

A Short Tutorial

To get you into using Card Shop as quickly as possible the following tutorial takes you through manipulating Card Shop's four modes along with many of the tools associated with each mode. Do not be afraid to try out different things as there are so many possible combinations that we are unable to cover them all in this manual. If you accidentally load the wrong image do not worry as it does not really matter. Simply repeat the process and the new image will be placed on top of the old one.

Assuming you have already loaded Card Shop, you should also load your printer driver as you will make several print outs during the tutorial.

Creating A Card

By default Card Shop starts in **Card** mode, ready to begin designing the front of your card. It is selected when it has a darker grey background than the other icons below it. You will start by loading an example border from the selection supplied with Card Shop.

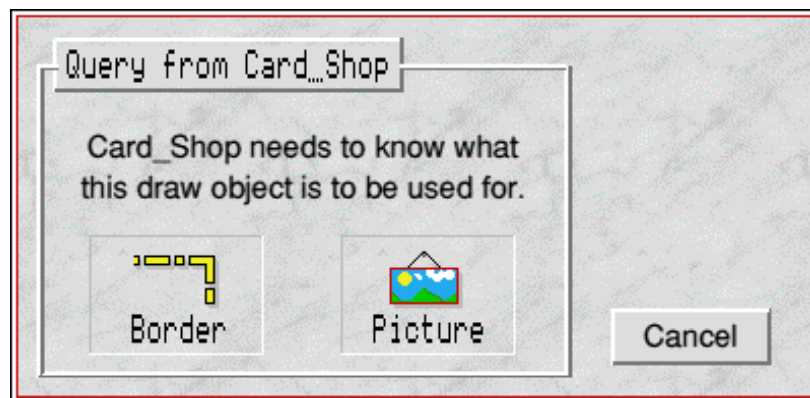
Clicking on the **Picture** icon from the tool row will open a menu showing the sample pictures. Choose the file *Penguin*, and wait until it is loaded and displayed. This easy load feature was designed to make the importing of files extremely easy, however the standard RISC OS drag method can also be used equally well, as shown later.



Next you are going to load a border onto your card, this time using the more conventional RISC OS drag method (if you are unfamiliar with this then you are again referred to the Welcome Guide).

Locate the Border file called *DotDash* in the *Borders* directory and drag and release the object icon anywhere on the card front. Remember, if you are not sure how to open directories then you should refer to the Welcome Guide.

If you import a Draw object by dragging then Card Shop will display a dialogue box asking if you want to use the object as a border or picture. A sprite, because it can only be used as a picture, will not do this. *DotDash* is a Draw object, so you will be prompted. Click on **Border** as this is what you want to use the object for.

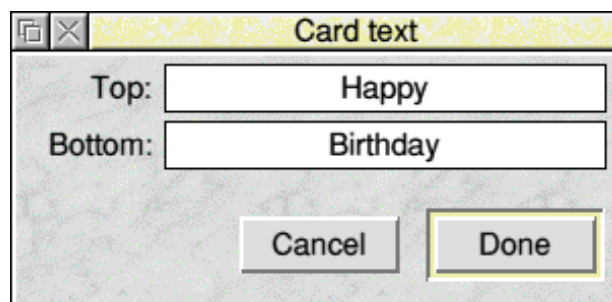


Card Shop automatically puts its own window back on top of all other windows when a file has been loaded. All other windows are left as they were, but are simply now underneath Card Shop's window.

Your final task is to place some text onto your card by clicking on the **Text entry** icon. The text entry window that opens when you do this can have two lines of text, which will be placed above and below the picture of the Penguin.



Enter the following text, using **Return** to move from line one to line two, and finish by pressing **Return** once more or clicking **SELECT** on the **OK** button.



The text will be scaled automatically, as well as being centred. The font will depend on what Outline Fonts your system has installed, but Card Shop will try and default to Trinity.Medium if it can.

Change the font by clicking on the **Font** icon.



You can change either the font or colour from the selection available - choose a different font. and change the colour as well.

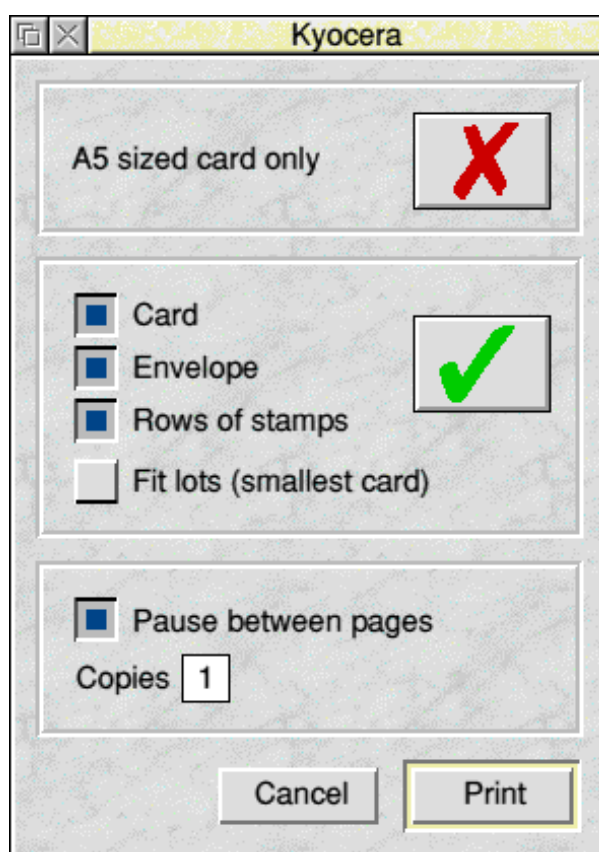
You have now created part of your first card (you will create the message shortly) All you need to do now is print it. If you do not have a printer driver installed then do so now. Start printing by clicking on the **Printer** icon when you are ready.



The *Print dialogue box* will open, and the name of your driver will be displayed.

You can choose which parts you wish to print, Card, Envelope or Row of stamps by clicking on the appropriate buttons. By default all three are selected.

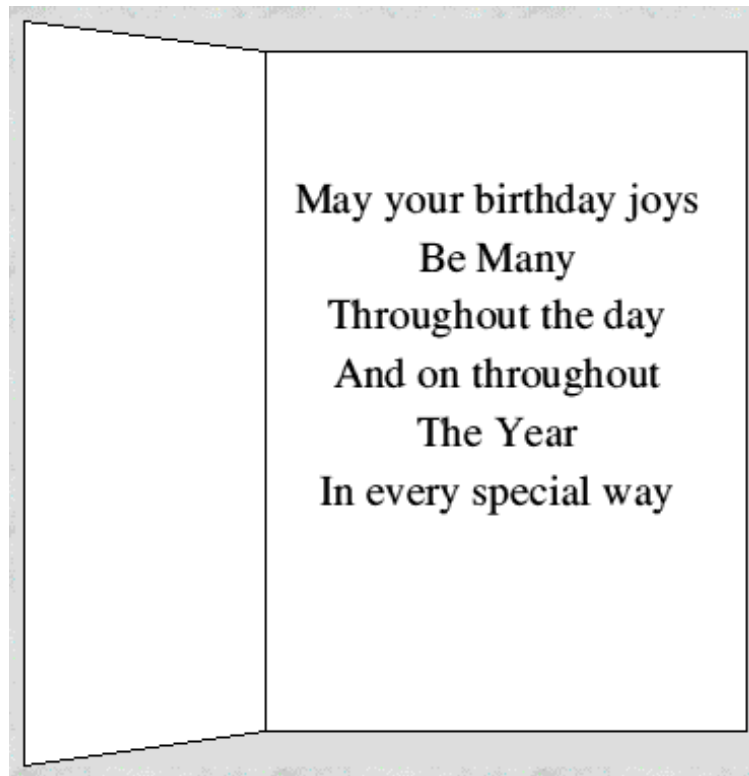
If you want more than one copy, click on the field next to **Copies** and change the number (up to 99).



A further option is provided to allow you time to replace paper in your printer, should it be necessary. This is the **Pause between pages** icon, which by default is 'on' ie. Card Shop will pause after a page has been printed. If you are using fanfold paper, or a laser printer then turn this off by clicking on the radio icon. Don't forget that many printers will accept card for printing onto and this will give a more robust product.

Once started, printing can be aborted by pressing the **Esc** key (escape), but note that Card Shop may take a little time to actually stop - be patient.

There will be an extra piece printed at the left side of your card. Do not cut this off when you trim your card. It should be folded as shown in the diagram, as this is where the message for the inside of the card will be attached.



Choose the **Message** icon to set Card Shop into message mode. The tool row on the top row will be smaller this time, having only three icons.

As before click on the **Text entry** icon, and its window will open. Up to six lines of text can be entered and they are placed roughly symmetrically - three lines above the middle of the card. and three below. You do not have to use all six, and lines can be left blank if you wish.

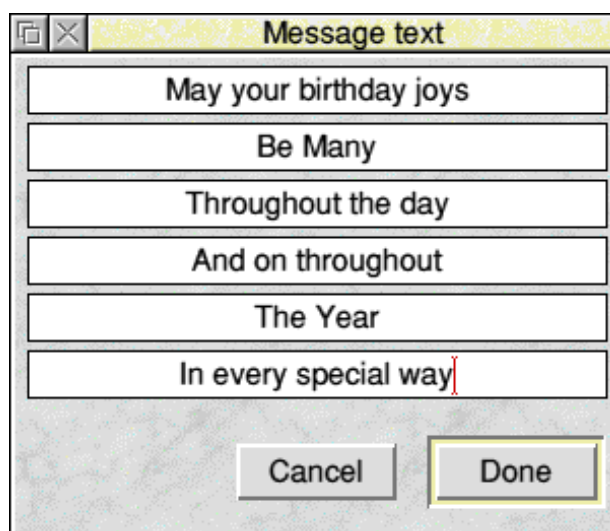


Enter the following text (using **Return** to move from one line to the next), and click on the **OK** button when you have finished. Again, the text will be centred and scaled automatically once displayed.



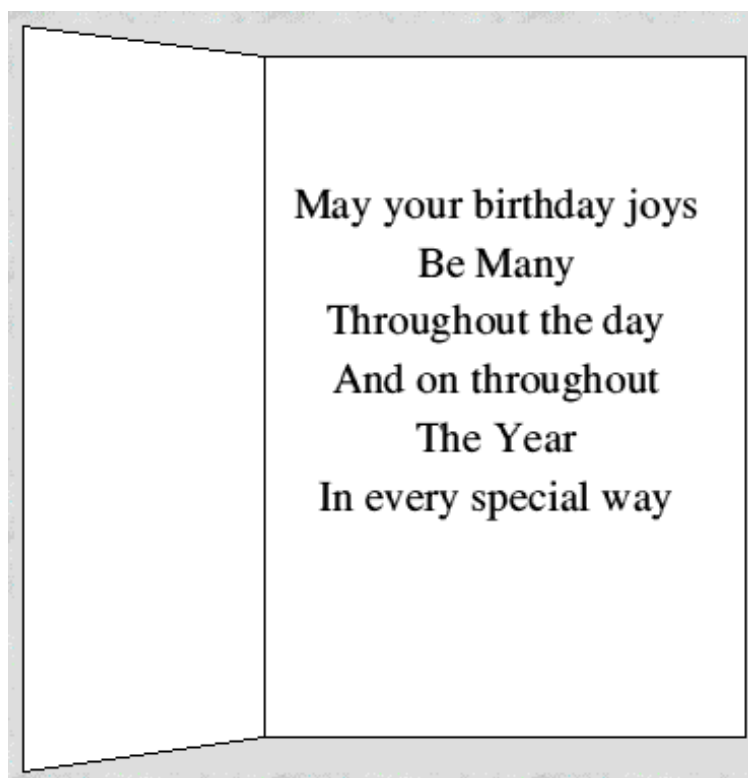
Use the **Font** icon to change the font, just as you did before. You do not have to use the same font, and changing this font will not affect the previous one.

You should now print your message by again choosing the **Print** icon. When you have your print out, cut it and attach it to the flap on the front of your card as shown below.



Creating An Envelope

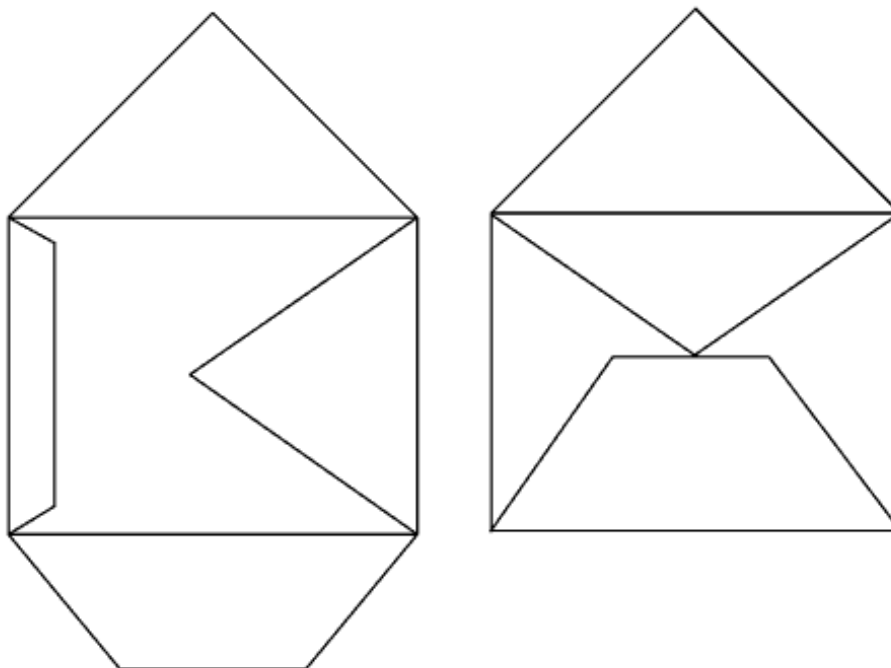
Choose the Envelope icon to enter envelope mode. The envelope, when it is printed out, will require two A4 pages (requiring assembly) and can have an address printed on it also.



Type in an address by choosing the **Text enter** icon on the tools row. You may enter up to six lines of text. This window is almost identical to the Message window. Enter the address and click **SELECT** on the **OK** button.

As before you can change the font/colour as you wish before printing out your envelope. The main part of the envelope will be printed on the first page. with the remaining pieces on the second. Card Shop will automatically pause between pages to give you chance to change your paper, but again you can disable the pause between pages if you wish.

Assemble your envelope print out as follows:



Note. these views are from the back of the envelope)

1. After cutting out all your pieces, bend over the two small side tabs and attach the two triangular pieces from the second print out (as shown in first diagram),
2. Next fold and stick the bottom section into position (second diagram).
3. Finally fold, but do not stick the top section downwards. Only stick in position when your card is inside!

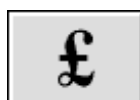
Creating Rows Of Stamps

Choose the **Stamp** icon to enter stamp mode.



The display area shows three rows of stamps; you will work on one row at a time. Stamps can contain both a graphic and 'price'. Each row can be of a different design/price, however stamps within the same row will all be identical.

Click on the stamp row icon, and you should see the number and colour change. This is how you choose which stamp row you want to work on. Click on this icon until you have selected row 1 (the stamp colour will be red with the text **row 1**). Load a graphic by clicking on the **Picture** icon. Choose any picture you like the sound of (not Penguin as you have already used it). Next you will alter the default price of 20p by choosing the **Money** icon.



Change the price to 25p and click Select on the **OK** button: this will complete the first row.

Now select the second row of stamps (by clicking on the stamp row icon), and in just the same way as before create a second row of stamps but using different pictures/prices. Finally complete the third row of stamps, and

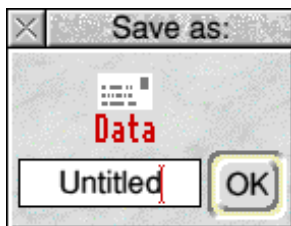
print your results. The print out will easily fit on to an A4 page this time, but will contain five stamps in each row rather than three (only three are shown so that they are reasonably large enough to see).

Saving your work

Clicking on this icon



opens the Save dialogue box (this can also be done through the Options menu system). Enter a suitable filename and save using the standard RISC OS drag method.



Note however that all of your work in all four modes will be saved if you choose this icon, not just the work in the current mode.

The Standard Menus

Card Shop has two standard menus which are constant irrespective of the fonts/ graphics discs you may be using.

The Icon bar Menu

The first menu to deal with is the Icon Bar Menu. You access this by pressing MENU on the mouse whilst the pointer is over the Card Shop icon on the icon bar.

- **Information** - This item shows the details of the author of the program, its basic function and the current version number.
- **Quit** - Click on this to quit the program. You will be prompted if there is any unsaved data.

The Options Menu

The Options menu is accessed by pressing clicking MENU while over the main Card Shop window.

- **Information** - Clicking on this icon will open the same information window as on the icon bar. will give information such as version number etc.
- **Save** - This option is provided as an alternative to clicking on the Save icon found on the main window. To save, replace *Untitled* with your filename and then drag the icon to a director window as you would with other RISC OS software.
- **Reset paths** - Selecting this item will reset the Border and Picture path directories back to their original settings they had when you first loaded Card Shop. You will find more about path settings in the later chapters.
- **Save as Default** - Clicking on this item saves a default document that is used next time Card Shop is run. It sets the default paths for the Border and Picture directories to those in use when you click on this item. This allows you to use different directories held elsewhere on the disc. You will find this option most useful for changing between the Colour and Mono Picture directories stored inside the Pictures.Xmas directory.

The main window icons

The main window icons are located on the far left hand side of the main window and form a column of eight icons, in two groups of four. From the top, the first four are used to select the appropriate mode, while the second are concerned with loading, saving and printing options.



Card mode

Click on this icon to enter **Card mode**. The display area will show the front of your card. The tools associated with this mode will be displayed on the tool row. The front of your card can contain a border (Draw object), a picture (sprite or Draw object), along with two lines of text.



Message mode

Click on this icon to enter **Message mode**. The display area will show the inside of your card, along with the three icons associated with this mode. The inside of the card contains text only, of up to six lines, and is attached to the front of the card when it is printed out. A diagram showing how to attach them together is shown in the tutorial section.



Envelope mode

Click on this icon to enter **Envelope mode**. The front of the envelope will be shown in the display area. Only an address can be placed onto the envelope. The envelope will consist of several parts that will require assembly (you will find a diagram showing how this should be done in the tutorial section).



Stamp mode

Select this icon to enter **Stamp mode**. Three rows of stamps will be shown in the display area. Stamps can contain both a graphic, which can be a sprite or Draw object, and a price. They are printed in a similar way to the way they appear in the display area - as a block of three rows of stamps. These can then be cut out and stuck onto the envelope. Perforations can be added by running the paper through a sewing machine (teachers only please).



Save icon

Clicking on this icon open the save dialogue box (this can also be done through the Option menu system). Enter a suitable filename, and save using the standard RISC OS drag. Do not save your work on the Card Shop program disc, use a work disc with a suitable label on it.

Note however that all of your work in all four modes will be saved at once if you choose this icon. not just the work in the current mode.



Floppy icon

If you use the disc drive to store/load your graphics, then this icon is provided to allow you to rapidly reset the **Border** and **Picture** lists to those on your new disc. However, the files on the disc must be arranged in a special way:

You must create two directories in the main (root, \$) directory of your graphics disc, with the titles **Borders** and **Pictures**. Then place files suitable for borders in the Borders directory (remember these must be Draw objects) and pictures in the Pictures directory (these can be Draw or sprite objects).

You could, if you wished, create discs on a theme basis eg a disc that contains borders and pictures specifically for Christmas or birthdays etc.

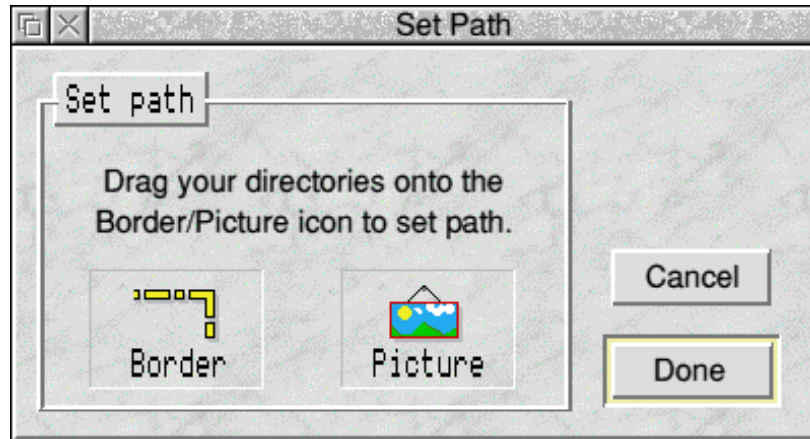
Note if you use a double drive system then you must either use drive 0, or use the directory path icon instead.



Directory path icon

Using this icon you can set up specific paths for Borders and Pictures, and these will be used to generate the lists shown when you select the **Border** or **Picture** icons. This is useful if you are using a hard drive/network system and want to avoid frequent dragging when you want to import graphic images.

Selecting this icon will open the Set path dialogue box.



Locate your directory that contains your images and drag and release the directory onto either the Border or Picture icon. depending which you want to set. Note that the directories can have any name you like. When you do this nothing will appear to happen - do not worry!

Click on the **Done** icon when you have finished setting your new paths, and you will find that the lists of borders and pictures will have changed if you click on the **Border** or **Picture** icons.

Note. If you click on **Cancel** then Card Shop will ignore the changes you just made.



Dustbin icon

Clicking on this icon will remove all of your work in **that mode** for a fresh start; although you will be asked to confirm that this is really what you want to do first.

Clearing one particular mode (eg. stamp mode) will not in any way affect your work in other modes.

The Tool icons

The tool icons vary according to the mode (eg Message mode) you are currently in. However the same icon, even if it is in a different mode, will produce similar results.



Font icon

To select a font click on this icon. You will then be able to either change the font style, or its colour if you have colour printer.

Colour

This item leads to a sub menu which contains colours you can select for your text. The colour currently selected has a tick placed next to it. In the example on the left colour 7 (Black) is selected.

Font names

The fonts are arranged in RISC OS families, the family names (eg Trinity) are shown, with a tick next to the one currently in use.

By sliding over the arrow to the right, the font variants (eg Bold, Italic) can be seen. If you slide over the family name currently selected, a tick will be shown next to the current variant being used.

A font can only be chosen by clicking SELECT or ADJUST over the variant name (eg Bold). Click Select anywhere away from the menu if you do not wish to choose anything.

Font Edit	Colours
Colour	0
Annotate	1
Arial	2
AvantG	3
Bauhaus	4
Corpus	5
Engraver	6
Frutiger	7
Homerton	8
ISVInserat	9
ISVSans	10
NewHall	11
Pembroke	12
PMS	13
Selwyn	14
Sidney	15
System	
TimesNR	
Trinity	
WIMPSymbol	
Zurich	



Text entry icon

To add or edit text, click on this icon which will open the the text entry window, the size of which will depend on what mode you are currently using (eg. **Card mode**). The window may be moved to any part of the screen.

Text can be edited using the standard RISC OS keyboard combinations, but each line is independent of all the others ie pressing **Return** at the start of a line will not move that line of text down to the next but it will move the cursor down. When you have entered text you can close down the text entry window in one of three ways:

- Clicking **SELECT** on the **OK** button will close the window and update the text on the display area.
- Clicking **SELECT** on the **Cancel** button will close the window and leave the text on the display area unchanged. If you re-open the text entry window you will find it has been reset to the previous text.
- Clicking **SELECT** on the close window icon (small cross near the top left of the text entry window) will close the window and leave the text shown on the display area unchanged. However, if you re-open the text entry window you will find that your new text is still there.

Spellings

Whenever you open a text entry window the **Spellings** window also opens to show a list of words commonly used on cards. These are for assistance only and clicking on a word will not transfer it into the text entry window. This is intentional as children will benefit more from copying the word and typing it in themselves.



Printer icon

To print your work in a particular mode, click on this icon (assuming you have already loaded a suitable printer driver) and the print dialogue box will open, from which you can select the number of copies you require, and whether you wish Card Shop to pause after each page it has printed so your can add more paper.

Only your work in the current mode (eg. **Envelope** mode) will be printed. Should you wish to abort printing press the Esc (escape) key on the keyboard.



Border icon

The border icon controls the Border in **Card** mode.

Clicking on the icon will open a list of borders that are included on the work disc (under the Borders directory). This feature was designed to help younger children who may have difficulty with RISC OS dragging techniques. You could, if there is sufficient space, place your own files in the Borders directory (as long as they are Draw objects).

Clicking anywhere outside the menu will remove it without selecting anything.



Picture icon

The picture icon works in the same way as the border icon. Clicking on this icon will open a list of pictures that are included on the work disc (within the Pictures directory). Again, you can add or replace the images found there with your own.



Stamp row icon

This icon is only found in stamp mode, and is used to select which row of stamps you want to edit. Clicking on the icon will change in two ways: the stamps colour will alter, along with the number next to it.

The number tells you which row you have currently selected, 1, 2 or 3. Clicking takes you through a cycle and then back to 1.



Money icon

The **Money** icon is only present in stamp mode, but works in exactly the same way as the **Text entry** icon. Clicking on this icon will open the money entry window which will allow you to change the price that appears on your currently selected row of stamps.

After entering your new price you can close down the window in one of three ways:

- Clicking **SELECT** on the **OK** button will close the window and update the price on the display area.
- Clicking **SELECT** on the **Cancel** button will close the window and leave the price on the display area unchanged. If you re-open the window you will find it has been reset to the previous price.
- Clicking **SELECT** on the close window icon will close the window and leave the price shown on the display area unchanged. However, if you re-open the text entry window you will find that your new price is still there.

Special dialogue boxes

Dialogue boxes allow you and Card Shop to communicate with each other. Some of Card Shop's dialogue boxes are covered in the **Tool** and **Main** window icons, but there are two other types of special dialogue box.

The first looks just the same as the standard Acorn error box, and like that box is used to indicate that an error has occurred. Make sure you read the displayed message and click on the **OK** icon to carry on. Some boxes will have informative messages such as **Scan** which can be clicked on. The following will all produce an error from Card Shop:

- Trying to print without loading a printer driver
- Scanning a disc for Borders/Pictures if no disc is present in the drive
- Attempting to drag a file that is not a Draw, sprite or Card Shop file into Card Shop
- Trying to load a file which will not fit into memory

The second type of box looks a little different, and is displayed when Card Shop wishes you to confirm an important action, or instruct it what to do next. Clicking on **Cancel** will abort the course of action, while choosing the option (eg **Done**) will carry on with it.

You will see this type of dialogue box in some of the following situations:

- Confirming that you wish to scan a floppy disc for pictures and borders
- Warning that you are attempting to quit before saving some new/updated work
- Confirming that you wish to erase some work (when using the Bin)
- Warning that the fonts needed in a loaded Card Shop file do not match those currently available
- Pausing between printing an envelope

With some versions of this type of box, you will find that the pointer is only able to move within the window, and not beyond it, until you click on one of the buttons.

Hints, Tips & Problems

This chapter is to help you get the most from Card Shop as well as suggesting why certain effects arise.

Draw object files

Although you can use any Draw object file and simply use this software to design, print and construct items, it can be greatly extended by using outlines for pictures and borders. This means that print outs can be coloured in by hand at a later date, giving them a much more personal feel as well as being unique - even though the same basic design may be the same.

Standard Draw objects that are already coloured in can be converted back to an outline, suitable for colouring in, in the following way:

Load the Draw object using the '.Draw application supplied by Acorn. Click **MENU** over the image once you have loaded it, and click on **Select All** in the **Select** submenu. Click **MENU** again, and this time in the **Style** submenu change the line width to thin, the line colour to black and the fill colour to white. Finally save your new version of the Draw object.

Card Shop does not render text in Draw files so if you particularly want text in your Draw file you will need to convert it to a Draw path within Draw. This is done by selecting the text item and then clicking on **Convert to path** in the **Select** menu of Draw.

Squashed files

Card Shop will import Draw and Sprite files that have been compressed with the 'Squash utility (as with the Draw and sprite files supplied with Card Shop). Squashed files can either be loaded by dragging their icons onto the Card Shop window, at which point they will be treated as normal Draw or Sprite files, or loaded through the quick load feature.

As with ordinary sprite files, the squashed sprite file must not contain multiple sprite objects as only the first will be used. If you later save Card Shop data then sprites/Draw objects will be saved unsquashed.

Note. If you have used !Squash to squash saved Card Shop data, then you must unsquash it before attempting to load it back into Card Shop.

Clip Art and Fonts

There are large amounts of clip art in both sprite and Draw object format available from many third party sources; samples from Sherston collections are included with Card Shop. Other sources include the Public Domain sector, and for just a few pounds you can purchase many hundreds of graphic images suitable for Card Shop. Most magazines for the Acorn machines carry advertisements for P.E libraries.

The same sources are ideal for obtaining outline fonts. A few 'special' fonts will greatly enhance the results of Card Shop. If you are limited to the fonts supplied with your computer then the Trinity series, especially Trinity Italic, gives good results.

Tip: If you intend to use a variety of discs to store your borders or pictures, it is a good idea to actually name your discs, using the **Name Disc** function, and then physically write this name on the disc label. This means that when Card Shop prompts for a particular disc it will be obvious which disc is required. This is much more meaningful than please insert disc ADFS::! I_06_Tue.\$.

Subject Links

Card Shop can link in with many school subjects, apart from being used to cover variety of Te5 (Information Technology) attainment targets. Below are just a few suggestions for additional/follow up work:

- English: Poetry and rhymes; addressing an envelope
- Information Technology: impact of I.T on the processing of the mail (including the effects on jobs); post codes and databases
- History: The history of cards; history of the postal service
- Geography: Post codes - how do they relate to streets/maps of local areas; stamps from other

countries - how are they different?: currencies of different countries

- Art: Use an art package to design and import graphics into Card Shop
- Science: How can paper from old envelopes & card be recycled?
- Technology: What makes a good design for a card?

Problems

Problem: When I change the font the computer updates very slowly.

Solution: You need (if you know how) to allocate more memory (128k is suggested) to the Font cache in the Task display (see your computer User Guide).

Problem: Insufficient memory to load large files

Solution: If you intend to use very large files and only have a 1 Mb machine you could encounter problems if you try to create everything in one go. Create things (eg Card front) in stages, print them out/save them, then use the **Dustbin** icon before moving onto the next stage.

Problem: I keep losing text entry/spell help windows.

Solution: Click on the relevant icon to bring the window back in front of all other windows.

Problem: I saved a Card Shop file and renamed it. It has lost its original icon and now has one with App on it.

Solution: Load it back into Card Shop and save it with exactly the same name.

Problem: I set up a new Border and Picture path using the Directory path icon, but when I click on the Border icon the list has **None** in it.

Solution: Card Shop will only accept Draw objects as borders. If the directory contains any other type of file then these will not be recognised.

Problem: I set up a new Border and Picture path using the Scan disc icon, but when I click on the Picture icon the list has **None** in it.

Solution: Card Shop expects to find sprite or Draw files in the Picture directory but if you have separated your pictures into different directories, such as Colour and Mono as on the supplied disc, then the directories are not recognised. Use the Directory path option and drop the relevant directory (eg Mono or Colour) onto the dialogue box.

Problem: I have loaded a sprite file, but nothing is displayed.

Solution: When Card Shop loads a sprite file it only recognises the first object within the file. This means that if your sprite file has several sprites within it only the first will be used. Some art packages create blank temporary sprites along with your own sprite when they are saved, and you may be seeing this blank sprite. Load your sprite into !Paint to check that only one sprite is present in the sprite file.

Problem: The colours of some of my sprites/Draw objects are wrong.

Solution: Change the Desktop mode to a more suitable one, as you are viewing your image in a mode that does not have enough colours. Mode 15 is a good place to start or mode 28 if your monitor will display this. If the image still looks wrong try loading it again in this new mode.

Here are just a few of the other products you will be able to
download from RISCOS.com free of charge
(You can make a donation to help support future product releases but this is entirely voluntary)



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