

# **GDL**™

## **GRAPHIC DISK LABELER**

**for the APPLE IIGS™**

Create your own colorful 3.5 disk labels

Both 320 & 640 versions included  
PAINT TOOLS for label editing

Requires 1 Meg minimum

Uses GS/OS™ 5.0.2 or greater  
Imports SHR GRAPHICS, ICONS,  
& PRINTSHOP GS™ GRAPHICS

Uses Apple IIGS™ FONTS

Prints in color on Imagewriter II  
Complete with 50 Labels

TRIAD VENTURE, INC.  
P.O. BOX 12201  
Hauppauge, New York 11788

(516) 732 - 3771  
(516) 360 - 0797

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**for the  
APPLE IIGS**

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# **GDL™ VERSION 2.0**

## **IMPORTANT NOTE**

**As you have already noticed the Diskette included in this package is not labeled. As your first tutorial you will be making the label for your GDL disk. Supplied on the disk is a Label file titled LABEL.GDL which you will be using for this purpose. For now please put the disk aside and continue reading the manual. The Tutorial will follow shortly.**

by Michael Nuzzi, & Martin Steinberg

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Special Thanks to Larry Merow, Chris Ariola, Greg Dibb,  
Rose Salerno, & Gerry Rasmussen

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## INTRODUCTION

**GDL**, GRAPHIC DISK LABELER for the APPLE IIGS, operating under GS/OS 5.0.2 or greater will allow you to create colorful disk labels for your 3.5 inch disks on the Imagewriter II Printer. To create these labels you can take advantage of the enormous amounts of readily available PRINT SHOP GS GRAPHICS, SUPER HI-RES GRAPHICS, and Apple IIGS DESKTOP ICONS. In addition you can choose among the various GS/OS System Fonts as well as the many disks of Public Domain GS Fonts readily available.

## COPY PROTECTION

The **GDL** Software disk contains no form of copy protection. This will allow you to make back-up copies for your own use, and to install the software on your Hard-Drive or Ram-Card. Please allow us to continue this policy by not giving out copies of the software to friends.

## UPDATE POLICY

It is our intent to constantly improve and add features to **GDL**. As long as you have returned your Registration Card you will be notified of any updates and library disks made available. If you have any suggestions on new features you would like to see in these updates please let us know.

## BACKUP

We strongly suggest backing up **GDL** before starting to use the program. (Please refer to the GS/OS System Manual for backing up your disk.)

## INCLUDED IN THE PACKAGE

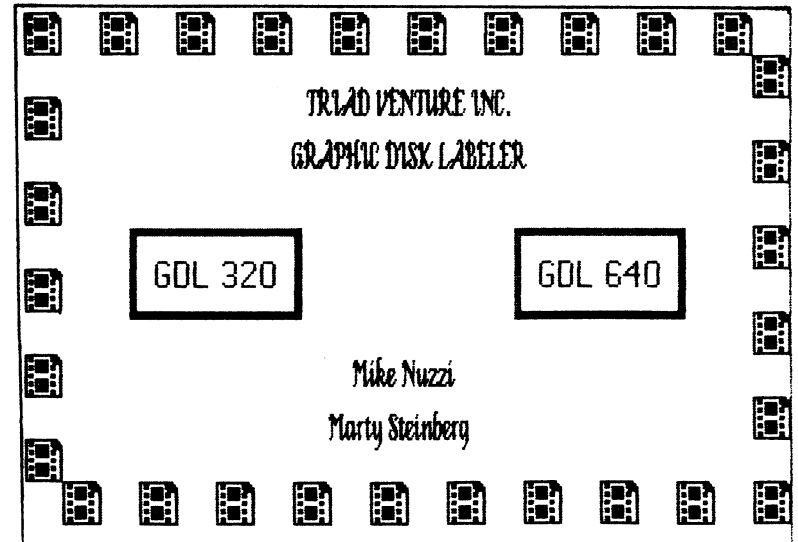
Manual, registration card, one 3.5 inch disk containing GS/OS 5.0.2, **GDL** Icons, 320 & 640 versions of **GDL**, **GDL** Loader (for 3.5 inch disk only), **GDL640**.Spline Font, and **GDL** label file, with 50 continous labels.

## WHAT YOU WILL NEED TO USE **GDL**

Apple IIGS computer with 1 Meg minimum  
Color monitor , one (1) 3.5 inch disk drive,  
Imagewriter II Printer ( color ribbon recommended)  
3.5 inch diskette labels (supplied with program)

## GETTING STARTED WITH 3.5 DRIVE

(1) Insert **GDL** program disk into disk drive. (2) Turn on Apple IIGS, monitor and printer. The program will start to load and the following TITLE SCREEN will appear. Depending on whether you wish to create labels in 320 or 640 mode click on the appropriate selection to load that version.



## INSTALLING AND RUNNING GDL FROM YOUR HARD DRIVE

- (1) Turn on your Apple IIGS System with GS/OS 5.0.2
- (2) Using the GS/OS Desktop create a folder named **GDL**.
- (3) Place the **GDL** disk into your 3.5 disk drive, and open.
- (4) Locate the System Files **GDL. 320** and **GDL. 640** and drag them to your new **GDL** folder on your Hard Drive. It is not necessary to install the **GDL** Loader File.
- (5) Close all folders.
- (6) Reopen the **GDL** disk again, by double clicking on the **GDL** Disk Icon.
- (7) Open the ICON Folder and copy the **GDL.ICON FILE** to Icon folder of your Hard-Drive.
- (8) Open the FONT Folder and copy GDL640.Spline Font to the Font Folder on your Hard-Drive.

To run **GDL** from your Hard Drive, Turn on Apple IIGS system with GS/OS 5.0 2 once at desktop open necessary folders to locate the **GDL.SYS** file of your choice and double click. The program will now load and the main screen will appear on your monitor.

## SETTING UP IMAGEWRITER II PRINTER

Before proceeding to the next step, make sure you have properly connected your printer to the computer, and have selected the Imagewriter II printer and printer port as Printer in the Control Panel. (Refer to GS/OS Users Guide.)

- (1) Adjust paper tractors to width of labels supplied with program.
- (2) Align left edge of label backing with alignment notch on back of Imagewriter II printer.(Adjust left or right)
- (3) Once aligned, lock tractor release levers. Manually feed labels under the rubber platen, by turning the platen knob until the top edge of the first label is level with the top edge of the clear plastic paper guide.

- 4) Final label adjustment (up and down) is controlled by the window selection under FILE, titled ALIGN LABEL.  
**Note:** The alignment of the labels is a critical part of this program. Due to wear on your printer which may cause some "drift", we suggest printing one sample label to further align the label before printing.

## QUICK TUTORIAL - LABELING YOUR **GDL** DISK

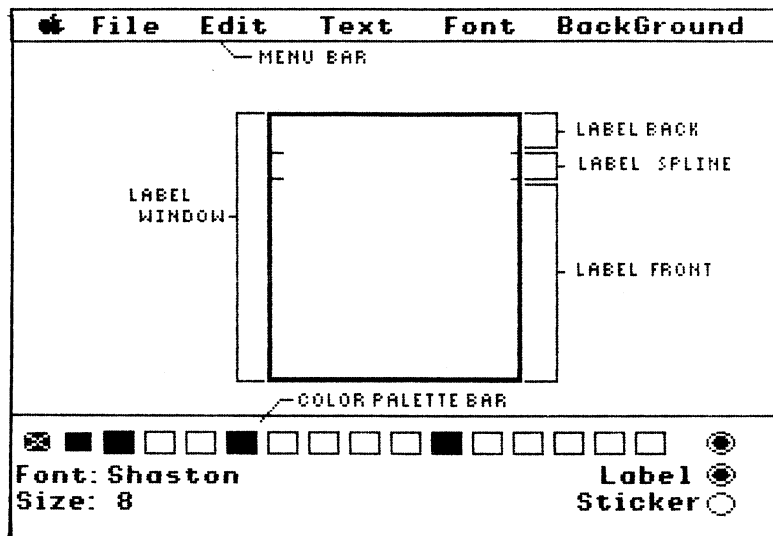
- (1) To begin, load up the **GDL** program as per the previous instructions, depending on your system setup.
- (2) Make sure labels are properly aligned in printer.
- (3) Viewing the main menu screen select ALIGN LABEL under FILE (ONLY FOR FIRST LABEL). Paper will advance to label starting position.
- (4) Pull down the FILE window and select LOAD LABEL.
- (5) Select the file LABEL.**GDL** by double clicking with the mouse on the filename.
- (6) The Label will load into the window in the center of the screen.
- (7) Pull down the FILE menu again and select PRINT. A version of the print dialog box will appear with various printing settings. Choose BETTER COLOR as quality and check color box in bottom left corner. Now click on OK. That's all there is. You now have a custom disk label for your **GDL** program.

## USING **GDL** - GRAPHIC DISK LABELER

The following section of the manual will explain the program in more detail.

After loading the program the opening screen shown on the next page will be displayed on your monitor.

The screen is divided into three (3) regions.

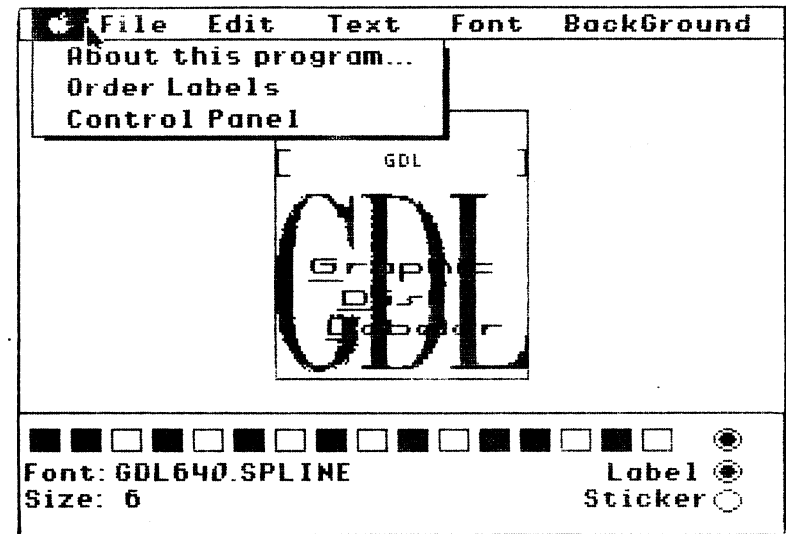


- (1) The MENU BAR is located at the top of your screen. It is used to access the various features of the program. By pointing with the mouse at the titles and holding the mouse button down the windows will open and let you select the options.
- (2) The LABEL WINDOW is located at the center of your screen. This is where you will create your label. It is divided into three (3) areas.
  - (1) LABEL BACK
  - (2) LABEL SPLINE [ inside brackets]
  - (3) LABEL FRONT

Each of these areas work independently of the other. To select the area you wish to work in, point and click the mouse.

- (3) COLOR PALETTE BAR which is located at the very bottom of your screen. By clicking with the mouse on the color box of your choice, (an x will appear in the box selected,) you will change the color of the letters being typed onto the label. You can also change letters already on the label by highlighting the appropriate ones with the mouse and

then selecting the color. You can also change the color of the DESKTOP from the COLOR PALETTE BAR by selecting a color box and clicking on the button to the right of the color boxes. Below the COLOR PALETTE BAR will be displayed the active font and its type size. To the right are two (2) buttons. The LABEL button will reverse the text on the label back and spline area while the STICKER button will print as shown on screen.



#### MENU BAR - APPLE

*About this program...*

*Order Labels* Where and how to get additional labels.

*Control Panel* Use to select printer and printer port.

#### MENU BAR - FILE

*Load Label* To load a label you have previously saved.

NOTE: When loading 320 labels into 640 version label & screen colors may need to be adjusted.

adjustment is necessary load in your favorite paint program and edit the graphic.

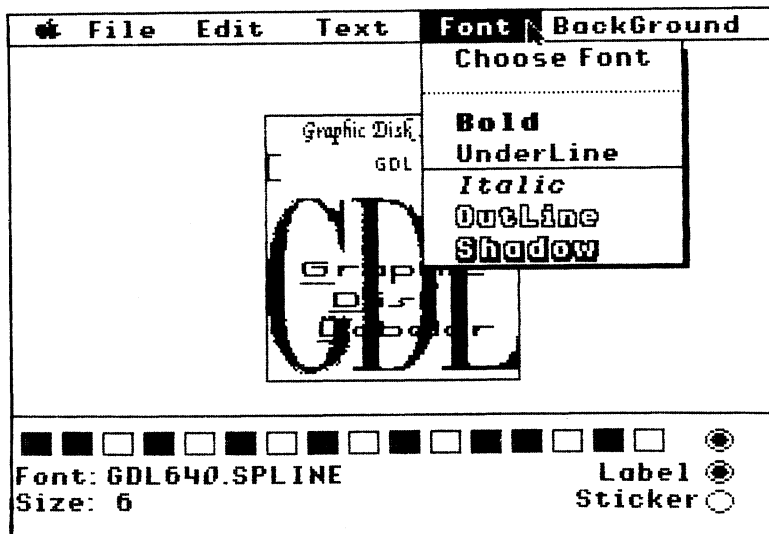
**Erase Label** To clear the label when you want to start over select this feature.

### MENU BAR - TEXT (SCREEN NOT SHOWN)

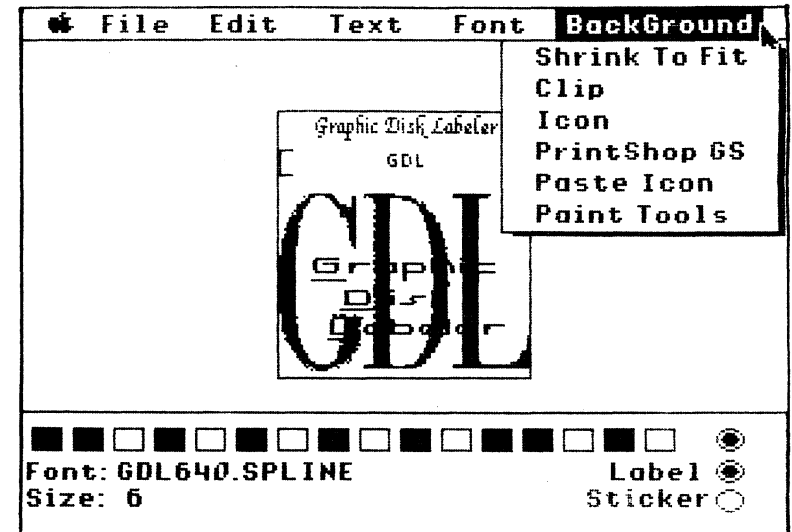
The default text justification is set to CENTER. For each of the three (3) areas of the label. Other options to choose from are *Right Justify*, *Left Justify*, and *Full Justify*,

### MENU BAR - FONT

**Choose Font** This feature will allow you to use any GS FONT with the program. As long as the fonts were placed in the GS/OS 5.0.2 SYSTEM DISK Font folder the font will be accessible from the menu. Font Styles can be changed by selecting one of the various styles *Bold*, *Underline*, *Italic*, *Outline*, or *Shadow*.



### MENU BAR - BACKGROUND

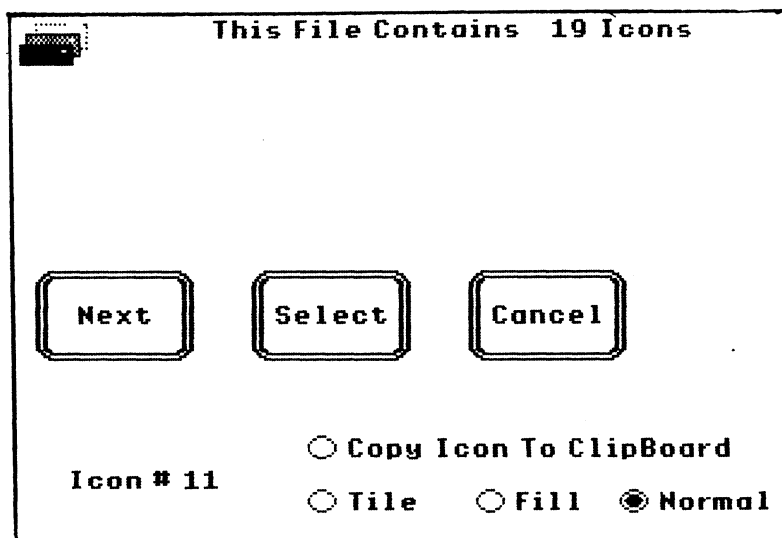


**Shrink To Fit** Once selected the graphic will be reduced in size and placed onto the front of the label.

**Clip** Allows the user to capture only a certain area of the graphic. To do this you would move the mouse pointer to the upper left corner of the area you wish to clip. Holding the mouse button down, drag the mouse diagonally across to the lower right corner of the area to be clipped. Releasing the mouse button will place the clipped portion onto the label.

**Icon** Selecting this feature will bring up the ICON LOAD SCREEN (page 11), whereby you will be able to load in any APPLE IIGS SYSTEM ICONS. After selecting the ICON, the **GDL** ICON viewing screen will appear. The current ICON will be displayed in the upper left corner of the screen. If there are several ICONS in the file choosing NEXT will display them, one at a time. Icons can be drawn in NORMAL size or expanded to FILL the front of the label.

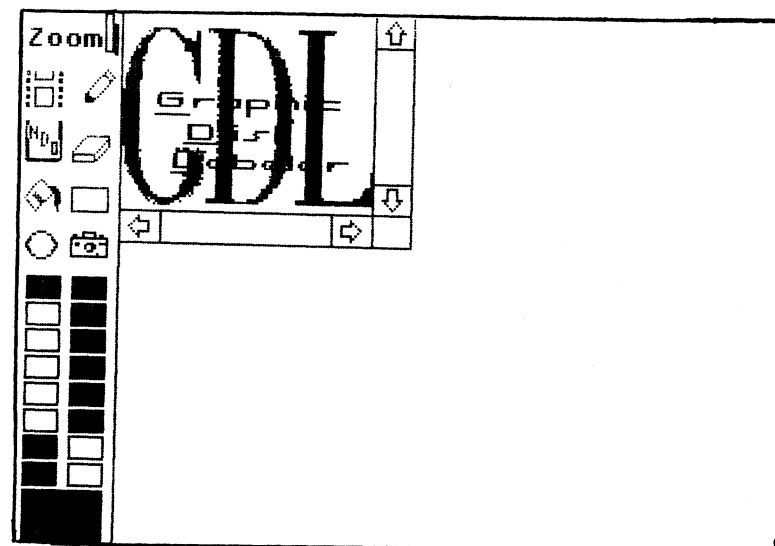
Select FILL at the bottom of the ICON Screen before you choose SELECT, if you want the ICON Picture to fill the entire label. You may also use the TILE feature to put the same ICON in each of the four corners of the label. By selecting COPY ICON TO CLIPBOARD the ICON shown in the upper left corner of the screen will be placed in the CLIPBOARD and you will be brought back to the label screen where you can place the ICON onto the label by choosing from the BACKGROUND MENU "PASTE ICON".




**PrintShop GS** Once selected, hold the mouse button down to place your PRINTSHOP GS GRAPHIC. Release the mouse button to set in place.

**Paste icon** If you have selected "COPY ICON TO CLIPBOARD" from the ICON MENU this feature will allow you to paste the last selected Icon onto the label. The Icon will remain in the clipboard until another Icon is selected. With this feature multiple Icons of the same or different type can be placed anywhere on the label front.

**Paint Tools** When selected from the MENU BAR the label will be brought into the paint portion of the program as shown below. The label will appear in the upper left corner of the screen. You may now edit the label using the TOOLS available.



 PENCIL Line drawing & pixel editing.

 ERASER White out areas.

 LABEL ICON Return to Label Screen.



UNDO Cancels last step.



RECTANGLE OUTLINE Draw the outline of a rectangle or square.



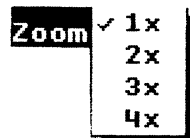
CIRCLE OUTLINE Draw the outline of a circle or oval.



PAINT BUCKET Fills an area with selected color.



SNAPSHOT saves the label as a \$C1 Graphic File for further editing.



ZOOM magnifies the label area from 1 to 4 times.



COLOR PALETTE Active colors to work with.