



USER'S MANUAL

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TABLE OF CONTENTS

Getting Started
page 4

Tutorial
page 6

The Basics
page 11

The Menus
page 24

**How to Contact
Technical Support**
page 30

GETTING STARTED



What you will need:

- Windows 3.1 or Windows 95
- 25MHz 486SX or faster
- 8MB RAM
- Minimum 10MB hard disk space
- 2X CD-ROM drive or faster
- 640x480 display, 256 colors
- Windows compatible sound device
- Printer support: Works with most popular printers (monochrome and color) supported by Windows.

*System configuration: May require minor adjustments to the configuration of your operating system and/or updates to the hardware component drivers.

Installing the Software:

To Install Windows 95

- Begin at the Windows 95 desktop.
- Insert the CD-ROM into your CD-ROM drive.
- The ***Sticker Works*** startup window will appear.
- Click the **Install** button and follow the on-screen instructions to install the program.

If the ***Sticker Works*** startup window does not appear automatically on screen, you can install the program manually:

- Click the **Start** button on the taskbar and choose **Run**.
- Type **D:\SETUP.EXE** in the line labeled Open. (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**.)
- Click the **OK** button and follow the on-screen instructions to install ***Sticker Works***.

To Play

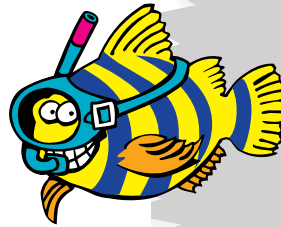
- Begin at the Windows 95 desktop.
- Click the **Start** button, point to Programs, and then Brøderbund Software.
- Click the **Sticker Works** 1.0 menu item to start the program.

To Remove from Windows 95

If you need to remove **Sticker Works** begin at the Windows 95 desktop. Click the **Start** button, point to Settings, and then click **Control Panel**. Double-click the **Add/Remove** Programs icon. Click the **Install/Uninstall** tab and select **Sticker Works** from the list of programs. Click the **Add/Remove...** button and then click the **Yes** button to remove the program. Click **OK** to clear the screen.

To Install Windows(R) 3.1x

- Begin at the Windows Program Manager.
- Insert the CD-ROM into your CD-ROM drive.
- Click the **File** menu, and select **Run**.
- Type **D:\SETUP.EXE** in the line labeled Command Line. (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**.)
- Click the **Install** button and follow the on-screen instructions to install the program.



To Play

After successfully installing the program, a program group titled **Brøderbund Software** will be created in the Windows Program Manager. It will contain an icon labeled **Sticker Works**. Double-click this icon to begin playing.

If you need to remove **Sticker Works**, begin at the Windows Program Manager. Double-click the **Brøderbund Software** program group. Next, double-click the **Uninstall Sticker Works** icon. When prompted, click the **Yes** button to remove the program. Click **OK** to clear the screen.

TUTORIAL

Your First *Sticker Works* Sticker

Making your own sticker can be fun. Our easy-to-learn, useful tools help you create unique designs in the shortest time possible.

Some of you may want to jump right in and begin experimenting immediately. That's fine. . . skip this section and go for it! However, if you would like to understand how everything works in a more logical order, take a few minutes to walk through this section.

READY?

Make sure that you've installed the application as outlined above. Start the ***Sticker Works*** application (refer to the "To Play" paragraphs for Windows 3.1 or Windows 95 in the **Getting Started** section beginning on page 4).

You'll enter the main work area where you will do most of your sticker creation.

One of the great things about ***Sticker Works*** is that there is no "right" way to create a sticker. You can add text and graphics, change colors, flip, rotate, and resize in any order you like. Follow our example here and then do it whatever way works for you.

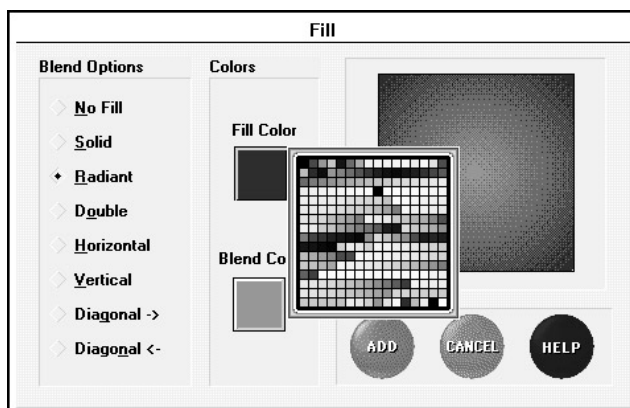
Let the fun begin!

Let's begin by adding color to the background.

- Click the **FILL** button.

In the dialog box that appears, you can select from several different types of background fills.

- Select **Radiant** by clicking the radio button next to it. A Radiant blend merges from



one color on the edge of the sticker (Fill Color) to another color at the center of the sticker (Blend Color).

You'll notice that after you choose a Fill Type, a preview of that fill is shown in the area to the right. To make the effect a little more interesting, we are going to add different colors.

- Click and hold the mouse button down on the **Fill Color** button.

In the small window that appears, move your mouse over the colors (remember, keep the mouse button held down) and notice that the **Fill Color** button reflects the color the mouse is pointing to. When you've located a color you like, let go of the mouse button. You have now selected a **Fill Color**.

Notice that the preview of the effect has changed.

- Click and hold the Pointer on the **Blend Color** button. Select a color just as you did when selecting the first color. Make sure the second color is different from the first color, or you won't get the desired effect.

After you have selected a second color, look at the preview. It will show you how the effect and colors you have chosen will appear on your sticker.

- Click the **ADD** button when finished choosing colors and type of fill.

Now that you've set the background for your sticker, it's time to start adding text and graphics.

- Click the **GRAPHIC** button.

In the dialog box that appears, you will be able to select from several different graphics types to add to your sticker. You can select Center or Border graphic, or if you own one of The Print Shop® family of products, you can add a Print Shop® Square graphic. The **Import** button will allow you to import graphics in BMP, TIFF, EPS or WMF format. For more information about graphic types, refer to the Add Graphic section, on page 18.

LET'S KEEP THE FIRST ONE SIMPLE.

- Select **Border Graphic**

In the list of graphics that appears, select "**Palm Trees**" by clicking on it with the Pointer. The name will be highlighted, and a preview of the border will appear in the right side of the dialog.

- Click the **ADD** button.

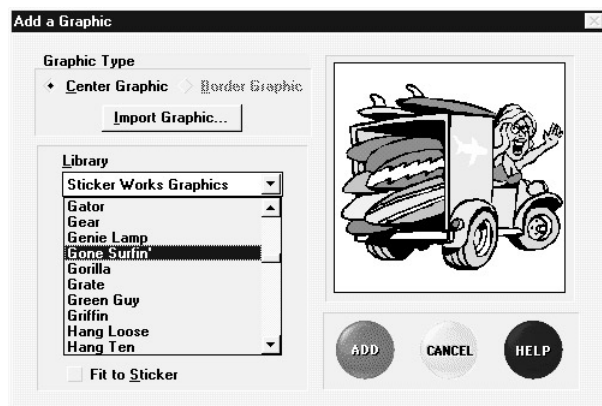
This will add the border to your sticker.

- Click the **GRAPHIC** button again.

The same dialog box appears. This time, we'll add a graphic.

- Select **Center Graphic**

In the list of graphics that appears, select "**Gone Surfin'**" by clicking on it with the Pointer. You may have to scroll down the list to find the graphic. Just click on the downward pointing arrow.



- Click the **ADD** button.

This will add the graphic to your sticker.

HEY, YOU'RE ALMOST DONE!

The last thing that we'll do is to add text to your sticker.

- Click the **TEXT** button.

Now you're ready to enter your text. You will notice a flashing cursor is in the Line 1 area of the dialog box.

- Type "I am stuck on"

Press the Tab key or click in the Line 2 field. This will make the cursor active in the Line 2 area of the dialog box.

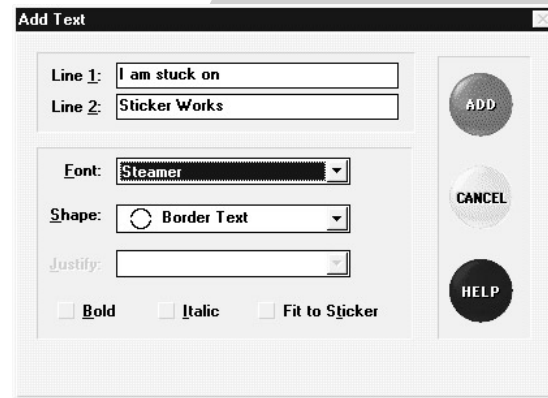
- Type "***Sticker Works***"

The only thing left to do is change our font to something that fits the mood.

- Click the **Font** drop-down menu.
- Select "Steamer"

We will leave the **Shape** option set to "Border Text." Now, let's see what it looks like!

- Click the **ADD** Button.



You will return to the main work area and the text will be placed around the center of the sticker.

ADVANCED STUFF

How about coloring the text?

Sure! All monochrome (black and white) objects can be given a different color.

- Make sure the Text Block is selected.

A selected object will appear with a rectangle around it. If the object is not selected, click the **ITEM** button until the rectangle appears around it.

- Click and hold the mouse button down on the **COLOR** button.

A color palette will appear where you can choose from 256 different colors for your text. Move the mouse over the different colors. As you do, the **COLOR** button changes its color to match. Select a bright color that will make the text stand out. You can select a color by simply letting up on the mouse button.

- How about bright blue?

After letting up on the mouse button, the text will change to the color you have chosen.



SAVING

It is highly recommended that you save your project after you create your first sticker.

- Click the **File** menu and choose **Save**.

Name your project and enter a description as well. This information will prove to be helpful if you ever decide to transport these stickers into another **Sticker Works** project. After naming your project, click **OK** and your project will be saved.



YOU HAVE NOW FINISHED YOUR FIRST STICKER!

Congratulations! Now go ahead and make some more of your own.

- Click the right navigational arrow located to the right of The Grid.

This will advance you to the next sticker, where you can begin designing your own.

COOL.

THE BASICS

STICKER DESIGN

You can perform all sorts of design operations on sticker objects using the buttons and menus. You can add, move, and delete objects. You can add shadows, tint objects, and change colors of black & white graphics. You can scale and resize, rotate and flip, copy and paste, and change the order of the objects. You'll do all your work in the main window and see the results of your changes instantly. That means you can experiment, trying out this or that until you come up with a design you like.

If you plan to do a lot of tinkering with the design, you may want to save your project whenever you have part of a design you're sure you want to keep. That way, if your experimentation leads to confusion, you'll be able to get the original project back by using the **Revert to Saved** option on the **File** menu. For details on saving your project, see page 16.

Selecting Objects

Before performing a design operation, you must select the object or objects you want to change. You can select one, several, or all of the objects in the design. The changes you make will apply to whatever objects are selected.

To select a single object:

Click the **ITEM** button until the object is selected or use the Pointer to click on the object. Solid black handles will appear at each corner of the object. (Handles will appear in other colors if black won't show up well against your background.) The handles tell you that the object is selected. To de-select the object, click elsewhere on the design. Pressing the Tab key on the keyboard or clicking the **ITEM** button on the main screen will select each object on the sticker in turn. This feature is especially useful when several objects overlap each other.

To select additional objects:

Hold down the Shift key as you click each additional object. To de-select the objects, click elsewhere on the design.

To select all of the objects in the design:

Choose **Select All** from the **Edit** menu. To de-select the objects, click elsewhere on the design (not on a selected object).

Moving Objects

To move an object, position the Pointer over the object, click and hold the mouse button, and drag the object to the desired location on the sticker.

Scaling an Object

To scale an object, click once on the object to select it, or click the **ITEM** button until the object is selected. Next, position the Pointer over one of the “handles” on the corners of the selected object. These handles appear as small boxes. Click the mouse button and hold it while dragging the handle away from or toward the center of the object.

Stretching an Object

Select the item that you wish to stretch by using the mouse pointer or the **ITEM** button. Next, position the Pointer over one of the handles on the corners of the selected object. While holding down the Ctrl key on the keyboard, click and hold the mouse button while dragging the handle away from the center of the object.

Menu Functions

Across the top of the screen is the Menu Bar. To open a menu, click the name of the menu and hold the mouse button down. A list of items will appear. While still holding the mouse button down, move the Pointer over the items. The items will become highlighted as the Pointer moves over them. To select an item, let go of the mouse button when that item’s name is highlighted.

Some menu items won’t be available until an object is selected. These menu items are gray and are referred to as being “grayed out.” To make these menu items active, you must first select an object in your design.

THE MAIN SCREEN

To get to the main screen, you must first start the **Sticker Works** application. To do this, double click on the **Sticker**

Works icon located within the **Sticker Works** program group in Windows Program Manager.

To make learning how to use this software a little easier, we have broken down the main screen into four parts.

THE ZONE

Sticker Works's main screen centers on the creation of your sticker design. The big circular area in the center of the screen is called The Zone. That's where you place and move objects.

Although you can move objects so that they fall outside The Zone, only those objects, or parts of objects, that lie within The Zone will be printed.

THE GRID

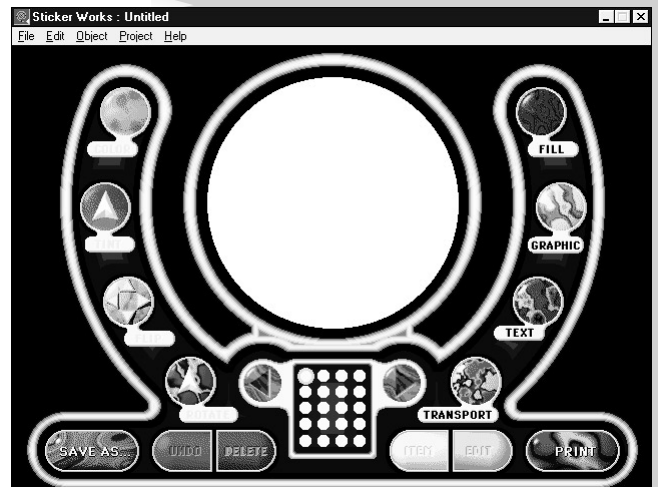
The Grid is the rectangular area just below The Zone. It contains two arrows (one pointing left, one right) and 20 dots laid out in a grid pattern.

The arrows allow you to move from one sticker to another. Click once on the left arrow to go to the previous sticker design. Click once on the right arrow to move to the next sticker. Each dot represents one of the 20 labels on the sheet you will eventually feed through your printer.

If you just started the application, all of the dots are yellow and there is a blue circle around the dot in the upper left corner. This blue circle lets you know which sticker you are working on.

The yellow dots represent stickers with nothing in them. Therefore, if you were to print your project right now, you would get nothing but white labels.

Note: *If any of the dots are red in The Grid you probably want to avoid designing a sticker in them. Your printer may not be capable of fully printing that close to the edge of the page. You won't be prevented from designing in those areas, so if you want "to see what happens," feel free!*

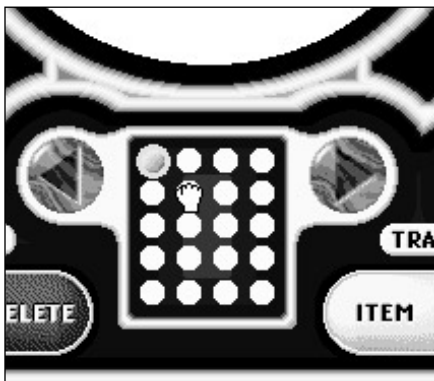


Once you have created a sticker design and move to the next sticker, the color of the corresponding dot in The Grid will turn green. This makes it easy to see which stickers are finished (or partially designed), and which ones are still empty. If the top row of dots is green and you print your project, the top row of the printed label sheet would contain sticker designs. If you were to delete all of the objects from a given sticker, the corresponding dot in The Grid would turn yellow again.

Jumping to Stickers

Move the cursor into The Grid. Now click on a dot in The Grid other than the one that is active.

The blue border will jump to that dot you just clicked on and that sticker will become active. Any contents of that sticker will be shown in The Zone. You can add or edit objects for this sticker since it is now the active sticker.



Moving & Copying Stickers

You can move stickers from one location in The Grid to another within your current project. To move a sticker, click on it and, while holding down the mouse button, drag it to the desired location. Releasing the mouse button will move the sticker design to that location. You can also copy a design by holding down the Shift key on the keyboard while dragging a design from one area in The Grid to the another.

THE LEFT BANK

The Left Bank controls allow you to modify a selected object's attributes, delete a selected object, undo a modification or function, and save the project.

The **COLOR**, **TINT**, **ROTATE** and **FLIP** buttons can only be used when an object is selected.



Color

Color can be applied to text or to a black and white graphic. To select a color for an object, make sure the object is selected and then click and hold the mouse button down on the **COLOR** button. A pop-up window with a selection of 256 colors will appear.

While holding the mouse button down, move the Pointer over the colors. The center of the **COLOR** button will change to show you which color the Pointer is over. To apply the selected color, let go of the mouse button. The selected object will change to that color. Remember, this only works for Text and Black and White graphics.



Tint

The **TINT** button allows you to fade an object's color in steps of ten percent. Ten percent is the minimum tint value. To tint an object, make sure that it is selected and then click and hold the mouse button down on the **TINT** button. Move the mouse so that the **TINT** button turns. You'll notice that as you rotate the **TINT** button, the button itself will fade. When you've found a tint effect that you like, let go of the mouse button. The object you selected will tint accordingly.



Note: Monochrome (black and white) and imported graphics cannot be tinted.



Flip

You can flip a selected object by clicking the **FLIP** button. First, select an object and click either the top or bottom of the button (vertical flip), or the left or right side of the button (horizontal flip).



Rotate

The **ROTATE** button allows you to rotate an object in 10 degree increments. To rotate an object, make sure that it is selected and then click and hold the mouse button down on the **ROTATE** button. Move the mouse so that the **ROTATE** button begins to turn. When you've turned the button to a degree you want, let go of the mouse button. The selected objects will rotate accordingly.

Note: Imported Graphics can be rotated in 90° increments only.



Undo

Clicking **UNDO** will reverse that last thing you did. It will only undo your last action. If you do something to your design that you didn't mean to do, then select **UNDO** right away.



Delete

If an object is selected in your sticker, **DELETE** will remove that object. You can also delete selected objects by pressing the Delete key on your keyboard. The object does not get moved to the Clipboard. So, if you **DELETE** something by mistake, make sure you **UNDO** right away.



Save As

Click the **Save As...** button to create a file for your work.

- In the name field, type in a name for your creation.

If you have saved the project once before, the name will already be filled in for you. If you'd like to change the name, simply type in a new name.

You will also notice a description field. Either press the Tab key or click in this field to make it active.

- Enter a description for your project.

Enter a description that will let you know what designs are in this project when you go to open it or transport a sticker from it later.

Save Mode

When saving a project, you have two options. **Fast Save** saves a compact form of your project. This feature conserves disk space using "pointers" to graphic files rather than creating duplicate copies of full graphic files. **Full Save** saves all files necessary to use your project with another copy of **Sticker Works** on a different computer. For example, use Full Save when you want to print a project on a printer attached to another computer.

After you have entered a name and a description for your project, click on the **OK** button.

THE RIGHT BANK

The Right Bank controls allow you to add objects, import other stickers, select and edit items, and print your project.



FILL **Fill**

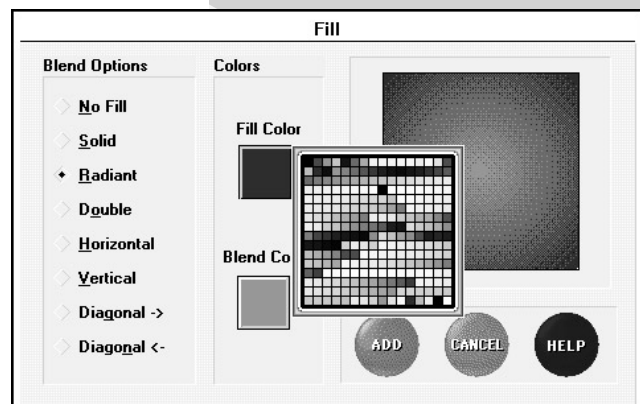
Click the **FILL** button and the Fill dialog will appear. Here you can select from 7 different **Blend Options** and choose the colors for those effects.

- Select a **Blend Option** for the background of your sticker.

Click the radio button near the name of the effect you want. After selecting an effect, a preview of that effect will be shown in the right side of the dialog.

- Click in the Fill Color Area to choose the first color of the effect.
- Click in the Blend Color area to choose the second color.

As you select colors, they will be added to the preview of the effect so you can see how well they work together.



Note: If you pick No Fill as the **Blend Option**, Fill and Blend are not applicable. If you pick Solid as the **Blend Option**, only Fill Color is applicable.

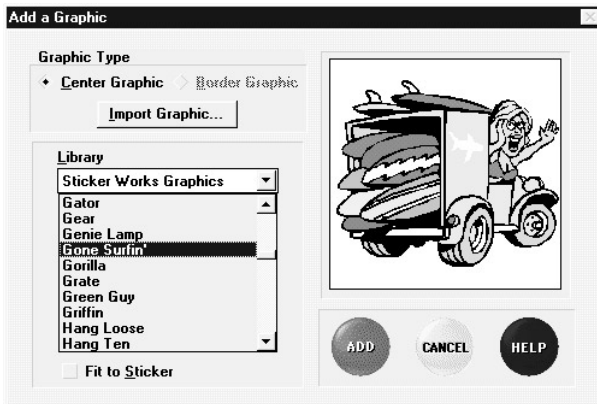
After you have selected your **Blend Option** and Colors, click the **ADD** button to add the background to your design. Or, you can click the **CANCEL** button to leave your design unchanged.



Add Graphic

Click the **GRAPHIC** button, and the Add a Graphic dialog will appear. Here you can choose to add or import a graphic into your design.

You can add a Center or Border Graphic to your design by clicking the radio button next to those names. You can also choose to add a Print Shop Square graphic by selecting that radio button. The **Import** button enables you to import any graphic that is in BMP, TIFF, EPS or WMF format. (Read further down in this section for more information on imported graphics).



After you have selected the graphic type, a list of available graphics of that graphic type in the current directory will appear at the left of the dialog.

The name of the graphic library that holds these graphics will appear at the top of that list. If you want to add a graphic from another library, click in the library name field and choose another name from the list that pops up. If the library name you are looking for does not appear in the list, then click "Other Libraries..." and use the navigational dialog to locate the library on your hard drive or floppy disk. If you want a library or file from another directory, double click on the desired directory or click on the "[.]" symbol in the Directories list to move back one directory level. If you want a library from another Drive, double-click on the drive letter near the bottom of the Directories list.



To preview a graphic before you add it to your design, click on the name of the graphic in the list. A preview of that graphic will appear in the right side of the dialog. Scroll down the list to locate additional graphics in the selected library.

Finally, there is a checkbox with the caption **Fit to Sticker**. This means that the graphic object you add will be automatically sized to fit to the boundary of the sticker if this option is selected. If you deselect this option by removing the check mark (just click on it), the graphic object will be placed onto your design at a smaller size.

Once you've found a graphic you wish to add to your design, click the **ADD** button, or click the graphic name twice. To leave your design untouched, click the **CANCEL** button.

You can add as many graphic objects as you like to any one particular design, with the exception of Border Graphics. *Only one Border Graphic can be added to any one sticker design.*

Importing Graphics in other formats

If you choose to import a graphic or photo that is in either BMP, TIFF, EPS or WMF format, click the **Import** button in the Add a Graphic dialog. In the Import Graphic dialog, choose the type of graphic you want to import from the drop down list. A list of the available graphics of that type in the current directory will appear in the Files list box. To preview a graphic, click its name in the Files list box. The preview will show in the display area to the right. If necessary, navigate to the appropriate drive and directory. Select the graphic or photo you want and click **ADD**. The graphic will appear in the middle of The Zone, where you can resize and move it.

Note: *Imported graphics can only be rotated in 90 degree increments, and they cannot be tinted or have their color changed.*



Add Text

Click the **TEXT** button and the Add Text dialog will appear. Here you can select a text effect and enter the text you want to add to your design.

You may enter up to two lines of text. Each line of text is represented by a text entry field at the top of the Add Text dialog.

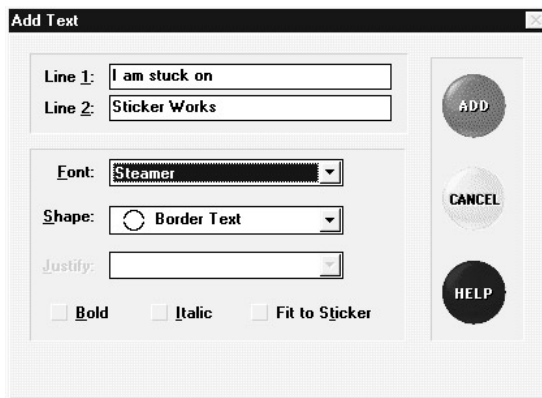
- Type in a line of text.
- Press the Tab key to advance to the second text field.
- Add another line of text if you wish.

Hint: *Do not enter too many characters on one line. A sticker is only 1 1/2" in diameter. Trying to put a lot of text on one line*

may make your phrase unreadable. Try to keep the amount of text you enter to 20 characters or fewer per line, and you will find your message much easier to read when your design is printed.

Font

Below the text entry area is a pop-up list of typefaces. The default font is always chosen automatically, but you can change this by clicking once on the typeface currently shown. From the pop-up menu that appears, select the typeface you want. Scroll up and down in the list of fonts to see all your typeface options.



To select a font, just click on it.

Shape

The next option is Shape. Select a shape for your text from the pop-up shape menu. Your text will be stretched and squeezed to fit the shape you select. The "Border Text" option will stretch your text around the border of your sticker in a circular shape.

Justify

Justification refers to the alignment of text. This option is only available if you have two lines of text. To select justification, click on the name of the current justification setting or on the down arrow to the right of the current justification. Select the desired justification. If you choose "Full", the text will be stretched so that it spans the full distance from the left margin to the right margin of the text block.

Note: *Justify is not an option if you select "Border Text."*

Finally, there are three boxes with the options **Bold**, **Italic** and **Fit to Sticker**. Choose **Bold** or **Italic** to add those options to your typefaces. If the **Fit to Sticker** box has a checkmark in it, the text object you add will be automatically sized to fit to the edge of the sticker. If you deselect this option by removing the check (just click on it), the text object will be placed onto your design at a slightly smaller size.

When you are finished choosing your text effects, click the **ADD** button to add the text to your sticker. If you decide you don't want to add the text, click the **CANCEL** button. You can add as

many text objects as you'd like to any one particular design, with the exception of Border Text. *Only one Border Text object can be added to any one sticker design.*

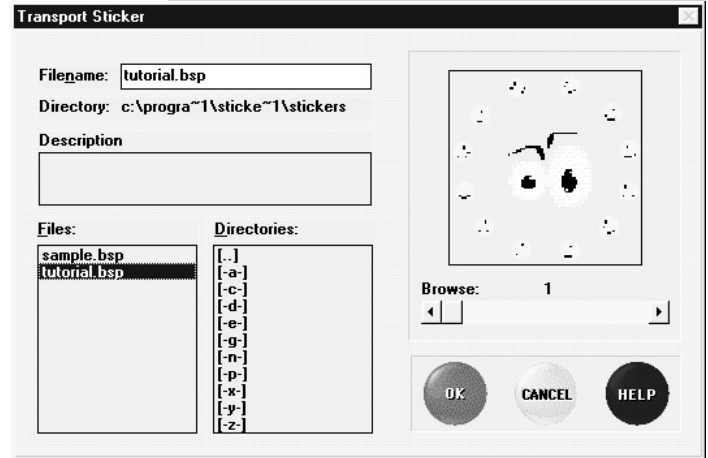


Transporting a Sticker

Click the **TRANSPORT** button to add a sticker design from a saved project to your current project.

A list of saved projects will appear in the left side of the dialog. When you've decided which file you want to open, click that file's name to highlight it. A preview of the first sticker will appear in the right side of the dialog. Click the left or right arrows below the preview to see the different designs in the project. When you've located the design you want, click the **OK** button. This will add that design to your current project, and into the currently selected sticker.

Note: Make sure you select an empty sticker on your current project before transporting a sticker from a previously saved project.



ITEM

Item

Clicking the **ITEM** button is like pressing your Tab key to select objects. Each time you click the **ITEM** button, a different object will be selected in The Zone. Sometimes, when there are many overlapping objects in The Zone, clicking the **ITEM** button makes it easier to select the object you want to modify.

EDIT

Edit

Clicking the **EDIT** button will bring up the appropriate dialog for the selected object, so you can modify or change that object.

PRINT

Print

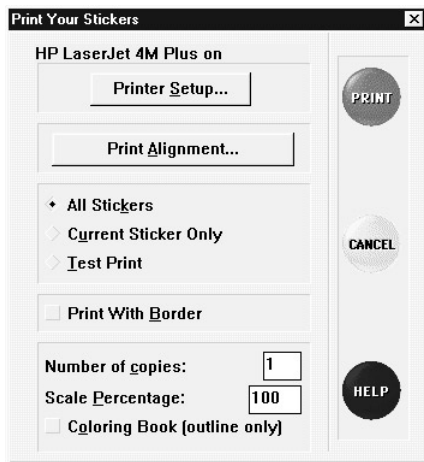
Click the **PRINT** button to print your project. Within the Print dialog you will notice the following options:

Printer Setup

This feature lets you specify a printer from a list of currently installed Windows printer drivers. It also allows you to configure that printer's settings.

Print Alignment

This feature allows you to move your project in very small increments, up to a total of one inch, in any direction. If your project is not placed properly on the label sheet when you print it, the Print Alignment command lets you "nudge" it into the correct position. Click the **Print Alignment** button to go to the Print Alignment dialog. Enter numbers from -15 to 15 in the Horizontal and Vertical alignment boxes to move your projects slightly left (-), right (+), up (-), or down (+) on the page. To go back to the previously saved setting, click the **Reset** button.



All Stickers

Choose this option to print all the stickers in the open project. Make sure you insert a sheet of labels into your printer.

Current Sticker Only

This option will print only the sticker that is active. This will print both a large size and an actual size preview of your sticker design. If you select this option, print on a plain piece of paper and not on a sheet of labels.

Test Print

This will print a sheet of circles for a paper alignment test. Make sure, if this option is selected, that you print on a plain piece of paper and not on a sheet of labels. Use the resulting printout to adjust **Sticker Works** and your printer. Compare the test sheet with a label sheet to verify the alignment is correct. For details on printer setup, see The Menu, starting on page 23.

Print with Border

Selecting the **Print with Border** option will produce a circular border around each of your sticker designs when printed. To select this option, click once on the box next to it and a check

will appear. To deselect the option, just click once again and the checkmark will disappear.

Note: If you select **Test Print**, the **Print with Border** option is automatically selected and cannot be deselected.

Number of Copies

If you want to print more than one copy of your project, highlight the number in the **Number of Copies** box and type in the number of copies you want.

Scale Percentage

If you would like to scale the printout, enter or adjust the scaling percentage shown. The default printout is 100%. However, you can have your stickers print out anywhere from 50% to 103% of their original size. This feature can be used to effect a “bleed”—a sticker that prints off the edge of the label. It can also be used to shrink the sticker printouts so that they will line up on the sheet of labels better. Be careful when trying to correct a bleed off the edge of a label. The labels themselves are positioned close to each other and if your printer is not properly adjusted, a design intended to print on one sticker may bleed onto another.



Coloring Book

This option prints any project in outline form. To select this option, click once on the box next to the option so a checkmark appears. If you do not want to print in **Coloring Book** mode, make sure there is not a check next to this option.

When you are ready to print, click the **PRINT** button.

Note: Always try to fill up an entire project before printing out to a label sheet. Although you can move and reposition stickers within the Grid to make use of unused labels, the glue that holds the labels on the wax backing of the sheet begins breaking down after a few runs through the printer. Also, previously removed labels leave plain wax paper exposed. If you do feed a label sheet back through your printer, make sure that no sticker designs exist where there isn't a label to print on (this note is especially for you inkjet owners).

THE MENUS

FILE MENU

New Sheet

Choose **New Sheet** to start a new project.

Open...

Choose **Open...** to open files you have previously saved. A list of saved files will appear. When you've decided which file you want to open, click twice on that file's name or highlight the name and then click the **OK** button. The first sticker in that project will appear in The Zone and then you can edit, print or finish the project.



Save

Select the **Save** option to create a file for your work. For more information on Saving, see page 16.

Save As...

Choose this option to save a project for the first time or to save a currently open sheet with a different name. For more information on Saving, see page 16.

Revert to Saved

Use this option to switch back to the last saved version of your project.

Preferences...

This option lets you set preferences (defaults) that **Sticker Works** will use whenever you start the program. Make your desired selections in the dialog box that appears.

Sound – use this option to turn on or off the button sounds you hear while working with **Sticker Works**.

Default Font – this font will be used each time you create a new text block.

Fast Bitmap Printing – by default, this should be checked. This will print your projects as fast as possible. However, if your printer is having difficulty printing flipped or rotated imported graphics, deselect this option by clicking on it to remove the checkmark.

Print...

Choose **Print...** to print your project. For more information on printing, see page 20.

Print Setup...

This dialog lists the currently available Windows printer drivers. One printer or several may be listed, depending on what you specified when you installed Windows. Click on the printer you want to use. If you want to set options for the printer, click the **SET-UP** button. This will bring up the Setup dialog for the printer.

***Note:** The Windows printer drivers and the Setup dialog are supplied by Windows and/or the printer manufacturer, not Sticker Works. If you are experiencing difficulties printing, please check the Sticker Works ReadMe file or contact your printer manufacturer.*

Exit

Select **Exit** from the **File** menu when you want to quit the application.

EDIT MENU

Undo

Selecting **Undo** will reverse the last thing you did. It will only undo your last action. If you do something to your design that you didn't mean to do, select **Undo** right away. After you **Undo** an action, the menu command will change to **Redo**. **Redo** will reverse the last **Undo** command.

Cut

Cut will remove the selected object from your design and move it to the Clipboard.

Copy

Copy will make a copy of the selected object and put the copy onto the Clipboard.

Paste

If you have an object that has been moved or copied to the Clipboard, **Paste** will place a copy of that object onto the active sticker.

Delete

If an object is selected in your sticker, **Delete** will remove that object. You can also delete selected objects by pressing the Delete key on your keyboard. Note that the object does not get moved to the Clipboard. If you **Delete** something by mistake, make sure you **Undo** right away.

Duplicate

This option makes a copy of the selected object(s) and pastes them on top of the current object(s). Use this menu command to create a copy of a selected object and paste it in one quick step.

Clear All

Use this menu command to quickly delete all the graphic and text objects in the active sticker. This can be easier than deleting each object individually.

Select All

Select All is a quick way to select every object that is on the current sticker.

OBJECT

Add Graphic...

Selecting this menu item is just like clicking the **GRAPHIC** button on the screen. The Add a Graphic dialog will appear and you can choose to add or import a graphic into your design. See page 18 for more info.

Add Text...

Selecting this menu item is just like clicking the **TEXT** button on the screen. The Add Text dialog will appear, where you can select a text effect and enter the text you want to add to your design. See page 20 for more info.

Edit

Selecting this menu item is just like clicking the **EDIT** button on the screen. Selecting **EDIT** will bring up the appropriate dialog for a selected object, so you can modify or change that object.

Shadow

An object must be selected first in order to choose **Shadow** from the **Object** menu. When you hold the mouse button down on **Shadow**, you can choose to turn Shadow On or Off. Turning Shadow On will add a shadow to the selected object.

Order

Select **Order** to move objects in front or behind other objects in your design. After selecting an object, select **Order** from the **Object** menu and drag your mouse over a position from the pop-up menu that appears. To select a position, let go of the mouse button when the position you want is highlighted.

- Bring Forward** Moves object forward one layer
- Bring to Front** Moves object to the top most layer
- Send Backward** Moves object backward one layer
- Send to Back** Moves object to bottom most layer

Note: *The fill will always be the bottom most layer. You cannot use the Order command to place anything behind a fill.*

Scale...

Instead of dragging an object's handle to resize it, **Scale...** allows you to enter an exact resizing percentage. After selecting an object and choosing **Scale...** from the menu, a dialog appears where you can enter a percentage between 1 and 200 percent. You can type in the field or use the up and down arrows to enter a value. When finished, click **OK** to scale the selected objects.

Rotate

Rotate allows you to rotate the selected object by a specific number of degrees. In the Rotate dialog, type in a value or use the up and down arrows. When finished, click **OK** to rotate the selected objects.

Flip

Click and hold on **Flip** in the **Object** menu to see a pop-up menu of selections. To select a direction, let go of the mouse button when the direction you want is highlighted.

Snap to Center

Snap to Center will move each of the selected objects so that its center is aligned with the center of the sticker.

PROJECT

Transport Sticker...

Select **Transport Sticker...** to add a sticker design from a saved project to your current project. A list of saved projects will appear. When you've decided which file you want to open, click that file's name to highlight it. A preview of the first sticker will appear in the right side of the dialog. Click the left or right arrows below the preview to see the different designs in the project.

When you've located the design you want click the **ADD** button. This design will be added to the active sticker in your current project.

Fill...

Selecting this menu item is just like clicking the **FILL** button on the screen. The Fill dialog will appear, where you can select a fill effect and choose the colors you want to add to the background.

Next Sticker

Selecting this menu item is just like clicking the right arrow on the screen. **Next Sticker** will advance you to the next sticker in the open project.

Previous Sticker

Selecting this menu item is just like clicking on the left arrow on the screen. **Previous Sticker** will revert you to the previous sticker in the open project.

Turn Sound On/Off

Select **Turn Sound Off** to turn off all button sound effects for this session of **Sticker Works**. When the sound is off, the command “toggles” to **Turn Sound On**, which you can select to hear button sounds again.

Note: If you want sound off to be the default setting, choose **Preferences** in the **File** menu and select **Sound Off**. Button sounds will remain off until you change your selection in **Preferences** or you toggle the sound on using the option under the **Project** menu.

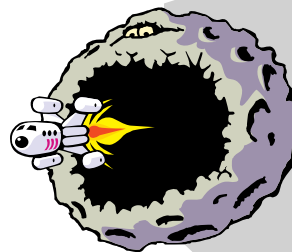
HELP

Index...

Displays an index of **Sticker Works** Help topics.

Using Help

Use this menu command to view help on using the Help system.



About...

Select **About...** to see the names of the people who created the **Sticker Works** software.

How to Contact Technical Support

If you have worked through these troubleshooting suggestions and still need assistance, you can contact Brøderbund Technical Support by using the options listed below. It will be very helpful if you can tell us your computer make and model, and the brand names of both the video card and sound card you are using. If possible, have the computer both positioned near your phone and turned on. Please also be prepared to give us a detailed description of what happens when you try to run the program.

You can contact us in any of the following ways:

- Internet - Online support is available through our World Wide Web site at <http://www.broderbund.com/support>
- America Online® - Use the Keyword: BRODERBUND
- Mail - Send your questions to Brøderbund Technical Correspondence, P.O. Box 6125, Novato, CA 94948-6125.
- Phone - Call us at (415) 382-4700 from Monday through Friday between the hours of 6:00 a.m. and 5:00 p.m., Pacific Time.

