

**P R O - S H A P E**  
**Shareware - Version 1.1**  
**User's Manual**

**A Drawing Program**  
**for Microsoft Windows V2 and V3**

This **User's Manual** has been included if the files you have received are intact. This manual is in a Microsoft Write format. Simply view or print this file using Microsoft Write. We hope these accessories will allow you to get the most potential out of the PRO-SHAPE package with the simplest of ease.

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## Introduction:

PRO-SHAPE is an object-based drawing program for use with Windows V2 and V3. For quick learners, this manual may be unnecessary, but please read the shareware and registration sections because they pertain to all distribution and use of the program.

Welcome to PRO-SHAPE, a wonderful yet simple drawing program for Microsoft Windows. PRO-SHAPE was originally developed for my personal needs. I wanted to be able to draw some simple pictures that would be very complicated to make on my IBM. At the time, Windows version 3 was not available, and even some of the paint programs didn't exist. As I worked on the program, I realized that this would be a usefull addition to many people's software. When Windows version 3 was introduced, I saw even more interesting possibilities. I continued working on the program, but was bothered when other paint programs emerged. Luckily they were too expensive for my pocket (and many other peoples'), and I continued to see a demand for my program. Well, the version of PRO-SHAPE that you are currently viewing is still being worked on, but I want to see some support. If people don't show any interest, development of PRO-SHAPE may stop, and people will have to buy other expensive alternatives; however, if enough interest is displayed, a very promising future is in hold for PRO-SHAPE and the people who use it. Even as we speak, additions are being made to PRO-SHAPE, and bugs are being worked out. Soon, a version of PRO-SHAPE will be available specifically for Windows version 3, but only if enough response is made to this preliminary version. To learn how to show interest, please read the shareware and registration sections at the end of this manual.

## Installation:

To install PRO-SHAPE, simply copy all of the files into one directory. Also copy the file WIN87EM.EXE into the main WINDOWS directory. Then, from the Program Manager, you can:

- 1) create a NEW program item; give the location and name of PRO-SHAPE.
- 2) OR simply select RUN; give the location and name of PRO-SHAPE.

NOTE: If may be necessary to copy the file WIN87EM.EXE into the root windows directory. This is evident if a message appears when trying to run PRO-SHAPE; "Cannot find file; check to ensure the file path and filename are correct."

Any comments can be directed to:

Hazard Software  
c.o. John K. Hazard  
19 Leary Drive  
Waterford, CT. 06385

## The included files:

The files included with PRO-SHAPE V1.1 are explained as follows:

PSHAPE11.EXE	The main program.
MANUAL.WRI	A simple manual provided in a Microsoft Write format.
README.TXT	Simple installation instructions.
README.BAT	A simple batch file which can be run to display the README.TXT file.

WIN87EM.EXE	A necessary dynamic-link library from Microsoft. This allows the Coprocessor/Emulator support.
*.PSP	Sample Data Files.
PSHAPE11.ZIP	The compressed form of all of these files (used for distribution).

## **The Visible Window:**

The visible window, sometimes referred to as the View-Screen, performs many uses. It displays the current objects and grids. Selected objects also show handles that can be used to re-size them. Objects can be selected with the mouse. Objects can be resized (when they are selected) by grabbing their handles. Objects can be moved (when they are selected) by grabbing their shape. Last of all, objects can be added.

## **Using the Mouse:**

The mouse has many uses:

- 1) Select menu items (commands).
- 2) Select objects (or commands) from the side-objects screen.
- 3) Select objects that are in the View-Screen.
- 4) Move handles (re-sizing objects) in the View-Screen.
- 5) Move objects in the View-Screen.
- 6) Add objects in the View-Screen.

## **The Objects-Side Screen:**

The objects-side screen is a group of bitmaps on the left of the PRO-SHAPE screen. The top eight of these bitmaps select the object to be added. The 'Select Box' allows objects to be selected. (see the EDIT SUB-MENU section) The 'Question Mark' enables/disables the ability to edit selected text. The 'Addition Sign' enables/disables the ability to add objects. The 'Selected Box' enables/disables the ability to select objects.

## **The menu-bar:**

The menubar is the means for selecting all of the functions of PRO-SHAPE. The functions are separated into individual menus that follow the same format as any other WINDOWS application. Actually, the first two menus, FILE and EDIT, are included in almost every WINDOWS program in order for programs to be easy to learn. The specific menu functions are described below. Their explanations can either be used as a learning lesson, or simply a lookup reference depending on how patient you are in reading instruction manuals.

Many menu items can not always be performed. If this is the case, they are 'GRAYED OUT' and unselectable. If the menuitem is disabled, it is for related reasons; for example, if CUT is disabled, that is because there are no selected objects to cut.

To simplify the use of the menus, many of PRO-SHAPE's menuitems are displayed as graphic icons. This is for simplicity, but if they are not desired, they can be turned off from the OPTIONS menu. Graphic menus allow the consequences of the menuitem to be observed.

Many of the menus are used for manipulating the attributes of the objects.

Selections in the FONTS, SIZES, STYLES, BORDERS, INTERIORS, and ROP2 menus don't reflect the state of the most recently selected objects, but will in future versions. Selections made to these menus change the selected objects, and set the state for any added objects.

## **The FILE sub-menu:**

The file menu allows you to perform file functions such as NEW, OPEN..., SAVE, and CLOSE. The 'NEW' function clears the currently loaded buffer and filename and starts from scratch. The 'OPEN...' function allows you to open a file from the disk. Only files written by PRO-SHAPE (or compatible programs) can be loaded. The 'SAVE AS...' function allows you to enter a filename (or a new filename) to save the file under. This is necessary when saving a file that is currently not named (Unknown). The 'SAVE' function saves the current data under the current filename. If the current file is not named (Unknown), a filename will be requested. The 'CLOSE' function ends the program. If the file has been changed, the program will ask you about saving the file. The file will be saved if selected, and a filename will be requested if necessary.

The FILE menu also performs the PRINT function. The 'PRINT' function prints the file to the currently selected printer.

## **The EDIT sub-menu:**

The first command contained in the EDIT menu is UNDO. This command is followed by the last function that changed the data buffer. By selecting the UNDO function, the function will be undone, and the buffer will be returned to its previous state. This command even works if the previous command was an UNDO. This means that you can switch between the two versions as many times as is necessary. This may be desired if you are uncertain if a change improves the quality of the picture.

The edit menu also contains commands to CUT, COPY, PASTE, and CLEAR. These commands manipulate the clipboard buffer to transfer (or copy) data in the file, between files, or between applications. Some applications don't accept data in the PRO-SHAPE format; therefore, PRO-SHAPE will also supply conventional BITMAP, TEXT, and other formats. This ability is done automatically; therefore, you don't have to think about it. Note, however, that the first release of PRO-SHAPE does not contain this conversion feature. This version of PRO-SHAPE can only copy data between PRO-SHAPE applications.

The COPY function simply copies all of the selected objects into the clipboard buffer. The objects can now be pasted into any application that accepts PRO-SHAPE data. The CUT function will copy all of the selected objects into the clipboard buffer, and delete them at the same time. The PASTE function will copy all of the clipboard buffer into the current picture. All of the objects copied will be in the same place as where they were when they were copied to the clipboard. After a PASTE function is performed, the added objects will be the only selected objects. They can then be moved or manipulated as desired. The CLEAR function simply deletes all of the selected objects without affecting the clipboard buffer.

Most of the commands in the EDIT menu do exactly as they say. These commands include SELECT ALL, UNSELECT ALL, INVERT, ... The 'SELECT ALL' command selects all of the objects in the current picture. The 'UNSELECT ALL' function unselects all of the objects in the current picture. The 'FLIP' command flips all of the selected objects (either horizontally or vertically).

The two commands SELECT OBJECTS and ADD OBJECTS control the functions that are performed with the mouse. See the section labeled MOUSE USAGE.

### **The OBJECTS sub-menu:**

The Objects menu displays the objects available for display. These include TEXT, LINES, RECTANGLES, ELLIPSES, ARCS, PIES, AND CHORDS.

### **The FONTS sub-menu:**

The Fonts menu displays the available fonts for the printer. Fonts followed by [D] are device-specific fonts. This means that they are available for the printer, but PRO-SHAPE can not display them on the screen. The fonts displayed for these will be as close a match for size as possible. Fonts followed by [V] are vector fonts. This means that any sizes that are requested will be displayed.

### **The SIZES sub-menu:**

The Sizes menu displays the sizes available for the currently selected font. The sizes marked with an asterics (\*) are available without scaling. All other sizes must be enlarged (or shrunk). Vector fonts indicate only one size with an asterics indicating the recommended size, but with vector fonts, any size can be displayed without much distortion.

### **The STYLES sub-menu:**

The first section of the STYLES menu is used for controlling the attributes of text objects. The options include NORMAL TEXT, or any combination of the following attributes: BOLD, ITALIC, STRIKEOUT, UNDERLINE.

The second section of the STYLES menu is used for controlling the format of text objects. This section indicates whether the text is left justified, centered, or right justified.

The last section selects the BACKGROUND mode of the text and the fills of certain objects. These selections are normally displayed as a letter 'A' written over a rectangle. The OPAQUE attribute means that the object (i.e. TEXT) does not show any of the background through the text's area. The TRANSPARENT option is the opposite of this. It allows the background to show through the area of the text object.

### **The BORDERS sub-menu:**

The BORDERS menu is used for controlling the linetypes used for lines or borders. The linetypes include thicknesses and styles. The linestyles are SOLID, DASH, DOT, DASHDOT, DASHDOTDOT, and NULL. The thicknesses are only usable with the SOLID linetype and are SINGLE, DOUBLE, and TRIPLE. These selections are normally displayed as a filled rectangle with the particular border bordering the rectangle.

### **The INTERIORS sub-menu:**

The INTERIORS menu is used for controlling the fill of objects (called brushes). The brushes are WHITE, LIGHTGRAY, GRAY, DARKGRAY, BLACK, and NULL. These

selections are normally displayed as a filled rectangle with the particular brush used for each rectangle.

### **The ROP2 sub-menu:**

The ROP2 menu is used for changing the way objects are displayed on top of other objects. These selections are best explained by experimentation. These selections are normally displayed as a filled rectangle on top of the letter 'A'.

### **The OPTIONS sub-menu:**

The OPTIONS menu performs many usefull functions. The first section controls the zoom. The functions ZOOMIN, ZOOMOUT, CLEARZOOM, and ZOOMTOPAGE are rather self explanatory.

The 'Set Work Size' function sets the size of the editable area for this picture. The 'Set Grids' function displays a dialog box that permits any gridsize, grid-line size, and snap size to be entered. The 'Grids' command turns grids on and off, and is indicated by a checkmark before the menuitem. The 'Gridlines' command turns the gridlines on and off, and is also indicated by a checkmark before the menuitem. Last of all, the 'Snap' command turns the snap on and off. Snap makes sure that all following input (sizes and moves) are only accepted at specific increments.

The 'Show Stat Bar' command turns on and off the status bar at the bottom of the screen. Currently, this bar only displays the cursor position, but in future versions, this will also display instructions for every command. The 'Show Objects' command turns on and off the objects at the left of the screen. These are displayed for ease in switching between different objects. The 'Graphic Menus' command turns the graphic menus on and off. In many instances, graphic menus are easier to understand, but sometimes they need to be turned off. This functions switches between graphics and text for the menus, and is also indicated by a checkmark before the function.

Last of all, the 'ReDraw All' function redraws all of the picture in case some of it was distorted. Sometimes this is necessary, especially in an early version of PRO-SHAPE.

### **The HELP sub-menu:**

The HELP menu performs many helpfull functions. The functions QUICK REFERENCE..., REGISTER INFO..., REGISTER..., and ABOUT PROSHAPE... commands are rather self explanatory.

The 'Quick Reference...' function opens up a window displaying a quick reference for PRO-SHAPE. This quick reference is included within the PROSHAPE.EXE file; therefore, it can not be separated from the program. The separate User's Manual included with the PRO-SHAPE package is preffered over the built in quick reference, but the data included within the two is the same. If the separate User's Manual is lost, the quick reference screen can be copied into the clipboard, and then copied into your favorite text editor. This way, it can be printer or edited at your discession.

The 'Register Info...' function opens up a window displaying registration information for PRO-SHAPE. This information is included within the PROSHAPE.EXE file; therefore, it can not be separated from the program. The separate User's Manual included with the PRO-SHAPE package is preffered over the built in information, but

the data included within the two is the same. If the separate User's Manual is lost, the information screen can be copied into the clipboard, and then copied into your favorite text editor. This way, it can be printed or edited at your discretion.

The 'Register...' function provides a means for entering the registration information that you receive in the mail after sending in your registration request. PRO-SHAPE is in no way hampered by not registering, but the user will not receive the benefits that a registered user can..

The 'About Proshape...' function shows a simple dialog box that displays version information about your copy of PRO-SHAPE. This includes the program name, version, author, and copyright information.

## **Uses for PRO-SHAPE:**

PRO-SHAPE can be used in many ways to help people. Among the ways are:

- tape labels
- simple CAD/CAM drawings
- optimizing a packing layout
- introducing children to the computer
- overhead flowgraphs or flowcharts
- artistic entertainment
- imaginative development of new products.

## **Quick Reference:**

This QUICK REFERENCE is included within the PRO-SHAPE source code for your convenience as well as being located in the PRO-SHAPE USER'S MANUAL. To print out a copy from PRO-SHAPE, first enter the ABOUT screen and select the INFO... option. Then, select the COPY option. Go into your favorite Windows-based editor (NOTEPAD for example) and select PASTE. You can now print or view the reference file. Note, however, that if the files you have received are intact, a more detailed USER'S MANUAL is included in a Microsoft Write format. Simply view or print this file using Microsoft Write. We hope these accessories will allow you to get the most potential out of the PRO-SHAPE package with the simplest of ease.

### THE OBJECTS-SIDE SCREEN:

The objects-side screen is a group of bitmaps on the left of the PRO-SHAPE screen.

The top eight of these bitmaps select the object to be added.

The 'Select Box' allows objects to be selected.  
(see the EDIT SUB-MENU section)

The 'Question Mark' enables/disables the ability to edit selected text.

The 'Addition Sign' enables/disables the ability to add objects.

The 'Selected Box' enables/disables the ability to select objects.



### THE MENU-BAR:

'GRAYED OUT' menu items are disabled because of current circumstances.

Graphic menuitems can be turned on and off from the OPTIONS menu.

Selections in the FONTS, SIZES, STYLES, BORDERS, INTERIORS, and ROP2 menus don't reflect the state of the most recently selected objects, but will in future versions. Selections made to these menus change the selected objects, and set the state for any added objects.

### THE FILE SUB-MENU:

The 'NEW' function clears the currently loaded buffer and filename and starts from scratch.

The 'OPEN...' function allows you to open a file from the disk.

The 'SAVE AS...' function allows you to enter a filename (or a new filename) to save the file under. This is necessary when saving a file that is currently not named (Unknown).

The 'SAVE' function saves the current data under the current filename.

The 'CLOSE' function ends the program.

The 'PRINT' function prints the file to the currently selected printer.

### THE EDIT SUB-MENU:

The UNDO function will change the picture back to the way it was before the last command that changed the data buffer.

The CUT, COPY, PASTE, and CLEAR commands manipulate the clipboard buffer to transfer (or copy) data in the file, between files, or between applications.

The SELECT ALL, UNSELECT ALL, and SELECT AREA commands immediately select objects.

NOTE: The SELECT AREA command selects all objects that enter the specified rectangle. This includes objects circling the rectangle and objects (i.e. arcs) that have their hidden parts in the specified rectangle.

The FLIP, MOVE TO FRONT, ... commands perform operations on the selected objects.

### THE OBJECTS SUB-MENU:

The Objects manu display the objects available for display. These include TEXT, LINES, RECTANGLES, ELLIPSES, ARCS, PIES, AND CHORDS.

### THE FONTS SUB-MENU:

The Fonts menu displays the available fonts for the printer, not the screen.

Fonts followed by [D] are device-specific fonts. This means that they are available for the printer, but PRO-SHAPE can not display them on the screen. The fonts displayed for these will be as close a match for size as possible.

Fonts followed by [V] are vector fonts. This means that they can be enlarged and reduced without losing clarity. Any sizes that are requested will be displayed.

#### THE SIZES SUB-MENU:

The Sizes menu displays the sizes available for the currently selected font.

The sizes marked with an asterics (\*) are available without scaling. All other sizes must be enlarged (or shrunk). Vector fonts indicate only one size with an asterics indicating the recommended size, but with vector fonts, any size can be displayed without much distortion.

#### THE STYLES SUB-MENU:

The NORMAL, BOLD, ITALIC, STRIKEOUT, UNDERLINE commands control the attributes of text objects.

The LEFT, CENTERED, and RIGHT commands control the format of text objects.

The OPAQUE and TRANSPARENT commands control the BACKGROUND mode of the text and the fills of certain objects.

#### THE BORDERS SUB-MENU:

The BORDERS menu is used for controlling the linetypes used for lines or borders. The linetypes are:

- SINGLE - SOLID
- DOUBLE - SOLID
- TRIPLE - SOLID
- SINGLE - DASH
- SINGLE - DOT
- SINGLE - DASHDOT
- SINGLE - DASHDOTDOT
- NULL

#### THE INTERIORS SUB-MENU:

The INTERIORS menu is used for controlling the fill of objects (called brushes).

The brushes are:

- WHITE
- LIGHTGRAY
- GRAY
- DARKGRAY

BLACK  
NULL.

#### THE ROP2 SUB-MENU:

The ROP2 menu is used for changing the way objects are displayed on top of other objects. These selections are best explained by experimentation. These selections are normally displayed as a filled rectangle on top of the letter 'A'.

#### THE OPTIONS SUB-MENU:

The ZOOMIN, ZOOMOUT, CLEARZOOM, and ZOOMTOPAGE functions control the zoom of the display.

The 'Show Stat Bar' command turns on and off the status bar at the bottom of the screen.

The 'Show Objects' command turns on and off the objects at the left of the screen. These are displayed for ease in switching between different objects.

The 'Graphic Menus' command turns the graphic menus on and off.

The SELECT OBJECTS command turns on and off the capability for selecting objects.

The ADD OBJECTS command turns on and off the capability for adding objects.

Last of all, the 'ReDraw All' function redraws all of the picture in case some of it was distorted.

#### THE HELP SUB-MENU:

The 'Quick Reference...' function opens up a window displaying a quick reference.

The 'Register Info...' function opens up a window displaying registration information.

The 'Register...' function allows you to type in the registration information that you receive in the mail after registering your software.

The 'About Proshape...' function shows a simple dialog box that displays the program name, author, and copyright information.

### **Future Versions:**

PRO-SHAPE is a growing application, and hopefully it will be given the chance to grow by the support of others. If it continues to grow, many great features will become implemented. Some of the more general features to look forward to are:

- 1) A version dedicated to Windows V3.
- 2) The ability to include bitmaps in the drawing.

- 3) The ability to import drawings made from other paint programs and CAD programs.
- 4) The ability to export drawings to most Windows software.
- 5) The ability to save drawings for many DOS programs.
- 6) Drawing of COLOR objects.
- 7) Drawing in 3-D.
- 8) More objects.
- 9) More patterns.

Although we would all like to see these modifications, it still relies on the support of others. Hopefully these can come about for the next version of PRO-SHAPE.

## Shareware:

PRO-SHAPE is SHAREWARE; therefore, you are encouraged to copy and distribute it as long as two conditions are met. It must remain unchanged, and no charge is to be made for the software. It is desired, however, that you contribute to the people that brought you this product so that we can continue to do so in the future.

If you find this program usefull, you can become a registered user by contributing to the makers of PRO-SHAPE. Becoming a registered user puts you on our mailing list to receive notice of upgrades and new software. You will also receive a personal activation code that can be used to customize your PRO-SHAPE application. Note however that this is for individual use so the code is personalized to your name and address. Group registrations may be available at a later time, please write. By sending a modest fee of \$30 to the following address, you can register your software and receive your personal activation code.

Don't forget, we cannot continue without your support.

Thank you,  
Hazard Software

## Registration:

To become a registered user and register your copy of PRO-SHAPE V1.1, Send a check for \$30 to:

Hazard Software  
c.o. John K. Hazard  
19 Leary Drive  
Waterford, CT. 06385

make checks payable to: John K. Hazard

Enclose: (to be registered)

Your name \_\_\_\_\_

Your Address \_\_\_\_\_

\_\_\_\_\_

Computer Type \_\_\_\_\_

Video Type \_\_\_\_\_

Windows Version Used \_\_\_\_\_

Software Name/Version: Pro-Shape V1.1

indicate yes/no:

1) are you interested in a version for Windows V3?

2) are you interested in an improved version?

Suggestions/problems \_\_\_\_\_

NOTE: Your activation code and return address depend on the accuracy of this information.

NOTE: All suggestions and problems become the property of Hazard Software. No reimbursement is to be expected.

Please allow 3-4 weeks for delivery of your activation code.

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