DISCUS 2
User Guide

Updated: July 2001

◆ Macintosh Installation:

Discus is ready to run without any installation process; just double click the Discus icon, and begin making labels.

To copy Discus to your hard disk, drag the Discus program, and the Discus.opc art database file to the desired destination folder. These are the only two files necessary to operate Discus.

Once the Discus program is copied to your hard disk, you may wish to increase the memory setting of the program by clicking on the Discus program, selecting **File / Get Info / Memory**, and increase the preferred memory setting.

◆ Windows Installation:

Discus is ready to run without any installation process; just double click the Discus executable (**Discus.exe**), and begin making labels.

To copy Discus to your hard disk, drag the **Discus.exe** program, and the **Discus.opc** art database file to the desired destination folder. These are the only two files necessary to operate Discus.

Discus will need Apple's Quicktime to operate. Quicktime is on the installation CDROM, and also available from Apple's web site at **www.apple.com**

◆ Design a label in 60 seconds

Step 1) Select the type of label project you wish.

Step 2) Select a background canvas design.

Step 3) If you wish, paint on the canvas by clicking on the **Paint** tab, and using one of the many paint tools to alter the background. Try using the paint bucket tool for a fast fill.
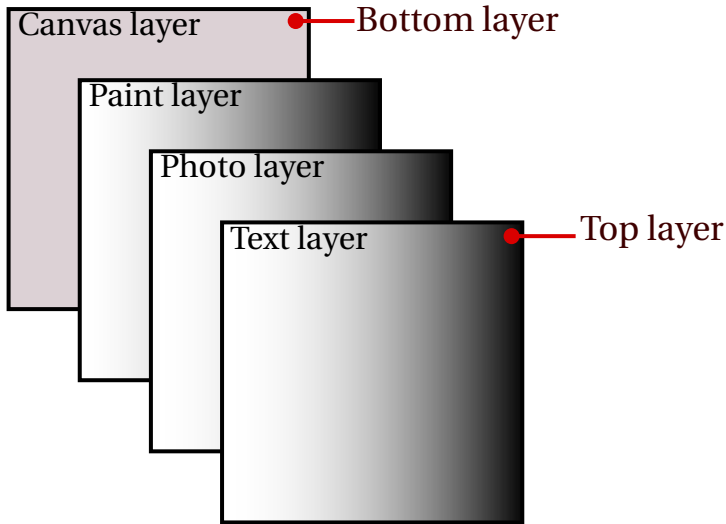
Step 4) Click on the **Text** tab, click **New**, and type in some text. Add more text boxes if you like. The text size and spacing is adjusted with the sliders to the left. The text color and font are chosen at the bottom of the screen.

Step 5) Click on the **Photo** tab, click **New**, and locate a photograph or other graphic on your hard disk that you wish to import. You can adjust the scaling factor of the photograph with the slider to the left. The photo can be dragged with the mouse, or nudged with the keyboard arrow keys.

Step 6) Click on the **Print** tab, select the paper you will be using, and click the **Print** button. Use the four arrows at the bottom to nudge the printout in 0.5mm steps.

◆ Designing in layers

Each label is composite of each of the layers in your design. The layers are arranged in the following fixed order:

Canvas layer —— Bottom layer

Paint layer

Photo layer

Text layer —— Top layer

Note: At present, the layer ordering cannot be modified, so it is not possible to paint on top of a photograph, so any retouching must be done by other software.
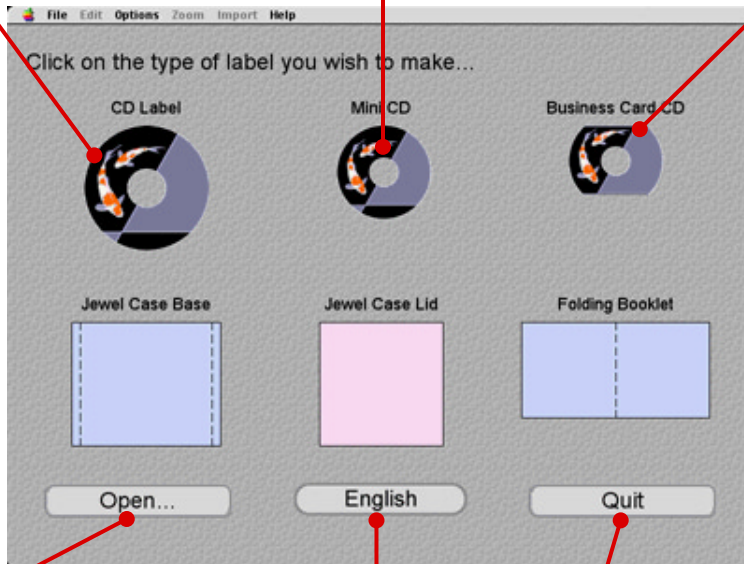
◆ Project Selection Screen

In the project selection screen, click on the type of project you wish to start, open a previous project, or change the operating language of the program.

CD Label Project

Business Card CD Project
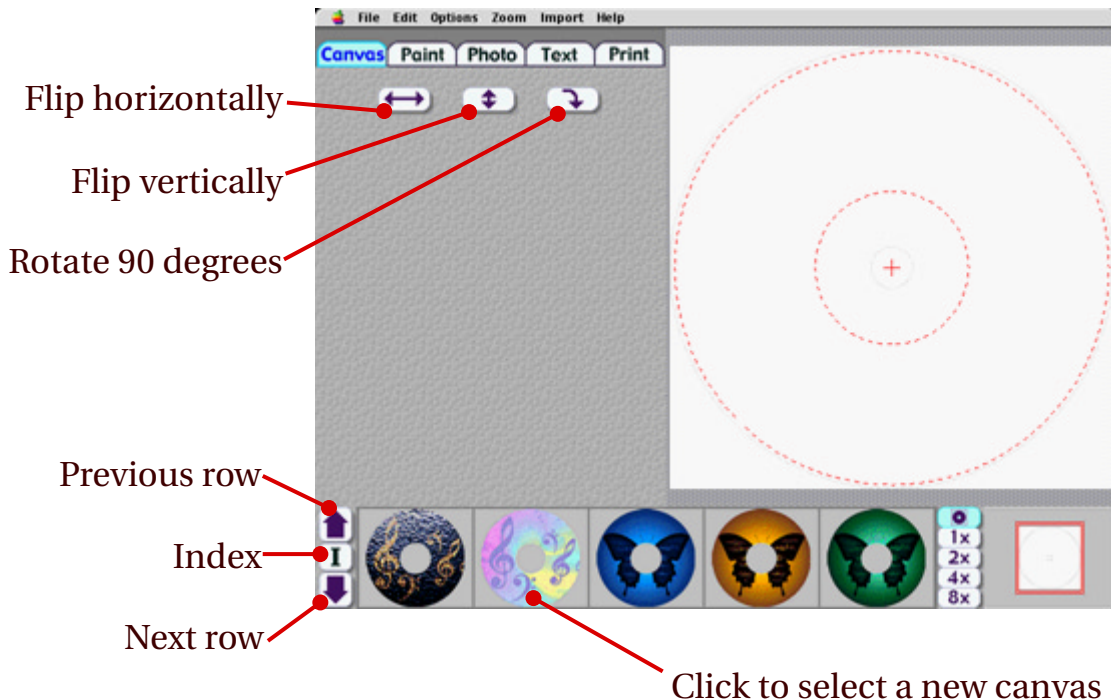
8 cm (Mini-CD) Project

Language selection

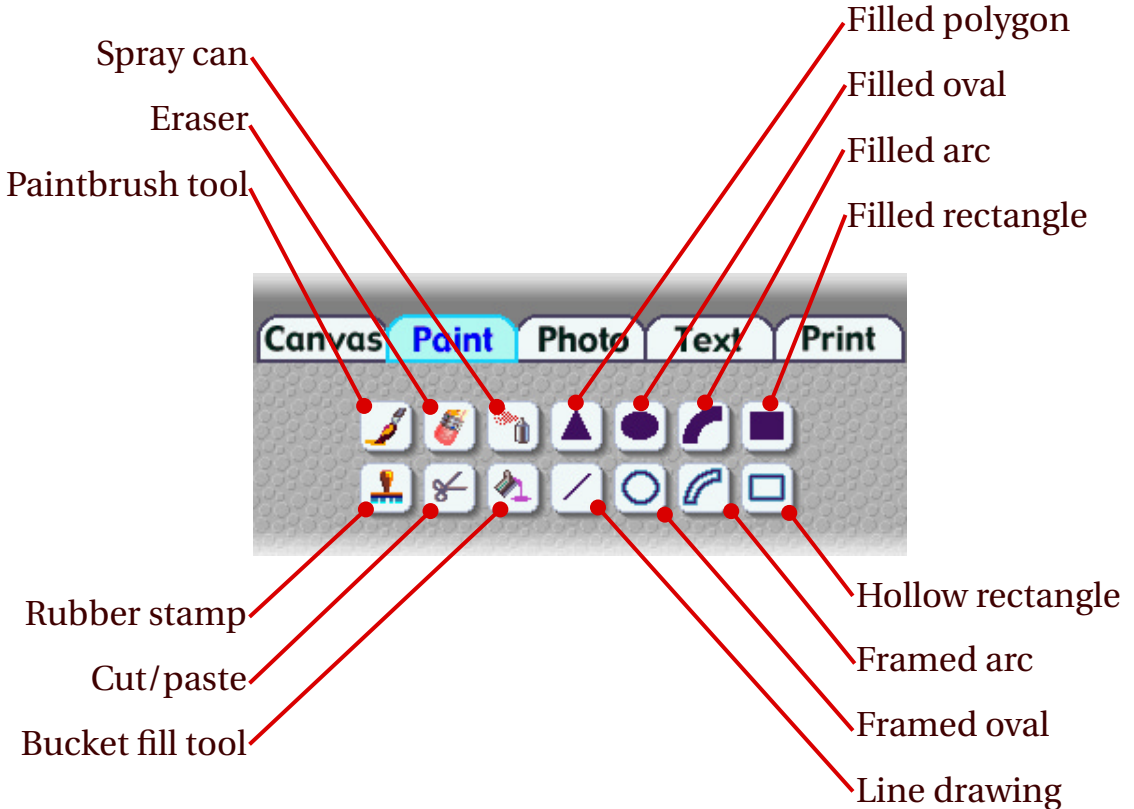Open a previous project

Quit the program

◆ Choosing a background design

By clicking on the **Canvas** tab, you can choose a background for your label. The starting point is a plain white canvas, but there are many designs to choose from. At the bottom of the screen there are several choices. The up and down arrow keys move between rows, and the button labeled "I" is the index button, which allows you to see choices a screenful at a time.

Flip horizontally

Flip vertically

Rotate 90 degrees

Previous row

Index

Next row

Click to select a new canvas

◆ Painting tools

With the 14 paint tools available, you can draw your own background, or retouch an existing canvas.

Spray can

Eraser

Paintbrush tool

Filled polygon

Filled oval

Filled arc

Filled rectangle

Canvas Paint Photo Text Print

Rubber stamp

Cut/paste

Bucket fill tool

Hollow rectangle

Framed arc
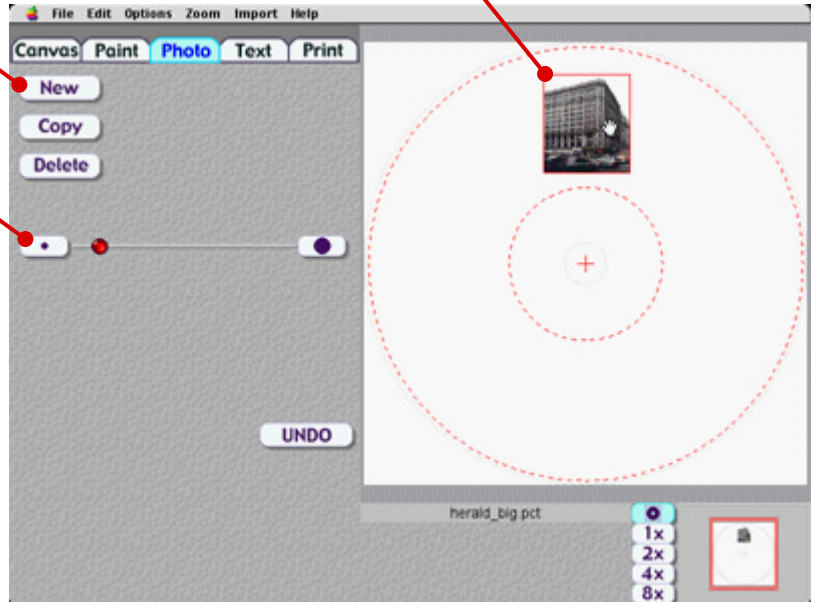
Framed oval

Line drawing

◆ Importing photographs and graphics

You can import many kinds of bitmap graphics, such as JPEG, GIF, BMP, PICT, TIFF, PSD, ILBM, IFF and others. To import a graphic, click on the **New** button and find the graphic on your hard disk. Once imported, you can adjust the size of the graphic with the size slider. Vector graphic formats such as WMF are not supported.

Drag with mouse to move a picture.

Import a new picture

Size slider

◆ Working with text

Click on the New button to create a new text box. You can make the text straight, angled, vertical or curved. You can control the size, letter spacing, line spacing, color and font of each block of characters. At present text boxes are limited to 255 characters, which is about 7 lines.

Curving upwards text

Create a new text box

Edit an existing text box

Adjust text size

Adjust letter spacing

Adjust line spacing

Adjust angle of text

Rhapsody #1

by Blaise Pascal

Rhapsody #1

Curving downwards text

Select a font

◆ Printing your label

Once your label is design, you can print it out using the **Print** tab. Click on the checkboxes on the right to turn an individual label on/off. At present there is no way to print two different labels in one pass.

Click to select print function

Select a paper type

Start the printing

Print a test pattern

Click on arrow buttons to nudge printout

Click on checkboxes to select which of the labels you wish to print at one time.

◆ Printer Adjustment - part 1

Due to variations in the manufacturing processes of the paper and errors caused by the printer, there may be a consistent misalignment of the printed label. You can determine the amount by printing the **Test Pattern**. On the test pattern sheet, you will find a crosshair near the upper left corner. The computer thinks that this crosshair is 20 mm from the top left corner of the paper. If this crosshair is not exactly 20 mm, then you can measure the difference with a ruler, and determine the error.
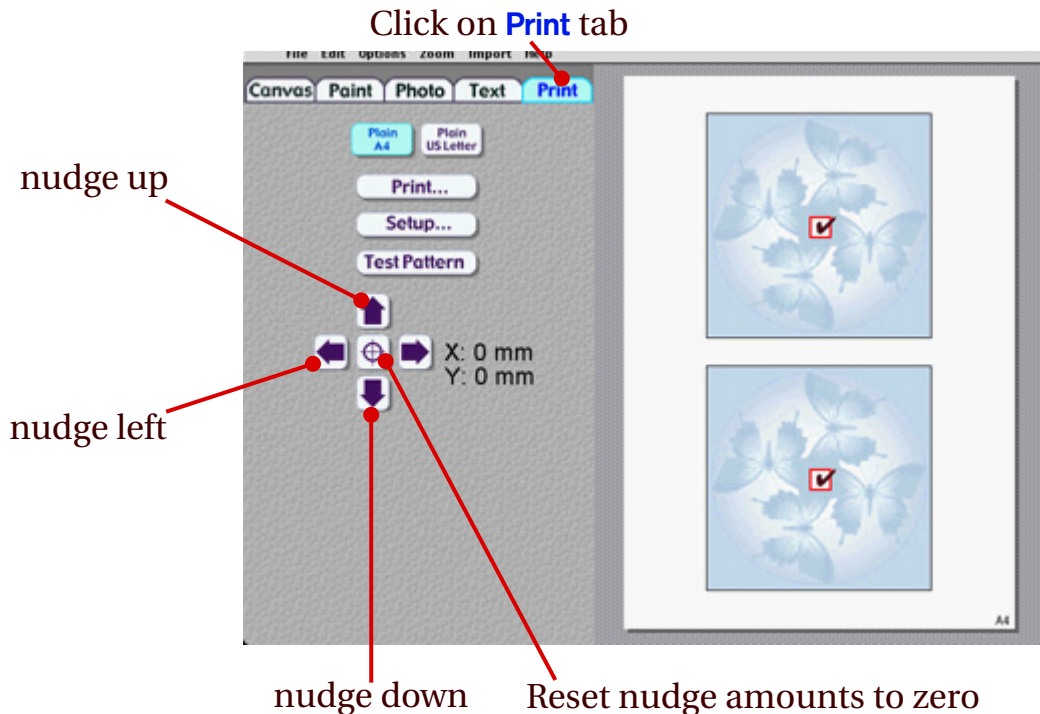
20 mm

Crosshair, supposed to be 20 mm from edge

(Test Pattern printout)

◆ Printer Adjustment - part 2

To compensate for a consistent error, there are nudge buttons under the **Print** tab, which allow you to adjust the output by 0.5 millimeter steps. The nudge amounts are remembered between sessions, but only one set of adjustments is remembered, so if you switch between printers, we recommend that you write down the adjustment amounts.

Click on **Print** tab

nudge up

nudge left

nudge down   Reset nudge amounts to zero

◆ Support

Discus technical support is available through the following channels:

e-mail: **support@magicmouse.com**

telephone: 1-415-669-7010 (10 AM - 7 PM PST, Monday-Friday)

fax: 1-415-669-7009

mail: Magic Mouse Productions
12615 Sir Francis Drake Blvd.
Inverness, CA 94937 USA

for more information about upgrades and other products, visit our web
page at **www.magicmouse.com**

◆ Credits

This software was designed and written by Edward de Jong of Magic Mouse Productions of Inverness California, USA. Project management was by Jean Garrett. Contributing artists were Mark Ferrari, Jack Willis, Barbara Lawrence, and Rich Cohen.

The programming was done primarily in the Modula-2 computer language, invented by Prof. Niklaus Wirth of the Swiss Federal Institute of Technology. Modula-2, a successor to Pascal, is probably the cleanest computer language devised to date, and produces fast, reliable, and efficient software products.

The program was originally designed on a Macintosh computer, using the MPW development environment, and a compiler supplied by p1 Gesselschaft für Informatik of München, Deutschland.

The Windows version of the program was developed using the Stony Brook Modula-2 compiler supplied by Gogesch Micro Systems of Thousand Oaks, California, along with a small amount of Intel assembler code for performance sensitive areas. The Windows version uses Magic Mouse's Quickdraw emulation layer, which allows a high degree of code sharing between the two versions.

We would like to thank our translators and the first thousand users, who have helped correct and improve the product with their many suggestions.