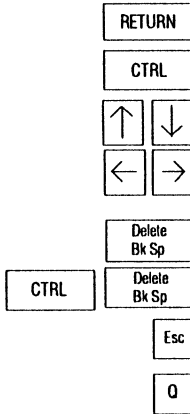


Sesame Street Print Kit Atari Reference Card

Important Keys



RETURN KEY: Selects a chosen menu option.

CONTROL KEY: Use as the command key for editing functions.

CURSOR MOVEMENT KEYS:

Up and down arrow keys move cursor up and down.

Right and left arrow keys move cursor left and right.

EDITING KEYS:

Delete key deletes the last character typed.

Press CTRL and delete keys keys to remove the character at the cursor.

ESCAPE KEY: Returns you to the previous menu.

Q KEY: Stops printing.

Fonts

Avant Garde
Fine Print
Headline
Old English
Times
Xmas
Zapf

Text Styles

Bold
Italics
Jazz
Normal
Outline
Raised
Shadow

Text Editing Commands

Fonts		Text Styles	
Change Font	CTRL F	Bold	CTRL B
Reassign Font	CTRL G	Italics	CTRL I
		Jazz	CTRL J
		Normal	CTRL N
		Outline	CTRL O
		Raised	CTRL R
		Shadow	CTRL S

Text Size		Justification	
Increases Size	CTRL A	Left Justify	CTRL L
Decreases Size	CTRL Z	Right Justify	CTRL T
		Center Text	CTRL C

Other Commands

Help Screen	CTRL H
Mask/Unmask Text	CTRL M
Exit Text Editor	CTRL X

Computer Equipment

Atari 400/800 XL/XE with 48K RAM or more.

One disk drive required, 2 disk drives recommended.

A dot matrix printer listed on the Printer Setup table.

Booting Your System

- Insert Atari Sesame Street Print Kit program disk in Drive 1. If your computer has two drives, insert the Atari Print Kit graphics disk in Drive 2.
 - Turn monitor, disk drive(s), and printer ON.
 - While pressing your "Option" key (except on the 400 and 800 models), turn ON the computer. Hold down "Option" key until the screen turns blue.
 - The Print Kit program disk self-boots.
-

Printer Setup Instructions

- Be certain you choose the correct printer from the Printer Setup table.
 - Select "Options" while in the Printer Setup Menu. This allows you to set line feeds. Consult your printer/interface manual for detailed information.
 - Select "Test Printer". Use the 8-Inch Figure Test. Your printer should print the corners and the left edge of an 8 x 8 box. If not, you selected the wrong printer driver.
 - If your printout has broken lines, your line feeds may be set wrong, or you selected the wrong printer driver.
 - Select "Save Changes" after completing the Printer Setup.
 - Select "Exit to Main Menu" to access the Main Menu.
-

Atari Printer Setup

If Your Printer Is:

Choose:

Blue Chip M120/10	M120/10 Blue Chip
Citizen MSP10/15/20/25, Epson LX-80,	
Star NX-10, Star Gemini 10X, Panasonic 1091	Non-ESC-2 Epson/IBM
C. Itoh	C. Itoh
Epson LQ 800**	LQ 800 Epson**
Hewlett-Packard QuietJet+	QuietJet H.P.
Hewlett-Packard QuietJet+***	Wide QuietJet
IBM 5152, Commodore MPS 1000 (IBM mode),	
Epson FX-80, Okidata M182a/183a, Okimate 20	ESC-2 Epson/IBM
(IBM mode), Radio Shack DMP 130 (IBM mode)	Spirit 80 Mann. Tally
Mannesman Spirit 80	Ok! 19X (Microline)
Okidata ML 192/193	Ok! 29X (IBM)*
Okidata 292/293 (IBM P.M.)*	Ok! 29X (Microline)
Okidata ML 292/293 (Microline P.M.)	Okimate 10
Okimate 10	Imagewriter
Okimate 20 (Apple IIe P.M.)	KX-P1080 Panasonic
Panasonic KX-P1080	DMP 130 Tandy
Radio Shack DMP 130 (TRS mode)	DMP 500 Tandy
Radio Shack DMP 500	NB-24 Star**
Star NB 24-15**	SG 10 Star
Star SG 10	Wide NB-24
Wide Star MB-24***	TI 857
Texas Instruments 857	P321 Toshiba**
Toshiba P321**	

* 16 pin mode and 8 pin mode (where available).

** 24 pin mode and 8 pin mode (where available).

*** Use full 15" carriage and printer paper. Printout will exceed one page.

Sesame Street Print Kit Commodore Reference Card

Important Keys

RETURN

RETURN KEY: Selects a chosen menu option.

CTRL

CONTROL KEY: Use as the command key for editing functions.

SHIFT



CURSOR MOVEMENT KEYS:

Shift and up/down cursor keys move the cursor up. Up/down cursor key moves the cursor down. Shift and left/right cursor keys move the cursor left. Left/right cursor key moves the cursor right.

SHIFT
INST
DEL
INST
DEL

EDITING KEYS:

The delete key deletes the last character typed.

Press the the shift and delete keys to remove the character at the cursor.



ESCAPE KEY: Returns you to the previous menu.



COMMODORE KEY: Converts the C-128 to C-64 if held down when the computer is turned on.



Q KEY: Stops printing.

Fonts

Avant Garde
Fine Print
Headline
Old English
Times
Xmas
Zapf

Text Editing Commands

Text Styles

Bold
Italics
Jazz
Normal
Outline
Raised
Shadow

Fonts

Change Font
Reassign Font

CTRL F
CTRL G

Text Styles

Bold CTRL B
Italics CTRL I
Jazz CTRL J
Normal CTRL N
Outline CTRL O
Raised CTRL R
Shadow CTRL S

Text Size

Increases Size
Decreases Size

CTRL A
CTRL Z

Justification

Left Justify CTRL L
Right Justify CTRL T
Center Text CTRL C

Other Commands

Help Screen CTRL H
Mask/Unmask Text CTRL K
Exit Text Editor CTRL X

Computer Equipment

Commodore 64 or Commodore 128 in 64 mode.

One disk drive required, 2 drives recommended.

A dot matrix printer listed on the Printer Setup table and Interface (if required).

Set the Interface on transparent mode.

Booting Your System

- Insert the Commodore Sesame Street Print Kit program disk in Drive 1. If you have 2 drives, insert the graphics disk in Drive 2.
- Turn monitor, disk drive(s), and printer ON.
- Turn ON computer. If you have a Commodore 128, press and hold the Commodore key as you turn on the machine.
- Type LOAD*CTW*,8,1 and press Return.

- To make all keys repeat, type POKE 650,255 before loading the program.
- Sesame Street Print Kit has a built in fast loader. If this conflicts with your system, type POKE 784,0 before loading the program.

Printer Setup Instructions

- Be certain you have chosen the correct printer from the Printer Setup table.
- Select "Options" while in the Printer Setup Menu. This allows you to set line feeds, printer device number, and secondary address. Consult your printer/interface manual for detailed information.
- The secondary address should be "transparent with no line feeds" (usually 5). Commodore and compatible printers should be 0 (the default). If no secondary transparent mode is available, set interface on transparent mode.
- Most printer/interfaces are device number 4. This is the default option in this program.
- If you are using special peripherals, or utilities you may want to change the amount of memory used while printing. Check the "Advanced Usage" option in the Printer Setup.
- Select "Test Printer". Use the 8-inch Figure Test. Your printer should print the corners and the left edge of an 8 x 8 box. If not, you selected the wrong printer driver.
- If your printout has broken lines, your line feeds may be set wrong, or you selected the wrong printer driver.
- Select "Save Changes" after completing the Printer Setup.
- Select "Exit to Main Menu" to access the Main Menu.

Commodore Printer Setup

If Your Printer Is:

Choose:

Blue Chip M120/10	M120/10 Blue Chip
Citilzen MSP10/15/20/25, Epson LX-80, Star NX-10, Star Gemini 10X	Non-ESC-2 Epson/IBM
Panasonic 1091	
Commodore MPS 801	MPS 801 Commodore
Commodore MPS 1000 (CBM mode)	MPS 1000 CBM (Serial)
Commodore MPS 803, Okimate 20/10, (Com.P.M.), Seikosha SP1000-VC	MPS 803
Epson LQ 800**	LQ 800 Epson**
Hewlett-Packard QuietJet+	QuietJet H.P.
Hewlett-Packard QuietJet+***	Wide QuietJet
IBM 5152, Commodore MPS 1000 (IBM mode), Epson FX-80, Okidata M182a/183a, Okimate 20 (IBM mode), Radio Shack DMP 130 (IBM mode)	ESC-2 Epson/IBM
Mannesman Spirit 80	Spirit 80 Mann. Tally
Okidata ML 192/193	OkI 19X (Microline)
Okidata 292/293 (IBM P.M.)*	OkI 29X (IBM)*
Okidata ML 292/293 (Microline P.M.)	OkI 29X (Microline)
Okimate 20 (Apple IIe P.M.)	Imagewriter
Panasonic KX-P1080	KX-P1080 Panasonic
Radio Shack DMP 130 (TRS mode)	DMP 130 Tandy
Radio Shack DMP 500	DMP 500 Tandy
Star NB 24-15**	NB-24 Star**
Star SG 10	SG 10 Star
Wide Star NB-24***	Wide NB-24
Texas Instruments 857	TI 857

* 16 pin mode and 8 pin mode (where available).

** 24 pin mode and 8 pin mode (where available).

*** Use full 15" carriage and printer paper. Printout will exceed one page.