



DesignPro Tools

Visual PPFA

User Guide

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Chapter I:

Introduction

This guide provides both background and procedural information for using DesignPro Tools Visual PPFA. Because business requirements and user preferences can vary for each company, the material contained herein should be viewed as a general guide only.

As you step through the material, please remember that your specific business needs will govern selection of the options and preferences described. Similarly, certain selections will require that some tasks be repeated, while other selections will allow you to omit tasks entirely.

Visual PPFA Overview

DesignPro Visual PPFA provides an easy-to-use visual interface for creating and editing PageDefs and FormDefs. You can also modify the overlays that are part of the design using the embedded Form Editor module. DesignPro Visual PPFA facilitates the AFP print job process by providing the following set of features:

- Creates applications in a user-friendly environment, without the need for hard coding or having complete knowledge of PPFA commands, which allows you to focus on the application design.
- Provides a visual design environment allowing overlay insertion for ease of data placement on single or multiple logical pages. It also enables you to set the print direction, color, and font of individual data fields and records.
- Supports traditional, as well as record format PageDefs.
- Provides support for quick design through a sample data file using drag-and-drop data placement or input of coordinates.
- Provides a WYSIWYG display for AFP proofing using samples of EBCDIC, ASCII, or Mixed-mode print data in the Elixir Viewer.
- Enables setting page dimensions, print direction, font types, font rotation, and text line spacing. Also facilitates you to place page segments for inclusion in the final printed output.

-
- Provides support for printing multiple pages on a single sheet of paper (Multiple-Up and NUP) using sub pages.
 - Supports conditional processing to enable different data on different pages based on variable data triggers.
 - Provides design support for duplex printing.
 - Provides design support for basic and enhanced NUP printing, enabling you to place up to four pages on a single sheet of paper in simplex mode, and eight in duplex mode.
 - Enables you to position the logical page exactly on the physical sheet, and also provides the inclusion of overlays that substitute for the preprinted forms.
 - Provides import and export capabilities for PageDefs and FormDefs in industry standard formats.
 - Provides a real time display of the generated PPFA source.
 - Provides design support for the required number of copies for any page of data. Also supports quality selection and post-processing controls such as perforation, cutting, etc.

With the help of these features you can get simplified procedures for generating and modifying PageDefs and FormDefs for document production.

Understanding AFP format

A job is a print operation that merges variable data with fixed resources to produce a print run. The most common way to produce a print run is to use IBM's Advanced Function Presentation (AFP) printers and the Print Services Facility (PSF) subsystem. Using this configuration, you can define and run a job as follows:

- Create a FormDef source using Page Printer Formatting Aid (PPFA) form-definition commands to specify how the printer will handle the physical sheets of the paper.
- Create a PageDef source using PPFA page-definition commands to specify how you want to position the data on the logical page.
- Compile the above definitions on a host computer to produce FormDef and PageDef object files.
- Run the job, specifying the data file and the required resources (e.g., fonts, static overlays, page segments, etc.) that need to be printed.

Generating source FormDef and PageDefs is a lengthy and costly process, requiring highly skilled data processing personnel or system programmers. In-depth knowledge of PPFA and print data streaming, as well as a trial-and-error method for calculating data print positions on forms, are therefore required.

Associated DesignPro Modules

DesignPro Tools for AFP employs five integrated modules to provide advanced functionality for designing forms.

Following are the DesignPro Tools for AFP modules:

- **DesignPro Manager** – a Windows-based desktop program for launching and managing applications. You can also convert resource files to and from multiple formats using the Converters application in the DesignPro Manager.
- **DesignPro Form Editor** – an advanced forms design tool used to create and edit forms for AFP printers.
- **DesignPro Visual PPFA** – a combined form editing and application building tool for creating IBM PPFA PageDefs and FormDefs.
- **DesignPro Font Editor** – a complete font design application used for creating and editing AFP raster fonts as well as elixir and PCL fonts. You can also open true type fonts in this editor.
- **DesignPro Graphics Editor** – a full service bitmap editor providing various transformations and commands for tiling graphics into raster fonts.

About this User Guide

The *DesignPro Visual PPFA User Guide* provides definitions and step-by-step instructions to help you design variable-data documents. DesignPro Visual PPFA is used for visually creating physical and logical pages that make up a PPFA document. You can also edit existing PPFA source documents.

The guide is organized to mimic the entire document creation process. It explains the concepts and procedures involved in designing the variable data document. DesignPro Visual PPFA User Guide is organized as follows:

Chapter 1: [Introduction](#), provides an overview on the DesignPro Visual PPFA functions, and identifies resources for getting the technical support you need.

Chapter 2: [Visual PPFA Environment](#), describes the Visual PPFA operating environment, including the workspace and application start and exit procedures.

Chapter 3: Customizing Visual PPFA, provides information on selecting profiles, specifying application and document default settings, and customizing workspace menu bar and toolbars for Visual PPFA.

Chapter 4: Preparing to Work, provides information about assembling, managing, and converting resources required by Visual PPFA, and specifying file format settings.

Chapter 5: Designing Physical Pages, explains the basics, creation and setting of FormDefs. FormDef is short for Form Definition. Both of these terms will be used interchangeably throughout this guide.

Chapter 6: Working with FormDef Lists and Objects, describes the FormDef objects, lists and associated overlays, including their creation, modification, and property definition. It also provides detail on the basic and enhanced NUP.

Chapter 7: Designing Logical Pages, explains the basics, creation and settings of PageDefs. A PageDef is a short for page definition, and both of these terms can be used interchangeably.

Chapter 8: Working with PageDef Lists, describes the resource lists used in designing a PageDef, and provides information on adding, maintaining and deleting these lists.

Chapter 9: Working with PageDef Objects, describes the procedures to work with PageDef objects such as page formats, records, fields and barcode fields, conditions, floating overlay, floating segments, external objects, and end subPages.

Chapter 10: Working with DrawGraphic, describes procedures to add drawGraphic and endGraphic objects to your design, and set their properties. DesignPro Visual PPFA enables you to use graphic objects relative to the variable data while designing your PageDef. These objects, which can be added to a logical page, are referred to as drawGraphic objects in PPFA.

Chapter 11: Performing Standard Operations on Visual PPFA Objects, describes procedures to perform standard operations on various Visual PPFA objects, such as copying, deleting and moving objects as well as opening and saving them in various formats.

Chapter 12: Working with Overlays, describes how to work with an overlay in PageDef and FormDef, and the procedure to use it as a template. It also provides information on using the Visual PPFA form design tools for editing the overlays.

Chapter 13: Working in Project Mode, describes how to work with documents in Visual PPFA Project Mode.

Chapter 14: [Working with Data](#), provides information about data file and data encoding formats, and describes procedure to work with sample data.

Chapter 15: [Proofing Designs](#), provides information about proofing designs, and previewing as well as printing the contents of the design area.

Appendix A: [Workspace Glossary](#), provides information on DesignPro Visual PPFA workspace environment menu bars, toolbars, and keyboard shortcuts.

Appendix B: [Glossary](#), provides product-specific or unique terms and abbreviations used in the DesignPro Visual PPFA User Guide.

Who Should Use this Guide?

This guide assumes you are already familiar with Microsoft Windows operations, printer and font management operations and PC peripherals. You should also have access to reference manuals for PC software and hardware, including any printers you are using for the design and print process.

Related Guides

If you require further information about a specific topic or wish to obtain product background information, reference the following resources, all of which are part of the DesignPro Tools for AFP documentation package.

- *DesignPro Tools for AFP Getting Started Guide.*
- *DesignPro Manager for AFP User Guide.*
- *DesignPro Form Editor for AFP User Guide.*
- *DesignPro Font Editor for AFP User Guide.*
- *DesignPro Graphics Editor for AFP User Guide.*

Conventions

Elixir products adhere to Microsoft Windows conventions for using menus, menu commands, dialogs, command buttons, icons and mouse. See your Windows manual for more information.

This guide uses the following typographic and symbolic conventions to identify special information.

Typographic Conventions

This guide uses the following typographic conventions to identify special information.

Convention	Information Type/Example
< > (angle brackets), <Shift> + <F1>.	Keystrokes <i>Example:</i> <Enter> Key combinations are denoted by a plus sign between keys. <i>Example:</i> <Shift> + <F1>.
Bold type	<ul style="list-style-type: none">■ Field names within an explanation. <i>Example:</i> Use rules set by selected Start on option.■ Dialog areas referenced in tasks. <i>Example:</i> Select an item from the List of used Fonts. Click the Options tab.■ Tool names referenced in dialogs/windows. <i>Example:</i> Make sure the Text tool is selected.■ Button names with text written on them. <i>Example:</i> Click OK to save settings.■ Any text that you must type. <i>Example:</i> Enter LPT1 for the following option.

Convention	Information Type/Example
<i>Italic type</i>	<ul style="list-style-type: none"> ■ References to other guides. <i>Example:</i> For more information, see “Chapter 6: File Format Dictionary” in <i>DesignPro Manager for AFP User Guide</i>. ■ References to other chapters. <i>Example:</i> For more information, see “Managing Images” on page 25 in <i>Chapter 3: “Graphics Editor Basics”</i> ■ Toolbar names. <i>Example:</i> Click any tool on the <i>Drawing</i> toolbar. ■ Window names. <i>Example:</i> <i>Message</i> window displays. ■ File paths and directories. <i>Example:</i> <i>drive:\Elixir\Fonts\Elixir</i>. ■ Captions.
Quotation marks	<ul style="list-style-type: none"> ■ References to tasks, activities, or concepts. <i>Example:</i> For more information, see “Using Colors” in <i>Chapter 5: “Editing Images”</i>.

Symbolic Conventions

Look for the following symbols as you read through this guide to identify special information.



The **Note** symbol calls your attention to additional information.



The **Tip** symbol highlights a helpful tip.



The **Shortcut** symbol calls your attention to an easier way of accomplishing a task.



The **Warning** symbol warns you of problems you might encounter.

Getting the Answers You Need

Elixir Technologies provides you with multiple ways to learn and use Opus:

- ["Customer Support"](#) on page 18
- ["Elixir Web Site Support"](#) on page 19
- ["Elixir Training"](#) on page 19
- ["Product Help"](#) on page 19

Customer Support

If you purchased this product directly from Elixir Technologies, you can contact the Customer Support Center for your region at the number listed below.

North and South America:

- +1 805 641 5900 ext. 3
Monday - Friday, 7:00 am to 4:00 pm Pacific Standard Time; if closed, press 2 to reach Elixir's extended Support coverage.
- Elx_support@elixir.com

Asia Pacific:

- Asia_support@elixir.com

Europe:

- +44 (0) 207 993-4811
Monday - Friday, 6:00 am to 4:00 pm Central European Time
- +1 805 641 5900 ext. 3
Monday - Friday, 4:00 pm to 2:00 am Central European Time
- Europe_support@elixir.com

An Elixir Product Specialist will take your call and ask for the following information:

- Your name, organization, telephone number and address.

-
- Elixir product name and version number.
 - A complete description of the problem, including any error messages printed or displayed on your monitor.

Elixir Web Site Support

You can obtain product support from the Elixir web page at www.elixir.com.

Select **Support** to:

- Ask a question of Elixir Support.
- Find answers from a list of Frequently Asked Questions.
- Review the latest Tips and Techniques for increasing productivity.
- Download the latest Product Releases and Patches.
- View the latest product Release Notes.
- Access newsgroups to see how others are using Elixir products.
- Sign up for an Elixir Learning Program.

Elixir Training

Elixir Technologies offers training for its full-range of Windows-based products. For more information, contact:


Elixir Learning

+1 805 641 5900, ext. 4

Product Help

Elixir software uses the Microsoft Windows Help program to provide online help for all product functions.

This online tool includes step-by-step procedures that you can follow as you work.

- **Context-Sensitive Help** can be activated from within the software for dialogs by clicking  in the upper-right corner of a dialog. You can also get this information by right-clicking the control and selecting What's This? from pop-up menu or selecting a dialog control such as an input field, radio button, or drop-down list, and then pressing Shift + F1.
- **Online Help** can be opened by selecting Help>Contents from the menu.

Chapter 2:

Visual PPFA Environment

In this chapter...

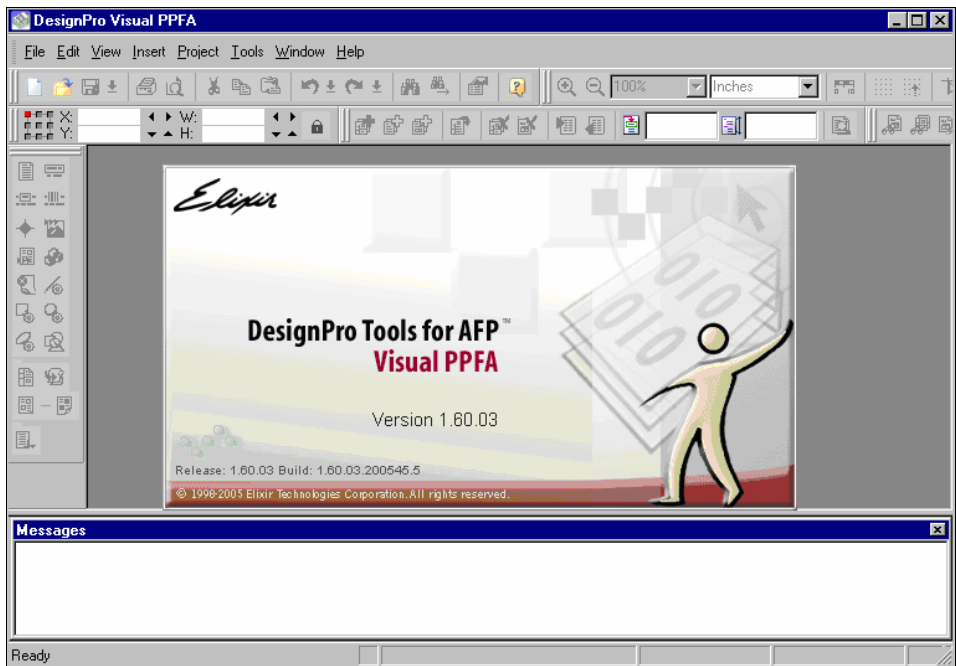
- [Starting Visual PPFA](#)
- [What's in the Workspace?](#)
- [Understanding Workspace Windows](#)
- [Using Workspace Tools](#)
- [Navigating the Workspace](#)
- [Choosing Commands](#)

This chapter describes the Visual PPFA operating environment, including the workspace and application start and exit procedures.

Starting Visual PPFA


To start a session, click **Start** on the Windows taskbar, and choose Programs>Elixir Applications>DesignPro Tools>DesignPro Visual PPFA.

The DesignPro Visual PPFA application window launches.



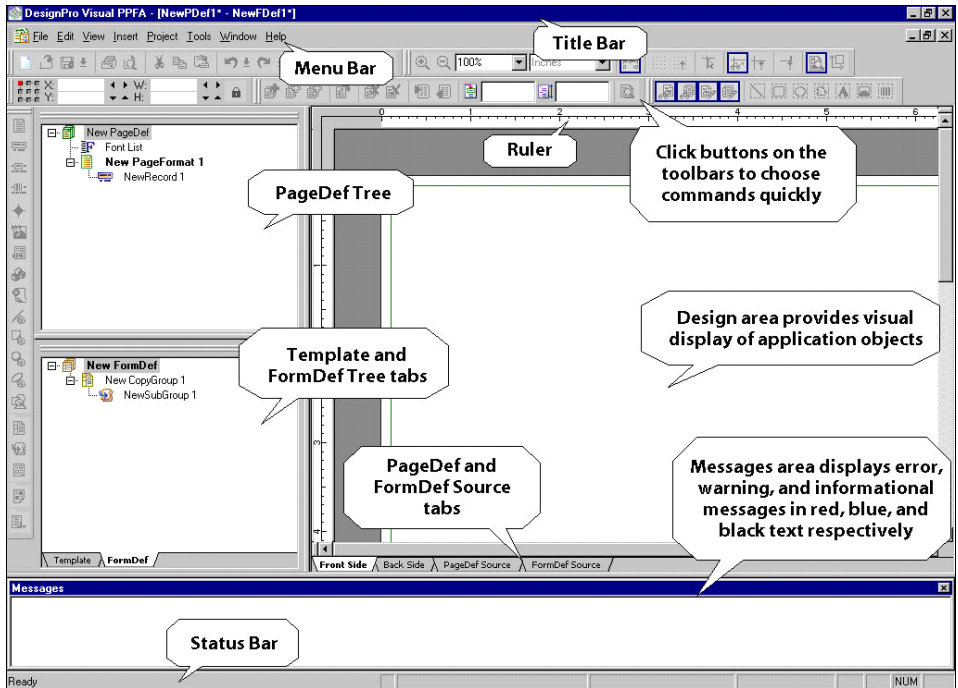
Exiting Visual PPFA

To end a session, do one of the following:

- Press <Alt> + <F4>.
- From the menu bar, select File>Exit.
- Click  at the top right corner of the application window.

What's in the Workspace?

When you start working on the Visual PPFA, the workspace and all of the associated components display. The workspace is where application objects are created and maintained. The following illustration identifies each part of the Visual PPFA workspace:



The Visual PPFA workspace.

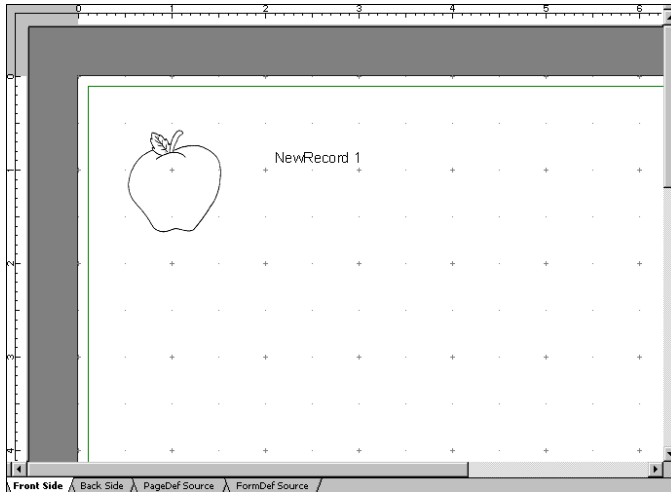
Understanding Workspace Windows

The workspace contains the following windows:

- Design area
- *PageDef tree* window
- *FormDef tree* window
- *Template tree* window
- *Messages* window

Design Area

The design area provides a visual representation of the active application. You can use the design area to create drawing objects, and map tree objects and data to the application. The design area can be vertically and horizontally scrolled.



The design area displaying mapped objects.

The design area includes the following tabs:

Front Side

Displays the front side of the logical or physical page of the active application for review and/or design.

Back Side

This tab only displays when a FormDef is loaded in the design area and represents the backside of the physical page for review and/or design. The **Backside** tab is disabled in the simplex mode.

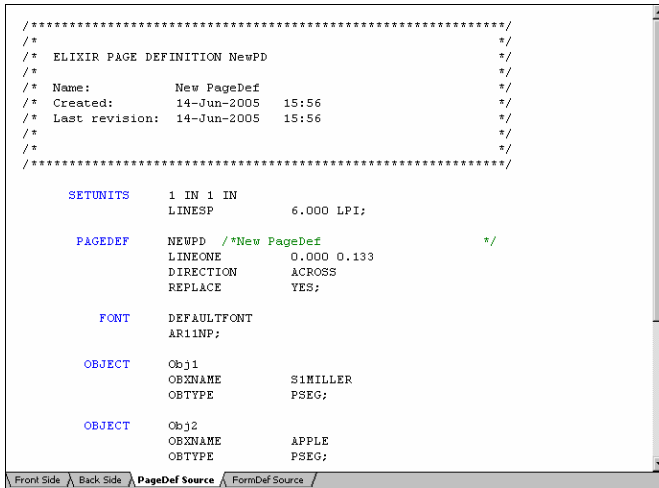
The design created in the design area translates to the PPFA source code at run time, and can be viewed using the **PageDef Source** and **FormDef Source** tabs.

PageDef Source tab

This tab is visible only when a PageDef is loaded in the design area. It displays the PPFA source code generated against the PageDef tree objects.

FormDef Source tab

The **FormDef Source** tab is visible only when a FormDef is loaded in the design area. It displays the PPFA source code generated against the FormDef tree objects.



The PPFA source view displaying the PageDef source.

PageDef Tree

The **PageDef Tree** window is located at the left side of the design area, and provides a hierarchical representation of the PageDef PPFA objects that are part of the application.



The PageDef Tree displaying the default nodes.

New PageDef

The **New PageDef** node serves as the root node of the **PageDef** tree (located in the *PageDef Tree* window), and defines the general template for the logical page of the active application. A PageDef can contain multiple logical pages or layout formats. Right-clicking this node and selecting the **Properties** option displays the *Properties – PageDef* dialog enabling you to set or change the logical page properties.

Font List

The **Font List** node acts as a repository for fonts defined for the active application. Right-clicking this node and selecting the **Properties** option displays the *Properties – Font List* dialog enabling you to add or delete fonts.

New PageFormat

The **New PageFormat** node defines the layout format for a single logical page in a design. You can place the conditional logic, records, and fields in a logical page. Right-clicking the **New PageFormat** node and selecting **Properties** displays the *Properties – Page Format* dialog enabling you to set or change the page format properties.

NewRecord

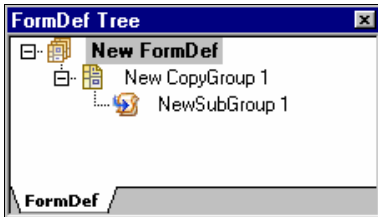
The **NewRecord** node represents variable data and can contain single or multiple field objects. Right-clicking this node and selecting the **Properties** option displays the *Properties – Record* dialog enabling you to set or change record object properties.

The above-mentioned object nodes are added with the *PageDef Tree*, by default, and are the minimum requirement for any PageDef object. Other object nodes that can be added to a PageDef include the following:

- Field
- Barcode Field
- Condition
- Floating Segment
- Floating Overlay
- Object
- End SubPage
- DrawGraphic Line
- DrawGraphic Box
- DrawGraphic Ellipse
- DrawGraphic Circle
- EndGraphic
- Color List
- Object List
- Overlay List
- Segment List
- TRC Reference List

FormDef Tree

The *FormDef Tree* window is visible at the immediate left pane of the design area. It provides a hierarchical representation of the FormDef PPFA objects that are part of the current application. The *FormDef Tree* is displayed as a tabbed page when loaded with a PageDef in the application.



The FormDef Tree displaying the default nodes.

New FormDef

The **New FormDef** node serves as the FormDef tree root node, and defines the general template for the physical page of the active application. Right-clicking this node enables you to set or change the physical page properties.

New CopyGroup

The **New CopyGroup** node defines one set of characteristics for the physical page. Right-clicking this node enables you to set or change the CopyGroup object properties.

New SubGroup

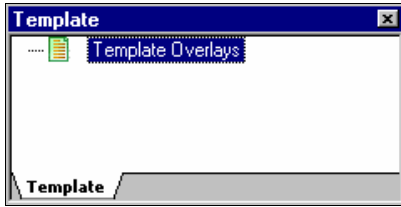
The **New SubGroup** node defines a single set of characteristics for one side of the physical sheet. Right-clicking this node enables you to set or change the SubGroup object properties.

The above-mentioned object nodes are added with the **FormDef** tree, by default, and are the minimum requirements for any FormDef object. Other object nodes that can be added to a FormDef include the following:

- Overlay
- Suppression list

Template


The *Template* window is located below the *PageDef Tree* window, and serves as a placeholder for the added template overlays. Although the template overlays are not a part of the design, they help in the design of the logical page by enabling accurate data placement. The *Template* window is only available with PageDef documents.

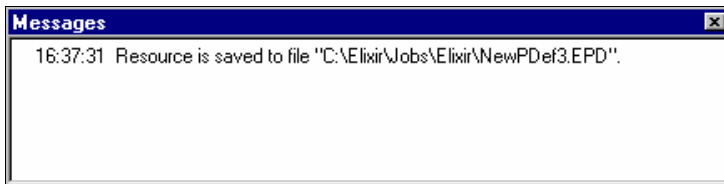


The default Template window with the Template Overlays node.

Messages Window

The *Messages* window is located at the bottom of the workspace. This window displays processing and compilation errors, warnings, and informational messages generated by the application in red, blue, and black text. You can clear the displayed messages by pressing <Ctrl>+<D> on the keyboard. In order to facilitate more working space, you can close the *Messages* window by selecting View>Messages from the menu bar, or by

clicking  at the top of the *Messages* window. However, the window will automatically redisplay whenever a message is generated by the application.



The Messages window displaying an informational message.

You can customize the position and size of the windows according to your requirements. When required, you can also float, dock, or hide the workspace windows.

Using Workspace Tools

Visual PPFA toolbars provide quick access to the most commonly used application commands. You can perform standard Windows operations to hide, display, or dock a toolbar in the workspace. For detailed information, refer to "[Customizing Visual PPFA](#)" on page 33 and "[Workspace Glossary](#)" on page 247.

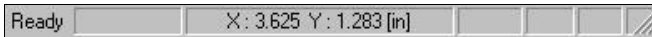
Menu Bar and Toolbars

A menu bar with drop-down menu options is located directly below the application title bar. These menu options provide both the standard MS-Windows, as well as application-specific options. Selecting a menu item performs an associated action or displays a submenu or dialog.

The toolbars are located immediately below the menu bar. They contain buttons that provide access to the most commonly used commands and tools. You can hide or display toolbars by selecting View>Toolbars >*Required toolbar* from the menu bar.

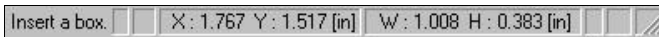
Status Bar

The status bar is located along the lower edge of the design area. When you move the mouse pointer over the design area, the status bar displays the coordinates of the mouse pointer with respect to the design area.




Status bar displaying the coordinates of the mouse pointer.

When an object is being drawn, or you move the mouse pointer over an object in the design area, the status bar displays the type, width, and height of the object, font used for the object, and the coordinates of the mouse pointer. The coordinates help you draw objects within the design area. Moreover, the status bar displays the tool tip when the mouse pointer is placed over an icon in the design area.




Status bar displays the object type, height, and width.


Grid

You can activate the Grid by clicking  on the *View* toolbar, by selecting View> Grid from the menu bar, or by pressing <F4> on the keyboard. The Grid tool enables you to position and align objects accurately in the design area.


Ruler

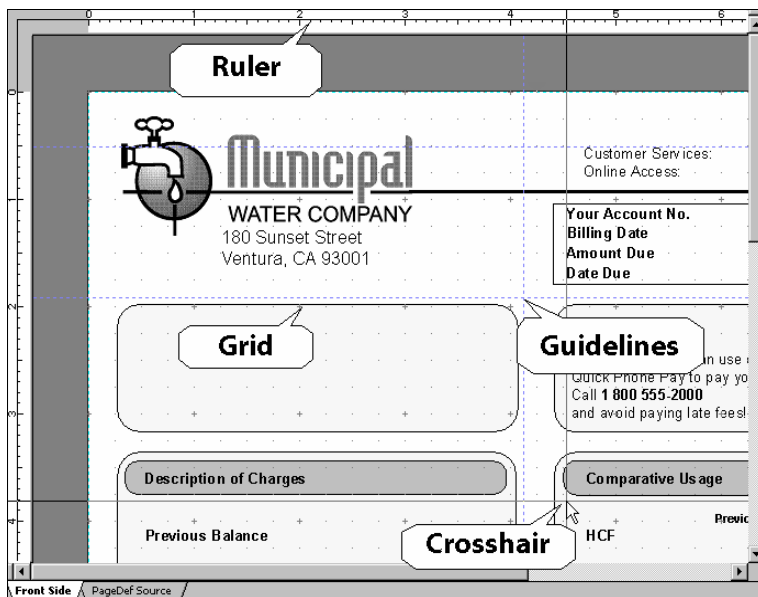
You can activate the Ruler by clicking  on the *View* toolbar, by selecting View> Ruler from the menu bar, or by pressing <F2> on the keyboard. The Ruler tool aids accurate object placement in the design area.

Guidelines

You can activate the Guidelines by clicking  on the *View* toolbar, by selecting View>Guidelines from the menu bar, or by pressing <F6> on the keyboard. The Guidelines tool helps align multiple objects in the design area.

Crosshair

You can activate the Crosshair by clicking  on the *View* toolbar, by selecting View>Long Crosshair from the menu bar, or by pressing <F8> on the keyboard. The Crosshair tool enables you to visually align objects in the design area.



Visual PPFA design area displaying the Grid, Ruler, Guidelines, and Crosshair tools.

Navigating the Workspace

The workspace components are organized according to function and use. You can navigate to any workspace component by a simple mouse click.

- **To use the menu bar:**
Select appropriate menu, then select the required option from the drop-down list.

-
- **To show the toolbar:**
Select View>Toolbars>*toolbar name*. Selection is indicated by a check mark next to the toolbar name.
 - **To use the toolbar:**
Click the button on the toolbar corresponding to the required option.
 - **To use the pop-up menu:**
Place cursor on the required object in any of the workspace windows, right-click the mouse and select the required option. The pop-up menu only lists commands pertaining to the current selection.

Choosing Commands

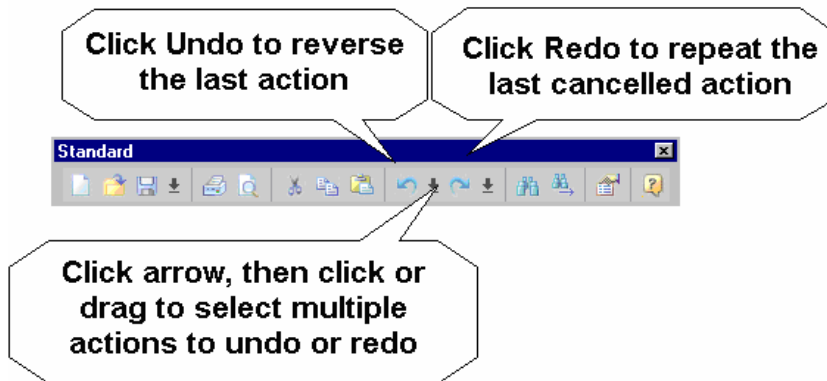
A command instructs Visual PPFA to perform a specific action. You can choose a command by either:

- Clicking a toolbar button.
- Selecting a menu option.
- Using the pop-up menu.
- Using a shortcut key.

In the following chapters, command selection is described using the most commonly used approach for any task. However, any corresponding command selection can be used to accomplish the same instruction.

Undoing and Repeating Commands

Visual PPFA keeps track of your editing and formatting changes. You can undo or redo any number of command selections.



The Standard toolbar.

Chapter 3:

Customizing Visual PPFA

In this chapter...

- [Selecting a User Profile](#)
- [Changing the Application Default Options](#)
- [Changing the Document Default Options](#)
- [Customizing the Toolbars and Menus](#)

This chapter provides information about selecting profiles, specifying application and document default settings, and customizing workspace menu bar and toolbars for Visual PPFA.

About User Profiles

You can customize Visual PPFA to fulfill the requirements of your specific working environment by creating and maintaining unique user profiles. A profile is a system file that stores important file locations and other related information for Elixir applications. When an Elixir application is installed, a default profile is created and stored in the SystemData.ini file, based on the information provided during installation. This file establishes the basic operating environment for the specific application, and is located at *drive:\Documents and Settings\current user\Application Data\Elixir Technologies\Profiles*. This default profile is created and loaded automatically when an Elixir application is launched for the first time.

You can also create custom profiles using the Profile Editor, which can be launched by selecting Tools>Profile Editor from the Visual PPFA application window. These custom profiles can be subsequently selected using the Tools>Profile Selection command. Custom profiles selected for various DesignPro modules need to be specified separately. A profile selected for one module does not apply to other modules and sessions.

Selecting a User Profile

To select a profile and view its contents, select Tools>Profile Selection to display the *Profile Selection* dialog.

As appropriate, review the following:


Current Profile

- **Profile name** – lists the available user profiles.
- **INI file path** – displays the complete path of the .INI file containing the selected profile.
- **Description** – displays a brief narrative describing the selected profile.

Pre-defined Symbols

- **Symbols** – displays a list of the pre-defined symbols that identify various application objects.
- **Symbol value** – displays the default path of the pre-defined symbols that are required by the current profile. This path specifies the location of the application object(s).

To select a user profile other than those listed in the **Profile name**, click **New** to display the *Register New Profile* dialog. Review the following dialog options:

- **Profile name** – enter a unique name identifying the new user profile.
- **Profile INI file path** – enter a unique profile name and file path in this text box. You can also click  to display the *Open Profile Configuration File* dialog for selecting the required .INI file.
- **Description** – enter a brief narrative describing the new profile.



If the current user ID differs from the ID that you initially used to install the DesignPro Tools application, you can select a profile in the *Profile Selection* dialog. The dialog displays when any DesignPro module is launched for the first time, and prompts you to select a profile before using any DesignPro Tools module.

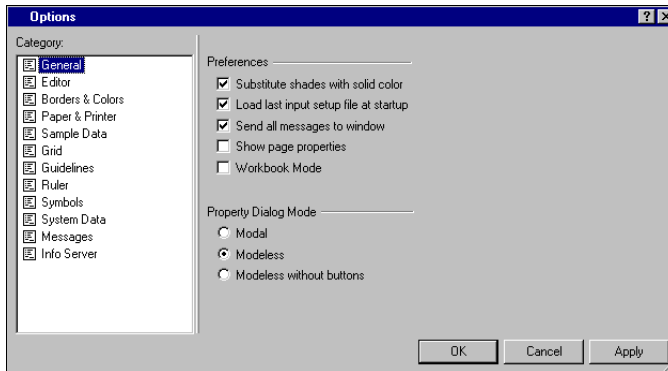
Changing the Application Default Options

Visual PPFA facilitates you to customize your work, in terms of controlling the operation and appearance of the application environment in order to meet your business needs. You can use the *Options* dialog to review, enter, and change the default settings.

The *Options* dialog provides twelve category settings at the application level. You can choose to set your preferences from the various categories that are available in the dialog. These settings are applied the next time you open a document and remain in effect until they are changed.

Use the following steps to view and set preferences for the listed categories:

- 1 Select Tools>Options from the menu bar to display the *Options* dialog.



The Options dialog displaying the General Category options.

- 2 Select the required category from the **Category** list.
- 3 Specify the required settings. For details on your required settings, refer to the relevant section below.
- 4 Click **Apply** and **OK** to save the settings.

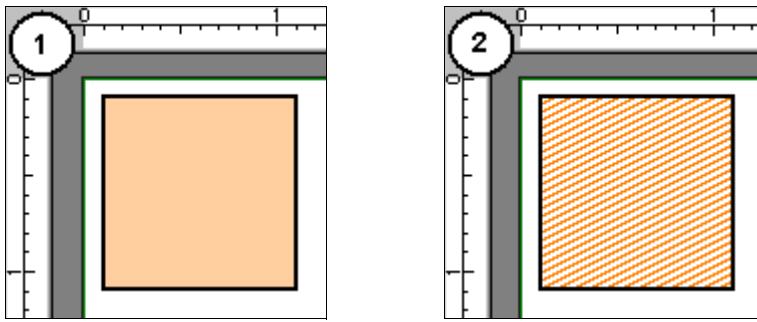
Setting the Application Loading Defaults

Loading defaults specify the application behavior at startup time. You can set display preferences for the message and property dialogs by using them. Loading defaults include the settings for object color, shade handling, and input setup file. The **General** category facilitates you to customize the application loading defaults.

To set the application loading defaults, review the following dialog options:

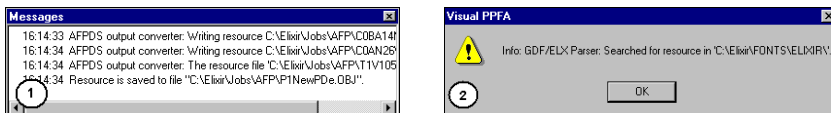
Preferences

- **Substitute shades with solid color** – replaces the object shades with a solid color.



(1) Substitute shades with solid color option enabled. (2) Substitute shades with solid color option disabled.

- **Load last input setup file at startup** – uses the setup file that was used (loaded/saved) in the last application session for the next application startup. A setup file (.EPM) stores the input and output property settings for the different file formats. These settings facilitate the handling of user selected file format options during file conversion. For detailed information on setup files, refer to the *DesignPro Manager for AFP User Guide*.
- **Send all messages to window** – displays all error, warning, and informational messages in the *Messages* window. If this option is unchecked, all of the generated messages display individually in the form of respective message boxes.



(1) Messages sent to the Messages window. (2) Messages displayed separately in their respective Message boxes.

-
- **Show page properties** – displays the *Properties* dialog for the selected object, by default, when creating a new document. This facilitates rapid document designing.
 - **Workbook Mode** – displays a tabbed view of the workspace, which enables you to switch between multiple open documents.

Applying the Display Settings

The display settings include options for customizing object specific property dialogs. The **General** category facilitates you to customize the display settings. To set the display settings, review the following dialog options:

Property Dialog Mode

- **Modal** – sets the selected object *Properties* dialogs to modal, which prevents you from switching to another application area, unless you close the dialog.
- **Modeless** – sets the selected object *Properties* dialogs to modeless, which enables you to switch to other application areas even if the dialog is active.
- **Modeless without buttons** – sets the selected object *Properties* dialogs to modeless without buttons, where you can switch to other application areas even if the dialog is active. Changes specified in this dialog are immediately applied to the selected object.

Setting the Spell Checking Options

You can specify the spell checker options in the **Editor** category. To perform the spell checking function, review the following dialog options:

Spell Checking

- **Spellcheck typing** – activates the spell checker.
- **Spell Options** – displays a nested *Options* dialog for setting the spell checker properties. The *Options* dialog displays only when a document is loaded in the design area.

Specify the following in the *Options* dialog:

- **Ignore capitalized words** – ignores any word that begins with a capital letter (e.g., Elixir) while performing the spell check.
- **Ignore all-caps words** – ignores any word that contains all capital letters (e.g., PPFA) while performing the spell check.
- **Ignore words with numbers** – ignores any word that contains numbers (e.g., Barcode2of5) while performing the spell check.

-
- **Ignore words with mixed case** – ignores any word that contains both upper and lower case letters (e.g., PageDef) while spell checking.
 - **Ignore domain names** – ignores the URLs (Uniform Resource Locator, e.g., www.xyz.com) while performing the spell check.
 - **Report doubled words** – reports instances of words appearing twice in a row (e.g., account number number) while performing the spell check.
 - **Case sensitive** – performs case-sensitive spell check; this option is selected by default.
 - **Phonetic suggestions** – displays phonetic suggestions for misspelled words while performing the spell check.
 - **Typographical suggestions** – displays typographical suggestions for misspelled words while performing the spell check.
 - **Suggest split words** – displays split-word suggestions as a replacement for misspelled words containing two joined words.
 - **Auto correct** – performs the automatic correction of commonly misspelled words while performing spell check.
 - **Main Dictionary language** – specifies the primary dictionary language on the basis of which the spell checker works.

Suggestions

- **Fast but less accurate** – performs fast but less accurate checking.
- **Moderately fast and accurate** – performs moderately fast and accurate checking.
- **Slow but accurate** – performs slow but very accurate checking.

Setting the Filing Options

The automation options for creating backup files and saving work at specified intervals can be specified using the **Editor** category. To set the filing and auto save features, review the following dialog options:

Filing Options

- **Make backup files** – creates the backup (.bak) of the file. Every time you save the file, the file as well as its backup is stored at the same location. The backup files enable data recovery if the original file gets corrupted.
- **Autosave** – enables the auto-save feature that automatically saves the file after the specified time interval. On selecting this option the **Interval** box is enabled, where you can specify your required interval in minutes.

-
- **Allow all files in file selectors** – displays all file formats specified in the file selector feature for the *Open* and *Save* dialogs.



Setting the Clipboard Options

You can specify the cut and paste operations for the workspace in the **Editor** category. Paste options enable you to preserve RTF formatting at the time of pasting, and places data at the required location with a mouse click.

To set the clipboard and object selection properties, review the following dialog options:

Clipboard

- **Paste Rtf** – preserves Rich Text Formatting (RTF) while pasting the clipboard content.
- **Paste with mouse** – pastes your selection using the mouse. When the **Paste with**

mouse option is enabled, the mouse cursor changes from  to . You can move this cursor to the required location to paste the clipboard content.

Object selection

- **Enclose** – selects the object when it is enclosed within the selection box.
- **Touch** – selects the whole object even if a part of that object lies within the selection box.

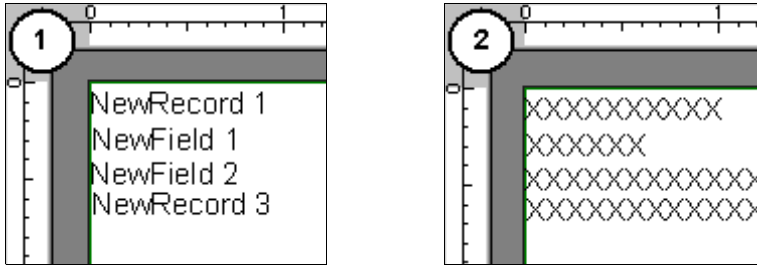
Setting the Record and Field Display Options

You can customize the display of mapped records and fields in the design area using the **Editor** category. The mapped fields can be viewed by their respective names, or by a string of replacement characters for accurate data placement.

To set the display properties for the records and fields, review the following dialog options:

PageDef Display

- **Name** – displays the mapped records and fields in the design area by their respective names.
- **Replacement char** – represents the mapped records and fields by a string of user-specified replacement characters. On clicking this option, the associated text-box is enabled; enter a single replacement character in this box.



(1) Records and fields displayed by their names in the design area. (2) Records and fields displayed by a string of replacement characters (X) in the design area.

Setting the Border Colors and Line Styles

In Visual PPFA, you can identify the logical pages, overlays, and NUP partitions using different colored borders. The **Borders & Colors** category, as the name indicates, provides options for setting the color and style of the border.

To set the border colors along with the line styles, review the following dialog options:

Border

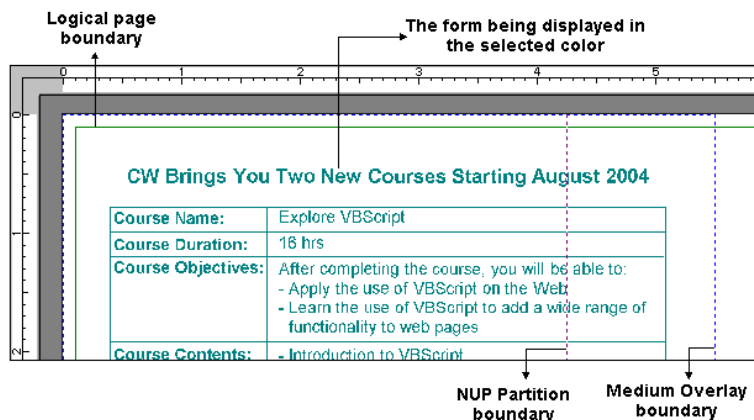
Select the appropriate checkbox to activate the border color and line style lists for the following objects:

- Logical Page
- Page Overlay
- Medium Overlay
- Selected Overlay
- NUP Overlay
- NUP Partition

Select the required option from the **Border** list. Click **Other** to open the *Color* dialog to select a color other than the listed colors.

You can also distinguish suppressed fields from printed fields by setting colors and line styles for suppression using the following options:

- **Suppression** – activates the suppression color and line style lists.
- **Display form in one color** – sets the loaded forms to display in a single (selected) color.



Selecting the Paper and Printer Options

You can specify the required printer as well as the paper size in the **Paper & Printer** category. Other than the predefined options, you can also select media options and customize the size of the paper depending upon your printer type.

To set the required printer and paper size, review the following dialog options:

Paper options

- **Paper size** – sets the paper size of the required document.

To select the size of the paper not mentioned in the **Paper size** list, select **Custom** to activate the **Width** and **Height** options.

- **Width** – sets the width of the paper in the specified unit of measurement.
- **Height** – sets the height of the paper in the specified unit of measurement.

Printer options - Changeable media origin

You can use a printer that facilitates the media origin to be shifted to any of the four corners of the paper. Select the required option from the following:

- **Cutsheet** – specifies that the printing is to be done on a cut-sheet printer.
- **Continuous** – specifies that the printing is to be done on a continuous form printer.

Similar presentation settings result in different page presentation on cut-sheet and continuous printers.

Printer Options - Fixed media origin


- **Continuous 3800** – uses the IBM 3800 Continuous form printer for the required printing. The 3800 printers have fixed media origin; therefore, on selecting this option, the FormDef page presentation settings do not take effect.

Setting the Sample Data Options

You can specify the data file and sample data display options in the **Sample Data** category. This includes specification of the file length, its encoding, and record format. You can use the carriage control option for page ejection, and the TRC option for the font modification settings.

To set sample data properties, review the following dialog options:

Sample data file

- **Data File** – specifies the name identifying the loaded data file. Click  to display the *Open* dialog for selecting the required data file.

File length

- **Starting line number** – sets the line number in the file from where the data is loaded.
- **Number of lines to read** – specifies the number of lines of data to be read.



The recommended length of a sample data file is 100 lines.

File Encoding

- **ASCII** – specifies that the loaded file is in ASCII (American Standard Code for Information Interchange) format.
- **EBCDIC** – specifies that the loaded file is in EBCDIC (Extended Binary Coded Decimal Interchange Code) format.
- **Mixed-mode data** – specifies that the loaded file is in mixed-mode data format.



A mixed-mode data file is a combination of both line data and structured fields (known as AFP data). Mixed-mode data files can specify the beginning and end of pages, as well as data controls for printing.

File Record Format


- **File Format** – specifies the required data format. The available options are:
 - **Stream Newline** – each data record is delimited by a new line (linefeed) character. On selecting this option, the corresponding new line character displays in the **New Line Char** box.
 - **Record,n** – each data record is delimited by record length instead of a new line character. On selecting this option, the **Record Length** box is enabled to specify the length of the input data records.

Control Characters

- **Carriage Control** – skips carriage control characters in the data file. Carriage control characters manage line skipping, line spacing, and page ejection on line printers.
- **TRC** – skips table-reference characters in the data file. Table-reference characters control font selection in line data.



You can also set the Sample Data options using the *Open sample data file* dialog. To launch this dialog do one of the following:

- Select Project>Load Sample Data File from the menu bar.
- Click  on the *Project* toolbar.

Customizing the Sample Data Grid

The loaded sample data file displays in the *Sample Data* window in the workspace. The **Sample Data** category enables you to customize the display of the *Sample Data* window through the grid options.

To set the sample data grid specifications, review the following dialog options:

Sample Data Grid Settings

- **Grid options...** – displays the *Display options* dialog for setting grid preferences for the *Sample Data* window.

In the *Display options* dialog, specify the following:

Tiles and Guidelines

- **3D – Buttons** – displays 3D-buttons in the sample data grid.
- **Vertical Lines** – displays vertical lines in the sample data grid.
- **Horizontal Lines** – displays horizontal lines in the sample data grid.

Line Style

- **Style** – sets the required grid line style from the available options.

Color

Select the appropriate object from the list to display the corresponding color values that are available for selection. Click the required color from the available options.

Preview

- **Preview** – displays a preview of the *Sample Data* window with the current settings.
- **Set Defaults** – sets the *Display options* fields to their default values.

Setting the Grid Options

The Grid feature provides a network of lines overlaying the design area. These lines help in the design process but are not part of the design. Using the **Grid** category options, you can specify major grid spacing, as well as the number of subdivisions within each major grid division in both vertical and horizontal directions. Also, objects can be set to automatically align with grid coordinates for rapid document design. To set the grid properties, review the following dialog options:


Horizontal/Vertical

- **Major spacing** – sets the space between the horizontal or vertical grid lines, per specified unit of measurement (default is an inch). The major spacing is denoted by the symbol (+) in the design area.

- **Number of subdivisions** – sets the number of divisions that are displayed between the horizontal or vertical grid lines. The divisions are denoted by dots in the design area.
- **Show grid** – displays the grid in the design area.




You can also view the grid by performing one of the following operations:

- Select View>Grid from the menu bar.
- Click  on the View toolbar.
- Press <F4> on the keyboard.

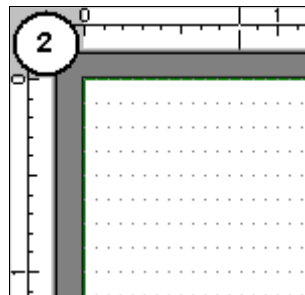
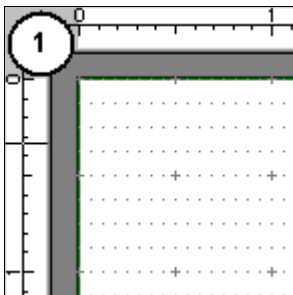
- **Snap to grid** – sets the alignment of the design area objects according to the grid points.



You can also snap objects to the grid by performing one of the following operations:

- Select Tools>Rulers and Grid>Snap to Grid from the menu bar.
- Click  on the View toolbar.

- **Hide major spacing (+)** – hides the appearance of the major spacing symbol (+) in the design area.



1) Major spacing symbol (+) displaying in the design area. (2) Major spacing symbol disabled.

Setting the Guidelines Options

The guidelines facilitate you to place objects in the design area quickly by providing visual reference points. The **Guidelines** category provides options to display and align the objects. For more precise placement, you can also set a radius for the guidelines.


To set the guideline properties, review the following dialog options:

Snap

- **Magnetic snap radius** – sets a value for the magnetic snap radius. Any object placed within the specified radius is snapped to the guideline.
- **Show guidelines** – displays the guidelines in the design area.




You can also display the guidelines by performing one of the following operations:

- Select View>Guidelines from the menu bar.
- Click  on the View toolbar.
- Press <F6> on the keyboard.

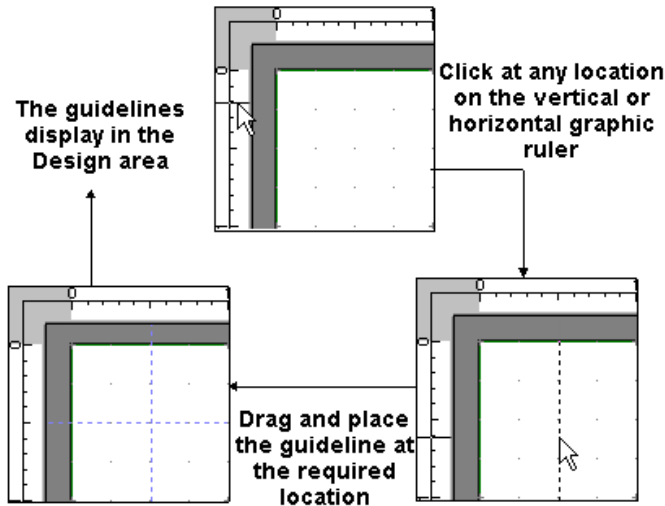
- **Snap to guidelines** – facilitates the snapping of objects to the guidelines.



You can also snap objects to guidelines by performing one of the following operations:

- Select Tools>Rulers and Grid>Snap to Guidelines from the menu bar.
- Click  on the View toolbar

You can also drag and drop guidelines in the design area by clicking the graphic ruler, and then dragging the guideline to the required location.



Setting the Ruler Options

The **Ruler** category provides options for setting units of measurement for both graphical and digital rulers in the Visual PPFA workspace.

To set the ruler properties, review the following dialog options:

- **Units** – specifies the unit of measurement for both graphic and digital rulers, as well as for the application.

Select the appropriate checkbox to apply the grid settings, specified in the **Grid** category, to the following:

- Graphic ruler
- Digital ruler



You can also specify the application units using the Units list in the View toolbar.

You can also launch the *Options* dialog for setting the grid, guidelines and ruler settings by selecting the following:

- Tools>Rulers and Grid>Grid, for **Grid** Category.
- Tools>Rulers and Grid>Guidelines, for **Guidelines** Category.
- Tools>Rulers and Grid>Ruler for **Ruler** Category.




The **Symbols** and **System Data** category features are currently inactive.

Setting the Symbols Properties

The **Symbols** category facilitates you to set the default properties for items in the System Data.ini file, and displays the pre-defined as well as the user-defined symbols. Each item represents a key (variable) with an associated value (path). The key and value pairs are used to locate the required type of computer information. In DesignPro Visual PPFA, the keys identify application objects, and values indicate the associated object paths and types.

To set the symbol specifications, review the following dialog options:

- **Key String** – displays the selected key string.
- **Value** – sets the type and path of the selected object. You can click  to display the *Browse for Folder* dialog for selecting the required path.
- **Real** – displays a proper path for the selected key string.
- **Set** – sets the **Real** value for the selected key string.



The **SystemData** category is a subset of the **Symbols** category. It includes information on the system symbols that are predefined by Elixir. The list of information for SystemData also comes from the same files i.e. SystemData.ini.

Setting the Message Preferences

Visual PPFA prompts you when informational, warning, and error messages are generated. In the **Messages** category, you can set the message type and display options. Specifying the message type economizes data logging by limiting the message display criteria. The display options for the time, date, and color of the messages can help identify the type and severity of a message.

To set the message preferences, review the following dialog options:

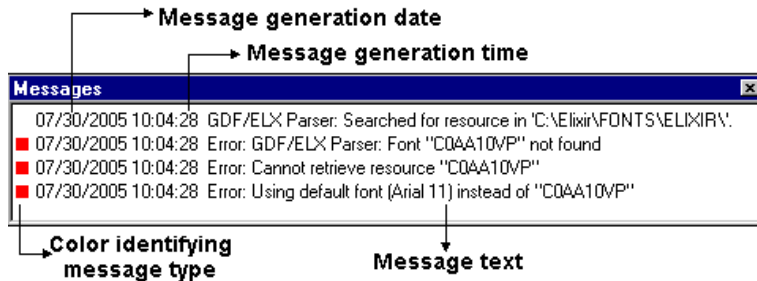
Messages to View

- **Information** – displays informational messages in the *Messages* window.

Show

- **Message time** – displays the time of the message in the *Messages* window.
- **Message date** – display the date of the message in the *Messages* window.
- **Use color** – displays the color of the messages in the *Messages* window.

You can also specify the maximum number of text lines displayed at one time in the *Messages* window by using the associated box. By default, the message length is 200 lines.



Logging the Messages

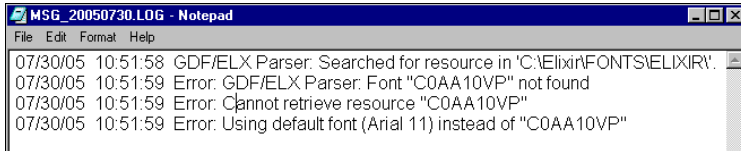
You can archive the messages generated by Visual PPFA in a file for future use. Logging options provided in the **Messages** category facilitates you to save the information displayed in the *Messages* window.

To create a log for the generated messages, review the following dialog options:

Log Options

- **Log to File** – enables writing of messages to the log file. On clicking the **Log to File** checkbox, all of the associated options are enabled. In the first associated text-box, type the destination path where the generated log file is to be saved. The default value of "." saves the log file in the same directory as the resource file. In the second associated text-box, type the name of the log file. The default file name is MSG.LOG. The file can have any name and can also be saved in formats other than LOG, e.g. .DOC.


- **Unicode** – creates a log file using the Unicode character set.
- **Overwrite** – overwrites any existing message in the selected log file.
- **Append** – appends the newly generated messages to the specified log file.
- **Append by date** – appends messages to the log file on the basis of date.
- **View Log File** – displays the log file contents using Notepad.

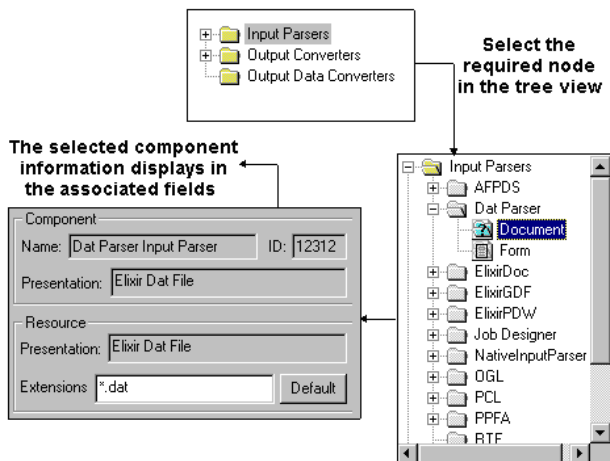


The Log file displaying the generated message; the system date is appended with the name of the file due to the Append by date option.

Viewing the Parser and Converter Properties

You can view the properties for all of the available parsers and converters using the **Info Server** category options.

The available **Input Parsers**, **Output Converts**, and **Output Data Converters** display in the form of a folder tree view. To view the properties of a particular parser or converter, click  on the relevant folder, and select the required option to display the information in the associated fields.



View

- **Show all components/Hide unlicensed components** –displays all components or only licensed components in the tree view. The button alternates between **Show all components** and **Hide unlicensed components** options.
- **Refresh** –saves the changes, if any, and refreshes the folder tree view.

Component

- **Name** – displays a unique name identifying the selected converter or parser.
- **ID** – displays a unique code identifying the selected converter or parser.
- **Presentation** – displays the text that appears in the file filters of the *Open* and *Save* dialogs corresponding to the selected converter or parser.

Registering the New File Extensions

You can register file extensions for a selected converter or parser using the **Info Server** category. For example, if an AFPDS input parser image category displays S1*.seg, and your .SEG files are saved with the extension .XYZ or .SEG123, you can add and register these variations as supported file format extensions.

To register new extensions:

Resource

- **Presentation** – displays the text that appears in the file filters of the *Open* and *Save* dialogs corresponding to the selected converter or parser.
- **Extensions** – displays the extension(s) for the selected resource. Multiple extensions can be specified separated by semicolons.
- **Default** – switches the selected resource extension back to the default.



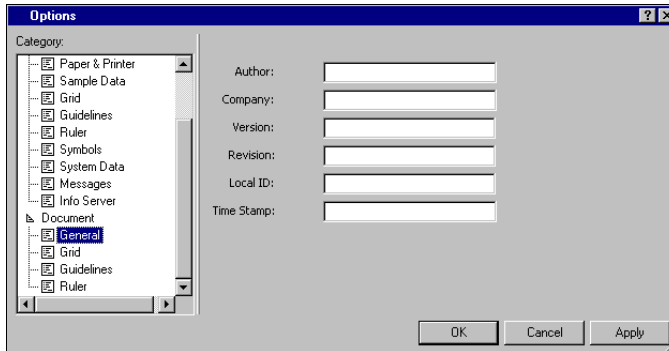
The **Extensions** setting applies to file extensions only, and does not affect the supported file formats.

Changing the Document Default Options

You can review the default appearance and settings for the document identification using Visual PPFA. The *Options* dialog provides four category settings at the document level. These display only when a document is loaded in the design area. New settings take effect if you click **Apply** or **OK**. These settings remain in effect until they are changed.

Use the following steps to view and set preferences for the listed categories:

- 1 Select Tools>Options from the menu bar to display the *Options* dialog.



The Options dialog displaying the General category options.

- 2 Select the required category from the **Category** list.
- 3 Enter the required settings. For details on your required settings, refer to the relevant section below.
- 4 Click **Apply** and **OK**.

Applying the Document Identification Settings

You can specify the document author, company, version number, revision number, and ID using the **General** category. You can also specify the document creation date and time.

- **Author** – sets a unique name identifying the author.
- **Company** – sets a unique name identifying the company.
- **Version** – sets a document version identifier.
- **Revision** – sets a document revision identifier.
- **Local ID** – sets a unique code identifying the document.
- **Time Stamp** – sets the document creation date and time.



The **Grid** options provided at the application and document level are the same. However, the options set at the document level apply only to the current document, whereas the application level settings apply to the whole application and act as defaults for each newly created document. For details on grid options, refer to ["Setting the Grid Options"](#) on page 44.

Setting the Document Guidelines

You can place guidelines in the horizontal or vertical directions using the **Guidelines** category. These options enable you to place objects in the design area quickly by providing visual reference points.

- 1 As appropriate, select one of the following options:
 - **Horizontal** – sets guidelines in the horizontal direction.
 - **Vertical** – sets guidelines in the vertical direction.
- 2 In the **Guideline position** box, specify the position of the guideline relative to the horizontal or vertical axis, per specified unit of measurement.
- 3 Click **Set** to add the guideline to the list.
- 4 To delete a specific guideline, select it from the list and click **Clear**. To clear all of the guidelines, click **Clear All**.

Setting the Document Ruler Options

The **Ruler** category provides options for setting the units of measurement for both the graphical, as well as the digital rulers.

To set the ruler properties, review the following dialog options:

- **Units** – select the required unit of measurement for both graphic and digital rulers, as well as for the application.

Horizontal/Vertical

To specify the position of the zero digit on the horizontal ruler, click the appropriate **Zero position** option:

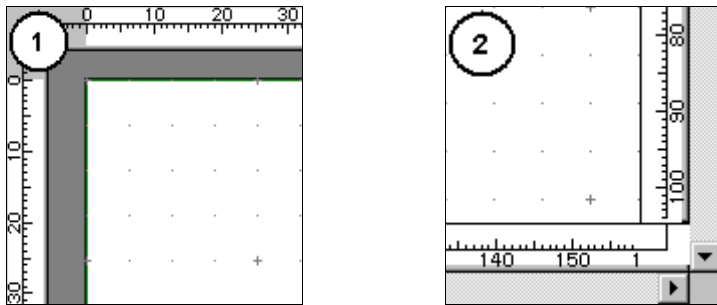
- Left
- Right

For the vertical ruler, click the appropriate **Zero Position** option from the following:

- Top
- Bottom

You can also customize the location of the ruler using the following options:

- **Position on bottom** – displays the horizontal ruler at the bottom of the design area.
- **Position values to left** – displays the positive values on the left of the zero.
- **Position on right** – displays the vertical ruler on the right side of design area.
- **Position values to top** – displays the positive values on top of the zero.
- **Zero Offset** – enter or select the page vertical offset, per specified unit of measurement.



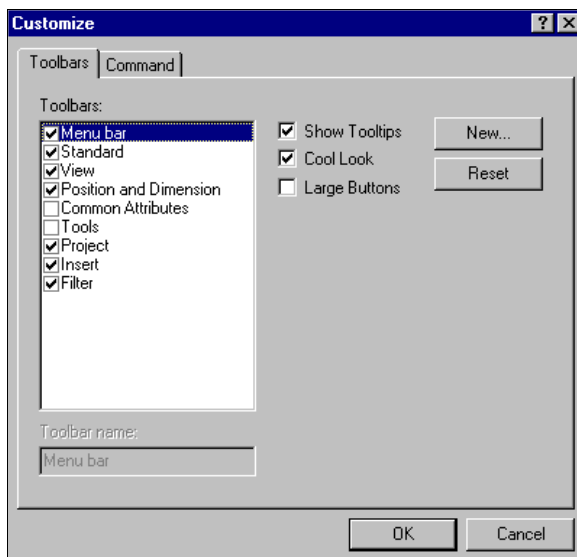
The design area displays the ruler with (1) Default setting of top left, and (2) bottom right.

Customizing the Toolbars and Menus

You can customize the Visual PPFA toolbars and menus to better serve your business and personal requirements. For this, you can add the frequently used commands to toolbars, and even remove the toolbars and toolbar items that you do not need.

To customize the Visual PPFA toolbars:

- 1 Select View>Toolbars>Customize from the menu bar, to display the *Customize* dialog.



- 2 Select the required tab.
- 3 Enter the appropriate settings. For details on your required settings, refer to the relevant section below.
- 4 Click **Apply** and **OK**.

Customizing the Toolbar Display

You can review the toolbars that display in the workspace using the **Toolbars** tab. To display a toolbar in the workspace, review the following dialog options:

- **Toolbars** – sets the toolbar you want to display in the workspace from the list of available options.

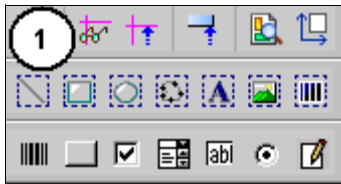
The selected toolbar name displays in the **Toolbar name** text box. You can also display a toolbar by selecting **View>Toolbars>Toolbar name** from the menu bar.



You cannot de-select the **Menu bar** option.

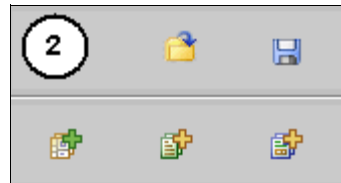
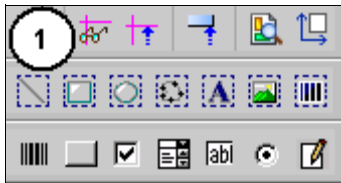
To set the appearance of the displayed toolbars:

- **Show Tooltips** –displays the tool tips associated with the toolbar buttons.
- **Cool Look** –displays the toolbar buttons in the smooth look mode.



The workspace toolbar with (1) Cool Look enabled and (2) Cool Look disabled.

- **Large Buttons** – displays the toolbar buttons in the enlarged mode.



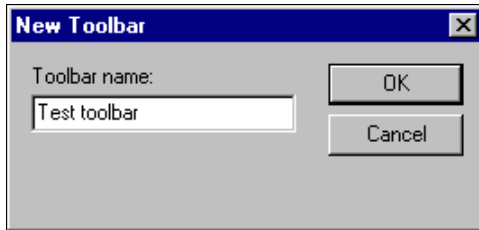
The workspace toolbar (1) without Large Buttons and (2) with Large Buttons.

- **Reset/Delete** – resets a toolbar to the default settings. This button alternates to **Delete** when a user-defined toolbar is selected, hence can be used to delete a user-defined toolbar only.

Creating a New Toolbar

You can create a new toolbar using the *Customize* dialog. To create a new toolbar in the **Toolbars** tab:

- 1 Click **New** to display the *New Toolbar* dialog.



- 2 Enter the name of the new toolbar in **Toolbar name**.



The names of your created toolbars can be modified at any time using the *Customize* dialog, but the names of the default toolbars remain un-editable. On clicking **OK**, the new toolbar displays in the workspace without any buttons added. You can add buttons to the newly created toolbar later.



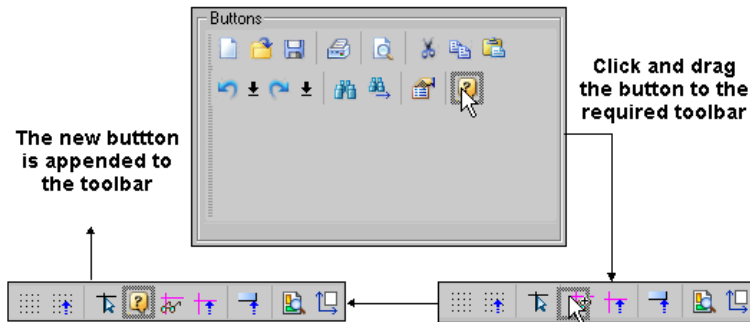
The Test toolbar displays in the workspace without any buttons.

Adding Buttons to the Toolbars and Menus

You can add buttons to the generally used toolbars using the **Commands** tab in the *Customize* dialog. A list of available toolbars display in the **Categories** option, whereas associated toolbar buttons display under the **Buttons** option. To add a command button to an existing toolbar, click and drag the required button to your target toolbar in the design area, then release the mouse. While dragging the required button, the mouse cursor

changes from  to . The selected button is then appended to the required toolbar at the point where you dropped it.

The following image illustrate the the process of appending buttons to a toolbar:



If you drag the required button and drop it anywhere in the application window other than the target toolbar, Visual PPFA automatically creates a new toolbar with the specified button and displays it in the application window. If you then select the **Toolbars** tab, the newly created toolbar name (default is Toolbar 1) displays in the **Toolbars** list.

Chapter 4:

Preparing to Work

In this chapter...

- [About IBM Print Services Facility](#)
- [Preparing Resources](#)
- [Gathering Resources](#)
- [Managing Resource Objects](#)
- [Converting Form, Font, and Image Files to AFP Resources](#)
- [Changing File Formats](#)
- [Elixir Parameter File \(.EPM\)](#)

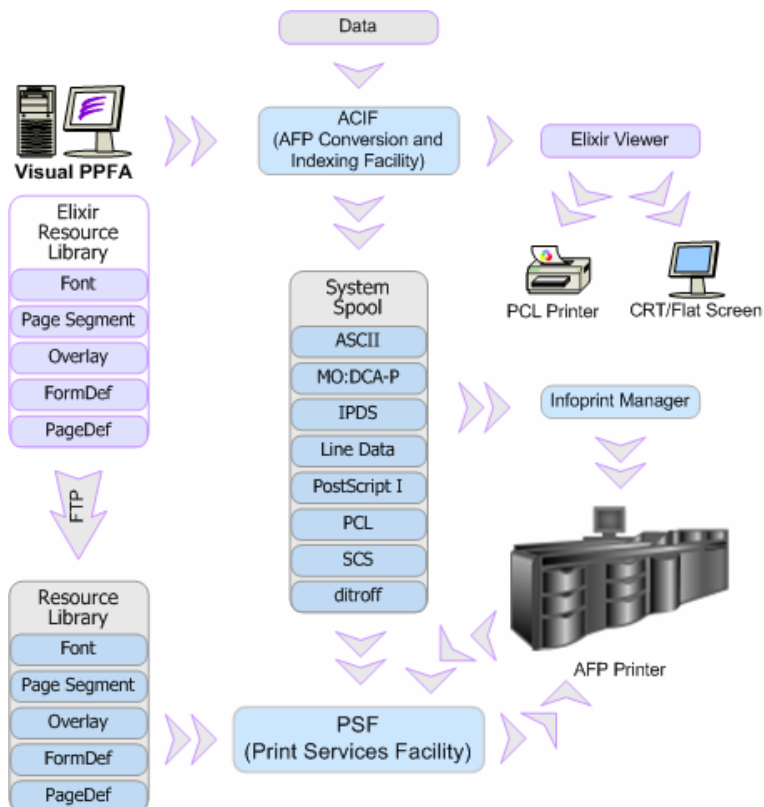
This chapter provides information about assembling, managing, and converting resources required by Visual PPFA, and specifying file format settings.

About IBM Print Services Facility

IBM Print Services Facility (PSF) is a print driver program that manages resources and jobs management for Advanced Function Printing (AFP) printers. PSF combines data streams with the resources and converts them into Intelligent Printer Data Streams (IPDS). IPDS contain data, as well as structured fields defining how the data is to be presented for the AFP printers.

PSF works only with AFP resources. It maintains a resource library for the following AFP resource types:

- FormDefs
- PageDefs
- Overlays
- Page segments
- Fonts



An overview of the AFP environment.

Visual PPFA enables the AFP print job process by providing the design support for all of the AFP resources such as fonts, overlays, PageDefs, etc. Visual PPFA also provides great flexibility as it facilitates resource conversion to a number of different formats. The resources that are created, saved, or exported in AFP formats using Visual PPFA and other DesignPro Tools components can be uploaded directly to the resource library of the specified printer.

When saving resources to an AFP object format, Visual PPFA automatically appends the following prefixes to the resource file name:

- F1 for FormDefs
- P1 for PageDefs
- O1 for overlays

The following resource information must be provided when uploading resources to the printer resource library:

- Name of the resource (1 to 8 characters long including prefixes).
- Path of the resource.

At print time, PSF searches for these resources in the specified resource libraries and sends associated information to the printer with the print job.



The path and file names for the PSF host system are case-sensitive. When submitting a job, make sure that these names have correct uppercase and lowercase characters.

Preparing Resources

Visual PPFA supports the import, export, and use of overlays, fonts, images, and barcodes in all the AFP object formats, common PC font and image formats, and Elixir legacy formats. You can also use the PageDef object files created in the Elixir Application Suite (EAS) as PageDef objects in Visual PPFA.

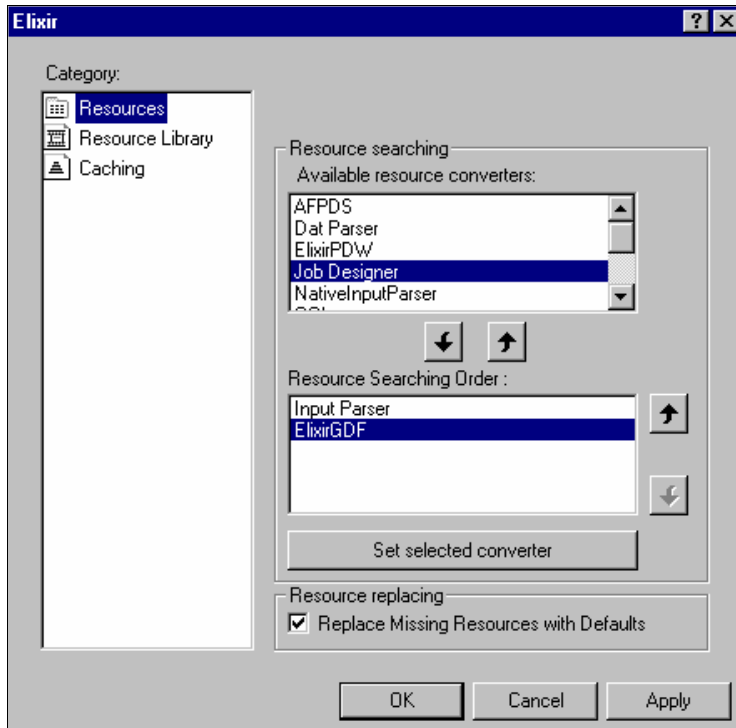
Visual PPFA uses built-in parsers to convert resources in the AFP object and PPFA source formats to the Elixir format. Before importing the resources, you can specify appropriate conversion settings for the resources. Once the resources are imported, you can modify and save them in Elixir formats, as well as AFP object and PPFA source formats using appropriate converters. You can also change converter properties when saving your documents, depending on your required results and printer settings.

Setting Elixir Resource Handling Properties

Elixir resource handling properties enable you to specify global settings for opening documents and copying resources to the Elixir resource library. You can also specify document page caching properties for optimized application performance. These settings can be very useful when working with large and complex documents.

To specify the Elixir resource handling properties:

- 1 From the menu bar, select Tools>Application Format Setting>Elixir Properties to display the *Elixir* dialog.



The Elixir dialog displaying the Resources category options.



- 2 Select the required category from the **Category** list.
- 3 Enter the required settings. For details on your required settings, refer to the relevant section below.
- 4 Click **Apply** and **OK**.

Setting up a Resource Searching Order

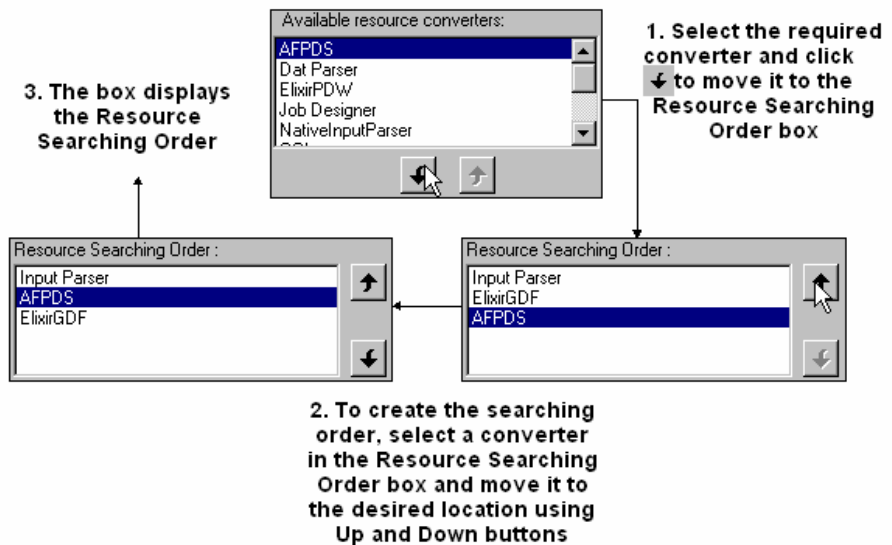
You can define a resource searching order for opening your document from a list of available converters, using **Resources** category options.

Resource Searching

- **Available resource converters** – displays the resource converter formats that are available for selection.
- **Resource Searching Order** – displays the searching order for the selected resource converters. The Input Parser is the built-in resource handler for input file resources, and hence it cannot be shifted to the **Available resource converters** list.

Click  and  to move items between the **Available resource converters** and the **Resource Searching Order** list.

The following image shows the steps involved in setting up a resource searching order:



-
- **Set Selected Converter** – displays the associated properties dialog for the selected item in the **Resource Searching Order** list. You can set custom settings for the parser, or simply view the default settings via this dialog. You cannot display or review the **Input Parser** properties.



For a detailed overview of the selected converter dialog options, see “Chapter 6:File Format Dictionary” in the *DesignPro Manager for AFP User Guide*.

Resource Replacing

- **Replace Missing Resources with Defaults** – replaces the missing resources with the default resources.

Importing Resources to a Resource Library

The **Resource Library** category facilitates you to set rules for importing resources to the Elixir resource library, while opening a document or inserting a resource (font, form, image, etc.) in the document.

You can use the following set of options to specify the rules for importing resources:

Rules for Importing Resources to Libraries

- **Do Not Import Resources** – specifies that no resources are imported to the Elixir resource libraries.
- **Import Missing Resources Only** – imports only those resources that are missing in the Elixir resource library.
- **All Resources, Overwrite any existing** – imports all of the resources, and overwrites any existing resources with the same name in the resource library.
- **All Resources, prompt before overwriting** – imports all of the resources, and prompts you for confirmation before overwriting any existing resources in the resource library.

Setting Page Caching Options

You can specify the maximum size of the virtual memory used in caching the document pages by using the **Caching** category options. Caching document pages enables faster page switching, which facilitates you to design complex documents more efficiently. To set the caching options:

Caching

- **Cache Size** – specifies the number of document pages to be kept in the memory. The cache size set as **0** indicates that an unlimited number of pages can be kept in the memory.
- **Virtual Memory Usage Limit** – specifies the maximum limit (in megabytes) of the available virtual memory.

Gathering Resources

When creating a FormDef or a PageDef, make sure that all of the required resources (fonts, forms, and graphics) are available for your design. These resources can reside either on the local machine or on a network drive. Along with Elixir and legacy resources, Visual PPFA also supports AFP resources without the need of any pre-conversion.

Visual PPFA supports the following input and output formats:

Resource Types	Supported Formats
Documents	Elixir PageDef (*.epd) Elixir FormDef (*.efd) AFP PageDef Object (P1*.*, P1*.obj) AFP FormDef Object (F1*.*, F1*.obj) AFP PPFA Source (*.src, *.pfa) Elixir AppBuilder 4.xx (Document.dbf) (.dbf documents are only supported as an input format).
Overlays	Elixir Form (*.efr) AFP Overlay Object (*.ove, *.ovl, OI*) AFP Overlay Source (OGL) (*.ogl) Elixir Legacy Form (*.elx) Resource Library (*.erc32, *.erc)

Resource Types	Supported Formats
Fonts	True Type Font Adobe Type Manager Font Elixir Legacy Font (*.hdr) Resource Library (*.erc32, *.erc) AFP Coded Font (X0*, X1*, X2*, X3*, X4*) Elixir Legacy Coded Font (X0*.cdf, X1*.cdf, X2*.cdf) AFP Character Set (C0*, C1*, C2*, C3*, C4*) Elixir Legacy Character Set (C0*.hdr, C1*.hdr, C2*.hdr) AFP Code Page (T1*) Elixir Legacy Code Page (*.cod)
Images	AFP Page Segment (S1*) Elixir Legacy Graphic (*.lp3) Bitmap Files (*.bmp) Joint Photography Experts Group File (*.jpeg, *.jpg) Tagged Image Format File (*.tif) PC Paintbrush Bitmap File (*.pcx) Portable Network Graphics File (*.png) Resource Library (*.erc32, *.erc)

Copying Resources to Appropriate Directory

After preparing the resources required for your design, you need to save them in the appropriate input directories, keeping in view the specified Visual PPFA input settings. Visual PPFA searches these directories for the required resources when a document is opened or proofed.

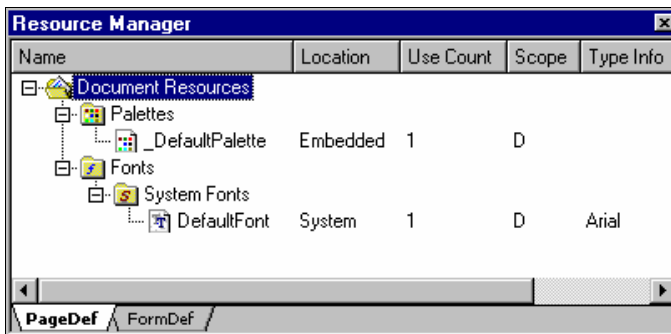
DesignPro Tools for AFP creates a default directory structure for the resources. For example, the default destination directory for saving an Elixir PageDef is *drive:\Elixir\Jobs\Elixir*. You can also specify a local or network path for these resources. For details, refer to the *DesignPro Manager for AFP User Guide*.

Managing Resource Objects

You can manage and view the resources used in your FormDef and PageDefs using the *Resource Manager* window. You can also view the number of references of a resource, as well as their location in your document.

For managing the resource objects:

- 1 From the menu bar, select View>Resource Manager to display the *Resource Manager* window in the design area.



- 2 Right-clicking a *Resource Manager* tree node displays a pop-up menu, which options pertain to the current selection.

The **Reload** option refreshes the *Resource Manager* tree view. You are recommended to refresh this view before performing any action using the *Resource Manager* window.

The **Go to first resource reference** option shifts the focus of the application to the first instance of the resource in the design area.

The **Export resource...** and **Export all Resources...** options enable you to export one or all embedded resources in the document. Export option selections launch the *Export To* dialog for selecting the Elixir Resource Library file for saving the exported resources.



Exporting the embedded resources creates copies of the resources in a destination resource library. However, exported resources remain embedded in the document.

The **Remove unused resources** option removes the unused resource references from the *Resource Manager* tree, thus enabling you to view only those resources used in the design. Any unused document resources display a count of zero in the **Use Count** column of the *Resource Manager* window.

The **Embed all resources** option embeds all of the referenced resources in a document. The *Resource Manager* monitors the usage of the embedded resources. The referenced resources can only be embedded in Elixir format documents. This feature is particularly useful in sharing or moving documents between multiple machines.

Verifying Resources

When creating the PageDefs and FormDefs, you can verify referenced and embedded resources by closing and reopening your document. You can also verify these resources later by proofing your document (for details, refer to *Chapter 15: "Proofing Designs"* on page 239). The *Messages* window, while proofing or opening your document, displays information on the resource path and the encountered errors. These messages help determine and troubleshoot incorrect paths and corrupt resources.

Exporting Resources

When saving AFP and Elixir legacy PageDefs and FormDefs, you can export the external resources (e.g., forms, fonts, images, etc.) used in your layout. The export path settings and properties can be accessed by selecting an appropriate output converter from Tools>Application Format Settings>Output Formats options.

You can choose to save all or some specified external resource types used in your design, and specify the associated export properties. For more information about the output properties options, refer to “Chapter 6: File Format Dictionary” in the *DesignPro Manager for AFP User Guide*.

Selecting **Never** prevents the export of the specified resource type, whereas selecting **To External Resource File** exports that resource file to the specified location. When exporting resources, the exported resources can be saved to either the destination directory as the output file, or to the default resource directory specified in the Profile Server. You can also choose to overwrite any existing resource file in the specified directory if any of the exported resources have the same filename as an existing resource.



External resources are not exported if resources with the same name already exist in the Destination Directory, unless the Replace Existing Resources option is selected.

Embedding Resources

Elixir formats enable you to insert fonts, images, objects, and overlays as embedded resources in your design overlay. This feature is especially useful if you need to move or change the original resource.



The images that are resized while editing an overlay are exported in the form of segments, provided they are embedded in the overlay.

Converting Form, Font, and Image Files to AFP Resources

Prior to performing the proofing operations, you need to convert all of the Elixir resources including the FormDefs and PageDefs to AFP format. When converting resources to the AFP format, ensure that the naming conventions are followed. Refer to the *DesignPro Manager User Guide* for more information about converting form, font, and image files to AFP resources. For more information about converting PageDefs and FormDefs to the AFP formats, refer to *Chapter 11: "Performing Standard Operations on Visual PPFA Objects"* on page 205.

Elixir Resources versus AFP Resources

Although Visual PPFA supports its own, as well as the native and legacy resource formats, it is advisable that you keep a copy of all the source files in the Elixir format. Visual PPFA PageDefs and FormDefs support many features that are not available in PPFA:

- Elixir format facilitates you to use aliases and names up to 32 characters long for record, field, and other objects, hence providing ease of design; these names are not saved in the AFP format.
- Internal comments and environmental settings, such as template overlays, are only supported in the Elixir format.

Changing File Formats

This section provides information about the input parsers and the output converters along with their associated properties.

You can modify the input file format settings depending on the properties of your source document. You can also specify the output file format settings while saving your document to the Elixir, AFP object, or PPFA source formats. The output settings are influenced by the target printer properties.

Applying Application Format Settings

Application format settings enable you to specify the input and output format options for Visual PPFA. These settings are applied to all of the new documents, as well as to the documents that do not have an associated Elixir parameter file. The application format settings are applicable to all of the ongoing sessions in the application.

Application Format Commands

You can perform the following application-level operations from the menu bar by selecting Tools>Application Format Setting options:

- Load the application format settings from an Elixir parameter file (.EPM).
- Reset the .EPM file settings to the default values.
- Save the application format settings to an .EPM file.
- Specify the input format settings.
- Specify the output format settings.
- Specify the Elixir properties for application resource handling.

Applying Document Format Settings

Visual PPFA enables you to set input format options at document-level, which override the application-level settings.

This feature is useful especially when you are working with multiple documents simultaneously. You can have several forms open at the same time, each having its own unique input format settings. However, document format settings lose their effect if the document is exported to another format.

Document Format Commands

From the menu bar, select Tools>Document Format Setting to perform the following document level operations:

- Load the document format settings from an Elixir parameter file (.EPM).
- Clear the .EPM file settings to the default values.
- Save the document format settings to an .EPM file.
- Specify the input format settings.



You can set the document format settings and commands only when a document is open in the design area.

Specifying File Format Settings

AFP printers support only AFP format resources. Visual PPFA provides you design flexibility by providing options to convert other resource types to AFP formats. The input and output format type dialogs associated with the **Application Format Setting** and **Document Format Setting** options enable you to set and change the format type conversion options.

The **Input Formats** and **Output Formats** options contain selections for the following file types:

- **AFPDS** – Advanced Function Printing Data Streams
- **GDF/Elixir Form** – Elixir Generic Document Format
- **OGI** – IBM Overlay Generation Language
- **PPFA** – IBM Page Printer Formatting Aid

Changing Input File Format Settings

To change input format settings:

- 1 Do one of the following:






From the menu bar, select Tools>Application Format Setting>Input Formats to change the application-level input file format settings.

Or

From the menu bar, select Tools>Document Format Setting>Input Formats to change the document-level input file format settings.

2 Select the required **Input Formats** type.

The associated input format dialog displays with the following category selections:

Category	Name
	Error Handling
	Font(s)
	General
	Main
	PageDef
	Prefix
	Resources
	Resources - Fonts
	Resources - Forms
	Resources - Images
	Synthesizer
	Tags
	Encoding

3 Select the required category from the list.







4 Enter the required settings.

5 Click **Apply** and **OK** to save the changes.

Changing Output File Format Settings

To change the output format settings:

- 1 From the menu bar, select Tools>Application Format Setting>Output Formats.
- 2 Select the required **Output Formats** type.
- 3 The associated output format dialog displays with the following category selections:

Category	Name
	Code Pages
	Color(s)
	Environment
	Font(s)
	Form(s)
	FormDef
	General
	Images
	Main
	Page Objects
	PageDef
	Encoding

- 4 Select the required category from the list.
- 5 Enter the required settings.

6 Click **Apply** and **OK** to save the settings.



Categories displaying in the input and output format dialogs depend on your selected file format type.



Property field definitions for each category are provided in “Chapter 6: File Format Dictionary” of the *DesignPro Manager for AFP User Guide*.

Elixir Parameter File (.EPM)

You can save your input and output file format settings in an Elixir Parameter File (.EPM) so that the settings are not lost or forgotten between sessions. You can also transfer your .EPM files to other PCs in your workgroup.

Although an .EPM file can hold settings for both input and output files, it is recommended to save separate .EPM files for the input and output so that they can be used for different conversion combinations.

Loading File Format Settings

You can load input and output file format settings from an .EPM file at the application level by selecting Tools>Application Format Setting>Load from the menu bar. You can also load input and output file format settings from an .EPM file at the document level by selecting Tools>Document Format Setting>Load from the menu bar. This displays the *Load Setup File* dialog. Browse for the required .EPM file in this dialog. The default Elixir parameter files are located at *drive:\Documents and Settings\current user\Application Data\Elixir Technologies*.

Clearing File Format Settings

You can unload an .EPM file and restore the default file format settings at the application-level by selecting Tools>Application Format Setting>Clear from the menu bar.

You can also restore the document-level file format settings by selecting Tools>Document Format Setting>Clear from the menu bar.

Saving File Format Settings

You can save your input and output file format settings to an .EPM file at the application level by selecting Tools>Application Format Setting>Save from the menu bar.

You can also save input and output file format settings to an .EPM file at the document level by selecting Tools>Document Format Setting>Save from the menu bar. This displays the *Export Setup File* dialog. Browse to the required target folder where you need to save the exported file.

Chapter 5:

Designing Physical Pages

In this chapter...

- [Working with Form Definitions](#)
- [Creating a FormDef](#)
- [Setting the FormDef Properties](#)

DesignPro Visual PPFA facilitates you to design documents containing variable data. Through the use of variable data printing, you can customize your printing material by merging the recurring contents with variable data. In the case of PPFA, the recurring content is made part of the physical page, and the variable data is specified in the logical page. The first step in creating the documents containing variable data involves the designing of the physical page. A FormDef object specifies the attributes of the physical page.

This chapter explains the basics, creation and setting of FormDefs. FormDef is short for form definition. Both of these terms will be used interchangeably throughout this guide.

Working with Form Definitions

Form definitions (FormDefs) are the resources that specify how the printer controls the processing of the physical sheets of paper. FormDefs specify the attributes of the physical sheet, such as the paper source, number of copies, required overlay, and simplex/duplex settings. FormDefs feature the modifications that distinguish between formatting of different print jobs when they are derived from the same data, and can be used for all print server files regardless of the data type. Form definitions are always required for printing with IBM Print Services Facility (PSF).

DesignPro Visual PPFA provides design support for all of the FormDef features, and facilitates you to do the following:

- Position a logical page on a physical sheet.
- Design simplex or duplex pages, with or without variable data.
- Specify print offsets for the front and back sides of a paper.
- Specify the print orientation to be either portrait or landscape.
- Insert and edit overlays, which substitute for the preprinted forms.
- Select the number of copies for any page.
- Specify field suppression, which enables you to exclude the selected fields from the printed pages.
- Design and place up to four logical pages on a single side of the sheet.
- Select from multiple paper sources.
- Select the level of the print quality.
- Specify the post processing controls such as perforation and cutting, etc.

Visual PPFA facilitates you to create and edit FormDefs that are, by default, saved in the Elixir FormDef (*.efd) format. You can open your existing PPFA code directly in Visual PPFA, and can even save it in the AFP FormDef object (F1*.obj) or AFP PPFA source (*.src) formats without a separate PPFA compiler. Visual PPFA also enables you to load FormDefs created in Elixir Application Suite as linked resources.

A single FormDef can contain a multiple set of formatting rules called CopyGroups. A CopyGroup defines every physical page in the file. Each CopyGroup can contain up to 127 SubGroups, each of which creates a different set of modifications for the same page of data. CopyGroups specify the same set of properties as FormDefs. Properties specified in a CopyGroup override the values specified in the FormDef.

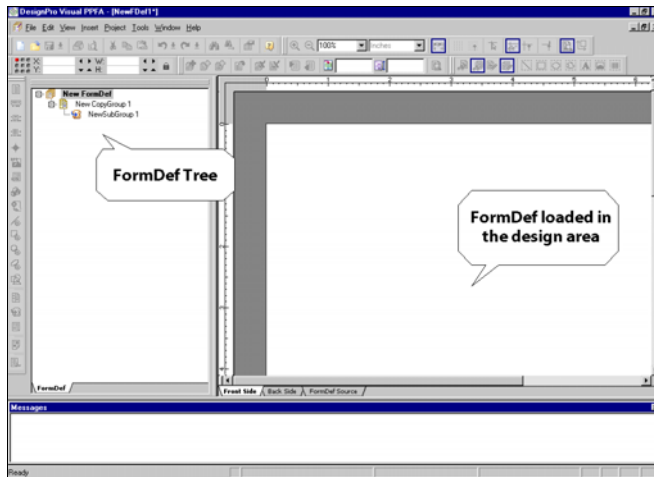


Property settings at the FormDef level are used as defaults for the CopyGroup and SubGroup level, and are applied to each newly created CopyGroup or SubGroup.

Creating a FormDef

Use the following steps to create a new FormDef:


- 1 From the menu bar select **File>New** to display the *New Resource* dialog.
- 2 Select the **FormDef** icon, and click **OK** to create a new FormDef.
The newly created FormDef displays in the design area.



The tree displays the default nodes that highlight the structure of a FormDef object.

Visual PPFA facilitates you to create, open, and edit FormDefs. Once created, you can define the FormDef properties and add objects such as CopyGroups, SubGroups, and overlays to the FormDef. You can also add, copy, save, and delete the FormDef objects.



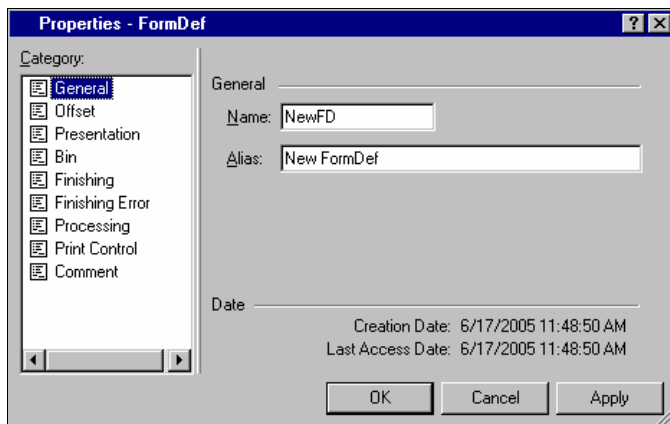
You can also display the *New Resource* dialog to create a new FormDef by clicking  on the *Standard* toolbar.

Setting the FormDef Properties

The FormDef properties are used to specify the attributes of a physical page. The properties are organized into nine categories. Use the following steps to view and set the FormDef properties:

- 1 Right-click the **FormDef** node in the tree window and select **Properties** from the pop-up menu.

The *Properties – FormDef* dialog displays.




The *Properties – FormDef* dialog displaying the *General* Category options.

- 2 Select the required category from the **Category** list.
- 3 Enter the required settings. For details on your required settings, refer to the relevant section below.
- 4 Click **Apply** and **OK** to save the settings.



To launch the *Properties – FormDef* dialog, select the **New FormDef** node in the tree view and do one of the following:

- Select View>Properties from the menu bar
- Click  on the *Standard* toolbar.
- Press <Alt> + Enter from the keyboard.

Setting a Unique FormDef Name

Assigning meaningful names to FormDefs helps in referencing the resources for later use. Visual PPFA assigns a default name and alias to every newly created FormDef. You can change the default values in the **General** category, and specify a unique name and alias for the FormDef. This category also displays the date and time the FormDef was created and last accessed. The date and time attributes are automatically set by the system and cannot be modified.

To set a unique name for a FormDef:

General

- **Name** – sets a unique name to identify the FormDef object with a maximum of six characters.
- **Alias** – sets a unique alternate name identifying the FormDef, which is displayed in the tree view.

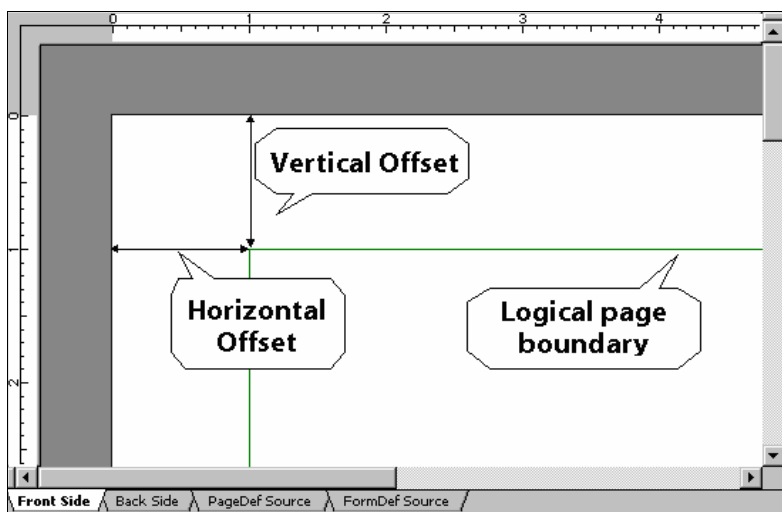
```
FORMDEF      NEWFD  /*New FormDef
BIN          1
ADJUST       0
QUALITY      1
CONSTANT     NO
OUTBIN       1
```



The FormDef Source tab and the FormDef tree reflect the settings. The FormDef tree displays the Alias, whereas in the source tab, the Name is displayed and the Alias appears in the form of a comment.

Setting the Physical Page Offsets

The logical page determines the area where you want to place the variable data on the physical page. The offset parameters establish the position of the logical page relative to the physical sheet of the paper. In the **Offset** category, you can specify the horizontal and vertical attributes of the FormDef front and back offsets.



The physical sheet front side offset is set to 1 inch to the right and 1 inch down from the sheet origin. The logical page boundary displays in the design area to reflect the settings.

To set the physical page offsets:

Front, Back offset

- **Horizontal, Vertical** – sets the horizontal or vertical offset values of the front or back side of the FormDef, as per specified unit of measurement.
- **None** – sets the default unit of measurement (for information on specifying the default unit of measurement, refer to ["Setting the Ruler Options"](#) on page 47. You can click the associated arrow to display a drop-down list of other units of measurement available for selection. These are inches, centimeters, millimeters, points, and pels.



The **Back offset** option is only available for duplex printing mode.

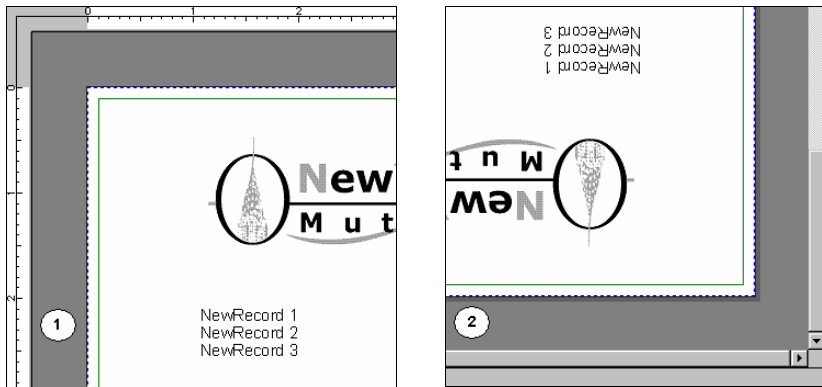
Setting the Page Presentation

Page presentation specifies how printed data is positioned on the physical sheet. A FormDef specifies the page presentation using the **Presentation** and **Direction** options that are provided in the **Presentation** category of the *Properties – FormDef* dialog.

To set the page presentation:

Presentation

- **Presentation** – describes the layout of the page. Either:
 - **Portrait** – sets to vertical presentation (page height is greater than the width).
 - **Landscape** – sets to horizontal presentation (page width is greater than the height).
- **Direction** – sets the direction of the print. Either:
 - **Across** – prints the logical page from left to right.
 - **Down** – prints the logical page from top to bottom.



The design area reflects the page presentation set to (1) Default setting of Portrait, Across and (2) Landscape, Down.



The page **Presentation** settings only take effect when any of the changeable media origin options are selected from the **Paper & Printer** category in the *Options* dialog.

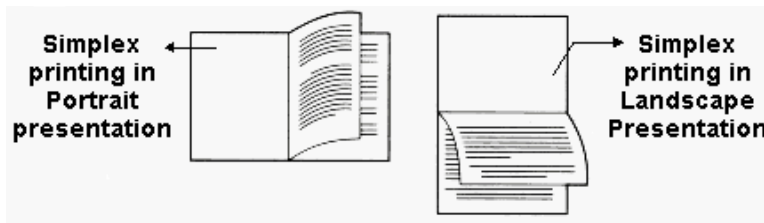
Setting the Duplex Printing Options

Visual PPFA enables you to design pages for duplex printing. In the duplex mode, printing is done on both sides of the sheet. Duplex printing can be performed in four ways, which are specified in the **Duplex Printing** option of the **Presentation** category.

To set the duplex printing options:

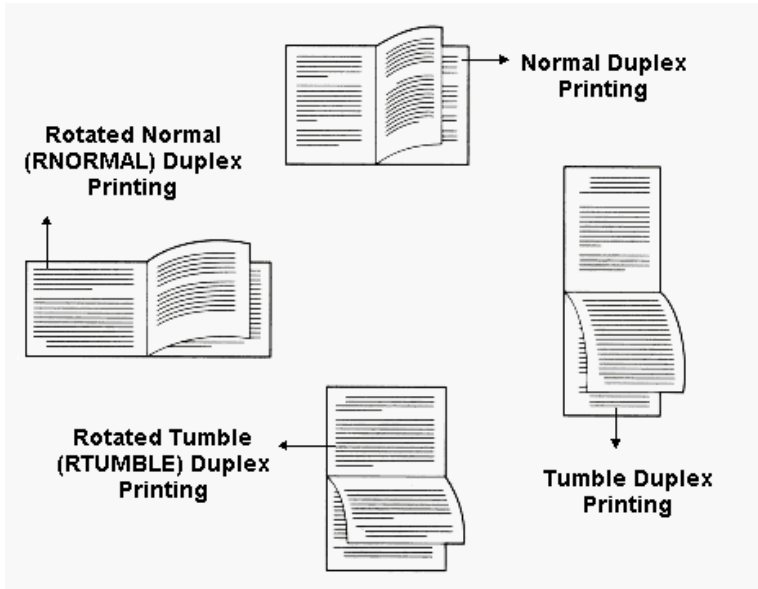
Presentation

- **Duplex Printing** – sets the required option for duplex printing. Either:
 - **Simplex** – duplex printing is not performed and the printer only prints on one side of the paper.



- **Normal** – prints in normal duplex mode with both sides of the paper having the same orientation for side binding.
- **RNormal** – prints in rotated normal duplex mode with the tops of both sides of the paper printed along the same edge. Use this option with landscape presentation pages.
- **Tumble** – prints in tumble duplex mode with the top of one paper side and the bottom of the other side along the same sheet edge for top binding.
- **RTumble** – printing is done in rotated tumble duplex mode with the top of one side of the paper printed along the same edge of the sheet as the bottom of the other. Use this option with landscape presentation pages.

The following image illustrates the Normal, Rotated Normal, Tumble and Rotated Tumble printing options:



Designing Constant Forms

Constants forms, as the name indicates, do not contain any variable data. Visual PPFA provides design support for printing constant forms. In the **Presentation** category, you can specify whether a page prints with or without variable data using the **Constant Form** option.

To design the constant forms:

Presentation





- **Constant Form** – sets the required option for printing fixed (constant) or variable data. Either:
 - **No** – turns off the constant form function, and variable data is printed.
 - **Front** – prints a constant form on the front side of the sheet (i.e., no variable data is printed on the front side of the sheet).
 - **Back** – prints a constant form on the back side of the sheet (i.e., no variable data is printed on the back side of the sheet).
 - **Both** – prints a constant form on both sides of the sheet (i.e., no variable data is printed on either side).

Placing Multiple Logical Pages on a Sheet

You can place multiple logical pages on a single sheet of paper using the NUP (Number UP) feature. You can divide a page into equal-sized partitions, each having its own CopyGroup and PageFormat.

The NUP partitions are generally set prior to the **Invoke** options in a typical workflow for using the **NUP Type** and **Invoke** options.

To place multiple logical pages on a single sheet:

- **NUP Type** – sets the required Number Up option for the print layout:
 - **None** – does not use the NUP feature.
 - **Basic** – enables up to four partitions per physical page side. The pages are placed in the partition in sequential order. If you select the **Basic** option and click **Apply**,  is enabled. Click  to display the *Basic NUP* dialog, which specifies the basic NUP settings.
 - **Enhanced** – enables data placement in the specified partitions. If you select the **Enhanced** option and click **Apply**,  is enabled. Click  to display the *Enhanced NUP* dialog, which specifies the enhanced NUP settings.



For more information on designing NUP layouts, refer to ["About NUP"](#) on page 107.

You can also use the **Invoke** feature to specify the placement of the next page in the NUP partitions, or the next physical sheet.

- **Invoke** – controls the action when a new CopyGroup is invoked. Either:
 - **Sheet (Default)** – places the subsequent page on a new sheet.
 - **Next** – places the subsequent page in the next selected partition on the same sheet.
 - **Front** – places the subsequent page in the next selected front partition on the same sheet.
 - **Back** – places the subsequent page in the next selected back partition on the same sheet.



If no partitions are specified for **Next**, **Front**, and **Back** options, the data is placed on the next sheet.

Selecting a Paper Source

When working with printers that support multiple paper sources, the decision about the paper source can be made at design time. In the **Bin** category, you can specify the paper source to be used. Options provided in the *Properties - FormDef* dialog include the selection of the paper source type, media name, component ID, output bin, and bin error settings.

To set a paper source:

Source Bin

- **Source Bin** – sets the required paper source. Either:
 - **Default** – sets the default paper source.
 - **Envelope** – sets the envelope paper source.
 - **Manual** – sets the manual paper feed as the paper source.
 - **Other** – sets any available paper source.

The associated box displays the bin number of the paper source corresponding to the option selected in the **Source bin** list. The **Default**, **Envelope**, and **Manual** options have fixed bin numbers. To enter a bin number value other than the predefined value, select **Other**, and then type the value in the box. Set the value in the range 1-255.
- **Media Name** – specifies an agreed upon media name for the source bin. In case of a number of printers, the media name is already set, whereas you can also add the name in other printers. Selecting the **Media Name** check box enables the associated list that displays the available media names.
- **Comp ID** – selects a paper source bin based on the component ID. Selecting the **Comp ID** check box enables the associated list that displays the available component IDs.

Output Bin

- **Out bin** – sets the destination bin number. Set the value in the range 1-255.
- **Jog** – offsets the printout stack parts in the destination bin.

Bin Error



Specifies the printer behavior when any error is encountered. Either:

- **Stop** – stops and holds the print job if the specified bin is not found.
- **Continue** – continues the print job using the default bin if the specified bin is not found.

Applying Finishing Operations

You can use the FormDef object to request various operations with printers that support finishing operations. The finishing options are organized in three categories in the *Properties – FormDef* dialog. The **Finishing** category specifies the print job staple, fold, cut, and perforate options.

Setting the finishing operations at the FormDef level applies the operations to all the print files and documents. The finishing options are device dependent; therefore, you are recommended to check your selections for compatibility with your printing device.

Click  to add a finishing operation to the selected operations list. Click  to delete options from the list. You can specify the following finishing operation options:

- **Scope** – specifies the page limit up to which the finishing operations are applied. Select the required option from the following:
 - **Printfile** – applies the finishing operation to the print file, excluding the header, trailer, and message pages.
 - **All** – applies the finishing operation to the entire print file, including header, trailer, and message pages.
- **Type** – specifies the type of finishing operation. Select the required option from the following:
 - **AFP** – applies the Advanced Function Presentation (AFP)-specific operations.
 - **UP3I** – passes the operations to the printer using the Universal Printer Pre- and Post-Processing finishing Interface (UP3I).



UP3I is an open standard intelligent interface intended for printers, pre-processors, post-processors, and other related applications.

- **Operation** – sets the finishing options to be displayed depending upon your selection of the **Type** option (above). The following options are available if you select **AFP** in **Type**:


- **CFoldIn** – the center fold in; folds the sheet inwards along the center line parallel to the finishing operation axis.
- **Corner** – applies a staple into the media at the specified reference corner.
- **Cut** – applies a separation cut to the media along the finishing operation axis.
- **Edge** – applies one or more staples into the media along the finishing operation axis.
- **Fold** – folds the media along the finishing operation axis.
- **Perforate** – applies a perforation cut to the media along the finishing operation axis.
- **Punch** – inserts one or more holes into the media along the finishing operation axis.
- **Saddle** – applies one or more staples into the media along the finishing operation axis, and the media is folded outwards at the axis.
- **SaddleIn** – applies one or more staples into the media along the finishing operation axis, and the media is folded inwards at the axis.
- **X Operation** – sets the required device-specific finishing option from the available list. These options are only applicable to the UP3I operations.




For more information on the UP3I finishing operations, refer to the complete UP3I specification document which can be viewed at the UP3I website homepage <http://www.up3i.org>.

- **Reference** – specifies the reference corner for the finishing operations. Either:
 - **Default** – sets the default edge as the reference edge.
 - **Top Left** – places the reference corner at the top left of the medium.
 - **Top Right** – places the reference corner at the top right of the medium.
 - **BotRight** – places the reference corner at the bottom right of the medium.
 - **BotLeft** – places the reference corner at the bottom left of the medium.
- **Offset Value** – specifies the offset of the axis of the finishing operation from the reference edge. Set the value in the range 0 - 32767. This option is activated when AFP **CFoldIn**, **Cut**, **Edge**, **Punch** options, or any of the **UP3I** options are selected (above).

-
- **Count value** – specifies the number (count) of the selected finishing operations. Set the value in the associated box within the range 1-122. This option is only activated when **AFP Edge, Fold, Perforate, Punch, Saddle, SaddleIn** options, or any of the **UP3I** options are selected (above).
 - **Position value** – specifies the offset as well as the axis of the finishing operation. Set the value in the range 0 - 32767. This field is only activated when **AFP Edge, Punch, Saddle, SaddleIn** options, or any of the **UP3I** options are selected (above).

You can create a finishing offset list by selecting a position value and then using 

and  to add or remove offsets from the list.

If a printer does not support the finishing operations specified in the **Finishing** category, an error is encountered. You can use the **Finishing Error** category options to select the job continuation and error reporting options. An error may be encountered when a finishing operation is not available to the printer.

To set the job continuation options:

Finishing Error

- **Stop** – terminates the print job if a finishing error is detected.
- **Continue** – continues the print job without the unavailable finishing operation.
- **Error Report** – creates an error report for the finishing operation.

You can also specify additional post-processing capabilities for some selected printers by using the **Processing** category options. The processing capabilities can be applied to single or multiple pages.

To specify the processing options:

Type of cut

Sets one of the following cuts for the required printing devices at one or more fixed sheet locations:

- Perforation cut
- Separation cut

Select fixed medium

- **Select fixed medium** – activates the fixed media ID list. To apply a printing device fixed media to the physical page, select the corresponding ID in the fixed media ID list. You can select multiple IDs using this option.
- **Use all of the current medium** – applies all of the fixed media to the physical page.

Setting Print Quality and Control Parameters

For printers that support multiple levels of print quality, you can specify the print quality at design time. In the **Print Control** category, you can specify the quality and control parameters for the selected AFP printers.

To set the print quality:

- **Pels per inch** – specifies the print resolution value in pixels per inch.
- **Quality** – specifies the level of the print quality. Set the value in the range 1-10.
- **Cut Sheet** – provides the information on the orientation of the medium, specified in the **Presentation** category, to the cut-sheet printers.
- **Font Fidelity** – sets the font fidelity. If a raster font is not found on a printer, it is replaced by an outline font. This type of font substitution can cause the text to either overflow or underflow in the intended space on the page.

3800 Printer Only

- **Adjust** – specifies the range of the horizontal adjustment of the print area on the sheet for an IBM 3800 printer. Set the value in the range 1-20; the default value is 0.



Color Value Error

- **Stop** – terminates the print job and issues an error if the FormDef contains color values that the printer cannot render.
- **Continue** – ignores the color exception and continues the current job by substituting colors for those FormDefs which cannot be rendered.
- **Error Report** – prints the color error report; this field is only activated when **Continue** is selected.

4000 Printer Only

You can also specify different levels of print quality with a unique, four-digit identifier for an IBM 4000 printer.

- **Verification ID** – sets a unique, four-digit setup verification ID in hexadecimal format. The ID is propagated to all of the CopyGroups in the FormDef.

Click  to add the **Verification ID** to the control list for future use. To remove the identifier from the list, click .

Toner Saver

- **Device Settings** – activates the device-specific toner settings.
- **On** – activates the toner saver mode.
- **Off** – deactivates the toner saver mode.



Setting the toner saver feature can affect the quality as well as the performance of the printer.

Adding Comments

In the **Comment** category, you can add comments to the FormDef object. These comments can be viewed with the application source code in the Visual PPFA source view.

Comments

- **Comment Sub-command** – sets special descriptive comments for the FormDef or PageDef object.



Comments are converted with the application to (.OBJ) format. Therefore, they can be viewed both with the compiled PageDef, as well as the FormDef object code in an AFP environment.

- **Programmer Comments** – sets descriptive comments for the application objects.

```
FORMDEF      NEWFD /*New FormDef
ADJUST       0
QUALITY      1
CONSTANT     NO
COMMENT      'First'
REPLACE      YES;
```

Comment Sub-command

Programmer Comments

Second/*

Programmer Comments and Comment Sub-command displaying in the Source view.



The specified **Name**, **Alias**, and **Comments** are retained in the object format and can be viewed when the FormDef is loaded again.

Chapter 6:

Working with FormDef Lists and Objects

In this chapter...

- [About FormDef Lists](#)
- [About FormDef Objects](#)
- [About NUP](#)
- [Viewing Full Preview](#)

This chapter describes the FormDef objects, lists, and associated overlays, including their creation, modification, and property definition. It also provides detail on the basic and enhanced NUP.

About FormDef Lists

You can set up a number of lists that DesignPro Visual PPFA offers before starting the actual design process. This enables you to design your documents easily and more efficiently. A FormDef object can only contain one list, called a suppression list, which facilitates you to define the suppressed fields for storage and reuse.

Working with a Suppression List

You can customize your document by preventing (suppressing) some selected data from being printed on a page. The suppressions are created in a PageDef and are used in a FormDef. To suppress fields for a SubGroup, choose a unique name identifying the suppression, and add it both to the field that needs to be suppressed, and to the SubGroup that prints when the fields are suppressed.

The unique suppression names are added to the suppression list. The names that are included in the list appear in the Available Suppressions list for the SubGroup, thereby making it easy for you to specify SubGroup suppressions. You can specify a maximum of 127 suppressions in the suppression list, and 8 suppressions for a SubGroup.

Adding a Suppression List



To add a suppression list, right-click the **New FormDef** node and select **Insert, Suppression List** from the pop-up menu. A Suppression List node is added in the FormDef tree.



The FormDef Tree with the newly added Suppression List..



You can also add a suppression list by selecting the **New FormDef** node and performing one of the following functions:

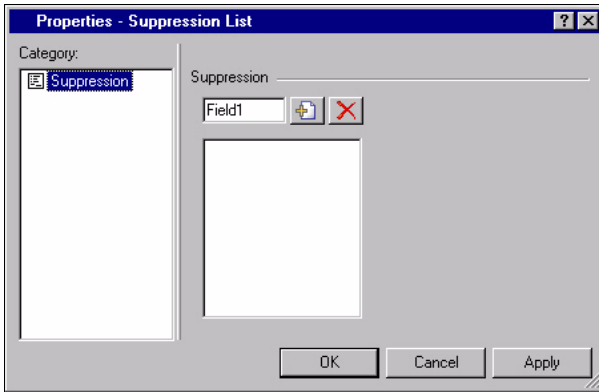
- From the Insert menu, select **Lists, Suppression List**.
- Click  on the **Insert** toolbar, and then click .



Adding Suppressions to a Suppression List

You can add suppressions to the newly created suppression list using the following procedure:

- I In the FormDef tree, right-click the **Suppression List** node.

- 2 Select **Properties** from the pop-up menu to display the *Properties – Suppression List* dialog.



- 3 Enter a unique name identifying the field to be suppressed in the **Suppression** textbox.
The name can only contain alphanumeric characters with a maximum length of eight characters.
- 4 Click  to add the suppression name to the **Suppression** list; click  to delete the selected suppression from the list.
- 5 Click **Apply** and **OK** to save the settings.

About FormDef Objects

A FormDef comprises a number of objects that include CopyGroup, SubGroup, and overlays. The CopyGroup and SubGroup objects are always needed with a FormDef, and every time you create a FormDef, the CopyGroups and SubGroups are, by default, added in it. The overlay object is optional and needs to be added explicitly. You can, however, specify additional CopyGroups, SubGroups, and overlays for a FormDef, as per your requirements. You can also view objects in the design area, and set or modify their properties.

Working with CopyGroups

A FormDef can contain multiple sets of attributes defining the physical page called CopyGroups. A CopyGroup defines one set of attributes for a physical page in the document. This includes:

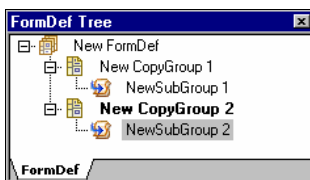
- Position of the logical page.
- Selection of simplex or duplex printing.
- Selection of cut-sheet paper type among multiple paper sources.
- Offset stacking or copy marking of discrete print job parts in an output stacker.
- Printing multiple logical pages on a single side of a physical page.
- A number of post-processing operations for a print job.
- Level of the print quality.

Multiple CopyGroups can be used depending on the printing requirements, as well as the data. A single page of data can be printed using different layouts, requiring multiple CopyGroups. Similarly, you can also print multiple pages of data using the same layout utilizing a single CopyGroup. Each FormDef can comprise a maximum of 255 CopyGroups. The CopyGroups are placed within a FormDef in the order they are generated. When working with multiple CopyGroups, switching between the CopyGroups is done using conditional processing.

For duplex mode, when data is printed on both sides of the physical sheet, a CopyGroup specifies attributes for both of the sides. Each CopyGroup can contain up to 127 SubGroups, each of which creates a different set of modifications for the same page of data.

Adding a CopyGroup


To add a CopyGroup, right-click a node in the FormDef tree, and select Insert> CopyGroup from the pop-up menu. A New CopyGroup node displays in the FormDef tree.



The Form Def Tree displaying the added CopyGroup.



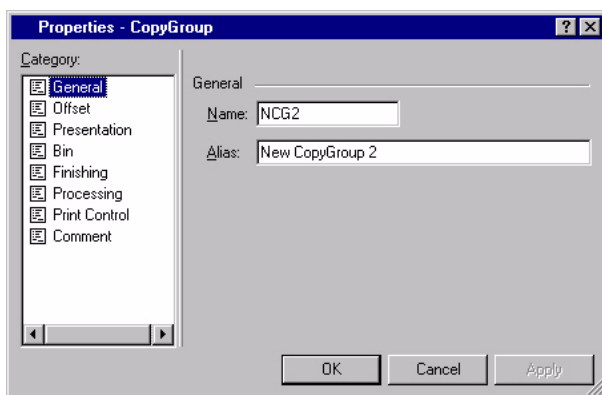
You can also add a CopyGroup by selecting any node in the FormDef tree and performing one of the following functions:

- From the Insert menu, select **CopyGroup**.
- On the **Insert** toolbar, click .

Setting CopyGroup Properties

To set the CopyGroup properties:

- 1 Right-click the **New CopyGroup** node in the FormDef tree window and select **Properties** from the pop-up menu to display the *Properties – CopyGroup* dialog.



- 2 Select the required category from the **Category** list.
- 3 As appropriate, enter or review the dialog options.
- 4 Click **Apply** and **OK** to save the settings.

The CopyGroup object supports the same set of properties as the FormDef object does, with a few exceptions. You need to replicate the FormDef settings at the CopyGroup level for the first CopyGroup to achieve the required results; but each newly created CopyGroup inherits the specified FormDef settings.

The procedure for setting a unique CopyGroup name, along with the physical page offsets, page presentation, duplex printing options, designing constant forms, and placing multiple logical pages on a sheet for a CopyGroup object is the same as those defined at the FormDef level.

Similarly, the procedure for selecting a paper source at the CopyGroup level is not different than that defined at the FormDef level; the only difference being the Bin Error settings. The Bin Error settings are provided at the FormDef level, and not at the CopyGroup or SubGroup levels.

The finishing operations specified at the FormDef level are applied to the entire document. To apply finishing operations to individual sheets or a collection of pages, the operations need to be specified at the CopyGroup level. The finishing options available at the FormDef and CopyGroup levels are similar to each other; the only difference is the Scope at which the operations are applied.

To specify Scope at the CopyGroup level, review the dialog options:

- **Scope** – Specifies the pages on which the finishing operations need to be applied:
 - **Sheet** – finishing operation is applied to a single sheet. ZFold causes the sheet to be folded half inwards along a line parallel to the reference edge. The half of the sheet that is originally farther from the reference edge is again folded half outwards along a line parallel to the reference edge. The Offset, Count, and Position fields are disabled for this option.
You can also nest the finishing operations. To nest the finishing operations with a CopyGroup, you can define the BegColl (begin collection) and ContColl (continue collection) parameters. As a result, the continuing finishing operation is not stopped when another one is started.
 - **BegColl** – causes a sheet eject and starts the CopyGroup media collection for the specified level. If a collection for the same finishing operation is already in progress from a previous CopyGroup, that collection is ended and its specified finishing operation is applied. The media collection that started with BegColl continues until either the end of the document is reached, or a CopyGroup is invoked, which does not specify ContColl for the same operation. When a finishing collection is ended, the specified finishing operation is applied.
 - **ContColl** – continues with the CopyGroup media collection that started earlier for the same finishing operation by a previous CopyGroup. The media collection started with ContColl continues until either the end of the document is reached or a CopyGroup, which does not specify ContColl with the same operation, is invoked. When a finishing collection is ended, the specified finishing operation is applied.

When a finishing operation is not available to the printer, the job continuation and error reporting options can only be specified at the FormDef level. The procedure used to specify the additional post-processing capabilities for selected printers for the CopyGroup object is the same as the one defined for the FormDef object.

At the CopyGroup level, you can only specify the print quality parameters of Pels per inch, Quality, and the Adjust parameter. These parameters are for the IBM 3800 printer, and are in the Print Control category. You can also specify the Cut Sheet option to pass medium orientation information to cut sheet printers. You can also specify the Programmer Comments in the Comment category for the CopyGroup object.



For more details, refer to the corresponding tasks in *Chapter 5: "Designing Physical Pages"* on page 77.

Working with SubGroups

A SubGroup, which is the subset of a CopyGroup, defines a single side of a physical paper. You can also use a SubGroup to print varying data on each side of the paper. For example, you can use one type of data or overlay on one side, and another type on the other side of the paper.

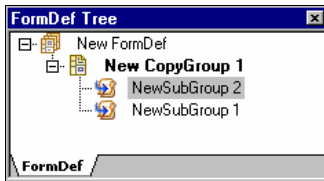
You can also use a SubGroup to print a single page in multiple ways. For example, you can print both an invoice and its associated packing list from the same data file by applying different sets of suppression and/or conditional processing modifications.

Each CopyGroup can comprise a maximum of 255 SubGroups. By using a SubGroup, you can perform the following functions:

- Specify suppressions for the page.
- Specify the overlays to be used.
- Select an input bin.
- Specify the number of copies of the SubGroup to be printed.
- Select the forms flash feature for IBM 3800 printers.

Adding a SubGroup


To add a SubGroup, right-click either the CopyGroup or the SubGroup node in the FormDef tree, and from the pop-up menu select **Insert, SubGroup**. A new SubGroup node displays in the FormDef tree.



The FormDef Tree with the newly added SubGroup.



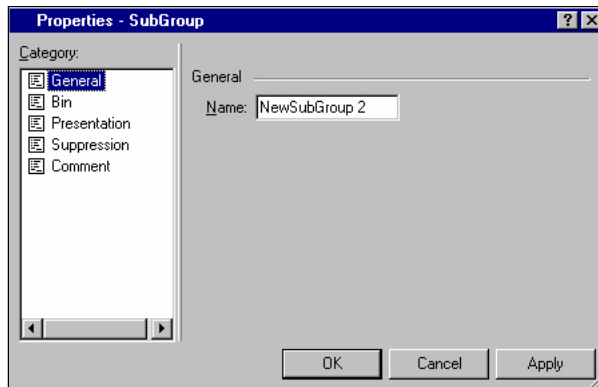
You can also add a SubGroup by selecting either the CopyGroup or the SubGroup node in the FormDef tree, and performing one of the following operations:

- From the **Insert** menu, select **SubGroup**.
- On the **Insert** toolbar, click .

Setting SubGroup Properties

To set the SubGroup properties:

- 1 Right-click the **SubGroup** node in the FormDef tree, and select **Properties** from the pop-up menu to display the *Properties – SubGroup* dialog.



-
- 2** Select the required category from the **Category** list.
 - 3** Enter the required settings.
 - 4** Click **Apply** and **OK** to save the settings.

Many of the options available at the SubGroup level are also specified at the FormDef, as well as the CopyGroup levels. However, you need to define these options at the SubGroup level in order to achieve the required result.

The procedure to set up a unique SubGroup name is the same as the one defined for the FormDef object. For more details, refer to *Chapter 5: "Designing Physical Pages"* on page 77.

A paper source is selected at the SubGroup level using the Bin category options. This is the same procedure as defined at the CopyGroup level; the only difference is with regard to the Jog settings that are not provided at the SubGroup level.

The procedure for adding Programmer Comments for a SubGroup object is also the same as that defined for the CopyGroup object.

Specifying the SubGroup Presentation Options

You can specify the SubGroup print presentation settings, including the number of copies of each page, the sheet side on which the SubGroup is to be printed, and the optional form flashing features for IBM 3800 printers, using the Presentation category options.

To set the print presentation settings:

Presentation

- **Copies** – specifies the number of copies of the SubGroup that needs to be printed. Set the value in the range 1-255.

Sheet Side

- **Both** – prints the SubGroup on both (front and back) paper sides.
- **Front** – prints the SubGroup only on the front side of the paper.
- **Back** – prints the SubGroup only on the back side of the paper.

Form Flash, 3800 Printer

- **Flash** – uses Form Flash to print the user-prepared images.


Defining Suppressions for a Page


You can create several variations of the same document in a single print job by preventing the selected application data from being printed on a page. The fields to be suppressed are assigned a unique label in the PageDef. The labels are then added to the SubGroup that represents the page on which the fields are to be suppressed.



You can add unique suppression names to the suppression list. The names that are included in the list appear in the Available Suppressions list for the SubGroup, thereby making it easy for you to specify the SubGroup suppressions.

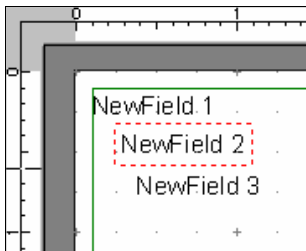
To define suppressions for a page:

- 1 From the **Suppression** category, select a suppression from the **Available Suppressions** list.

- 2 Click  to add the selected suppression to the **Used Suppressions** list.

You can also add suppressions to the list by entering a unique suppression name, not more than 8 characters in length in the associated text box, and clicking . The suppression is added to both the Available Suppressions and Used Suppressions lists.

Click  to remove the selected suppression from the Used Suppressions list, and put it back to the Available Suppressions list. Click  to delete the selected suppression from the list. However, the suppressions that are added to the Used Suppressions list cannot be deleted. The changes are also reflected in the suppression list. A suppression list is created by default if it is not already defined prior to specifying the suppressions for a SubGroup.



Colored borders identify the suppressed fields in the design area.

Working with Overlays

An overlay is a static form comprising predefined, constant data such as lines, shading, text, boxes and logos. You can use an overlay to add a constant form to a FormDef, which is then printed on each physical page. Using an overlay eliminates the need for pre-printed forms.

Overlays can be merged with variable data to produce variable data documents during print operations. You can map and print logical page records and fields on these static forms.

Overlays are added to the SubGroup node of the FormDef tree. Each SubGroup can comprise a maximum of 255 overlays. Once created and added to the tree, you can view the overlays in the design area, and set or modify the overlay properties. You can also position an overlay on a page by setting horizontal and vertical offsets.

Adding Overlays

To add an overlay to the FormDef tree:

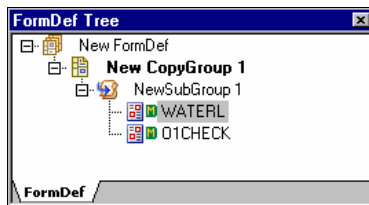
- 1 Right-click a SubGroup node in the FormDef tree, and from the pop-up menu select **Insert, Overlay**.

The *Overlay* dialog displays.

- 2 Browse for the required overlay in the dialog.

- 3 Click **Open** to open the selected overlay, and return to the design area.

The overlay node is added to the FormDef tree, and the overlay displays in the design area.



The FormDef Tree with the added overlays.



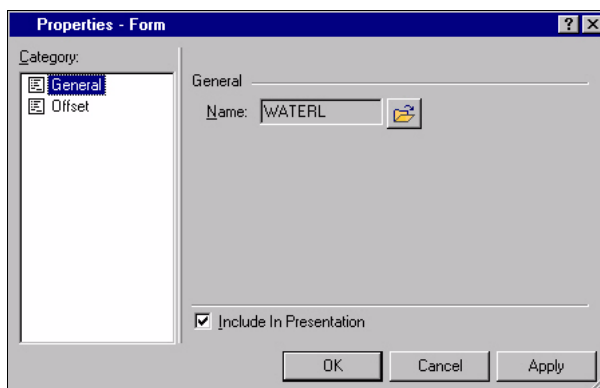
You can also add an overlay by selecting the NewSubGroup node in the FormDef tree, and performing the following functions:

- From the **Insert** menu, select **Overlay**.
- On the **Insert** toolbar, click

Setting Overlay Properties

To set the overlay properties:

- 1 In the FormDef tree, right-click the overlay node and select **Properties** from the pop-up menu to display the *Properties – Form* dialog.




- 2 Select the required category from the **Category** list.
- 3 Enter the required settings.
- 4 Click **Apply** and **OK** to save the settings.

Setting Overlay Display Properties

You can select an overlay other than the one inserted in the FormDef tree using the General category options. You can also choose to hide or display the overlay in the design area.

To set the display options for the overlay:

General

- **Name** – displays the unique name identifying the selected overlay. You can change the overlay by clicking , which displays the *Open Resource File* dialog. In the dialog, browse and select the required overlay. The new overlay replaces the old one in the design area, and the Name is also updated to reflect the change.
- **Include in Presentation** – displays the selected overlay in the design area.

The procedure to set the overlay offsets is the same as that for setting the FormDef offsets. For more details, refer to *Chapter 5: "Designing Physical Pages"* on page 77.



When using the supporting resources (e.g., fonts, images, etc.) in an overlay, the overlay must be converted along with the associated PageDef or FormDef. For more information on converting overlays, refer to “Chapter 6: File Format Dictionary” in the *DesignPro Manager for AFP User Guide*.

About NUP



The Number Up (NUP) printing option facilitates you to place multiple pages on a single sheet of paper. You can place up to four pages in the simplex mode, and eight pages in the duplex mode. The sheet is divided into equal sized areas called partitions where the pages are placed. NUP can be applied at two levels:

- **Basic NUP** – pages are placed in the partitions in sequential order.
- **Enhanced NUP** – pages are placed in the partitions in any sequence.

The NUP options are available at the FormDef and CopyGroup levels. If NUP settings are applied at both the FormDef as well as the CopyGroup levels, the CopyGroup level settings are applied, as they have a much higher priority. The FormDef level settings act as defaults for the CopyGroups that do not have any defined NUP settings. For example, if you need to design two CopyGroups having the same NUP settings and pageFormat, but with one CopyGroup carrying some of the suppressed fields, the NUP settings need to be applied at the FormDef level to avoid any duplication. Visual PPFA provides design support for all of the NUP features.

Selecting NUP Type

The NUP type selection depends upon the nature of the design. NUP Type options are provided in the Presentation category at both the FormDef, as well as the CopyGroup levels. At the FormDef level, the available options are:

- **NUP Type** – specifies the required number up print layout options from the following:
 - **Default** – applies the FormDef level settings to the CopyGroup.
 - **Basic** – facilitates the use of up to four partitions per physical page side. The pages are placed in the partitions in sequential order. Selecting **Basic** as the **NUP Type** and clicking **Apply** enables , which displays the *Basic NUP* dialog. Use the dialog options to specify the Basic NUP settings.
 - **Enhanced** – facilitates the data placement in the specified partitions. Selecting **Enhanced** as the **NUP Type** and clicking **Apply** enables , which displays the *Enhanced NUP* dialog. Use the dialog options to specify the Enhanced NUP settings.

Working with Basic NUP



You can divide a sheet into equal sized partitions on each sheet side using the basic NUP. The data is placed sequentially from one partition to the next; the order in which data is placed into partitions cannot be otherwise specified or controlled. The basic NUP overlays are repeated in each partition.

Setting Basic NUP Properties

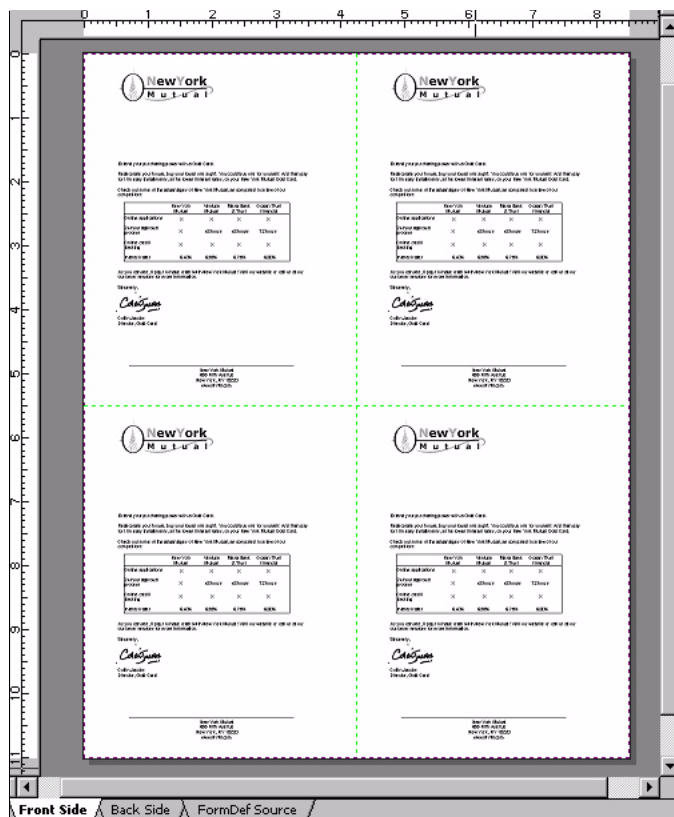
You can set the basic NUP properties in both the FormDef, as well as the CopyGroup objects using the *Basic NUP* dialog.

To set the basic NUP properties:

- 1 In the **CopyGroup Properties**, select a Number Up partitioning option from **NUP Type**. You can create 1-Up, 2-Up, 3-Up, or 4-Up documents by choosing 1, 2, 3, or 4 respectively from the list.
The FormDef or CopyGroup presentation options of Presentation, Direction, and Duplex Printing are reflected in the corresponding fields in the *Basic NUP dialog*. The settings also display in the Preview area in the dialog.
- 2 You can specify the overlays using **NUP Properties** options.
In case of basic NUP, the added overlay displays in every partition on the sheet.

- 3 To add an overlay, click . A new row is added to the NUP Properties area.
- 4 Click  to open the *Open Resource File* dialog.
- 5 Browse and select the appropriate overlay.

The name of the overlay displays in the **Overlay** column. In a similar way, you can add multiple overlays. All of the added overlays display in each of the NUP partitions.



The screenshot shows a 4-Up Basic NUP document with a single overlay added. The document is divided into four quadrants, each containing a 'New York Mutual' logo and a table. The tables have columns for 'Policy Number', 'Policy Type', 'Policy Status', 'Policy Date', 'Policy Amount', 'Policy Rate', and 'Policy Term'. The tables are identical in each quadrant. The document is titled 'Front Side' and 'Back Side' at the bottom.

A 4-Up Basic NUP document with a single overlay added.

-
- 6** You can accurately position the added overlay by specifying the following:
- **XOffset, YOffset** – sets the horizontal and vertical offset values of the overlay.
 - **Rotation** – rotates the overlay to 0, 90, 180, or 270 degrees.
 - **Origin** – sets the point of origin for the overlay:
 - **Page** – measures the X and Y offsets relative to the origin of the page.
 - **Partition** – measures the X and Y offsets relative to the origin of the partition.
- 7** Click **OK** to save the settings.

You can remove an overlay by selecting it in the NUP Properties area, and then clicking



. The basic NUP node displays in the FormDef tree, along with the added overlays.

You can also specify the overlays to be used along with their associated properties in the *Properties – NUP* dialog. You can launch this dialog by right clicking the NUP Basic node and selecting Properties from the pop-up menu.

Working with Enhanced NUP

In addition to some new options, the enhanced NUP supports all of the basic NUP features. The enhanced NUP performs the partitions of simplex or duplex documents into equal sizes. By using a maximum of eight partitions, you can put pages in any sequence, specify unique overlays for each page, and rotate both the page as well as the overlays in the partitions. You can also place multiple pages in a single partition with no pages in the other partition. You can also extend pages across the partition boundaries; which is ideal for booklet layouts, as you can sequence paper partitions in a particular fill order.

Setting Enhanced NUP Properties

You can set the enhanced NUP properties in both the FormDef, as well as the CopyGroup objects using the *Enhanced NUP* dialog.

To set the enhanced NUP properties:

- 1** In the **CopyGroup Properties**, select a Number Up partitioning option from **NUP Type**. You can create 1-Up, 2-Up, 3-Up, or 4-Up documents by choosing 1, 2, 3, or 4 respectively from the list.

The FormDef or CopyGroup presentation options of Presentation, Direction, and Duplex Printing are reflected in the corresponding fields in the *Enhanced NUP* dialog. The settings also display in the Preview area of the dialog.

Depending on the number of partitions and the selected duplex printing option, rows are added to the NUP Properties area.

- 2 You can specify the overlay for each partition by selecting the partition in the **NUP**

Properties area and clicking  in the **NUP Overlay** area.

This displays the *Open Resource File* dialog.

- 3 Browse and select the appropriate overlay.


The name of the overlay displays in the **Name** list. You can add multiple overlays using the same procedure, and all of the added overlays display in the specified NUP partition.

On adding an overlay, the associated options are enabled where you can accurately position the added overlay. This is achieved by selecting the overlay in **Name** and specifying the following:

Offset


- **Horizontal, Vertical** – Sets the horizontal and vertical offset values of the overlay, per specified unit of measurement.
- **Origin** – Sets the point of origin for the overlay. The available options are:
 - **Page** – measures the X and Y offsets relative to the origin of the page.
 - **Partition** – measures the X and Y offsets relative to the origin of the partition.
- **Rotation** – rotates the overlay to 0, 90, 180, or 270 degrees.

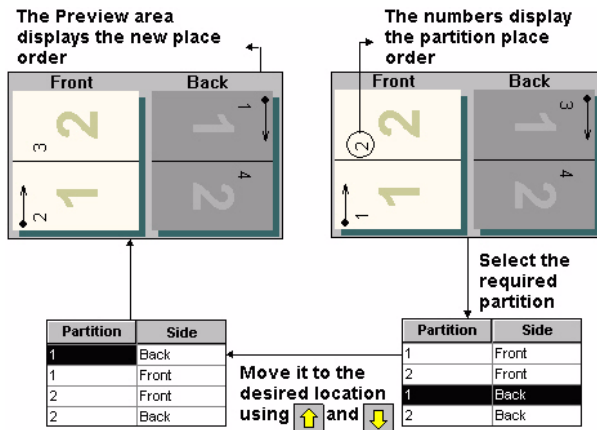
Click **Apply** to save the settings. You can remove an overlay by selecting it in the

Name list, and then clicking .

- 4 Specify the order sequence in which data populates each of the partition, by clicking

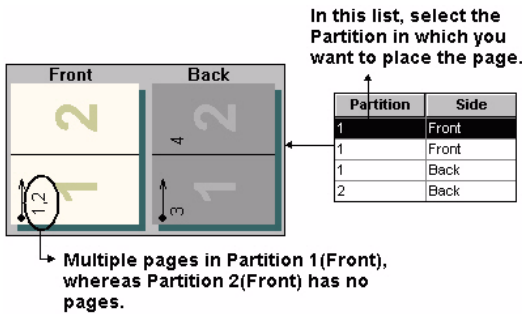


to move up and  to move down through the partition list.



5 You can set the properties of each partition by selecting the partition in the **NUP Properties** area and specifying the following:

- **Partition** – specifies the partition in which you want to put the page. The available options depend on the Partition option selected in CopyGroup Properties.

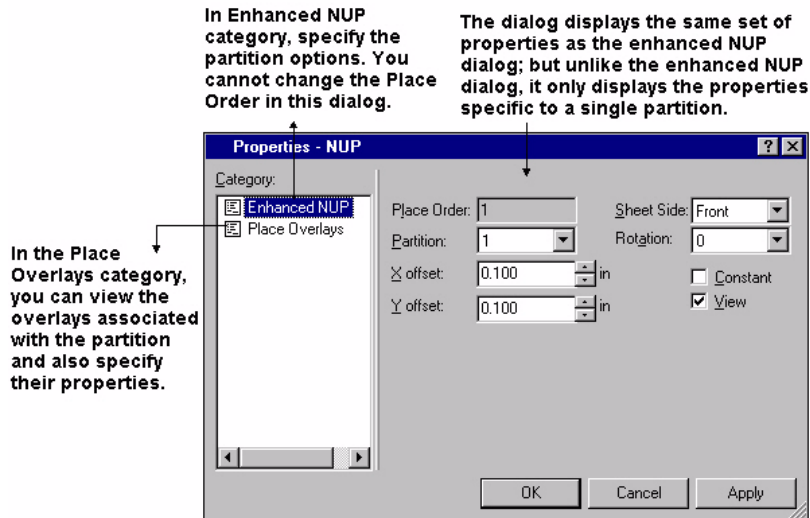


- **Side** – sets the paper side where you want the partition to print.
- **Front** – prints the partition on the front side of the sheet.
- **Back** – prints the partition on the backside of the sheet. The Back option is available only with the duplex options.
- **XOffset, YOffset** – sets the horizontal and vertical offset values of the partitions.
- **Rotation** – rotates the overlay to 0, 90, 180, or 270 degrees.
- **Constant** – restricts variable data from being printed in the selected partition.
- **View** – enables viewing the partition overlays.

6 Click **OK** to save the settings.


The enhanced NUP nodes, one for each partition, display in the FormDef tree along with the added overlays.

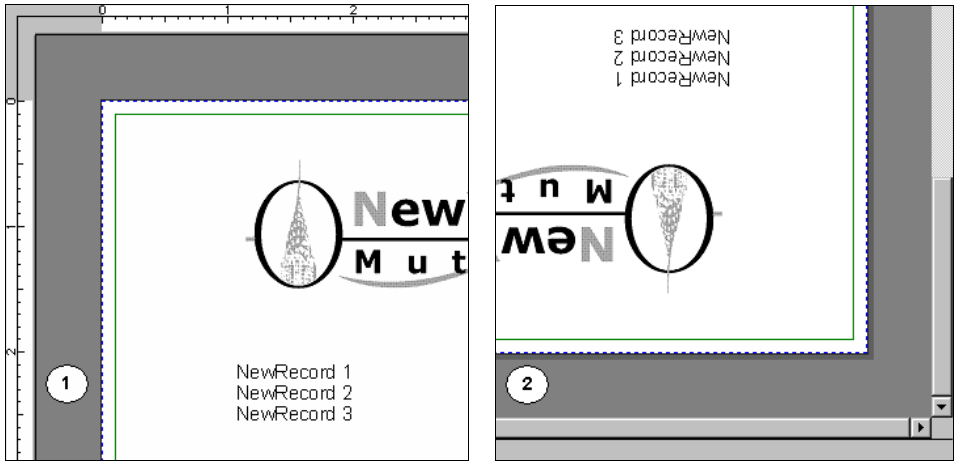
You can also specify the enhanced NUP options in the *Properties – NUP* dialog. You can launch this dialog by right clicking any of the enhanced NUP nodes and selecting Properties from the pop-up menu.



You can also change the overlays being used by right-clicking the respective overlay node and selecting Properties from the pop-up menu.

Viewing Full Preview

The Visual PPFA Full Preview feature enables you to view the effect of the page presentation in the design area. You can disable the full preview feature to discard any page presentation settings that helps in the design process. To enable full preview, from the **View** menu select **Full Preview**, or click  on the View toolbar.



1) Full Preview Off and (2) Full Preview On.

Chapter 7:

Designing Logical Pages

In this chapter...

- [About Page Definitions](#)
- [Creating a PageDef](#)
- [Setting PageDef Properties](#)

DesignPro Visual PPFA facilitates you to create variable data documents by dividing the design process into two parts. The recurring content is part of the physical page, which is defined by a FormDef object. Once the physical page is defined, the next step is to design the logical page that contains the variable data. A PageDef object specifies the attributes of the logical page.

This chapter explains the basics, creation, and settings of PageDefs. A PageDef is short for page definition, and both of these terms can be used interchangeably.

About Page Definitions

Page Definitions are control resources that manage the formatting and printing of logical pages. Designing the logical page deals with how you want to position the variable line data on a page. The logical page merges with the physical page to give the final print output.

DesignPro Visual PPFA supports two types of line data:

- Traditional line data comprised of fields and records for printing on a line printer.
- Record Format line data using a record ID to identify each record.

You can design the PageDef as either Traditional or Record Format, depending on the type of line data being used.

DesignPro Visual PPFA provides design support for all of the PageDef features and facilitates you to perform the following functions:

- Set the dimensions of the logical page.
- Set the print direction of the logical page.
- Set the text line and field print direction relative to the logical page.
- Apply conditional processing to switch between pages.
- Specify the spacing of the text line.
- Specify options relating to individual text line and field positioning.
- Specify the number of text lines per page.
- Specify page segments for inclusion in the printed output.
- Specify the floating overlays for inclusion in the printed output.
- Specify the page ejection points.
- Specify the page fonts, and set the font rotation.
- Print more than one sub page on each paper side (Multiple up printing).
- Specify the page colors (on printers that support colors).

Just as a FormDef object can contain multiple CopyGroup objects, a PageDef object can contain more than one pageFormats. The pageFormats specify the same set of properties as the PageDef does; however, the properties specified at the pageFormat level override the values specified at the PageDef level. Switching between multiple pageFormats can be handled by adding the related information to the data file, or by using conditional processing.

By default, the PageDefs are saved in Elixir PageDef (*.epd) format. DesignPro Visual PPFA also provides converter options for opening and saving PageDefs in AFP (*.obj), PPFA (*.src) and Elixir PageDef (.epd) formats. For Elixir Application Suite users, the existing AppBuilder FormDefs and PageDefs (*.dbf) can also be migrated to Visual PPFA. However, the legacy files opened in Visual PPFA cannot be saved to legacy format after modification.

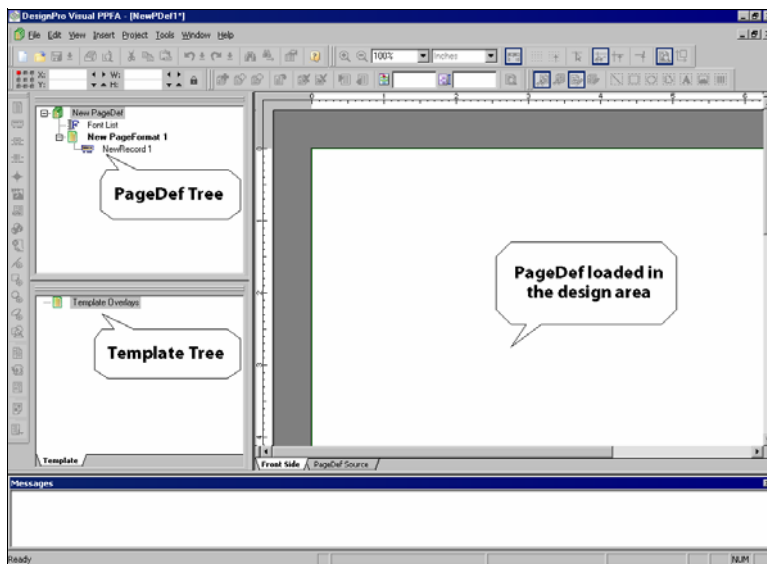
The process of designing a PageDef in either Traditional or Record Format is the same, except for a few differences, which are explicitly covered later.

Creating a PageDef

To create a new PageDef:

- 1 From the menu bar, select **File>New** to display the *New Resource* dialog.
- 2 Select the **PageDef Traditional** icon to design the PageDef using Traditional data, or the **PageDef Record Format** icon to design the PageDef using the Record Format data.
- 3 Click **OK** to create a new PageDef.


The newly created PageDef displays in the design area.



The PageDef tree displays the default nodes that highlight the structure of a PageDef object. The Template Tree displays the template overlays used in the design process.

Visual PPFA facilitates you to create, open, and edit the PageDefs. Once created, you can specify the PageDef properties and add objects such as pageFormats, records, and fields, etc. to the PageDef. You can also add, copy, save, and delete the PageDef objects, as required.



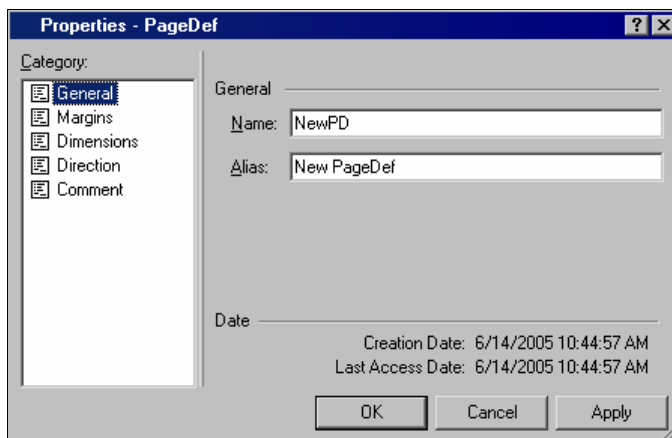
You can also display the *New Resource* dialog to create a new PageDef by clicking  on the *Standard* toolbar.

Setting PageDef Properties

The PageDef properties are used to specify the attributes of the logical page. To view and set the PageDef properties:

- 1 In the PageDef tree, right-click the **New PageDef** node and select **Properties** from the pop-up menu.

The *Properties – PageDef* dialog displays.



The *Properties – PageDef* dialog for *Traditional PageDef* displaying the *General* category options.




The *Properties – PageDef* dialog displays the properties depending on the type of the PageDef (Traditional or Record Format).

- 2 Select the required category from the **Category** list.
- 3 Enter the required settings.
- 4 Click **Apply** and **OK** to save the settings.

The property settings at the PageDef level are used as defaults for the pageFormat level, and are applied to each newly created pageFormat. However, these settings are not inherited by the default pageFormat created with the PageDef, and hence need to be explicitly defined.



To launch the *Properties – PageDef* dialog, select the PageDef node in the PageDef tree, and perform one of the following operations:

- From the menu bar, select View>Properties.
- Click  on the *Standard* toolbar.
- Press <Alt> + Enter from the keyboard.

Setting PageDef Name

Visual PPFA assigns a default name and alias to each newly created PageDef. You can change the default values to meaningful names for easy referencing of the PageDef resources. In the **General** category, you can specify a name and alias for the current PageDef. It also displays the creation and last accessed date and time of the PageDef object.

To set the name of the PageDef:

General

- **Name** – identifies the PageDef object with a maximum of six characters.
- **Alias** – sets an alternate name identifying the selected item. The alias displays in the tree view.

Setting up Page Numbers

The page-numbering options can also be set at design time. You can choose to use different page counting schemes for pages defined by each PageDef. In the **General** category for Record Format PageDef, you can specify the **Page Count** options, as per your requirements.

To set up the page numbering option:

Page count

- **Page Count** – specifies how the page numbering is to be handled when switching between pageFormats. Either:
 - **Stop** – stops the current page count.
 - **Resume** – resumes page count from the value attained the last time the pageFormat was called.
 - **Reset** – resets to the **Page Count** start value.
In the associated box, type or select the **Page Count** start value.
- **CMP** – includes the embedded MO: DCA (Mixed Object Document Content Architecture) pages in the page counting.
- **CCP** – includes the constant pages in page counting.

Setting the Logical Page Margins

The logical page determines the area on the physical page where you want to place your variable data. Within the logical page, you can set the margins that define the area in which the data is placed. The page header and trailer data can only be placed in the margins. For Traditional PageDefs, you can specify the starting point for the first line of data inside the logical page using the **Margins** category.

To set the logical page margins for a Traditional PageDef:

Lineone

- **Horizontal, Vertical** – sets the horizontal and vertical offset values, per specified unit of measurement.
- **None** – displays a list of available units of measurement respective to the **Horizontal** and **Vertical** offsets. You can select inches, centimeters, millimeters, points, pels, or the default measurement unit, as per your requirement.

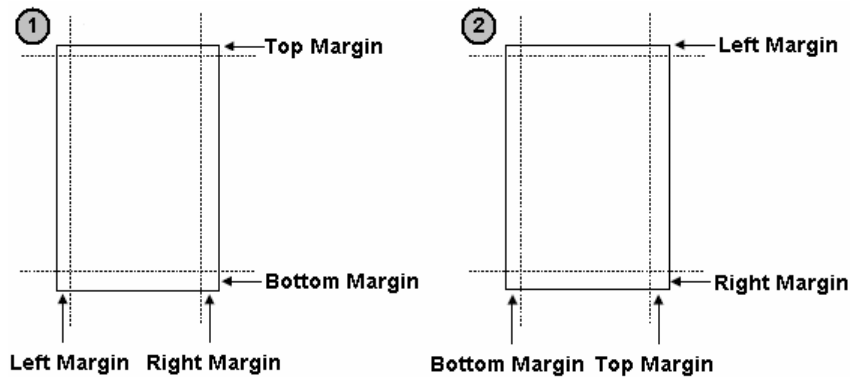
For Record Format PageDefs, left and right margins are also defined in addition to the top and bottom margins. These margins form a bounding box.

To set the margins for a Record Format PageDef:

Margins

- **Left, Right, Top, Bottom** – sets the offset values that are available for selection for the left, right, top, and bottom margins, per specified unit of measurement.
- **None** –sets the unit of measurement respective to each of the **Margins** fields.

In a Record Format PageDef, if the text orientation is changed, the same bounding box defined by the margins applies to the new orientation, but the names of the margins change in the new orientation, as illustrated below.



Displaying the impact of print direction on margins in a Record Format PageDef in (1) Across. (2) Down.

Specifying Print Configurations

For printers that support more than one print resolution level, you can specify the print resolution settings at design time. You can also get better printing results by controlling the data placement parameters. The print resolution and data placement options are located in the **Margins** category.

To set the print configurations:

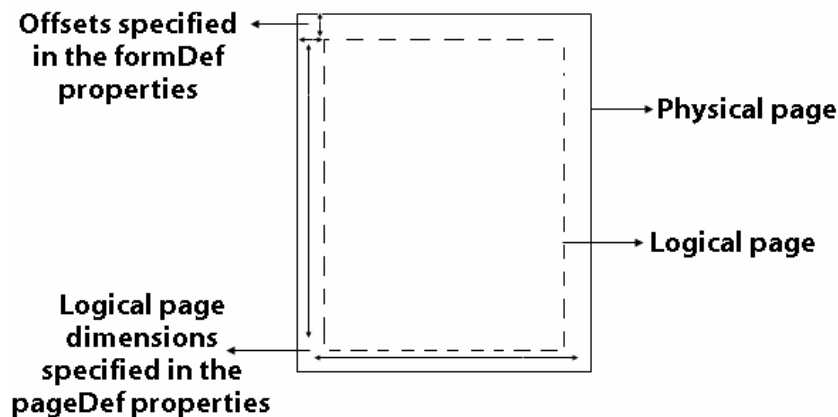
Accuracy

- **Linespacing** – specifies the distance between two printed lines, per specified unit of measurement.
- **LPI** – displays a list of available units of measurement for **Linespacing**. You can select inches, centimeters, millimeters, points, pels, or Lines per Inch, according to your requirements.

- **Pels Per Inch** – sets the pixel resolution of your printer in order to accurately place your objects. You can either choose the predefined values of 240 or 300 pels per inch, or define a custom value. To set a custom value, select **Custom** from the **Pels Per Inch** list to enable the associated box where you can type your required value.

Setting the Logical Page Dimensions

You can specify the point of origin of a logical page on a physical sheet by specifying the logical page offsets in the FormDef. The width and height of the logical page relative to the point of origin is specified in the PageDef. You can specify the logical page dimensions in the **Dimensions** category.



To set the logical page dimensions:

Dimensions

- **Width, Height** – sets the page dimensions, per specified unit of measurement, in the horizontal and vertical direction.
- **None** –displays a list of available units of measurement for the horizontal and vertical directions.



Make sure that you have not defined a logical page larger than the physical sheet. Visual PPFA does not check the size of the physical sheet.

To view the placement of the logical page on the physical page, ensure that you have both the FormDef, as well as the PageDef loaded in the design area.

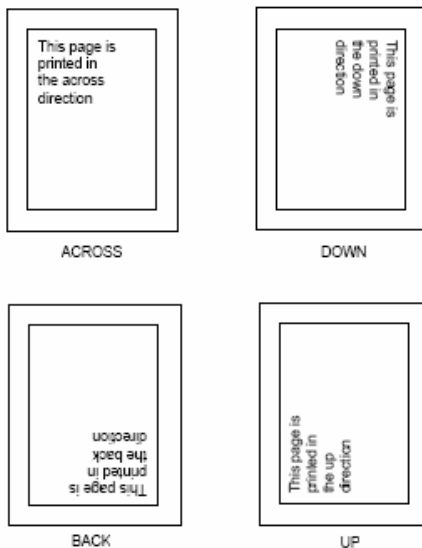
Setting the Print Direction

A logical page can be printed in one of the four print directions that you can specify in the **Direction** category.

To set the print direction:

Direction

- **Across** – prints the characters from left to right, in the top to bottom direction.
- **Down** – prints the characters from top to bottom, in the right to left direction.
- **Back** – prints the characters from right to left, in the bottom to top direction.
- **Up** – prints the characters from the bottom to top, in the left to right direction.



The logical pages displaying different print directions.

The **Across** and **Back** options are used with portrait presentation, whereas **Down** and **Up** options are used with the landscape presentation.



Not all printers can print in all of the directions. For more information, refer to your printer guide.

Adding Comments

In the **Comment** category, you can enter descriptive comments about the objects that are used in the application. These descriptions can be viewed with application source code in the DesignPro Visual PPFA source view.

To add comments:

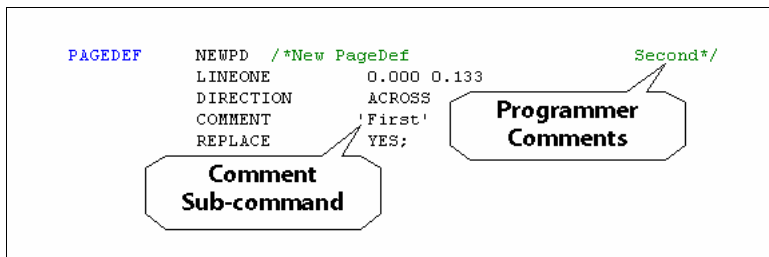
Comments

- **Comment Sub-command** – sets special descriptive comments for the FormDef or PageDef object.



Comments are converted with the application to (.OBJ) format. Therefore, they can be viewed both with the compiled PageDef or FormDef object code and in an AFP environment.

- **Programmer Comments** – sets descriptive comments for the application objects.



Programmer Comments and Comment Sub-command displaying in the Source view.



The specified Name, Alias, and Comments are retained in the object format and can be viewed when the FormDef is loaded again.

Chapter 8:

Working with PageDef Lists

In this chapter...

- [About PageDef Lists](#)
- [Suppressing Fonts](#)
- [Adding Lists from the Insert Toolbar](#)

This chapter describes the resource lists used in designing a PageDef, and provides information on adding, maintaining and deleting these lists.

About PageDef Lists

Visual PPFA facilitates a design process by employing the use of six PageDef lists in a PageDef design. These lists are for the following objects:

- Fonts, colors and objects at the PageDef level.
- Overlays, segments and Table Reference Characters (TRC) at the pageFormat level.

The PageDef lists act as the repository for their respective items. Hence, you can define your customized resources beforehand, and later use these resources in the design process.

Working with a Font List

A font list stores the fonts that are defined for a PageDef. It enables you to define a font with your specified name, and configure its properties according to your requirements. Once the required fonts are added to the font list, the font is then selected for the text of the pageFormat. You can add the supported font types namely Elixir, TrueType, ATM and AFP fonts to the list. A font list can hold a maximum of 127 fonts.

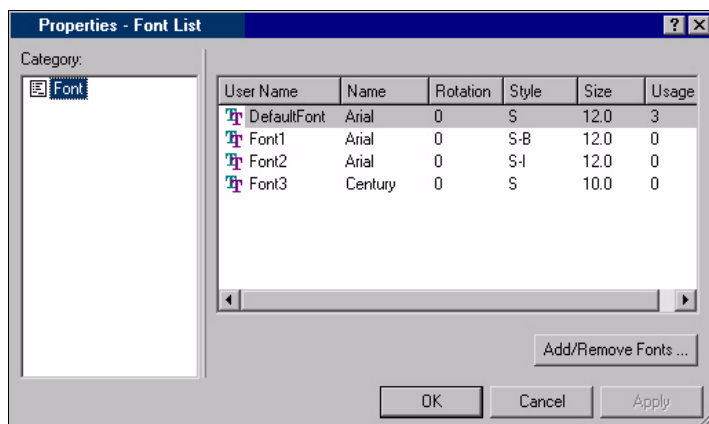


A font that is not added in the font list cannot be applied to the text in a PageDef.

Whenever a new PageDef is created, a Font List node is created by default in the PageDef tree.

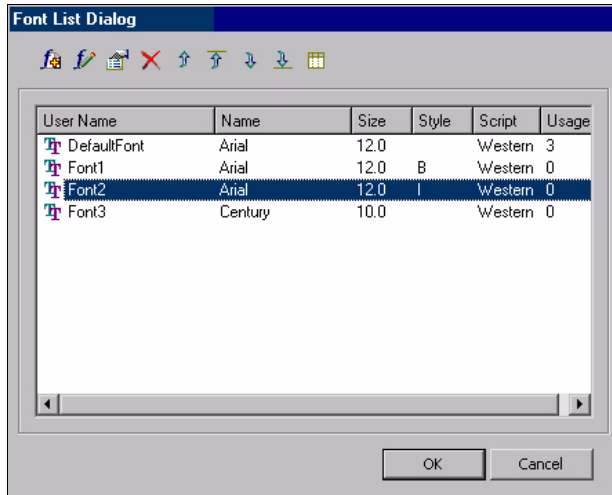
To work with a font list:

- 1 In the PageDef tree, right-click the **Font List** node and select **Properties** from the pop-up menu to display the *Properties – Font List* dialog.



Displaying the list of fonts and associated properties.

- 2 Click **Add/Remove Fonts** to display the *Font List Dialog*.



The Font List dialog.

The *Font List Dialog* comprises a font list along with a toolbar to manage the list. The font list displays the already added fonts with their respective properties. You can edit certain properties of a font depending on its type.



The properties of a font constitute a column in the font list. You can customize the columns that are displaying in the *Font List Dialog* to suit your preferences. This is explained in "[Customizing Columns](#)" on page 134.


As appropriate, review the following properties associated with a font:

- **User Name** – specifies a user-assigned name uniquely identifying the font.
- **Name** – displays the standard font name.
- **Size** – specifies the font size in points (for a Windows font only). You can double-click the **Size** cell to change the font size.
- **Style** – specifies the font style (for a Windows font only).
 - **Regular** – sets regular as the style of the selected font.
 - **Bold** – sets bold as the style of the selected font.
 - **Italic** – sets italics as the style of the selected font.

-
- **Bold, Italic** – sets a combination of bold and italics as the style of the selected font.
 - **Script** – displays the **Script** associated with a Windows font to determine the language being used.
 - **Usage** – displays a system-generated value indicating the number of times the selected font is used in the PageDef.
 - **Coded Name** – displays an alphanumeric AFP font name generated only for the Windows fonts.
 - **SBCS/DBCS** – sets the character set associated with the selected font.
 - **SBCS** – sets the Single Byte Character Set.
 - **DBCS** – sets the Double Byte Character Set.
 - **Encoding** – uses the specified encoding standard with the selected font.
 - **EBCDIC** – uses the Extended Binary Coded Decimal Interchange Code.
 - **ASCII** – uses the American Standard Code for Information Interchange.
 - **UNICODE** – uses UNICODE.
 - **Rotation:** specifies the rotation of the character box relative to the character baseline.
 - **0** – rotates to 0 degrees.
 - **90** – rotates to 90 degrees.
 - **180** – rotates to 180 degrees.
 - **270** – rotates to 270 degrees.
 - **Met Tech** – specifies the Metric Technology used in precisely defining the font characteristics.
 - **None** – do not use the Metric Technology.
 - **Fixed** – uses the fixed Metric Technology.
 - **Relative** – uses relative Metric Technology.
 - **Ratio** – specifies the ratio of scaling the width relative to the height in the selected font.
 - **Width** – specifies the font width in pels (for a Windows font using the Japanese, Chinese simplified, Chinese traditional or Korean script).
 - **DPI** – specifies the resolution in Dots Per Inch (DPI).
- 3** Click **OK** to save the settings and return to the *Properties - Font List* dialog.

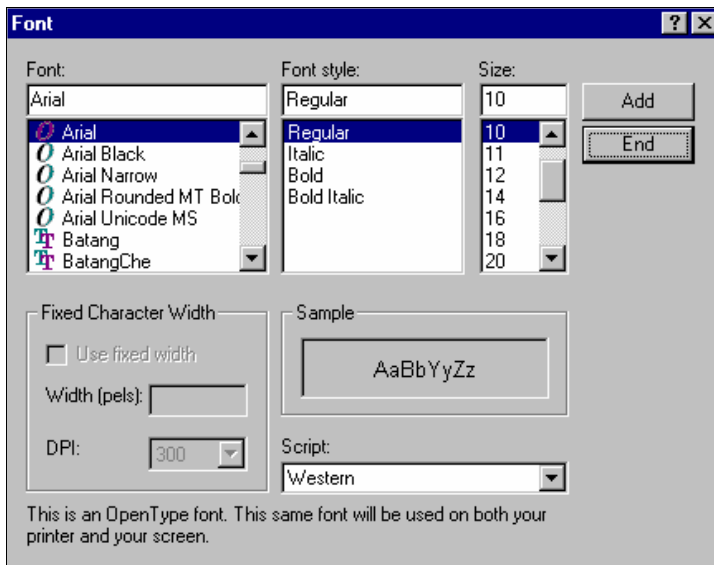
Adding Fonts to a Font List

You can add a Windows font, External font, Coded font, or a FontPair to the font list. To add a font:

- 1 On the *Font List Dialog* toolbar, click , and select your required font type from the pop-up menu.
An associated font type dialog displays with every selection.
- 2 As appropriate, review the respective dialog options. The procedure to add all the supported fonts is explicitly explained below.

Adding a Windows Font

Selecting Windows font from the pop-up menu displays the *Font* dialog, which enables you to add True Type, Open Type and Adobe Type Manager (ATM) fonts to the font list.



Font dialog for specifying the Windows fonts.

-
- 1 Select the required **Font**, **Font style**, and **Size** from their respective lists.
A sample of characters of the font with their applied properties display in the Sample box.
 - 2 To use the font in any other language, you can change the script by selecting from the options available in **Script**.



For a Windows font using the Japanese, Chinese simplified, Chinese traditional or Korean script, the **Use fixed width** check-box is enabled. You can select this option to specify the required width in the **Width (pels)** entry-box, and the required resolution in the **DPI** drop-down list. The specified width and resolution are used to calculate the font size. The **Size** field becomes disabled in this case.

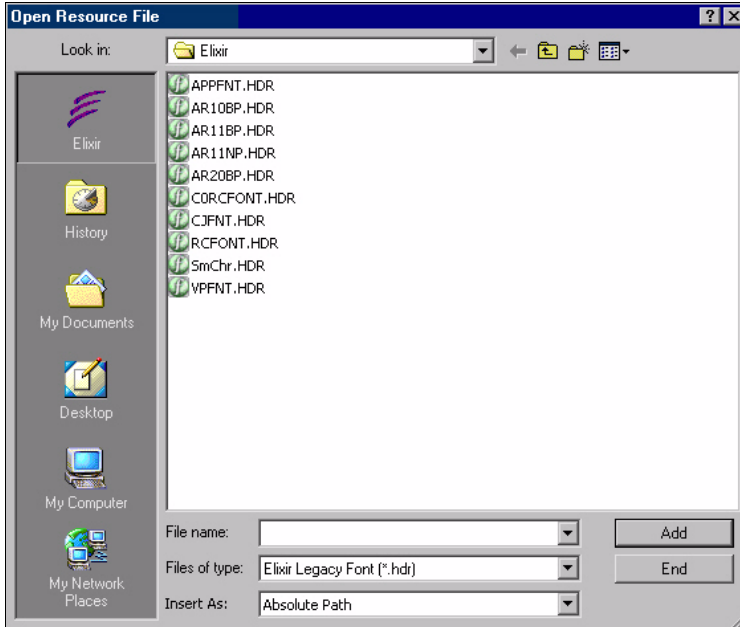


With the resolution set to **240 DPI**, you can specify a font width in the range of **6 pels to 255 pels**. Similarly, the width ranges for **300 DPI** and **600 DPI** are **6 pels to 300 pels** and **6 pels to 600 pels** respectively.

- 3 Click **Add** to add the selected font along with its properties to the font list; click **End** to return to the *Font List Dialog* without saving the settings.

Adding an External Font

Selecting External font from the pop-up menu displays the *Open Resource File* dialog, which enables you to select a font resource from the files of type Elixir Legacy Font (*.hdr) or from the resource library (*.erc, *.erc32).



Open Resource File dialog displaying a list of font resources you can select from.

- 1 Browse and select the required font.
- 2 Click **Add** to add the selected font to the font list; click **End** to return to the *Font List Dialog* without saving the selection.

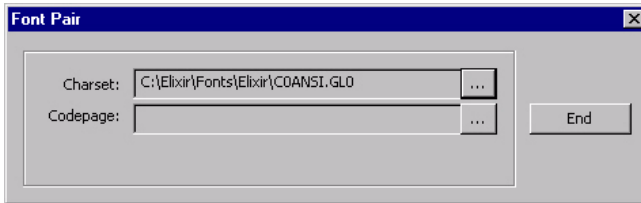
Adding a Coded Font to the Font List



Selecting Coded font from the pop-up menu displays the *Open Resource File* dialog, which enables you to select a font resource from the files of type AFP Coded Font (X0*, X1*, X2*, X3*, X4*) and Elixir Legacy Coded Font (X0*.cdf, X1*.cdf, X2*.cdf, X3*.cdf, X4*.cdf) or from the resource library (*.erc, *.erc32).

The procedure to add a Coded Font is the same as that for an External Font. For details, refer to ["Adding an External Font"](#) on page 131 (above).


Adding a Font Pair

Selecting FontPair from the pop-up menu displays the *Font Pair* dialog, which enables you to create a font pair by selecting the required character set and code page. A font pair comprises a character set and a code page.




- 1 To select a character set, click  adjacent to the **Charset** text box. This displays the *Open Resource File* dialog, which enables you to select an AFP Character Set (C0*, C1*, C2*, C3*, C4*) or an Elixir Legacy Character Set (C0*.hdr, C1*.hdr, C2*.hdr, C3*.hdr, C4*.hdr). You can also import a character set from the resource library (*.erc, *.erc32).
- 2 Browse to the required file and select it.
- 3 Click **Open** to add the selected character set to the font pair. The **Charset** text box shows the file path of the selected character set.
- 4 To add a code page to the selected font pair, click  adjacent to the **Codepage** text box, which again displays the *Open Resource File* dialog. Select an AFP Code Page (T1*) or an Elixir Legacy Code Page (*.cod) from this dialog. You can also import a character set from the resource library (*.erc, *.erc32).
- 5 Browse to the required file and select it.
- 6 Click **Add** to add the selected code page. The file path displays in **Codepage**. You can click **End** to return to the *Font Pair* dialog without saving any selection.

Replacing a Font






You can replace an existing font with a new font in the font list. To replace a font, select the font and click  on the *Font List Dialog*. From the pop-up menu, select the required type of font. Replacing a font with any of the font types follows the same steps as covered in "Adding Fonts to a Font List" on page 129.

Changing the Properties of a Windows font

To view and change the properties of a selected Windows font:

- 1 On the *Font List Dialog* toolbar, click  to display the *Font* dialog.
- 2 Review and change the **Font**, **Font style**, **Size**, and **Script** options as per your requirement.
- 3 Click **OK** to save your changes and return to the *Font List Dialog*.

Managing the Font List

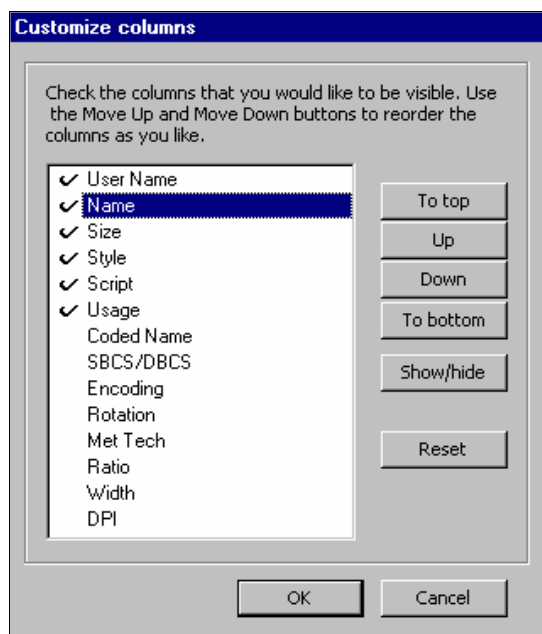
The *Font List Dialog* toolbar facilitates you to manage the font list to suit your preferences. You can re-arrange the sequence of fonts in a font list by selecting the font you want to move, and then clicking  to move the selected font up one position in the list,  to move the selected font to the top of the list,  to move the selected font down one position in the list, or  to move the selected font to the bottom of the list. To delete a font, select it and click  on the *Font List Dialog* toolbar.

Customizing Columns

You can customize the columns that display in the *Font List Dialog*. To customize the columns:

- 1 On the *Font List Dialog* toolbar, click .

The *Customize columns* dialog displays. Each item in the displayed list represents a valid column name of the font list. The checked items represent the columns that are already displaying in the *Font List Dialog*.



- 2 Select the required column name and click one of the following buttons to perform your required function.
 - **To top** – moves the selected column to the first position in the list.
 - **Up** – moves the selected column one position up in the font list.
 - **Down** – moves the selected column one position down in the font list.
 - **To bottom** – moves the selected column to the last position in the font list.
 - **Show/hide** – changes the visibility of the selected column in the font list. You can also double click a hidden column to make it visible or a visible column to hide it.

-
- 3 Click **Reset** to position the columns according to the default arrangement.
 - 4 Click **OK** to save your settings and return to the *Font List Dialog*.

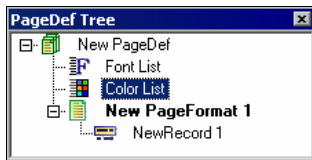
Working with a Color List

A color list stores the colors that are defined for the active application. It is an optional list that is added at the PageDef level. It is recommended to make a list of the colors to be used in a PageDef design, with meaningful user-assigned names, to facilitate the design process.

Adding a Color List

To add a color list:

- 1 Select the required PageDef node in the PageDef tree.
- 2 From the **Insert** menu, select **Lists, Color List** to add the **Color List** node in the PageDef tree.



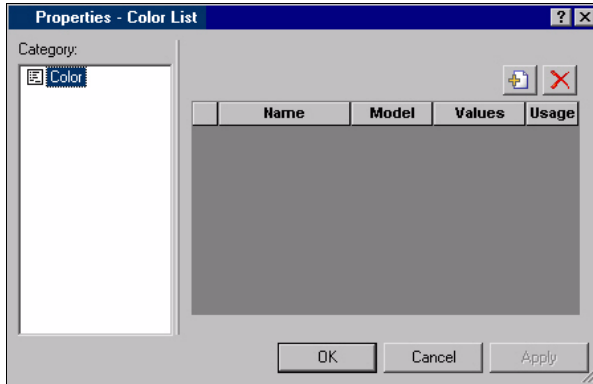
The PageDef tree with the added Color List node.

Adding Colors to a Color List

To add colors in a color list:

- 1 In the PageDef tree, right-click the **Color List** node, and select **Properties** from the pop-up menu.



The *Properties – Color List* dialog displays.




- 2 Click .

A row is added to the color list representing the new color item.

- 3 As appropriate, review the dialog options.

-  – shows a sample of the added color.
- **Name** – specifies a user-assigned name uniquely identifying the color.  is used to select the color.
- **Model** – specifies the model of the selected color.
- **Values** – specifies the equivalent alphanumeric representation for the selected color as per the selected **Model**.
- **Usage** – displays a system-generated value indicating the number of times the color is used in the PageDef.



You can delete a selected color from the color list by clicking .

-
- Click the **Model** cell of the new color, and select your required model.
The steps to select a color vary with the color model selected.

Selecting OCA Color

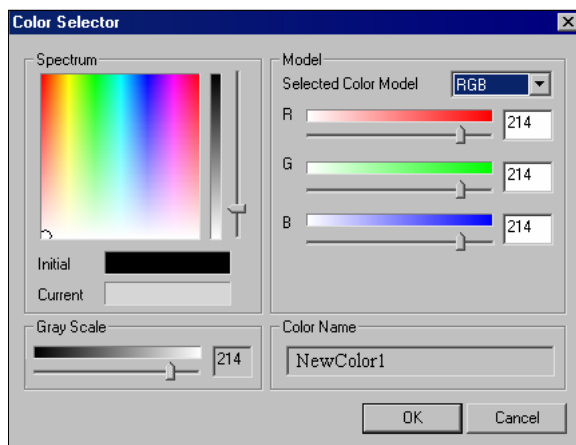
To select an OCA color, make sure that you have selected OCA as the Model in the *Properties - Color List* dialog. To select an OCA color:

- Click in the **Name** cell.
A list of available OCA colors display.
- Select the required color.
The selected OCA color displays in the new color row that is added to the color list.

Selecting RGB, CMYK or CIELAB Color

To select an RGB, CMYK, or CIELAB color, make sure that the Model selected for the new color item is RGB, CMYK, or CIELAB, as per your requirement. To select your required color:

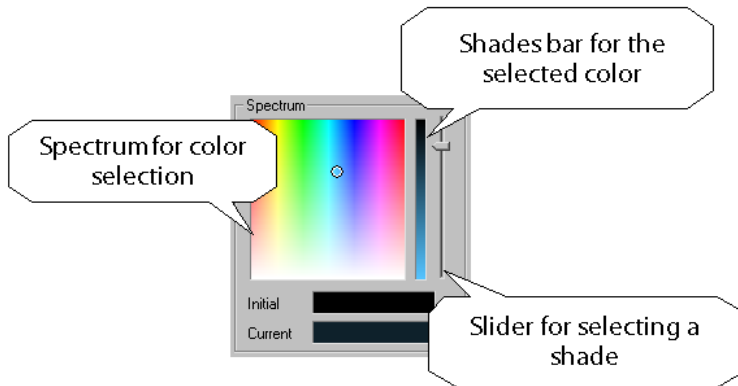
- Click in the **Name** cell to display the *Color Selector* dialog.



The Color Selector dialog displaying the RGB Model.

The Model category displays the properties specific to the selected color model. A color model represents a color as a combination of other color pigments. These color pigments are specific to a model. For instance Red, Green and Blue pigments define a color in the RGB model. You can change the color model using the Selected Color Model drop-down list. The **Spectrum** category sets the spectrum of colors with their required shades using an adjacent shades bar.

The following image illustrates the different parts of the Spectrum category:



- 2 To select a color, click the required color area on the spectrum. The shades available for the selected color display in the shades bar.
- 3 Select a shade by adjusting the slider with the shades bar.
- 4 Equivalent values for the selected color display in the **Model** category.
- 5 You can also select the color by adjusting the sliders with each of the pigments in the **Model** category, or by typing a numbered value for each RGB color in the adjacent boxes.




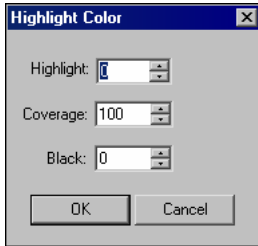
The Gray Scale value is read-only and adjusts automatically in correspondence with the selected color.

- 6 Click **OK** to add the selected color and return to the *Properties – Color List* dialog.

Selecting Highlight Color

To select a Highlight color, make sure that you have selected HIGHLIGHT as the Model in the *Properties - Color List* dialog. To select the Highlight color:

- 1 Click  in the **Name** cell to display the *Highlight Color* dialog.



Highlight Color dialog displaying the fields that need to be specified for the required highlight color.

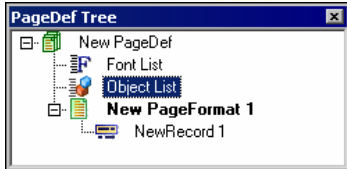
- 2 Specify the required values:
 - **Highlight** – specifies a value within the range 0 to 65,535. A value of 0 indicates that there is no value defined, and hence, the default color is used.
 - **Coverage** – specifies a value within the range 0 to 100, to indicate the amount of the highlight color to be used.
 - **Black** – specifies a value within the range 0 to 100, to indicate the percentage of black to be added to the highlight color.
- 3 Click **OK** to save the highlight color values and return to the *Properties – Color List* dialog.

Working with an Object List

An object list facilitates you to define and store external objects for an application. It is an optional list that is added at the PageDef level. You can add an AFP Page Segment (S1*), Elixir Legacy File (*.lp3) or an image file (*.bmp, *.jpg, *.jpeg, *.tif, *.pcx, *.png) to this list.

Adding an Object List

- 1 Select the PageDef node in the PageDef tree.
- 2 From the menu bar, select Insert>Lists>Object List to add the **Object List** node in the PageDef tree.

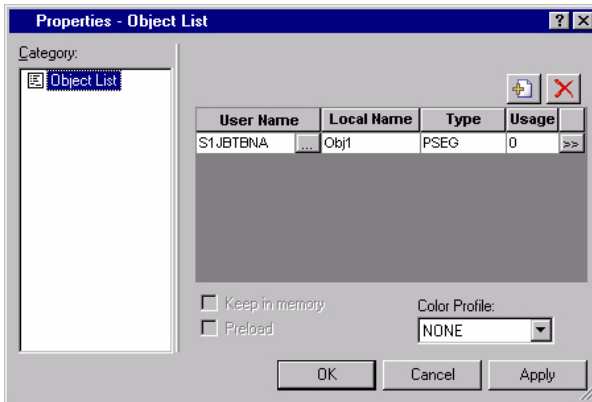


The PageDef tree with the added Object List node.

Adding Objects to an Object List

- 1 In the PageDef tree, right-click the **Object List** node, and select **Properties** from the pop-up menu.

The *Properties – Object List* dialog displays.





- 2 Click .

A row is added to the object list representing the new object.



The objects added to the object list are also referred to as primary objects. Primary objects may contain references to secondary objects.

3 As appropriate, review the dialog options.

- **User Name** – displays the name of the added resource object.  displays the *Open Resource File* dialog to select the required resource.
- **Local Name** – specifies the user-assigned name for the object.
- **Type** – sets the type of the selected object.
 - **PSEG** – specifies that the selected object type is page segment.
 - **IOCA** – specifies that the selected object type is Image Object Content Architecture (IOCA).
 - **BCOCA** – specifies that the selected object type is Barcode Object Content Architecture (BCOCA).
 - **GOCA** – specifies that the selected object type is Graphic Object Content Architecture (GOCA).
 - **TIFF-14** – specifies that the selected object type is Tagged Image File Format (TIFF).
 - **WINDIB 17** – specifies that the selected object type is Windows Device Independent Bitmap.
 - **OS2DIB 18** – specifies that the selected object type is in the Operating System 2 Device Independent Bitmap format.
 - **GIF-22** – specifies that the selected object type is in Graphic Interleaved Format (GIF).
 - **JFIF-23** – specifies that the selected object type is in JPEG File Interchange Format.
 - **PCX 19** – specifies that the selected object type is in PC Paintbrush file format.
- **Usage** – displays a system-generated value indicating the number of times the selected object is used in the PageDef.
-  – displays the *Object List* dialog to add secondary objects. For details on the secondary objects, refer to "[Adding a Secondary Object](#)" on page 142.




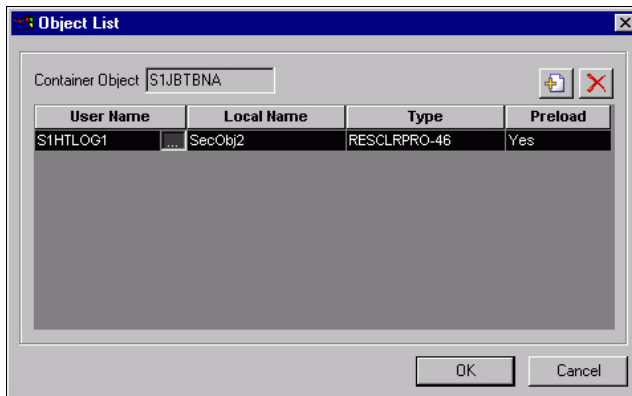
You can delete a selected object from the object list by clicking .

- 4 As appropriate, select the following options.
 - **Keep in Memory** – saves the added objects in memory to avoid reloading them.
 - **Preload** – loads the objects before running a print job.
 - **Color Profile** – sets a color profile for the selected object.
 - **NONE** – do not use a color profile.
 - **CMYKEURO** – uses a color profile of the European standard.
 - **CMYKSWOP** – uses a color profile of the Web Offset Press standard.
- 5 Click **Apply**, and then **OK** to save the settings.


Adding a Secondary Object

If the object added to the Object List contains a reference to one or more secondary objects, you must identify them at this point. To add a secondary object reference for a primary object:

- 1 In the *Properties – Object List* dialog, click  adjacent to the **Usage** cell of the primary object to display the *Object List* dialog.



- 2 In the *Object List* dialog, click .
A row is added to the object list representing the new object item.

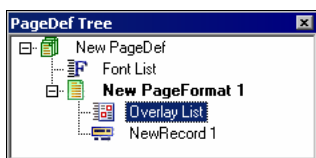
- 3 As appropriate, review the dialog options:
 - **User Name** – displays the actual name of the added secondary resource.  displays the *Open Resource File* dialog to select the required resource.
 - **Local Name** – specifies the user-assigned name for the object.
 - **Type** – sets the type of the selected object.
 - **PDFRO-26** – specifies that the selected object type is a PDF resource object.
 - **RESCLRPRO-46** – specifies that the selected object type is a Resident Color Profile resource object
 - **IOCAFS45RO-47** – specifies that the selected object type is an Image Object Content Architecture FS45 resource object.
 - **Preload** – specifies the setting for loading the object.
 - **Yes** – loads the object before running a print job.
 - **No** – do not load the object before running a print job.
- 4 Click **OK** to apply the settings and return to the *Properties – Object List* dialog.

Working with an Overlay List

An overlay list facilitates you to manage the overlays defined for a page format by itemizing them. You can use an overlay list to load multiple overlays to a printer prior to printing a page, thereby eliminating the processing overhead involved in loading an overlay every time it is required. The overlay list can contain a maximum of 127 overlays.

Adding an Overlay List

- 1 Select the **PageFormat** node in the PageDef tree.
- 2 From the **Insert** menu, select **Lists, Overlay List** to display the **Overlay List** node in the PageDef tree.



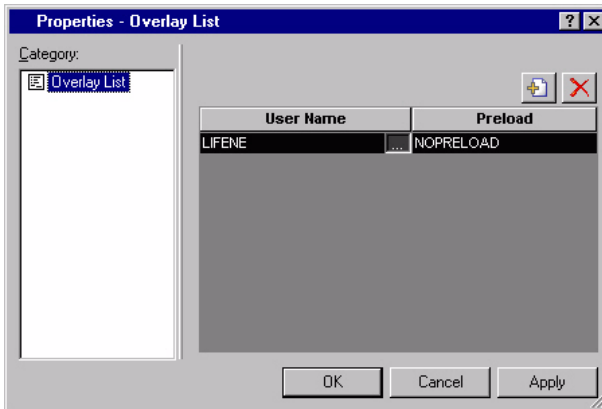
The PageDef tree with the added Overlay List.

Adding Overlays to an Overlay List

To add an overlay to an overlay list:

- 1 In the PageDef tree, right-click the **Overlay List** node and select **Properties** from the pop-up menu.


The *Properties – Overlay List* dialog displays.



- 2 Click .

A row is added to the overlay list representing the new overlay.

- 3 As appropriate, review the dialog options.

- **User Name** – displays the name of the added overlay . displays the *Open Resource File* dialog to select the required overlay.
- **Preload** – specifies the loading settings.
 - **PRELOAD** – loads the resource prior to processing the page.
 - **NOPRELOAD** – do not load the resource prior to processing the page.

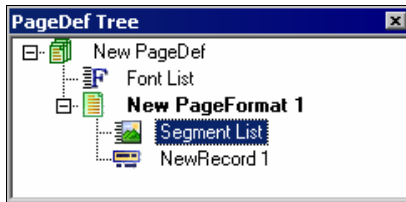
- 4 Click **Apply**, and then **OK** to save the settings and return to the application window.

Working with a Segment List

A segment list facilitates you to define page segments in an application prior to its designing. It is an optional list that is added at the PageDef level. You can add an AFP Page Segment, Elixir Legacy File or an image file to it. The segment list loads multiple segments that are used in a page to the printer before printing them, thereby eliminating the printer-processing overhead in loading a segment each time it is required. A segment list can hold a maximum of 127 segments.

Adding a Segment List

- 1 Select the **PageFormat** node in the PageDef tree.
- 2 From the **Insert** menu, select **Lists, Segment List** to display the **Segment List** node in the PageDef tree.



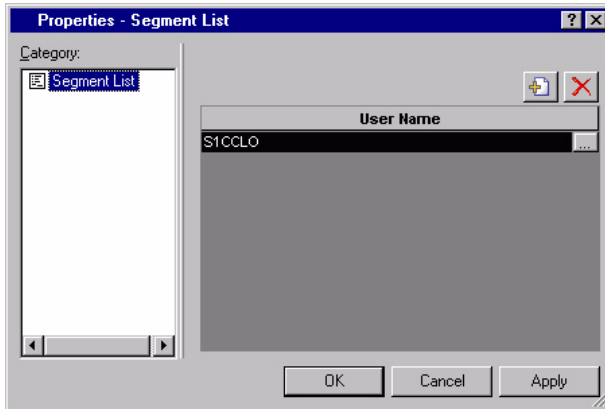
The PageDef tree with the added Segment List.

Adding Segments to a Segment List


To add a segment to a segment list:


- 1 In the PageDef tree, right-click the **Segment List** node, and select **Properties** from the pop-up menu.

The *Properties – Segment List* dialog displays.



The Properties – Segment List dialog.

- 2 Click .

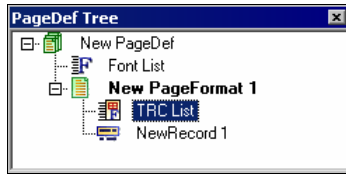
A row is added to the segment list representing the new segment.
- 3 Enter the following:
 - **User Name** – displays the name of the added segment . displays the *Open Resource File* dialog to select the required segment.
- 4 Click **Apply**, and then **OK** to save the settings and return to the application window.

Working with a TRC Reference List

A Table Reference Character (TRC) denotes the second byte on a line in the your data. This byte contains an integer value in the range 0 to 126, which refers to the font that will be used to print that line. You can add a TRC list only at the PageFormat level of a Traditional format PageDef tree. To this list, you can add the fonts defined for the active PageDef in the font list.

Adding a TRC Reference List

- 1 Select the **PageFormat** node in the Traditional PageDef tree.
- 2 From the **Insert** menu, select **Lists, TRC Reference List** to display the **TRC List** node in the PageDef tree.



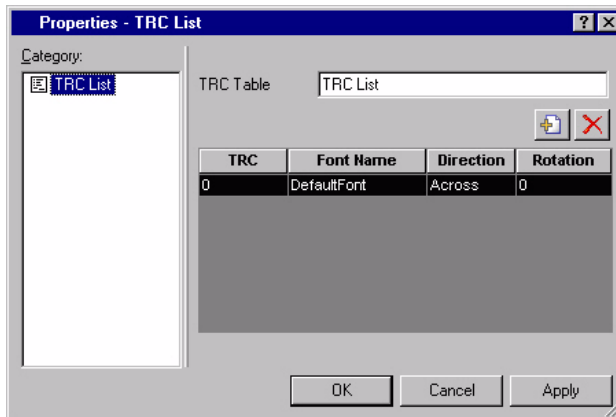
The PageDef tree with the added TRC List.


Adding TRC References a TRC Reference List

To add a TRC Reference to a TRC Reference list:

- 1 In the PageDef tree, right-click the **TRC List** node and select **Properties** from the pop-up menu.

The *Properties – TRC List* dialog displays.



- 2 As appropriate, change the name of the TRC list in **TRC Table**.
- 3 To add a TRC Reference item in the list, click . A row representing the new item is added to the list.
- 4 As appropriate, review the following TRC table options:
 - **TRC** – sets a TRC integer value in the range 0 to 126.
 - **Font Name** – sets the font you need to associate with the **TRC** value.
 - **Direction** – sets the print direction for a font; the available options are Across, Down, Back, and Up.
 - **Rotation** – rotates the font to 0, 90, 180, or 270 degrees.

-
- 5 Click **Apply**, and then **OK** to save the settings and return to the application window.

Using a TRC Reference List

To control the fonts that are applied in a PageFormat using a TRC list, you must suppress the font references at record and field levels.

Suppressing Fonts

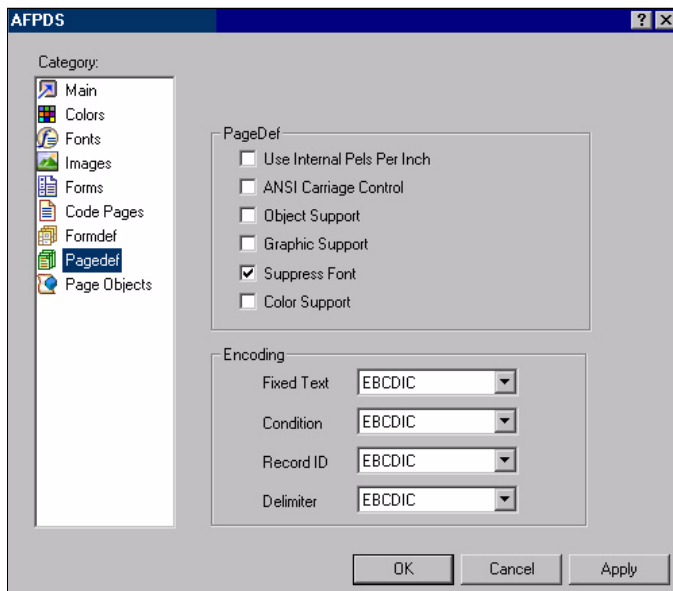
To suppress a font, define it in the font list with the User Name "NOFONT". Use this font for each mapped record and field. The converter suppresses all the occurrences of "NOFONT" to prevent writing the font calls to records and fields. This suppression enables the use of fonts referenced by the TRC characters in the data file.

Suppressing Fonts Using AFPDS Property Settings

To suppress fonts using the AFPDS property settings:

- 1 From the **Tools** menu, select **Application Format Setting, Output Formats, AFPDS**.

The *AFPDS* dialog displays.



- 2 Select the **PageDef** category.

- 3 Select the **Suppress Font** option to suppress the fonts applied at the record and field levels.
- 4 Click **Apply**, and then **OK** to save the settings and return to the application window.



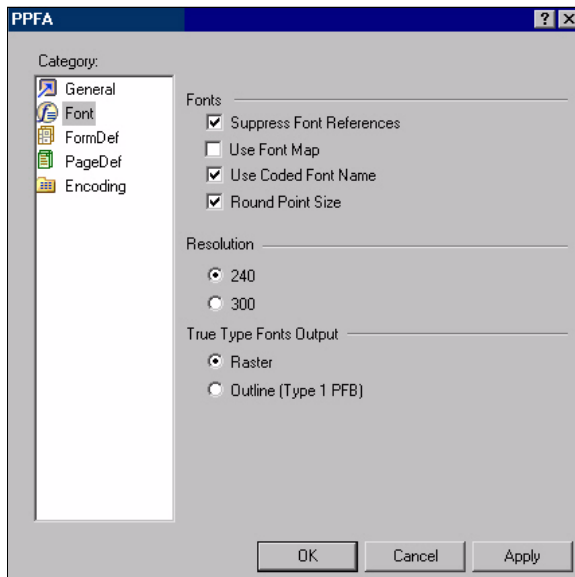
You can also edit the AFPDS property settings when saving the PageDef as an AFP PageDef object using the **Edit Property Settings** button in the *PageDef Save as* dialog.

Suppressing Fonts Using PPFA Property Settings

To suppress fonts using the PPFA property settings:


- 1 From the **Tools** menu, select **Application Format Setting, Output Formats, PPFA**.

The *PPFA* dialog displays.



- 2 Select the **Font** category.
- 3 Select the **Suppress Font References** option to suppress the fonts used at the record and field levels.
- 4 Click **Apply**, and then **OK** to save the settings and return to the application window.

Adding Lists from the Insert Toolbar

You can add a number of different lists to a PageDef or a page format. For this, click  on the Insert toolbar. From the pop-up menu, select the required list (Color List, Object List, Overlay List, Segment List, TRC Reference List, or Suppression List) to add to the required PageDef or page format node.

Chapter 9:

Working with PageDef Objects

In this chapter...

- [Working with PageFormat](#)
- [Working with Records](#)
- [Working with Fields](#)
- [Working with Conditions](#)
- [Working with Floating Overlays](#)
- [Working with External Objects](#)

This chapter describes the procedures to work with PageDef objects, such as page formats, records, fields and barcode fields, conditions, floating overlays, floating segments, external objects, and end subpages.

About PageDef Object

Visual PPFA facilitates you to add a variety of objects to a PageDef. These objects include PageFormats, records, fields, conditions, etc. The PageFormat and record are essentially required in a PageDef. This is the reason why both the objects are present by default each time you create a PageDef. The rest of the objects are optional, and Visual PPFA enables you to specify additional PageFormats, records, and other objects for a PageDef as required. You can view the objects added to a PageDef in the PageDef tree, as well as in the design area. Each of the objects has an associated set of properties that determines its contribution to the design.

Working with PageFormat

A PageFormat is a logical page template within a PageDef. A single PageDef may have multiple PageFormats. Each of the PageFormats specifies a different set of configurations defining a different logical page for a print job. A PageFormat contains the same controls for formatting a print output as the PageDef. The settings specified for the PageDef are inherited by each of the newly created PageFormats, thus removing the need to specify the same settings individually for each PageFormat.



The PageFormat settings take precedence over the PageDef settings. Note that the PageDef settings are not automatically applied to the already created PageFormats.

The first PageFormat in a PageDef is, by default, active when a file begins its processing. To change the active PageFormat, you can choose one of the following procedures:

- Use conditional processing.
- Add the Invoke Data Map structured field to the data file each time you want to change the PageFormats.

A PageFormat is used in both the Traditional PageDef, as well as the Record Format PageDef, but properties vary slightly between the two types.

Adding a PageFormat

A PageFormat is present by default in the PageDef tree. However, when different pages in a file need to be formatted differently, you may need to specify more than one PageFormat in your PageDef.

To add a new PageFormat:


- 1 In the PageDef tree, select the **PageDef** node.
- 2 From the menu bar, select Insert>PageFormat to add a **New PageFormat** node in the PageDef tree.



PageDef tree displaying the newly added PageFormat.



You can also add a PageFormat by performing one of the following functions:

- Right-click any node in the PageDef tree, and select Insert>PageFormat from the pop-up menu.
- Select any node in the PageDef tree and click  on the *Insert* toolbar.

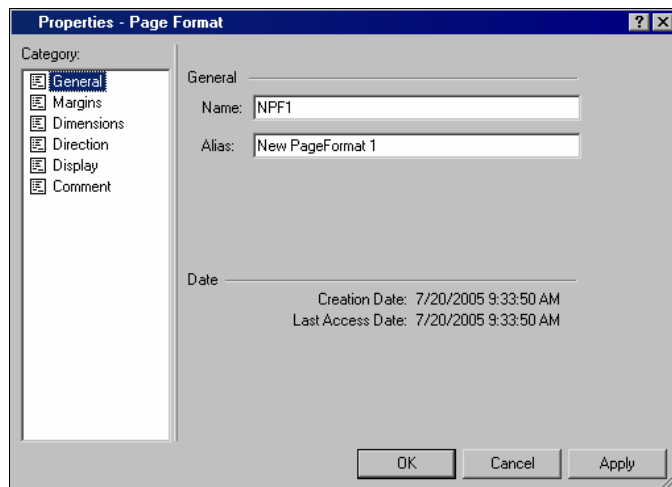
The tasks included in this section explain various settings associated with the PageFormat objects.

Setting PageFormat Properties

To set the PageFormat properties:

- 1 In the PageDef tree, right-click the required **New PageFormat** node, and select **Properties** from the pop-up menu.

The *Properties – Page Format* dialog displays the Traditional or Record Format PageDef, depending upon your selection of type on the time of creating a new PageDef.




The Properties – Page Format dialog for the Traditional PageDef.

- 2 Select your required **Category**, and enter the appropriate settings.
- 3 Click **Apply** and **OK** to save your settings and return to the application window.



You can also launch the *Properties – Page Format* dialog by selecting the **New PageFormat** node in the PageDef tree and performing one of the following functions:

- On the *Standard* toolbar, click .
- From the menu bar, select View>Properties.
- Press <Alt> + Enter from the keyboard.

All of the categories available for the PageFormat have the same options as the analogous category in the PageDef. Hence, the settings for these options in a newly created PageFormat are all inherited from the PageDef. You can change the inherited settings by following the steps explained in *Chapter 7: "Designing Logical Pages"* on page 115. There is an additional **Display** category available in the *Properties – Page Format* dialog, which is explained below.

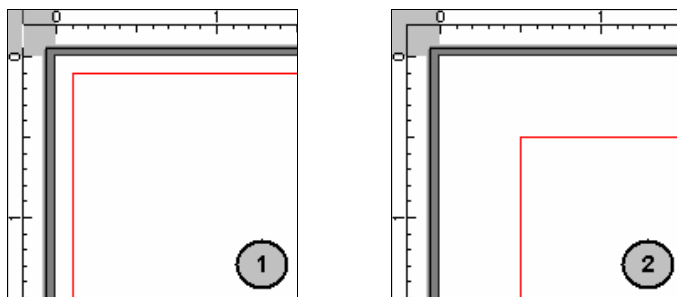
Setting the Display Offset for a PageFormat

In order to align your PageDef design with that of the FormDef, Visual PPFA facilitates you to set the display offsets. The display offsets illustrate the position of the logical page on the physical page in the design area. You can specify the display offsets of a PageFormat as long as you do not have a FormDef loaded in your design. Once a FormDef is loaded, the **Display** category automatically updates its values in order to synchronize with the **Offset** category, and becomes unavailable for any modification. In such cases, you can make changes in the **Offset** category of the FormDef, if required.

To specify the display offsets, select the **Display** category in the *Properties – Page Format* dialog, and review the following dialog options:

Display offset

- **Horizontal, Vertical** – sets the required horizontal and vertical offset values, per specified unit of measurement.
- **None** – displays a list of available units of measurement respective to the **Horizontal** and **Vertical** offsets.



Display offset for a PageFormat changed from (1) Horizontal: 0.100", Vertical: 0.100" to (2) Horizontal: 0.500", Vertical: 0.500".



The actual placement of a logical page on the physical page for the print output is determined by the values specified in the **Offset** category for the associated FormDef.

Working with Records

A PageFormat can contain multiple records, which specify the layout of a data record in the design area. An apparent purpose of the record objects is to hold the variable data coming from the data file, but it may or may not be associated with some data from the data file depending upon the design requirements.

Adding a Record

When a PageFormat is created, a record is added to the PageDef tree by default. To add another record to the PageFormat:

- 1 Right-click the PageFormat node to which you need to add a record object, and select **Insert>Record** from the pop-up menu.


A **NewRecord** node is added to the selected PageFormat in the PageDef tree.



The PageDef tree displaying the added record.



You can also add a new record by selecting the required PageFormat node and performing one of the following functions:

- From the menu bar, select **Insert>Record**.
- On the *Insert* toolbar, click .

Setting Record Properties

To view and set the properties of a record object:


- 1 In the PageDef tree, right-click the required record node and select **Properties** from the pop-up menu. The *Properties – Record* dialog displays.
- 2 Select the required category from the **Category** list.
- 3 As appropriate, review, enter, or select the dialog options.
- 4 Click **Apply** and **OK** to save the settings.

Setting Name and Display Options for a Record in Traditional PageDef

Visual PPFA assigns a default name to every newly inserted record. You can change the default name in the **General** category of the *Properties - Record* dialog for a Traditional PageDef. To change the name options:

- **Name** – specifies a meaningful name for the selected record. A user-assigned name makes future referencing to the record object easy.

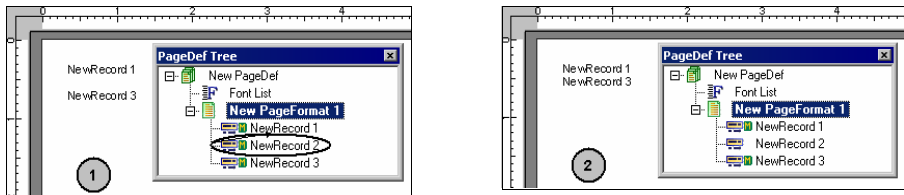
The **General** category also enables you to set the following options:

- **Print Data** – prints the data referenced by the selected record in the final output.
- **Include In Presentation** – indicates that the selected record is contributing (mapped) to the design. A mapped record is shown with  icon in the PageDef tree. Although an un-mapped record node is located in the PageDef tree, it does not contribute to the PageDef design.



The PageDef tree displaying the mapped records.

In the example illustrated below, (1) shows *NewRecord 2* with **Print Data** option disabled so the data is not printed, but the **Include In Presentation** option is enabled meaning the record is mapped to the design and therefore holds its position. Example (2) shows *NewRecord 2* with the **Include In Presentation** option disabled so the record is not mapped to the design.



(1) *NewRecord 2* is not visible in the design, but holds its position between the two records. (2) *NewRecord 2* has no participation in the design.

Setting Name and Display Options for a Record in Record Format PageDef

You can specify the **Name**, **Print Data**, and **Include In Presentation** settings for a record via the **General** category of the *Properties - Record* dialog for a Record Format PageDef, as explained in ["Setting Name and Display Options for a Record in Traditional PageDef"](#) on page 157. In addition to the specified options, there are some other options that are as follows:

- **Start New Page using this layout** – starts printing the current record from a new page.
- **Type** – specifies the type of layout to be used for the selected record. Either:
 - **Body** – prints the data line by line. This option is used for a majority of data in the data file that is printed as normal text. For **Body** selected as the layout type, the **Default** option is not available. Select the **Group** option to specify if the existing group header should be saved and used for subsequent pages. If this option is not selected when processing starts on a **Body** type, the active group header record is discarded and not reprinted on subsequent pages.
 - **Page Header** – prints the data as a header on each new page. For **Page Header** selected as the layout type, the **Default** option is enabled.
 - **Page Trailer** – prints the data as a trailer (footer) on each new page. For **Page Trailer** selected as the layout type, the **Default** option is enabled.
 - **Group Header** – prints the data as a header that is to be printed at the beginning of a group of data. For **Group Header** selected as the layout type, the **Group** and **Default** options are disabled.

- **RecordID** – specifies the ID of the record mapped to the current record. The associated drop-down list enables you to select a format in which you need to specify the record ID. Either:
 - **Char** – specifies the **RecordID** in alphanumeric characters.
 - **Hex** – specifies the **RecordID** as a Hexadecimal value.
 - **ASCII** – specifies the **RecordID** as an ASCII value.
 - **EBCDIC** – specifies the **RecordID** as an EBCDIC value.
 As Visual PPFA does not translate the **RecordID** values, make sure to specify the value in the correct format as used in the data file.
- **Delimiter** – specifies the delimiting character that is used to separate the fields in the data file. You can specify a one or two byte value as appropriate, consistent with your data file. The associated drop-down list enables you to select a format in which you want to specify the record ID.



A delimiter specified in this category affects the **Field Num** attribute of the fields in the record. This is explained later in this chapter.

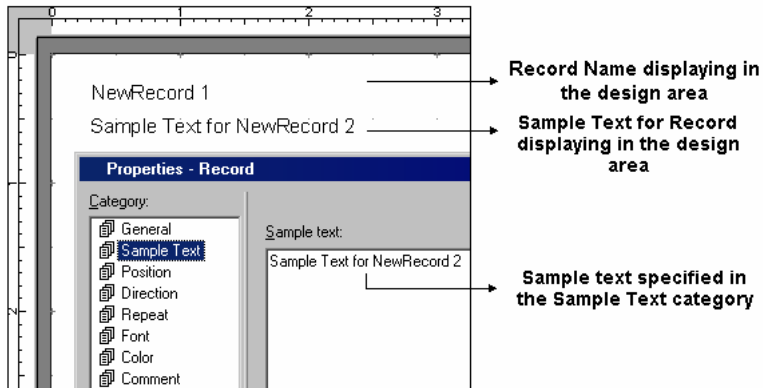
- **End Space** – specifies the location, as per the selected unit of measurement, where a page eject is performed. If the remaining space on the page (before the bottom margin) is less than the specified **End Space** value, the logical page is ejected before the record data is processed. This parameter is useful to ensure that a table heading is not printed at the end of a page without having space for additional data records, or to ensure that a table entry is not printed at the bottom of a page without having space for a record.
- **X Space** – indicates the amount of extra space from the position of the record to the bottom of the group header area, per specified unit of measurement. This enables you to identify the amount of X (eXtra) space in excess of one text line being used by the header so that the baseline moves down and the following group data is not placed on top of the header area. You need to explicitly define the X space value, as Visual PPFA does not calculate it.

	Employee ID	Name	Location
X Space	1	Jane Lee	Rochester, New York.
	2	Rachel Joseph	Baltimore, Maryland.

Illustrating the use of X Space parameter.

Setting Sample Text

By default, a record is represented in the design area by its name, as specified in the **General** category. The **Sample Text** category of the *Properties – Record* dialog facilitates you to specify a sample text for the selected record. Hence, the sample text displays in the design area replacing the name of the record.



Design area displaying the usage of Sample Text option.

Setting Record Position

Visual PPFA facilitates you to place the records in your design, as per your requirement, using the **Position** category. It enables you to specify the horizontal and vertical position coordinates relative to a specified origin. You can also use custom settings, if required. To set the position of a record, specify the following in the **Position** category of the *Properties – Record* dialog:

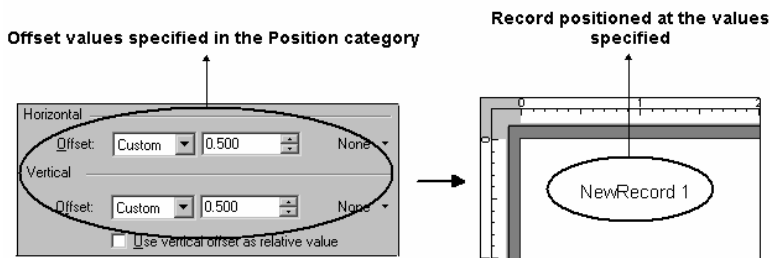
Horizontal

- **Offset** – sets the horizontal coordinate for positioning the record. Either:
 - **Custom** – customizes the offset by specifying your required horizontal values in the associated text box. The specified value is used as an absolute value for the horizontal positioning of the record.
 - **Margin** – specifies that the selected record starts at the position corresponding to the horizontal value specified in the **Margins** category of the current PageFormat.
 - **Same** – specifies that the selected record starts at the same horizontal offset position as the previously defined record. If applied to the first record of a logical page, the horizontal position is 0, which is the default offset value.

- **None** – displays a list of available units of measurement for the selected horizontal offset.

Vertical

- **Offset** – sets the vertical coordinate for positioning the record. Either:
 - **Custom** – customizes the offset by specifying your required vertical values in the associated text box. The specified value is used as an absolute value for the vertical positioning of the record.
 - **Top** – specifies that the selected record is placed corresponding to the vertical value that is specified in the **Margins** category of the current PageFormat.
 - **Same** – specifies that the selected record starts at the same vertical position as the previous record.
 - **Next** – specifies that the selected record is to be positioned down one line from the previous field. For the first record of a logical page, the starting position of the record is one line down from the top of the logical page, as defined in the **Margins** category of the current PageFormat.
- **None** – displays a list of available units of measurement for the selected vertical offset.



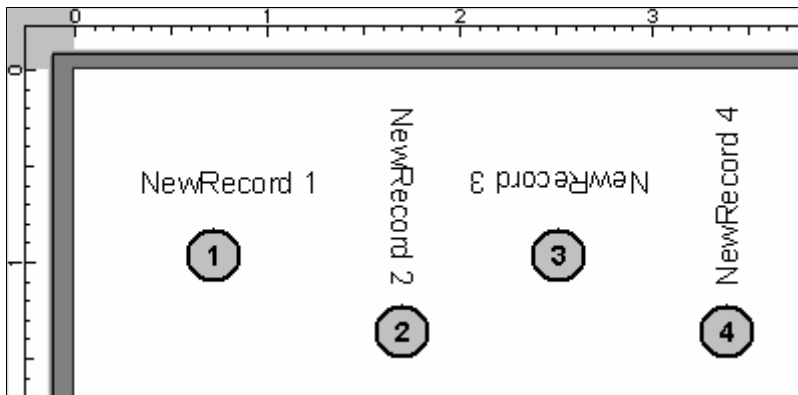
Illustrating the placement of a record using the Custom option.

Setting Record Direction

The print direction determines the appearance of the record text in the design. To set the print direction of a record, select the **Direction** category in the *Properties – Record* dialog and select any of the options explained below:

Direction

- **Across** – prints the characters from left to right.
- **Down** – prints the characters from top to bottom.
- **Back** – prints the characters from right to left in an upside-down direction.
- **Up** – prints the characters from bottom to top.



Displaying records in different directions: (1) Across (2) Down (3) Back (4) Up.

Repeating a Record in Traditional PageFormat

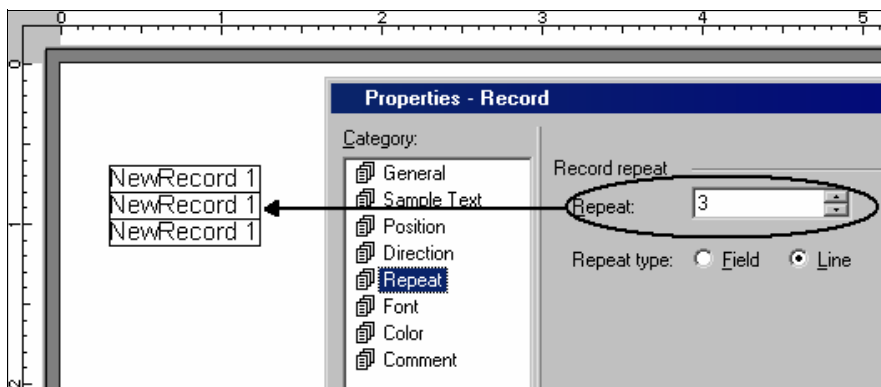
You can specify the number of times a record needs to be printed on a logical page. If the printed record contains fields, then the fields will also be repeated. The repeated instances can be printed using the settings specified either for contained fields or the first record.

To set the option for repeating the records, specify the required settings in the **Repeat** category of the *Properties – Record* dialog:

Record repeat

- **Repeat** – sets the number of times you need to repeat the record.
- **Repeat type** – specifies the type of repeat operation you need to perform. Either:
 - **Field** – specifies the field associated with the repetition of the selected record is to be positioned based on the first instance of the same field.

- **Line** – specifies that fields associated with repetitions of the selected record are to be positioned based on the repetition of the record itself.



Displaying the use of the Repeat option.

Setting Font

Visual PPFA facilitates you to select a font that you need to use for the text of the selected record. You can select your required font from the font list displayed in the **Font** category of the *Properties – Record* dialog.



For details on font lists, refer to ["Working with a Font List"](#) on page 125.


The fonts in the font list can be categorized as either SBCS (Single Byte Character Set) fonts or DBCS (Double Byte Character Set) fonts, depending upon the character set of the font. You can select a font for a record by specifying the following options:

SBCS font

- **User name** – displays the SBCS font names that are already added in the font list. The properties associated with the selected font display in **Name**, **Code Page**, and **Rotation**.
- **Use DBCS font** – enables the **User name**, **Name**, **Code Page**, and **Rotation** options for the selected DBCS font. The font is selected in the User name option, and the properties associated with the selected font display in **Name**, **Code Page**, and **Rotation**.

Setting Color

You can also specify the color of text for a record in Visual PPFA. In the **Color** category of the *Properties – Record* dialog, you can either select a new color or defined one in the color list. To set a color:

- **Use this color** – sets a color from the list of available color models. Select a color model in the **Model** field, and click  to select the required color or shade from the selected model.



For information on selecting colors from different color models, refer to "[Working with a Color List](#)" on page 135.

- **Use defined color** – uses a color that is defined in the PageDef color list.

Click **Apply** and then **OK** to save the settings.

Adding Comments

The **Comment** category enables you to enter a description for the records that are used in the application. This description can be viewed with application source code in the DesignPro Visual PPFA source view.

Working with Fields

The field object is used to identify a field in a data record, which is to be formatted and placed on the page. A field must essentially be nested within a record. The parameters that are not specified for a field are inherited from its parent record.

Adding a Field

To add a field to a record:

- 1 In the PageDef tree, select the record node to which you need to add a field object.
- 2 From the menu bar, select Insert>Field to add a new field node to the selected record node.


You cannot insert a field to a mapped record (for which the **Include In Presentation** option is enabled).



The PageDef tree displaying the added field node.



You can also add a field by performing one of the following functions:

- Right-click the required record node and select **Insert>Field** from the pop-up menu.
- Select the required record node or any of its child nodes and click  on the *Insert* toolbar.

Setting Field Properties

To set the field properties:

- 1** In the PageDef tree, right-click the required field node and select **Properties** from the pop-up menu. The *Properties – Field* dialog displays.
- 2** Select the required category from the **Category** list.
- 3** As appropriate, review, enter, or select the dialog options.
- 4** Click **Apply** and **OK** to save the settings.

Specifying the Name and Data Presentation Settings for a Field in Traditional PageDef

Visual PPFA assigns a default name to every newly inserted field. You can change the default name of a Traditional PageDef field via the **General** category of the *Properties – Field* dialog.

As appropriate, review the following dialog options:

- **Name** – specifies a meaningful name for the selected field that displays in the PageDef tree. A user-assigned name makes future referencing to the field object easy.

The **General** category also enables you to set the following options:

- **Type** – specifies the type of layout to be used for the selected field. Either:
 - **Data** – prints variable data from the input data file.
 - **Fixed Text** – prints static text (explained below) for the current field.
- **Suppression** – suppresses the selected text field if the specified name is identified by a suppression attribute from the FormDef. The same name can be used in one or more fields to suppress the fields as a group.



For more information on suppressing fields, refer to *Chapter 6: "Working with FormDef Lists and Objects"* on page 95.

- **Start** – specifies the position of the starting byte for the selected field.
- **Length** – specifies the length of the field in bytes.
- **Text** – displays the text that is printed in the design area as the default static text for the selected field. Click **Edit** to set the required text in the *Fixed Text* dialog.

To set a fixed text for a field, specify the following options in the *Fixed Text* dialog:

- **Duplication** – sets a decimal value that specifies the number of times the field text needs to be repeated. The maximum duplication value depends on the size of the text.
- **Format** – specifies the type of text used in the selected field. Either:
 - **Char** – indicates that the text contains single-byte code characters, which include all Roman alphabetic characters including blanks.
 - **Hex** - indicates that the text contains hexadecimal codes that specify values from X'00' to X'FE.'
 - **DBCS** – indicates that the text contains double-byte code characters. The valid double-byte character set (DBCS) codes are from X'41' to X'FE' for each byte.
 - **Kanji** – indicates that the text contains Kanji numbers enclosed in apostrophes. The Kanji numbers are separated by commas; e.g., K'321,400.'

Specifying the Name and Data Presentation Settings for a Field in Record Format PageDef

The **General** category in the *Properties – Field* dialog of a field in Record Format PageDef facilitates you to specify the settings explained above for a Traditional PageDef. There are a few more settings available, specific to the Record Format type of PageDef. These are explained below.

- The following options are also available for selection in the **Type** drop-down list besides **Data** and **Fixed Text** (above).
 - **FieldNum** – uses the data associated with the field number specified in the **Field Num** entry-box. Fields are characterized by delimiters in a record data. The **FieldNum** option is available for selection in the **Type** drop-down list only if a delimiter is specified in the properties of the parent record object.
 - **Record ID** – prints the Record ID (bytes 1-10) of the input data.
 - **PageNum** – specifies whether the page number should print or not, and whether you want it reset to a specific value rather than using the current value (from the page count settings in the PageDef/PageFormat properties). Select the **Print** check-box in order to print the page number. Select **Reset** and specify the required value in the associated entry-box to reset the page number.

In addition to the specified options, you can also align the field data by setting the following option:

- **Align Data** – sets the text alignment of the selected field. Either:
 - **RIGHT** – aligns data to the right edge of the field area.
 - **LEFT** – aligns data to the left edge of the field area.

Setting Field Position

You can place your required fields in the design via the **Position** category of the *Properties – Field* dialog. It enables you to specify the horizontal and vertical position coordinates relative to the specified origin. You can also specify your custom settings.

Horizontal

- **Offset** – sets the horizontal coordinate for positioning the field. Either:
 - **Custom** – customizes the offset by specifying your required horizontal values in the associated text box. The specified value is used as an absolute value for the horizontal positioning of the field.
 - **Current** – specifies that the inline offset (relative to the direction of the field) is the end of the previous field. The record offset is used in case of the first field.

- **None** – displays a list of available units of measurement for the selected horizontal offset.

Vertical

- **Offset** – sets the vertical coordinate for positioning the field. Either:
 - **Custom** – customizes the offset by specifying your required vertical values in the associated text box. The specified value is used as an absolute value for the vertical positioning of the field.
 - **Current** – indicates that the baseline offset (relative to the direction of the field) is the same as the previous field; that is, the baseline position is not changed. The record offset is used in case of the first field.
 - **Next** – positions the field one line down in the baseline direction from the previous field.
- **None** – displays a list of available units of measurement for the selected vertical offset.



In case of a Record Format PageDef, the **Direction** options available for a field depend upon the position specified for the selected field.

Setting the **Direction**, **Font**, and **Color** options for a field is similar to that of a record. For details, refer to "[Setting Record Properties](#)" on page 157.

Working with the Barcode Field

The barcode field sets a bar code in the PageFormat. A bar code is a collection of lines and spaces that are affixed to retail store items, identification cards, postal mail, etc. to identify a particular product number, person, or location. The code uses a sequence of vertical bars and spaces to represent numbers and other symbols. Visual PPFA facilitates you to use the standard bar code features for the identification of your documents.

Adding a Barcode Field

To add a barcode field to a record:

- 1 In the PageDef tree, select the record node to which you need to add a barcode field.
- 2 From the menu bar, select Insert>Barcode Field. A **NewBarcode** field node is added to the selected record node in the PageDef tree.


You cannot add a barcode field to a mapped record (for which **Include In Presentation** option is enabled).



The PageDef tree displaying the added barcode field node.



You can also add a barcode field by performing one of the following operations:

- Right-click the required record node and select **Insert>Barcode Field** from the pop-up menu.
- Select the required record node or any of its child nodes and click  on the *Insert* toolbar,

Setting Barcode Field Properties

To view and set the properties of a barcode field:

- 1 In the PageDef tree, right-click the required barcode field node and select **Properties** from the pop-up menu. The *Properties – Field, Barcode* dialog displays.
- 2 Select the required category from the **Category** list.
- 3 As appropriate, review, enter, or select the dialog options.
- 4 Click **Apply** and **OK** to save the settings.


Specifying the Name and Data Mapping Options for a Barcode Field

Visual PPFA assigns a default name to every inserted barcode field. You can change the default name in the **General** category of the *Properties – Field, Barcode* dialog.

- **Name** – specifies a meaningful name for the selected barcode field. A user-assigned name makes future referencing to the field object easy. This name displays in the PageDef tree.
- **Short Name** – sets a short name to be used to refer to the barcode object in the application source; make sure that the barcode short name is unique.

The **General** category also enables you set the following dialog options:

- **Type** – specifies the type of layout to be used for the selected barcode field. Either:
 - **Data** – prints variable data from the input data file.
 - **Fixed Text** – prints static text (explained below) for the current field.
 - **FieldNum** – uses the data associated with the field number specified in the **Field Num** entry-box. Fields are characterized by delimiters in a record data. The **FieldNum** option is available for selection in the **Type** drop-down list only if a delimiter is specified in the record properties.
 - **Record ID** – prints the Record ID (bytes 1-10) of the input data as a barcode.
- **Start** – specifies the position of the starting byte for the selected field.
- **Length** – specifies the length of the field in bytes.

The **Start** and **Length** attributes are in reference to the variable data coming from the input data file. These options are therefore only available for **Data** selected as the **Type**.
- **Include In Presentation** – indicates that the selected barcode field is contributing (mapped) to the design. A mapped field is shown with  icon in the PageDef tree. Although an un-mapped field node is located in the PageDef tree, it does not contribute to the PageDef design.

Setting the Standard Barcode Options

Visual PPFA facilitates you to specify certain standard barcode properties as per the requirement of your design. Review the following dialog options in the **Barcode** category of the *Properties –Field, Barcode* dialog:

- **Type** – sets the required barcode type from a list of available barcode standards.

As per your selection of the **Type** option, you may have certain options enabled that are explained below:

- **Special Properties** – displays the *Special Properties* dialog for your selected barcode **Type**.
- **Suppress Blanks** – suppresses the trailing blanks in the data field used to generate the barcode.
- **SSASTERISKS** – specifies whether an asterisk is to be generated as the HRI (Human Readable Interpretation) for bar code start and stop characters.
- **Mod** – sets some additional processing information about the barcode symbol to be generated. Different options are available to select from, based upon the selection of **Type**.

- **Mod Width** – sets the width of the smallest defined barcode element using mils (thousandths of an inch). This option is ignored for the barcode types that explicitly specify the module width. Set the value in the range 1-254.
- **Height** – sets the height of the barcode element, as per the specified unit of measurement.
- **Ratio** – sets the required ratio of the barcode element.
- **HRI Position** – specifies the placement position of the Human Readable Interpretation (HRI). Either:
 - **ON** – generates the HRI at the default location for the barcode **Type**.
 - **ABOVE** – places the HRI above the barcode symbol.
 - **BELOW** – places the HRI below the barcode symbol.
 - **OFF** – does not generate the HRI.
 - **ONLY** – prints the HRI only; the barcode symbol is not generated.
- **HRI Font** – prints the HRI using the selected font for the barcode.
- **Color** – specifies the color to print the barcode symbol and HRI.

Setting Special Properties for a 2DMATRIX Barcode

In the *Properties –Field, Barcode* dialog, select 2DMATRIX as the **Type** and click **Special Properties** to display the *Data Matrix Special Properties* dialog.

Data Matrix Special Properties

Data Matrix Special Properties

Row Size: 24 x 24

Header/Tailer: USERDEF

File ID 1: 1

File ID 2: 1

☐ Use sequence command

Sequence Indicator: 1

Total Symbols: 2

☐ Process Escape Sequences

☐ Ebodic to Ascii Conversion Required

OK Cancel

As appropriate, review the available dialog options for the 2DMATRIX barcode and make your changes.

-
- **Row Size** – sets the size of the row for the required data characters.
 - **Header/Trailer** – specifies a special function to be used with a Data Matrix barcode symbol. Either:
 - **FNC1UCC** – sets the UCC/EAN1 alternate data type identifier. An FNC1 is added in the first data position (or fifth position of a structured append symbol) to indicate that the selected barcode symbol conforms to the USS/EAC application identifier standard format.
 - **FNC1IND** – specifies the Industry (IND) FNC1 alternate data type identifier. An FNC1 is added in the second data position (or sixth data position of a structured append symbol) to indicate that the selected barcode symbol conforms to a particular industry standard format.
 - **RDRPROG** – specifies that the symbol contains a message used to program the barcode reader.
 - **MAC5** – provides instructions to the barcode reader in order to insert an industry specific header and trailer around the symbol data. The barcode symbol contains a 05 Macro codeword.
 - **MAC6** – provides instructions to the barcode reader in order to insert an industry specific header and trailer around the symbol data. The barcode symbol contains a 06 Macro codeword.
 - **USERDEF** – does not use the special defined functions. This is a user-defined data symbol with no header or trailer instructions to the reader.
 - **File ID 1** – sets a low order byte of unique file identification for a set of structured append symbols.
 - **File ID 2** – sets a high order byte of unique file identification for a set of structured append symbols.

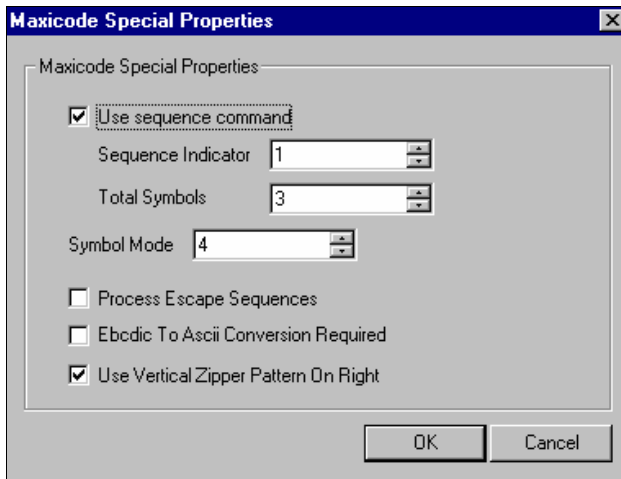
Each of these IDs is a unique number between 1 and 254. The actual File ID is computed by multiplying 256 with the sum of **File ID 1** and **File ID 2**.

- **Process Escape Sequences** – specifies that each backslash character within the barcode data needs to be treated as a normal data character.
- **Ebcdic to Ascii Conversion Required** – specifies that each byte of data is translated from EBCDIC codepage 500 to ASCII codepage 819.
- **Use sequence command** – indicates a structured append sequence. Some two-dimensional barcodes can be logically linked together to encode large amounts of data. The logically linked symbols can be presented on the same or different media and are logically recombined after they are scanned. Visual PPFA checks the numbers for obvious errors as well as the proper number range. Specify the following two fields if you have selected the **Use sequence command** option:

- **Sequence Indicator** – sets an integer value in the range 1-16, specifying the structured-append sequence indicator.
- **Total symbols** – sets an integer value in the range 2-16, specifying the total number of structured-append symbols.

Setting Special Properties for a 2DMAXI Barcode

In the *Properties –Field, Barcode* dialog, select 2DMAXI as the **Type** and click **Special Properties** to display the *Maxicode Special Properties* dialog.



As appropriate, review the available dialog options for the 2DMAXI barcode and make your changes.

- **Use sequence command** – indicates a structured append sequence. Some two-dimensional barcodes can be logically linked together to encode large amounts of data. The logically linked symbols can be presented on the same or different media and are logically recombined after they are scanned. Visual PPFA checks the numbers for obvious errors as well as the proper number range. Specify the following two fields if you have selected the **Use sequence command** option:
- **Sequence Indicator** – sets an integer value in the range 1 to 16, specifying the structured-append sequence indicator.
- **Total symbols** – sets an integer value in the range 2-16, specifying the total number of structured-append symbols.
- **Symbol Mode** – sets an integer value in the range 2-6. Each number assumes a setting given below:
 - **2** – sets the Structured Carrier Message as numeric postal code.

- **3** – sets the Structured Carrier Message as alphanumeric postal code.
 - **4** – sets the standard symbol (default).
 - **5** – does not support the symbol mode.
 - **6** – uses the barcode data to program the bar code reader system.
- **Process Escape Sequences** – specifies that each backslash character within the barcode data needs to be treated as a normal data character.
 - **Ebcdic to Ascii Conversion Required** – specifies that each byte of data is translated from EBCDIC codepage 500 to ASCII codepage 819.
 - **Use Vertical Zipper Pattern On Right** – prints a vertical zipper pattern on the right side of the printed 2DMAXI barcode.

Setting Special Properties for a 2DPDF417 Barcode

In the *Properties –Field, Barcode* dialog, select 2DPDF417 as the **Type** and click **Special Properties** to display the *PDF417 Special Properties* dialog.

As appropriate, review the available dialog options for the 2DPDF417 barcode and make your changes.

- **Data Symbols Per Row** – specifies the number of data characters in a row. Set the value in the range 1-30.
- **Total Rows** – specifies the total number of rows. Set the value in the range 3-90.

The **Data Symbols Per Row** and **Total Rows** options determine the size of the two-dimensional barcode.

-
- **Security Level** – sets your required security level from a list of available values. A higher security level means more error correction code words to be added to the symbol.
 - **Process Escape Sequences** – specifies that each backslash character within the barcode data needs to be treated as a normal data character.
 - **Ebcdic to Ascii Conversion Required** – specifies that each byte of data is translated from EBCDIC codepage 500 to ASCII codepage 819.
 - **Use as Macro PDF417** – uses a PDF417 macro for the selected barcode field.
 - **Control Block Data** – sets the text of the PDF417 macro for the selected field. This option is enabled when you select the **Use as Macro PDF417** option.

Specifying the Text

The **Text** category of the *Properties – Field, Barcode* dialog sets a fixed text, which is required to generate the barcode symbol, provided that **Fixed Text** is selected in the **Type** option of the **General** category.

The **Position**, **Direction**, **Font**, and **Color** options for a barcode field are similar to that of a record, and are discussed earlier in this chapter.

Working with Conditions

Conditions are control objects that are added to the PageDef tree and are processed in the order of their placement. Condition objects consist of a test statement and an action statement. The result obtained after processing the test determines the action to be performed. Tasks in this section explain how to use condition objects in a PageDef design.

Adding a Condition

To add a condition object to a record:


- 1 In the PageDef tree, select the record node to which you want to add a condition object.
- 2 From the menu bar, select Insert>Condition to add a new condition node to the selected record.



The PageDef tree displaying the added condition node.



You can also add a condition by performing one of the following functions:

- Right-click the required record node and select **Insert>Condition** from the pop-up menu.
- Select the required record node or any of its child nodes, and click  on the **Insert** toolbar.

Setting Condition Properties

To view and set the properties of a condition object:

- 1 In the PageDef tree, right-click the required condition node and select **Properties** from the pop-up menu. The *Properties – Condition* dialog displays.
- 2 Select the required category from the **Category** list.
- 3 As appropriate, review, enter, or select the dialog options.
- 4 Click **Apply** and **OK** to save the settings.

Setting General Properties for Conditions

Visual PPFA assigns a default name to each of the newly inserted condition objects. You can change the default name via the **General** category of the *Properties – Condition* dialog. As appropriate, review the following dialog options:

- **Condition** – specifies a meaningful name for the selected condition that displays in the PageDef tree. A user-assigned name makes future referencing to the condition object easy.
- **Short Name** – sets a short name to be used to refer to the condition in the application source; make sure that the condition short name is unique.

- **Field Num** – sets the field number to be used in comparison. This option is available in Traditional PageDef when the parent record of the selected condition uses **Delimiter**. Fields cannot be counted without delimiters being specified in the database.
- **ANSI CC** – prints the subsequent record, if enabled. If this option is disabled, the subsequent record is skipped, and the record following the skipped record is printed. This option is only available in the Traditional PageDef.

Switching Pages Using Conditional Logic Statements

By using the conditional logic, Visual PPFA enables you to switch from the current physical or logical page to any other physical or logical page in the active application. The **Condition** category displays the conditional logic that is applied in your current design.

To edit any of the conditions, select the required condition and click **Edit** to display the *Condition* dialog. As appropriate, review the following dialog options to check the input data to decide any further action:

Condition

The following two parameters execute to extract a piece of data required for this test from the input data file.

- **Start** – specifies the starting byte of the comparison field within the data record where the comparison is to be done.



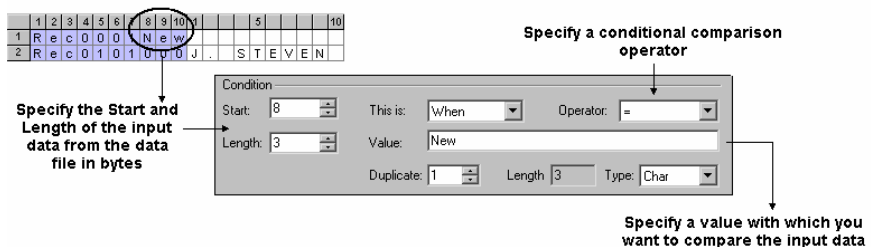
The carriage-control characters and the table-reference characters are not considered as data.

- **Length** – specifies the length of the comparison field.

The following parameters are used to check the data:




- **This is** – specifies the type of condition used. Either:
 - **When** – starts the comparison parameters of the selected condition. A condition should have at least one **When** situation.
 - **Otherwise** – performs the specified action without any further comparison. If a true condition is not detected when an **Otherwise** statement is encountered, the **Otherwise** statement always results in a true condition.

- **Operator** – specifies a comparison operator for the selected condition. The selected operator specifies the type of comparison that needs to be performed between the data in the comparison field (portion of the record specified by **Start** and **Length**) and the constant text defined in the **Value** parameter. The available options are:
 - = – refers to “equal to.”
 - != – refers to “not equal to.”
 - > – refers to “greater than.”
 - >= – refers to “greater than or equal to.”
 - < – refers to “lesser than.”
 - <= – refers to “lesser than or equal to.”
- **Value** – specifies some constant text for comparison with the text in the comparison field. The length of the constant text must be the same as the value for the **Length** parameter, with a maximum length of 8000 bytes.
- **Duplicate** – specifies the number of times the text entered in **Value** needs to be duplicated.
- **Length** – displays the total computed length of the **Value** string multiplied by the **Duplicate** value.
- **Type** – specifies the type of the text used in the selected condition. Either:
 - **Char** – specifies that the text contains single-byte code characters consisting of all Roman alphabetic characters including blanks.
 - **Hex** – specifies that the text contains hexadecimal codes that specify values from X'00' to X'FE.'
 - **DB Char** – specifies that the text contains double-byte code characters. The valid Double-Byte Character Set (DBCS) codes are from X'41' to X'FE' for each byte.
 - **Kanji** – specifies that the text contains Kanji numbers that are enclosed in apostrophes. The Kanji numbers are separated by commas, e.g., K'321,400.'



Action

- **Process** – sets the processing time of the selected condition. Either:
 - **Before** – specifies that the conditional processing begins prior to the processing of the current record or sub page.
 - **After** – specifies that the conditional processing begins after the processing of the current record or sub page.
- **Current** – specifies the processing action of the selected condition. Either:
 - **Page** – specifies that the conditional processing begins before or after the current sub page is processed.
 - **Line** – specifies that the conditional processing begins before or after the current record is processed.
- **Change** – specifies the type of action that needs to be taken for the selected condition. Either:
 - **Custom** – enables the **Copy Group** and **Page Format** options so that you can customize your condition settings.
 - **New Form** – invokes a new CopyGroup by ejecting to the new sheet.
 - **New Side** – invokes a new PageFormat by ejecting to the next side of the sheet or to the next partition (in case of NUP).
- **Copy Group** – displays a list of the CopyGroups used in the current application. The list also shows the following generic options to switch to any of the CopyGroups:
 - **Current** – invokes the current CopyGroup.
 - **First** – invokes the first CopyGroup in the current FormDef.
 - **Next** – invokes the next CopyGroup in the current FormDef.
 - **Null** – does not perform any action.
- **Page Format** – displays a list of PageFormats for the current application. The list also shows the following generic options to switch to any of the PageFormats:
 - **Current** – invokes the current PageFormat.
 - **First** – invokes the first PageFormat in the current PageDef.
 - **Next** – invokes the next PageFormat in the current PageDef.
 - **Null** – does not perform any action.

Once you have specified your required conditional logic, click  to add this logic to the condition object. You can replace an existing conditional logic by selecting the condition, making the required changes in its options, and then clicking  to replace it with the modified condition. To delete a conditional logic from the list, select it and click .

Working with Floating Overlays

Overlays are static forms comprised of constant data such as lines, boxes, text, and logos. An AFP overlay can be used as a floating overlay (page overlay) or as a medium overlay. Different actions are performed on these two different types of overlays. Floating overlays apply to the page and are placed relative to the page origin. Medium overlays always apply to the entire medium and are placed at the medium origin. When used with NUP, the medium overlay still applies to the entire sheet of paper, not to the individual partitions.

The same overlay can either be a page overlay or a medium overlay, depending on the method used to invoke it for printing. An overlay invoked by a page definition is always a floating overlay. An overlay invoked by a form definition without NUP is always a medium overlay. When NUP is specified in the form definition, you can specify commands to invoke a floating overlay.

Adding a Floating Overlay

To add a floating overlay to a record:


- 1 In the PageDef tree, select the record node to which you need to add a floating overlay.
- 2 From the menu bar, select Insert>Floating Overlay to display the *Floating Overlay* dialog.
- 3 Select your required overlay and click **Open** to add it in the PageDef tree.
- 4 The selected floating overlay node displays under the record node in the PageDef tree.



The PageDef tree displaying the added floating overlay node.



You can also add a floating overlay by performing one of the following functions:

- Right-click the record node and select **Insert>Floating Overlay** from the pop-up menu.
- Select the required record node or any of its child nodes and click  on the *Insert* toolbar.

Setting Floating Overlay Properties


To view and set the properties of a floating overlay:


- 1 In the PageDef tree, right-click the required floating overlay node and select **Properties** from the pop-up menu. The *Properties – Form* dialog displays.
- 2 Select the required category from the **Category** list.
- 3 As appropriate, review, enter, or select the dialog options.
- 4 Click **Apply** and **OK** to save the settings.

Setting General Properties for Floating Overlay

You can use a floating overlay in your design by using the resource name either from the data file or mentioning it explicitly in the properties associated with the floating overlay object. In the **General** category of the *Properties – Form* dialog, review the following options:

General

- **Name** – displays the name of the resource added as the floating overlay. Click  if you need to change the selected overlay resource in the *Open Resource File* dialog.
- **Use quoted name** – enables you to set a valid overlay name in the **Name** textbox.
- **Use variable name** – extracts the overlay name from the record data coming from the data file. Selecting this option enables the **Start** and **Length** options.
- **Start** – specifies the starting byte of the overlay field in the data record.
- **Length** – specifies the number of bytes to process from the data record, beginning with the position specified in **Start**.

-
- **Include In Presentation** – indicates that the floating overlay is contributing (mapped) to the design. This option is enabled only if the parent record of the selected floating overlay is mapped. A mapped record is shown with  icon in the PageDef tree. Although an un-mapped overlay node is located in the PageDef tree, it does not contribute to the PageDef design.

Setting the Position of the Floating Overlay

You can specify the parameters for positioning your floating overlay via the **Position** category of the *Properties – Form* dialog. As appropriate, review the dialog options:

- **Horizontal, Vertical** – sets the required horizontal and vertical offset values, per specified unit of measurement.
- **None** – displays a list of available units of measurement respective to the **Horizontal** and **Vertical** offsets.

Setting Rotation of the Floating Overlay

You can also specify the orientation of your floating overlay via the **Rotation** category of the *Properties – Form* dialog. As appropriate, review and select the following option:

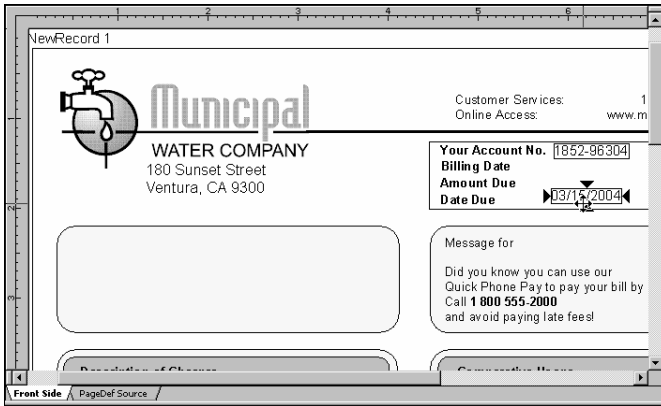
- **Rotation** – sets the rotation of the selected floating overlay with respect to the x-axis. Either:
 - **0 degrees** – rotates the selected overlay to 0 degrees.
 - **90 degrees** – rotates the selected overlay to 90 degrees.
 - **180 degrees** – rotates the selected overlay to 180 degrees.
 - **270 degrees** – rotates the selected overlay to 270 degrees.

Setting Offsets for the Floating Overlay

You can position a floating overlay in the design area by specifying its offsets in the *Properties – Form* dialog. The offset parameters initially take values from the settings specified in the overlay resource. You can modify the settings in the **Offset** category by specifying the **Horizontal** and **Vertical** offsets along with their respective units of measurement.

Merging Variable Data with a Floating Overlay

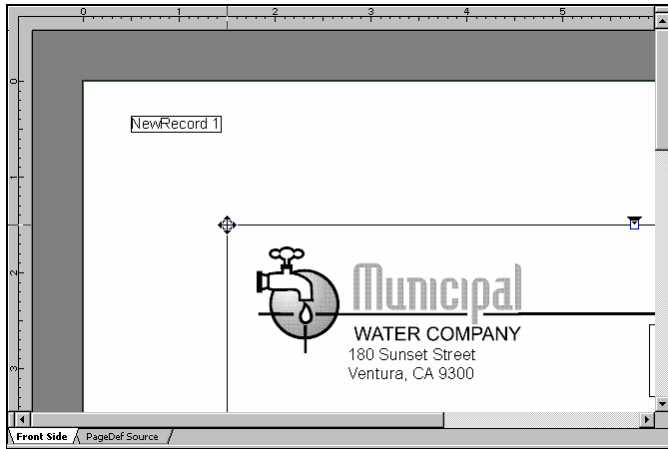
To merge variable data with a floating overlay, ensure that the required overlay is added to the record and the **Include in Presentation** option is enabled for both the record as well as the overlay. Add another data record and drag and drop the record node onto the required overlay location in the design area. The record is mapped to the selected overlay location.



Mapping data to a static overlay in the PageDef.

Positioning an Overlay Relative to a Record

An overlay is always positioned relative to the record to which it is added. Right-click the added overlay node and select **Properties** from the pop-up menu. Specify your required horizontal and vertical coordinates setting in the **Position** category of the *Properties – Form* dialog. For details on the dialog options, refer to "[Setting the Position of the Floating Overlay](#)" on page 182. The overlay is successfully placed at the specified position relative to the record.



Positioning the overlay relative to the record.

Loading an Overlay as a Template

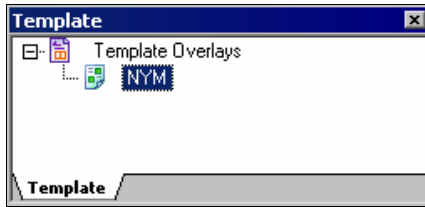
The template overlay feature of Visual PPFA enables you to place and preview the overlays that are being used in the PageDef. Any overlay that can be loaded in the design area can also be used as a template; however, this does not hold true for Elixir native format (*.epd) overlays. Templates are not a part of the design and are not saved with the document.

Visual PPFA provides a separate *Template* window to display a tree view of the template overlays added for a PageDef. Each overlay displays as a separate node in the tree.

Adding a Template Overlay

To add a template overlay:

- 1 In the *Template* window, select **Template Overlays**.
- 2 From the menu bar, select Insert>Template Overlay to display the *Overlay* dialog.
- 3 Select your required overlay and click **Open** to add the template overlay node to the Template tree.




The Template tree displaying the added template overlay node.

The properties of the template overlay are set in the same manner as that of the floating overlay. For details, refer to ["Setting Floating Overlay Properties"](#) on page 181.



You can also add a template overlay by performing one of the following functions:

- In the Template tree, right-click the **Template Overlays** node and select **Insert>Template Overlay** from the pop-up menu.
- Select the **Template Overlays** node in the Template tree or any of its child nodes, and click  on the *Insert* toolbar.

Working with Floating Segments

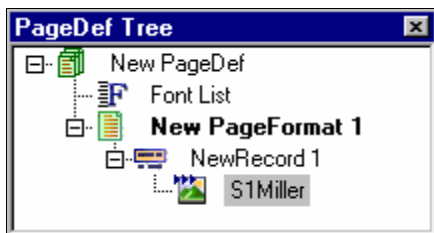
Segments are defined data groups that can be printed at a selected page location, and repeated at the same location on every printed page; such as logos, signatures, or bar charts. The segments do not have any specific, defined environment parameters, but instead inherit parameters defined for their associated PageFormat, record, or overlay. The segments are added as child nodes of a record in the Visual PPFA PageDef tree. A maximum of 127 segments can be inserted for each PageFormat, but each segment must have a unique name. Once added to a PageDef, you can view segments in the design area and set their properties.

Adding and setting the properties of the floating segments are done in the same manner as that of the floating overlay. For details, refer to ["Adding a Floating Overlay"](#) on page 180 and ["Setting Floating Overlay Properties"](#) on page 181. However, floating Segments do not have **Rotation** and **Offset** categories.

Adding a Floating Segment

To add a floating segment to a record:


- 1 In the PageDef tree, select the record node to which you need to add a floating segment.
- 2 From the menu bar, select Insert>Floating Segment to display the *Floating Segment* dialog.
- 3 Select your required segment (*.seg) and click **Open** to add it in the PageDef tree. The selected floating segment node displays under the record node in the PageDef tree.



The PageDef tree displaying the added floating segment node.



You can add a floating segment by performing one of the following functions:

- Right-click the required record node and select Insert>Floating Segment from the pop-up menu.
- Select the required record node or any of its child nodes and click  on the *Insert* toolbar.

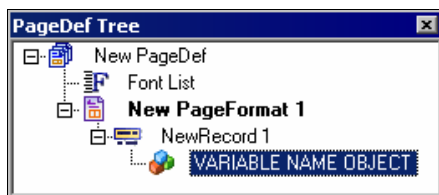
Working with External Objects

Visual PPFA facilitates you to add external objects such as text, graphics, images, and barcodes in a PageDef. These objects can contain environment information for determining the location and orientation of the data on a page.

Adding an Object

To add an object to your PageDef design:


- 1 In the PageDef tree, select the record node to which you want to add an object.
- 2 From the menu bar, select Insert>Object to add an object node to the PageDef tree.



The PageDef tree displaying the added object node.



You can also add an external object by performing one of the following functions:

- Right-click the required record node and select Insert>Object from the pop-up menu.
- Select the required record node or any of its child nodes, and click  on the *Insert* toolbar.

Setting Object Properties


To view and set the properties of an object:

- 1 In the PageDef tree, right-click the required object node and select **Properties** from the pop-up menu. The *Properties – Object* dialog displays.
- 2 Select the required category from the **Category** list.
- 3 As appropriate, review, enter, or select the dialog options.
- 4 Click **Apply** and **OK** to save the settings.

Setting General Properties of an Object

Visual PPFA facilitates you to specify the object resources that you require for your design. You can select an object from the object list or get the resource name from the input data file, and then use it as an object resource.

Make sure that you have already added an object list along with the required object(s) for your PageDef. For details on object lists, refer to "[Working with an Object List](#)" on page 139 . To set the properties for the objects, review the following options in the **General** category of the *Properties – Object* dialog:

- **Resource name** – specifies your required resource from a list of defined objects from the added object list. This option is only enabled when **Use variable name** is selected.
- **External name** – displays the external name of the resource object, which indicates where the object is located.
- **Use variable name** – enables the **Resource name** and **External name** options to specify your required object.
- **Start** – specifies the starting byte of the object field in the data record.
- **Length** – specifies the number of bytes to process from the data record, beginning with the position specified in **Start**.
- **Object Type** – specifies the type of object used. Either:
 - **PSEG** – uses page segment.
 - **IOCA** – uses the Image Object Content Architecture (IOCA).
 - **BCOCA** – uses Barcode Object Content Architecture (BCOCA).
 - **GOCA** – uses Graphic Object Content Architecture (GOCA).
 - **TIFF-14** – uses Tagged Image File Format (TIFF).
 - **WINDIB 17** – uses Windows Device Independent Bitmap.
 - **OS2DIB 18** – uses Operating System 2 Device Independent Bitmap.
 - **GIF-22** – uses Graphic Interchange Format (GIF).
 - **JFIF-23** – uses JPEG File Interchange Format.
 - **PCX 19** – uses PC Paintbrush file format.
- **Object Color** – specifies a color to be used as the default color for placing the object.
- **Include In Presentation** – indicates that the selected object is contributing (mapped) to the design. A mapped object is shown with  icon in the PageDef tree. Although an un-mapped object node is located in the PageDef tree, it does not contribute to the PageDef design.

Setting Object Position

You can place your objects anywhere in the design by setting their offsets via the **Position** category of the *Properties – Object* dialog. To position the objects, review the following dialog options:

Object offset

- **Horizontal, Vertical** – sets the required horizontal and vertical offset values, per specified unit of measurement.
- **None** – displays a list of available units of measurement respective to the **Horizontal** and **Vertical** offsets.

Setting Object Content Position

Visual PPFA enables you to specify the placement positions of the object contents. You can type or select the required horizontal and vertical offsets for the object contents along with their respective units of measurement. For this, select the **USEOBJ** option of the **Position** category to activate the object content offsets.

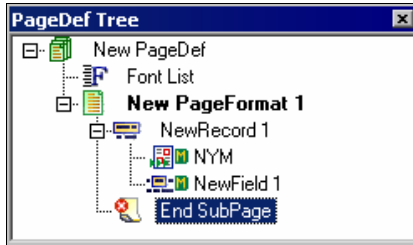
Working with End Subpage

A PageFormat consists of one or more subpages. A subpage consists of a group of PageDef objects followed by an end subpage object. If an end subpage is not defined, then the entire PageFormat is considered to be a single subpage. The end subpage objects can only be used with Traditional PageDefs.

Adding an End SubPage

To add an end subpage object:


- 1 In the PageDef tree, select the record node next to which you need to add the end subpage object.
- 2 From the menu bar, select Insert>End SubPage to add an **End SubPage** node.



PageDef tree displaying the End Subpage node added next to a record node.



You can also add the end subpage by performing one of the following functions:

- Right-click the required record node and select Insert>End Subpage from the pop-up menu.
- Select the required record node or any of its child nodes, and click  on the Insert toolbar.

You do not need to set any properties with an end subpage object. The occurrence of an end subpage is used to mark the boundaries between multiple subpages. Subpages are only required with conditional processing. Multiple-up printing can be done with or without defining the subpages. However, in order to change the PageFormat or CopyGroup at the level of any multiple-up pages, the multiple-up pages need to be defined as subpages.

Chapter 10:

Working with DrawGraphic

In this chapter...

- [Adding a DrawGraphic Object](#)
- [Setting DrawGraphic Object Properties](#)
- [Adding an EndGraphic Object](#)
- [Setting EndGraphic Object Properties](#)

This chapter describes how to add DrawGraphic and EndGraphic objects to your design, and how to set their properties. DesignPro Visual PPFA enables you to use graphic objects relative to the variable data while designing your PageDef. These objects, which can be added to a logical page, are referred to as DrawGraphic objects in PPFA.

About DrawGraphic

The DrawGraphic objects include all of the shapes typically used in a design namely lines, boxes, circles, and ellipses. In addition to this, EndGraphic objects are used in conjunction with the DrawGraphic objects. The EndGraphic object signals the end of an active DrawGraphic object. Unlike the graphic objects created at design time and stored as overlays, the DrawGraphic objects are generated at t print time, as is the case with variable data placed on a PageDef.



The DrawGraphic support is available for designing the Record Format PageDefs only, and cannot be used with Traditional PageDefs.

Adding a DrawGraphic Object

To add a DrawGraphic object:

- 1 In the PageDef tree, select a record node.
- 2 On the *Insert* toolbar, click any one of the following as required:



– adds a DrawGraphic line node to the PageDef tree.



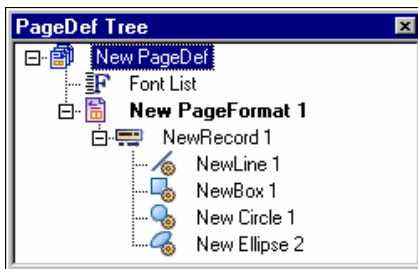
– adds a DrawGraphic box node to the PageDef tree.



– adds a DrawGraphic circle node to the PageDef tree.



– adds a DrawGraphic ellipse node to the PageDef tree.



PageDef tree with the added DrawGraphic objects.



You can also add a DrawGraphic object by performing one of the following functions:

- Right-click a record node and select *Insert>Required DrawGraphic object* from the pop-up menu.
- Select a record node in the PageDef tree. From the menu bar select *Insert>Draw Graphics>Required DrawGraphic object*.


Setting DrawGraphic Object Properties

Visual PPFA facilitates you to specify custom attributes for the DrawGraphic objects that are added to a PageDef. To view and set the properties of a DrawGraphic object:

- 1 In the PageDef tree, right-click a DrawGraphic object node and select **Properties** from the pop-up menu. The *Properties* dialog for the object displays.
- 2 Select your required *Category*, and enter the appropriate settings.
- 3 Click **Apply** and **OK** to save your settings and return to the application window.



You can also launch the *Properties* dialog by selecting the node of the required object in the PageDef tree, and performing one of the following functions:

- From the menu bar, select View>Properties.
- Click  on the *Standard* toolbar.
- Press <Alt> + Enter from the keyboard.

Setting Object Name and Graphic ID

Visual PPFA assigns a default name and graphic ID (Graph ID) to every newly added DrawGraphic object. The EndGraphic object uses the Graph ID to indicate the end of the active DrawGraphic object. You can change the default values in the **General** category of the *Properties* dialog.




The Graph ID is specified for the line and box objects only.

To set a new name and Graph ID for the selected object, review the following dialog options:

General

- **Name** – specifies a meaningful name for the selected DrawGraphic object. A user-assigned name makes future referencing to the object easy.
- **Graph ID** – sets the identification mark for EndGraphics to end all of the active graphics with a matching graphic ID. An active graphic is one that is started but not ended, for example, a vertical line or a box with no vertical size. Set an integer value in the range 0-65534.

-
- **Include In Presentation** – indicates that the selected object is contributing (mapped) to the design. A mapped object is shown with  icon in the PageDef tree. Although an un-mapped object node is located in the PageDef tree, it does not contribute to the PageDef design. This option is enabled when its parent record is mapped (i.e., the **Include In Presentation** option of the record node is selected).

Setting Object Position

Visual PPFA facilitates you to set horizontal, as well as vertical offsets for DrawGraphic objects. You can set the offset values along with their reference positions in the **Position** category of the *Properties* dialog. These offsets collectively determine the placement of the object in the final print output.

Horizontal

- **Offset** – sets the horizontal coordinate for positioning the object. Either:
 - **Custom** – customizes the offset by specifying your required horizontal values in the associated text box. The specified value is used as an absolute value for the horizontal positioning of the object.
 - **LPos** – sets the layout position (LP) of the parent record as the reference position for the horizontal offset value.
- **None** – displays a list of available units of measurement for the selected horizontal offset.

Vertical

- **Offset** – sets the vertical coordinate for positioning the object. Either:
 - **Custom** – customizes the offset by specifying your required vertical values in the associated text box. The specified value is used as an absolute value for the vertical positioning of the object.
 - **LPos** – sets the layout position (LP) of the parent record as the reference position for the vertical offset value.
 - **CPos** – sets the current position (CP) of the previous field or DrawGraphic object as the reference position for the vertical offset value.
 - **Next** – specifies that the selected object is to be positioned down one line from the previous field, as defined in the **Margins** category of the current PageFormat.
- **None** – displays a list of available units of measurement for the selected vertical offset.

Setting the Dimensions for Line and Box Objects

You can set the dimension and direction of the selected line or box via the **Dimension** category of the *Properties* dialog. As appropriate, review and set the following options:

Dimension

- **Width** – sets the length of a horizontal or diagonal line or width of a box object, as applicable.

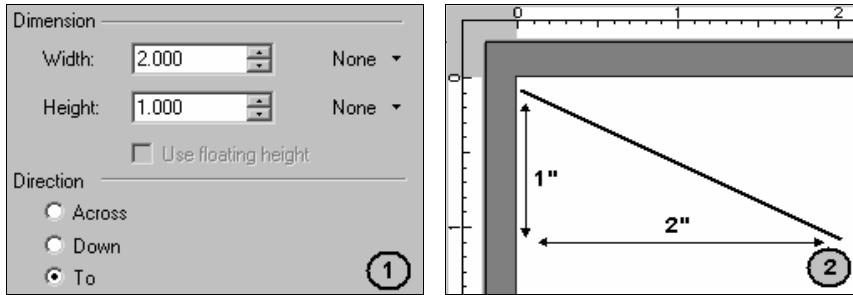


You can only specify width for horizontal line and height for a vertical line.

- **None** – displays a list of available units of measurement for specifying the **Width** of the selected object.
- **Height** – sets the length of a vertical or diagonal line or height of a box object, as applicable.
- **None** – displays a list of available units of measurement for specifying the **Height** of the selected object.
- **Use Floating height** – sets the length of a vertical line or height of a box using an EndGraphic object.

Direction

- **Across** – sets the line horizontally by enabling you to specify the width of the selected line.
- **Down** – sets the line vertically by enabling you to specify the height of the selected line.
- **To** – sets the line in a slanting (diagonal) position enabling you to specify both the width, as well as the height for the selected line.



(1) Direction of the line set to "To," Width set to 2.000 in and Height set to 1.000 in.
 (2) A slanting line drawn in the design area diagonal to a box of Width: 2.000 in and Height: 1.000 in.

Setting Object Style options

The **Style** category of the *Properties* dialog sets the line (borderline in case of box, circle, and ellipse) properties of the selected object. You can specify your required line style, as well as the thickness for your design. Review the following dialog options:

Style

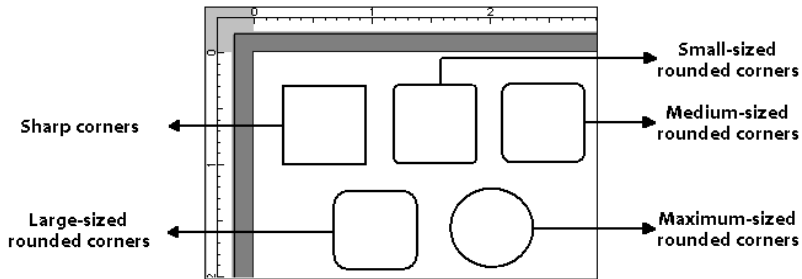
- **Line style** – displays a list of available line styles to select from.
- **Thickness** – sets the thickness of the selected line or object border. Either:
 - **Light** – sets a thickness of 0.01 inches to the selected line/object borders.
 - **Medium** – sets a thickness of 0.02 inches to the selected line/object borders.
 - **Bold** – sets a thickness of 0.03 inches to the selected line/object borders.
 - **Custom** – uses a custom integer value, via an associated box, for the width of the line/object borders. Set the value in the range 0-999. Specify 0 to have invisible borders (ignoring the style and color of the line).

Rounded

The **Rounded** option is only available in the **Style** category of a DrawGraphic box. You can also specify a style for the corners of a box. As required, select any one of the following:

- **None** – uses sharp corners for the selected box.
- **Small** – uses slightly rounded corners for the selected box.
- **Medium** – uses medium-sized rounded corners for the selected box.
- **Large** – uses large-sized rounded corners for the selected box.

- **Max** – uses the maximum possible rounded sized corners; in such cases, the object generally takes shape of a circle.



Design area displaying different rounded options for a DrawGraphic box.

Setting the Copy options

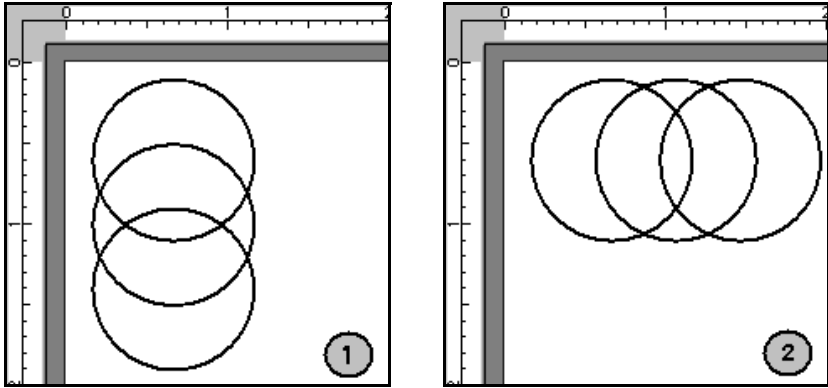
In Visual PPFA, you can copy a DrawGraphic object by specifying the required settings in the **Copy** category. Review the following options in the *Properties* dialog of the selected DrawGraphic object:

Copy

- **Number of copies** – specifies the number of copies you require for the selected object. Set the value in the range 0-999.
- **Spaced value** – sets the distance between the object copies, per specified unit of measurement.
- **None** – click this button to display the list of available units of measurement. In the list, select the required option for **Spaced value**.
- **None** – displays a list of available units of measurement for **Spaced value**.
- **Diameter** – sets the spacing between the copies of a DrawGraphic circle object to be equal to its diameter.

Direction


- **Across** – places the object copies horizontally in the design area.
- **Down** – places the object copies vertically in the design area.



(1) The copies of DrawGraphic circle object placed vertically. (2) The copies of DrawGraphic circle object placed horizontally.

Setting Object Color


Visual PPFA enables you to specify the line/borderline color of an object in the **Color** category. You can select a new color from the **OCA** color list, or a defined color from the color list. To set a color, select one of the following options:

- **Use this color** – sets a color from the **OCA** color list. Click  to display the list of available colors.
- **Use defined color** – uses a color that is already defined in the PageDef color list. You can also add the required color to the color list and then apply it to the selected DrawGraphic object. For details, refer to ["Adding Colors to a Color List"](#) on page 136.

Setting the Fill options for a DrawGraphic object

Visual PPFA facilitates you to fill a DrawGraphic object using a list of available patterns and colors. The **Fill** category is available in the *Properties* dialog for the DrawGraphic boxes, circles, and ellipses. You can also use different patterns and colors on different copies of the same object.

To specify the fill options for a selected DrawGraphic object or any of its copies:

- 1 In the **Fill** category, click  to add a row of color, its pattern, and scope.
- 2 As appropriate, review and select the dialog options:
 - **Scope** – specifies the copy number of the object for which you are setting the fill options. Select **ALL** to apply the same specifications to all copies of the selected object.
 - **Pattern** – specifies the color pattern to fill in the object.
 - **Color** – specifies the color in which the **Pattern** is to be applied to the selected object.



Since you cannot have copies for a DrawGraphic ellipse object, the **Fill** category of an ellipse does not have the **Scope** option.

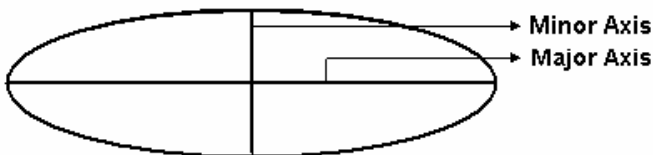
Setting the Radius for a DrawGraphic Circle

To set the radius of a DrawGraphic circle, specify the following options in the **Radius** category of the *Properties* dialog:

- **Radius** – sets a value specifying the radius of the selected circle.
- **None** – displays a list of available units of measurement for the specified radius.

Setting the Axis for a DrawGraphic Ellipse

The major and minor axes of an ellipse determine the dimensions and angle of rotation for an ellipse. The Axis category of the *Properties – Ellipse* dialog is therefore used to specify the size and orientation of a DrawGraphic ellipse object on a logical page.



An ellipse displaying its Major and Minor axes.

The major axis is the longer of the two lines with respect to which the ellipse is symmetrical. The minor axis is the length of the line formed by the two endpoints closest to the center of the ellipse (the shortest axis). The x and y movements are either in the positive or negative direction from the center point where both the axes meet.

Major axis/ Minor axis

- **X Position** – sets the values of the x coordinate of the selected ellipse.
- **Y Position** – sets the values of the y coordinate of the selected ellipse.
- **None** – displays a list of available units of measurement respective to the **X position** and the **Y position**.



The axes coordinates must be explicitly set following the standard ellipse mathematics to ensure the correct appearance of the ellipse.

About EndGraphic

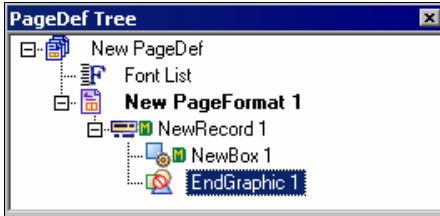
An EndGraphic object signals the end of a DrawGraphic object whose vertical size is not earlier specified. EndGraphic objects are used to limit the vertical size of a line or a box to some specific number of lines. A single EndGraphic object can be associated with one or more DrawGraphic objects.



The EndGraphic feature can only be used with the DrawGraphic line and box objects.

Adding an EndGraphic Object


To add an EndGraphic object, right-click a record node in the PageDef tree, and select **Insert>EndGraphic** from the pop-up menu. The **EndGraphic** node displays in the PageDef tree.



PageDef tree with the added EndGraphic object.



You can also add an EndGraphic object by selecting a record node in the PageDef tree, and performing one of the following functions:

- Click  on the *Insert* toolbar.
- From the menu bar select **Insert>Draw Graphics>End Graphic**.


Setting EndGraphic Object Properties

The EndGraphic object enables you to end all of the active graphics with a matching Graph ID. An active graphic is one that has been started but not ended, for example a vertical line or a box with no vertical size. To view and set the properties of an EndGraphic object:

- 1** In the PageDef tree, right-click the required EndGraphic object node and select **Properties** from the pop-up menu. The *Properties – End Graphic* dialog displays.
- 2** Select the required category from the **Category** list.
- 3** Select your required **Category**, and enter the appropriate settings.
- 4** Click **Apply** and **OK** to save your settings and return to the application window.



You can also launch the *Properties – End Graphic* dialog by selecting the EndGraphic node in the PageDef tree, and performing one of the following functions:

- From the menu bar, select View>Properties.
- Click  on the *Standard* toolbar.
- Press <Alt> + Enter from the keyboard.

Setting EndGraphic Name and Graph ID

Visual PPFA assigns a default name and Graph ID to every newly added EndGraphic object. The Graph ID specified for an EndGraphic object is used to end all of the active graphics with a matching Graph ID. You can change the default values in the **General** category of the *Properties – End Graphic* dialog.

To specify a new name and Graph ID for the selected object, review the following options:

General

- **Name** – specifies a meaningful name for the EndGraphic object. A user-assigned name makes future referencing to the selected object easy.
- **Graph ID** – sets a value matching a previously defined Graph ID value for an active DrawGraphic object that you need to end.



If no **Graph ID** is specified, then all of the DrawGraphic objects that do not have a **Graph ID** are closed.

Setting EndGraphic Object Position

Visual PPFA enables you to specify a vertical offset position for an EndGraphic object. You can set the offset values along with their reference positions in the **Position** category of the *Properties- End Graphic* dialog. These options collectively determine the placement of the object in the final print output. Review the following dialog options:

Vertical

- **Offset** – sets the vertical coordinate for positioning the EndGraphic object. Either:
 - **Custom** – customizes the offset by specifying your required vertical values in the associated text box. The specified value is used as an absolute value for the vertical positioning of the object.
 - **LPos** – sets the layout position (LP) of the parent record as the reference position for the vertical offset value.
 - **CPos** – sets the current position (CP) of the previous field or DrawGraphic object as the reference position for the vertical offset value.
 - **Next** – specifies the selected object is to be positioned down one line from the previous field, as defined in the **Margins** category of the current PageFormat.
- **None** – displays a list of available units of measurement for the selected vertical offset.



Graph ID specified in an EndGraphic object must match the already defined value for the DrawGraphic object. If no Graph ID is specified, all of the DrawGraphic objects that have no associated Graph ID will be closed.

Chapter 11:

Performing Standard Operations on Visual PPFA Objects

In this chapter...

- [Opening FormDefs and PageDefs](#)
- [Editing FormDefs and PageDefs](#)
- [Saving FormDefs and PageDefs](#)

This chapter describes procedures to perform standard operations on various Visual PPFA objects, such as copying, deleting, and moving objects, as well as opening and saving them in various formats.

Opening FormDefs and PageDefs

Visual PPFA enables you to open the FormDefs and PageDefs originally saved in Elixir native, PPFA source, or AFP object formats. You can also specify the input parser settings for the FormDefs and PageDefs saved in either PPFA source or AFP object formats.

Opening a Recently Used FormDef or PageDef

Visual PPFA maintains a list of recently created or used FormDefs and PageDefs to help you keep track of the frequently used files.

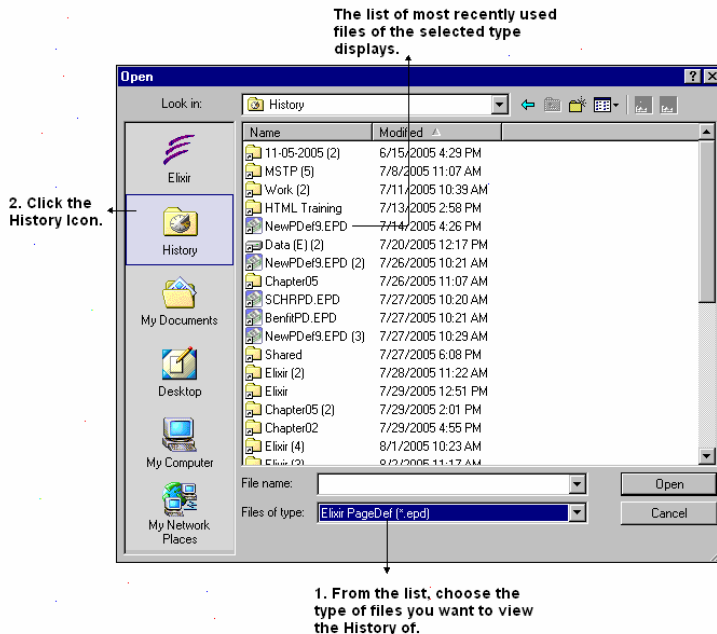
To open a recently used FormDef or PageDef, you can perform either of the following two functions:

- 1 From the main bar, select **File>required PageDef or FormDef**.

The most recently created/used file displays at the top of the list with sequence number 1.

Or

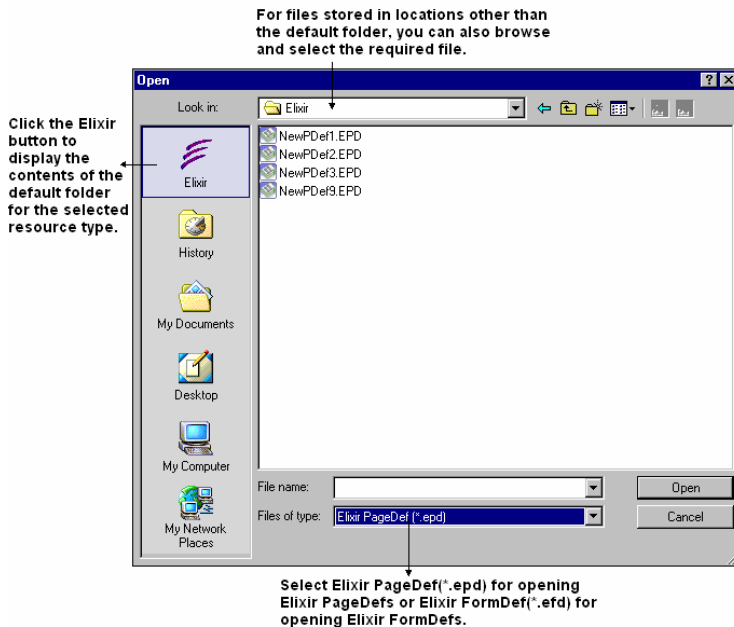
From the menu bar, select **File>Open**. The *Open* dialog displays. Select the **History** tab to view the recently used files. Select the required FormDef or PageDef from the dialog list, and click **Open**. The selected FormDef/PageDef displays.



Opening an Elixir FormDef or PageDef

To open an Elixir FormDef (*.efd) or PageDef (*.epd) file:


- 1 From the menu bar, select File>Open to display the *Open* dialog.



- 2 Select the required .EFD or .EPD file and click **Open**.
The selected Elixir FormDef/PageDef displays.



You can also launch the *Open* dialog to open an Elixir FormDef or PageDef by performing one of the following functions:

- Click  on the *Standard* toolbar.
- Press <Ctrl> + <O> from the keyboard.

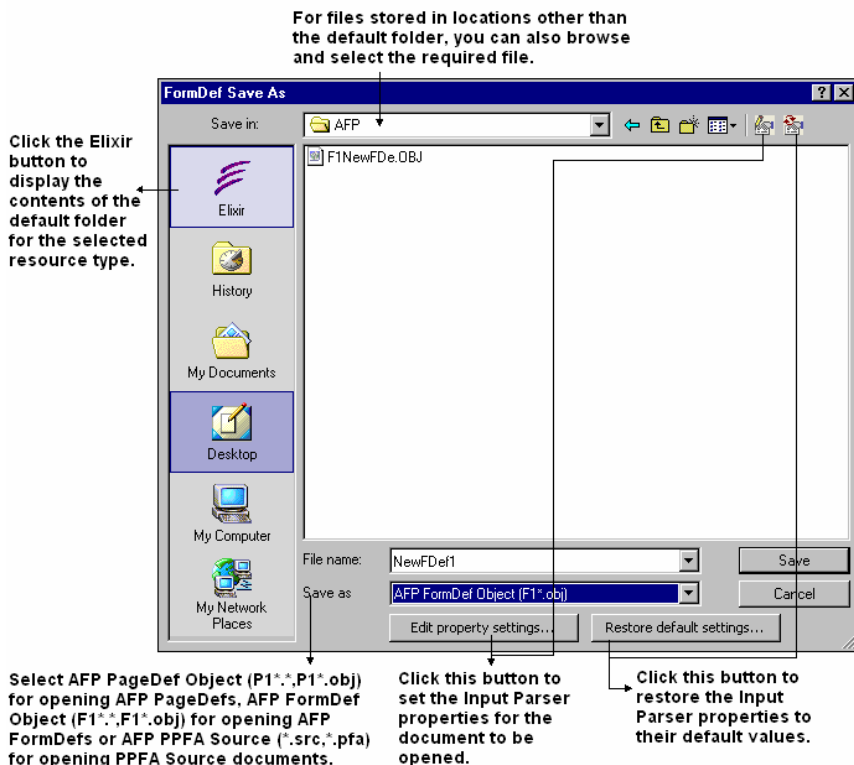


A user with insufficient rights may receive a warning message on opening a file that contains references to the mapping database. For more information, refer to the “Appendix A: Error and Warning Messages” in the *DesignPro Manager for AFP User Guide*.

Opening PPFA Source or AFP Object FormDef or PageDef

To open a PPFA Source or an AFP Object FormDef or PageDef:

- 1 From the menu bar, select File>Open to display the *Open* dialog.



- 2 Select your required PPFA Source or AFP Object FormDef/PageDef in the **Files of type** list.
- 3 Click **Edit property settings...** to display the *AFPDS or PPFA Property Settings* dialog, depending on the **Files of type** selection. In the dialog, specify the appropriate input parser settings.



For details on setting the input parser options, refer to the “Chapter 6: File Format Dictionary” in the *DesignPro Manager for AFP User Guide*. For details on converting files to different formats, refer to *Chapter 4: “Preparing to Work”* on page 59.



When opening a PPFA Source document, the font resolution is not preserved. You can set your required font resolution using the **Resolution** options in the **Font** category of PPFA Output Properties.

- 4 Click **Open** to display the selected FormDef/PageDef.

Opening a Legacy Document

Apart from supporting its own formats, Visual PPFA also supports native and legacy resource formats. For users of Elixir Application Suite, existing AppBuilder FormDefs and PageDefs can be migrated to Visual PPFA. Elixir AppBuilder (Document.dbf) file can contain multiple FormDefs and PageDefs. You can open a file in Visual PPFA to select your required FormDefs and PageDefs.

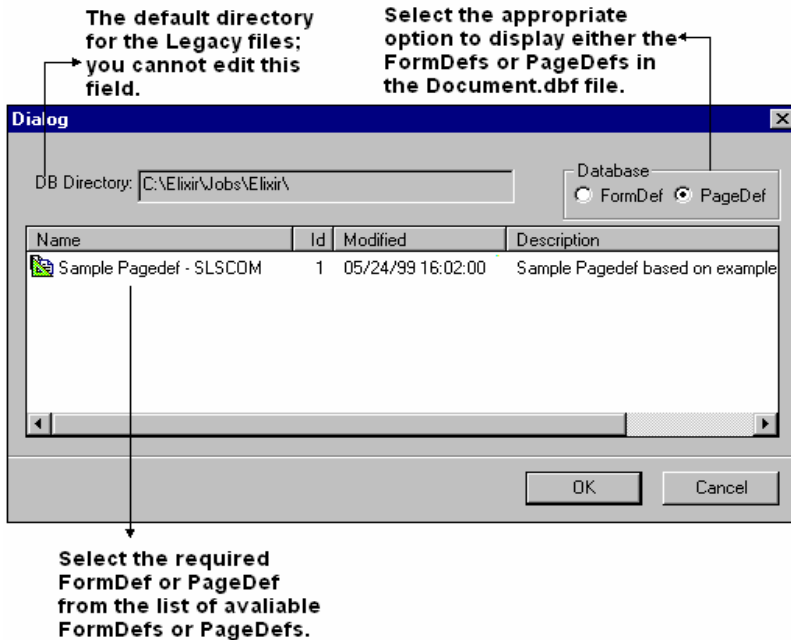


The resources that are created using AppBuilder version 4.10 or higher can be opened in the DesignPro Tools for AFP.

To open a legacy document:

- 1 From the menu bar, select File>Open to display the *Open* dialog.
- 2 Select **Elixir AppBuilder 4.xx (Document.dbf)** from the **Files of type** list.
- 3 Click the **Elixir** tab. The legacy files display in the dialog.

- 4 Select the required legacy file and click **Open** to display the dialog listing the contents of the Document.dbf file.



- 5 Click **OK** to open the document.

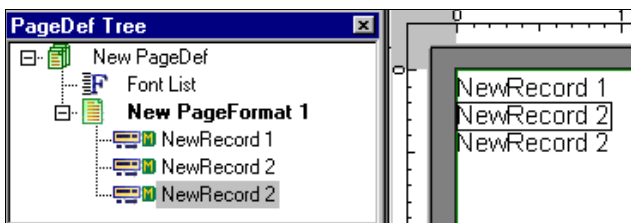
Legacy files, once modified, cannot be saved to a legacy format when opened in Visual PPFA. You can save the file in Elixir, AFP object, or PPFA source formats.

Editing FormDefs and PageDefs

Once created, you can edit a FormDef or a PageDef by a variety of options. You can add objects by selecting **Insert>Required Object** from the menu bar. You can set properties for the new objects and edit properties of the existing ones. You can also change the position of the objects in the PageDef or FormDef tree by dragging and dropping them to the required location in the tree window. Apart from all these functionalities, Visual PPFA also facilitates you to copy, move, and delete the objects when required.

Copying Objects

To copy a FormDef or a PageDef object, right-click the object tree node and select **Copy** from the pop-up menu. To paste the copied node, right-click the required location in the *FormDef* or *PageDef Tree* window, and select **Paste** from the pop-up menu.





The copied object displays as a new node in the tree view; the design area and source view also reflect the changes.

You can also copy/paste an object directly in the design area. Right-click the required object and select **Copy** from the pop-up menu. However, when you **Paste** the object, it is pasted exactly on the original object and you need to drag it to your required location in the design area.



You can also copy an object by selecting it in the tree view or the design area and performing one of the following functions:

- From the menu bar, select Edit>Copy and Edit>Paste to Copy and paste the object.
- Click  and  on the *Standard* toolbar to copy and paste the object.
- Press <Ctrl> + <C> and <Ctrl> + <V> from the keyboard to copy and paste the object.

Deleting Objects

To delete a FormDef or a PageDef object, right-click the required object node in the FormDef/PageDef tree and select **Delete** from the pop-up menu. However, you cannot delete certain requisite nodes. For example, in case of a PageDef, you cannot delete the **PageDef** or the **Font List** nodes. Furthermore, if a design has a single PageFormat or record node, then the node cannot be deleted. For a FormDef, in addition to the main **FormDef** node, the design should at least have a single instance of CopyGroup as well as SubGroup nodes.

Deleting an object from the design area will only un-map it and the object node will not be deleted from its tree.



You can also delete an object by selecting it in the tree view or in the design area, and performing one of the following functions:

- From the menu bar, select Edit>Delete.
- Press from the keyboard.

Moving Objects

To move an object in the design area or in the **PageDef** or **FormDef** tree, select the object and drag it to your required location and then release the mouse button. The selected object displays in the new location. Note that changing the location of the object nodes does not bring any change to your design. In order to change the position of objects in the design area, you either need to change the position settings, or drag the actual object in the design area, as specified above.

Saving FormDefs and PageDefs

By default, Visual PPFA saves the FormDefs and PageDefs in Elixir FormDef (.efd) and Elixir PageDef (*.epd) formats. However, you can also save your FormDef /PageDef in AFP FormDef Object (.obj), AFP PageDef Object (.obj), or PPFA Source (.src) formats. The AFP FormDef and PageDef Object (.obj) formats are used for the IBM environment, whereas the PPFA Source format enables you to edit a FormDef or PageDef outside the Visual PPFA environment. To save the FormDef or PageDef in either OBJ or SRC formats, you can optionally use converter settings to customize file format properties. For example; if you need to print a FormDef or a PageDef saved at 240 pels resolution on a printer working at 300 pels resolution, you can save that FormDef/PageDef with the required settings via the output converter settings.



While designing your documents in DesignPro Visual PPFA, keep in notice that the size of any resource used in a design does not exceed 16.7 MB. Resources with a size greater than 16.7 MB do not convert to the DOS/VSE format.



Whenever a design is created or edited and is closed without saving, DesignPro Visual PPFA prompts the user to save the changes.

Saving a FormDef or PageDef to Elixir Format

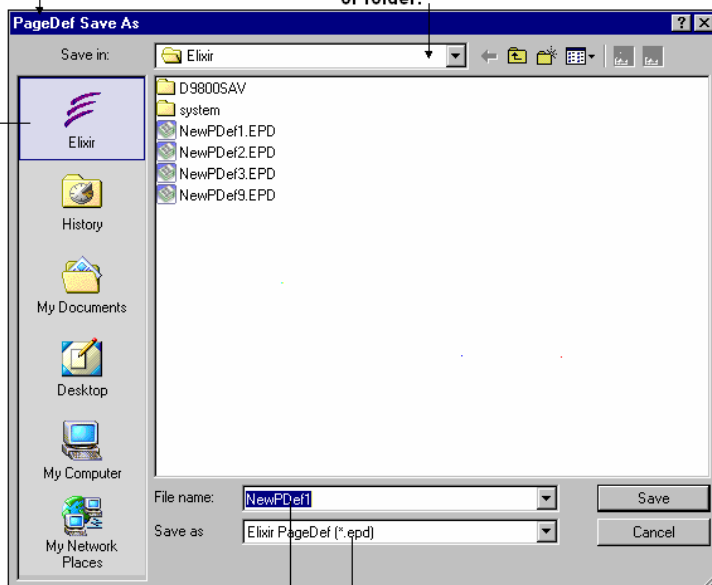
To save an Elixir FormDef (*.efd) or PageDef (*.epd) file:

- 1 From the menu bar, select File>Save>FormDef to display the *FormDef Save As* dialog or select File>Save>PageDef to display the *PageDef Save As* dialog, whichever required.

When saving a FormDef, the FormDef Save As dialog displays with the same set of options as the PageDef Save As dialog.

For saving the file in a location other than the default folder, you can also browse and select the required drive or folder.

Click the Elixir button to save the file in the default folder for the selected resource type.





Enter a unique name identifying the file to be saved, in this box.

This list displays the PageDef saving options for the PageDef Save As dialog and FormDef saving options for the FormDef Save As dialog. Select Elixir PageDef (*.epd) to save to Elixir PageDef format in PageDef Save As dialog. Select Elixir FormDef (*.efd) to save to Elixir FormDef format in FormDef Save As dialog.

2 Click **Save** to save your FormDef/PageDef.





You can also launch the *PageDef Save As* dialog to save an Elixir PageDef by performing one of the following functions:

- From the menu bar, select File>Save As>PageDef.
- Click , and then click  on the *Standard* toolbar.
- Press <Ctrl> + <\$> from the keyboard.



You can also launch the *FormDef Save As* dialog to save an Elixir FormDef by performing one of the following functions:

- From the menu bar, select File>Save As>FormDef.
- Click , and then click  on the *Standard* toolbar.
- Press <Ctrl> + <M> from the keyboard.

Saving a FormDef or PageDef to AFP Object or PPFA Source Format

To save a PageDef or FormDef to PPFA Source or AFP Object format:

- 1** From the menu bar, select File>Save>FormDef to display the *FormDef Save As* dialog.

Or

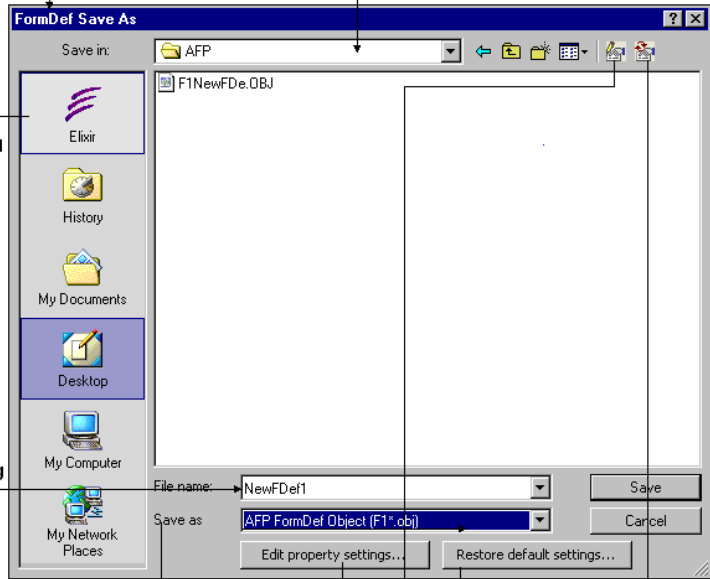
From the menu bar, select File>Save>PageDef to display the *PageDef Save As* dialog.

When saving a PageDef, the PageDef Save As dialog displays with the same set of options as the FormDef Save As dialog.

For saving the file in a location other than the default folder, you can also browse and select the required drive or folder.

Click the Elixir button to save the file in the default folder for the selected resource type.

Enter a unique name identifying the file to be saved in this box.



This list displays the PageDef saving options for the PageDef Save As dialog and FormDef saving options for the FormDef Save As dialog. Select AFP FormDef Object (F1*.obj) in FormDef Save As dialog, or AFP PageDef Object (P1*.obj) in PageDef Save As dialog to save file to AFP Object format. Select AFP PPFA Source (*.src) to save to PPFA source format.

Click this button to set the Output Converter properties for the document to be saved.

Click this button to restore the Output Converter properties to their default values.

- 2 Click **Edit property settings...** to display the *AFPDS* or *PPFA Property Settings* dialog, depending on the **Files of type** selection.
- 3 Specify the appropriate output converter settings in the dialog.



For details on setting the output converter options, refer to “Chapter 6: File Format Dictionary” in the *DesignPro Manager for AFP User Guide*. For details on converting files to different formats, refer to Chapter 4: ["Preparing to Work"](#) on page 59.



When opening a PPFA Source document, the font resolution is not preserved. You can set your required font resolution in the **Resolution** options of the **Font** category of PPFA output properties.

- 4 Click **Save** to save your FormDef or PageDef in your required AFP Object or PPFA Source format.

Chapter 12:

Working with Overlays

In this chapter...

- [Using Overlays in FormDef](#)
- [Using Overlays in PageDef](#)
- [Using Overlays as Templates](#)
- [Editing Overlays using Design Tools](#)

This chapter describes how to work with an overlay in PageDef and FormDef, and the procedure to use it as a template. It also provides information on using the Visual PPFA form design tools for editing overlays.

Working with Overlays in Visual PPFA

An overlay is a static form comprised of predefined constant data such as lines, shadings, text, boxes, and logos, etc. that are stored as AFP resources. The overlays are primarily used in place of preprinted forms. Using overlays instead of preprinted forms gives you greater flexibility; enables you to efficiently change the forms; eliminates storage space needed for the preprinted forms; and decreases the operator intervention that is needed to print the forms. DesignPro Form Editor enables you to design overlays and save them in various output formats. Visual PPFA merges these overlays with the variable data to produce variable data documents.

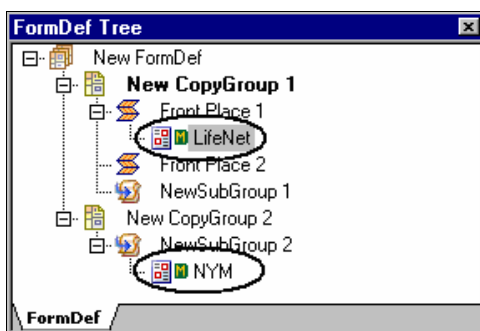
In Visual PPFA, an AFP overlay can be used either as a page overlay or a medium overlay. Page overlays apply to the page and are placed relative to the page origin. Medium overlays apply to the entire medium and are placed at the medium origin.

Using Overlays in FormDef

You can use an overlay to add a constant form to a FormDef, which is then printed on each physical page. Overlays are added to the **FormDef** tree **SubGroup** node. Each SubGroup can comprise a maximum of 255 overlays. Once created and added to the tree, you can view the overlays in the design area and set or modify their properties. You can position an overlay on a page by specifying the horizontal and vertical offsets.

You can also specify overlays with basic and enhanced NUP options. In case of basic NUP, the same overlay is repeated in each of the partitions, whereas in enhanced NUP, each partition can contain a separate overlay.

An overlay invoked by a FormDef without NUP is referred to as a medium overlay. When NUP is specified in the form definition, you can specify both page and medium overlays.



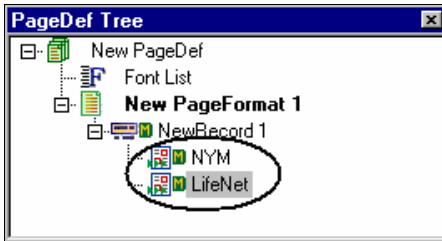
A FormDef with overlays added to SubGroups and NUP partitions.



For more information on using overlays in a FormDef, refer to ["Working with Overlays"](#) on page 105.

Using Overlays in PageDef

Visual PPFA supports the use of overlays in a PageDef design enabling you to dynamically place different overlays in correspondence with the data placed on a logical page. An overlay invoked by a PageDef is referred to as a page overlay, or the floating overlay. The floating overlay is added to the record object.



A PageDef with floating overlays.

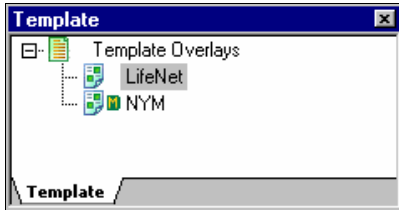


For more information on using overlays in a PageDef, refer to ["Working with Floating Overlays"](#) on page 180

Using Overlays as Templates

For variable data to accurately display on the medium overlay, you need to have a proper coordination amongst the overlay, FormDef, and PageDef. Visual PPFA provides a template overlay feature to place and preview the overlays that are being used in a PageDef. Any overlay that can be loaded into the design area can be used as a template. However, templates are not part of the design and are not saved with the document.

Visual PPFA provides a separate *Template* window to display a tree view of the template overlays that are added for a PageDef. Each overlay displays as a node in the tree. When designing a PageDef, the overlay that is used as a template is usually the one being used in the corresponding FormDef.

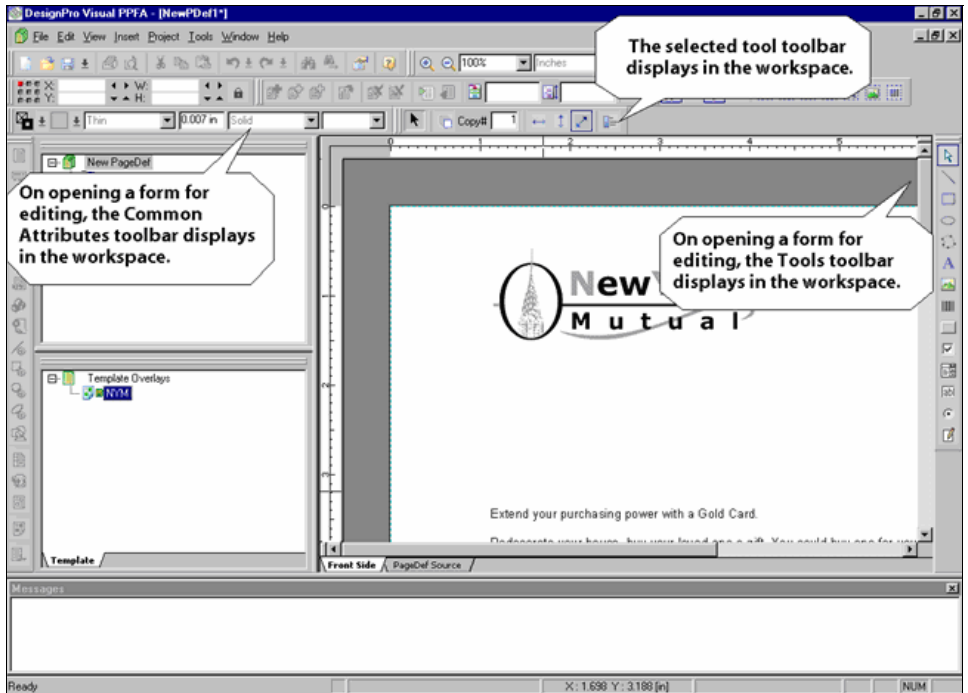


The Template tree with the added Template Overlays.

Editing Overlays using Design Tools

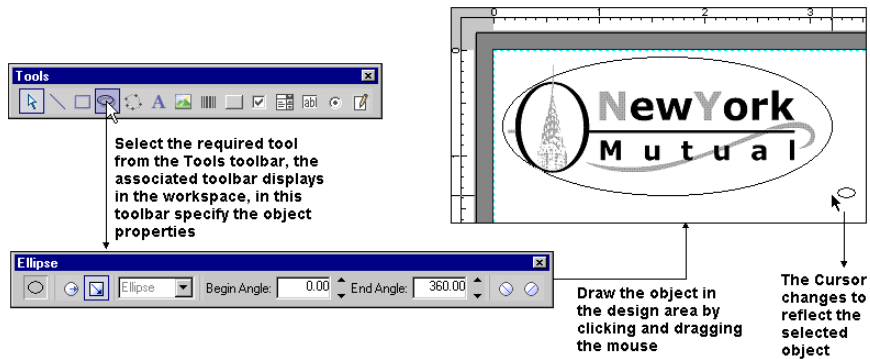
Design Pro Tools provides a Form Editor module for creating and editing overlays. These overlays are then used in Visual PPFA as templates, or as a part of the FormDef and PageDef objects. Once loaded in Visual PPFA, you can edit the overlays using the form designing tools.

To edit a loaded overlay, right-click the overlay node and select **Open form for edit** from the pop-up menu.



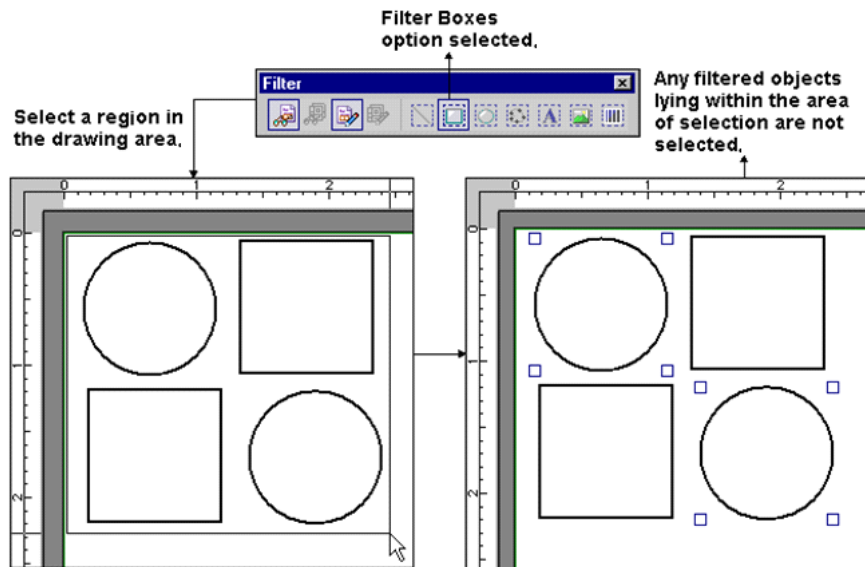
The design area with an overlay for editing.

Once opened for editing, you can modify the existing objects that constitute the overlay. You can also add new objects using the *Tools* toolbar. You can add lines, boxes, ellipses, paths, text, images, signatures, and all active objects. You can also modify the properties of these objects using the associated toolbar that displays on selecting an object from the *Tools* toolbar.



You can also select a tool by selecting **Insert>Form Design Tools>Required Tool** from the menu bar.

You can use object filters to help in the design process, by selecting the required filter from the *Filter* toolbar. On applying a filter for an object type, the occurrences of the object in the design cannot be selected. You can set object filters for lines, boxes, ellipses, paths, text, images, and barcodes.





You can also select an object filter by selecting **View>Object Filters>Required Filter** from the menu bar.

After making all of the required changes, right-click the overlay node, and select **Close edited form** from the pop-up menu. You can also close the form for editing by clicking any of the tree nodes. Visual PPFA prompts a confirmation message to ensure that you save your changes. You can choose to save or discard the changes. If you select the **Insert As** option of **Filename Only**, **Relative Path To Profile Server Root**, or **Absolute Path** when loading the overlay, the changes are incorporated in the original overlay. To prevent any type of modification in the original file, select the **Embedded** option when loading the overlay.



Visual PPFA also facilitates you to launch the Form Editor separately to edit or create overlays by selecting **Tools>Form Editor** from the menu bar. For more information on editing overlays, refer to *DesignPro Form Editor User Guide*.

Chapter 13:

Working in Project Mode

In this chapter...

- [About Project Mode](#)
- [Viewing Document Design in Project Mode](#)
- [Adding PageDef or FormDef in Project Mode](#)

This chapter describes how to work with documents in Visual PPFA Project Mode.

About Project Mode

Visual PPFA provides a display-based method for proofing pageDefs and formDefs using samples of EBCDIC, ASCII, and mixed-mode print data. This accurately generates an output that would be produced using InfoPrint (PSF) and an IPDS-capable printer (cut-sheet or continuous form) in the Elixir Viewer.

Visual PPFA needs to run in the Project Mode in order to proof the documents. Project Mode requires opening both the pageDef, as well as the formDef in the design area with at least one mapped pageDef object.



Viewing Document Design in Project Mode

Project Mode enables you to review a document design by displaying the formDef and pageDef tree structures. You can also add pageDef and formDef objects and perform editing functions in the Project Mode.

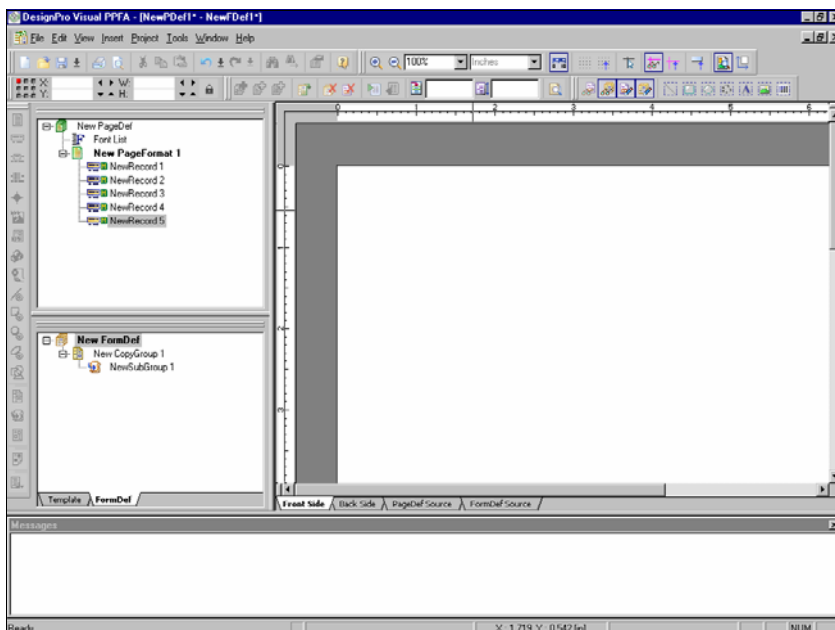
You can either open a new pageDef/formDef and add the associated controls in the design area, or open an existing pageDef or formDef. To enable the editing function, select View>Object Filters>PageDef Editable for a pageDef, and View>Object Filters>FormDef Editable for a formDef. If these options are not selected, then the loaded formDef or pageDef objects cannot be modified.



To enable editing, you can also:

- Click  on the Filter toolbar for a formDef object.
- Click  on the Filter toolbar for a pageDef object.

You can also select to view or hide the loaded formDef or pageDef. To view the formDef, select View>Object Filters>FormDef Visible from the menu bar. To view the pageDef, select View>Object Filters>PageDef Visible from the menu bar.



Application with the pageDef Visible option set to off. The records do not display in the design area, though they are included in the presentation (i.e. are mapped).



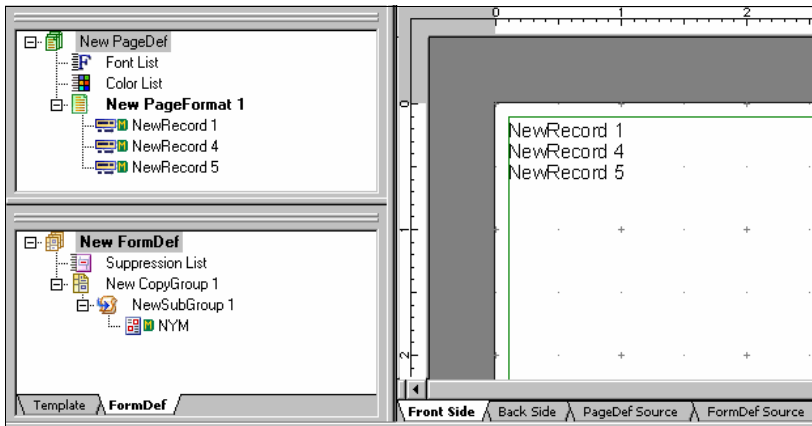
To make a formDef or a pageDef visible, you can perform the following functions:

- For a formDef, click  on the Filter toolbar.
- For a pageDef, click  on the Filter toolbar.

Adding PageDef or FormDef in Project Mode

You can add a formDef object to a design when a pageDef object is opened in the design area. For this, select Project>Add New FormDef from the menu bar. In case of a formDef being opened in the design area, you can perform either of the following functions:




From the menu bar, select Project>Add New Traditional PageDef to add a Traditional pageDef to your design. To add a Record Format pageDef, select Project>Add New Record Format PageDef from the menu bar.



The pageDef and formDef controls displaying in their respective trees.



Select the appropriate option on the Project toolbar to perform your required function:


- Click  to add a formDef.
- Click  to add a Traditional pageDef.
- Click  to add a Record Format pageDef.

Loading a FormDef or PageDef in Project Mode

To load an already designed formDef (*.efd) or pageDef (*.epd) to an active page or form definition:

- 1 From the menu bar, select Project>Load FormDef or PageDef to display the *Open* dialog.
- 2 Select the appropriate option from the **Files of type** list to display the available pageDefs or formDefs in the dialog.
- 3 Select the required file, and click **Open**.



You can also launch the *Open* dialog to load a FormDef or PageDef by clicking  on the Project toolbar.

The Project Mode can only consist of a single pageDef and formDef. If you try to load a formDef or pageDef when one is already loaded in the application, a confirmation message displays. As appropriate, replace or continue working on the existing pageDef or formDef.

Removing FormDef or PageDef from the Project Mode

To remove a formDef or a pageDef from the Project Mode, do the following:

From the menu bar, select Project>Remove PageDef to remove the loaded pageDef from the design.

Or

From the menu bar, select Project>Remove FormDef to remove the loaded formDef from the design.

If your formDef/pageDef is not saved, Visual PPFA prompts you to save it before removing it from the design.



To remove a formDef or pageDef from the Project toolbar:

- Click  to remove the formDef.
- Click  to remove the pageDef

Chapter 14:

Working with Data

In this chapter...

- [Data File Formats](#)
- [Data Encoding Formats](#)
- [Working with Sample Data](#)
- [Data Mapping](#)

This chapter provides information about data file and data encoding formats, and describes procedure to work with sample data.

Data Formats for Traditional and Record Format PageDefs

Visual VPPFA supports line data with both Traditional, as well as Record Format PageDefs. Line data is ASCII or EBCDIC data that is formatted for printing on line printers. It is the text-only data and is stored as records or lines of data. The data file is selected on the basis of the following two criteria:

- The design requirements.
- The storage and transmission requirements.

Data File Formats

A data file is comprised of variable data required for a print job. This data is specifically arranged in a particular format for printing on line printers, and is commonly referred to as line data. Each line of data in line data is regarded as a record. Any part of a record is a field. The data records in a data file may contain control characters such as carriage control (CC), table-reference characters (TRC), or simply data. A Visual PPFA PageDef resource is used to arrange the records and fields of line data for the final print output.

The arrangement of data within a data file depends on the design requirements, based on which the line data is categorized as the following:

- Traditional line data.
- Record Format line data.

Traditional Line Data

Traditional line data is data formatted for printing on a line printer. Fully formatted line data can be printed on a line printer without a page definition, however, all line data needs a page definition to be printed on a page printer.

A traditional line data record can contain a 1-byte carriage control character and a 1-byte table reference character followed by the data to be printed.



With a line printer, the maximum number of data bytes in a single input record is 208. With a page printer, the maximum number is 32,768 bytes.

The screenshot shows a text editor window titled "UltraEdit-32 - [C:\Elnair\ElcEngInv.ebc*]". The menu bar includes File, Edit, Search, Project, View, Format, Column, Macro, Advanced, Window, and Help. The toolbar contains various icons for file operations, editing, and viewing. The text area displays the following data:

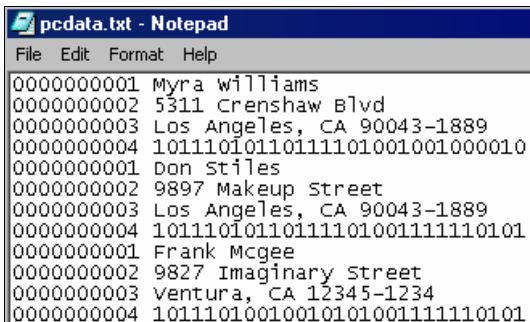
MAY 20-JUNE 19, 2004 29 DAYS				ACTUAL	
06617	09000	01			
JUNE 30, 2004	015231766	C-1	26915	26262	653
COMMERCIAL					
JULY	31				
			06/30/04	\$	100.39
					-100.39
					.00
					6.50
JUN 04	22		984 KWH X .07175=		46.85
MAY 32			984 KWH X .02544=		16.61
APR 24				\$	69.96

The status bar at the bottom shows: For Help, press F1 | Ln:17, Col: 13 | DOS | Mod: 7/20/2004 4:12:18PM | File Size: 21709 | INS

Traditional data file displaying the variable data arranged in line. This type of format is useful when designing the reports in which the arrangement of data will not vary much from one instance to the other.

Record Format Line Data

The record formatting function enables an application to specify a format identifier (record ID) with each set of data fields (data record). The format identifier references a specific layout format in a Page Definition (PageDef). At print time, each layout format (referenced by a record id in a data record) is retrieved from the PageDef and used to position and format the associated data records/fields on the output page. The PageDef can contain any number of layout formats. The application can use a PageDef layout format to either insert an end of page when a specified last line point is exceeded on the output page or to force an end of page.



```
pcdata.txt - Notepad
File Edit Format Help
0000000001 Myra Williams
0000000002 5311 Crenshaw Blvd
0000000003 Los Angeles, CA 90043-1889
0000000004 10111010110111101001001000010
0000000001 Don Stiles
0000000002 9897 Makeup Street
0000000003 Los Angeles, CA 90043-1889
0000000004 10111010110111101001111110101
0000000001 Frank McGee
0000000002 9827 Imaginary Street
0000000003 Ventura, CA 12345-1234
0000000004 10111010010010101001111110101
```

A Record Format data file.

Data Encoding Formats

The data encoding formats use a code that links a set of characters with a set of numbers, electrical pulses, or some other entity, in order to store and transmit text in computers. The most commonly used encoding standards that Visual PPFA supports are as follows:

- American Standard Code for Information Interchange.
- Extended Binary Coded Decimal Interchange Code.
- Mixed-mode data.

ASCII

ASCII (American Standard Code for Information Interchange) encodes letters, numerals, and other symbols as integers, as well as 7-bit binary version of those integers. It is a character set and a character encoding format based on the Roman alphabet used in modern English and other Western European languages. It is most commonly used by computers and other communication equipment to represent text, and by control devices that work with text. ASCII encoded files use the *.txt extension.

EBCDIC

EBCDIC (Extended Binary Coded Decimal Interchange Code) is a binary code for alphabetic and numeric characters that IBM developed for its operating systems. EBCDIC is extensively used for text files and at times, also for certain legacy applications and databases. In an EBCDIC file, each alphabetic or numeric character is represented with an 8-bit binary number. EBCDIC encoded files use the *.ebc extension.



To view or edit an EBCDIC data file, use a text editor that supports the EBCDIC format.

Mixed-Mode Data

Visual PPFA enables you to use structured fields embedded with typical line data in a data file. These structured fields carry PPFA commands for invoking a certain PageDef or a FormDef object. Using this feature, you can add information regarding the design along with its relevant set of data records in the data file. This enables you to load PageDef and FormDef objects dynamically based on the data. The design object is initially invoked on processing and then the data is positioned. Note that you can also load variable overlays, segments and objects (images, graphics, and resource libraries) dynamically in a document design by referring to their respective names in a data file. However, this is accomplished through the use of floating overlays, floating segments and external objects inserted in a PageDef object. For more information, refer to *Chapter 9: "Working with PageDef Objects"* on page 151.

Sample Data																								
	1			5				10					15					20						
1	0	*	S	T	A	R	T	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
2	0	*	S	T	A	R	T	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
3	0	*	S	T	A	R	T	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
4	0	*	S	T	A	R	T	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
5	0	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
6	1	0																						
7	!	ú	L	p	□			F	2	X	T	C	F	C	L									
8	!	ú	L	p	\$			P	2	S	T	M	S	E	A									
9	+																							
10	0																							
11	□	E	V	E	R	E	T	T		B	R	A	N	C	H									
12	□	1	6	0	2			H	E	W	I	T		A	V	E	N	U	E					
13	□	E	V	E	R	E	T	T		W	A		9	8	2	0	6							

Typical Line Data

MO: DCA Structured Fields



Structured fields cannot be mapped to the PageDef design.

Working with Sample Data

A sample data file is used to map variable data in order to set up the PageDef design. The arrangement of data using the sample file is used as a template for all of the documents to be printed in the same format.

Loading/Unloading a Sample Data File

The data file first needs to be loaded in the design area in order to map the variable data on a PageDef.

To load a data file:

- 1 From the main menu, select Project>Load Sample Data File to display the *Open sample data file* dialog.
- 2 As appropriate, review the dialog options and make your changes.
- 3 Click **OK** to save the settings and return to the application window.



You can also load a sample data file by clicking  on the *Project* toolbar.




You can load sample data files with record length up to 32,767 characters at maximum.

Setting Data File Properties



To specify the data file properties, review the following dialog options:

Sample data file

- **Data File** – displays the name and path of the data file that you need to load as a sample. Clicking  displays the *Open* dialog, where you can select the required data file.

File length

- **Starting line number** – sets the starting line number of the record in the data file. To load the complete file, specify **1**.
- **Number of lines to read** – sets the number of lines of data you need to load. Specify the total number of lines in order to load the complete file.

You can also reload the sample data file by setting the specifications in the text boxes next to the  (**Start Line**) and the  (**File Length**) icons on the *Project* toolbar. Press <Enter> or <Tab> on the keyboard to reload the sample data file with the new specifications.

File Encoding

- **ASCII** – sets the ASCII encoding standard for the loaded data file.
- **EBCDIC** – sets the EBCDIC encoding standard for the loaded data file.
- **Mixed-mode data** – specifies that the required file contains mixed-mode data.



For details on file encoding options, refer to the ["Data Encoding Formats"](#) on page 231.

File Record Format

- **File Format** – sets the pattern followed by a data file to signify the occurrence of a new record. Either:
 - **Stream NewLine** – indicates a new line of record at the occurrence of the specified **New Line Char** (explained below).
 - **Record,n** – indicates that a line of record is of the specified **Record Length**.

-
- **New Line Char** – displays the character signifying the start of a new line of record. This is a read-only field having a default value of 0D0A. 0D0A is the ASCII value for Carriage Return – Line Feed.
 - **Record Length** – sets the size of a record (bytes) in the data file. This option is enabled only when **Record,n** is selected from the **File Format** list.

Control Characters

- **Carriage Control** – specifies that each record in the data file carries a carriage control character. The first byte of a record is reserved for carriage control characters.
- **TRC** – specifies that each record in the data file carries a Table Reference Character (TRC). If a record already contains the carriage control character, its second byte will hold the TRC. If there is no carriage control character, then the first byte will hold the TRC.



To unload a data file, click  on the *Project* toolbar.

Data Mapping

On loading a sample data file, the contents display in a dockable *Sample Data* window in the application workspace. The *Sample Data* window displays the sample data on the basis of the settings specified in the *Open sample data file* dialog. For details, refer to the ["Loading/Unloading a Sample Data File"](#) on page 233.

A Traditional data file containing the carriage control and table reference characters loaded to the *Sample Data* window is displayed in the following image:

Table Reference Characters

CarriageControl Characters →

	C	T	1	5	10	15	20	25																		
1	0	1	M	i	k	e	S	t	e	v	e	n				L	o	s	A	n	g	e	l	e	s	
2	1	0	J	o	h	n	A	r	n	o	l	d				R	o	c	h	e	s	t	e	r		
3	1	1	L	i	z	a	S	i	m	p	s	o	n			B	a	l	t	i	m	o	r	e		
4	0	0	D	o	r	a	t	h	e	e						K	a	n	s	a	s	C	i	t	y	
5	1	1	A	n	d	e	r	s	o	n						D	a	l	l	i	a	s				
6	1	0	M	o	r	p	h	e	u	s						B	o	s	t	o	n					

↓
Data to be mapped to the PageDef design

Similarly, a Record Format data file with no control characters loaded to the *Sample Data* window is displayed below:

10 byte Record ID Data to be mapped to the PageDef design

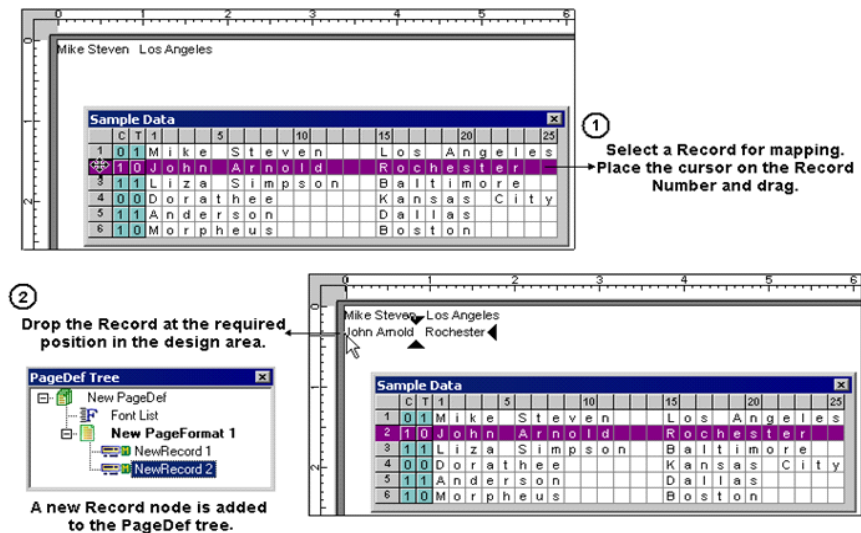
	1	2	3	4	5	6	7	8	9	10	1	5	10	15	20	25																			
1	0	0	0	0	0	0	0	0	0	0	1	M	y	r	a	W	i	l	i	a	m	s													
2	0	0	0	0	0	0	0	0	0	0	2	5	3	1	1	C	r	e	n	s	h	a	w	B	l	v	d								
3	0	0	0	0	0	0	0	0	0	0	3	L	o	s	A	n	g	e	l	e	s	,	C	A	9	0	0	4	3	-	1	8	8	9	
4	0	0	0	0	0	0	0	0	0	0	4	1	0	1	1	1	0	1	0	1	1	0	1	1	1	0	0	1	0	0	1	0	0		
5	0	0	0	0	0	0	0	0	0	0	1	D	o	n	S	t	i	l	e	s															
6	0	0	0	0	0	0	0	0	0	0	2	9	8	9	7	M	a	k	e	u	p	S	t	r	e	e	t								
7	0	0	0	0	0	0	0	0	0	0	3	L	o	s	A	n	g	e	l	e	s	,	C	A	9	0	0	4	3	-	1	8	8	9	
8	0	0	0	0	0	0	0	0	0	0	4	1	0	1	1	1	0	1	0	1	1	0	1	1	1	1	0	1	0	0	1	1	1	1	0
9	0	0	0	0	0	0	0	0	0	0	4	F	a	n	k																				

Visual PPFA enables you to map sample data to your design by setting separate properties for records and fields. It also facilitates you to map traditional data by using the drag and drop features.

Mapping Records

To map a line of record from the data file to a record object in the PageDef design, select the **Include In Presentation** option from the **General** category of the selected record. On selecting this option, the record is mapped to the design and becomes visible in the design area.

To map a record visually using the drag and drop features:



In the case of Record Format data, you cannot map records using the drag and drop feature. To map a record in the Record Format PageDefs, open the **General** category of the *Properties – Record* dialog. Specify the value identical to the record ID for the record in the data file. This maps the record with the specified record ID to the required record object.

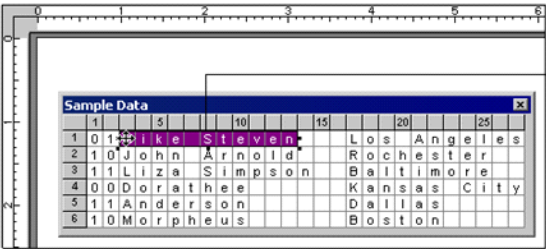
Mapping Fields

To map a field from the data file to the PageDef design, select the **Include In Presentation** option for the field object. This option is available in the **General** category of the selected field. On selecting this option, the field is mapped to the design and becomes visible in the design area. You can specify the following parameters for a field in the **General** category:


- **Start** – specifies the starting byte to position the field in the record.
- **Length** – specifies the length of the selected field in bytes.

You can also map a field visually by using the drag and drop feature, as illustrated below:

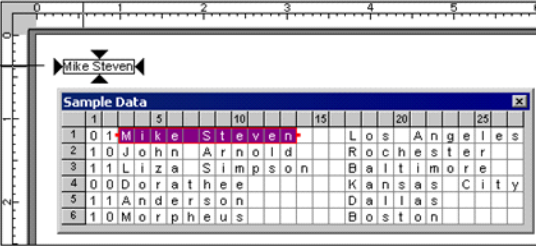
1 Select a Field for mapping. Place the cursor on the selected area and drag.



2 Drop the Field at the required position in the design area.



A new Field node is added to the Record.



In case of Record Format data, you cannot map fields using the drag and drop feature. Fields cannot be added to the records that are already mapped to the PageDef design..

Mapping Barcodes

Mapping a barcode field follows the same steps as mapping a normal field. While mapping a barcode field using the drag and drop feature, press the <Shift> key from the keyboard. For details on mapping a normal field, refer to ["Mapping Fields"](#) on page 237.

Chapter 15:

Proofing Designs

In this chapter...

- [Setting Data Proofing Properties](#)
- [Running Proofing](#)
- [Previewing and Printing the Design Area Contents](#)

This chapter provides information about proofing designs and previewing, as well as printing the contents of the design area.

About Data Proofing

Visual PPFA facilitates you to preview your print output once the FormDef and PageDef are designed. The display-based proofing process, referred to as data proofing, merges the FormDef and the PageDef resources with the selected data file to generate a preview of the output. Data proofing is performed in the Project Mode. Project Mode provides a joint display of the PageDef and FormDef in the design area, thus enabling you to simultaneously view all of the objects.

Preparing for Data Proofing

The AFPProofing.ini file saves the data proofing options, except for data file selection, for all application sessions. For this reason, you need to specify a data file after the initial install and before executing a proofing action for the first application run. This can be done either by using the *AFP Proofing* dialog or loading a sample data file. If a sample data file is loaded, the data file name in Proofing.ini file will be overwritten with the name of the sample data file. The name of this file also displays in the *AFP Proofing* dialog in read-only mode.

After loading a document design in Project Mode, specify a sample input data file along with the data proofing properties. Before proofing, you can view the PageDef and FormDef resources in the *Resource Manager* window.

Setting Data Proofing Properties

To successfully proof your design, specify the required data proofing settings prior to running the proofing process. For setting the data proofing properties:

- 1 From the menu bar, select Project>Proofing Settings to display the *AFP Proofing* dialog.
- 2 Select your required **Category**, and enter the appropriate settings.
- 3 Click **Apply** and **OK** to save your settings.



Visual PPFA enables you to proof your design at any time during the designing process, provided that the application is running in Project Mode. You can, however, specify the data proofing settings even when the application is not in Project Mode.

Setting the Data File and Associated Properties

The proofing process merges the PageDef, FormDef, and an associated data file to generate a preview of the print output. You can specify the data file along with other relevant settings in the **General** category of the *AFP Proofing* dialog. To specify the proofing settings, review the following options:

Sample Data File

This parameter lets you indicate the data file you intend to use for the proofing operation. Select the sample data file you have used for the design.

- **Data File** – specifies the name and path of the data file for your proofing operation. Clicking displays the *Open* dialog to select your required data file.

File Encoding

- **ASCII** – specifies the ASCII encoding standard for the loaded data file.
- **EBCDIC** – specifies the EBCDIC encoding standard for the loaded data file.

File Record Format

- **File Format** – sets the pattern followed by the selected data file to signify the occurrence of a new record. Either:
 - **Stream** – considers one line of data as one record.
 - **Stream NewLine** – indicates a new line of record at the occurrence of the specified **New Line Char** (explained below).
 - **Record** – indicates that the first two bytes of each line specify the length of the record.
 - **Record,n** – indicates that a line of record is of the specified **Record Length**.
- **New Line Char** – displays the character signifying the start of a new line of record. This option is enabled only when **Stream NewLine** is selected from the **File Format** options. Either:
 - **0D0A** – refers to the ASCII value for Carriage Return – Line Feed (CRLF). It indicates the start of a new record whenever a CRLF character is met in the datastream.
 - **0D** – refers to the ASCII value for Carriage Return (CR). It indicates the start of a new record whenever a CR character is met in the datastream.
 - **0A** – refers to the ASCII value for Line Feed (LF). It indicates the start of a new record whenever an LF character is met in the datastream.
- **Record Length** – specifies the size of a record (in bytes) in the data file. This option is enabled only when **Record,n** is selected from the **File Format** list. Set the value in the range 1-32767.

Control Characters

- **Carriage Control** – specifies that each record in the data file carries a carriage control character. The first byte of a record is reserved for carriage control characters.
- **TRC** – specifies that each record in the data file carries a Table Reference Character (TRC). If a record already contains the carriage control character, its second byte will hold the TRC. If there is no carriage control character, then the first byte will hold the TRC.

-
- **Carriage Control Type** – specifies the encoding type for the carriage control characters that are being used in the selected data file. This option is enabled only when **Carriage Control** is selected. Either:
 - **NONE** – does not specify any carriage control type.
 - **ANSI...ASCII** – encodes the ANSI carriage control characters in ASCII.
 - **ANSI...EBCDIC** – encodes the ANSI carriage control characters in EBCDIC.
 - **IBM MACHINE** – encodes the machine code carriage control characters in Hexadecimal format.

Specifying Font Settings

Before running the data proofing, you can specify some general settings for the fonts that are used in the design. To specify the font settings, review the following options in the **Miscellaneous** category of the *AFP Proofing* dialog:

Font Reference

This parameter lets you specify an option on how you want to refer to the fonts used in your design. Font references are used in picking up the fonts utilized in an application to apply them for actual printing. Select one of the following options, whichever is applicable:

- **CharSet CodePage Name** – uses the character set and the code page name to refer to fonts that are used in the design.
- **Coded Font Name** – uses the coded font name to refer to fonts that are used in the design.




Make sure that you specify the same font references as you did in the **Fonts** category of the *AFPDS* dialog (select **Tools>Application Format Settings>Output Formats>AFPDS...** from the menu bar). For more information on *AFPDS* property settings, refer to “Chapter 6: File Format Dictionary” in the *DesignPro Manager For AFP User Guide*.

Processing Mode

- **PRMODE** – sets the SOSI (Shift-Out, Shift-In) data processing mode. Either:
 - **SOSI1** – specifies that each shift-out, shift-in code can be converted to a blank and a Set Coded Font Local text control.
 - **SOSI2** – specifies that each shift-out, shift-in code can be converted to a Set Coded Font Local text control only.

- **SOSI3** – specifies that each shift-out character can be converted to a Set Coded Font Local Text Control field and two blanks. Each shift-in character is converted to a Set Coded Font Local Text Control followed by two blanks.
- **NONE** – specifies not to perform SOSI data processing.

CHARS

- **Name** – specifies TRC references to the fonts that you require for printing the document. You can give a list of four TRC items. Click  to add an item in the associated list. TRC fonts used in the PageDef will be overridden during proofing with the fonts (if any) specified here.



For proper functionality of the SOSI process modes, the first font specified in **CHARS** parameter (or in the PageDef font list) must be an SBCS font, and the second font must be a DBCS font.

Running Proofing


After specifying the AFP proofing settings for the active PageDef /FormDef, you can now proof the application design by clicking Project>Run Proofing from the menu bar. Informational and error messages (if any) display in the *Messages* window. After the proofing is successfully run, the document opens in the Elixir Viewer. You can view the result and confirm your design.

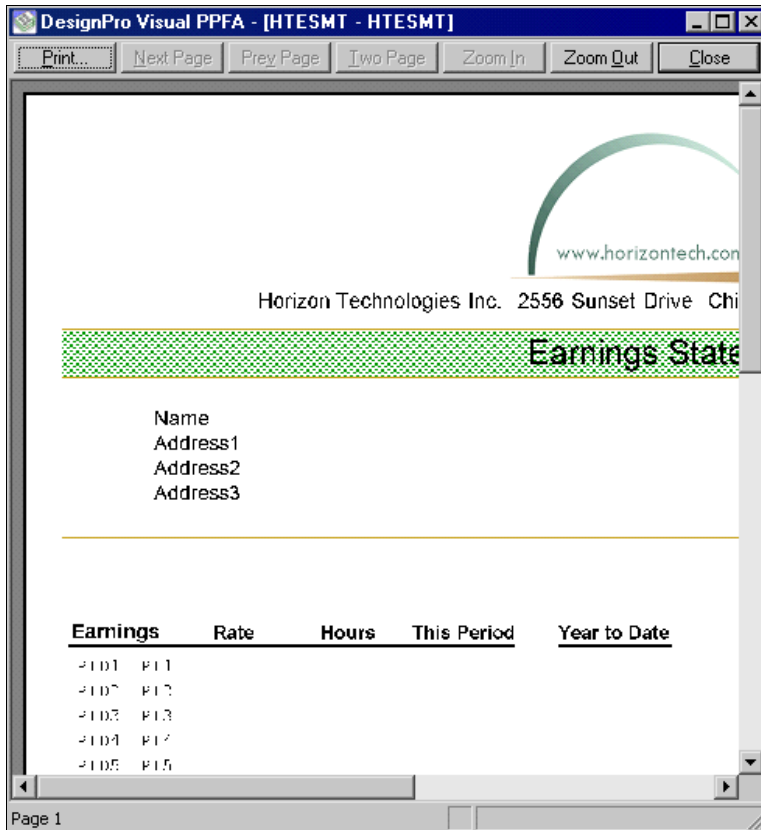


You can also run proofing by clicking  on the *Project* toolbar.

Previewing and Printing the Design Area Contents


To preview the design area contents before merging the resources:

- 1 From the menu bar, select File>Print Preview, or click  on the *Standard* toolbar. The DesignPro Visual PPFA displays the active document in Print Preview mode.



- 2 As appropriate, **Zoom In** or **Zoom Out** the document, or **Print** it using the available options.

To print the design area contents:

- 1 From the menu bar, select File>Print; or click  on the *Standard* toolbar to display the *Print* dialog.
- 2 Review the dialog and make your changes.
- 3 Click **OK** to print the contents and return to the design area.



It is recommended to preview the document before printing it.

Printer

- **Name** – specifies the installed printer name with its path.
- **Properties** – displays a properties dialog for the selected printer.
- **Status** – displays the operating state of the printer.
- **Type** – displays the name of the selected printer.
- **Where** – displays the network location of the selected printer.
- **Comment** – displays a brief narrative describing the printer.

Print Range

- **All** – prints the entire page.
- **Selection** – prints the selected contents of the page only.

Copies

- **Number of copies** – specifies the required number of copies to be printed.

Page Shift (in DPI)

- **X Shift** – specifies the horizontal page shift, in dots per inch.
- **Y Shift** – specifies the vertical page shift, in dots per inch.

Appendix A:

Workspace Glossary

In this appendix...

- [Menu bar](#)
- [Toolbars](#)
- [Form Design Tools](#)
- [Keyboard Shortcuts](#)

This appendix provides information on DesignPro Visual PPFA workspace environment menu bars, toolbars, and keyboard shortcuts.

Menu bar






DesignPro Visual PPFA provides a horizontal menu bar located right below the title bar. The menu bar provides access to standard Windows, as well as DesignPro Visual PPFA-specific menu items. Each menu item in the menu bar is associated with a drop-down menu. You can perform standard Windows operations to hide or display a menu bar, or you can dock a menu bar at the edge of the design area.

Visual PPFA provides the following menu items:

- File
- Edit
- View
- Insert
- Project
- Tools
- Window
- Help




File Menu






The File menu provides access to the following commands:

Icon	Menu Item	Purpose	Hot Keys
	New	Creates a new file.	<Ctrl> + <N>
	Open	Displays the <i>Open</i> dialog to open a required resource file.	<Ctrl> + <O>
	Close	Closes the active PageDef or FormDef.	<Alt> + <F> + <C>
	Close All	Closes all of the PageDef and FormDef resources.	
	Save	Saves the active FormDef or PageDef.	<Ctrl> + <S>
	Save As	Displays the <i>Save As</i> dialog to save an active FormDef or PageDef with a new name.	
	Save All	Saves all of the open PageDefs and FormDefs.	<Ctrl> + <Shift> + <S>
	Print Setup	Displays the <i>Print Setup</i> dialog.	
	Print Preview	Provides a view of the PageDef as it will print.	<Alt> + <F> + <V>
	Print	Displays the <i>Print</i> dialog.	<Ctrl> + <P>
	Exit	Quits the application.	<Alt> + <F4>

Edit Menu


The Edit menu provides access to the following commands:









Icon	Menu Item	Purpose	Hot Keys
	Undo	Reverses the last action.	<Ctrl> + <Z>
	Redo	Cancels the last undo action.	<Ctrl> + <Y>
	Cut	Cuts the selection.	<Ctrl> + <X>

Icon	Menu Item	Purpose	Hot Keys
	Copy	Copies the selection to the clipboard.	<Ctrl> + <C>
	Paste	Pastes the previously copied text onto the selected area in the design area.	<Ctrl> + <V>
	Delete	Deletes the selection.	Delete
	Select All	Selects the entire PageDef or FormDef resources in the design area.	<Ctrl> + <A>
	Invert Selection	Cancels the previous selection.	
	Find	Displays the <i>Find</i> dialog.	<Ctrl> + <F>
	Find Next	Searches for the next occurrence of the specified data.	F3
	Replace	Displays the <i>Replace</i> dialog.	<Ctrl> + <H>

View Menu














The View menu provides access to the following commands:

Icon	Menu Item	Purpose	Hot Keys
	Full Screen	Switches the display of the workspace from Normal view to the Full Screen view.	
	Zoom	Controls the magnification level of the design area. Also displays the Zoom sub-menu. For more information on Zoom, refer to the Zoom toolbar section below.	
	Toolbars	Controls the display of the toolbars; also displays the Toolbars submenu.	
	Status Bar	Shows or hides the Status bar.	

Icon	Menu Item	Purpose	Hot Keys
	PageDef Tree	Shows or hides the <i>PageDef Tree</i> window.	<Ctrl> + <Shift> + <P>
	Template Tree	Shows or hides the <i>Template Tree</i> window.	<Ctrl> + <Shift> + <T>
	FormDef Tree	Shows or hides the <i>FormDef Tree</i> window.	<Ctrl> + <Shift> + <F>
	Messages	Shows or hides the <i>Messages</i> window.	<Ctrl> + <Shift> + <M>
	Resource Manager	Shows or hides the <i>Resource Manager</i> window.	<Ctrl> + <Shift> + <R>
	Sample Data	Shows or hides the <i>Sample Data</i> window.	<Ctrl> + <Shift> + <D>
	Ruler	Shows or hides the graphical ruler in the design area.	F2
	Grid	Shows or hides the grid.	F4
	Guidelines	Shows or hides the guidelines.	F6
	Long Crosshair	Shows or hides the crosshair.	F8
	Full Preview	Displays the page presentation settings.	
	Swap Sheet Dimensions	Switches paper orientation from portrait to landscape and vice-versa.	
	Clear Messages	Clears all of the messages from the <i>Messages</i> window.	<Ctrl> + <D>
	Refresh	Reloads the design area contents.	F5
	Object Filters	Displays all of the Filter tools. Refer to the “Filter Toolbar” section below for more information.	
	Properties	Displays the <i>Properties</i> dialog for the selected object.	<Alt> + <Enter>










Insert Menu

The Insert menu provides access to the following menu commands:

Icon	Menu Item	Purpose
	PageFormat	Adds a PageFormat object to the PageDef tree.
	Record	Adds a record object to the PageFormat node of the PageDef tree.
	Field	Adds a field object to the record node of the PageDef tree.
	Barcode Field	Adds a barcode field object to the record node of the PageDef tree.
	Condition	Adds a condition object to the record node of the PageDef tree.
	Floating Segment	Adds a floating segment object to the record node of the PageDef tree.
	Floating Overlay	Adds a floating overlay object to the selected record node of the PageDef tree.
	Object	Adds an object to the record node of the PageDef tree.
	End Subpage	Adds an End Subpage object to the selected PageDef tree record node.
	Draw Graphics	Displays a sub menu to add the drawGraphic objects in a record node.
	CopyGroup	Adds a CopyGroup object to the FormDef tree.
	SubGroup	Adds a SubGroup object to the CopyGroup node of the FormDef tree.
	Overlay	Adds an overlay object to the SubGroup node of the FormDef tree.
	Template Overlay	Adds a template overlay object to the Template tree.
	Lists	Displays the available PageDef and FormDef lists.
	Form Design Tools	Displays the form design tools. For more information, see “Form Design Tools” section below.



Project Menu




The Project menu provides access to the commands used in Visual PPFA Project Mode.

Icon	Menu Item	Purpose	Hot Keys
	Add New FormDef	Adds a FormDef to the design area.	
	Add New Traditional PageDef	Adds a Traditional PageDef to the design area.	
	Add New Record Format PageDef	Adds a Record Format PageDef to the design area.	
	Load FormDef or PageDef	Loads a PageDef or FormDef in the design area.	
	Remove FormDef	Removes a FormDef from the design area.	
	Remove PageDef	Removes a PageDef from the design area.	
	Load Sample Data File	Loads a data file in the design area.	
	Unload Sample Data File	Removes the data file from the design area.	
	Proofing Settings	Displays the <i>AFP Proofing</i> dialog.	
	Run Proofing	Runs data proofing and displays the result in the Elixir Viewer.	<Ctrl> + F5

Tools Menu




The Tools menu provides access to the following commands:

Icon	Menu Item	Purpose	Hot Keys
	Spell Checker	Displays the <i>Check Spelling</i> dialog.	F7
	Form Editor	Launches the DesignPro Form Editor.	
	Resource Map	Launches the Elixir Resource Map.	

Icon	Menu Item	Purpose	Hot Keys
	Profile Editor	Launches the Elixir Profile Editor.	
	Layout	Displays options to place the objects in the design area. Either: Bring to front, Send to back, Bring Forward, or Send Backward.	
	Split Text	Splits the selected text object into two objects.	
	Join Text	Displays options to join the text objects in the design area. Either Join By Spaces, Join By Justify, or Join By Relative.	
	Reformat Text	Enables you to fix the layout, indentation, and alignment of the text object.	
	Rulers and Grid	Displays the rulers and grid options in the submenu.	
	Options	Displays the <i>Options</i> dialog.	
	Profile Selection	Displays the <i>Profile Selection</i> dialog.	
	Application Format Settings	Displays the Application Format Settings submenu for setting the application properties; also enables you to Load, Save, and Clear the Setup file at the Application level.	
	Document Format Settings	Displays the Document Format Settings submenu to set the document properties; also enables you to Load, Save, and Clear the Setup file at the Document level.	




Window Menu

The Windows menu provides access to the following commands:

Icon	Menu Item	Purpose
	Cascade	Rearranges and resizes all of the open design resources so that they overlap each other.
	Tile	Rearranges and resizes all of the open design resources so that they do not overlap each other.
	Arrange All	Arranges the documents that are open in the design area.
	Split	Splits the design area into four partitions, each displaying the active design.

Help Menu

The Help menu provides access to the following commands:

Icon	Menu Item	Purpose	Hot Keys
	Contents	Launches the DesignPro Tools for AFP Help file with the Contents tab selected.	F1
	Search	Launches the DesignPro Tools for AFP Help file with the Search tab selected	<Alt> + <H> + <I>
	Index	Launches the DesignPro Tools for AFP Help file with the Index tab selected.	<Alt> + <H> + <I>
	Elixir on Web	Launches the Elixir website.	<Alt> + <H> + <E>
	About Visual PPFA	Displays the Product Version, Copyright, and Licensing information.	<Alt> + <H> + <A>

Toolbars

Visual PPFA toolbars provide access to the most commonly used application commands. You can perform standard Windows operations to hide or display a toolbar, dock a toolbar at the edge of the design area, or display a toolbar as a palette window.







Visual PPFA provides the following toolbars:











- *Standard* toolbar
- *View* toolbar
- *Position & Dimension* toolbar
- *Common Attributes* toolbar
- *Filter* toolbar
- *Project* toolbar
- *Insert* toolbar
- *Tools* toolbar.

Standard Toolbar

The *Standard* toolbar provides one-click access to the basic File and Edit menu commands.





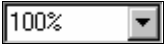

Button	Purpose
	Creates a new file.
	Opens the selected file.
	Saves the active file in the specified format (PageDef or FormDef).
	Saves the PageDef object.
	Saves the FormDef object.
	Displays the <i>Print</i> dialog for printing the document.










Button	Purpose
	Displays the print preview of the design.
	Cuts the selection.
	Copies the selection to the clipboard.
	Pastes the selection.
	Reverses the last action.
	Restores the last Undo action.
	Searches for the first occurrence of the specified data.
	Searches for the next occurrence of the specified data.
	Displays the properties dialog for the selected item.
	Launches the DesignPro Visual PPFA for AFP help file.

View Toolbar

The *View* toolbar provides shortcuts to workspace viewing commands.

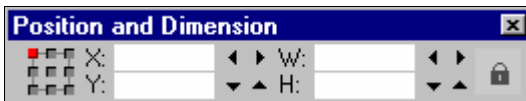



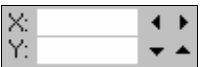
Button/Control Box	Purpose
	Increases the window object magnification.
	Reduces the window object magnification.
	Sets the window zoom percentage (window) view size.
	Sets the window display to a predefined measurement.

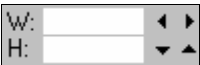

Button/Control Box	Purpose
	Shows or hides the graphical ruler in the design area.
	Shows or hides the grid.
	Switches Snap to Grid feature on or off.
	Displays the Crosshair.
	Shows or hides the Guidelines.
	Switches the Snap to Guidelines feature on or off.
	Switches the Snap to Objects feature on or off.
	Displays the page presentation settings in the design area.
	Switches the paper orientation from portrait to landscape and vice-versa.

Position & Dimension Toolbar

The *Position and Dimension* toolbar is used for editing the start coordinates and dimension operations for an object.

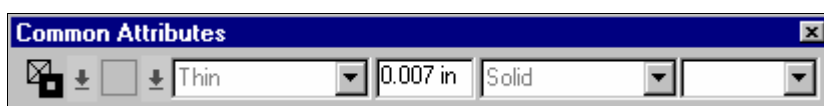





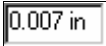

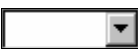
Button/Control Box	Purpose
	Displays the horizontal and vertical coordinates in the X and Y entry box on the toolbar for the selected object. The red square represents the coordinates of the selected object.
	Sets the horizontal and vertical start coordinates for a selected object.

Button/Control Box	Purpose
	Sets the width and height values for a selected object.
	Retains the original height and width proportion during the resize operation for an object.

Common Attributes Toolbar

The *Common Attributes* toolbar is used for setting common object properties such as color, line style, and thickness.














Button/Control Box	Purpose
	Sets the background and foreground color for a selected object.
	Sets the pattern for a selected object.
	Displays the line thickness selections.
	Specifies the custom value for the line thickness.
	Displays the predefined borderline styles for an object.
	Displays the predefined line cap styles for an object.

Filter Toolbar

The *Filter* toolbar provides quick access to the filter options provided in DesignPro Visual PPFA. You can use the *Filter* toolbar commands to exclude specified objects in the design area from editing functions, such as moving or deleting.














Button	Purpose
	Shows or hides the PageDef objects.
	Shows or hides the FormDef objects.
	Switches the editing feature on and off for a PageDef object.
	Switches the editing feature on and off for a FormDef object.
	Switches the editing feature on and off for a Line object.
	Switches the editing feature on and off for a Box object.
	Switches the editing feature on and off for an Ellipse object.
	Switches the editing feature on and off for a Path object.
	Switches the editing feature on and off for a Text object.
	Switches the editing feature on and off for an Image object.
	Switches the editing feature on and off for a Barcode object.

Project Toolbar

The *Project* toolbar provides quick access to the Project menu commands.




























Button	Purpose
	Adds a FormDef to the design area.
	Adds a Traditional PageDef to the design area.
	Adds a Record Format PageDef to the design area.
	Loads a PageDef or FormDef in the design area.
	Removes a FormDef from the design area.
	Removes a PageDef from the design area.
	Loads a data file in the design area.
	Removes the data file from the design area.
	Specifies the start line of the data file in the adjacent text box.
	Specifies the length of the data file in the adjacent text box.
	Runs document proofing and displays the result in the Elixir Viewer.

Insert Toolbar

The *Insert* toolbar provides one-click access to the Insert and Insert Draw Graphic menu commands.



Button	Purpose
	Adds a PageFormat object to the PageDef tree.
	Adds a record object to the selected PageFormat node of the PageDef tree.
	Adds a field object to the selected record node of the PageDef tree.
	Adds a barcode field object to the selected record node of the PageDef tree.
	Adds a condition object to the selected record node of the PageDef tree.
	Adds an image object to the selected record node of the PageDef tree.
	Adds a floating overlay object to the selected record node of the PageDef tree.
	Adds an object to the selected record node of the PageDef tree.
	Adds an end subPage object to the selected record node of the PageDef tree.
	Adds a drawGraphic line object to the selected record node of the PageDef tree.
	Adds a drawGraphic box object to the selected record node of the PageDef tree.
	Adds a drawGraphic circle object to the selected record node of the PageDef tree.
	Adds a drawGraphic ellipse object to the selected record node of the PageDef tree.
	Adds an endGraphic object to the selected record node of the PageDef tree.

Button	Purpose
	Adds a CopyGroup object to the FormDef tree.
	Adds a SubGroup object to the selected CopyGroup node of the FormDef tree.
	Adds an overlay object to the SubGroup node of the FormDef tree.
	Adds a template overlay object to the Template tree.
	Displays the available object lists.
	Adds a color list to the active PageDef.
	Adds an object list to the active PageDef.
	Adds an overlay list to the active PageDef.
	Adds a segment list to the active PageDef.
	Adds a TRC list to the active PageDef.
	Adds a suppression list to the active FormDef.















Form Design Tools

Form design tools are design operation shortcuts located on the *Tools* toolbar. This toolbar only displays when a loaded form is opened for editing in Visual PPFA. With one-click access, you can open various toolbars to perform your required design operations.

When you click a tool on the *Tools* toolbar, a corresponding toolbar opens above the design area. Click another tool, and a new toolbar replaces the previous selection.









The *Tools* toolbar enables the launching of the following form design toolbars:

Button	Purpose
	Launches the <i>Select</i> toolbar.
	Enables the insertion of a line object in the form and launches the <i>Line</i> toolbar.
	Enables the insertion of a box object in the form and launches the <i>Box</i> toolbar.
	Enables the insertion of an ellipse object in the form and launches the <i>Ellipse</i> toolbar.
	Enables the insertion of a path object in the form and launches the <i>Path</i> toolbar.
	Enables the insertion of a text object in the form and launches the <i>Text Attributes</i> toolbar.
	Enables the insertion of an image in the form and launches the <i>Image</i> toolbar.
	Enables the insertion of a barcode object in the form and launches the <i>Barcode</i> toolbar.
	Enables the insertion of an Active Button in the form and launches the <i>Active Button</i> toolbar.
	Enables the insertion of an Active Checkbox in the form and launches the <i>Active Checkbox</i> toolbar.
	Enables the insertion of an Active Combobox in the form and launches the <i>Active Combobox</i> toolbar.
	Enables the insertion of an Active Editbox in the form and launches the <i>Active Editbox</i> toolbar.
	Enables the insertion of an Active Radio Button in the form and launches the <i>Active Radio Button</i> toolbar.
	Enables the insertion of a signature in the form and launches the <i>Signature</i> toolbar.

Select Toolbar

The *Select* toolbar provides options for selecting and copying objects and drawing perpendicular lines.








Button	Purpose
	Indicates the <i>Select</i> toolbar is open.
	Copies the selected object in the design area.
Copy# <input type="text" value="1"/>	Indicates the number of copies to be made.
	Enables the horizontal movement of the copied object.
	Enables the vertical movement of the copied object.
	Enables unrestricted movement of the copied object.
	Draws perpendicular lines only.

Line Toolbar

The *Line* toolbar provides options for drawing horizontal, vertical, and free direction lines.





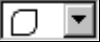







Button	Purpose
	Indicates the <i>Line</i> toolbar is open.
	Draws a horizontal line only.
	Draws a vertical line only.

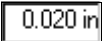



Button	Purpose
	Draws horizontal or vertical lines only.
	Draws a line in any direction.

Box Toolbar

The *Box* toolbar provides options for drawing boxes and specifying box properties.

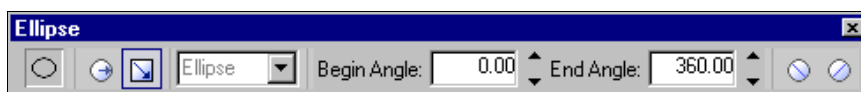







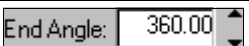


Button	Purpose
	Indicates the <i>Box</i> toolbar is open.
	Limits the box shape to a square.
	Displays the predefined box corner styles.
	Displays the predefined box corner radius styles.
	Sets the custom corner radius value.
	Draws the box within the confines of an invisible boundary.
	Sets the horizontal split line thickness and style for a box.
	Sets the vertical split line thickness and style for a box.
	Indicates the number of box shape horizontal and/or vertical splits (enabled only when Style for Horizontal Splits or Style for Vertical Splits is selected).
	Displays the predefined line thickness values.

Button	Purpose
	Sets the custom border line thickness, and box shape horizontal or vertical splits value (enabled only when the Line Thickness Custom option is activated).
	Displays the predefined line styles for drawing lines.
	Draws the diagonal inside the box from the top left corner to the bottom right corner.
	Draws the diagonal inside the box from the top right corner to the bottom left corner.

Ellipse Toolbar

The *Ellipse* toolbar provides options for drawing ellipses and specifying ellipse properties.












Button/Control Box	Purpose
	Indicates the <i>Ellipse</i> toolbar is open.
	Draws the ellipse outward from the center.
	Draws the ellipse within the confines of an invisible boundary.
	Displays the predefined shapes for drawing the ellipse.
	Indicates the angle at which the drawing of the ellipse begins.
	Indicates the angle at which the drawing of the ellipse ends.
	Draws the diagonal inside the ellipse from the top left to the bottom right.
	Draws the diagonal inside the ellipse from the top right to the bottom left.

Path Toolbar

The *Path* toolbar provides options for drawing paths and specifying path properties.


















Button/Control Box	Purpose
	Indicates the <i>Path</i> toolbar is open.
	Automatically closes the path lines to form a shape.
	Leaves all path lines open.
	Snaps the path segments to vertical and horizontal angles.
	Draws the path segments in any direction.
	Draws the path segments according to the Line Curve formula.
	Draws the path segments according to the Bezier Curve formula.
	Draws the path segments according to the Tangential Curve formula.
	Completes the path shape drawing.

Text Attributes Toolbar

The *Text Attributes* toolbar provides options for the specification of text object preferences.



Button/Control Box	Purpose
	Indicates the <i>Text Attributes</i> toolbar is open.
	Displays the <i>Font List</i> dialog for selecting, adding, deleting, or editing the font list items.
	Adds the font selected from the drop-down list to the text.
	Underlines the text.
	Draws a line through the text.
	Sets the text horizontal justification to the left.
	Sets the text horizontal justification to the center.
	Sets the text horizontal justification to the right.
	Sets the text horizontal justification to both the right and the left.
	Sets the text vertical justification to the linebase.
	Sets the text vertical justification to the top.
	Sets the text vertical justification to the center.
	Sets the text vertical justification to the bottom.
	Sets the inter-word spacing.
	Sets the inter-character spacing.








Button/Control Box	Purpose
	Sets the text block word continuation to the next line.
	Displays the direction options for the text flow.
	Displays the direction options for the text character flow.
	Displays the <i>Soft Keyboard</i> dialog for adding alphabets and special characters.

Image Toolbar

The *Image* toolbar provides options for adding Elixir format screen or printer images, bitmaps, and logos to a form.

On selecting the **Image** tool from the *Tools* toolbar, the *Open Resource File* dialog displays. In this dialog, browse and select the required image resource. The selected image name displays in the *Image* toolbar textbox and the image can be placed at any location in the design area.










Button/Control Box	Purpose
	Indicates the <i>Image</i> toolbar is open.
	Indicates the filename of the loaded image.
	Displays the <i>Open</i> dialog for loading the external image.

Barcode Toolbar

The *Barcode* toolbar provides options for adding barcodes to a form and specifying the barcode properties.






Button/Control Box	Purpose
	Indicates the <i>Barcode</i> toolbar is open.
	Displays the available barcode types for selection.
	Hides the barcode information.
	Displays the HRI (Human Readable Interpretation) above the barcode.
	Displays the HRI (Human Readable Interpretation) below the barcode.
	Displays the HRI (Human Readable Interpretation) type 1.
	Displays the HRI (Human Readable Interpretation) type 2.

Active Button Toolbar

The *Active Button* toolbar provides options for adding active buttons to a form and specifying the active button properties.



Button/Control Box	Purpose
	Indicates the <i>Active Button</i> toolbar is open.
	Draws a border around the active button.
	Displays the selected border color.



The *Active Checkbox*, *Active Combobox*, *Active Editbox*, *Active Radio Button*, and *Signature* toolbars all display the same toolbar commands as the *Active Button*.



Selecting a tool from the *Tools* toolbar enables you to place a single object in the design area. To place multiple objects of the same type in the design area, double-click the required tool on the *Tools* toolbar.

Keyboard Shortcuts

You can use the shortcut keys (also called the accelerator keys or the fast keys) for quick access to frequently used commands or operations. The tables below describe shortcut keys generally used in DesignPro Visual PPFA.

Text Editing Keyboard Shortcuts

The following table outlines the available keyboard shortcuts for form text editing operations:

Command	Keyboard Shortcut
Copies the selected text.	<Ctrl> + <C>
Cuts the selected text.	<Ctrl> + <X>
Deletes the left character.	<Backspace>
Deletes the right character.	
Deletes the next word.	<Ctrl> +
Deletes the previous word.	<Ctrl> + <Bksp>
Deletes to the end of the line.	<Ctrl> + <K>
Deletes to the end of the text block.	<Ctrl> + <E>
Find	<Ctrl> + <F>
Find Next	<F3>
Find Previous	<Shift> + <F3>
Replace	<Ctrl> + <H>
Moves the cursor down one line.	<↓>

Command	Keyboard Shortcut
Moves the cursor to the left by one character.	<←>
Moves the cursor to the right by one character.	<→>
Moves the cursor up one line.	<↑>
Moves the cursor to the left by one word.	<Ctrl> + <←>
Moves the cursor to the right by one word.	<Ctrl> + <→>
Moves the cursor to the end of the line.	<End>
Moves the cursor to the start of the line.	<Home>
Moves the cursor to the end of the text block.	<Ctrl> + <End>
Moves the cursor to the start of the text block.	<Ctrl> + <Home>
Pastes the previously copied text onto the selected area in the design area.	<Ctrl> + <V>

Numeric Display Box Keyboard Shortcuts

The following fast keys can be used to edit numbers within numeric display boxes (e.g., tool width option). Numbers are entered right to left, as on a calculator.

Command	Keyboard Shortcut
Changes the decimal value.	Click on arrows (where provided)
Changes the integer value.	<Ctrl> + click on arrows
Deletes the number (set to 0).	
Deletes the right digit.	<Backspace>
Finishes editing.	<Enter>

Zoom/Pan Control Keyboard Shortcuts

The following fast keys can be used to access the Zoom and Pan Control commands:

Command	Keyboard Shortcut
Pans left	<←>
Pans up	<↑>
Pans right	<→>
Pans down	<↓>
Zooms in	Numpad +
Zooms out	Numpad -
Moves the cursor to the top left side of the form.	<Home>
Moves the cursor to the bottom left side of the form.	<End>
Moves the cursor to the top right side of the form.	<Ctrl> + <Page Up>
Moves the cursor to the bottom right side of the form.	<Ctrl> + <Page Down>
Scrolls up.	<Page Up>
Scrolls down.	<Page Down>

With **Num Lock** off, you can also use the numeric keypad functions as the Zoom/Pan control fast keys.

Appendix B:

Glossary

The following is an alphabetical listing of product-specific or unique terms and abbreviations used in this guide.

AFP

Advanced function printing.

ANSI (American National Standards Institute)

An organization consisting of producers, consumers, and general interest groups. ANSI establishes the procedures which accredited organizations create and maintain voluntary industry standards.

Barcode

An array of parallel rectangular bars and spaces that together represent data elements or characters of a particular type.

Baseline

A conceptual line with respect to which successive characters are aligned.

Baseline Direction

The direction in which successive lines of text appear on a logical page.

BCOCA (Bar Code Object Content Architecture)

An architected collection of constructs used to interchange and present barcode data.

Carriage Control Character (CC)

The first character of an output record (line) that is to be printed or spaced.

Character Set

A group of alphabetic, numeric, and other characters that have some relationship in common. For example, the standard ASCII character set includes letters, numbers, symbols, and control codes that make up the ASCII coding scheme.

Code Page

Text file that maps character hexadecimal value to associated graphic character identifier.

Condition

Standard logical test (e.g., IF, ELSE, ELSEIF, etc.) for making processing decisions.

CopyGroup

A subset of a form definition (FormDef) containing a set of controls for the physical pages of a printout. Such functions as the selection of either of two paper sources on the page printer, the use of duplex printing, or the positioning of the reference point for all printing on the sheet are available in the CopyGroup.

Datastream

A continuous stream of data that has a defined format.

DBCS (Double-Byte Character Set)

Character set containing a maximum of 65536 characters where each character is represented by two bytes.

Design Area

Application window used to create, view, and edit design objects.

DesignPro Manager

Windows-based operating environment for launching and using Elixir applications such as Visual PPFA, Form Editor, Graphics Editor, Font Editor, and DPT Converter.

Direction

The print position of data in a logical page, line, or field.

Document

A machine-readable collection of one or more objects that represent a composition, work, or collection of data.

Duplex Printing

Printing on both sides of a sheet.

Elixir Resource Map

A utility used for mapping fonts and characters between the supported display and print formats.

Ellipse

A plane curve; especially a conic section whose plane is not parallel to the axis, base, or generatrix of the intersected cone.

Fast Keys

See [Keyboard Shortcut](#).

Fidelity

Degree of required visual exactness for processing AFP print file input data.

Field

A specified area in a record used for a particular class of data.

File

A named set of records stored or processed as a unit.

Font

Complete set of print characters of the same family, size, typeface, and orientation.

Form

Single-page document used for background reproduction on each page of other documents.

Form Definition (FormDef)

Resource object defining form or print media characteristics, including overlays, paper source, duplex printing, post processing controls, perforating, cutting, text suppression, position of composed-text data on form, page number, and modification notation.

Format

The arrangement or layout of data on a physical medium or in a presentation space.

GOCA (Graphics Object Content Architecture)

Structure for describing a complex picture (e.g., bar chart or pie chart) using graphic commands.

Grid

Horizontal and vertical lines of pixels used for precise object placement.

Guidelines

Horizontal and/or vertical lines in design area used to align objects.

Hexadecimal

A number system with a base of sixteen. The decimal digits 0 through 9 and characters A through F are used to represent hexadecimal digits. The hexadecimal digits A through F correspond to the decimal numbers 10 through 15, respectively. An example of a hexadecimal number is 'X'1B', which is equal to the decimal number 27.

In

Inches.

IOCA (Image Object Content Architecture)

Non-resolution dependent data structure in which image objects can be scaled and compressed.

Kanji

A graphic character set consisting of symbols used in Japanese ideographic alphabets. Each character is represented by 2 bytes.

Keyword

A two-part self-defining parameter consisting of a one-byte identifier and a one-byte value.

Keyboard Shortcut

Special key or two-key combination for executing an operation without using the mouse; also called *fast key(s)* or *hot key(s)*.

Line Printer

A device that prints a line of characters as a unit.

Logical Page

A collection of data that can be printed on one side of a sheet of paper.

Medium

The physical material (for example, paper) on which data is printed.

Messages Window

A window displaying informational, error, and warning messages.

MO:DCA (Mixed Object Document Content Architecture)

Structure of device-independent data stream used for interchanging documents.

Multiple Up

The printing of more than one page on a single side of a sheet of paper.

NUP

The printing of more than one logical page on a single side of a medium.

Object

A collection of data referred to by a single name.

Orientation

Direction of the type in reference to the upper left corner of a portrait page.

Overlay

A collection of static data such as lines, shading, text, boxes, bar codes, or logos that can be merged with variable data on a page during printing.

Overlay Generation Language (OGL)

A programming language used to produce electronic overlays.

Page

Logical representation of a data page.

Page Definition (PageDef)

Resource containing format controls for printing logical pages; can include controls for number of lines, font selection, print direction, dimension, conditional processing, overlays, color, multiple up printing, and field mapping.

PPFA (Page Printer Formatting Aid)

IBM utility used to create and store form and page definition resource objects for formatting printed output.

Page Segment

Page resource comprising of text and/or images composed before formatting, but included in printing.

Paper

Physical attributes of a logical page, such as size, orientation, positioning, and partitioning.

Pel

See [Pixel](#).

Pixel

Contraction of “picture element;” smallest displayable or printable unit on a physical medium. A pixel is sometimes referred to as a dot. Character bitmaps are made up of dots or pixels. A pixel can contain additional information, such as color, and can be larger than one bit while still representing one dot.

Preprinted Form

A sheet of paper containing a preprinted design of constant data. Variable data can be merged with the constant data on such a form.

Print Data Stream

Datastream created by Print Services Facility (PSF) for transmission to the printer.

PSF (Print Services Facility)

IBM utility for managing input and output data streams; combines print data (from system spool), printing controls, and other resources to produce data stream for AFP printers.

Raster Font

Series of pels arranged in scan lines to form font.

Record

A set of one or more related data items grouped for processing.

Resolution

Measure of image sharpness, expressed either as number of lines and columns, or pels per unit of area.

Resource Map Editor

Product component used to display, define, and edit font input to output format mappings, and provide instructions for storing information in the Elixir Resource Map.

Rotation

The orientation of the characters of a font with respect to the baseline.

SBCS (Single-Byte Character Set)

Character set in which each character is represented by a 1-byte code (256 characters).

Sheet

A single piece of paper.

Snap to Grid

Product function that causes form elements to automatically align with nearest displayed grid point.

SOSI (Shift-Out, Shift-In)

Special EBCDIC datastream codes used to control switch between double- and single-byte fonts.

SubGroup

A subset of a form definition used to reprint the same page of data more than once. SubGroups provide for variations in the same page of data within one print job.

Subpage

A part of the logical page on which line data may be placed. In the page definition, multiple subpages can be placed on a physical page based on changes in the print data.

Style

A modified version of a typeface. Examples of a style are Bold, Italic, etc.

TRC (Table Reference Character)

Optional print data set control character used for selecting font during printing.

Typeface

All characters of single type family, each having same style, weight, and width, regardless of size.

Unformatted Print Data

Data having no formatting used for print output.

Viewer

Provides on-screen viewing of documents created for production printing. File formats, including Elixir Document, Elixir GDF, Windows EMF, PCL, Elixir PDW, Elixir Form, Elixir Legacy FormAFP Overlay Object, and PostScript can be proof printed in the Viewer.

Zoom

Product feature enabling magnification changes for display of the design area objects.

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