



# **AppBuilder for AFP**

**4.10 User Guide Supplement**

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*Version 4.10*

Elixir Technologies Corporation  
P.O. Box 1559  
Ojai, CA 90024

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# Users Guide Supplement

## AppBuilder for AFP 4.10

Thank you for using Elixir's AppBuilder for AFP.

This document provides information to users of AppBuilder for AFP on new features introduced in the 4.10 release.

This document does not replace existing AppBuilder for AFP documentation.

The features detailed in this document are:

- ✓ Enhanced N-Up
- ✓ Double-Byte Font Support
- ✓ Bar-Code Font Support
- ✓ Data Proofing Procedures



For all other feature discussions refer to your AppBuilder for AFP User Guide.

## Enhanced N-Up

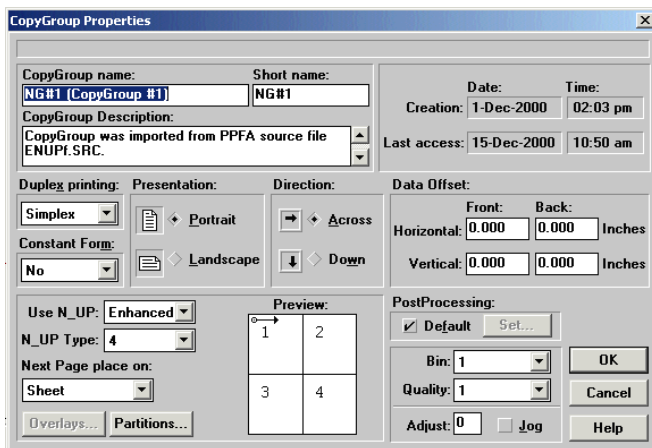
Enhanced N\_UP printing is supported by the newest family of AFP printers.

See your IBM documentation for details on enhanced N-UP.

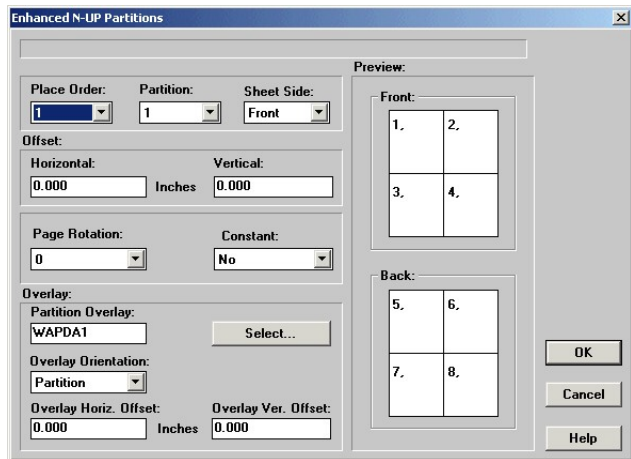
1. To set and view Enhanced N-UP properties, first select the CopyGroup from the **FormDef** window.




2. Select a CopyGroup by clicking on it and then right-clicking to reveal the **CopyGroup Properties** dialog box.



3. To allow a CopyGroup to have Enhanced N-UP, do the following:
  - ✓ Use N-Up must be set to 'Enhanced'.
  - ✓ N-Up Type must be set to 2, 3 or 4.
4. To set the parameters of each of Enhanced N-Up partitions:
  - ✓ Click the **Partitions** button to view the **Enhanced N-Up Partitions** dialog.



 The **Partitions** button is only enabled when the CopyGroup is set for Enhanced N-up.

5. From the **Enhanced N-Up Partitions** dialog, review the following:
  - ✓ **Place Order:** This drop-down list displays the number of N-Up partitions multiplied by two if the duplex is any value other than Simplex.  
  
If the N-Up is 3 (three) and the duplex setting is Normal, Tumble, RNormal, or Rtumble then the Place Order drop-down list will have 6 (six) items.

The Place Order determines the order that partitions are composed in AFP prior to being printed.

Changed settings cause the preview of front and back page on the enhanced n-up dialog to be updated.

- ✓ **Partition:** This drop-down list contains the number of partitions set via the Copygroup or Formdef dialog.

The maximum N-Up value is 4 (four).

More than one partition can be placed in the same area on the front or back sheet side.

- ✓ **Sheet Side:** This drop-down list contains two items: either 'Front' or 'Back'.

The field is inactive if the duplex setting = 'SIMPLEX'.

This setting displays the setting for the currently selected Place Order and partition.

Changed settings cause the preview displays for front and back page to be updated.

The user may change the value from the original setting click OK to save it.

- ✓ **Offset Horizontal:** Shows the horizontal offset for the currently selected Place Order and partition.

Changed settings will not cause the preview displays for front and back page to be updated.

The user may change the value from the original setting click OK to save it.

- ✓ **Offset Vertical:** Shows the vertical offset for the currently selected Place Order and partition.

Changed settings will not cause the preview displays for front and back page to be updated.

The user may change the value from the original setting click OK to save it.

- ✓ **Page Rotation:** Selections are either: '0', '90', '180', and '270'. '0' is the default setting.

This drop-down displays the setting for the currently selected Place Order and partition.

The user may change the value from the original setting click OK to save it.

- ✓ **Constant:** Selection for Constant are either: 'No' or 'Yes'. 'No' is the default setting. 'Yes' disables the Page Format drop down list.

This drop-down displays the setting for the currently selected Place Order and partition.

The user may change the value from the original setting click OK to save it.

- ✓ **Partition Overlay:** Contains the name of the overlay selected or it is blank.

The text value is 'read-write' and is set using the Select button or by directly entering an overlay name. The user assumes correctness of entered value.

Blank is the default setting.

To delete an overlay for a particular partition delete contents of the text box and click OK to save.

The user may change the value from the original setting and it is saved if OK is selected.

- ✓ **Select button:** The Select button invokes the Select Overlay dialog.

Users can select an overlay, and load it into the overlay name text-box.

If user cancels overlay selection, the overlay name text-box is not updated.

The user may change the value from the original setting click OK to save it.



- ✓ **Overlay Orientation:** Selections for this drop-down are either: 'Page' or 'Partition'. 'Partition' is the default.

Page sets the starting x,y position of the overlay to the x,y start point of the physical page.

Partition sets the starting x,y position of the overlay to the x,y start point of the currently selected partition.

The user may change the value from the original setting and it is saved if OK is selected.

- ✓ **Overlay Horizontal Offset:** Horizontal offset for the currently selected partition.

Changed settings will not cause the preview displays for front and back page to be updated.

The user may change the value from the original setting and it is saved if OK is selected.

- ✓ **Overlay Vertical Offset:** Vertical offset for the currently selected partition.

Changed settings will not cause the preview displays for front and back page to be updated.

The user may change the value from the original setting and it is saved if OK is selected.

- ✓ **Preview of front-page:** Display graphically shows the number and placement of partitions for the front page.

The display is controlled by the order, partition, and sheet-side settings.

The display changes as selections are made.

- ✓ **Preview of back page:** Display graphically shows the number and placement of partitions for the back page.

The display is controlled by the order, partition, and sheet-side settings.

The display changes as selections are made.

- ✓ **OK:** The OK button saves all changes made for the current design.

After the properties are saved, the dialog is cleared from the screen.

- ✓ **Cancel:** Cancels all changes for the current design.

Cancel resets the values to what they were prior to showing this dialog.

After selecting Cancel, the dialog is cleared from the screen.

- ✓ **Help:** Help displays relevant page in the help file.

Selecting Help does not cause the dialog to be cleared from the screen.

## Double Byte Fonts

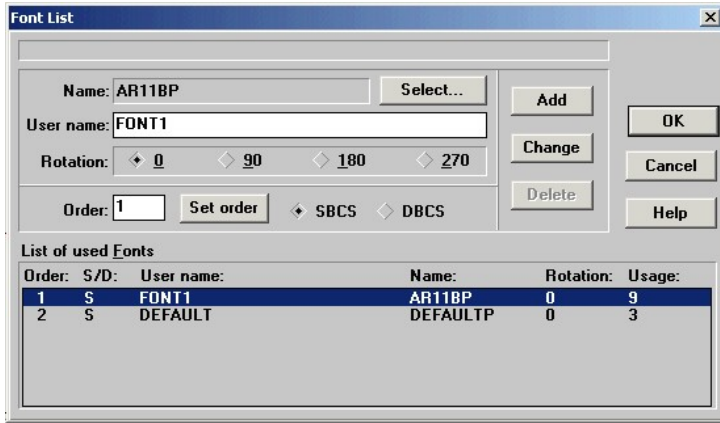
A *double-byte code page* can contain as many as 65,536 two-byte code points.

Languages with non-alphabetic writing systems, such as Chinese, Japanese, and Korean, require *double-byte* code pages.

*Double-byte* character sets contain some single-byte characters, usually romaji (Western characters) and katakana.

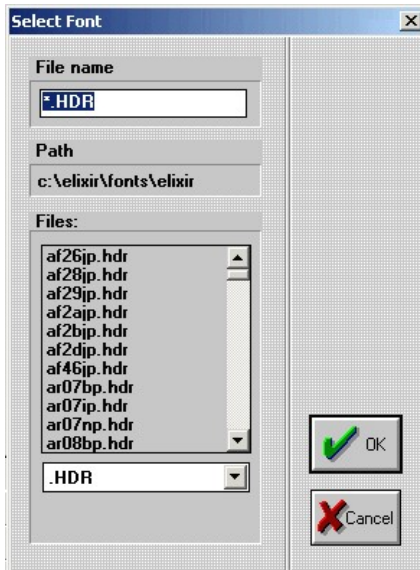
As defined by IBM a **double-byte character set (DBCS)** is a character set, such as a set of Japanese ideographs, requiring two bytes to identify each character.

In order to use double-byte characters within AppBuilder, you must add all required single and double byte fonts to the PageDef common font list of the current PageDef prior to using with records or fields defined within the current PageDef.



## Adding a Single Byte Font to your Pagedef's Font List

1. In the **Font List** dialog, click the **Select** button to display the **Select Font** dialog.



2. Select a single byte font and click **OK**.
3. In the **Font List** dialog, enter the desired **User name**.
4. Set the **font rotation** if the rotation is other than 0.
5. Select **SBCS** (single-byte character set)
6. Enter font names in desired order within **List of Used** fonts.
7. Click **Add** button to add fonts to common font list.



Notice that the second column in the list labeled **S/D** will show the just added font as being **S**.

## Adding a Double-Byte Font to your Pagedef's Font List

1. Click the **Select** button to display the font select dialog and from it select the double byte font desired.
2. Enter the desired **User name**.
3. Set the **font rotation** if the rotation is other than 0.
4. Select **DBCS** (double-byte character set).
5. Type in the desired order within the font list.
6. Click **Add** button to make it part of the common font list.

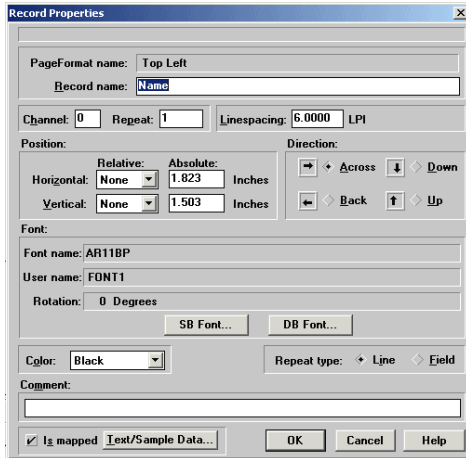


Notice that the second column in the list labeled **S/D** will show the just added font as being **D**.

## Setting a Record's Font to Double-Byte

To use a double-byte font within a record you must select one single and one double-byte font.

To display the **Record Properties** dialog, select the Record within the current PageDef. and right-click mouse.



1. Click the **SB Font** button and select a single byte font from the common font list.
2. Click the **DB Font** button and select a double byte font from the common font list.

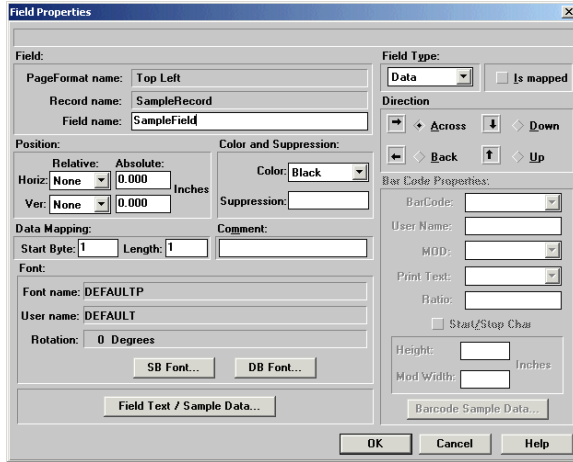


Notice that both single and double font names are displayed in the **Font name** area, separated by a comma.

## Setting a Field's Font to Double-Byte

To use a double-byte font within a field you must select one single and one double-byte font.

To display the **Field Properties** dialog, select the Field within the current PageDef and right-click mouse.



1. Click the **SB Font** button and select a single byte font from the common font list.
2. Click the **DB Font** button and select a double byte font from the common font list.

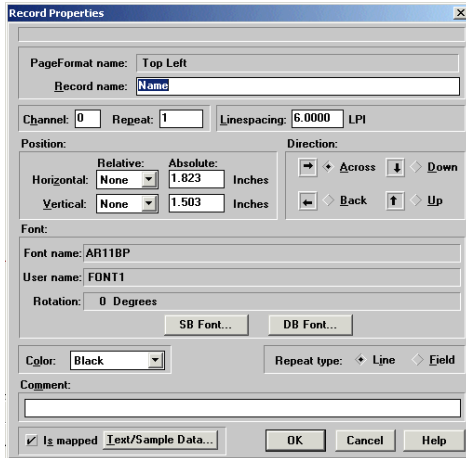


Notice that both single and double font names are displayed in the **Font name** area, separated by a comma.

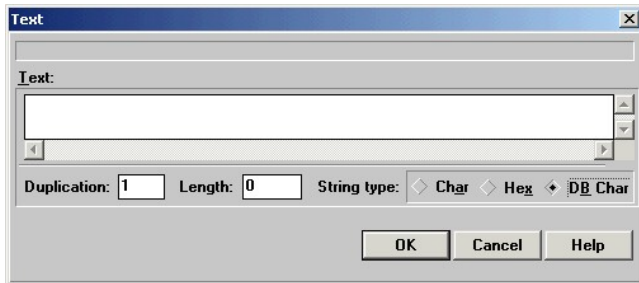
## Entering Sample Double-Byte Text for a Record

To use a double-byte font within a record you must select one single and one double-byte font.

To display the **Record Properties** dialog, select the record within the current PageDef and right-click mouse.



1. Click the **Text/Sample Data** button to display the **Text** dialog.



2. Click **DB Char**.
3. Enter the sample text for the double-byte.



Valid double-byte character set (DBCS) codes are from X'41' through X'FE' for each byte. Code X'4040' (blank) is the only exception.

**Valid:** X'4040', X'4041', X'41FE' X'FE41', X'FEFE'

**Invalid:** X'2040', X'413E', X'4100' X'7F00', X'FE3E'

4. Click **OK** to clear the sample text dialog
5. Click **OK** on the **Record Properties** dialog to clear the dialog.

## Entering Sample Double-Byte Text for a Field

To use a double-byte font within a field you must select one single and one double-byte font.

1. To display the **Field Properties** dialog, select the field within the current PageDef and right-click mouse

2. Click **Field Text/Sample Data** button to display the **Text** dialog.

3. Click **DB Char**.



4. Enter the sample text for the double-byte.



Valid double-byte character set (DBCS) codes are from X'41' through X'FE' for each byte. Code X'4040' (blank) is the only exception.

**Valid:** X'4040', X'4041', X'41FE' X'FE41', X'FEFE'

**Invalid:** X'2040', X'413E', X'4100' X'7F00', X'FE3E'



Mixing single-byte and double-byte characters in one field is not allowed.

5. Click **OK** to clear the sample text dialog

6. Click **OK** on the **Field Properties** dialog to clear the dialog.

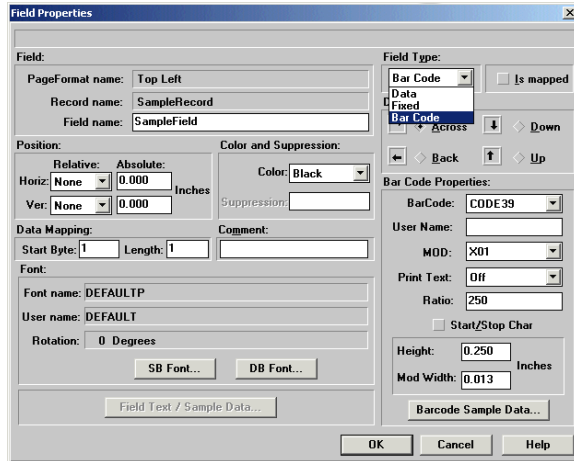
## Bar Code

Because IBM PPFA now allows you to create your own bar codes in a Page Definition, the Elixir AppBuilder program also supports bar codes.

This new function has the ability to specify a field in the line data record to be presented as a bar code.

### Using Bar Code With Fields

To use a Bar Code for a field within AppBuilder you must set the field type to **Bar Code** and set all bar code properties to match the requirements of your application.



To display the **Field Properties** dialog, select the field within the current PageDef.

1. Select **Bar Code** as the **Field Type**.

If the Field Type is not set to Bar Code, the Bar Code Properties are disabled.

2. Select the **Bar Code Type** from the drop-down list.
3. Enter a **User Name** up to a maximum of eight characters
4. Select the **Mod** value from drop-down list.

The allowable MOD values for each barcode.

The values displayed in the MOD list-box are dictated by the barcode type selected.

5. Select a value from the **Print Text** drop down list.

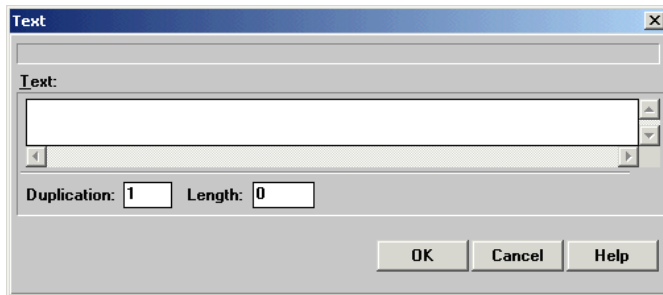
Selections are either: 'ON', 'ABOVE', 'BELOW', or 'OFF'. The default option is 'OFF'.

6. Type a value in the text entry box labeled **Ratio**.

Ratio defines the ratio of the width between wide and narrow bar code elements.

Allowable range is 100-500.

7. Set the checkbox labeled **Start/Stop**. The default is **Off**.  
(The Start/Stop Char that is only visible for the Code39 barcode type.)
8. Type a value in the text entry box labeled **Height**.  
This bar code height will be applied to the barcode for display and will be placed in the output file.
9. Type a value in the text entry box labeled **Mod Width**.  
This bar code Mod Width is disabled for fixed-width codes (Postnet, RM4SCC).
10. To enter sample values for the bar code, click the **BarCode Sample Data** button to display the **Text** dialog.
11. Enter the text into the dialog and click **OK** button to accept.



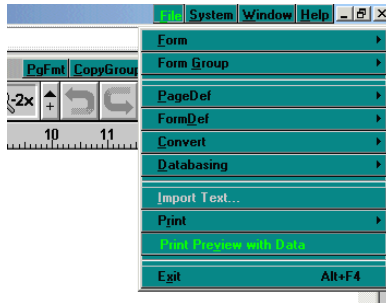
## Data Proofing

Data Proofing requires an additional program from Elixir Technologies. Please contact Elixir Technologies for information about purchasing this option.

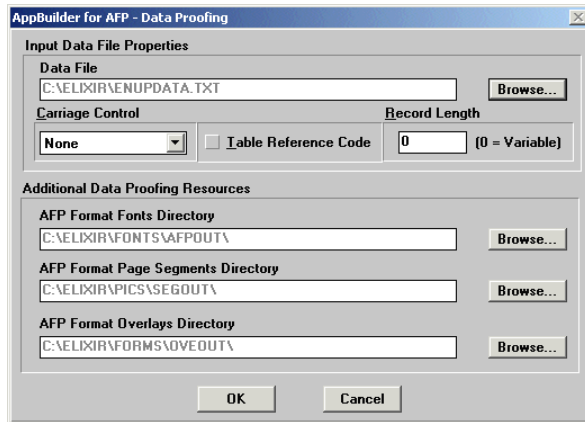
The data proofing option in **AppBuilder** allows you to test your design with test data.

Follow the steps below to use the data proofing option:

1. From the **File** menu, select **Print Preview with Data**.



The **Data Proofing** dialog displays.



2. Select the input data file

Type in the fully qualified input data file name or select it by clicking the Browse button. If you click the Browse button, you can select the file from any directory on your hard disk.

3. Set the **Carriage Control** by clicking on the drop down list below the file name.

The values in the list are either: 'None', 'ANSI', or 'Machine'. The default value 'None'.

4. Set the **Table Reference Code** checkbox to '**On**' if required. The default is **Off**.
5. Set the **record length** of the records in the input data file. If the records are fixed length records, type in the value. If the records are variable length, set the value to 0 (zero).



Either ASCII or EBCDIC files can be used; the proofing program automatically detects the type.

6. Set the directory for AFP formatted fonts. To change the value either type it directly or click on the browse button and select.
7. Set the directory for AFP formatted page segments (pictures). To change the value either type it directly or click on the browse button and select.
8. Set the directory for AFP formatted OVE's (forms). To change the value either type it directly or click on the browse button and select.
9. To start the **Data Proofing**, click **OK**.

AppBuilder builds the parameter file for the program based on current settings and invokes the Elixir Viewer