
ElixGraphics

User Guide

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etc.

Changes are periodically made to this document.
Changes, technical inaccuracies, and typographic er-
rors will be corrected in subsequent editions.

Notes and cautions

The following notes and cautions apply to ElixGraphics.

ATM outline font support

ElixFont now supports ATM outline fonts.

System display colors

If you experience memory problems while editing images, first check your system information by selecting [System Info] from the **System** menu. The System Information dialog box displays with information about the currently loaded file.

The value listed for "Number of colors" in this dialog box refers to the number of colors your monitor is set to display. To resolve any memory problems, you can change your setup to display 16 colors. If your display is already set for 16 colors, you should increase the amount of RAM on your PC.

Image size

New image sizes are now available when creating a new image: Legal, 11 x 17 inches, A3, and Other (custom sizes).

Elixir HP driver

The Elixir HP driver is no longer available when proof printing from Elixigraphics. You can proof print using your Windows HP PCL or PostScript driver, however.

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1.

Introduction

ElixGraphics is a full-feature, Windows-based, bitmap editor that allows you to create and edit Elixir-format graphics.

Depending on the toolset you selected in the ElixSys Desktop, ElixGraphics allows you to edit or create black-and-white, highlight color, and full-color Elixir-format graphics.

ElixGraphics provides the environment and drawing tools normally found on dedicated graphics workstations.

Combined with the ElixSys Desktop (described in the "ElixGraphics environment" section of this chapter), ElixGraphics provides powerful features to support your Xerox high-speed laser printing systems.

If you are familiar with GEM versions of ElixGraphics, you will find the Windows-based version contains the functionality of the GEM versions plus added features, including a new interface. If you have never used ElixGraphics before, you will find ElixGraphics highly intuitive and easy to use.

Customer support

Elixir customer support centers provide telephone technical assistance for Elixir users during business hours.

- If you have purchased your Elixir product directly from Xerox Corporation then you should contact the Xerox customer support center telephone number provided by Xerox.

- If you have purchased your Elixir product directly from Elixir Technologies then contact one of the support center hotlines.

See the *Elixir Getting Started Guide* for information about contacting your support center.

Elixigraphics environment

Elixigraphics is designed to work with the ElixiSys Desktop, a Windows-based desktop. The ElixiSys Desktop simplifies file conversions and management by presenting the user with icons which can be manipulated with simple mouse drag-and-drop techniques (refer to the *ElixiSys Desktop User Guide* for more information).

Other Elixir products that you can use with the ElixiSys Desktop are:

- ElixiForm, which is a Windows-based WYSIWYG forms creation package that creates boilerplate forms for conversion to Xerox-format source or object data streams. Graphics files created with Elixigraphics can be used on ElixiForm forms.
- ElixiFont, a sophisticated Windows-based font editor that you can use to create or edit Elixir-format fonts which you can then convert to Xerox and other format fonts. Black-and-white graphics files created with Elixigraphics can be converted to Elixir fonts by tiling them so that each tile represents a character in the font.

This guide is intended for users familiar with Xerox graphics resources.

Knowledge of Windows and DOS, especially navigation through directory and subdirectory structures and file operations is also required.

Who should use this guide

This guide is intended for users familiar with Xerox graphics resources.

Knowledge of Windows and DOS, especially navigation through directory and subdirectory structures and file operations is also required.

Conventions

This section describes the display and typographical conventions.

Display conventions

ElixiGraphics adheres to Microsoft Windows conventions for using menus, menu commands, dialog boxes, command buttons, icons and a mouse. See your Windows manual for more information.

Typographical conventions

The following typographical conventions are used throughout this guide:

- Keystrokes are shown enclosed in < > (angle brackets). For example, <Enter>.
- Key combinations are denoted by a plus sign between keys. For example, <Shift> + <F1> indicates to simultaneously press the <Shift> and the <F1> keys.
- Menu titles are shown in **bold**. Menu options are enclosed in [] (square brackets). For example,

Pull down the **File** menu and select [Load].

- Commands, options, actions, and parameters that require description are shown in bold followed on the next line by the description. For example:

Delete

Deletes the selected characters.

- Steps in a procedure are shown in numbered bold paragraphs. For example

1. Pull down the Window menu and select [Tile].

Comments relating to a step (such as this paragraph) are shown in regular text following the bold paragraph.

On-line help

ElixGraphics uses the Microsoft Windows Help program to provide on-line help for all functions.

For more information about Windows Help, select the [How to Use Help] option in the **Help** menu, or see your Microsoft Windows documentation.

The Help files included with ElixGraphics include graphics which were created using screen drivers with large fonts. If you use a screen driver with small fonts, the Help file graphics may not display clearly. For optimum graphics display, use a screen driver that uses large fonts.

You can display on-line help in the following ways:

Bubble help

Click on an icon with the right mouse button to view its properties (if applicable) or to display "bubble help." Bubble help is a short description of the icon function that displays in a bubble extending from the icon.

Quick help

Enable the quick help function by selecting the [Show Quick Help] option in the Preferences dialog box. When you move the screen pointer over an icon on the screen, a short description of the icon function displays in the Message area of the screen. During certain operations a message about the function you are performing also displays in the Message area. You can disable quick help if you prefer to see these operational messages.

Context sensitive Help

To use this function, press <F1>. The Help table of contents displays.

Help menu

Select [Help] from the ElixGraphics menu bar and select one of the displayed topics.

Dialog box Help

Click on the [Help] button in a dialog box to view an associated Help topic. Under Windows 95 and Windows NT, right-click on a dialog box option to display an associated Help topic.

Help pop-ups and jumps

Within Help topic text, words or phrases underlined in green are pop-ups or jumps. When you click on a pop-up topic, a box displays within the current Help topic with additional information. When you click on a jump, a different, associated Help topic displays.

Help Hypergraphics

Hypergraphics are special graphics within Help files that contain "hot spots". Hot spots are either pop-up topics or jumps. Hypergraphics in Elixir Help are most commonly dialog boxes with option hot spots (pop-up definitions), Toolboxes with tool hot spots (topic jumps), and menus with option hot spots (topic jumps or pop-up definitions).

Move the cursor over a hypergraphic until a hand displays, then click on this hot spot to display a pop-up topic, or a "jump". To close a pop-up topic, click the mouse button. To return to the original Help topic from a jump, click on <Back> in the Help file menu.

Organization of this Guide

This User Guide is organized as follows:

Chapter 1, "Introduction," is a brief overview of Elixigraphics software and documentation.

Chapter 2, "Elixigraphics basics," describes how Elixigraphics fits in with your Xerox printing system and with other Elixir products. Basic information required for using Elixigraphics to create an image is described in this chapter along with pointers to other chapters and appendices for additional information.

Chapter 3, "Displaying and drawing an image," describes how a loaded image displays at various magnifications, how large images are displayed, and how to use the drawing tools displayed at the left of the Elixigraphics screen.

Chapter 4, "Manipulating images and image areas," describes operations you can perform on the entire image or on marked areas in an image.

Chapter 5, "Using text and clip art," describes how you can bring in text from fonts and how to create fonts from images (by tiling the image) or image portions (by cutting areas into a font). The concept of "clip art", Elixir-format fonts containing image portions, is introduced in this chapter.

Chapter 6, "Additional features," contains descriptions of features that are not directly related to drawing images but are included as supports for using Elixigraphics (for example, ruler and grid display and merging images).

Appendix A, "Working with highlight colors," describes how to use the highlight color features of Elixigraphics (for HighLight Plus, or Option users only).

Appendix B, "Keyboard shortcuts," lists keyboard shortcuts for Elixigraphics operations.

Appendix C, "DOS directories," lists the directories used in Elixigraphics operations.

Appendix D, "Conversion chart," contains a chart showing supported formats for Graphics conversions.

Glossary

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Starting ElixGraphics

To start ElixGraphics from the Elixir Desktop:



Open (double-click on) the ElixGraphics icon at the right of the Desktop.

The ElixGraphics window (shown in the following figure) displays.

Close button

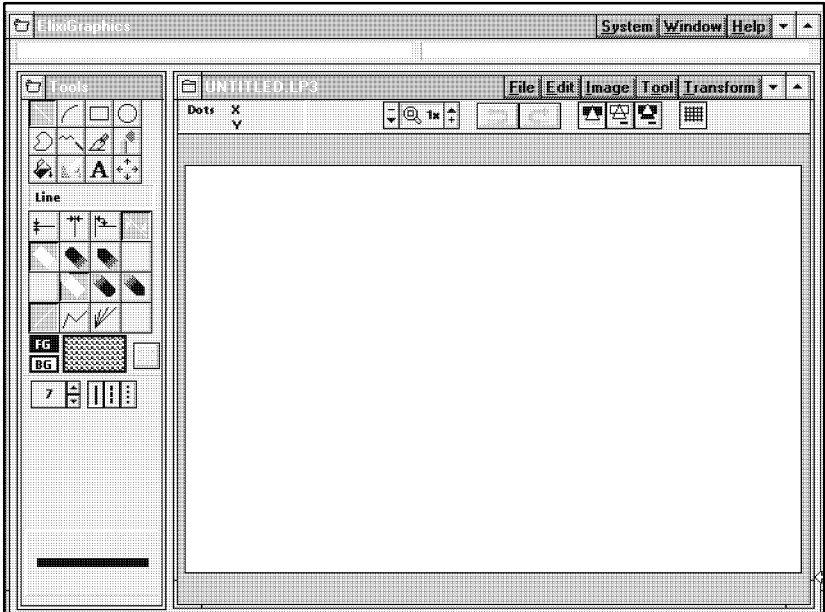


Figure 1-1. ElixGraphics window

Alternatively, with the Elixir Desktop displayed, open the Graphics folder, then open the Elixir Graphics folder and double click on a graphics file. The Elixigraphics window (shown above) displays with the graphics file loaded and displayed at the center of the screen.

Exiting Elixigraphics

To exit Elixigraphics, pull down the **File** menu and select [Exit] (or press <Alt> + <X>, or <Alt> + <F4>), or double-click on the Close button.

2. Elixigraphics basics

This chapter presents an overview of Elixigraphics and brief instructions on how to use it. This chapter also includes references to other chapters in this user guide that include detailed information.

Overview

PC-based graphics packages can create and edit images in two ways: in bit-mapped format where all graphics elements created are stored as a collection of dots, or in vector format where image elements are stored mathematically. Elixigraphics edits images in bit-mapped format.

Other PC-based bitmap graphics formats include Xerox IMG and LGO, PCX, BMP, and TIFF.

Converters in the Elixir Desktop enable you to import LGO, IMG, PCX, BMP, and TIFF images and convert them to Elixir format. When in Elixir format, you can use Elixigraphics to edit the images. Afterwards, you can reconvert your edited images back to the original format or to Xerox LGO, IMG, PCX, BMP, TIFF, or Elixir font formats (see the following figure).

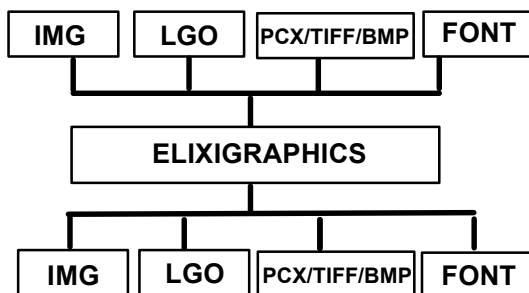


Figure 2-1. Importing/exporting Elixigraphics images

See the *ElixSys Desktop User Guide* for more information about converting files.

ElixGraphics and other Elixir products

The Elixir Suite for Xerox products are designed to interconnect. The following paragraphs describe examples of this interconnectivity.

Any scanner that generates PCX or TIFF (Group 4) formats can be used from the Elixir Desktop. The Elixir Desktop can then convert the files to Elixir format for use in ElixGraphics.

ElixGraphics enables you to create fonts directly from graphics by tiling the graphic into equal rectangles, each of which corresponds to a character in the font (see the "Using text and clip art" chapter). These fonts can be imported and edited in ElixiFont and then converted to Xerox format and printed on any Xerox printer.

You can use the Elixir Desktop to convert a Xerox font into Elixir format, and then import the font and place it in an image using ElixGraphics.

A powerful feature of ElixGraphics is the inclusion of clip art libraries which are managed by ElixiFont and used in large graphics projects (see the "Using text and clip art" chapter).

Graphics created using ElixGraphics can be used in Elixiform to enhance the appearance of a form. You can use ElixGraphics to copy forms from other sources as follows: You can scan an existing paper form into an image file (for example, PCX or TIFF), convert the image to Elixir format, and use the Elixir graphic as a template in Elixiform to be traced over to create a new Elixir form (see the "Additional features" chapter).

ElixGraphics features

The ElixGraphics window is shown in the following figure. A blank Work area displays at the center. The Work area menu bar displays above the Work area, and the ElixGraphics menu bar displays at the top of the screen. The ElixGraphics window also displays a Toolbox, and Toolbar. The menu bars, Toolbox, and Toolbar are described in the following sections.

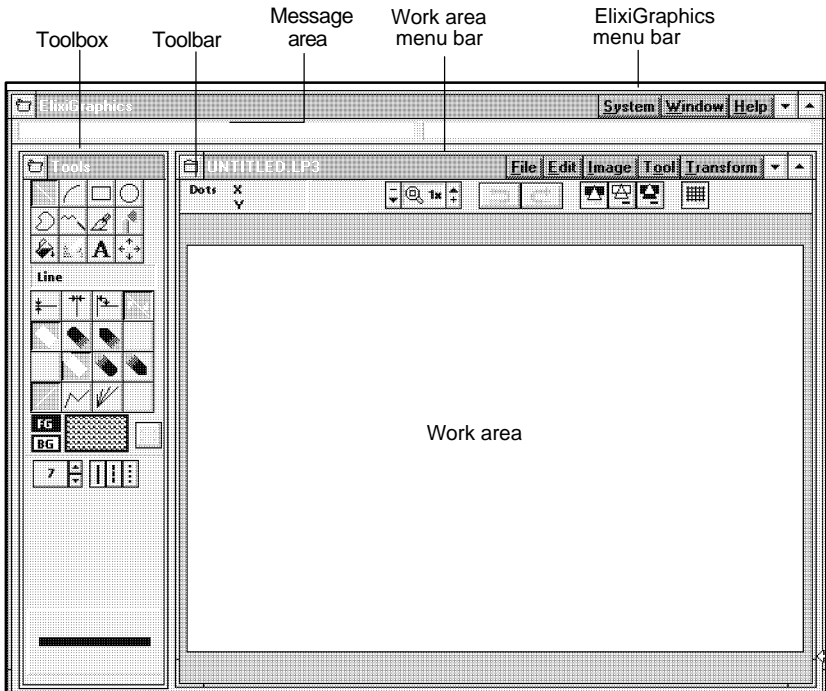


Figure 2-2. ElixGraphics window

Overview of features

This section gives an overview of ElixGraphics features and refers you to the chapters where features are explained in detail.

Menu bars

The Elixigraphics menu bar contains the following menus:

System

The options in this menu allow you to configure Elixigraphics, as described in the "Configuring the system" section of this chapter.

Window

The options in this menu allow you to use the Microsoft Windows Multiple Document Interface (see the "Loading an existing image" section of this chapter, or your Microsoft Windows User's Guide for details), and to toggle between displaying and hiding the Toolbox (see the "Toolbox" section of this chapter).

Help

This menu allows you to access the on-line help features described in the "Introduction" chapter.

The Work area menu bar contains the following menus:

File

The options in this menu allow you to load, create, print, and save images, and exit Elixigraphics. In addition, there are options for merging an image into an existing image, resetting an image to the last save state, and saving an image area. **File** menu operations are described in this chapter, the "Manipulating images and image areas" chapter, and the "Additional features" chapter.

Edit

The options in this menu allow you to cut and paste to the Windows clipboard, copy a screen area, and delete all drawings in an image area. In addition, this menu contains the undo and redo features described in the "Toolbar" section of this chapter. **Edit** menu operations are described in the "Manipulating images and image areas" chapter.

Image

The options in this menu allow you to view image attributes, expand or contract an image, set the stretch mode when reducing images, and refresh the screen. In addition, this menu allows you to access the **Extra Operations** sub-menu which is described in the "Additional features" chapter. **Image** menu operations are described in this chapter, the "Manipulating images and image areas" chapter, and the "Additional features" chapter.

Tool and Transform

These menus correspond to the Toolbox options described in the "Toolbox" section of this chapter.

Toolbox

The following figure displays the Elixigraphics toolbox.

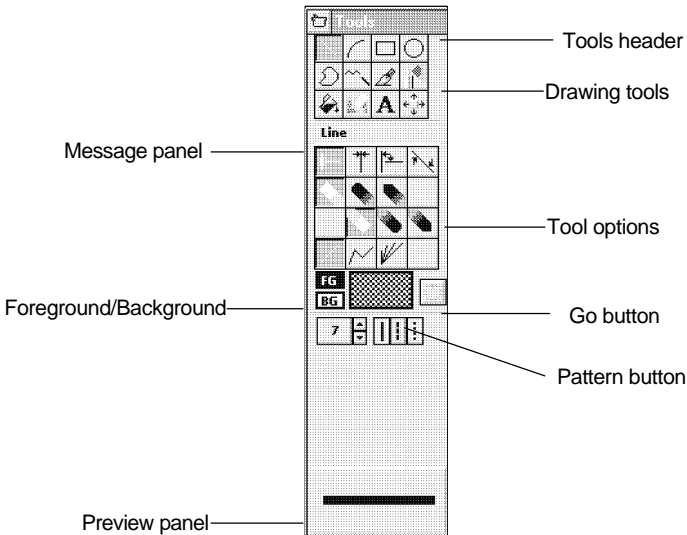


Figure 2-3. Elixigraphics toolbox

The drawing tools at the top of the Toolbox represent the tools for drawing and editing images or image areas and importing text and clip art. If the Work area is maximized, the Toolbox displays on top of the Work area.

To use a drawing tool, select the appropriate tool in the Toolbox or select the tool from the **Tool** menu.

The drawing tools are described in the "Displaying and drawing an image" chapter.

The Transform tool is used to apply transformations, such as resizing or half-toning, to whole images or image areas and is described in the "Manipulating images and image areas" chapter.

You can set the tool options by clicking on icons in the Toolbox. Setting options for a drawing tool is described in the "Displaying and drawing an image" chapter.

The Message panel provides a short description of any selected tool in the Toolbox.

The Preview panel allows you to preview the option settings for a drawing tool before you perform any drawing operations.

You can toggle between hiding and showing the Toolbox by pulling down the **Window** menu and selecting [Tools] or by pressing <F10>. To move the Toolbox, click on the Tools header and drag the Toolbox to the desired location.

Go

The [Go] button is used to apply the transformations described in the "Manipulating images and image area" chapter.

Pattern button

This button shows the current shading pattern when drawing in color or black-and-white. Clicking on this button allows you to apply the shading patterns described in the "Displaying and drawing an image" chapter.

Highlight color users have the additional option of applying the shading patterns described in the "Working with highlight colors" appendix.

FG/BG

The [FG] (foreground) button allows you to select the color of your drawing tool.

The [BG] (background) button allows you to set a background color when performing some of the transformation and drawing operations described in the "Displaying and drawing an image" chapter and the

"Manipulating images and image areas" chapter. The [BG] button also allows you to set a background color when creating a new image. See the "Creating a new image" section of this chapter for more information.

If you are a Black and White or highlight color user, click on the [FG] or [BG] button until the color you want is displayed.

If you are a full-color user, click on the [FG] or [BG] button and double-click on a color from the window that displays.

Toolbar

The following figure displays the Toolbar.

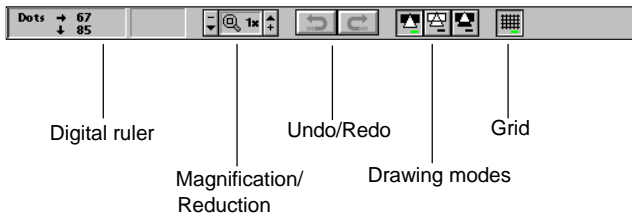


Figure 2-4. Elixigraphics Toolbar.

The Toolbar icons provide the following drawing supports for the drawing tools:

Digital ruler

This tool allows you to display the position of a drawing such as a line, circle, or box relative to the image area, or to display the height and width of a drawing while using certain drawing tools. This tool is described in the "Additional features" chapter.

Magnification/Reduction

This tool allows you to magnify or reduce an image and is described in the "Displaying and drawing an image" chapter.

Undo/Redo

The Undo/Redo feature allows you to reverse actions in Elixigraphics if the [Number of Undo Levels] option in the Preferences dialog box is set to one or more levels. See the "Usage switches" section in this chapter for more information.

To undo an operation, click on the Undo icon in the Toolbar or pull down the **Edit** menu and select [Undo]. You can also use the <Ctrl> + <Z> fast keys.

To redo an operation that was undone using the Undo feature, click on the Redo icon in the Toolbar or pull down the **Edit** menu and select [Redo]. You can also use the <Shift> + <Ctrl> + <Z> fast keys.

Drawing modes

These icons (from left to right) allow you to access the opaque, transparent, and reverse drawing modes described in the "Displaying and drawing an image" chapter.

Grid

This icon allows you to toggle on a grid when displaying magnified views of 8x or more.

Message area

The Message area is split into two sections. The left section displays the type of image loaded in the Work area, and operational and error messages. The right section provides a description of an icon when you place your cursor over it.

Using ElixGraphics

This section provides a brief overview of how to use ElixGraphics, including information about configuring ElixGraphics when you first start using it. If you have never used ElixGraphics, you may want to read all of this section. In it, you will be referred to other chapters in this User Guide which provide more detailed information.

Configuring the system

ElixGraphics allows you to configure your system and then save the configuration.

Usage switches

Pull down the **System** menu and select [Usage Switches] to display the Preferences dialog box.

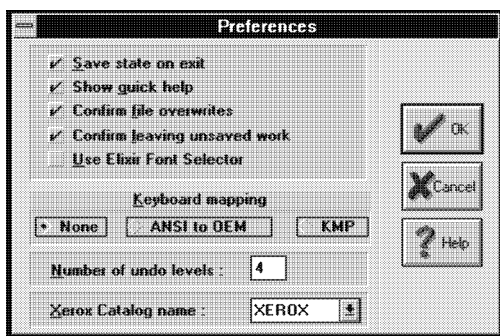


Figure 2-5. Preferences dialog box

Save state on exit

Select this option if you want to save the menu and option settings when you exit an image.

Show quick help

Select this option to see the quick help messages described in the "Introduction" chapter.

Confirm file overwrites

Select this option if you want to be prompted before overwriting a file.

Confirm leaving unsaved work

Select this option if you want to be prompted to save your work before exiting ElixirGraphics.

Use Elixir font selector

Select this option if you want to use the Elixir Font Selector when you select fonts for your text. The Elixir Font Selector allows you to select non-default font widths.

Deselect this option if you want to use the Windows Font Selector when you select fonts for your text. The Windows Font Selector allows you to select only Windows default fonts.

See the "Using text and clip art" chapter for more information.

Keyboard mapping

Select the [Keyboard Mapping] option:

- Select [None] to use Windows ANSI mapping. If you select this option you must have screen fonts mapped to Windows ANSI mappings.
- Select [ANSI to OEM] to remap ANSI keystrokes to DOS mappings.
- Select [KMP] to translate keystrokes using customized tables. In most cases, if you chose the appropriate Country Keyboard Map and Default Code Page during installation, you can use this option.

Number of undo levels

Select the number of actions or levels (between 1 and 32) that Elixigraphics can reverse when you use the [Undo] option.

Xerox catalog name

This option is for highlight color users only. Select the catalog for your printer: [XEROX] or [XEROX1].

Configurable colors

The Configurable Colors dialog box allows you to change the color of the grid lines and the locator box. (See the "Displaying and drawing an image" chapter for a description of the grid lines and locator box.)

To display the Configurable Colors dialog box, pull down the **System** menu and select [Colors].

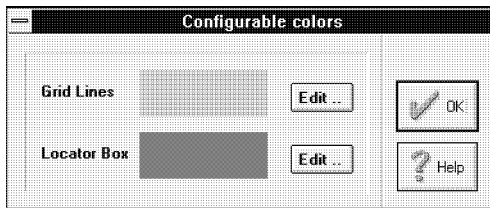


Figure 2-6. Configurable Colors dialog box

The current colors for the grid lines and locator box are displayed. To change the colors of either the grid lines or locator box, click on the corresponding [Edit] button to display the Color RGB Editor dialog box.

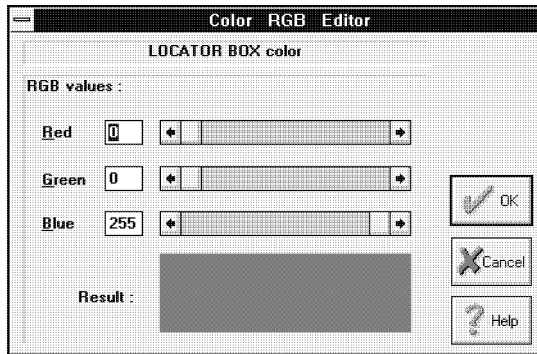


Figure 2-7. Color RGB Editor dialog box

RGB values are Red, Green, and Blue color components that combine to create a color. Use the right and left arrows next to each color, or click inside the corresponding box, to specify a component value between 0 and 255. The Result window displays the results of mixing Red, Green, and Blue color components.

When you accept your changes by clicking on [OK], your grid lines or locator box displays in the color shown in the Results box.

System information

For information regarding your current Windows screen driver, memory, and disk space available, pull down the **System** menu and select [System Info], or pressing <Alt> + <F5>. The System Information dialog box displays.

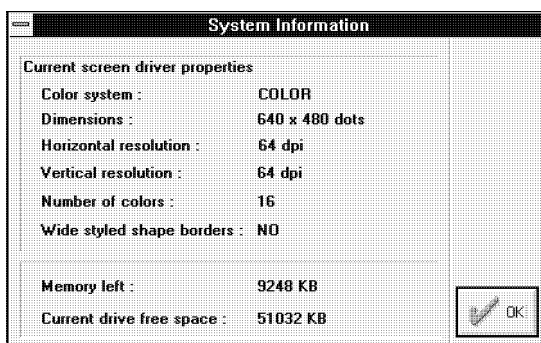


Figure 2-8. System Information dialog box

Reset to defaults

If you change the configuration settings while using Elixigraphics, you can reset to the default configuration by pulling down the **System** menu and selecting [Reset to defaults].

Save configuration

To save current menu and option settings, pull down the **System** menu and select [Save Configuration] before exiting an image.

Loading an existing image

Elixigraphics allows you to load up to two images at one time.

With the Elixigraphics main screen displayed, load an existing image as follows:

1. Pull down the File menu and select [Load] or press <F8>.

The Load Image dialog box displays with an alphabetical list of all available images. If you elected to install them, the names of demonstration files are listed. These are Elixir-format .LP3 files in *drive:\ELIXIR\PICS\PRINTER*. To display .BMP images, select [.BMP] from the window at the bottom of the dialog box.

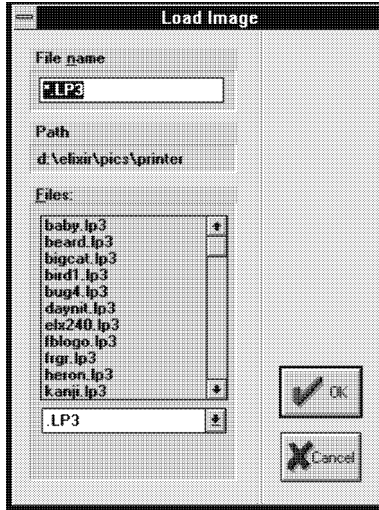


Figure 2-9. Load Image dialog box.

If there are more files than can be displayed, use the scroll bar to move through the list.

2. Select an image file.

The file displays in the Work area and the file name displays in the Work area menu bar. The following figure shows the demonstration file STARS.LP3 displayed.

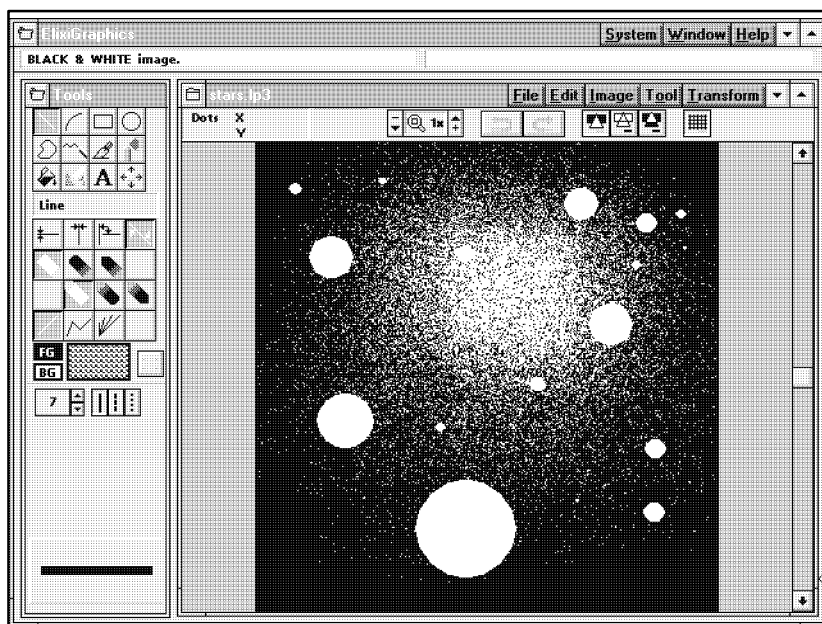


Figure 2-10. Loaded file

3. To load another image, pull down the **Window** menu and select **[Another Image]** to re-display the Load Image dialog box.

4. **Select an image.**

You now have two images loaded in two separate windows.

5. **Pull down the Window menu and select one of the following:**
 - **[Cascade]** displays the images in two separate overlapping windows.
 - **[Horiz. tile]** displays the images side by side.
 - **[Vert. tile]** displays one image above the other.

Displaying image attributes

To display the image attributes, pull down the **Image** menu and select [Attributes] or press <F2>. The Image Attributes dialog box displays.

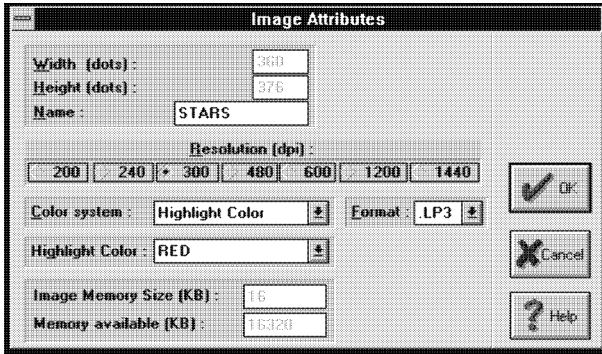


Figure 2-11. Image Attributes dialog box

The Image Attributes dialog box displays the following information: width, height, name, resolution, color system, format, image memory size and memory available. If the image is a highlight color image, the highlight color being used also displays.

You can select a different resolution only when using the image in other applications, for example when using Elixir Desktop converters to convert the file to other formats. Note that the image resolution of the converted file must be supported by the target printer. The resolution also affects the size of the image when importing it into Elixiform: the higher the resolution, the smaller the image on the form.

The [Color System] option allows you to convert a loaded image to [Black & White], [Highlight Color], or [Full Color], depending on the image you have loaded and the color system your printer supports.

The following information applies to HighLight Color users only:

- When your color system is set to [HighLight Color], the [HighLight Color] option displays and allows you to change the current highlight color by pulling down the list and selecting another color.
- If the currently loaded image is a highlight color image, the [Swap Color Planes] option displays. Click on this option to switch the highlight color plane and the black plane.

For more information about HighLight Color, see the "Working with highlight colors" appendix.

Editing and saving an image

ElixiGraphics allows you to edit up to two images at one time.

To edit a displayed image:

- Use the edit/drawing tools in the Toolbox. The edit/drawing tools are described in the "Displaying and drawing an image" chapter.
- Use the Transform tool to transform a whole image or image area. See the "Manipulating images and image areas" chapter for more information.

After making changes to an image you can do the following:

- Pull down the **File** menu and select [Save] (or press <Ctrl> + <S>) to save your changes to the current file. To save your changes to a new file pull down the **File** menu and select [Save as] (or press <F7>). The Save Image dialog box displays which allows you to specify a new file name.
- Pull down the **Edit** menu and select [Undo], or click on the Undo icon in the Toolbar, to undo the last edit or transform operation.

- Pull down the **Edit** menu and select [Redo], or click on the Redo icon in the Toolbar, to re-insert the changes you made before you selected [Undo].
- Pull down the **File** menu and select [Reset] to delete any changes made since loading or saving the file.
- Pull down the **Edit** menu and select [Delete], or press , to delete everything in the Work area.

Creating a new image

To create a new image:

1. Click on [BG] to select the color of the background.
2. Click on [FG] to select the color of the drawing tool.
3. Pull down the File menu and select [New] or press F9.

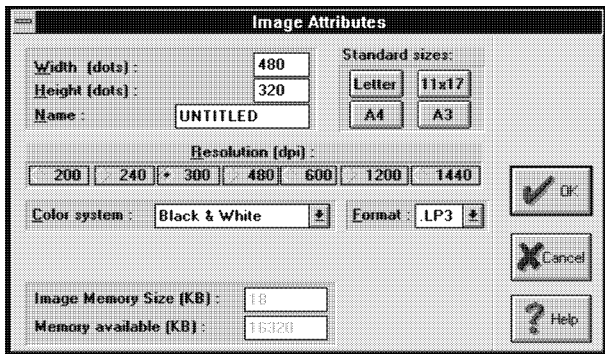


Figure 2-12. Image Attributes dialog box options

The Image Attributes box displays the following options:

Width

Specify the width of the new image in dots.

Note that ElixiGraphics rounds image widths up to the nearest multiple of eight dots.

Height

Specify the height of the new image in dots.

Name

Specify a name for the image. The default name is UNTITLED.LP3.

Standard Sizes

Select [Letter] to create an 8.5 x 11 image, [11x17] to create an 11 x 17 image, [A3] to create a European legal-size image, or [A4] to create a European letter-size image.

Resolution

Select [200], [240], [300], [480], [600], [1200], or [1440] dpi resolution.

Color System

Select the color system for the image you want to create: [Black & White], [Highlight Color] or [Full Color].

Format

Select a format for the new image: [.LP3] or [.BMP].

Highlight Color

This option is for highlight color users only. When the [Color System] option is set to [Highlight Color], specify [RED], [GREEN], or [BLUE].

When using an ElixiGraphics image in ElixiForm, the highlight color set in the ElixiForm application overrides the ElixiGraphics image highlight color.

You can change the ElixiForm highlight color at the highlight color printer console.

- 4. Click on [OK] and use the drawing tools to create a new image.**

Resetting an image

When you reset an image, you clear all edits since the last save operation. To reset an image, pull down the **File** menu and select [Reset].

Refreshing the screen

If a Windows operation leaves "snow" on the screen, you can use the [Refresh View] option to redisplay the image bitmap from memory onto the screen. Pull down the **Image** menu and select [Refresh View].

Proof-printing an image

When you are ready to proof print your image, pull down the **File** menu and select [Print] or press <Ctrl> + <Shift> + <F10>. The Print dialog box displays.

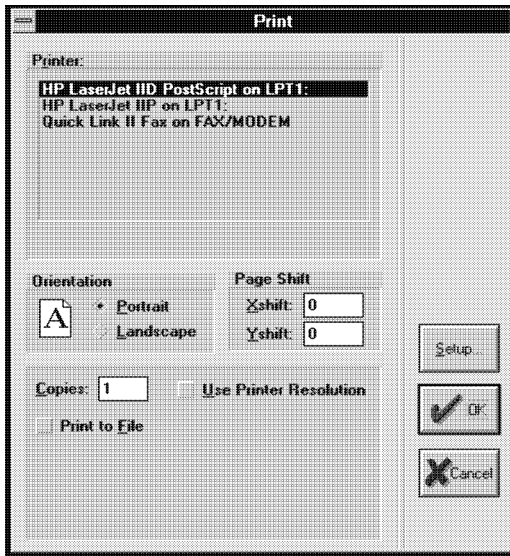


Figure 2-13. Print dialog box

The Print dialog box contains the following options:

Printer

Choose your printer as a PCL 4 or compatible, Xerox 4045 or Xerox 2700/4045 printer.

Elixir software has been tested with HP Windows printer drivers for proof printing. Other printer drivers are not supported and may produce unpredictable results when used with Elixir software.

PCL 4 considerations

PCL 4 printers print a maximum page size of 8 x 10.33 inches. If your graphics' boundaries fill an 8.5 x 11 inches page, the outer margins of your image will not print on a PCL 4 printer.

For accurate positioning, shift the print image on the page using the [Page Shift] option in the Print dialog box.

Orientation

Select the orientation for your page, [Landscape] or [Portrait].

Page shift

Select [Page Shift] to shift your proof printer output horizontally or vertically by the number of dots specified.

[Xshift] moves your image horizontally and [Yshift] moves your image vertically.

Use a negative shift value to shift the printed output to the left or down, and a positive value to shift the printed output to the right or up.

For a PCL 4 or compatible printer, the normal or centered image value is [Xshift] = -60.

Copies

Select the number of copies you want to print.

Use printer resolution

Select this option to print your image using the current printer resolution. If you do not select this option, your image is printed using the image resolution.

Print to file

When [Print to File] is selected, Elixigraphics outputs a print file to the *drive:\ELIXIR\PRINTS\HPPRINT* directory with a .PRN extension.

Autogen output name

When you select the [Print to File] option, the [Autogen Output Name] option also displays. If you select this option, Elixigraphics automatically outputs the print (.PRN) files with the same stem name as the Elixir (.ELX) file. If you do not select this option, the Print To File dialog box displays after you click on [OK]. Enter the stem name for the file, up to eight characters.

Additional features

The preceding sections provide a brief overview of how to use Elixigraphics. The following chapters provide detailed information about Elixigraphics drawing/editing tools and features.

3. Displaying and drawing an image

This chapter describes how to load and display an image and how to use the drawing tools.

Displaying an image

When you load an image in Elixigraphics the image displays in the Work area.

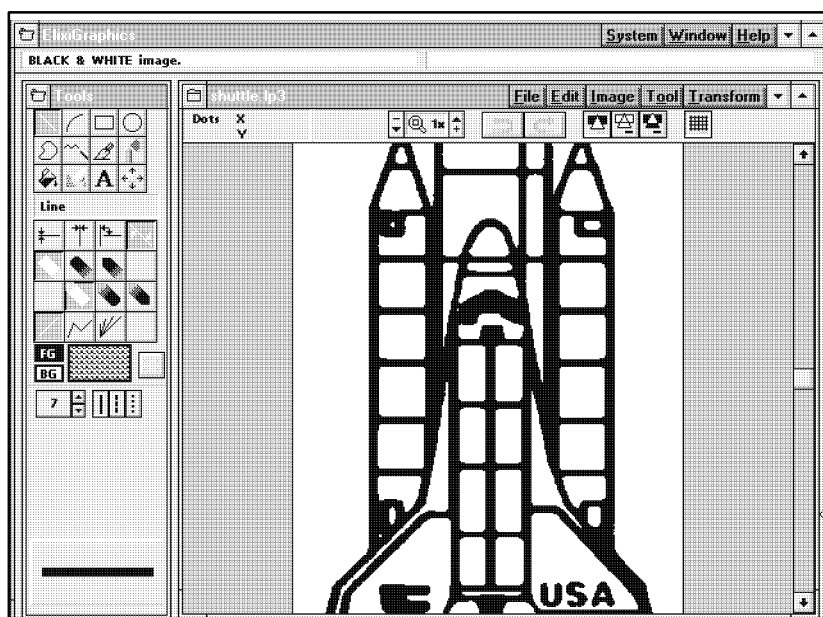


Fig 3-1. Displaying an image in the Work area

The image is bound by a gray, uneditable region. However, the image can be enlarged to extend into the gray area as described in the "Additional features" chapter.

A message displays in the message area identifying the color mode of the loaded file: [Black-and-White], [Highlight Color], or [Full Color].

Note that the square border around the image is not part of the image.

View settings



This section describes how to display a magnified view or a reduced view of an image using the Zoom icon in the Toolbar. The Magnification window displays the current magnification level of an image.

Magnifying an image

Click on the up arrow in the Zoom icon (or press the <+> key on the numeric keypad) to magnify the center of the image and to display it in a window to the left of the Work area.

The magnification factor displays in the Magnification window. The default magnification factor is 1x. Use the up arrow, or press the [+], to increase the magnification factor to 2x, 4x, 8x, 16x, or 32x magnification.

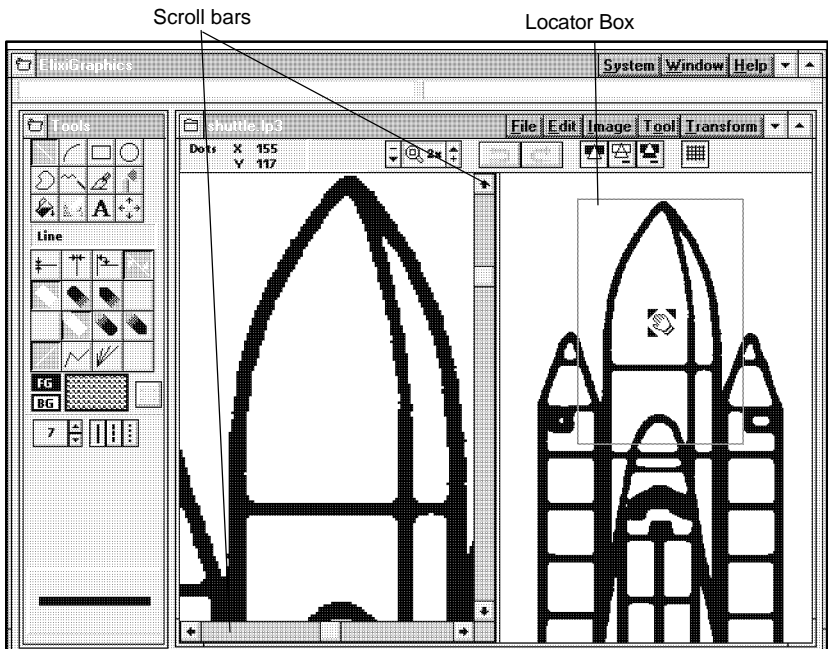


Figure 3-2. Magnified view

The magnified area in the left window is defined by the Locator Box in the right window. Click inside the Locator Box and drag it to magnify a different area of the image. To change the color of the Locator Box, see the "ElixGraphics basics" chapter.

Alternatively, you can use the arrow keys or the scroll bars to move around and display different portions of the image.



Click on the Grid icon in the Toolbar to display the grid. The grid displays only at magnifications of 8x or higher.

All drawing tools described in the following sections work in magnified view.

Note that displaying an image at a magnification factor of 16X or more may cause your system to become unstable.

Reducing an image

Before building a reduced view of an image, select a Stretch mode. Stretch mode affects the way an image displays when it is reduced. To select a Stretch mode, pull down the **Image** menu and select [Stretch Mode]. Select one of the following options:

- [Color on Color] preserves black, white, and color pixels when an image is reduced and is probably the best mode for performing image reductions.
- [Black on White] preserves black pixels at the expense of white pixels when an image is reduced.
- [White on Black] preserves white pixels at the expense of black pixels when an image is reduced.

To display a reduced view of an image, click on the down arrow in the Zoom icon or press the <-> key on the numeric keypad.

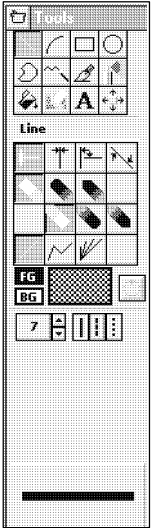
Initially, the image displays at print size (PRN) which allows you to preview an image at actual size.

Click on the down arrow again to display the image at -2x, -4x, and -8x reduction factors.

This feature is especially useful when you want to fit a large image into the Work area.

Note that you cannot edit an image in a reduced view.

Using the drawing tools



The drawing tools display at the top of the Toolbox and drawing options display in the Toolbar.

To use a drawing tool, select it from the Toolbox or from the **Tool** menu. In the figure on the left, the Line tool is selected.

You can select options for your drawing tools. The drawing tool you select determines the options available in the Toolbox. Drawing tool options are described in the following sections.

All drawing operations are performed by clicking and dragging the mouse in the Work area.

Note that you can use all the tools described in this section in the magnified view mode described earlier in this chapter.

FG button



The [FG] button allows you to select the color of a drawing tool as black, white or color, depending on the color mode selected for your image.

If you are creating a black and white or highlight color image, select a color by clicking on the [FG] button until it displays the color you want.

If you are a full-color user, the Choose Foreground Color dialog box displays when you click on the [FG] button. Double-click on the color you want to use.

BG button



The [BG] button allows you to set the background color when creating a new image, entering text, and performing some of the transformation operations described in the "Manipulating images and image areas" chapter. The [BG] button also allows you to set the color of a fill when drawing filled shapes, as described in appropriate sections of this chapter.

If you are creating a black and white or highlight color image, click on the [BG] button until it displays the background color you want.

If you are a full-color user, the Choose Background Color dialog box displays when you click on the [BG] button. Double-click on the color you want to use.

Pattern button



The currently-loaded pattern displays in the Pattern button. Click on the Pattern button to display the Pattern window from which you can load a shading pattern described in the "Drawing patterns" section of this chapter.

If you are a highlight color user, you can also choose one of the highlight color shading patterns described in the "Working with highlight colors" appendix. Click on [High...] to display the highlight color shading patterns.

If you are a full-color user, you can also choose one of the colors from the full-color palette. Click on [Full...] and select a color from the pattern window.

GO button



Use the [Go] button to apply the transformation operations described in the "Manipulating images and image areas" chapter.

Border width



The up and down arrows in the Toolbox are used to set the border width of lines, shapes, brush and pencil tips, and the eraser.

To set the border width, click on the up arrow to increase the width, or on the down arrow to decrease the width. The border width displays in the numeric display box next to the up and down arrows.

You can also change the current value by backspacing over it and entering a new value. Alternatively, you can click once in the numeric display box and specify the lowest border width value by <Ctrl> - clicking in the box, or the highest border width value by <Shift> - clicking in the box.

Border style



Select [Solid], [Dashed], or [Dotted] borders when drawing lines or shapes.

Line



The Line tool allows you to draw single, connected, or radial lines.

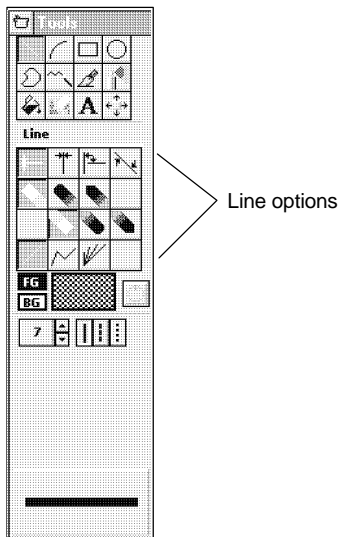


Figure 3-3. Line options

Select from the following options in the Toolbox:

Line direction

Select the line direction: [Horizontal], [Vertical], [Both], or [Free].



- Select [Horizontal] to draw a line in the horizontal direction only.
- Select [Vertical] to draw a line in the vertical direction only.

If you are drawing connected lines and want to scroll around the image, the line will stay connected to the last point. This feature enables you to draw long lines across large images which do not fit in the Work area.

- Select [Both] to draw a line in the horizontal or vertical directions, depending on mouse movement.
- Select [Free] to draw a line in any direction, including diagonal.

**Line beginning and end style**

Select the line beginning (top row) and end style (bottom row). Select [Square], [Round], or [Mitered] for each end of your line. Line beginning and end styles are most apparent at line widths of 10 or above.

Note that the [Mitered] option is available with diagonal lines only.

The following figure illustrates the effects of [Square], [Round], and [Mitered] ends.

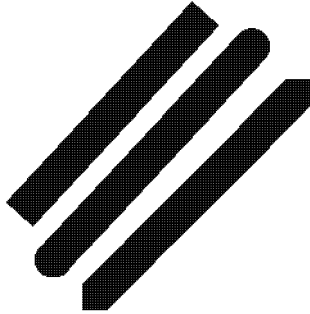


Figure 3-4. Line end examples

**Line style**

Select [Single], [Connected], or [Radial].

- Select [Single] to draw a single line between mouse clicks.
- Select [Connected] to connect lines between successive mouse clicks, until you select another line style or drawing tool.
- Select [Radial] to create lines that radiate from a single point. This option applies to [Free] direction lines only.

Note that the [Undo] option is not available for radial lines.

You can change the line properties while drawing a line. You can also use different line widths while drawing a line as shown in the following figure.

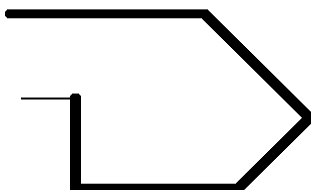
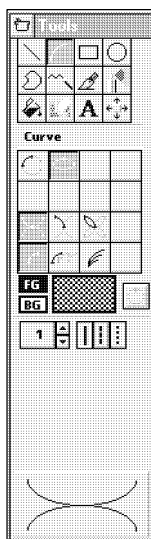


Figure 3-5. Connected lines with different widths

Curve



The Curve tool draws sections of circles or ellipses. Connecting curves together enables you to produce high quality line art.



Curve options

Figure 3-6. Curve options

Select from the following options in the Toolbox:

**Curve type**

Select [Quarter Circle] to use sections of circles to draw curves or select [Quarter Ellipse] to use sections of ellipses to draw curves.

**Curve direction**

Select [Horizontal], [Vertical], or [Any].

- Select [Horizontal] to draw the curve horizontally.
- Select [Vertical] to draw the curve vertically.
- Select [Any] to draw the curve in any direction.

**Curve style**

Select [Single], [Connected], or [Radial].

- Select [Single] to draw curves one at a time.
- Select [Connected] to connect curves between successive mouse clicks until you select another curve mode or drawing tool.
- Select [Radial] to create curves continuously from one point.

The following figure shows examples of curves in the three different modes.

Note: The [Undo] option is not available for radial curves.

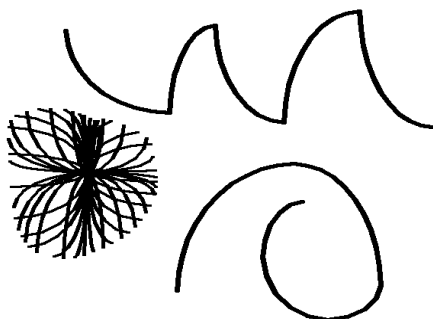


Figure 3-7. Curve examples

Box



The Box tool allows you to draw hollow or filled squares or rectangles with squared or rounded corners. The width of the box border is determined by the [Border Width] option.

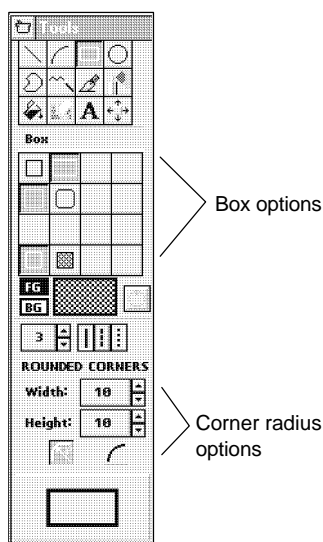


Figure 3-8. Box options

Select from the following options in the Toolbox:



Box shape

Select to draw a [Square] or [Rectangle].



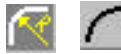
Box corners

Select [Square] or [Rounded] corners.



Box type

Select [Hollow] or [Filled]. If you select [Filled], the box fills with the fill pattern or color displayed in the Pattern window.



Corner radius

Select [Custom] or [Maximum].

- Select [Custom] to set the width and height dimensions of rounded corners using the up and down arrows next to the Width and Height boxes.
- Select [Maximum] to draw a square or rectangle with rounded corners of equal height and width dimensions.

The following figure shows examples of boxes.

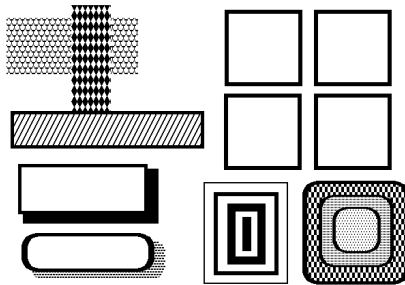


Figure 3-9. Box examples

Note that square boxes appear distorted on the screen when the screen aspect ratio is not 1:1. However, these boxes print correctly.

Ellipse/Circle



The hollow or filled Ellipse/Circle tool allows you to draw hollow or filled circles and ellipses. The width of the circle or ellipse border is determined by the [Border Width] option.

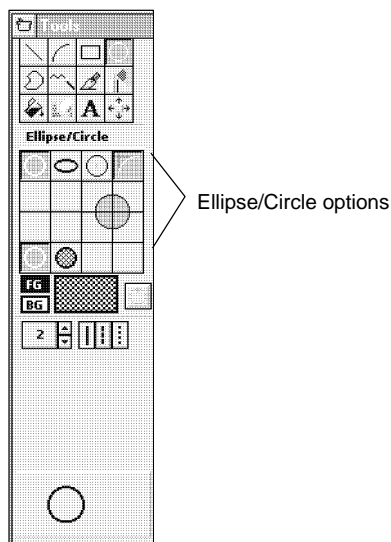


Figure 3-10. Ellipse/Circle options

Select from the following options in the Toolbox:



Circle/Ellipse shape

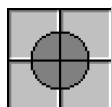
Select to draw a [Circle] or [Ellipse].



Ellipse/Circle origin

Select [Center] or [Upper Left Quadrant].

- Select [Center] to draw a circle from the center outward, where the anchor point is the circle/ellipse center.
- Select [Upper Left Quadrant] to draw an ellipse or circle that expands outward with one quadrant of the circle or ellipse remaining anchored in the starting position. This method allows you to place the shape more precisely in relation to another object.

**Ellipse/Circle segment**

Select one or more of the four segments to display that segment of a circle or ellipse.

**Ellipse/Circle type**

Select [Hollow] or [Filled]. Selecting [Filled] draws circles and ellipses with the fill pattern displayed in the Pattern window.

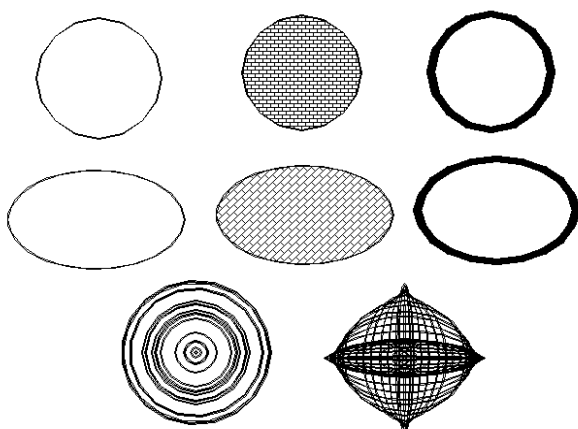


Figure 3-11. Circle and ellipse examples

Polyline/Polygon



The Polyline tool draws polylines or filled and unfilled polygons.

To draw a polyline or polygon, move the screen pointer into the Work area, click in the image to start drawing, and keep moving and clicking to draw the line segments of the polyline or polygon. To end a polyline or polygon, double-click the left mouse button.

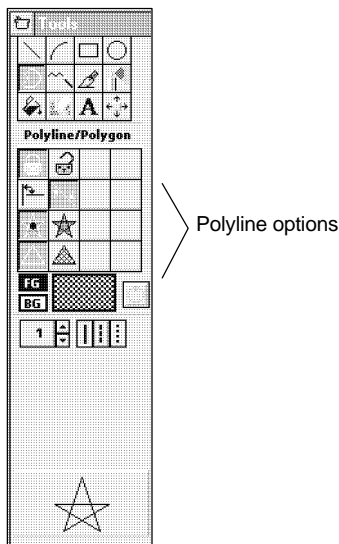


Figure 3-12. Polyline/Polygon options

Select from the following options in the Toolbox:



Polyline/Polygon

Select [Open] or [Closed].

- Select [Open] to draw a polyline.
- Select [Closed] to draw a polygon.



Polyline/Polygon direction

Select [Horizontal & Vertical] or [Free] line segments.

- Select [Horizontal & Vertical] to draw lines that snap to horizontal or vertical lines.

- Select [Free] to draw lines in any direction.



Polygon fill mode

Select [All] or [Alternate] fill mode.

- Select [All] to fill the entire polygon with the pattern or color displayed in the Pattern window.
- Select [Alternate] to only fill areas that are accessible from the outside of the polygon by crossing an odd number of lines.

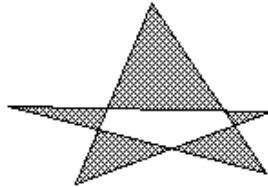


Figure 3-13. Alternate polyline



Polyline/Polygon type

Select to draw a [Hollow] or [Filled] polygon.

Selecting [Filled] draws polygons with the fill pattern or color displayed in the Pattern window.

Note that the border of the polygon is black only if you select black using the [FG] button.

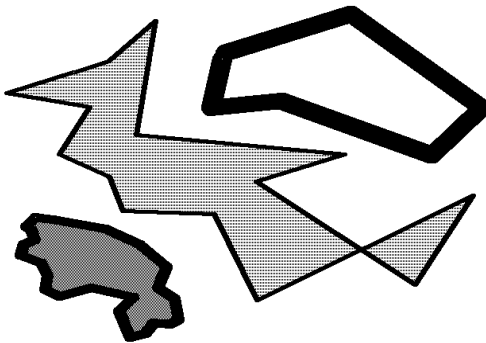


Figure 3-14. Polygon examples

Pencil



The Pencil tool draws a continuous line in black or white. Highlight color and full-color users have the additional option of drawing in color.

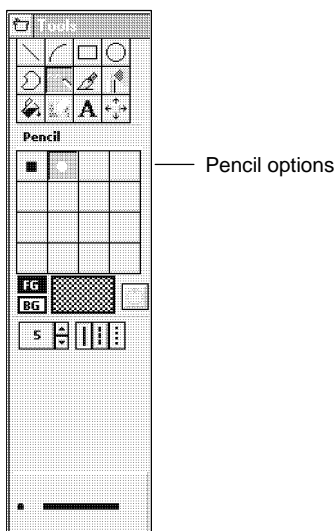


Figure 3-15. Pencil options

Select from the following options in the Toolbox:



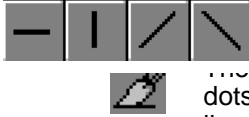
Pencil tip

Select [Square] or [Rounded].

- Select [Square] to draw individual dots or a continuous line with squared ends.
- Select [Rounded] to draw individual dots or a continuous line with rounded ends.

For high-precision work in magnified view, you should use the Pencil tool with a drawing width of [1].

Note that to see the difference between a [Square] and [Rounded] pencil tip, select a border width of five dots or more.

Brush

The Brush tool paints continuous square or circular dots, or in a series of horizontal, vertical, or diagonal lines, depending on the drawing mode you select. Click and drag the brush tip to generate a shape.

The Brush tool paints in black, white, or the currently-selected fill pattern.

Highlight-color and full-color users have the additional option of drawing in color.

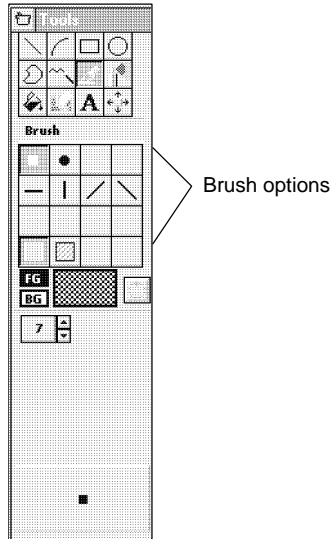


Figure 3-16. Brush options

Select from the following options in the Toolbox:



Basic brush tips

Select a [Square] or [Rounded] brush tip.

- Select [Square] to paint continuous square dots.
- Select [Rounded] to paint continuous circular dots.

Special brush tips

Select [Horizontal], [Vertical], [Diagonal Right], or [Diagonal Left].

- Select [Horizontal] to paint a series of continuous horizontal lines.
- Select [Vertical] to paint a series of continuous vertical lines.
- Select [Diagonal Right] to paint a series of continuous diagonal lines that slant to the right.
- Select [Diagonal Left] to paint a series of continuous diagonal lines that slant to the left.

The following figure is an example of the effect of the [Horizontal], [Vertical], [Diagonal Right], and [Diagonal Left] brush tips.

To achieve a continuous painting action, draw slowly so that brush tips overlap.



Figure 3-17. Samples of brush drawing



Brush type

Select [Dots] or [Pattern].

- Select [Dots] to paint in black, white or color.
- Select [Pattern] to paint with the pattern or color displayed in the Pattern window.

Airbrush



The Airbrush tool simulates the effect of an airbrush by "spraying" dots or patterns on the image.

To "spray", press and hold the mouse button.

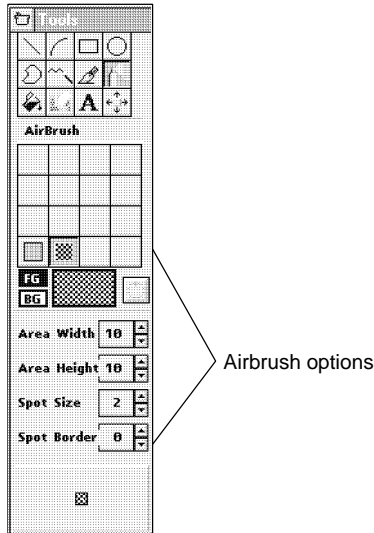


Figure 3-18. Airbrush options

Select from the following options in the Toolbox:



Spray type

Select [Dots] or [Pattern].

- Select [Dots] to spray black, white or color dots.
- Select [Pattern] to spray with the pattern or color displayed in the Pattern window.

Area Width/Height

The [Area Height] and [Area Width] options set the dimensions of the spray area (the area in which dots are randomly sprayed). You may want to experiment with thin spray areas (for example, width: 6, height: 15 to 99) first.

Use the up and down arrows in the [Area Height] and [Area Width] options to set the size of the spray in dots. Alternatively, click in the box and enter a value.

Spot characteristics

Use the up and down arrows in the [Spot Size] and [Spot Border] options to set values in dots. Alternatively, click in any of the boxes and enter a value.

- The [Spot Size] option determines the size of the spots the Airbrush sprays. As some Xerox printers cannot print single dots, you should select a spot size of 2 or larger for correct printing.
- The [Spot Border] option determines the border width of the spots. You can use this feature to create special effects. For example, try a spot size of [9] with a border of [1], and paint using a gray tone pattern.

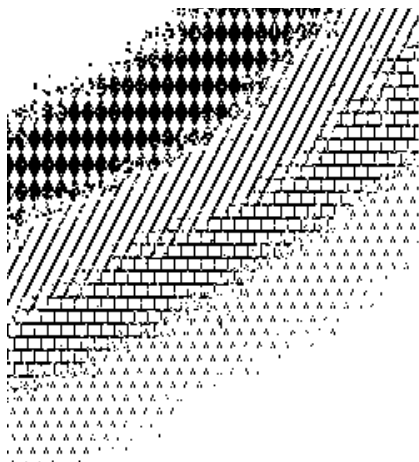


Figure 3-19. Airbrushing examples

Floodfill



The Floodfill tool allows you to fill an area bound by the current foreground color, or fill an area already having the current foreground color. You can use the current background color or pattern as floodfill.

Note that this function may not work correctly if Elixigraphics is running under the Windows 95 operating system, or if the image is 64 KB or larger.

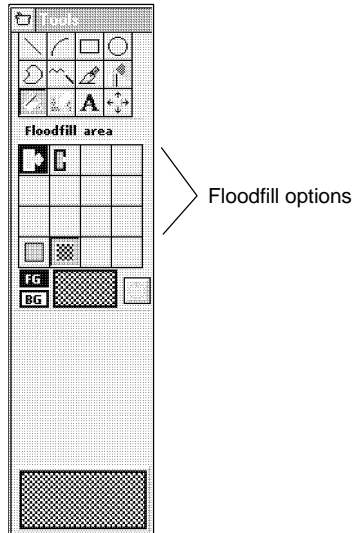


Figure 3-20. Floodfill options

Select from the following options in the Toolbox:



Floodfill mode

Select [Interior] or [Solid].

- Select [Interior] to fill an area bound by the current foreground color with the current pattern or the background color, depending on your [Floodfill Type] selection.
- Select [Solid] to fill areas having the current foreground color with the current pattern or the background color, depending on your [Floodfill Type] selection.



Floodfill type

Select [Color] or [Pattern].

- Select [Color] to fill an area with the current background color displayed in the [BG] button.

- Select [Pattern] to fill an area with the current pattern.

The following figure shows the beach flood-filled with a brick pattern.

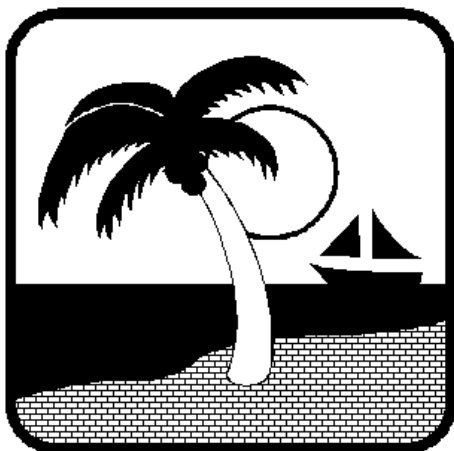
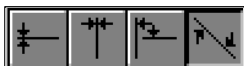


Fig 3-21. Floodfill example

Note that if an area is already filled, you can replace that area with another pattern or color only if the area is defined by a border color that is different from the fill color or pattern.

For example, if you have a shape with a highlight color border, and a black and white pattern fill, you can replace the black and white pattern with another black and white pattern, solid black or solid white. However, if the shape border is black or white, you can not replace the black and white pattern because the border color is the same as the pattern color.



Eraser/Replacer



Use the Eraser/Replacer tool to clear portions of an image to white, black, color, or the current pattern.

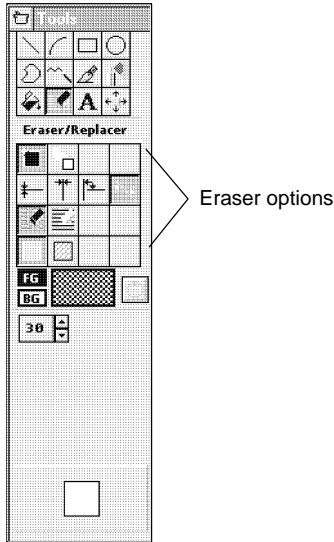


Figure 3-22. Eraser options

Select from the following options in the Toolbox:



Eraser mode

Select [Stretchy Box] or [Moving Box].

- Select [Stretchy Box] to erase using a rectangular box in the image area. Press and hold the mouse button to start drawing the box then, as you move the mouse, the box stretches and erases the area contained in the box.
- Select [Moving Box] to display a square with the dimensions set in the [Border Width] option. While holding down the mouse button, drag the pointer. The area covered by the square is erased.

Eraser direction

If [Moving Box] is selected, select [Horizontal], [Vertical], [Both], or [Free].

- Select [Horizontal] to erase in a horizontal direction only.
- Select [Vertical] to erase in a vertical direction only.
- Select [Both] to erase in a horizontal and vertical direction only.
- Select [Free] to erase in any direction.

**Pixel replacement**

Select [All] or [Color replace].

- Select [All] to clear the whole area with the current background color, or pattern if the [Eraser/Replacer Type] option is set to [Pattern].
- Select [Color Replace] to replace sections having the current foreground color with the current background color, or pattern if the [Eraser/Replacer Type] option is set to [Pattern].

**Eraser/Replacer type**

Select to [Erase with BG Color] or [Erase with Pattern].

- Select [Erase with BG Color] to erase/replace with the current background color.
- Select [Erase with Pattern] to erase/replace with the current pattern or color.

Text tool

The Text tool allows you to import clip art images and to insert text in your images. Using the Text tool is described in the "Using text and clip art" chapter.

Transform tool



The Transform tool is used for copying, moving, creating clip art, and for transforming an image or a marked image area. Using the Transform tool is described in the "Manipulating images and image areas" and "Using text and clip art" chapters.

Drawing modes

You can select the drawing mode option from the Toolbar. These options affect all drawing tools.



The three options are (from left to right) [Replace] (opaque), [Transparent] and [Reverse]. The following figure shows the effect of superimposing a filled rectangle using (from top to bottom) the [Replace], [Transparent], and [Reverse] options.

The drawing modes work for copy operations and all the drawing tools except the Eraser.

Example of 3 drawing modes

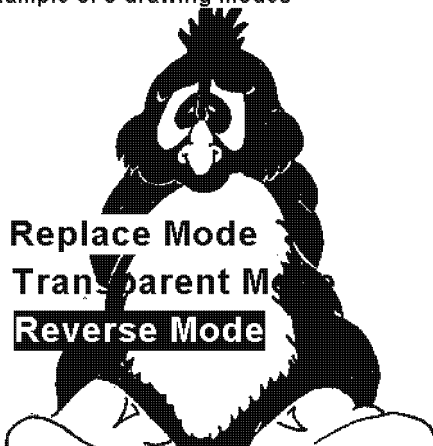


Figure 3-23. Drawing modes

- In replace (opaque) mode, drawing over another shape replaces the shape underneath.

- In transparent mode, drawing does not erase any shapes underneath.
- In reverse mode, drawing reverses the color of the shapes underneath.

Drawing patterns



Click on the Pattern button to display the Pattern window. The window displays a number of pre-defined black and white shading patterns.

- To select from the full-color window, click on [Full].
- To select highlight color shading patterns, click on [High]. See the "Working with high-light colors" appendix for more information.

Select a pattern from the Pattern window by clicking on it. The pattern displays in the Pattern window and is available for use with the appropriate drawing tools described earlier in this chapter.

Placing the cursor over a pattern displays the name in the Pattern name box.

To close the Pattern window, double-click on the Close button.

To move the Pattern window, click on the Pattern header and drag the menu to the desired location.

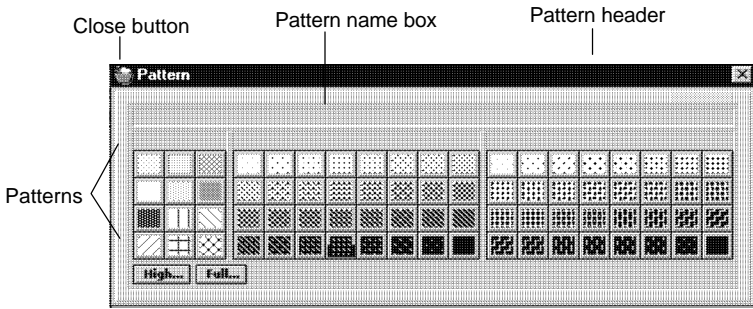


Figure 3-24. Black-and-White Pattern window

Editing patterns

To edit the currently selected shading pattern, click on the Pattern button using the right mouse button. The Shading Pattern window displays from which you can edit the current pattern.

If you want to edit a highlight color shading pattern, see the "Working with highlight colors" appendix.

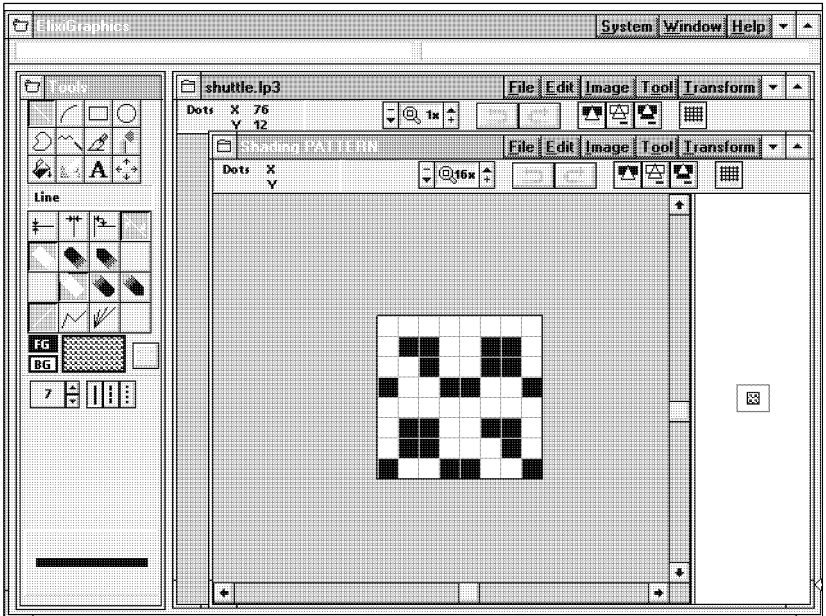


Figure 3-25. Shading Pattern window

The right side of the window shows the pattern at normal magnification. The left side of the window displays a magnified image of the pattern bitmap.

The edit area is within an 8 x 8 dot grid at the center of the magnified bitmap area.

When you edit a black-and-white shading pattern and save your changes, the changes are saved to memory only, they are not saved to your hard disk. To store the edited bitmap with other program settings, you can save the current configuration by pulling down the **System** menu and selecting [Save Configuration].

Although you can use all the drawing tools to edit the pattern bitmap, it is easiest to use the Pencil tool with a width of one for precision editing.

You can also apply the transformation operations described in the "Manipulating images and image areas" chapter to a pattern bitmap.

You can edit a pattern bitmap in black or white by selecting black or white with the [FG] button.

4. Manipulating images and image areas

ElixGraphics includes features that allow you to manipulate (transform) a loaded image or a marked rectangular area within a loaded image.

You can perform the following transformation operations on the whole image: move, resize, rotate, mirror, distort, clear, reverse, shift, halftone, outline, darken, lighten, filter, or copy to and from the Windows Clipboard.

You can perform the following transformation operations on an area in an image: all the above operations plus moving, copying, and saving marked areas in the image.

The import and export functions allow you to create or use clip art images. These functions are described in the "Using text and clip art" chapter.

All the transformation operations described above are performed using options in the **Transform** menu or the Transform toolbox, except copying to and from the Clipboard which is performed using options in the **Edit** menu.

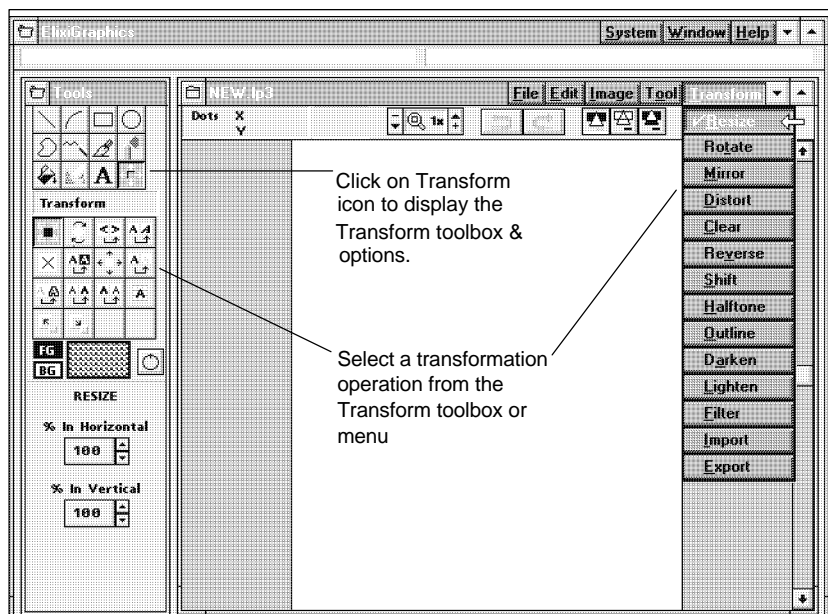


Figure 4-1. Select a transformation

Procedures



To move, copy, transform, cut, paste or save an image area, you must first mark the area. To do this, select the Transform tool, and then drag the mouse in the image area. A dashed box displays around the marked area. The marked area can then be moved, copied, transformed, cut, paste or saved using the procedures described in the following sections of this chapter.

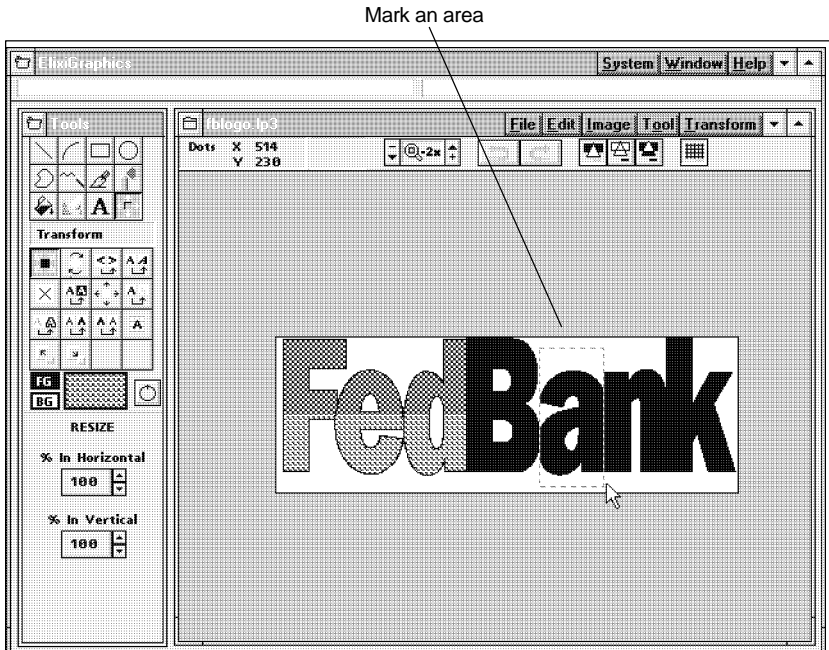


Figure 4-2. Marking an area

You do not have to mark an area if you are copying, moving, transforming, cutting, pasting or saving a whole image.

Moving

The move operation allows you to move a marked area to another area, leaving a blank space in place of the marked area.

To move an area, click in the marked area (the screen pointer changes to a hand) and drag the mouse. The area attaches to the screen pointer. Release the mouse button to place the area in a new location. A blank space is left in place of the marked area.

Copying

The copy operation allows you to make single or multiple copies, leaving the original image or marked area in place.

To make a single copy, <Ctrl>-click in the marked area (the screen pointer changes to a hand) and drag the mouse. Release the mouse button to place the area.

To create multiple copies, repeat the procedure.

Saving

To save a marked area as an Elixir (.LP3) or Bitmap (.BMP) image, pull down the **File** menu and select [Save Area]. The Save Area into Image dialog box displays allowing you to specify a file name for the marked area.

The new image file is written to the *drive:\ELIXIR\PICS\PRINTER* directory.

Transforming images and image areas



To transform an image area, select one of the Transform operations described in the following sections. Click on the [Go] button after marking an area and selecting the desired transformation options.

If you are transforming an entire image, simply click on the [Go] button without marking an area. Alternatively, pull down the **Edit** menu and choose [Select All] to outline the entire image and then click on the [Go] button to apply the transformation. To deselect the image, pull down the **Edit** menu and choose [Unselect] (or press <Ctrl> + <A> to toggle between selecting and unselecting an image).

Successively click on the [Go] button to reapply transformations.

You can also transform an image area "on the fly" while moving or copying the area by using the appropriate <Ctrl>-fast key combination. All transformations except the Resize, Clear, and Shift transformations can operate in this manner.

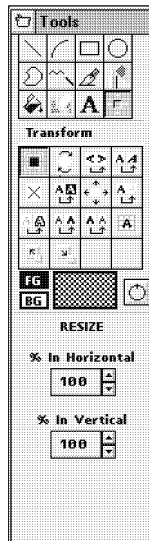
Note that the current Toolbox option settings for a transformation are applied when using this method.

See the "Keyboard shortcuts" appendix for a list of the transformation fast keys you can use "on the fly."

Resize



This operation allows you to resize an image or image area up or down in independent horizontal and vertical percentages which you specify by clicking on the up or down arrows in the [% In Horizontal] or [% In Vertical] options. Alternatively, click in the box next to the up and down arrows and enter a different percentage.



Click on [Go] to apply the Resize option

Specify a horizontal or vertical resize

Figure 4-3. Resize options

If you are upsizing image areas, make sure you have enough space on the right and below the image area to place the resized area.

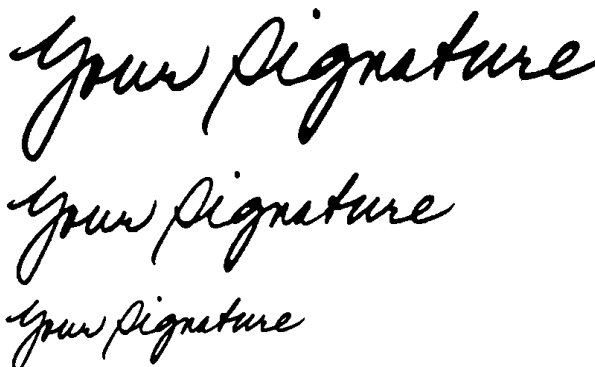


Figure 4-4. Resizing examples

Better results (less distortion) are obtained by resizing in one step rather than repeatedly resizing.

The maximum horizontal and vertical resize value is 1000%, and the minimum horizontal and vertical resize value is 10%.

Rotate



This operation allows you to rotate an image or image area clockwise or counter-clockwise in 90 degree increments, or 180 degrees.

Select [Clockwise], [Counterclockwise], or [180 degrees] as the rotation direction.

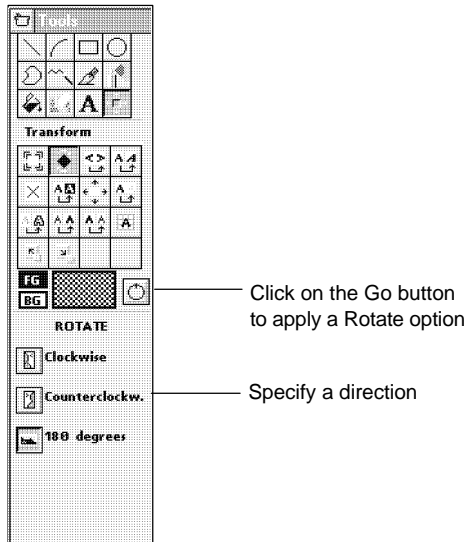


Figure 4-5. Rotating options

If you are rotating image areas, make sure you have enough space on the right and below the image area, as the image is rotated into this area.

The following figure shows the effect of rotating in the [180 degrees] direction.

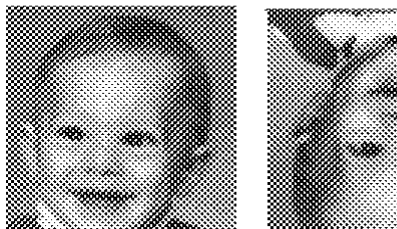


Figure 4-6. Rotating example

Mirror



This operation allows you to flip an image or image area in horizontal or vertical directions.

Select the [Horizontal] or [Vertical] option to specify the direction in which you want the image flipped.

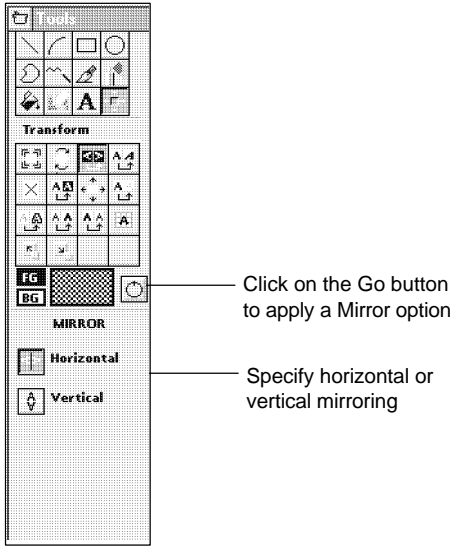


Figure 4-7. Mirroring options

The following figure shows horizontal mirroring.

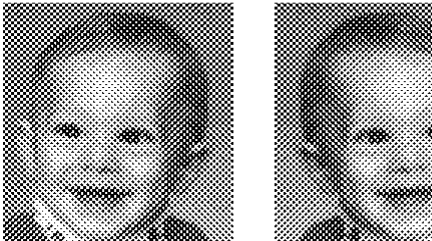


Figure 4-8. Mirroring examples

Distort



This operation allows you to distort an image or image area in any direction.

Distortion is specified by direction and number of pixels. If you slant the area 28 pixels to the right, the top row of the area will be distorted to the right by 28 pixels. Each successive row will be distorted less until the last row is not distorted at all.

A benefit to this operation is that through combinations of distortions to the right and upward or to the left and downward, you can perform arbitrary bitmap rotations.

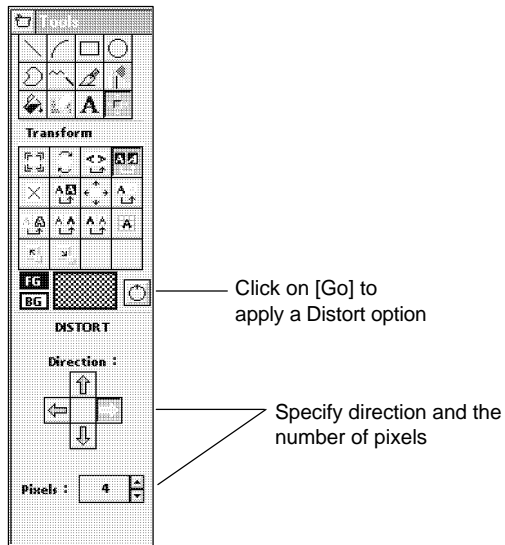


Figure 4-9. Distorting options

The following figure shows an example of distortion.

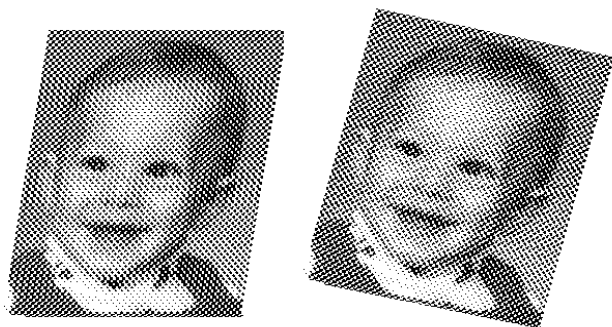


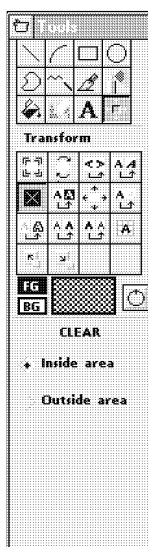
Figure 4-10. Distort example

Clear



This operation allows you to mark an area in the image and then clear that area or the area outside the marked area to the current background color.

Select [Inside Area] to clear the marked area, or select [Outside Area] to clear the image outside the marked area.



Click on [Go] to apply a Clear option

Specify clearing inside or outside an area

Figure 4-11. Clearing options

If a large image is loaded, only the part of the image that displays in the current window will be cleared.

The following figure shows the effect of clearing outside an image area.

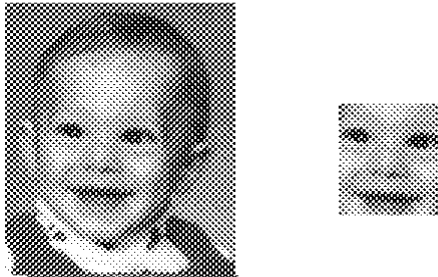


Figure 4-12. Clearing outside an area

Reverse



This operation changes all black dots in an image or marked area to white, and all white dots in the area to black.

This operation does not require you to set options in the Toolbox. Simply click on the [Go] button to perform the operation.

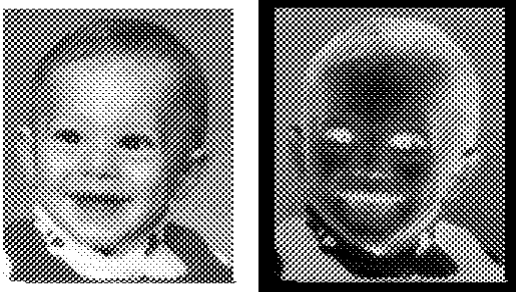


Figure 4-13. Reversing example

Shift



This operation allows you to precisely move an image area or the whole image with respect to its borders.

Select a direction to shift using the up, down, left, or right arrow, and set the number of pixels you want the image to shift.

Specify whether you want a [Normal] or [Circular] shift. [Normal] replaces the area that was moved with the current background color. [Circular] begins replacing the area that was moved with a new version of the image with each click of the [Go] button.

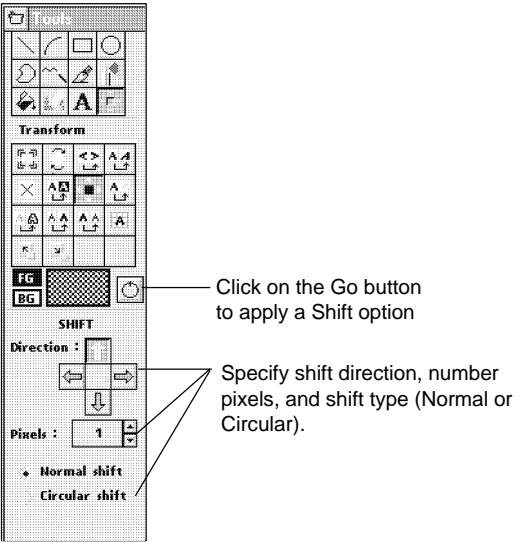


Figure 4-26. Shift options

The following figure shows an example of a circular shift with the bigcat logo.



Figure 4-14. Circular shift example

Halftone



This operation allows you to apply line or shading patterns to whole images or image areas.

You can apply halftoning as horizontal, vertical, and slanted (45° and 135°) lines, or as a shading pattern.

Select [Lines] when applying lines for halftoning. The [Width] and [Separation] options control the width and frequency of lines on the screen, thus varying the lines per inch of the halftone.

The color of the halftoning lines is the current foreground color which you can set by clicking on the [FG] button.

If using a shading pattern to halftone, select [Pattern] and load the desired shading pattern as described in the "Displaying and drawing an image" chapter.

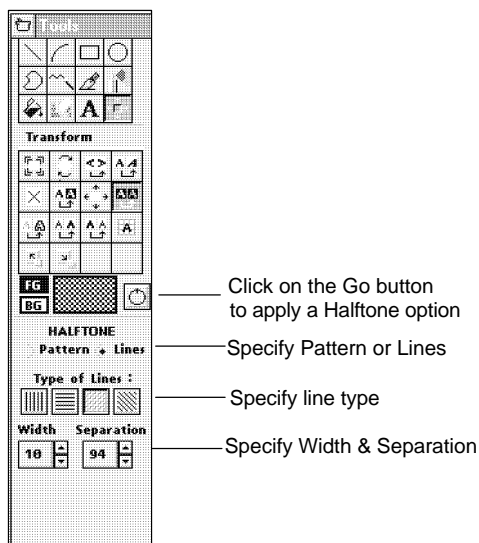


Figure 4-15. Halftone options

The following figure shows the effect of applying halftoning to the individual characters of the Xerox logo.



Figure 4-16. Halftone examples

You can apply different halftone screens to the same area repeatedly to achieve different effects.

Outline



This operation enables you to produce an outlined (hollow) version of an image or image area.

Select the width of the outline from the Toolbox.

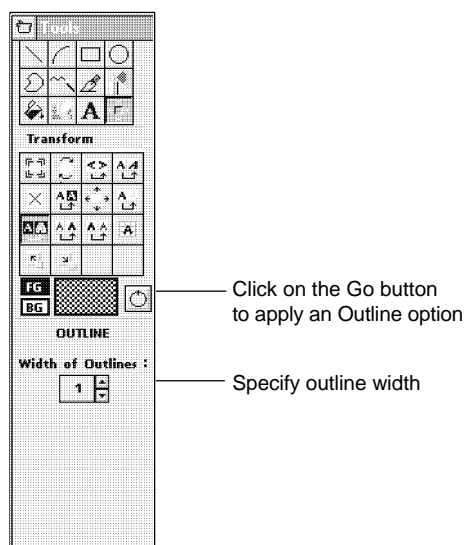


Figure 4-17. Outline options

Note that some Xerox printers cannot print lines with a width of one dot. If printing on Xerox printers, you should use 2-dot outlining.



Figure 4-18. Outline example

Darken



This operation allows you to darken an image or image area by adding one or more pixels next to existing pixels in the image.

Specify the number of pixels and the direction in which you want pixels added.

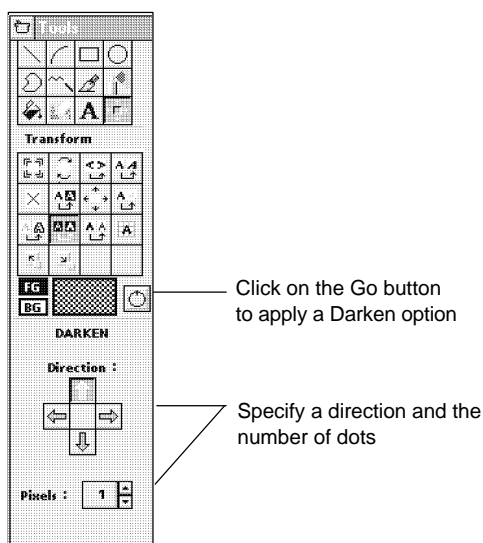


Figure 4-19. Darken options

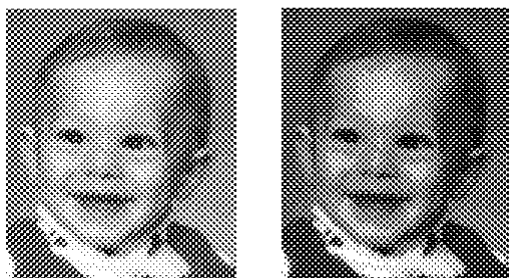


Figure 4-20. Darkening example

Lighten



This operation allows you to lighten an image or image area. Each black area in the image or image area is contracted by the number of pixels and the direction specified in the Toolbox.

Note that you cannot reverse a lighten operation using the [Darken] option, however, you can use the [Undo] option to restore the pre-lightened image.

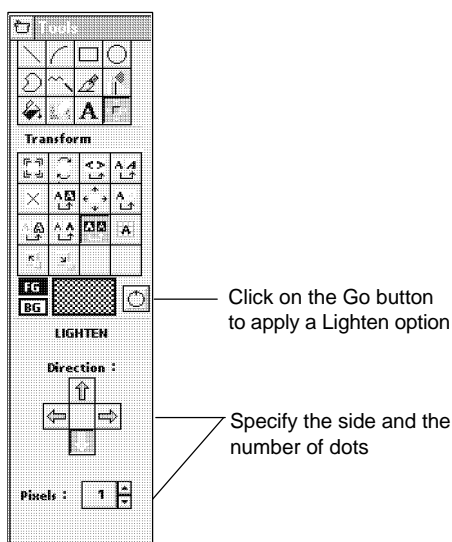


Figure 4-21. Lightening options

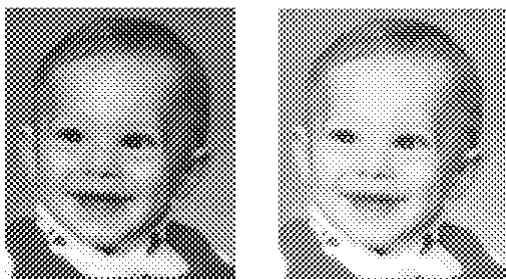


Figure 4-22. Lightening example

Filter



This operation allows you to apply up to six filtering algorithms to an image or image area.

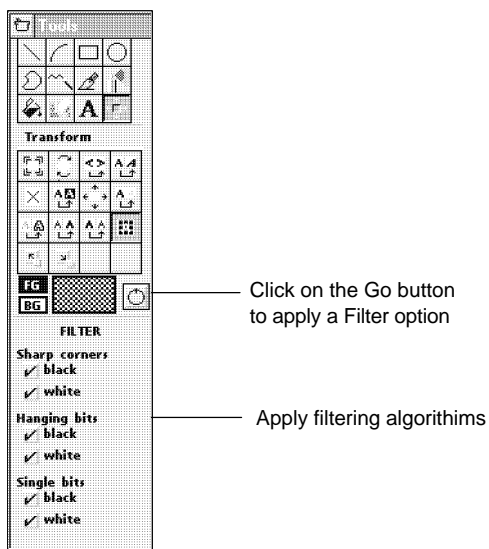


Figure 4-23. Filter options

The following figure shows the features you can filter: sharp corners, hanging or "ragged" dots, and single bits. Filtering a sharp corner removes the corner dot.

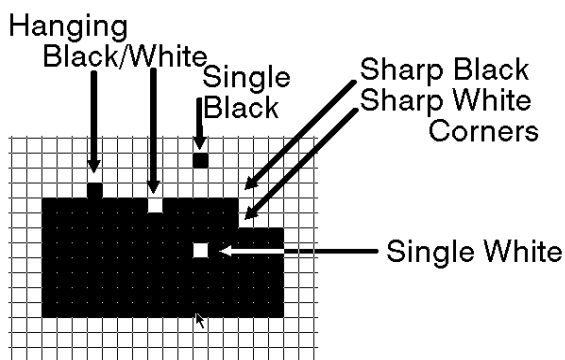


Figure 4-24. Filtering

To clean up rough edges on black and white signatures and logos, apply all six filtering algorithms by selecting each one in the Toolbox.

The following figure shows the effect of applying all filters to a halftone image area. The effect is to apply more contrast to the image.

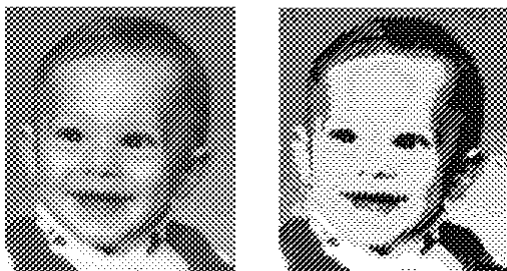


Figure 4-25. Filtering example

Import and Export



The Import and Export transform operations are described in the "Using text and clip art" chapter.

Copying to and from the Clipboard

You can copy an image or marked area to and from the Windows Clipboard using the **Edit** menu.

Copying to the Clipboard

When copying to the Windows Clipboard, pull down the **Edit** menu and select either [Cut] or [Copy] (or press <Ctrl> + <X> for [Cut], or <Ctrl> + <C> for [Copy]).

- Selecting [Cut] leaves a blank space in the marked area.

- Selecting [Copy] places the image in the Clipboard without changing the original image.

You can also copy an area to the Windows Clipboard using the [Copy Screen Area] option. To use this option you must have the screen area you want to copy visible. Use the [Copy Screen Area] option as follows:

1. **Pull down the Edit menu and select [Copy Screen Area].**

The cursor changes to a hand pointer.

2. **Place the finger tip of the hand pointer at the top left corner of the area you want to copy, and drag the mouse to the bottom right corner of the area.**

A temporary box is drawn around the area.

3. **Release the mouse button to copy the area to the Windows Clipboard.**

The message "Block copied to Clipboard" displays in the Message area.

Pasting from the Clipboard

If you want to paste an image to a specific area, you must first select the Transform tool and mark the area where you want the image pasted.

You must also pull down the **Edit** menu and select a paste mode from the **Set Paste Mode** sub-menu:

- Select [Not Clipped] to paste the image in the marked area at the actual size. If the image is larger than the marked area, the image extends beyond the marked area.
- Select [Clipped to Area] to paste the image in the marked area. If the image is larger than the marked area, only part of the image displays in the marked area.
- Select [Fit to Area] to paste the image in a marked area. If the image is larger than the

marked area, the image is reduced so that it fits in the marked area.

To paste an image from the Clipboard to a marked area, pull down the **Edit** menu and select [Paste] (or press <Ctrl> + <V>).

If you do not mark an area, the image is pasted in the top left corner of the Work area.

Note for highlight color users: Color images in the Windows Clipboard are stored as full color images. When pasting a full color image onto a highlight color image, the highlight color image may become polluted with full color characteristics which may cause unpredictable results when printing.

To prevent this from occurring, pull down the **Image** menu and select [Filter Colors] after pasting a color image from the Windows Clipboard on a highlight color image. This step ensures that your image remains a highlight color image and prints correctly on your proof-printer.

5. Using text and clip art

This chapter describes the following:

- How to enter text into an image.
- Using and creating clip art.
- How to tile an image into a font.
- How to cut and convert an image area to a character in a font.

Entering text

ElixGraphics allows you to enter text into an image area using Windows alpha-numeric TrueType fonts, ATM fonts, or Elixir-format fonts. Note that as ElixGraphics is a bit-mapped image editor, the text can only be edited while placing it in the image. Once it is placed, it can only be edited as a bitmap using the drawing tools described in the "Displaying and drawing an image" chapter.

If you plan to use Elixir-format fonts, make sure they are installed in the \ELIXIR\FONTS\ELIXIR directory. Some fonts are installed in this directory during installation.

If you are using the Elixir Desktop, you can also generate Elixir fonts from outline fonts by using the Elixir Font Factory supplied with the desktop. See the *Elixir Font User Guide* for more information about Elixir fonts and the *ElixirSys Desktop User Guide* for information about generating fonts with the EFont Factory.

You can also use the Elixir Desktop to convert Xerox-format fonts to Elixir-format fonts for use in ElixGraphics.

You insert text into an image by entering text from the keyboard and selecting text properties from the Text toolbox.



To display the Text toolbox, select the Text tool in the Toolbox or select [Text] from the **Tool** menu. The Text toolbox displays.

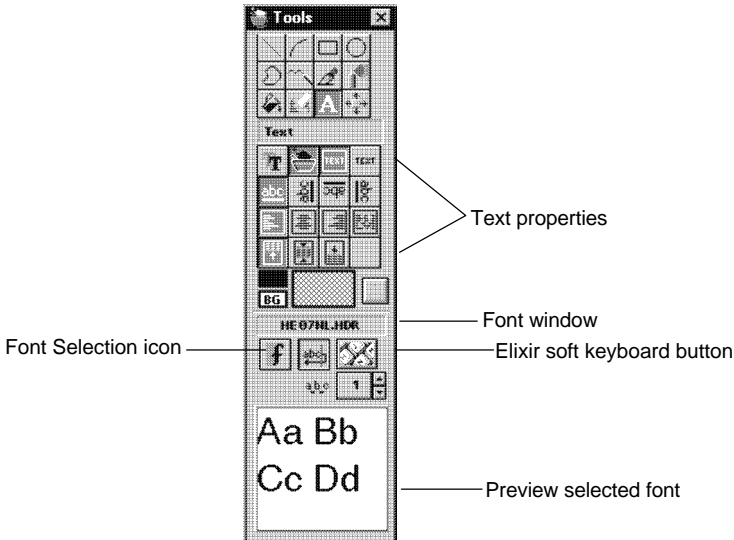


Figure 5-1. Text toolbox

The Text toolbox allows you to select text properties and displays the current Windows or Elixir-format font in the Font window.

To enter text, click in the Work area. The Enter New Text dialog box displays.

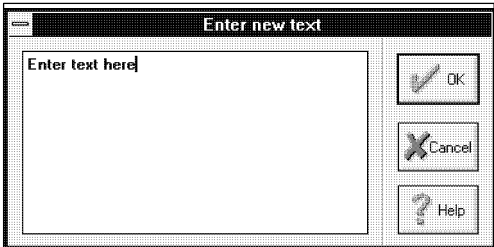


Figure 5-2. Enter New Text dialog box

Enter characters from the keyboard using the <Backspace> key or <Delete> key to edit text, and using <Ctrl> + <Enter> to insert a carriage return (CR). Click on [OK] to display the text in the Work area with a box around it if you selected [Box Text], or a crosshair pointer if you selected [Free Text]. See the "Specifying text properties" section of this chapter for a description of the [Box Text] and [Free Text] options.

When the text displays with a box around it or a crosshair pointer next to it, the text is in blend text mode. Blend text mode allows you to edit the text, and position it anywhere in the Work area.

You can also enter characters from the Soft Keyboard while in blend text mode. Select the Soft Keyboard to open it, then click on the desired characters. The characters display at the end of the text you entered with the standard keyboard. Ensure that the box around your text is large enough to view these additional characters.



Figure 5-3. Box and Crosshair pointer

To position the text when in blend text mode, move the cursor inside the box or crosshair pointer until the cursor changes to a hand, then click and drag the mouse to move the text to the desired location. Release the mouse button to position the text.

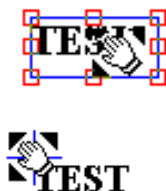


Figure 5-4. Cursor changes to a hand

To edit the text when in blend text mode, move the cursor inside the box or crosshair pointer until the cursor changes to a hand, then click on the right mouse button to display the Change Text dialog box. Edit the text and click on [OK] to accept your changes.

Once you are sure of where you want your text positioned, place the text by clicking outside the text block and selecting [Cancel] from the Enter New Text dialog box, or by selecting another drawing tool. Once text is placed, you can only edit it as a bitmap using the drawing tools described in the "Displaying and drawing an image" chapter.

Specifying text properties

Specify text properties by clicking on the options in the Text toolbox.



Font type

This option allows you to select [Windows] to use Windows fonts (including symbolic fonts such as WingDings), or [Elixir] to use Elixir fonts. Note that you can only load an Elixir-format font into Elixigraphics if you have a screen version of the font. See your *ElixSys Desktop User Guide* for information about generating a screen version of a font.

To use Windows fonts:



- 1. Select the [Windows] option.**
- 2. Click on the [Font Selection] button.**

The dialog box that displays depends on the [Use Elixir Font Selector] option in the Preferences dialog box. (See the "Elixigraphics basics" chapter for more information about the Preferences dialog box.)

- If the [Use Elixir Font Selector] option is not selected, the Font dialog box displays allowing you to select a font name, style, size and script type from the fonts you have available within Windows.

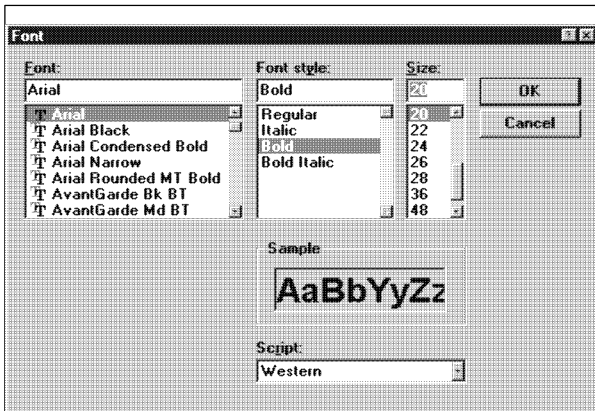


Figure 5-5. Font dialog box

- If the [Use Elixir Font Selector] option is selected, the Choose Font dialog box displays allowing you to select the font name, style, height and width.

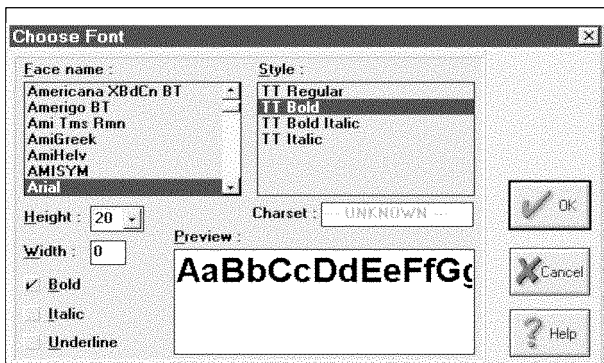


Figure 5-6. Choose Font dialog box

3. **Select the font you want to use and click on [OK].**

To use Elixir fonts:



1. **Select the [Elixir] option.**

The Load Font dialog box displays the Elixir-format fonts currently available in the *drive:\ELIXIR\FONTS\ELIXIR* directory.

Note that if an Elixir-format font is already loaded, click on the [Font Selection] button to display the Load Font dialog box.



The Load Font dialog box also displays ElixGraphics clip art fonts (described later in this chapter). To avoid confusion, ElixGraphics clip art fonts are prefixed with a caret (^).

2. Select an Elixir-format font and click on [OK] to load the font.

The currently loaded font displays in the Font window.



You can view an Elixir-format font before entering it in the Work area by selecting the [Soft Keyboard] option. See the "Specifying text properties" section for more information.

Note that you cannot enter grayed out or "null" characters in a font.

To close the window, click on the [Soft Keyboard] button again.

Text boundaries

Select to enter [Box Text] or [Free Text].



Box text is bound by columns. If you select the [Box Text] option, you must also select the [Wrap Text] option (described later in this section) and define the column.

To define a column:

- 1. Select the [Box Text] and [Wrap text] option.**
- 2. Click and drag the mouse in the Work area.**

A column displays in the Work area.

- 3. Release the mouse button when the column is the correct size.**

The Enter Text dialog box displays.

4. **Type the text in the Enter Text window and click on [OK].**

The text displays inside the column.

5. **To resize the column, click and drag any of the handles.**



Free text is not bound by columns; only by the width of the image.

To use the [Free Text] option:

1. **Click in the Work area.**

The Enter Text dialog box displays.

2. **Enter text and click on [OK].**

The text displays as a continuous text string in the image area .

Note that you can switch between [Box Text] and [Free Text] until the text has been placed. However, if the [Wrap Text] option is deselected when entering free text and you toggle to [Box Text], the [Wrap Text] option is not automatically activated. To activate [Wrap Text] in this situation, select the [Wrap Text] option and click inside the column.

Text Baseline Rotation

Select the text rotation: [Left to Right], [Bottom to Top], [Upside Down], or [Top to Bottom].

Note that due to Windows limitations, not all fonts can be rotated. If a font does not rotate, select a different font and try the rotate operation again.

Text Justification

You can justify text when the [Wrap Text] and [Box Text] options are selected. Specify the justification for each text block: [Left Justified], [Center Justified], [Right Justified], or [Full Justified].

Text Positioning

When the [Wrap Text] and [Box Text] options are selected, specify the vertical positioning of the boxed text: [Top], [Center], or [Bottom].

You can use this option with [Text Justification] and [Box Text] to place the text in twelve positions within the box.

Note that this option is not available if you have the [Box Text] option selected for a Windows font type.



FG and BG buttons

Click on the [FG] button to toggle between entering black, white or color text.



Click on the [BG] button to toggle between entering text on a black, white or color background.



Font Selection

Select this option to bring up the Windows or Elixir font selection dialog box to select a font to load.



Soft Keyboard

Select this option when an Elixir font is loaded, to display the Elixir font in a window below the Work area. at the correct size in proportion to the image.

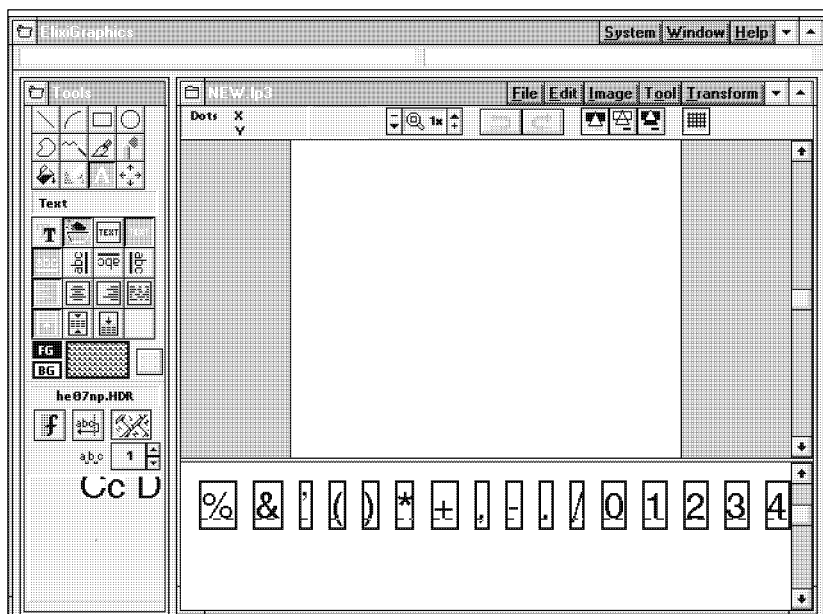


Figure 5-7. Displaying an Elixir font

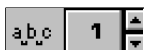
Use the scroll bar or <PgUp> and <PgDn> keys to scroll through the font.

If you are in blend text mode, you can enter text from the soft keyboard by clicking on individual characters.



Wrap Text

Selecting this option toggles between setting [Wrap Text] on or off. When you select [Wrap Text], any text you enter is bound in the box you define in the [Box Text] option.

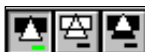


Intercharacter Spacing (for Windows fonts only)

Intercharacter spacing allows you to justify text by adding or deleting spaces between characters.

Enter a value in the [Intercharacter Spacing] option by using the up and down arrows next to the box, or clicking in the box and entering a new value.

As you increase the value, the spacing between characters increases. As you decrease the value, the spacing between characters decreases.



Drawing Mode

You can enter text using [Replace], [Transparent] or [Reverse] mode by selecting the appropriate icon in the Toolbar. The following figure shows examples of entering text in the three drawing modes.

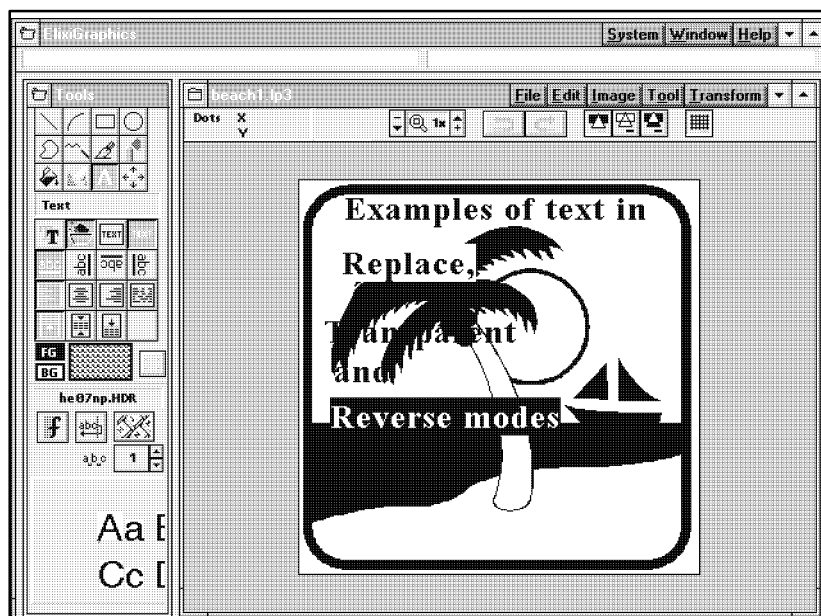


Figure 5-8. Entering text in an image

Clip art

ElixGraphics clip art is a collection of images stored as characters in Elixir-format fonts. You can think of each font as a "library" of related clip art. Because the clip art is an Elixir-format font, you can convert it to Xerox printer format and print the clip art as characters on the Xerox printer.

You can import clip art into your image from an existing clip art library, or you can create your own clip art library. See the following sections for more information.

To avoid confusion with normal fonts, ElixGraphics clip art file names are prefixed with a caret (^). During installation, some clip art fonts are written to the \ELIXIR\FONTS\ELIXIR directory.

Importing clip art

This section describes how to import clips from an existing clip art (font) library and place them in an image.

Refer to the following figure when importing a clip art item into a displayed image.

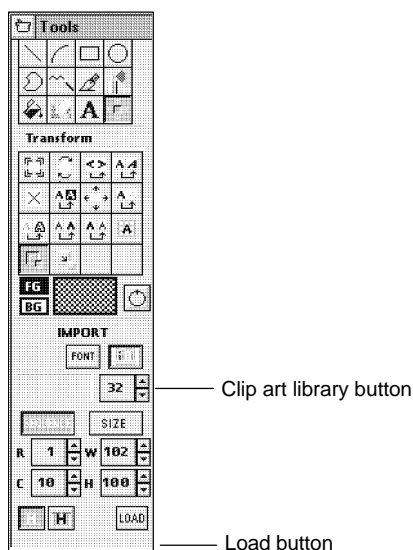


Figure 5-9. Importing clip art options

To import a clip art item into a displayed image:



1. Pull down the Transform menu and select [Import] or select the Import tool in the Transform toolbox.
2. Click on the [Clip Art Library] button.
3. Click on the [Load] button to display the Load Clipart Library dialog box with all the currently-available clip art libraries (fonts) in the *drive:\ELIXIR\FONTS\ELIXIR* directory.
4. Select a library to display the first "page" of clips in the library and click on [OK].
5. Position the cursor over a clip art item until the clip art cell is highlighted then press the mouse button.

The screen pointer changes to a hand.

6. **Drag the image to the Work area and release the mouse button to position the item.**

Just as with text, you can continue to move the clip art item until it is placed.

7. **Click the mouse outside the clip art item to place it.**
8. **Select and position another clip art item or select another tool.**

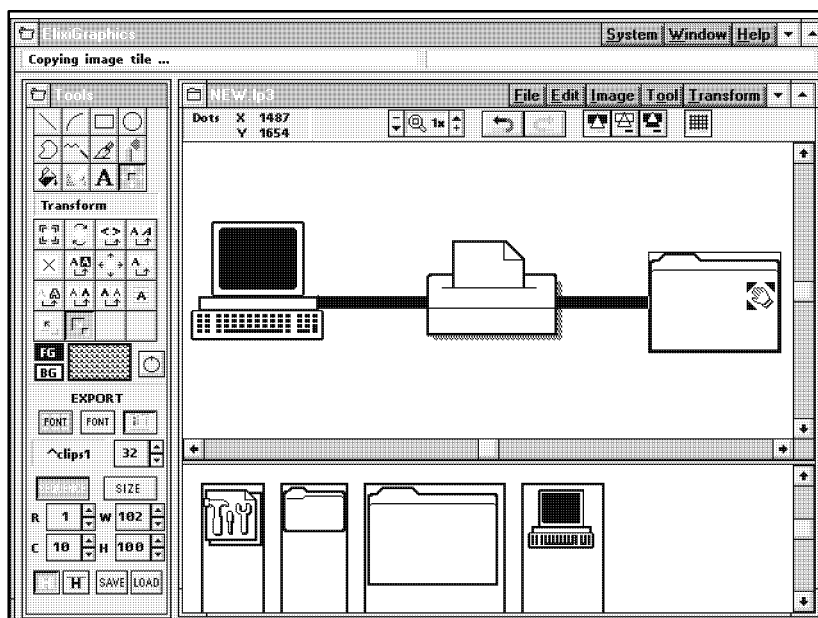


Figure 5-10. Placing clip art in an image

The above figure shows how you can create diagrams using clip art images.

You cannot place a clip art item outside the image. Areas falling below or to the right of the viewable image area are discarded.

If you want to cancel the current clip you are dragging, release the mouse button before the image reaches the Work area.



Just as with text, clip art can be added in any of the three drawing modes. Select an icon to add clip art in [Replace], [Transparent] or [Reverse] mode.

You cannot place grayed out or "null" areas in a clip art library.

Converting an image to a font

ElixGraphics allows you to convert all or part of an image into an Elixir-format font. Using converters in the ElixSys Desktop, you can convert the Elixir-format font to Xerox format and print the font on any Xerox printer.

You can convert an image into a font by creating a clip art library, tiling an image into a font, or creating a font from image portions. If you are converting an image area, you must mark the area first, as described in the "Manipulating images and image areas" chapter.



To perform any of these operations, click on the Transform tool to display the transformation options in the Toolbox. The following sections explain the above procedures in detail.

Creating clip art

Refer to the following figure when creating a clip art item from an area in existing image.

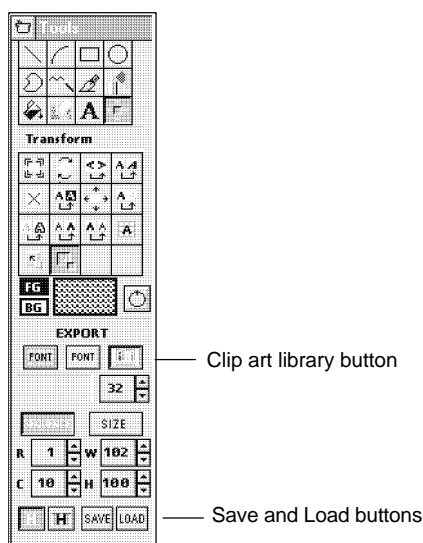


Figure 5-11. Clip art and Load buttons

You can create a clip art item from an area in an existing image and save it as a new font or add it to an existing font.

To create a clip art item and save it as a new font:



1. Load the image, pull down the Transform menu and select [Export], or select the Export tool in the Transform toolbox.
2. Click on the [Clip Art Library] button.
3. Click on the [Load] button to display the Choose Target Font File dialog box.

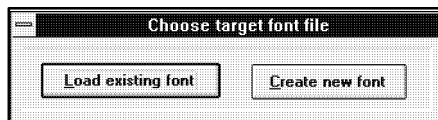


Figure 5-12. Choose Target Font File dialog box

4. Select [Create New Font].

The Create Clipart Library dialog box displays.

5. Enter a file name following the caret (^) and click on [OK].

A font window with a blank character set displays at the bottom of the screen.

6. Mark an area in the image.

7. With the cursor in the marked area, hold down the <Ctrl> key and press the mouse button and drag the image to a blank character cell.

8. When the cell is highlighted, release the mouse button to drop the image into the cell.

9. Click on the [Save] button to save your changes.

10. Repeat the procedure until your clip art library is complete.

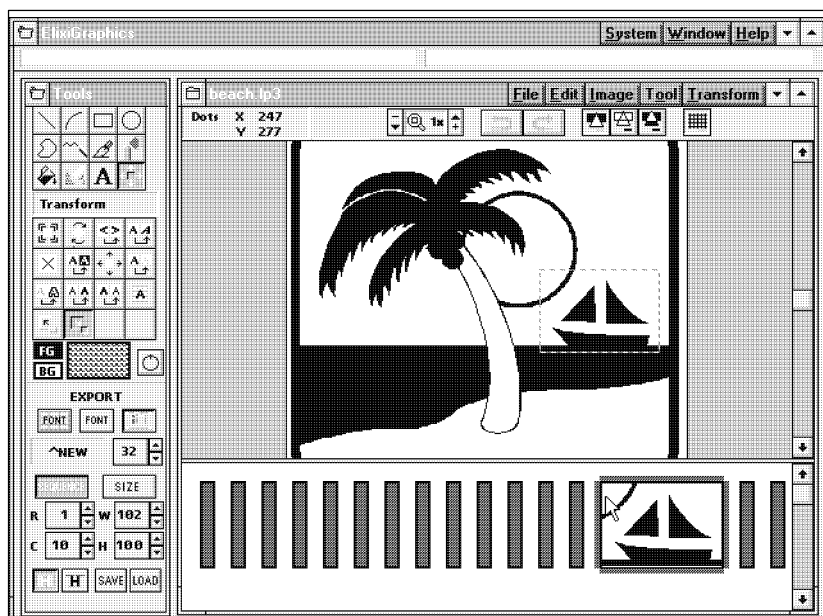


Figure 5-13. Creating a clip art library

To create a clip art item and add it to an existing font:



1. Load the image, pull down the Transform menu and select [Export], or select the Export tool in the Transform toolbox.
2. Click on the [Clip Art Library] button.
3. Click on the [Load] button to display the Choose Target Font File dialog box.

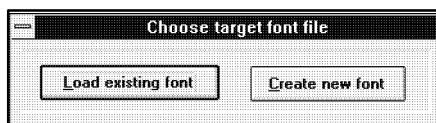


Figure 5-14. Choose Target Font File dialog box

4. Select [Load Existing Font].

The Load Clip Art Library dialog box displays

5. **Select a file to display its contents in a window at the bottom of the screen.**
6. **With the cursor in the marked area, hold down the <Ctrl> key, press the mouse button, and drag the image to a blank character cell.**

The image portion you dragged and dropped is now a character in the clip art library.

Note that if the character cell is not blank, the image will overwrite the existing character in that cell.

7. **Click on the [Save] button to save your changes.**

Note that the font/clipart library window at the bottom of the screen closes when you select another transform option or tool.

Tiling an image

This feature tiles images into fonts automatically with the options you choose. Refer to the following figure when tiling an image into a font.

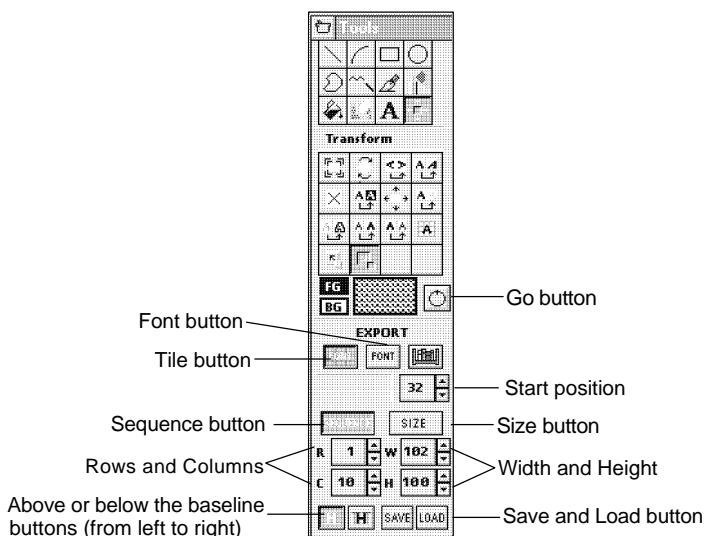


Figure 5-15. Tiling options

To convert an image or image area into a font, using the tiling feature:



1. Load the image, pull down the Transform menu and select [Export], or click on the [Export] option in the Transform toolbox.
2. Click on the [Tile] button.
3. Click on the [Load] button to display the Create Font dialog box. Enter a file name in the box and click on [OK].

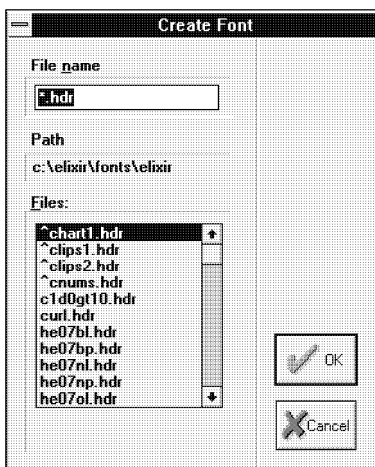


Figure 5-16. Create Font dialog box

A window with a blank set of characters displays at the bottom of the screen.

4. Select the [Sequence] or [Size] option from the Toolbox.
 - Select [Sequence] to specify the number of rows and columns you want the image tiled to.
 - Select [Size] to specify the width and height of the tiles.

5. **Specify the start position of the first tile in the font.** The default 65 corresponds to ASCII upper case A.

Note that the maximum number of cells in a font is 255.

6. **Place the tiles [Above the baseline] or [Below the baseline] by selecting the appropriate option in the Toolbox.**
7. **Mark the area you want to tile to a font.**

If you are tiling the whole image, skip this step.

8. **Click on the [Go] button to tile the whole image or image area into a font.**

The image or image area is tiled into the blank character cells at the bottom of the screen.

You may need to scroll through the font to display the first character.

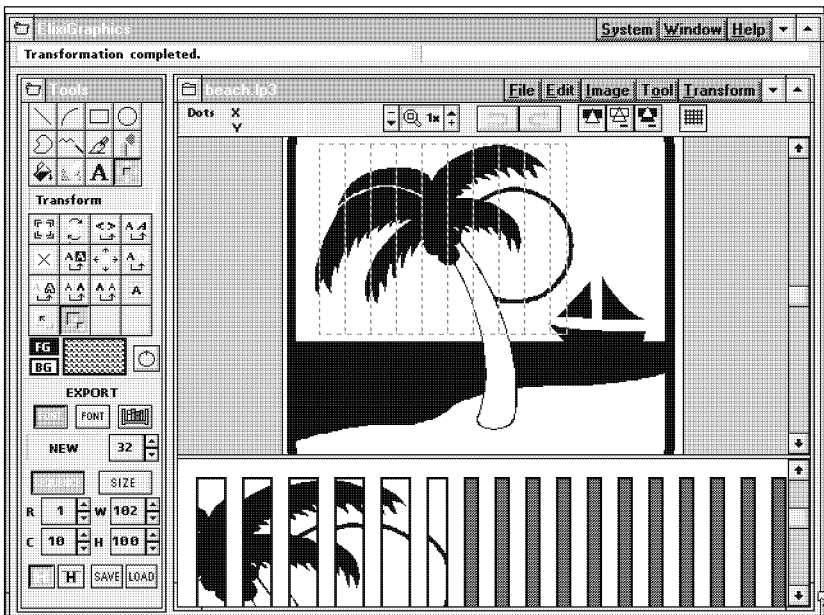


Figure 5-17. Tiling an image into a font

9. Click on the [Save] button to save the new font.

To recreate the image in a new file, follow the procedures for importing clip art (see the "Importing clip art" section of this chapter), but click on the [Font] button instead of the [Clip Art Library] button to select the font you just created.

Creating a font from image portions

This operation is similar to creating a clip art library except that the font created does not start with a caret (^). This operation is useful if you have a scanned image containing characters and you want to digitize fonts from the characters in the image.

Refer to the following figure when creating a font from image portions.

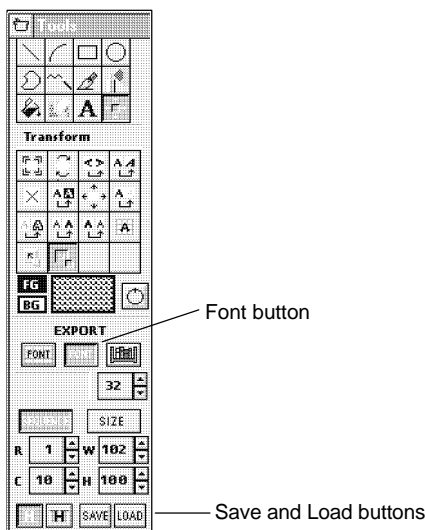


Figure 5-18. Font creation options

You can create a font from image portions and save it as a new font or add it to an existing font.

To create a font from image portions and save it as a new font:



1. Load the image, pull down the Transform menu and select [Export], or select the [Export] option in the Transform toolbox.
2. Click on the [Font] button.
3. Click on the [Load] button to display the Choose Target Font File dialog box.

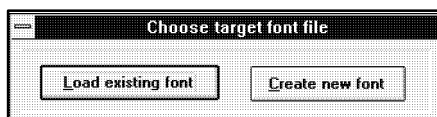


Figure 5-19. Choose Target Font File dialog box

4. Select [Create new font].

The Create Font dialog box displays.

5. Enter a file name and click on [OK].

A font window with a blank character set displays at the bottom of the screen.

6. Mark an area in the image.
7. With the cursor inside the area, hold down the <Ctrl> key, press the mouse button and drag the image to a blank character cell.
8. When the cell is highlighted, release the mouse button to drop the image into the cell.
9. Click on the [Save] button to save your changes.

To create a font from image portions and add it to an existing font:



1. Load the image, pull down the Transform menu and select [Export], or select the [Export] option in the Transform toolbox.

2. Click on the [Font] button.
3. Click on the [Load] button to display the Choose Target Font File dialog box.

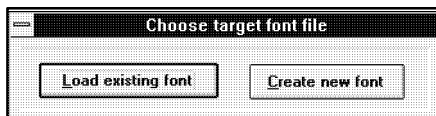


Figure 5-20. Choose Target Font File dialog box

4. Click on [Load Existing Font].
5. Select a file to display its contents in a window at the bottom of the screen.
6. Mark an area in the image
7. With the cursor in the marked area, hold down the <Ctrl> key, press the mouse button, and drag the image to a blank character cell.

The Load Font dialog box displays.

The image portion you dragged and dropped is now a character in the font.

Note that if the character cell is not blank, the image will overwrite the existing character in that cell.

8. Click on the [Save] button to save your changes.

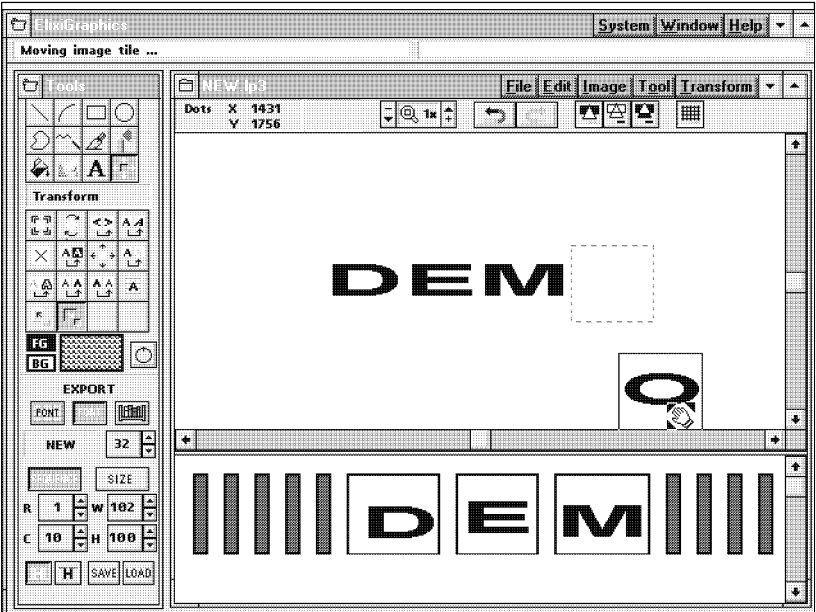


Figure 5-21. Creating a font from an image

6. Additional features

This chapter describes additional features included in ElixGraphics. These features are not directly related to drawing or manipulating images, but are included to help you use ElixGraphics.

These additional features are:

- ruler display
- merging an image into another image
- expanding or contracting an image
- creating a screen version of an image
- create an Elixir form which includes the image
- splitting an image.

Ruler

Dots	→ 192	42
	↓ 232	11

Clicking on the Digital Ruler in the Toolbar toggles the ruler display on or off. You can change the units of measure in the digital ruler when it is displayed, by clicking on it with the right mouse button. The unit of measure changes to inches, centimeters (CM), millimeters (MM), or dots.

The first box (from left to right) displays the position of the cursor relative to the top left corner of the image area in horizontal (x) and vertical (y) coordinates. As you move the cursor down or to the right, the x and y coordinates increase in value. As you move the cursor up or to the left, the x and y coordinates decrease in value.

The second box displays the x and y coordinates of a drawing (such as a line, box, or circle) relative to the starting point. As you move the cursor down or to the right of the starting point, the x and y coordinates display a positive value. As you move the cursor up or to the left of the starting point, the x and y coordinates display a negative value.

Merging an image into another image

Merging images involves placing an one image inside another currently loaded image.

To merge an image into a currently loaded image:

1. **Select the Transform tool and mark the area where you want to merge the second image.**

The area is marked with a dotted line.

2. **Pull down the Edit menu and select the Set Paste Mode sub-menu to select a paste mode.**

See the "Pasting from the clipboard" section of the "Manipulating images and image areas" chapter for a description of different paste modes.

3. **Pull down the File menu and select [Merge] to display the Merge Image dialog box.**

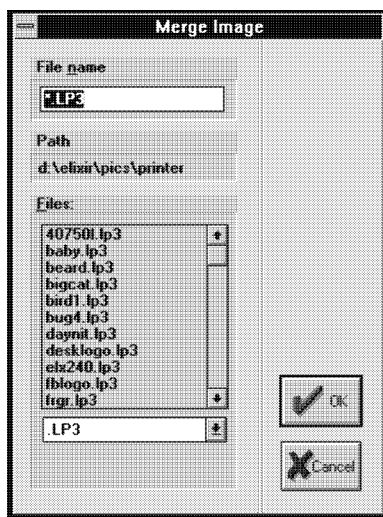


Figure 6-1. Merge Image dialog box

4. **Select the image you want to merge into the currently loaded image.**

To select from the list of .BMP images, click on the down arrow in the window at the bottom of the dialog box and select [.BMP].

The image is placed in the marked area or in the upper left-hand corner of the loaded image if no area is marked.

5. **Save your changes into the current file by pulling down the File menu and selecting [Save] (or pressing <Ctrl> + <S>), or save your changes to a new file by pulling down the File menu and selecting [Save as] (or pressing <F7>).**

Expanding/contracting an image

To expand or contract an image in any of four directions, pull down the **Image** menu and select [Expand/Contract]. The Expand/Contract dialog box displays.

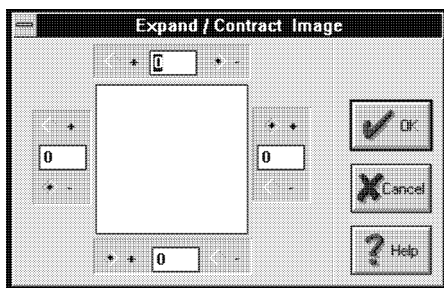


Figure 6-2. Expand/Contract dialog box

In the dialog box there are four boxes (top, bottom, left, and right) containing a <+> option for expanding and a <-> option for contracting. Specify the number of dots you want the image to expand or contract, to or from the top, bottom, left, or right of the image.

Creating a screen version

This operation creates a new screen version of an image and allows you to specify different resolutions for the screen version. Screen versions are used to display the image on your monitor and are also used when you want to display the image in Elixiform.

To create a new screen version, pull down the **Image** menu, select the **Extra Operations** sub-menu, then select [Make Screen Version]. A screen version with the same stem name and a .LW8 extension is created and saved in the default screen image directory.

Converting an image to a form template

This operation creates an Elixir form from the currently-displayed image. This is useful if the image contains drawing elements which you want to use as a template for creating other forms.

For example, you can scan a form to create a PCX image, convert the scanned image to Elixir format using the Elixir Desktop, edit the image using Elixigraphics, then use this option to convert it to an Elixir format form. You can then use the form as a template in Elixiform to create a new form.

Note that the form file this creates uses much less disk space than the scanned image.

To use this feature, pull down the **Image** menu, select the **Extra Operations** sub-menu, then select [Make Form Template]. A form template with the same stem name of the graphic image and an .ELX extension, is created using the Elixigraphic and is saved to the current Elixiform default forms directory.

Breakup image

This operation divides the image into horizontal or vertical strips of equal height. This feature is useful if you want to break up a large image for easier handling (for example, to convert to a font or clip art library).

To break up an image:

1. **Load the image you want to back up.**
2. **Pull down the Image menu, select the Extra Operations sub-menu, then select [Breakup Image].**

The Breakup Image dialog box displays and allows you to specify the number of horizontal or vertical strips into which you want to split the image.

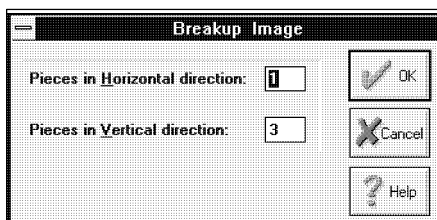


Figure 6-3. Breakup Image dialog box

3. Enter the number of horizontal and/or vertical pieces you want the image split into.

When you click on [OK], images are created with the stem name `PIECE nn` in your *drive*:\ELIXIR\PICS\PRINTER directory where *nn* is the number you entered in the dialog box.

A. Working with highlight colors

This appendix describes how to work with highlight colors when creating or editing ElixGraphics images.

Highlight color image composition

A highlight or two-plane color Elixir image comprises two separate planes: a black plane and a color plane. The color plane can be red, blue, or green to match the toner installed on Xerox HighLight Color printers. One plane is overlaid on the other to create a single image.

Within either the black plane or the color plane, you can create or modify an image using any of the drawing tools described in the "Displaying and drawing an image" chapter, and the textures described in this chapter.

FG

Select the plane you want to work in by using the [FG] button. The [FG] button allows you to use the editing tools to draw (edit) in black, white, or a highlight color (see the "Editing in black and color planes" section of this appendix).

You can reverse the planes by pressing the Swap Color Planes fast key, <Ctrl> + <W>. This operation displays all highlight color elements in black, and all black elements in highlight color.

These and other highlight color-related activities are explained in this chapter.

Applying highlight color shading patterns

This section describes how to apply highlight color shading patterns to an image.

You can only apply a highlight color shading pattern to a highlight color image. If you have a black-and-white image loaded and want to apply a highlight color shading pattern to it, you must first convert the black-and-white image to a highlight color image.

Note that if you attempt to apply a highlight color shading pattern to a black-and-white image, the highlight color shading pattern is converted to a black-and-white shading pattern and saved to a temporary disk file. You can edit this pattern using the procedures described in the "Displaying and drawing an image" chapter.

To convert a black-and-white image to a highlight color image:

- 1. Load a black and white image into the work area.**
- 2. Pull down the Image menu and select [Attributes].**

The Image Attributes dialog box displays.

- 3. Pull down the [Color System] list, select [Highlight Color], and click on [OK].**

Your black-and-white image is converted to a highlight color image.

To apply a highlight color shading pattern to a highlight color image:

- 1. Load a highlight color image into the work area.**
- 2. Pull down the System menu and select [Usage Switches].**

The Preferences dialog box displays.

3. Click on the down arrow next to the [Xerox Catalog Name] option and select a Xerox catalog: [XEROX] or [XEROX1].

This specifies that the pattern files you want to use are XEROX or XEROX1 pattern files. These pattern files emulate XEROX and XEROX1 catalog INK names (RED, GREEN, or BLUE) on Xerox HighLight Color printers.

If you select XEROX, an X prefix is added to the corresponding RED, GREEN, or BLUE pattern name.

If you select XEROX1, an X1 prefix is added to the corresponding RED, GREEN, or BLUE pattern name.

4. Click on the Pattern window.

If the Black-and-White Pattern or Full Color Pattern window displays, click on the [High..] button to display the **Pattern** window.

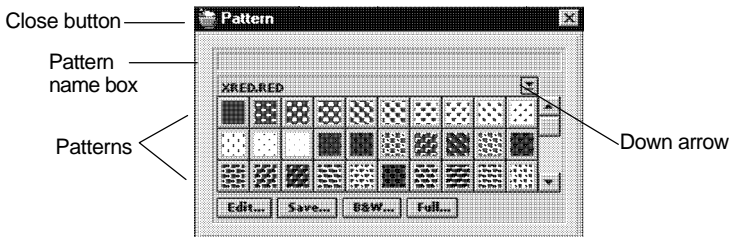


Figure A-1. Highlight Color Pattern menu

This window displays up to 102 shading patterns which you can apply as floodfill or shading in an image. The displayed shading patterns are part of the currently-loaded pattern file (a file in \ELIXIR\DESKTOP\SYSTEM\PATTERNS).

By floodfilling or shading with different patterns, you can apply highlight color to your image.

The pattern files (XRED or X1RED, XGREEN or X1GREEN, and XBLUE or X1BLUE) contain shading patterns that emulate Xerox INKS (RED, GREEN, and BLUE, respectively) for Xerox HighLight Color printers.

5. **To select one of the above pattern files, click on the down arrow in the Highlight Color Pattern window and select the appropriate file.**

When you position your cursor over a pattern in the **Pattern** window a thick border displays around the pattern and the pattern name is shown in the Pattern name box.

6. **Click on a pattern to make it the current pattern and display it in the Pattern window.**

You can now use the selected pattern with an appropriate drawing tool.

Double-click on the [Close] button to exit the **Pattern** window.

The [Edit] and [Save] buttons are used to edit patterns (see the "Editing highlight color shading patterns" section of this chapter).

You can also click on the [B&W] button to display the black-and-white shading patterns described in the "Displaying and drawing an image" chapter.

Editing highlight color shading patterns

The pattern files that come with Elixigraphics correspond exactly to the INK files on Xerox HighLight Color printers. You can edit shaded patterns for use in Elixigraphics and for conversion to .PCX, .TIF and .BMP format. However, you cannot use custom patterns in Elixiform, or when converting and printing, due to the Xerox pattern file system used with Xerox HighLight Color printers.

To edit a highlight color shading pattern:

1. **Select a pattern from the Highlight Color Pattern window.**
2. **Click on [Edit] to display the Pattern Editor dialog box.**

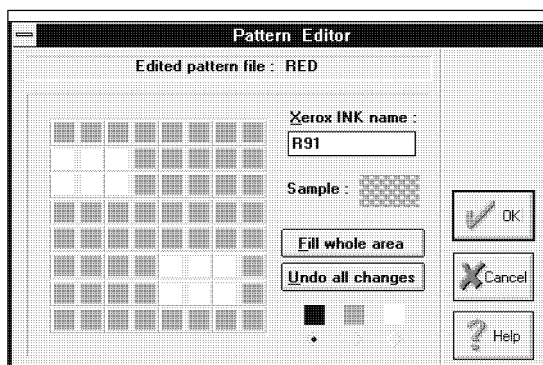


Figure A-2. Pattern Editor dialog box

The Xerox INK name box displays the Xerox INK name that corresponds to the pattern you selected.

3. **Select the color in which you want to edit: [Black], [Highlight Color], or [White].**
4. **Click on the bitmap squares to which you want to apply the selected color, or click on [Fill Whole Area] to apply the color to all the squares in the bitmap.**

To undo your changes, click on [Undo All Changes].

5. **Click on [OK] and then click on [Save] in the Pattern window to display the Save Pattern Set As dialog box.**

Enter a new name to save the whole pattern set to a new pattern file with a -CUSTOM suffix.

Editing in black and highlight color planes

FG

The [FG] button allows you to edit in either the black or highlight color plane.

To edit (or draw) in the highlight color plane click on the [FG] button until it displays a highlight color (red, green, or blue). The highlight color available is set in the Image Attributes dialog box [Highlight Color] option.

To edit (or draw) in the black plane, click on the [FG] button until it displays in black (to edit in black) or white (to edit in white).

To switch all elements in one plane to the other plane, press the Swap Color Planes fast key, <Ctrl> + <W>.

Note that this operation is performed on the entire image.

Converting a color image to black-and-white

You can convert an Elixir-format color image to black-and-white by using the [Color System] option in the Image Attributes dialog box, or by using the CLR2BW utility. The CLR2BW utility is copied to the *drive:\ELIXIR* directory during [Default] installation or to the drive specified for your programs directory during [Custom] installation.

Note the following when converting color images to black-and-white:

- Using the [Color System] option or the CLR2BW utility when converting highlight color graphics to one-plane black-and-white graphics converts colors to black.
- Using the [Color System] option or the CLR2BW utility when converting highlight color to black-and-white, permanently erases any color information.

- You can run the CLR2BW utility from the Elixir Desktop using the Dispatcher icon. See the *Elixir-Sys Desktop User Guide* for more information about the Dispatcher icon.

Using the [Color System] option

You can use the [Color System] option in the Image Attributes dialog box to convert Elixir-format .LP3 graphic files between one-plane (black-and-white) and two-plane (highlight color) formats.

To convert a loaded image from one format to another:

1. **Pull down the Image menu and select [Attributes].**

The Image Attributes dialog box displays.

2. **Pull down the Color System list, select the type of image you want to convert to, [Black-and-White] or [Highlight Color], and click on [OK].**

Your image is automatically converted to the specified format.

Using the CLR2BW utility

The CLR2BW utility converts Elixir-format .LP3 graphics files between one-plane (black-and-white), two-plane (highlight color), and four-plane (full-color) formats.

The syntax for this utility is as follows:

**CLR2BW [inputname] [outputname]
[planes] [color]<Enter>**

inputname

is any .LP3 file stemname. No extensions or wildcards are allowed.

outputname

is the optional output stemname for the converted file. Extensions and wildcards are not allowed. If not specified, the existing file is converted.

planes

Specify [1] for one-plane (black-and-white) output, [2] for two-plane (highlight color) output or [3] for full-color output.

color

Specify [RED], [BLUE], or [GREEN]. When converting full-color to highlight color, any color with the component you specify is converted to the pure highlight color. For example, if you specify RED, yellows (which include red) in a full-color graphic are converted to red. Other colors are converted to black.

Run the CLR2BW utility from the *drive:\ELIXIR* directory (if you performed a [Default] install) or the drive you specified for programs (if you performed a [Custom] install).

B. Keyboard shortcuts

The following keyboard shortcuts (fast keys) are available within Elixigraphics. Standard Windows fast keys are not included in the list. For information about Windows fast keys, see your Windows documentation.

Numeric display box and transform "on the fly" fast keys are listed separately at the end of this appendix.

<u>Command</u>	<u>Action</u>
Close dialog box/menu	<Esc>
Copy	<Ctrl> + <C>
Cut	<Ctrl> + <X>
Delete	
Exit	<Alt> + <X> or <Alt> + <F4>
Help	<F1>
Image attributes	<F2>
Load	<F8>
New (file)	<F9>
Paste	<Ctrl> + <V>
Print	<Ctrl> + <Shift> + <F10>
Redo	<Shift> + <Ctrl> + <Z>
Save	<Ctrl> + <S>
Save as	<F7>

Select All (toggle)	<Ctrl> + <A>
Switch Color Planes (highlight color only)	<Ctrl> + <W>
System information	<Alt> + <F5>
Toolbox display (toggle)	<F10>
Undo	<Ctrl> + <Z>
Unselect (toggle)	<Ctrl> + <A>

The following fast keys are used for editing numbers in numeric display boxes (such as the [Tool Width] option). Numbers are entered from right to left, similar to a pocket calculator. For all but the "Select highest/lowest allowable value" fast keys, you must first activate edit mode by clicking in the display box.

Delete number (set to 0)	
Delete right digit	<Bksp>
Edit (toggle)	Left click
Finish editing	<Enter>
Reset and finish editing	<Esc>
Set highest allowable value	<Shift> - click
Set lowest allowable value	<Ctrl> - click
Undo edits and reset to initial	<Ctrl> + <Z>

The following fast keys are used for transforming images or image areas. All except the Resize, Clear, and Shift transformations can be applied "on the fly" during move or copy operations.

Clear	<Ctrl> + <E>
-------	--------------

Darken	<Ctrl> + <K>
Distort	<Ctrl> + <D>
Filter	<Ctrl> + <F>
Halftone	<Ctrl> + <H>
Lighten	<Ctrl> + <T>
Mirror	<Ctrl> + <M>
Outline	<Ctrl> + <L>
Resize	<Ctrl> + <R>
Reverse	<Ctrl> +
Rotate	<Ctrl> + <O>
Shift	<Ctrl> + <I>

C. DOS directories

Elixir software is directory-specific. The following is a list and description of default DOS directories used by Elixir software for graphics-based operations. Note that the drive is the drive where you installed ElixGraphics.

\ELIXIR\PICS\PRINTER

Elixir-format .LP3 images (input and output)

\ELIXIR\PICS\IMCIN

Input Xerox color .IMG files

\ELIXIR\PICS\IMCOUT

Output Xerox color .IMG files

\ELIXIR\PICS\IMGIN

Input Xerox .IMG files

\ELIXIR\PICS\IMGOUT

Output Xerox .IMG files

\ELIXIR\PICS\LGCIN

Input Xerox color .LGO files

\ELIXIR\PICS\LGCOU

Output Xerox color .LGO files

\ELIXIR\PICS\LGGIN

Input Xerox .LGO files

\ELIXIR\PICS\LGGOU

Output Xerox .IMG files

\ELIXIR\PICS\PCXIN

Input .PCX files

\ELIXIR\PICS\PCXOUT

Output .PCX files

\ELIXIR\PICS\SCREEN
Screen versions of Elixir images (.LW8)

\ELIXIR\FORMS\ELIXIR\ and subordinate directories
Elixir format forms (.ELX). (Note that the default directory is set in Elixiform software.)

\ELIXIR\PICS\TIFFIN
Input TIFF (.TIF) images

\ELIXIR\PICS\TIFFOUT
Output TIFF (.TIF) images

\ELIXIR\FONTS\ELIXIR
Elixir-format fonts and clip art libraries

\ELIXIR\PICS\BMPIN
Input bitmap (.BMP) images

\ELIXIR\PICS\BMPOUT
Output bitmap (.BMP) images

D. Conversion chart

You can convert graphics created in ElixGraphics to different formats using the ElixSys Desktop. The following chart shows the supported conversions.

	ELIXIR to	Screen to	PCX to	TIFF to	BMP to	IMG to	LGO to	Color IMG to	TILE to	Color LGO to
ELIXIR	---		X	X	X		X	X	X	X
Screen	X	---			X	X		X		
PCX	X		---		X	X		X		
TIFF	X			---	X	X		X		
BMP	X				---	X		X		
TILE	X				X				---	
IMG	X				X	---				
LGO	X				X		---			
Color IMG	X				X			---		
Color LGO	X				X					---

Glossary

baseline

An imaginary line which is used to position a character. Characters may rest on the baseline or extend above or below it. Characters are normally positioned so that their baselines are aligned. Such characters are said to be base aligned.

bitmap

A two-dimensional array of dots which is used to represent an image.

blend text mode

The mode during text entry in which text entered through the Enter New Text dialog box displays in the Work area, and is editable because text entry mode is still active. After text entry mode ends, the text becomes a permanent part of the image, and cannot be edited using the keyboard.

cell

An invisible frame surrounding a character whose width equals the set width and whose height equals the line spacing of the font.

face name

A unique design for printed letters, such as Press Roman.

fixed-pitch

The characteristic of a font family whose characters are all assigned the same horizontal spacing.

font

A complete set of characters of a particular font family, size, face name, and orientation. A font can also consist of tiles that compose an image, or pieces of clip art.

font family

A set of fonts with similar design characteristics, usually including many sizes, typefaces, and orientations.

halftoning

The application of line or shading patterns to an image so it appears textured.

Inverse landscape/portrait orientation

Refers to the print direction of images or fonts as shown in the following figure.

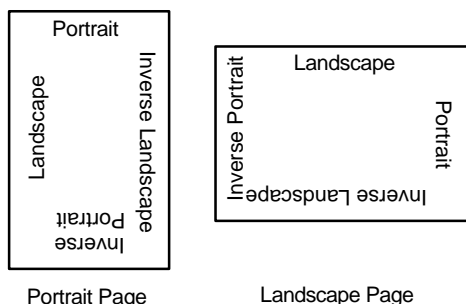


Figure G-1. Page and print orientations

mirroring

The rotation of an image so that its top becomes its bottom or its right becomes its left.

null character

An unprintable character that occupies an unused position in a font.

pitch

The size (specifically the width) of a fixed-pitch font in characters per inch.

pixel

The smallest unit of a digitized picture, either on the screen or printed. A pixel is sometimes referred to as a dot. Image bitmaps are made up of dots or pixels. The word pixel is a contraction of "picture element". A pixel can contain additional information such as color and can be larger than one bit while still representing one dot.

proportional spacing

The characteristic of a font family, each character of which is assigned its own horizontal spacing. Proportional space fonts are aesthetically more pleasing and are easier to read. The text in this guide is proportionally spaced.

reverse

To switch an image from black on a white background to white on a black background, or vice versa.

strikeout

To place a line horizontally across a font.

underline

To place a line under text, usually for emphasis (also called underscore).

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