

*Elixir*

**DesignPro Tools**

**Graphics Editor for**

**AFP**

**User Guide**

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DP200608V200

To report any errors you might find, please send a note to [errata@elixir.com](mailto:errata@elixir.com). Please note: emails are used to correct future versions of this guide and may not receive an individual reply. For technical support, please see "[Customer Support](#)" on page 15.

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## Chapter I:

# Introduction

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

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

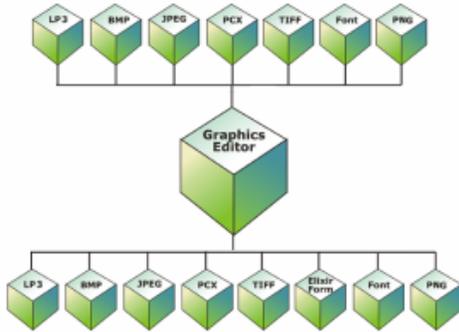
## Graphics Editor Overview

Graphics Editor provides features and drawing tools for creating and editing black-and-white or full-color images.

Graphics Editor allows you to perform the following operations:

- Create new bitmap and .LP3 images.
- Edit and transform images.
- Tile images into fonts.
- Save images to supported formats.

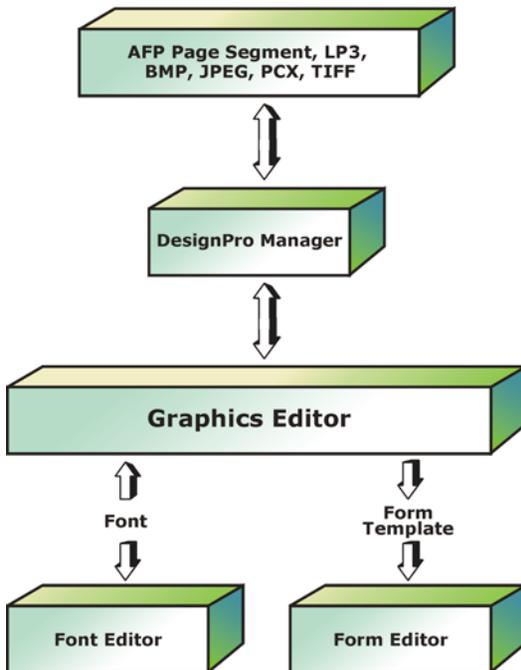
The figure below illustrates the input and output file formats supported by Graphics Editor. Graphics Editor opens and saves graphic files in LP3 (Elixir Legacy Graphic), BMP, JPEG, JPE, JPG, PCX, PNG and TIFF formats. Besides the file formats listed above, you can also save graphic files in EFR (Elixir Form) and Elixir font format. You can use Graphics Editor to first edit images, then reconvert them to any of the supported file formats.



*Importing/Exporting Graphics Editor images.*

## Graphics Editor and Other Elixir Products

DesignPro Tools for AFP allows you to interconnect with other publishing products and components. The figure below illustrates how DesignPro Graphics Editor can be integrated into an overall publishing process.



*Graphics Editor and other Elixir products.*

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## Interconnectivity Examples

DesignPro Manager converters allow you to convert image file formats such as SEG (AFP Page Segment), LP3 (Elixir Legacy Graphic), BMP, JPEG, JPE, JPG, PCX and TIFF to Elixir format for use in Graphics Editor.

You can also use DesignPro Manager converters to convert an AFP font to Elixir format, and then import it for placement in an image using DesignPro Graphics Editor.

You can create and edit fonts and load them directly by tiling graphics into equal rectangles, each corresponding to a font character. Fonts can be imported and edited in DesignPro Font Editor, then converted to AFP format and printed on any AFP printer.

Images created in DesignPro Graphics Editor can then be used with DesignPro Form Editor and DesignPro Visual PPFA to enhance form appearance.

## Associated DesignPro Modules

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

Following are the DesignPro Tools for AFP modules:

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

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# About this User Guide

The *DesignPro Graphics Editor User Guide* provides definitions and step-by-step instructions to help you use this bitmap editor for creating images and use the various transformations and commands for tiling images into raster fonts.

The guide is organized to mimic the image creation process. From the basic image creation to editing and transforming the images, each chapter describes tasks in the same order you can use when planning your graphics:

**Chapter 1: Introduction**, provides an overview of the DesignPro Graphics Editor and related application modules, identifies available support resources and describes application start and exit procedures.

**Chapter 2: DesignPro Graphics Editor Environment**, provides an overview of DesignPro Graphics Editor, describes the environment, including workspace, menu bar and toolbars.

**Chapter 3: Graphics Editor Basics**, describes basic DesignPro Graphics Editor operations, including creating, opening and printing images.

**Chapter 4: Customizing DesignPro Graphics Editor**, provides information for specifying application default settings for DesignPro Graphics Editor and for customizing workspace menu bar and toolbar displays.

**Chapter 5: Using Drawing Objects**, provides an overview on how to use DesignPro Graphics Editor drawing tools and perform associated operations.

**Chapter 6: Editing Images**, provides an overview on how to edit an image, including use of image change commands, options for viewing image changes, using colors and setting file format properties.

**Chapter 7: Using Text and Transform Tools**, describes Text options for entering and modifying graphics text. Also provides an overview on how to use Transform tools and perform associated operations, including instructions to tile an image into a font.

**Appendix A: Glossary**, provides an alphabetical listing of product-specific or unique terms and abbreviations used in this guide.

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## Who Should Use this Guide?

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

## Related Guides

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

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

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# Conventions

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

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

## Typographic Conventions

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

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

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

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## Symbolic Conventions

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



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



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



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

## Getting the Answers You Need

Elixir Technologies provides you with multiple ways to learn and use DesignPro Graphics Editor:

- "[Customer Support](#)" on page 15
- "[Elixir Web Site Support](#)" on page 16
- "[Elixir Training](#)" on page 16
- "[Product Help](#)" on page 16

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## Customer Support

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

### North and South America:

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

### Asia Pacific:

- [Asia\\_support@elixir.com](mailto:Asia_support@elixir.com)

### Europe:

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

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

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

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## Elixir Web Site Support

You can obtain product support from the Elixir web page at [www.elixir.com](http://www.elixir.com).

Select **Support** to:

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

## Elixir Training

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

### **Elixir Learning**

+1 805 641 5900, ext. 4

## Product Help

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

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

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

## Chapter 2:

# DesignPro Graphics Editor Environment

### In this chapter...

- [What is in the Workspace?](#)
- [Understanding the Workspace](#)
- [Using Workspace Tools](#)
- [Choosing Commands](#)
- [Undoing and Repeating Commands](#)

This chapter provides information on DesignPro Graphics Editor for AFP environment.

## What is in the Workspace?

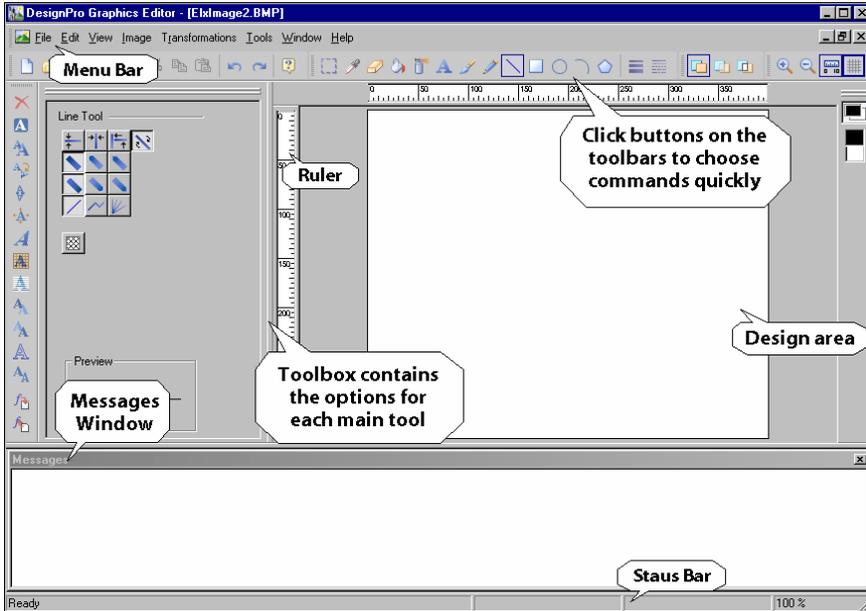
When you start DesignPro Graphics Editor, the workspace and all associated components are displayed. The workspace is used to create and maintain the application objects like images and fonts.

## Understanding the Workspace

The DesignPro Graphics Editor workspace is comprised of the following main components:

- Design area
- Toolbox
- Messages window

You can customize the position and size of the windows to meet your requirements. The workspace windows can be displayed as either floating or docked, and can also be hidden from view. The following sections explain each window in detail.



*Components of the DesignPro Graphics Editor.*

## Design Area

The design area provides a visual representation of the active application. The design area is scrollable both vertically and horizontally. You can use the design area to create and edit images. To facilitate viewing in the design area you can zoom in or out using the *View* toolbar.

## Toolbox

*Toolbox* is displayed at the left of the design area by default. The *Toolbox* displays different options available for most toolbar items in the *Drawing* toolbar and the *Transform* toolbar. Clicking on the toolbar item displays the associated options in the *Toolbox*. The last selected toolbar item options are not changed in the *Toolbox* until another toolbar item (whose options are available) is selected.

## Messages Window

The *Messages* window is docked at the bottom of the workspace by default and can be docked to any other position as required. This window displays processing and compilation errors, warnings and informational messages generated by the application.

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To clear messages in this window press <Ctrl> + <D> on the keyboard. You can also close the *Messages* window by selecting View>Messages or by clicking  at the top of the *Messages* window or by pressing <Ctrl> + <Shift> + <M> on the keyboard. Closing the *Messages* window provides more space within which you can work; however, this window automatically redisplayes whenever a message is generated by the application.



You can change the message display settings by right-clicking in the *Messages* window and choosing the required options. You can also change the *Messages* window defaults using the *Options* dialog **Messages** category.

## Using Workspace Tools

DesignPro Graphics Editors toolbars provide easy access to the most commonly used application commands. You can perform standard MS-Windows operations to hide or display a toolbar, or dock a toolbar at the edge of the workspace. For detailed information on customizing the workspace tools, see "[Customizing Toolbars and Menus](#)" on page 38 in *Chapter 4: "Customizing DesignPro Graphics Editor"*.

### Menu bar and Toolbars

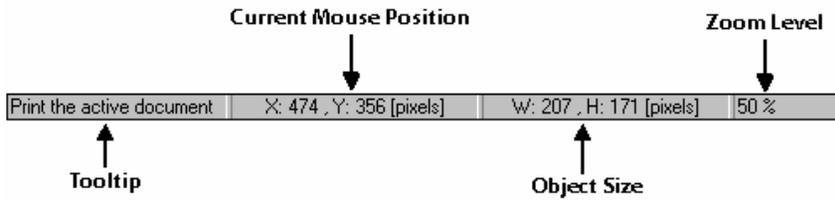
A menu bar with drop-down menus displays directly below the application title bar by default. These drop-down menus provide both standard MS-Windows and application-specific options. Selecting a menu item performs the associated action or displays a submenu or dialog.

Directly below the menu bar are toolbars with buttons that provide access to the most commonly used commands and tools. You can hide or display all available toolbars by selecting View>Toolbars>*toolbar name* from the menu bar. The toolbar items provide access to frequently used menu bar commands.

### Status Bar

The status bar displays, by default, along the lower edge of the DesignPro Graphics Editor workspace. When you move the mouse pointer over the design area, the status bar displays the current position of the mouse pointer and the zoom level. The status bar also displays the tooltip when the mouse pointer is placed over a command.

In addition, when an object is being drawn in the design area, the Status bar also displays the tooltip of the object being drawn, the height, width, and the current coordinates of the mouse pointer. This information aids in drawing objects in the design area.



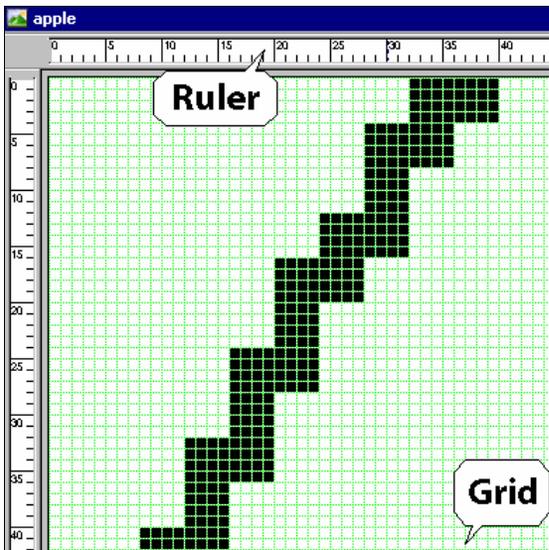
The Status bar showing the tooltip, current mouse position, object size, and zoom level.

## Grid

You can activate the grid by clicking  on the *View* toolbar, or by selecting View>Grid from the menu bar. The grid feature enables you to position and align objects accurately in the design area. In DesignPro Graphics Editor the grid is only active when the zoom is set to 800% or greater.

## Ruler

You can activate the ruler by clicking  on the *View* toolbar, or by selecting View>Ruler from the menu bar. The ruler feature helps you accurately place an object in the design area.



Design area with Ruler and Grid options selected.



You can use <F4> and <F2> shortcut keys for enabling or disabling the Grid and Ruler tools respectively.

DesignPro Graphics Editor workspace features are organized in various parts of the window according to purpose. You can navigate to the workspace components and choose a command as follows:

- **To use a menu bar:**  
Click appropriate menu, then select the required option from the drop-down list.
- **To show a toolbar:**  
From the View menu, select *Toolbars>toolbar name*. A check mark next to the required toolbar indicates selection.
- **To use a toolbar:**  
Click the required icon on the toolbar to perform an operation.
- **To use right-click menu:**  
Position cursor on the menu, right-click the mouse, and then select the required option.

## Choosing Commands

A command instructs DesignPro Graphics Editor to perform a specific action. You can choose a command by either:

- Clicking a toolbar button
- Selecting a menu command
- Using a shortcut menu
- Using a shortcut key

In the chapters that follow, command selection is described using the most common method for the described task. Related command selections can be used to accomplish the same instruction and are listed down in notes.

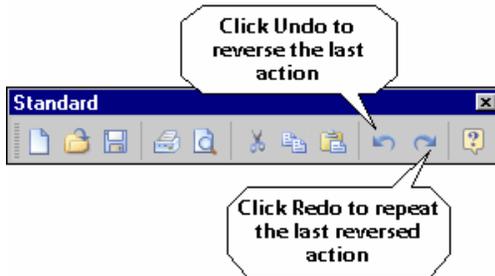
---

## Undoing and Repeating Commands

DesignPro Graphics Editor keeps track of your editing and formatting changes. If you want to undo a change or command selection, you can usually reverse several previous actions.



Use <Ctrl> + <Z> and <Ctrl> + <Y> shortcut keys to perform the undo and redo actions respectively.



## Chapter 3:

# Graphics Editor Basics

### In this chapter...

- [Managing Images](#)
- [Creating an Image](#)
- [Changing Image Attributes](#)
- [Previewing and Printing Images](#)

This chapter describes basic operations performed in the DesignPro Graphics Editor.

## Managing Images

DesignPro Graphics Editor enables you to open, view, create and print images. You can also change the file type and attributes of images.

DesignPro Graphics Editor opens and saves images in the following input and output formats:

### Input Formats (Open):

- AFP Page Segment (S1\*.seg)
- Bitmaps (\*.bmp)
- Elixir Images (\*.lp3)
- Includes Legacy and DesignPro Tools images; both use the same extension
- JPEG Files (\*.jpg, \*.jpeg)
- PCX Files (\*.pcx)
- TIFF Files (\*.tif)

---

## Output Formats (Save As):

- AFP Page Segment (S1\*.seg)
- Bitmaps (\*.bmp)
- Monochrome bitmap
- 16 Color bitmap
- 256 Color bitmap
- 24-bit Color bitmap
- Elixir Images (\*.lp3)
- Elixir Form (\*.efr)
- JPEG Files (\*.jpg, \*.jpeg)
- PCX Files (\*.pcx)
- TIFF Files (\*.tif)

## Opening an Image

To open an image:

- 1 Select File>Open from the menu bar.  
The *Open* dialog displays.
- 2 Select the required file type from the **Files of Type** drop-down list.



Selecting the **Elixir** icon in the left dialog pane automatically locates the target folder based on the selected file type. For example, when you select **AFP Page Segment (S1\*.seg)** in **Files of Type** and then select Elixir from the side pane, the default path for the AFP image is automatically set to `drive:\Elixir\Pics\AFP`.

- 3 Select the required image, click **Open** and return to the design area.  
In DesignPro Graphics Editor, most tools and options will only be enabled if an image is open in the design area.



You can also use one of following methods to open an image in the design area:

- Click  on the *Standard* toolbar.
- Use <Ctrl> + <O> shortcut key.



To open another image, repeat steps 1 – 2. The images are displayed in separate windows within the design area. The number of images open in the design area at one time is limited only by availability of system memory.



While inserting TIFF images with LZW compression applied, the DesignPro Graphics Editor generates an error message.

## Arranging Images in the Design Area

If you have multiple images opened in the design area, you can arrange the images using the options provided in the Windows menu in DesignPro Graphics Editor. To arrange images in the design area:

- 1 Open the image(s) in the design area.
- 2 Select one of the following options from the Window menu in the menu bar. All images are arranged according to selection. The options available are:
  - **Cascade** – displays the image windows stacked and cascading from the upper left to the lower right of the screen.
  - **Tile** – displays all image windows edge to edge
  - **Arrange All** – arranges all image windows from top to bottom on the screen.

## Creating an Image

Assigning meaningful names to images helps in referencing the resource for later use. DesignPro Graphics Editor assigns a default name to the newly created image. In the *New* dialog, you can change the default name and specify a unique name for the image.

To create a new image:

- 1 Select File>New from the menu bar.  
The *New* dialog displays.
- 2 Enter the file name in the **Name** option.



You can also use one of following methods to open the *New* dialog:

- Click  on the *Standard* toolbar.
- Use <Ctrl> + <N> shortcut key.

- 3** Set the required image properties. For more information on setting image properties, refer to the tasks below.
- 4** Click **OK** to return to the design area.



Most of the properties set in the *New* dialog can be changed later. For more information refer to "[Changing Image Attributes](#)" on page 29 in this chapter.

### Setting Image Format

DesignPro Graphics Editor allows images to be created in Bitmaps (\*.bmp) or Elixir Images (\*.lp3) image formats. However, images can be converted and saved in different formats mentioned above in “Managing Images”. The image format can be selected from the *New* and *Attributes* dialogs.

To set the image format:

- 1** Select the required format from the **Format** drop-down list. You can select either **BMP** or **LP3**.
- 2** Click **OK** to return to the application.

### Setting Image Size

In DesignPro Graphics Editor you can specify the image size when creating a new image.

To set the required paper type or size for the image:

- 1** Select the appropriate size from the **Paper Type** drop-down list in the *New* dialog. The image size depends on the selected paper size. The Size of the image created can be changed later using the **Resize** tool in the *Transform* toolbar. For more information on the **Resize** tool refer to "[Resizing an Image](#)" on page 96 in *Chapter 7: Using Text and Transform Tools*".

- 
- 2 Set the paper width and height in **Width** and **Height** options respectively. This option is only enabled if **Other Paper Type** is selected from **Paper Type** drop-down list.
  - 3 Click **OK** to return to the application.

### Setting Unit of Measurement

In DesignPro Graphics Editor you can specify the unit used for the measurement of the image. Measurement can be in pixels, inches, centimeters or millimeters. By default the ruler uses the unit of measurement specified in the *New* dialog.

To set the units of measurement:

- 1 Select the required unit of measurement from the **Units** drop-down list in the *New* dialog.  
The unit specified in this dialog is used for both graphic and digital rulers.
- 2 Click **OK** to return to the application.



You can also set the ruler parameters by selecting **Image>Properties** to open the *Attributes* dialog, and selecting the required unit of measurement from the **Units** drop-down list.

### Setting Image Color Model

In DesignPro Graphics Editor you can specify how many colors you want in the image by setting the color model. You can specify the required color model from the *New* and *Attributes* dialogs. To set the image color model:

To set the image parameters:

- 1 Select the required color model from the **Model** drop-down list. The image size depends on the selected color model.



Color models are methods or conventions for representing color in desktop publishing and graphic arts.

- 
- 2 Select the required highlight color from the **Highlight Color** dropdown list.  
This list is only enabled when **LP3** image format and **Highlight Color** mode are selected above. The available colors in the list depend on the catalog selected from **Tools>Options>Color Category>LP3>Highlight Color>Catalog Name**. For more information on the catalog selection, see "[Setting Components Colors](#)" on page 37 in *Chapter 4: "Customizing DesignPro Graphics Editor"*.



When a new highlight color is selected, the highlight color used throughout the image is changed.

- 3 Click **Apply** to save the setting changes.  
These changes are applied only when the image is reopened or when a new image is created.
- 4 Set highlight color type from the colors available in the drop down list.  
The available colors are Red, Green and Blue. This option is enabled only if **Highlight Color** is selected for Model. **Swap color planes** options swaps the black color and the **Highlight** color in the color bar as well as the image.
- 5 Click **OK** to return to the application.

### Setting Image Resolution

These options can be set in the *New* and *Attributes* dialogs. Resolution of an image is specified in Pixels/Inch.

To set the image resolution, enter the horizontal and vertical resolutions values in **Horizontal** or **Vertical** options respectively. Increasing the image resolution increases the image print size and vice versa. You can specify customized resolution in **Other**. This option is enabled only if **Other** is selected from either **Horizontal** or **Vertical** image resolution options.

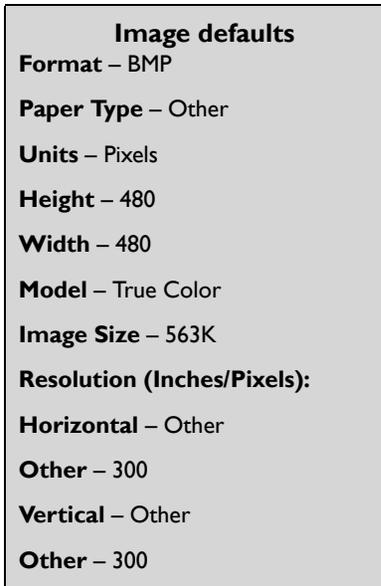


For LP3 format the **Vertical** option is disabled.

---

## Restoring Image Defaults

Click on Restore Defaults to restore the default values for creating a new image.



## Changing Image Attributes

To change image attributes:

- 1 Select Image>Properties from the menu bar.  
The *Attributes* dialog is displayed.



You can also use <Alt> + <Enter> shortcut key to open the *Attributes* dialogs.

- 2 Review the image format, size, color and resolution. You cannot change the size of the image in this dialog. You can however change the image size using the **Resize** tool. For more information on **Resize** tool refer to "[Resizing an Image](#)" on page 96 in *Chapter 7: "Using Text and Transform Tools"*.
- 3 Click **OK** to save changes to the image.

---

## Resampling an Image

In DesignPro Graphics Editor you can make changes to the resolution of the image without affecting the actual image using the Resampling option. This option can be set from the *Attributes* dialogs.

To resample an image:

- 1 Select **Resample Image** to increase/decrease image resolution in dpi without affecting the actual image size.
- 2 Click **OK** to return to the application.

## Saving an Image

To save an image:

- 1 Select File>Save from menu bar.  
The *Save As* dialog displays.
- 2 Select the required file type from the **Files of Type** drop-down list.



Selecting the **Elixir** icon in the left dialog pane automatically locates the target folder based on the selected file type. For example, when you select **AFP Page Segment (SI\*.seg)** in **Files of Type** and then select Elixir from the side pane, the default path for the AFP image is automatically set to *drive:\Elixir\Pics\AFP*.

- 3 Enter the file name and click **Save** to return to the design area  
You can edit the property settings by clicking **Edit Property settings...**, which displays the *Image* and *AFPDS* property dialog(s), depending on the file type selected in the **Files of type drop-down list**. You can also restore the default setting of the application by clicking **Restore default settings...** in the *Save As* dialog. For more information on setting the output properties, see “Chapter 6: File Format Dictionary” in *DesignPro Manager for AFP User Guide*.



You can also use one of following methods to save an image in the design area:

- Click  on the *Standard* toolbar.
- Use <Ctrl> + <S> shortcut key.



You can also edit required property settings or restore the default settings using the  or  .

The **Edit Property** and **Restore default settings** options are not available for Elixir Legacy Graphic (\*.lp3) format.

## Resetting an Image

You can reset an image and remove all edits since the last save operation.

To reset an image:

- 1 Select Image>Reset from menu bar. This option is available only if an image is open in the design area



You can also use the <Ctrl> + <Alt> + <R> shortcut keys to open the *Attributes* dialogs.

- 2 Click **Yes** to return to the design area.

## Previewing and Printing Images

After creating an image, you can use the print preview feature to review the work and make final changes before printing. Once the image is finalized, you can print it directly using DesignPro Graphics Editor or use it as a resource in an overlay or an application.

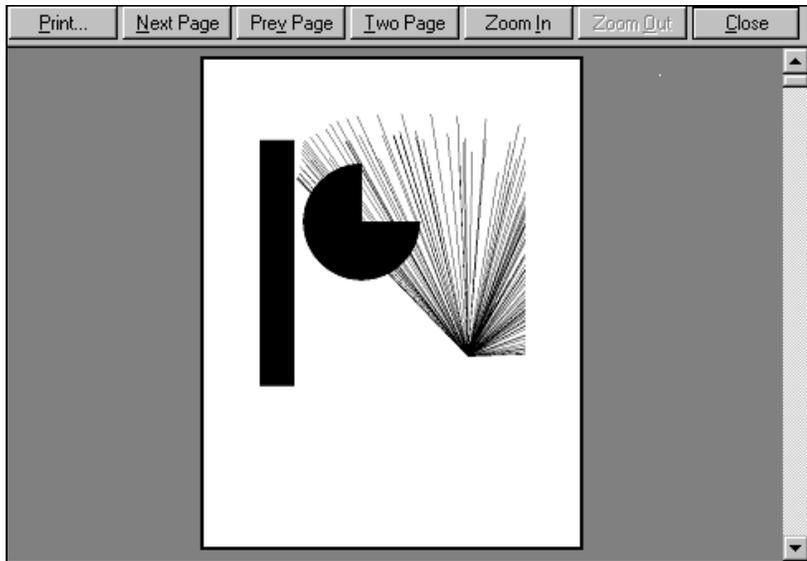
### Print Previewing an Image

Print preview feature enables you to see an image exactly as it will look when printed. To print preview an image:

- 1 Select File>Print Preview from menu bar.

---

The current image displays in the preview window as shown in the following image.



- 2 As appropriate, select the following:
  - **Print** – displays the *Print* dialog for setting the print properties.
  - **Next Page** – displays the next page. This option is activated only if the image consists of more than one page.
  - **Prev Page** – displays the previous page. This option is activated only if the image consists of more than one page.
  - **One/Two Page** – displays one or two pages at a time. This option is activated only if the image consists of more than one page.
  - **Zoom In**: increases the magnification of the current page.
  - **Zoom Out**: decreases the magnification of the current page. This option is activated only if the **Zoom In** was previously selected.
- 3 Click **Close** to exit print preview and return to previous view of the image.



**Multiple pages** option becomes enabled in print preview if the image size exceeds than the paper size. Paper size is set from File>Page Setup.

---

## Printing an Image

To print an image:

- 1 Select File>Print from the menu bar.  
The *Print* dialog displays. The Print option is activated only if an image is open in design area.
- 2 Set the required the options and click **OK** to print the image.



You can also use one of following methods to print an image:

- Click  on the *Standard* toolbar.
- Use <Ctrl> + <P> shortcut key.

## Setting Print properties

To set the print properties:

- 1 Open the *Print* dialog.
- 2 Select the required printer from the **Name** drop-down list.  
Information about the selected printer is displayed underneath this list.
- 3 Select **Print to file** to prints a document to a file instead of routing it to a printer.
- 4 Click **Properties** to set different properties of the selected printer.
- 5 Click **OK** to print the image and return to the design area.

## Setting a Print Range

In DesignPro Graphics Editor you can print specific pages, one or more sections, or a range of pages in more than one section. This helps save time and money.

To set the print range:

- 1 Open the *Print* dialog.
- 2 Select the required print range option form the following:
  - Select **All** to print all file pages. This option is selected by default.
  - Select **Pages** to specify the number of pages to be printed. Enter the starting page number in **from** and end page number in **to**.
  - Select the **Selection** option to print the current page only.

- 
- 3 Click **OK** to print the image and return to the design area.

### **Printing Multiple Copies**

To print multiple copies:

- 1 Open the *Print* dialog.
- 2 Set **Number of Copies** to be printed.
- 3 Select the **Collate** option to print a complete copy of the file before the first page of the next copy is printed. This option activated only if a value greater than 1 is specified in **Number of copies** above.
- 4 Click **OK** to print the image and return to the design area.

## Chapter 4:

# Customizing DesignPro Graphics Editor

### In this chapter...

- [Setting General Parameters](#)
- [Setting Image Parameters](#)
- [Setting Components Colors](#)
- [Setting Ruler Units](#)
- [Customizing Toolbar Display](#)
- [Creating a New Toolbar](#)
- [Adding Buttons to Toolbars](#)

This chapter provides information on specifying application and page default settings, and customizing the workspace menu bar and toolbars for DesignPro Graphics Editor.

## Changing Application Default Options

DesignPro Graphics Editor includes an *Options* dialog that allows you to review, enter or change the default settings that control the operation and appearance of the application. You can thus customize the work environment to meet the individual business requirements.

The *Options* dialog provides eight category settings. Preferences are selected from these categories by using checkboxes and entering or changing field information. New settings take effect when you either select another category or close the *Options* dialog. They remain in effect until changed.

---

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

- 1 Select **Tools>Options** from the menu bar.  
The *Options* dialog displays.
- 2 Select the required category from **Category**.
- 3 Review the dialog selections and make your changes.
- 4 Click **Apply**, and then click **OK**.

## Setting General Parameters

The **General** category in the *Options* dialog allows you to customize application general parameters. It provides message display and file filter options.

To set the general parameters:

- 1 Select the **General** category from the *Options* dialog.  
The available options are displayed.
- 2 Set or review the following available options:
  - **Send all messages to window** – displays all error, warning, and informational messages in the Messages window. If this option is unchecked each message generated displays as a separate message box.
  - **Allow All Files in fileselectors** – displays all file formats specified in the file selectors feature for the *Open* dialog.
- 3 Click **Apply** to save the changes.

## Setting Image Parameters

The Image category allows you to view the color model in use and customize image format and mode settings. The new settings are set as defaults for creating new images.

To set the image parameters:

- 1 Select the **Image** category from the *Options* dialog.  
The available options are displayed.  
**Model** displays the default color model Graphics Editor always employs the **RGB** color model. However, different color models can be specified when saving the image.
- 2 Select the required image format. You can select either **BMP** or **LP3** image format.

- 3 Select the required color mode from the **Mode** drop-down list.



The options available for BMP format are **Black & White**, **16 Color**, **256 Color**, and **True Color**. The options available for LP3 format are **Black & White**, **Highlight Color**, and **Full Color**.

- 4 Select the required catalog from the options available in the **Catalog Name** drop-down list. The colors associated with the selected catalog are displayed in the **Highlight Color** drop-down list. This list is only enabled when **LP3** image format and **Highlight Color** mode are selected above.
- 5 Select the required highlight color from the **Highlight Color** drop-down list. This list is only enabled when **LP3** image format and **Highlight Color** mode are selected above.
- 6 Click **Apply** to save the setting changes. These changes are applied only when the image is reopened or when a new image is created.

## Setting Components Colors

The **Color** category allows you to select the display colors for the image canvas, locator box and grid.

To set the color parameters of the application:

- 1 Select the **Color** category from the *Options* dialog.  
The available options are displayed.
- 2 Select the required colors from the available lists.
  - **Canvas** – sets the image canvas color. These changes take effect only when a new image is opened in the design area.
  - **Locator** – sets the design area locator box display color.
  - **Grid** – sets the design area grid display color.



To select a custom color, launch the *Color* dialog by selecting **Other** from **Canvas**, **Locator** or **Grid** drop-down lists. For more information on adding new colors and editing existing colors, see "[Using Colors](#)" on page 80 in *Chapter 6: "Editing Images"*.

- 3 Click **Apply** to save the changes.

---

## Setting Ruler Units

Graphics Editor provides a horizontal and vertical graphics ruler, which helps in aligning and placing objects more accurately in the design area. By default the ruler uses the unit of measurement specified in the New dialog. You can change the unit of measurement to inches, pixels, centimeters or millimeters. The new settings take effect when a new image is loaded in the application. The settings are also set as defaults for creating new images.

To set the ruler parameters:

- 1 Select the **Ruler** category from the *Options* dialog.
- 2 Select the required unit of measurement from the **Units** drop-down list.



You can also set the ruler parameters by selecting Image>Properties to open the *Attributes* dialog, and selecting the required unit of measurement from the **Units** drop-down list.

- 3 Click **OK** to save the settings.



For information on **Symbols**, **System Data**, **Messages**, and **Info Server** categories, see “Chapter 4: Customizing DesignPro Manager” in *DesignPro Manager for AFP User Guide*.

## Customizing Toolbars and Menus

You can customize Graphics Editor toolbars to better serve your business and personal requirements. You can add frequently used commands to toolbars, and remove toolbars and toolbar items you do not need.

### Customizing Toolbar Display

You can specify the toolbars that display in the workspace and their appearance in DesignPro Graphics Editor.

To display a toolbar in the workspace:

- 1 Select View>toolbars>Customize from the menu bar.  
The *Customize* dialog displays.
- 2 Select the **Toolbars** tab.

- 
- 3 Select the toolbar you want to display in the workspace from the **Toolbars** list. The selected toolbar's name displays in the **Toolbar name** text box.



You cannot deselect the **Menu bar** option.

- 4 Click **OK** and return to the application window. The toolbar is added to the application window.



You can also display a toolbar by selecting View>Toolbars>*Toolbar name* from the menu bar.

### Customizing the Toolbar buttons

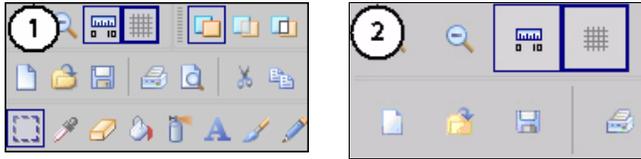
To set the appearance of the displayed toolbars:

- 1 Select the **Toolbars** tab from the *Customize* dialog.
- 2 Set or review the available options.
  - **Show Tooltips** - displays the tooltips associated with the toolbar buttons.
  - **Cool Look** - displays the toolbar buttons in the smooth look mode.



The workspace reflects the toolbar (1)Cool Look on and (2)Cool Look off.

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



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

- **Reset/Delete** - resets the default toolbar to the default settings. This button toggles to **Delete** when a user-defined toolbar is selected, and can be used to delete that toolbar.
- 3 Click **OK** to save the settings.

## Creating a New Toolbar

You can create a new toolbar using the *Customize* dialog.

To create a new toolbar:

- 1 Select the **Toolbars** tab from the *Customize* dialog.
- 2 Click **New** to open the *New Toolbar* dialog for creating a new toolbar.
- 3 Enter the name of the new toolbar in the **Toolbar name** field.  
You can modify this name later in the **Toolbars** tab. The names of the default toolbars are not editable.
- 4 Click **OK**.  
The new toolbar displays in the workspace without any buttons added. You can now add buttons to the newly created toolbar later.

---

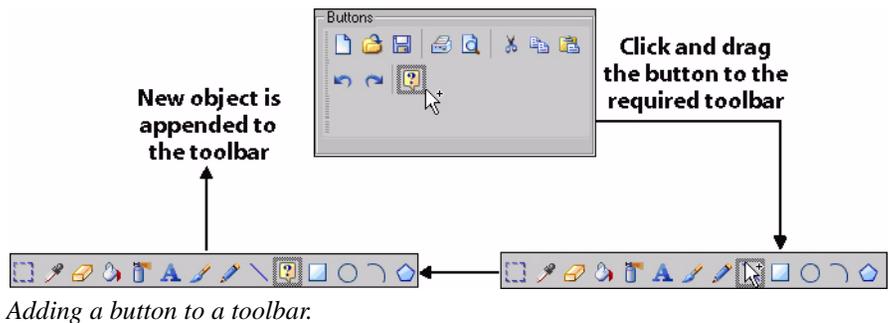
## Adding Buttons to Toolbars

You can add buttons to the toolbars using DesignPro Graphics Editor. You can use this feature to add buttons to frequently used toolbars.

To add a command button to an existing toolbar:

- 1 Select the **Commands** tab from the *Customize* dialog.
- 2 Select the required toolbar from the **Categories** list.  
The buttons associated with the toolbar display under the **Buttons**. A brief narrative describing the selected toolbar buttons displays under **Description**.
- 3 Click and drag the required button displayed under **Buttons** to the target toolbar displaying in the design area, then release the mouse.  
The selected button is then appended to the required toolbar at the specified place.

While dragging the required button, the mouse cursor changes from  to .



If you place the button anywhere in the application window other than on a toolbar, Graphics Editor automatically creates a new toolbar for the button. If you then select the **Toolbars** tab, the newly created toolbar name (default name is ToolBar1) displays in the **Toolbars** list.



## Chapter 5:

# Using Drawing Objects

### In this chapter...

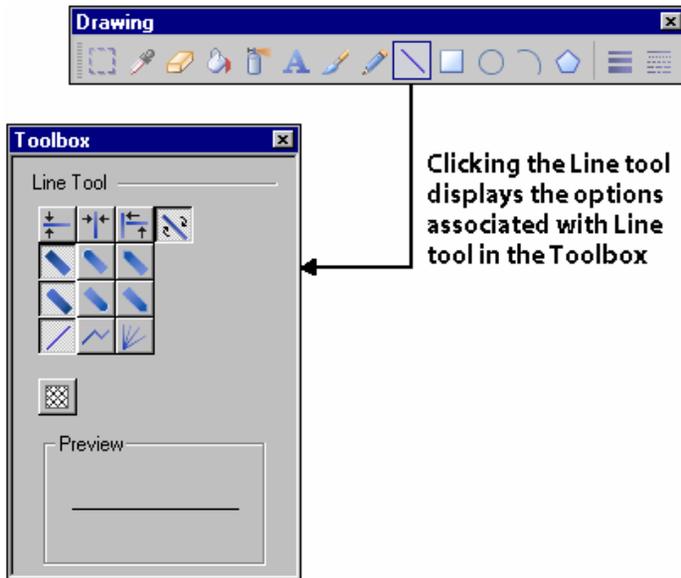
- [Using the Drawing Tools](#)
- [Arranging Image Elements](#)
- [Drawing Objects](#)
- [Filling Objects](#)
- [Enhancing Objects with Style Tools](#)
- [Working with Patterns](#)
- [Drawing Modes](#)

This chapter describes how to use the DesignPro Graphics Editor drawing tools and to perform associated operations.

## Using the Drawing Tools

DesignPro Graphics Editor drawing tools are located on the *Drawing* toolbar. The tools are active only when an image is open in the design area.

When you click a drawing tool, the *Toolbox* changes accordingly and displays associated options for the selected tool. Click another tool, and new tool options replace the previous selection.



*Toolbox options for the selected tool.*

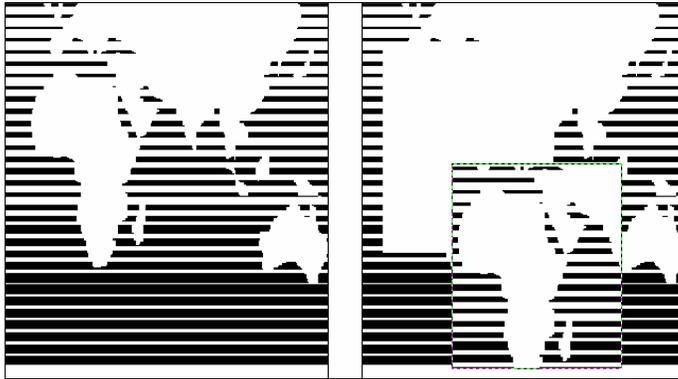
## Arranging Image Elements

DesignPro Graphics Editor enables you to prepare your images for further enhancements. You can copy and rearrange an entire image or images.

### Using Select Tool

You can use the select tool in DesignPro Graphics Editor to copy and paste a rectangular area. This tool enables you to define straight-edged areas that you can move or make changes to in the image.

- 1 Click  on the *Drawing* toolbar.
- 2 Draw a marquee around the area that you want to copy.
- 3 Click and drag to place the selected area at the required location.
- 4 Click outside the image area to place the selected area.



*The selected image area is moved to another location.*

## Drawing Objects

DesignPro Graphics Editor provides six tools for drawing the following shapes: lines, ellipses, boxes, curves, polygons/polylines and freehand form figures. You can perform drawing operations by clicking and dragging the mouse in the design area. You can also use tools in the magnified view mode. All of the drawing objects can have a specified line width and style.

### Using Pencil

You can use the pencil tool to draw hard-edged freehand lines using the current foreground color.

To draw a free form line:

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.



You can also draw a free form line by selecting Tools>Pencil from the menu bar.

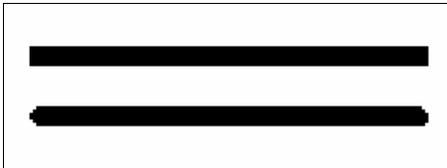
---

2 Select the required pencil tip from the following:

-  - draws individual dots or a continuous line with squared ends.
-  - draws individual dots or a continuous line with rounded ends.

You can view a sample of your selections in the **Preview** area.

Figure below illustrates squared and rounded pencil tips.



*Samples of Pencil drawing with square and rounded tips.*

To better see the difference between square and rounded pencil tip, select a line width of 5 dots or more.

## Drawing Lines

You can use the line tool to draw single, connected, and radial lines.

To draw a straight line:

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.



You can also draw a line by selecting **Tools>Line** from the menu bar.

---

**2** Select the line direction from the following:

-  - draws line in horizontal direction only.
-  - draws line in vertical direction only.
-  - draws line in horizontal or vertical direction.
-  - draws line in any direction, including diagonal.

Horizontal and vertical line options are useful when drawing lines on large images that otherwise do not fit in the design area. When drawing connected lines, scrolling around the image will not disconnect the line from the last point.

**3** Select the line beginning style from the following:

-  - draws line with squared beginning.
-  - draws line with rounded beginning.
-  - draws line with mitered beginning, this option is enabled only when  is selected.

**4** Select the required line end style from the following:

-  - draws line with squared end.
-  - draws line with rounded end.
-  - draws line with mitered end, this option is enabled only when  is selected.

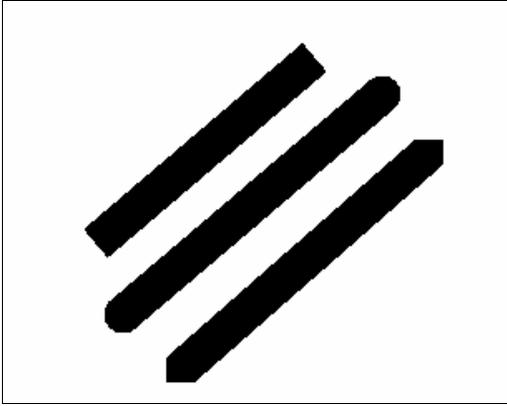
**5** Select the required line thickness and style. For more information see "[Line Width and Line Style](#)" on page 64 in this chapter.

You can view a sample of your selections in the **Preview** area.

Line beginning and end styles are most apparent at a line width of 10 or above.

---

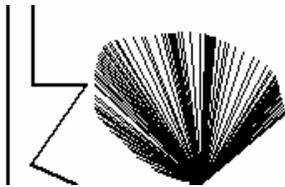
The figure below illustrates the effects of squared, rounded and mitered ends.



*Line end examples.*

**6** Select the required line style from the following:

-  - draws a single line between mouse clicks.
-  - connects lines between successive mouse clicks until another line style or drawing tool is selected. This option is enabled only when  is selected.
-  - draws lines radiating from a single point. This option is enabled only when  is selected.



*Line Style examples.*

---

You can change the line properties and widths while drawing a line, as illustrated in the figure below:



*Connected lines with different widths.*

- 7 Select the required line thickness and style. For more information see "[Line Width and Line Style](#)" on page 64.

You can view a sample of your selections in the **Preview** area.

## Drawing Boxes

You can use the box tool to draw hollow or filled squares or rectangles with squared or rounded corners.

To draw a box:

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.



You can also draw a box by selecting Tools>Box from the menu bar.

- 2 Select the box shape from the following:
  -  - draws a square.
  -  - draws a rectangle.

---

**3** Select the box corner type from the following:

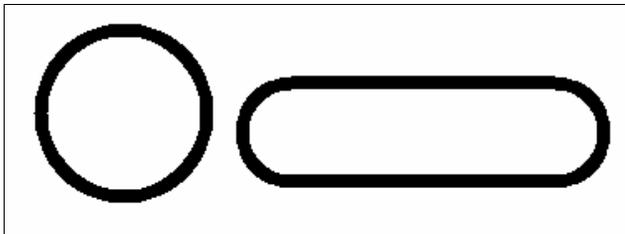
-  - draws a square cornered box.
-  - draws a round cornered box. Selecting this tool displays the associated options in the *Toolbox*.

**4** Set the rounded box corner width and height in the **Width** and **Height** options respectively. The value can be specified between 1 and 500. This option is enabled only when  and  is selected.

**5** Select the required rounded box corner type from the following:

-  - uses custom box corner dimensions.
-  - draws a square or rectangle with rounded corners in half height and width dimensions.

If you select  for , corners are rounded off to the maximum, resulting in a complete circle. Whereas for , a rectangle is drawn with two sides completely rounded off. Figure below illustrates the difference.



*Examples of complete and half circles.*

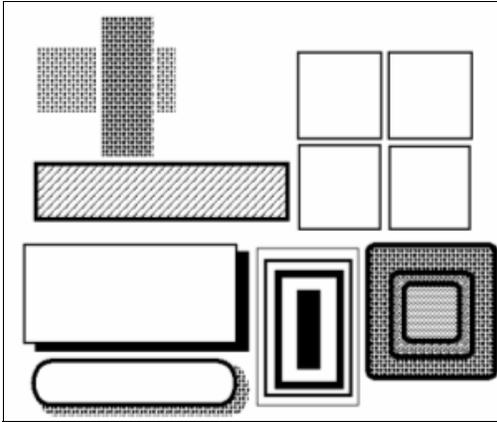
**6** Select the required box fill option from the following:

-  - draws an empty box.
-  - draws a box using the selected background color.
-  - draws a box with fill pattern selected from the Select Pattern dialog. For more information on selecting patterns see "[Working with Patterns](#)" on page 64.

**7** Select the required box border thickness and style. For more information see "[Line Width and Line Style](#)" on page 64 in this chapter.

---

You can view a sample of your selections in the **Preview** area.



*Box styles examples.*

Note that square boxes appear distorted when the screen aspect ratio is not 1:1; however, boxes will print correctly.

## Drawing Circles/Ellipses

You can use the circle tool to draw hollow or filled circles and ellipses.

To draw a circle or an ellipse:

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.



You can also draw a circle/ellipse by selecting **Tools>Circle/Ellipse** from the menu bar.

- 2 Select either a circle or an ellipse from the following:
  -  - draws a circle.
  -  - draws an ellipse.

---

**3** Select the drawing origin of the circle/ellipse origin from the following:

-  - draws circle/ellipse from anchor point at the center.
-  - draws circle/ellipse expanding outward with one quadrant remaining anchored in the start position. This helps to place the shape more precisely in relation to another object.

**4** Select from the following circle/ellipse segment options:

-  - draws circle/ellipse upper left quarter.
-  - draws circle/ellipse upper right quarter.
-  - draws circle/ellipse lower left quarter.
-  - draws circle/ellipse lower right quarter.

A complete circle or an ellipse can only be drawn when all the four circle/ellipse quarter options are selected.

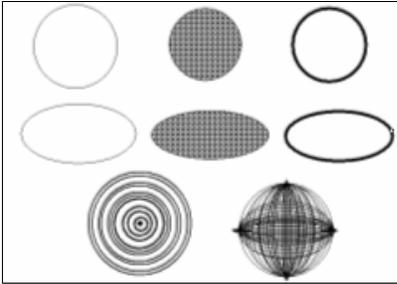
**5** Select the circle/ellipse fill option from the following:

-  - draws empty circles and ellipses.
-  - draws circles and ellipses using the selected background color.
-  - draws a circle/ellipse with fill pattern selected from the *Select Pattern* dialog. For more information on selecting patterns see "[Working with Patterns](#)" on page 64 in this chapter.

**6** Select the required circle/ellipse border thickness and style. For more information see "[Line Width and Line Style](#)" on page 64 in this chapter.

---

You can view a sample of your selections in the **Preview** area.



*Ellipse and circle style examples.*

## Drawing Curves

You can use the curve tool to draw ellipses or sections of circles. Connecting individual discrete curves enables you to produce high quality line art.

To draw a curve:

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.



You can also draw a circle/ellipse by selecting **Tools>Circle/Ellipse** from the menu bar.

- 2 Select the curve type from the following options:
  -  - uses circle sections to draw curves.
  -  - uses ellipse sections to draw curves.
- 3 Select the curve direction from the following options:
  -  - draws a curve horizontally.
  -  - draws a curve vertically.
  -  - draws a curve in any direction.

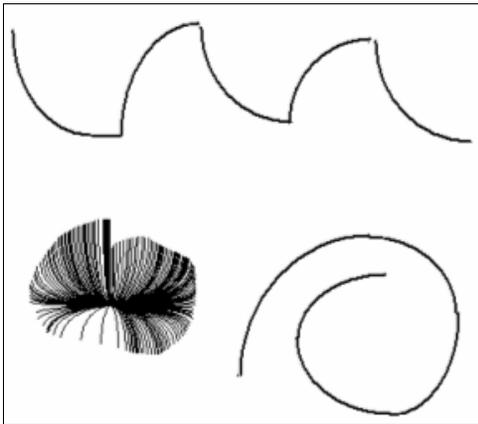
---

**4** Select the curve style from the following

-  - draws curves one at a time.
-  - connects curves between successive mouse clicks until another curve option or drawing tool is selected.
-  - creates curves continuously from one point.

**5** Select the required curve thickness and style. For more information see "[Line Width and Line Style](#)" on page 64 in this chapter.

You can view a sample of your selections in the **Preview** area.



*Curve Style examples.*

## **Drawing Polygons/Polylines**

You can use the polygon/polyline tool to draw polylines and filled and unfilled polygons.

To draw a polygon/polyline:

- 1** Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.



You can also draw a polygon/polyline by selecting **Tools > Polygon/Polyline** from the menu bar.

---

**2** Select either polygon or polyline from the following:

-  - draws a polygon.
-  - draws a polyline.

**3** Select the required polygon/polyline direction from the following:

-  - draws lines that snap to horizontal or vertical lines.
-  - draws lines in any direction.

**4** Select the required polygon fill mode option from the following:

-  - fills areas accessible only from outside polygon by crossing odd number of lines, this option is enabled only when  and  are selected.
-  - fills the entire polygon with selected color or pattern, this option is enabled only when  and  are selected.



*Alternate polyline.*

**5** Select the polygon fill options from the following:

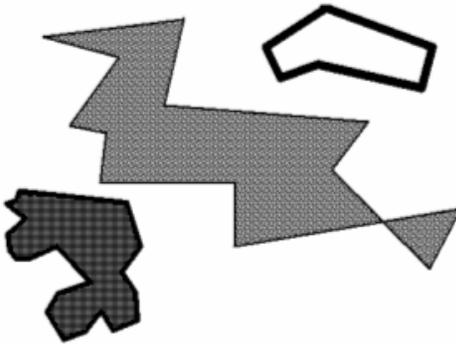
-  - draws an empty polygon.
-  - draws polygon with the selected background.
-  - draws polygon with the pattern selected in the *Select Pattern* dialog. For more information on selecting patterns see "[Working with Patterns](#)" on page 64 in this chapter.



Polygon border uses the foreground color set in the color bar.

- 6 Select the required polygon/polyline thickness and style. For more information see "[Line Width and Line Style](#)" on page 64 in this chapter.
- 7 Click  to apply settings.

You can view a sample your selections in the **Preview** area.



*Polygons and polylines style examples.*

## Filling Objects

Object fill colors are determined by foreground and background colors selected from the color bar. Patterns can also be used to fill objects; fill patterns are selected from the *Select Pattern* dialog. DesignPro Graphics Editor provides four tools for filling: color picker, brush, airbrush and floodfill.

Object fill color matches the pattern selected from the *Select Pattern* dialog. Object fill colors are determined by foreground and background colors selected from the color bar.

---

## Using Color Picker

You can use the color picker tool to copy any color from the image and use that color in different drawing operations.

To copy a color from an existing image:

- 1 Click  on the *Drawing* toolbar.



You can also copy a color from an existing image by selecting Tools>Color Picker from the menu bar.

- 2 Click the area containing the color you want to copy, that color is added to the color bar.

You can now use the specified color for any drawing operation.

## Using Floodfill

You can use the floodfill tool to fill an area or area bounded by current foreground color with the selected background color or a pattern.

To fill an area with a selected color or a pattern:

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.



You can also fill an area with a selected color or a pattern by selecting Tools>Floodfill from the menu bar.

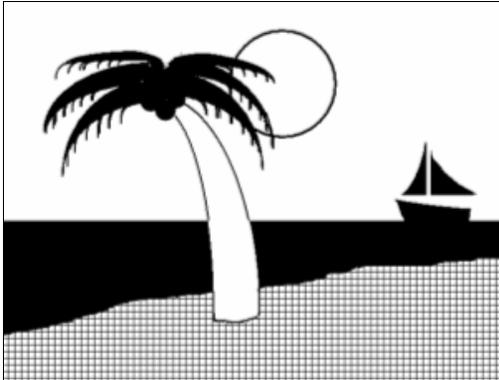
- 2 Select the required filling option from the following:
  -  - fills area bounded by current foreground color with current pattern or background color.
  -  - fills area having current foreground color with current pattern or background color.

---

**3** Select the floodfill type from the following options:

-  - fills area with the selected background color.
-  - fills area with the selected pattern. For more information on selecting patterns see "[Working with Patterns](#)" on page 64 in this chapter.

You can view a sample of your selections in the **Preview** area.



*Beach flood-filled with brick pattern example.*

Note that if an area is already filled, you can replace fill with another pattern or color only if the area is defined by a border color different from the fill color or pattern. For example, if you have a shape with a color border and 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 cannot replace the black and white pattern because the border color is the same as the pattern color.

## Using Airbrush

You can use the airbrush tool to apply gradual tones to an image, simulating traditional airbrush techniques. This tool "sprays" dots or patterns on an image.

To create an airbrush effect:

- 1** Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.

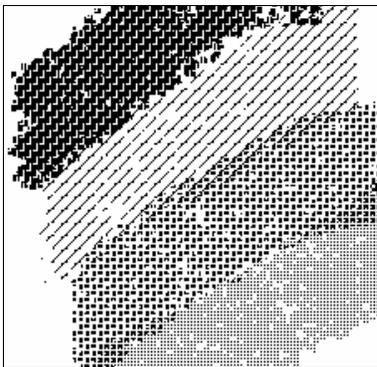


You can also create an airbrush effect by selecting **Tools>Airbrush** from the menu bar.

- 2 Select the spray type from the following options:
  -  - sprays dots using the color selected from the color bar.
  -  - sprays dots using the pattern selected from the *Select Pattern* dialog. For more information on selecting patterns see "[Working with Patterns](#)" on page 64 in this chapter.
- 3 Set the spray area width and height in **Area Width** and **Area Height** options respectively.
- 4 Enter the required spray spot size in **Spot Size**.
- 5 Enter the spray spot border width in **Spot Border**.
- 6 To spray, click and hold down the mouse button and drag the pointer.

You can view a sample of your selections in the **Preview** area.

You may want to experiment first with thin spray areas (e.g., width 6, height 15 - 99). You can use this tool to create special effects. The figure below illustrates various airbrush techniques.



*Airbrush example.*

---

## Using Brush

You can use the brush tool to paint continuous square or circular dots, or a series of horizontal, vertical or diagonal lines. You click and drag "brush tip" to create shape. You can paint using either the selected color or a pattern selected from the *Select Pattern* dialog.

To paint with a brush:

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.

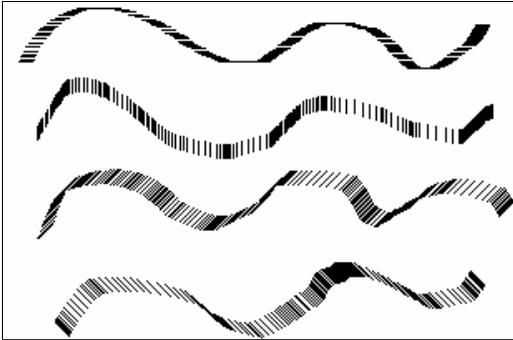


You can also paint with a brush by selecting Tools>Brush from the menu bar.

- 2 Select the required brush tip from the following options:
    -  - paints continuous square dots.
    -  - paints continuous circular dots.
  - 3 Select the brush stroke from the following options:
    -  - paints series of continuous horizontal lines.
    -  - paints series of continuous vertical lines.
    -  - paints series of continuous diagonal lines to the right.
    -  - paints series of continuous diagonal lines to the left.
- To achieve continuous painting action, draw slowly so that brush tips overlap.

---

Figure below illustrates horizontal, vertical, diagonal right and diagonal left brush tips.



*Samples of brush drawing.*

- 4 Select the brush fill type from the following:
  -  - paints using the color selected from the color bar.
  -  - paints using the pattern selected from the *Select Pattern* dialog. For more information on selecting patterns see "[Working with Patterns](#)" on page 64 in this chapter.
- 5 Select the required brush thickness. For more information see "[Line Width and Line Style](#)" on page 64 in this chapter.

You can view a sample of your selections in the **Preview** area.

## Erasing Objects

DesignPro Graphics Editor provides options for clearing image portions and replacing the erased areas with the selected background color or a pattern. Erasing colors are determined by foreground and background colors selected from the color bar. Eraser patterns matches the pattern selected from the *Select Pattern* dialog. Eraser thickness can have a specified width.

---

## Using Eraser

You can use the eraser tool to clear image portions.

To erase an image area:

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.



You can also erase an image area by selecting Tools>Eraser from the menu bar.

- 2 Select the eraser type from the following options:
  -  - draws a rectangle in the design area to erase the required section and replaces the erased section with the current background color. To erase an area press and hold left mouse button to start; as you move the mouse, the box stretches and area contained in the box erases.
  -  - draws individual squares in the design area to erase the required section and replaces the erased section with the current background color. To erase an area using this option hold down the left mouse button, drag the mouse pointer and the area covered by the square dots erases. Selecting this option enables the eraser direction options; refer to the next step for more information.
- 3 Select the eraser direction from the following options:
  - Eraser direction options are enabled only when  is selected.
  -  - erases in horizontal direction only.
  -  - erases in vertical direction only.
  -  - erases in horizontal or vertical direction.
  -  - erases in any direction.

---

4 Select the pixel replacement option from the following:

-  - erases all image portions and replaces the erased portion with current background color or pattern.
-  - erases sections having current foreground color and replaces the erased sections with the current background color or pattern.

5 Select the eraser fill type option from the following:

-  - erases with current background color.
-  - erases with current pattern or color.
- Click  on the *Toolbox* to select a pattern from the *Select Pattern* dialog. For more information on selecting patterns see "[Working with Patterns](#)" on page 64 in this chapter.

6 Select the required eraser thickness. For more information see "[Line Width and Line Style](#)" on page 64 in this chapter.

You can view a sample of you selections in the **Preview** area.

## Enhancing Objects with Style Tools

Style tools are located in toolboxes and on the *Drawing* toolbar. Common style tools are:

- Pattern and Preview area
- Line width
- Line style

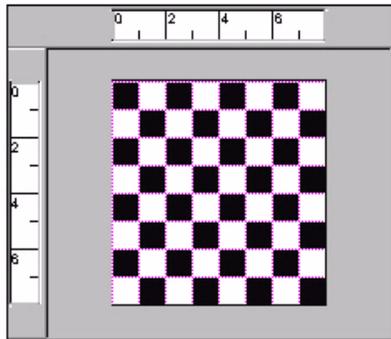
### Pattern and Preview Area

The pattern feature is available in the *Toolbox* for almost all tools accessed from the *Drawing* toolbar. The current pattern selection displays in the **Preview** area. For more information on selecting patterns see "[Working with Patterns](#)" on page 64 in this chapter.

Right-clicking  displays the selected pattern in the design area. You can zoom in to view the pattern more clearly. You can make changes to the selected pattern in the design area. For more information, see "[Editing a Pattern](#)" on page 66 in this chapter.

---

The following figure shows a selected pattern that displays in the design area.



Selected pattern is displayed in the design area.

## Line Width and Line Style

DesignPro Graphics Editor provides various options for setting the width and the style of the object boundaries in the *Drawing* toolbar. The line width and style features can be used not only to specify the thickness and style of a line or a brush but also the thickness and style of circle curves. In addition, the line width option can be used to specify the eraser thickness.

To change the width, click  on the *Drawing* toolbar and select the appropriate width from the drop-down menu. You can also specify a customized width by selecting **Custom Width...** from the drop-down menu. *Customize Line Width* dialog displays, enter the required width in **Line Width**. You cannot enter a value less than 1 and greater than 99.

To change the line style, click  on the *Drawing* toolbar and select the appropriate style from the drop-down menu.

## Working with Patterns

DesignPro Graphics Editor enables you to add visual interest to a page by drawing objects using the selected pattern. Choose a drawing tool and select  in the *Toolbox* to use patterns in the current image. As you draw in the design area, shapes assume the pattern shown in the **Preview** area.

---

## Selecting a Fill Pattern

The *Select Pattern* dialog features a number of pre-defined shading patterns to meet most image design needs. When creating a full-color image, you can select patterns based on the color palette in **Highlight Color** mode. To select a pattern:

- 1 Select the required drawing tool from *Drawing* toolbar.  
The *Toolbox* displays the associated options.
- 2 Click  on the *Toolbox*.
- 3 Click  to open the *Select Pattern* dialog.
- 4 Select one of the following:
  - **Black/White** – uses black and white color mode. Selecting this option enables the **B/W Category** drop-down list.
  - **Highlight Color** – uses highlight color mode. Selecting this option enables the **Pattern File** drop-down list.
- 5 Choose the required pattern style from **B/W Category** in the case of **Black/White** and **Pattern File** in the case of **Highlight Color**.
- 6 Click on a specific pattern from the selection box
- 7 Click **OK** to accept changes and return to design area.

You can view a sample of the selected pattern in the **Preview** area.



When you select the **Black/White** Color Mode, you can also view the name of the pattern shade, when you move the mouse pointer on each of the available patterns.

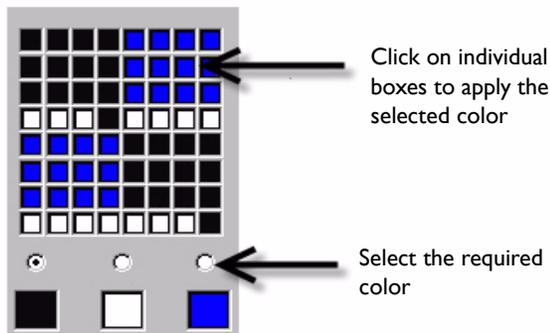
---

## Editing a Pattern

You can modify the selected style of the pattern and the pattern file, change background colors and fill selections using the dialog options. Your selections display in the **Sample** area.

To edit a pattern:

- 1 Select the required drawing tool from *Drawing* Toolbar.  
The *Toolbox* displays the associated options.
- 2 Click  on the *Toolbox*.
- 3 Right-click a color in the color bar to choose a background color.
- 4 Click  to open the *Select Pattern* dialog.
- 5 Select the **Highlight Color** option.
- 6 Click **Edit Pattern** to edit a pattern.  
The *Edit Pattern* dialog displays.
- 7 Make the required changes.



*The image shows a sample of edited pattern.*

- 8 Enter the pattern name in **Ink Name**.  
You can fill the entire pattern with a single color by clicking **Fill Whole Area** to.  
You can also remove all of the changes by clicking **Undo All Changes**.

- 
- 9 Click **OK** to save settings and return to the *Select Pattern* dialog.
  - 10 Click **Save** to save the edited pattern.  
The *Save As* dialog displays.
  - 11 Save the pattern and return to the to the *Select Pattern* dialog. By default the patterns are stored as Elixir font files
  - 12 Click **OK** and return to the design area.

## Drawing Modes

The drawing mode tools are located on the *Drawing Modes* toolbar. There are three available drawing modes: selecting any mode from the toolbar activates the drawing mode.

### Overwriting: Opaque Mode

Selecting  from the *Drawing Modes* toolbar enables you to draw or add text over an image.

### Adding: Transparent Mode

Selecting  from the *Drawing Modes* toolbar enables you to draw or add text over an image by replacing the area underneath, which causes the new drawing to merge with the existing image.

### Reversing: Reverse Mode

Selecting  from the *Drawing Modes* toolbar enables you to draw and write over an image by inverting the color of the image area underneath the new drawing.



Drawing modes applies to copy operations and all tools except except for .

---

Figure below illustrates the three drawing modes.



*Drawing modes example.*

## Chapter 6:

# Editing Images

### In this chapter...

- [Editing Images](#)
- [Image Change Commands](#)
- [Zooming In and Out](#)
- [Using Colors](#)
- [Setting File Format Properties](#)

This chapter describes DesignPro Graphics Editor features that allow you to modify an image, including use of image change commands, options for viewing image changes, and selecting user preferences.

## Editing Images

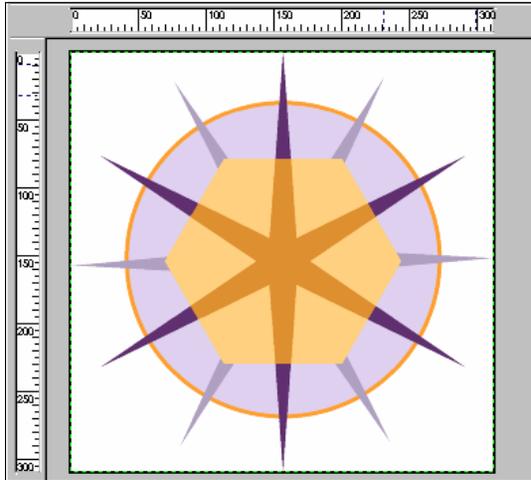
Graphics Editor provides a variety of ways to modify images and image areas using basic editing commands, including cut, copy, paste, and delete. You can select either an entire image or an image area to move, copy and paste. Using the edit commands, you can copy marked areas between different images, and paste the copied selections to specific locations within an image. Colors can be applied to images and you can also change existing colors as required.

### Selecting an Image

To select an entire image, select Edit>Select All from the menu bar to outline an entire image. You can also select an entire image using the <Ctrl> + <A> shortcut key.



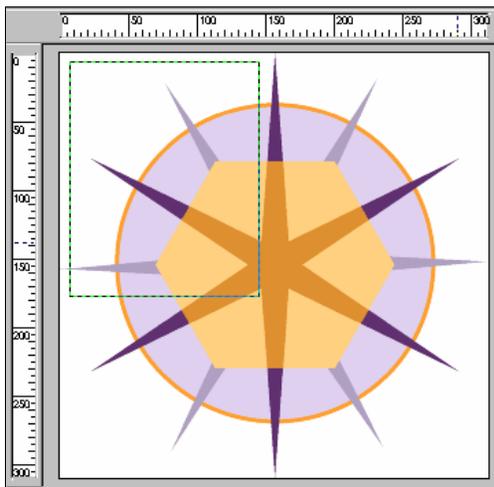
You can cancel the image selection by selecting Edit>Deselect from the menu bar.



Selecting an entire image.

## Selecting an Image Area

To select an image area for editing, click  on the *Drawing* toolbar. Draw a marquee around the required area in the design area. A dashed box displays around the selected image area. You can cancel the image selection by selecting Edit>Deselect from the menu bar.



Selecting an image area.

---

## Copying and Pasting an Entire Image

DesignPro Graphics Editor provides copy, paste tools to facilitate manipulation of images. However, before you can paste an image you must specify the image size. Attempting to paste an image larger than the defined page size will result in partial pasting only; page size is not dynamic and does not increase to accommodate images larger than the specified page size.

To copy and paste an entire image using edit commands:

- 1 Select the image.
- 2 Select Edit>Copy from the menu bar to copy the selected image.
- 3 Select Edit>Paste from the menu bar to paste the copied image to an existing or a new image.

The selected image is pasted in the design area. For more information on opening or creating a new image, see "[Managing Images](#)" on page 23 in *Chapter 3: "Graphics Editor Basics"*.

## Copying an Image Area

Copying an image area places a copy of the image on the clipboard. You can paste a copy of the object in the same image or in a different image. There are several methods for copying objects.

To copy an image area:

- 1 Select an image area and then select Edit>Copy from the menu bar.
- 2 Select an image area and then select  from the *Standard* toolbar.
- 3 Right-click on an object in the design area and select **Copy** from the pop-up menu.



You can also cut an object using the <Ctrl> + <C> shortcut key.

---

## Cutting an Image Area

Cutting an object removes it from the image and places it on the clipboard. You can cut an object and then paste it to move it from one location to another. You can cut objects within the design area. There are several methods for cutting objects.

To cut an image area:

- 1 Select an image area and then select Edit>Cut from the menu bar.
- 2 Select an image area and then select  from the *Standard* toolbar.
- 3 Right-click on an object in the design area and select **Cut** from the pop-up menu.



You can also cut an object using the <Ctrl> + <X> shortcut key.

## Using Paste Special Options

To paste an image area in a specific image location, DesignPro Graphics Editor provides paste special options. To use these options, you need to specify the appropriate option from the Edit menu and select the target area before pasting the image.

To paste an image area in a specific image location:

- 1 Select Edit>Paste Special from the menu bar, then choose one of the following:
  - **Not Clipped** – pastes the image in the selected area at the actual size; if the image is larger than the selected area, the image is extended beyond the selected area.
  - **Clip to Area** – pastes the image in the selected area; if the image is larger than the selected area, only a partial image is displayed in the selected area.



You can also paste using the **Clip to Area** option using <Ctrl> + <Shift> + <V> shortcut key

- **Fit to Area** – pastes the image in the selected area; if the image is larger or smaller than the copied image, the copied image either expands or contracts to fit in the selected area.



You can also paste with the **Fill to Area** option using <Ctrl> + <Alt> + <V> shortcut key.

- 2 Click and drag to draw another selection rectangle.
- 3 Select Edit>Paste from the menu bar to paste the copied image to an existing or a new image.

## Moving an Image Area

To move a selected image area, select the image area and move the selected area by dragging the area to another location. Release the mouse button to place the selected area in a new location.

## Copying and Pasting Screen Area

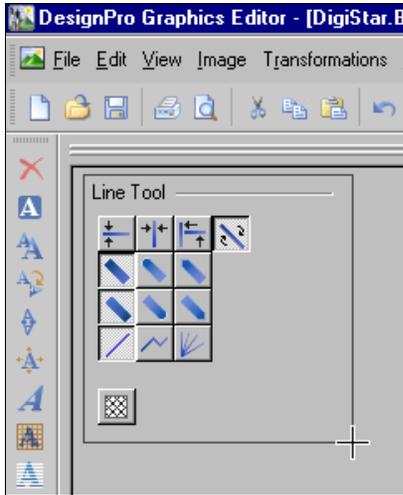
In addition to copying selected areas between images, you can copy a selected screen area of DesignPro Graphics Editor or any other running applications or Desktop, and paste them into the current or a new image. You can also paste a screen area to a required image file and location. To copy the selected screen area within an image:

To copy the selected screen area within, select Edit>Copy Screen Area from the menu bar.

The mouse pointer changes to . Click and drag the mouse to select the required screen area, then release the mouse button; the selected area is copied. Use the shortcut keys <Ctrl + V> to paste the selected screen area to the required location.

---

The following image shows selecting an area to copy to the target location.



*Copying a screen area.*

## Image Change Commands

In addition to transform tools, you can also alter the image presentation using the image transform commands. Using these commands, you can merge, expand, contract, break up, clear, invert an image, and convert an image to a form template.

### Merging an Image with another Image

DesignPro Graphics Editor enables you to open an image and merge it with the current image. The paste special options determine how two images are merged, so before merging images you need to select the appropriate Paste Special option from the Edit menu. To merge the currently loaded image with another image:

To merge an image with another image:

- 1 Select the required paste special option from the Edit menu.
- 2 Select the image area or an image area.
- 3 Select Image>Merge from the menu bar.

The *Merge Image* dialog displays.



You can also use the <Ctrl> + <M> shortcut key to launch the *Merge Image* dialog.

- 4 Select the required image and click **Open** to merge the selected image per paste special selection.



(1) Image area with *Fit to Area (Paste Special)* option selected (2) Merged image in the selected area.



Merging of the images also depends on the drawing modes. For more information on drawing modes, see "[Drawing Modes](#)" on page 67 in *Chapter 5: Using Drawing Objects*".

---

## Removing Width or Height from an Image (using Contract)

DesignPro Graphics Editor provides the image contract feature to reduce the width or height of an image, this is done by cropping the image.

To contract an image:

- 1 Select Image>Expand/Contract from menu bar.  
The *Expand/Contract Image* dialog displays.



You can also launch the *Expand/Contract* dialog using <Ctrl> + <E> shortcut key.

- 2 Enter a negative value in the following options:
  - **Left** – crops the image from the left.
  - **Right** – crops the image from the right.
  - **Top** – crops the image from the top.
  - **Bottom** – crops the image from the bottom.

## Adding Width or Height to an Image (using Expand)

DesignPro Graphics Editor provides the image expand feature to increase the width or height of an image. This is done by adding a blank canvas to the image does this.

To expand an image:

- 1 Select Image>Expand/Contract from the menu bar.  
The *Expand/Contract Image* dialog displays.



You can also use the <Ctrl> + <E> shortcut key to launch the *Expand/Contract* dialog.

- 2 Enter a positive value in the following options:
  - **Left** – expands the image from the left.
  - **Right** – expands the image from the right.
  - **Top** – expands the image from the top.
  - **Bottom** – expands the image from the bottom.

---

## Breaking up an Image

To break up an image into horizontal or vertical strips of equal height and width:

- 1 Select **Image>Split** from the menu bar.

The *Break Up Image* dialog displays.



You can also use the <Ctrl> + <L> shortcut key to launch the *Break Up Image* dialog.

- 2 Select the required break up sequence option from the following:
  - **Pieces in Horizontal Direction** – breaks the image into the specified number of horizontal image pieces.
  - **Pieces in Vertical Direction** – breaks the image into the specified number of vertical image pieces.
- 3 Click **OK**.  
*Break Up Image Dialog* displays.
- 4 Select the required file format from **Save as**.
- 5 Enter the file name.  
Images are created with **FILENAME $n$**  in the selected directory, where  $n$  is the numeric sequence of the sum of values (pieces) selected in the *BreakUp Image Dialog*. The first image file created is **FILENAME1.bmp**. Subsequent files are automatically incremented and named **FILENAME2.bmp**, **FILENAME3.bmp** etc.
- 6 Click **Save** to break up the selected image.  
DesignPro Graphics Editor message box displays confirming the break up of an image into the selected number of pieces, and their location.
- 7 Click **OK** to return to the design area.

---

## Converting an Image to a Form Template

DesignPro Graphics Editor enables you to create an Elixir form that includes elements of the displayed image. These elements can be used as part of a form template. Use the procedure below to convert the image to an Elixir format form. The form can be used as a template in Form Editor to create the new form.

To convert an image to an Elixir form:

- 1 Select **File>Save As** from the menu bar.  
The *Save As* dialog displays
- 2 Search **Save in** for the target folder.
- 3 Enter a unique name identifying the file in **File name**.
- 4 Select **Elixir Form (\*.efr)** as the file format from **Save as**.
- 5 Click **Save**.  
Form template with .EFR extension saved to the selected directory.

## Zooming In and Out

You can use the zoom tool or View menu options to display magnified or reduced views of an image. Zoom magnification and reduction percentages display in lower right corner of the status bar.

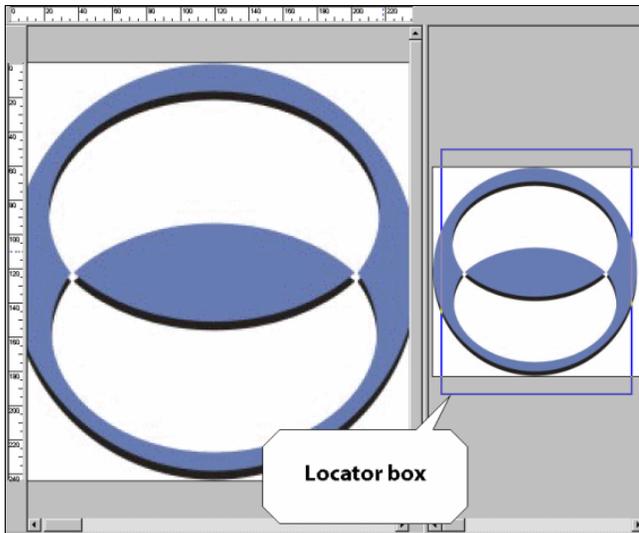
### Using the Zoom Tool

To use the Zoom tool:

- 1 Select **View>Zoom>Zoom In** from the menu bar to zoom in the image area view.  
You can also zoom in using the numeric pad <-> shortcut key.  
Locator box in right pane defines the area magnified in the left pane.

---

See the following image that shows the magnified image area using the locator box.



- 2** Pan to a different image area by clicking the locator box and dragging it to the required area.
- 3** Select View>Zoom>Zoom Out from the menu bar to zoom out of the image area view. You can also zoom out using the numeric pad <+> shortcut key.

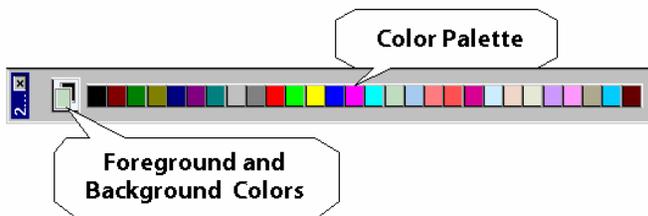


You can also zoom in and out by clicking  and  respectively on the Standard toolbar.

---

## Using Colors

You can apply desired colors to images or change existing colors using the color bar. The color bar displays on the right of the design area. The colors for the image's color model display in the color bar. The DesignPro Graphics Editor *Color* dialog is easily accessible from the color bar and includes command buttons for adding or changing colors. You can customize the color bar by adding new colors or editing existing colors. However, the default colors cannot be edited.



*Color bar.*



You can view the color model from **Model** in the *Attributes* dialog. To launch the *Attributes* dialog, select **Properties** from the Image menu.

### Setting a Foreground Color

The foreground determines the color of borders, lines and pencil marks in an image. The foreground icon is set on top of the background icon in the color bar. By default the foreground color is black. To set the foreground color, left-click the desired color on the color bar. You can also set the foreground color by right-clicking a color in the color bar.

### Setting a Background Color

The background determines the fill color of the image area. The background icon is set at the back of the foreground icon in the color bar. By default the background is white. The current color appears in the lower color selection box in the color bar. To set the background color, right-click the desired color on the color bar. You can also set the background color by left-clicking a color in the Color Palette.

---

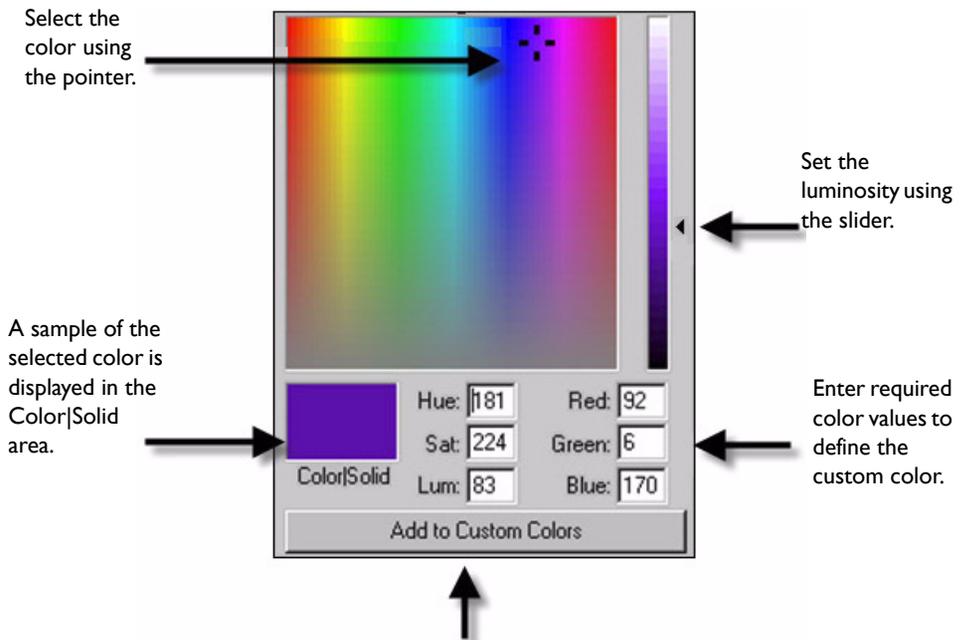
## Adding a Color to the Color Palette

Using DesignPro Graphics Editor you can add new colors to the color bar as required. The new color is added by replacing an existing color in the color bar.

To add a color to the color bar:

- 1 Double-click the desired color on the color bar.  
The *Color* dialog displays. Note that you can only add colors to a color bar if **True Color** or **256 Color** is selected from **Model:** in the *Attributes* or *New* dialog.
- 2 You can review the default colors under **Basic Colors:**.
- 3 Click **Define Custom Colors >>** to define customs colors. You can only specify customized colors if **True Color** is selected from **Model:** in the *Attributes* or *New* dialog.

The *Color* dialog expands to display color selector options.



*Image shows the Color dialog areas for specifying the custom color.*

- 4 Click **OK** to save settings.  
The custom color added to the list replaces the selected color on the color bar.

---

## Setting File Format Properties

DesignPro Tools supports many industry standard formats. AFP printers typically support only AFP format resources; however, DesignPro Tools enables you to use a variety of resource formats, and set and change resource processing options. For more information or for specific file format properties options, see “Chapter 6: File Format Dictionary” in *DesignPro Manager for AFP User Guide*.

The Output Formats menu contains selections for the following format types:

- **AFPDS** – Advanced Function Presentation Data Stream.
- **Image** – Image files (S1\*, \*.bmp, \*.jpeg,\*.pcx, \*.tif, \*.png, \*.lp3).

## Changing Output Format Properties

To change the Resource Output Format Properties:

- 1 From the menu bar, select Tools>Application Format Setting>Output Formats.
- 2 Select the required output format type.

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

Category	Name
	Colors
	Drawing Options
	Image(s)
	Main
	Output Formats

- 3 Click the appropriate **Category** to display associated options.



Categories displaying in the output format dialogs depend on the selected format type.

## Chapter 7:

# Using Text and Transform Tools

### In this chapter...

- [Entering Image Text](#)
- [Choosing a Font](#)
- [Converting Images to Elixir Fonts](#)
- [Using Font Characters](#)
- [Editing Text](#)
- [Using the Transform Tools](#)

This chapter describes DesignPro Graphics Editor features, which allow you to easily enter and modify graphics text. Advanced operations include tiling an image into a font and converting an image area to a font character. Transform tools provide options for changing images.

## Entering Image Text

Text added to images can augment or help clarify image form and content. You can enter image text using Windows True Type or ATM fonts, as well as Elixir format fonts using commands from the text options available in DesignPro Graphics Editor. Text can be entered into an image using either boxed or free text styles.

DesignPro Graphics Editor enables you to change the font text, before and after adding text into the image. It is a bitmap image editor; therefore, text is edited after placement in the image. Once the text is placed in the image, it can only be edited as a bitmap using drawing tools. For more information on the drawing tools, see "[Drawing Objects](#)" on page 45 in *Chapter 5: "Using Drawing Objects"*.

---

## Adding Boxed Text

The boxed text option works in conjunction with wrap text to confine image text within the defined text box.

To add boxed text to an image:

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.



You can also add text by selecting Tools>Text from the menu bar.

- 2 Click  and  on the *Toolbox*.
- 3 Set the required font color by selecting the required foreground color from the color bar.
- 4 Click and drag the mouse pointer to create a text box. You can resize the text object by holding down the mouse button and dragging the object handles.
- 5 Click inside the text box and type in the required text. You can select the text object and move the mouse pointer to place it anywhere in the design area.



*Adding boxed style text.*

---

## Adding Free Text

Free text is not bound by columns, but by image width. To add free text to the image:

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.
- 2 Click  on the *Toolbox*.
- 3 Click in the design area and type text.  
Text displays as continuous text string in the image area.



*Adding free style text.*



You can switch between boxed text and free text while entering text. However, if  is deselected while entering free text, it will not be activated when you switch to box text. To activate the wrap text option in this situation, you must select  first and click inside the column.

---

## Choosing a Font

DesignPro Graphics Editor text tools provide selection of font types and styles for image text similar to that of page text. You can specify TrueType or ATM fonts, as well as Elixir fonts entered into images using the soft keyboard.

### Selecting TrueType or ATM Fonts

To select True Type or ATM fonts and properties for image text:

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.
- 2 Click  and  on the *Toolbox*.  
The *Font* dialog displays.
- 3 Specify the font type, size, and style in this dialog.
- 4 Select the font character set from the **Script** list.  
You can view a sample of the your selections in the **Sample** area.
- 5 Click **OK** to select the required True Type font.

### Selecting Elixir Fonts

To select and use Elixir fonts:

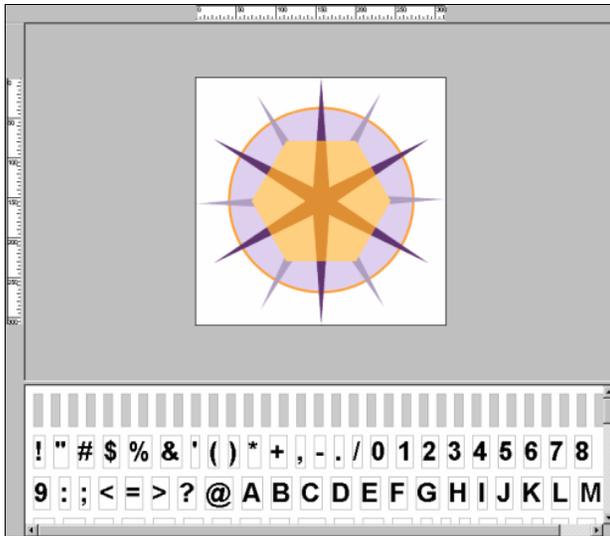
- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.
- 2 Click  on the *Toolbox*.  
The *Open* dialog displays.
- 3 Select the required font and click **Open**.
- 4 Enter text into the image.  
Text enters with the selected font type. The *Messages* window displays messages regarding the location of the font.

---

## Displaying Elixir Fonts

You can add special characters into your image that don't appear on your keyboard such as “☺” or “@”. After opening an Elixir font you can display it in a window below the design area using the soft keyboard.

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.
- 2 Select an Elixir font.
- 3 Click  to view the Elixir-format font. This option is activated only when  is selected.  
The Soft keyboard displays below the image in the design area.



*Displaying an Elixir font.*

- 4 Click  or  to enter text as required.
- 5 Click the required character on the soft keyboard.  
Selected character displays at the current cursor position in the design area.
- 6 To close the soft keyboard, click  again.

---

## Converting Images to Elixir Fonts

DesignPro Graphics Editor provides options for the exporting of images in an Elixir font format. You can either export an image as a character or a tile font. These options allow you to convert an entire image or part of an image into an Elixir font. The maximum number of cells in a font is 255; if converting an image area, you must mark the area first.

You can either export an image as a Character Font or a Tile Font. These options allow you to convert all or part of an image into an Elixir font. The maximum number of cells in a font is 255; if converting an image area, you must mark the area first.

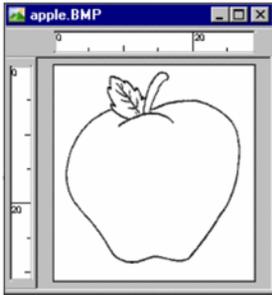
<b>Character Font</b>	<b>Tile Font</b>
Tiles an image into an existing or a new font.	Tiles an image into a new font only (blank).
Does not allow customization of the Elixir font glyph size.	Allows customization of Elixir font glyph size.

### Exporting an Image as Character Font

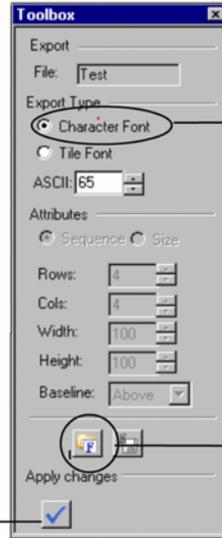
Creating a font from image portions is useful if you have a scanned image containing characters and you want to digitize fonts from image characters. You can create a font from image portions and either save it as a new font or add it to an existing font.

To export an image as a character font, refer to the following figure:

1. Open the image in the Graphics Editor.

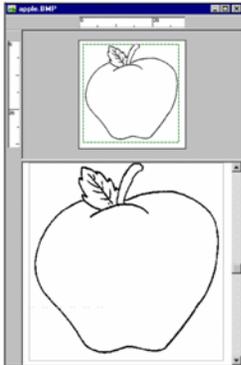


2. Click  on the Transform toolbar, Export options display in the Toolbox in the design area.



3. Select Character Font.

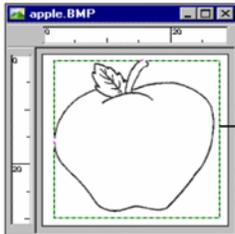
4. Click to launch the Export: Load Font dialog.



7. Click  Marked image area tiles into blank character cell below the image in the design area.



5. Select Create New Font and enter the name of the font. Font window with blank character set displays below Design area.



6. Mark the image or image area by dragging the mouse pointer.

*Exporting an image as a Character Font.*



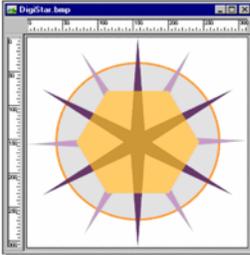
You can also drag and drop parts of an image onto the character cells.

Click  on the *Toolbox* to save the new font.

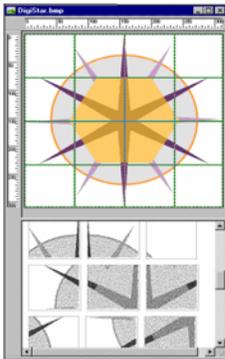
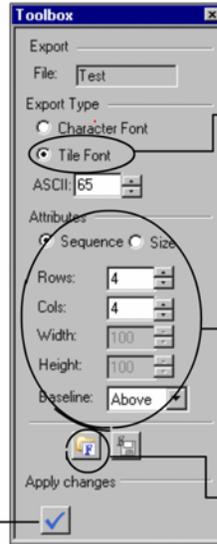
## Exporting as Tile Font

To export an image as a tile font, refer to the following figure:.

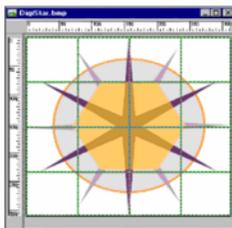
1. Open the image in the Graphics Editor.



2. Click  on the Transform toolbar, Export options display in the Toolbox in the design area.



8. Click  Marked image or image area tiles into blank character cells below the image in the design area.



7. Mark the image or image area you want to tile by dragging mouse pointer.

*Tiling an image into a font.*

Click  on the *Toolbox* to save the new font.



In Step 4 under the Attributes option you can either choose to tile the font by **Sequence** or by **Size** option. If you choose to tile by **Sequence** you have to specify number of **Rows** and **Columns** in tile sequence. If you choose to tile by **Size** you have to specify tile **Width** and **Height**.



In case **Create New Font** is selected, a new (blank) character set displays below the loaded image and in case **Load Existing Font** is selected, an existing character set is loaded below the design area.

## Using Font Characters

Font characters can be added to images to set apart one text type from another (e.g., to distinguish headlines or captions). You can import single and multiple Elixir font characters into an image to add emphasis or enhance clarity.

### Importing Elixir Font Character into an Image

To import an Elixir font character into an image:

- 1 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 2 Click  on the *Toolbox*.  
The *Open* dialog displays for selecting the required Elixir font.
- 3 Select a font and click **Open** to import the font in the application.  
Imported font character set displays below the image in the design area. The *Messages* window displays messages regarding the location of the font.
- 4 Drag and drop the required character from the character set to the image.  
The character becomes a part of the image.
- 5 Select File>Save from the menu bar to save changes.



You can also use one of following methods to save changes:

- Click  on the *Standard* toolbar.
- Use <Ctrl> + <S> shortcut key.

## Editing Text

DesignPro Graphics Editor enables you to use the menu bar edit commands to cut, copy, and paste text within specific image locations.

### Copying and Pasting Text

Copying a text object places a copy of the object on the clipboard. You can paste a copy of the object in the same image or in a different image. There are several methods for copying text objects. You can:

- Select an object in the design area and select Edit>Copy from the menu bar.
- Select the object in the design area and select  from the *Standard* toolbar.
- Right-click on an object in the design area and select **C**opy from the pop-up menu.



You can also copy an object using the <Ctrl> + <C> shortcut key.

You can paste a previously selected text object in the design area. The paste command has no effect if the clipboard is empty. There are several methods for pasting objects. You can:

- Select an object in the design area and select Edit>Paste from the menu bar.
- Select the object in the design area and select  from the *Standard* toolbar.
- Right-click on an object in the design area and select **P**aste from the pop-up menu.



You can also paste an object using the <Ctrl> + <V> shortcut key.

---

When you paste the copied text object, the pasted text object displays on top of the object. You can position the duplicate text within the design area as required.

## Changing the Appearance of Text

The text toolbox provides options for image text orientation, justification, positioning, and inter-character spacing.

### Changing Text Rotation, Alignment, and Positioning

To change image text rotation, alignment, and positioning:

- 1 Click  on the *Drawing* toolbar.  
The *Toolbox* displays the associated options.
- 2 Set the required text rotation option from the following:
  -  – sets the text orientation to portrait.
  -  – sets the text orientation to landscape.
  -  – sets the text orientation to inverse portrait.
  -  – sets the text orientation to inverse landscape.
- 3 Set the text alignment option specifying the justification for each text column from the following:
  -  – aligns the text to the left most position.
  -  – aligns the text equidistance from left and right.
  -  – aligns the text to the right most position.
  -  – starts data from the left-most position and ends at the right-most position; the data is evenly spaced between the left-most and right-most positions, using inter-word or inter-character spacing.

- 
- 4 Select the text positioning option from the following:  
Text positioning options apply to vertical positioning of boxed text.
    -  – starts data from the top most position and extends downwards with normal spacing.
    -  – starts data from the bottom most position and extends downwards with normal spacing.
    -  – starts data from the center and extends downwards with normal spacing.
  - 5 Select  to turn text wrap on or off. This option works in conjunction with the boxed text option.
  - 6 Enter the required **Intercharacter Spacing** value.  
As you increase value, spacing between characters increases; as you decrease value, spacing between characters decreases.

## Using the Transform Tools

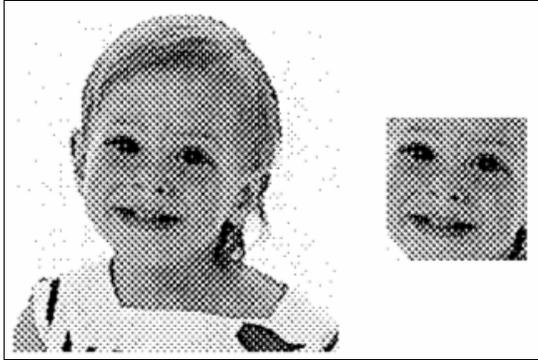
You can use the transform tools to create and transform an image or a selected image area. The following sections describe transform tools and the use of transform commands to enhance images.

### Clearing an Image

To clear an image or an image area:

- 1 Select the required image or an image area.
- 2 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 3 Select the required image clearing option from the following:
  - **Inside** – clears marked area within the image.
  - **Outside** – clears the image outside the marked area.

- 
- 4 Click  on the *Toolbox* to apply the settings.



*Clearing the outside area of an image.*

## Inverting Colors

To invert the color of an image or an image area:

- 1 Select the required image or an image area.
- 2 Click  on the *Transform* toolbar.
- 3 Click  on the *Toolbox* to apply settings.  
The colors of the image are inverted.



*Invert color example; all black dots in an image or marked area are changed to white, and vice versa.*

---

## Resizing an Image

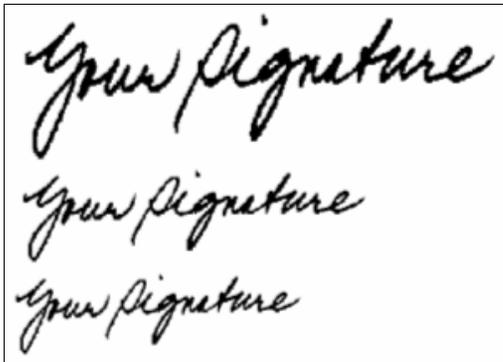
To resize an image or an image area:

- 1 Select the required image or an image area.
- 2 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 3 Select the image resize option from the following:
  - **Horizontal %** – increases or decreases the image or image area width by the percent specified.
  - **Vertical %** – increases or decreases the image or image area height by the percent specified.



When increasing image area size, there should be sufficient placement space below and to the right of the selected image.

- 4 Click  on the *Toolbox* to apply settings.



*Resizing examples.*



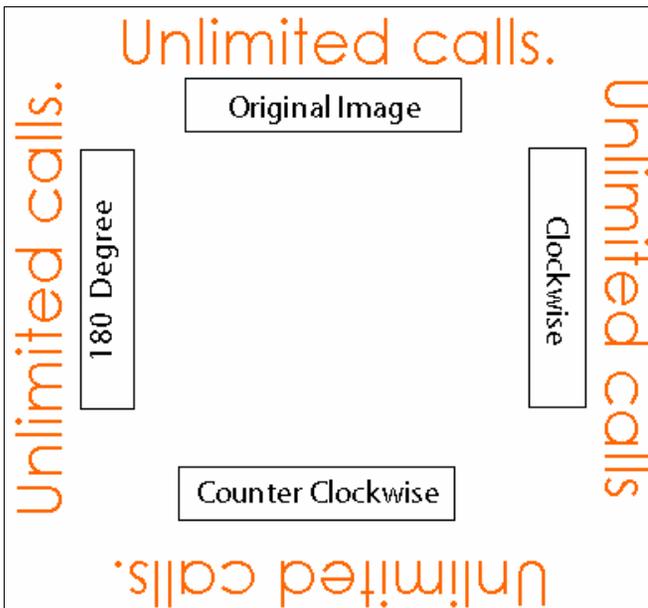
To minimize distortion, resize in one step rather than performing repeated resize operations.

---

## Rotating an Image

To rotate an image or an image area:

- 1 Select the required image or an image area.
- 2 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 3 Select the image rotation option from the following:
  - **Clockwise** – rotates the image or an image area clockwise in 90-degree increments.
  - **Counter Clockwise** – rotates the image or an image area counter clockwise in 90-degree increments.
  - **180 Degree** – rotates image or an image area in 180-degree increments.
- 4 Click  on the *Toolbox* to apply the settings.  
See the following image that shows different rotation examples.



*Rotation examples.*

---

## Flipping an Image

To flip an image or image area:

- 1 Select the required image or an image area.
- 2 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 3 Select the required image flipping option from the following:
  - **Horizontal** – flips an image or an image area horizontally.
  - **Vertical** – flips an image or an image area vertically.
- 4 Click  on the *Toolbox* to apply the settings.



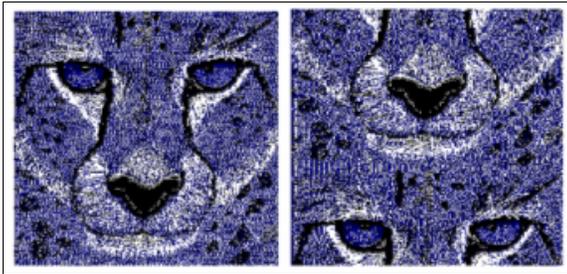
*Flipping examples.*

## Positioning an Image Area

To shift an entire image or an image area within the specified borders:

- 1 Select the required image or an image area.
- 2 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 3 Select the required image shift direction option from the following:
  - **Left** – shifts the pixel(s) to the left.
  - **Right** – shifts the pixel(s) to the right.
  - **Top** – shifts the pixel(s) to the top.
  - **Bottom** – shifts the pixel(s) to the bottom.

- 
- 4 Enter the number of pixels for the shift direction in **Pixels**.
  - 5 Select the required image shift type option from the following:
    - **Normal Shift** – replaces the moved area with the new image version. Image pixels are cropped from the specified direction and blank pixels are added to the image in the opposite direction within the selected area.
    - **Circular Shift** – replaces the moved area with the new image version. Shifts image pixels in the direction specified within the selected area.
  - 6 Click  on the *Toolbox* to apply the settings.



*Circular shift example.*

## Distorting an Image

Using the distortion combinations right and upward or left and downward, you can perform arbitrary bitmap rotations.

To distort an image or image area:

- 1 Select the required image or image area.
- 2 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 3 Set the image slant direction option from the following:
  - **Left** – slants the pixel(s) to the left.
  - **Right** – slants the pixel(s) to the right.
  - **Top** – slants the pixel(s) to the top.
  - **Bottom** – slants the pixel(s) to the bottom.
- 4 Enter the number of pixels for distortion for the slant direction in **Pixels**.

- 
- 5 Click  on the *Toolbox* to apply the settings



When you distort 28 pixels to the right, the top row will distort 28 pixels to the right. Each successive row will distort less until the last row has no distortion.



*Distort example.*

## Filtering “Noise” or “Dust”

Filtering option in the DesignPro Graphics Editor enables you to clean rough edges on black and white signatures and logos. The scanned images generally have a number of marks and smudges that need to be cleaned up. They usually show up as extra hanging pixels around the signature.

To apply filters to an image or image area:

- 1 Select the required image or image area.
- 2 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 3 Select the required sharp corner option to soften the sharp corners from the following:
  - **Black** – smoothes the image corners by adding or removing the black bits
  - **White** – smoothes the image corners by adding or removing the white bits.

- 
- 4 Select the required hanging bits option to delete pixels hanging off the image from the following

This option is used to filter ragged bits of the selected image area.

- **Black** – filters black hanging bits.
- **White** – filters white hanging bits.

- 5 Select the required single bits option to delete the pixels added through the scanning process from the following:

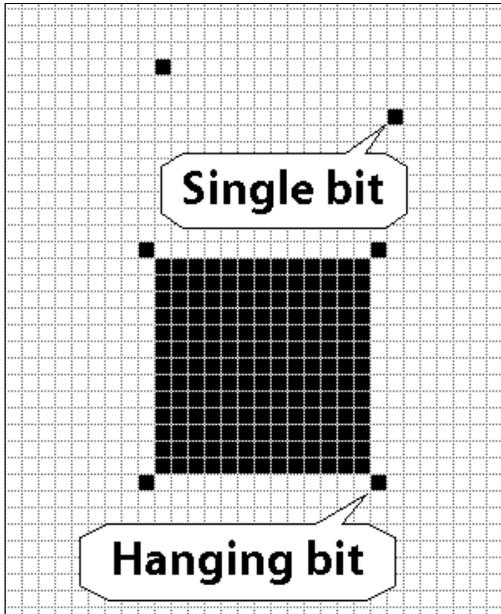
This option is used to filter single bits of the selected image area.

- **Black** – filters single black bits.
- **White** – filters single white bits.



To clean rough edges on black and white signatures and logos, select and apply all six filtering algorithms from the *Toolbox*.

- 6 Click  on the *Toolbox* to apply the settings.



*Image shows hanging and single black bits.*

---

## Halftoning an Image

Halftone screen option lets you convert a grayscale image to simulated halftone dots. The halftone screen becomes part of the image. You can apply different halftone screens to the same area to achieve different effects.

To apply line or shading patterns to an image:

- 1 Select the required image or image area.
- 2 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 3 Select the required halftone pattern option from the following:
  - **Pattern** – applies shading pattern to halftone.
  - **Lines** – applies line pattern to halftone.



For more information on pattern options, see "[Working with Patterns](#)" on page 64 in [Chapter 5: "Using Drawing Objects"](#).

- 4 Set the halftone line pattern option from the following:  
These options are enabled only when **Lines** pattern option is selected.
  -  – applies horizontal line pattern.
  -  – applies vertical line pattern.
  -  – applies left diagonal (45°) line pattern.
  -  – applies right diagonal (135°) line pattern.
- 5 Set the halftone line style option from the following:  
These options are enabled only when **Lines** pattern option is selected.
  - **Separation** – sets image line frequency, per inch of halftone.
  - **Width** – sets image line width, per inch of halftone.

- 
- 6 Click  on the *Toolbox* to apply the settings.

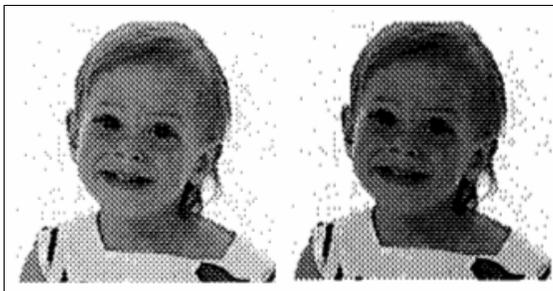


*Halftone examples.*

## Darkening an Image

To darken an image or an image area by adding pixels:

- 1 Select the required image or image area.
- 2 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 3 Set the image darkening direction option from the following:
  - **Left** – darkens the image from the left.
  - **Right** – darkens the image from the right.
  - **Top** – darkens the image from the top.
  - **Bottom** – darkens the image from the bottom.
- 4 Enter the number of pixels to add for darkening the image in **Pixels**.
- 5 Click  on the *Toolbox* to apply the settings.



*Darkening examples.*

---

## Lightening an Image

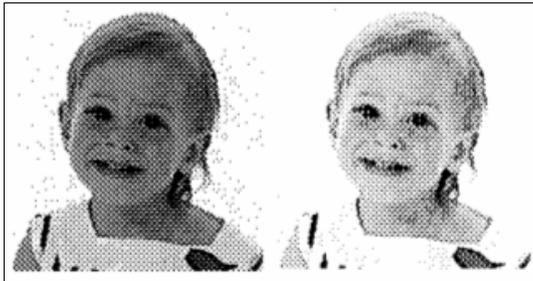
To lighten an image or image area by compressing the number of black pixels:

- 1 Select the required image or image area.
- 2 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 3 Set the image lightening direction option from the following:
  - **Left** – lightens the image from the left.
  - **Right** – lightens the image from the right.
  - **Top** – lightens the image from the top.
  - **Bottom** – lightens the image from the bottom.
- 4 Enter the number of black pixels to compress for image lightening in **Pixels**.



You cannot reverse a lightening operation by using , however, you can use the Undo option to restore the pre-lightened image.

- 5 Click  on the *Toolbox* to apply the settings.



*Lightening example.*

---

## Outlining an Image

Outlining of an image creates an outlined (hollow) version of the image.

To outline an image:

- 1 Select the required image or an image area.
- 2 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 3 Set the image outline width, in pixels in **Width**.
- 4 Click  on the *Toolbox* to apply the settings.



*Outline example.*

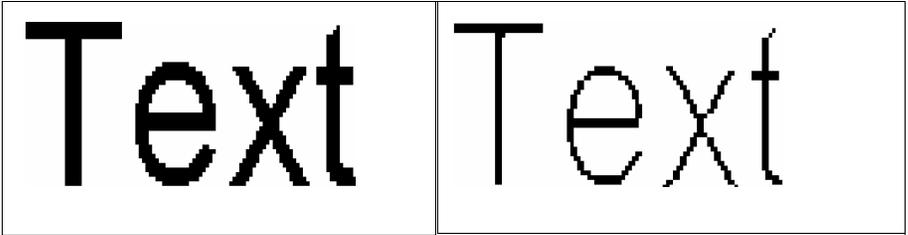
## Slimming an Image

DesignPro Graphics Editor provides the slimming feature to narrow the image within its borders. This feature is available only for black and white images.

To narrow the image borders:

- 1 Select the required image or image area.
- 2 Click  on the *Transform* toolbar.  
The *Toolbox* displays the associated options.
- 3 Set the image slimming direction option from the following:
  - **Top Right** – reduces dots from the top and the right side of the selected area.
  - **Bottom Right** – reduces dots from the bottom and the right side of the selected area.
  - **Right** – reduces dots from the right side only.

- 
- 4 Click  on the *Toolbox* to apply the settings.



*Slimming example.*

## Appendix A:

# Glossary

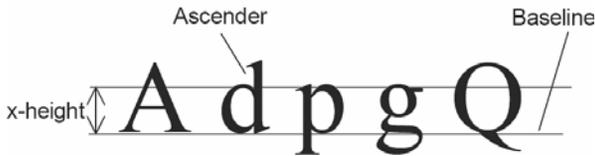
The following is an alphabetical listing of product-specific or unique terms and abbreviations used in this guide.

### **Accent**

A mark over, under or through a letter, that indicates the vocal quality or sound value (inflection, tone, stress, etc).

### **Ascender**

Distance from the character baseline to the topmost toned-pel.



*Ascender and baseline.*

### **A-space**

Distance from the character reference point to the near edge of the toned-pel box. See also [B-space](#) and [C-space](#).

### **B-space**

The width of the toned-pel box of the character. See also [A-space](#) and [C-space](#).

### **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.

### **Baseline offset**

The distance (in dots) from the bottom of the character bitmap to the baseline. The baseline offset is positive if the character sits above the baseline and negative if it sits below the baseline.

---

**Bitmap**

A two-dimensional array of dots which is used to represent each character in a computerized font.

**Blanks left**

The distance (in dots) between the left side of the character cell and the start of the character bitmap.

**Blanks right**

The distance (in dots) from the right side of the character bitmap and the edge of the cell. If the character has right kerning, this value is negative and the character extends over the right side of the cell.

**Bold**

A darker version of a font or character formed using heavier strokes. See also [Weight](#).

**Boxed text**

Form text bounded by a column of set height and width.

**Blend text mode**

Editable, moveable text entry mode displaying text either within box or next to crosshair pointer. Once the text is placed in the design area, text becomes part of the image and can only be edited using the drawing tools.

**C-space**

Distance from the far edge of the toned-pel box to the escapement point. See also [A-space](#) and [B-space](#).

**Carriage control (CC)**

A field of each data set record that controls vertical spacing.

**Character escapement point**

Marks the end of the space along the character baseline allocated for the character. When printing adjacent characters, the reference point of the next character is placed at this point.

**Character header**

Record containing character information such as width, height, and descender position relative to baseline.

**Character reference point**

The point along the character baseline within the character box that coincides with the current print position.

---

**Character set**

Grouping of alphabetic, numeric, and other characters that have some relationship in common. For example, the standard ASCII character set includes letters, numbers, symbols, and control codes that make up the ASCII coding scheme.

**Cell**

An imaginary rectangular block of pixels that represents the space in which a given character is drawn on the screen.

**Cell height**

Height of an imaginary rectangular block of pixels that represents the space in which a given character is drawn on the screen.

**Cell width**

The width of a character cell, also called the set width.

**Clipping**

Operation that removes display elements of a picture falling outside the specified boundary.

**Code page**

A file that maps character hexadecimal value to associated graphic character identifier.

**Debolden**

Lighten print character by removing bits.

**DBCS (Double-Byte Character Set)**

Character set containing a maximum of 65536 characters.

**Descender**

Distance from the character baseline to the lowest toned-pel.

**DesignPro Manager**

Windows-based operating environment that provides a central location for opening DesignPro Editors and utilities, tracking and managing resources, and creating necessary resource formats.

---

**DIB (Device Independent Bitmap)**

Windows standard file format designed to ensure that bitmapped graphics created using one application can be loaded and displayed in another application exactly the way they appeared in the originating application.

**Dot**

See [Point](#).

**Elixir PrintDriver Pro**

A DesignPro Tools utility that converts multi page documents to either Elixir or target printer resource format (i.e., OVE for AFP).

**Elixir Resource Librarian**

A utility used for creating *resource libraries*. The Resource Librarian is a central location for viewing and managing resources (e.g. forms, images, and fonts). You can import resources into libraries where these can be optimized for the conversion process.

**Elixir Resource Map**

A utility used for mapping fonts and characters between the supported display and print formats.

**Embolden**

Darkens print character by adding bits. A complete set of characters of a certain size and orientation (such as portrait or landscape) in one typeface.

**Fast keys**

See [Keyboard shortcut](#).

**Fidelity**

Degree of required visual exactness required when processing the input data stream for printing a file. Different levels of fidelity can be specified, which determines how errors are handled, such as substituting fonts when a font used in the data stream cannot be found.

**Fixed font**

Font containing characters with fixed spacing. See also [Proportional font](#).

**Fixed-pitch**

Font family in which all characters have the same horizontal spacing.

**Font**

Complete set of print characters of the same family, size, typeface, and orientation.

---

**Font family**

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

**Font header**

A record within the computer which contains information applicable to the entire font such as the font name, the line spacing, and the orientation.

**Free text**

Form text not bound by a column of set height and width.

**Glyph**

Symbol set element representing data; can be letter, digit, punctuation mark, or other notation.

**Grid**

Horizontal and vertical lines of pixels used for precise object placement.

**Guidelines**

Horizontal and/or vertical lines in the design area used to align objects.

**Halftoning**

Applying line or shading patterns to make images or characters appear either gray or textured.

**IM image**

Resolution-dependent migration image object that cannot be compressed or scaled.

**Kerning**

Process of adjusting the spacing between certain character pairs to enhance readability and to visually equalize the spacing among all characters within a line. The amount of space added or subtracted between certain character pairs is dependent upon the font and point size used.

**Keyboard shortcut**

Special key or three-key combination for executing an operation without using the mouse; also called fast key(s).

**Leading**

The amount of white space placed at the top or bottom of characters to prevent overlapping between succeeding lines.

---

**Line spacing**

Distance between succeeding lines of text when printed on a page. In other words, the line spacing is the distance from the top of the characters on one line to the top of the characters on the next line.

**Locator box**

A rectangular locator box available on the right pane in the design area, where the image or character can be viewed in its original size.

**Messages window**

Window displaying informational, error, and warning messages.

**Mirroring**

Character or image rotation, such that the top displays bottom or right displays left.

**Miter**

Joint made by beveling two 45° surfaces to form a 90° corner.

**Monospace**

Form of print and display spacing in which each character occupies the same amount of horizontal space (character width) on the line, regardless of whether the character is wide (such as *m*) or narrow (such as *I*). See also [Pixel](#) and [Fixed-pitch](#).

**Nonblank character**

Printable font character with a bitmap containing a letter, number, mark, or symbol.

**Null character**

Non-printable character occupying unused font position.

**Opaque/replace drawing mode**

Operational mode in which drawing replaces the original object.

**Orientation**

Direction of the type in reference to the upper left corner of a portrait page.

**Outline font**

Font having graphic character shapes represented in digital form by a series of mathematical expressions rather than by raster patterns. See also [Raster font](#).

**Overstrike**

To print characters over each other.

**Raster font**

Font in which characters are defined by the raster bitmap.

---

**Page**

Logical representation of a data page.

**Paper**

Physical attributes of a logical page, such as size, orientation, positioning, and partitioning.

**Pel**

See [Pixel](#).

**Pitch**

Distance between corresponding points of two equal characters that are typed immediately adjacent to one another. For *fixed-pitch* (or *monospaced*) fonts; the characteristic of a font family with the same horizontal spacing (characters printed per inch) assigned to all characters. For *proportional pitched* fonts, spacing in proportion to individual character width variations.

**Pixel**

Contraction of "picture element;" smallest displayable or printable unit on a physical medium. A pixel is sometimes referred to as a dot. Character bitmaps are made up of dots or pixels. The word pixel is a contraction of a picture element. A pixel can contain additional information, such as color and can be larger than one bit while still representing one dot.

**Point**

Size of the characters of a font when they appear on paper is given in points. One point is 1/72 of an inch or 0.352 mm.

**Point size**

Size of a printed character in points from the top of the ascender to the bottom of the descender. Thus, if the characters in a font are, on average, 1/2 inch high when printed, the font is said to have a "point size of 36" or to be a "36 point font."

**Proportional font**

A set of characters in a particular style and size in which a variable amount of horizontal space is allotted to each letter or number. In a proportional font, the letter *i*, for example, is allowed less space than the letter *m*. See also [Pitch](#).

**Raster font**

Series of pels arranged in scan lines to form font. Raster fonts are specified pixel-by-pixel. Each character is represented by a double array describing the order in which pixels in a "character box" need to be in order to produce that character. In other words, each character is given by a monochrome bitmap.

---

**Raster graphics**

Bitmaps wherein an image is defined by a collection of small, independently controlled dots (pixels) arranged in rows and columns.

**Raster pattern**

A series of picture elements (pels) arranged in scan lines to form an image.

**Resolution**

Measure of image sharpness, expressed either as number of lines and columns, or pels per unit of area.

**Resource Map Editor**

Product component used to display, define, and edit font input to output format mappings, and provide instructions for storing information in the Elixir Resource Map.

**Reverse**

Switch image or character from black on white background to white on black background, or vice versa.

**Reverse (overlay) drawing mode**

Operational mode in which drawing reverses the object color.

**Set width**

Distance from the start of the character cell to the start of the next character cell. Also called the character width or delta-x.

**Snap to**

Product function that causes form elements to automatically align with the nearest displayed grid point.

**Spacing character**

A blank or all white character that is used for positioning characters on a line. These characters do the same thing as a space key on a typewriter.

**Style**

A modified version of a typeface. Examples of a style are Bold, Italic, etc.

**Toned-pel box**

Defines the boundaries of a character bitmap. Each character bitmap in a character set comprises an ordered array of black dots (toned-pels) and non-printing blank dots (untoned-pels). Toned-pels define the shape of the character; untoned-pels define the white space in and about the character.

---

**Transparent drawing mode**

Operational mode in which drawing merges the new object with the original object by replacing the original object.

**Typeface**

All characters of a single type family, each having the same style, weight, and width, regardless of size.

**Typographic font**

Font having variable distances between characters.

**UDK (User Defined Key)**

User-defined escape character for specified print jobs.

**Underline**

Placement of a line under text, usually for emphasis (also called underscore).

**Uniformly spaced font**

See [Monospace](#).

**Viewer**

Provides on-screen viewing of documents created for production printing. File formats, including Elixir Document, Elixir GDF, Windows EMF, PCL, Elixir PDW, Elixir Form, Elixir Legacy FormAFP Overlay Object, and PostScript can be proof printed in the Viewer.

**Virtual folder**

Abstract representation of the physical file folder structure underlying DesignPro Tools. Displayed as a tree structure in the DesignPro Manager, virtual folders are organized by resource type, then resource format. At the lowest level of each branch, one or more folders are listed, each representing a physical location on a mapped folder.

**Weight**

Thickness of a font which can be changed by boldening or deboldening characters in a font.

**Zoom**

Product feature used to enlarge a selected portion of a graphical image or document to fill a window or the screen.

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