Elixir

DesignPro Tools Graphics Editor for Xerox

User Guide

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To report any errors you might find, please send a note to 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 17.

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Chapter 1:

Introduction

This guide provides both background and procedural information for using DesignPro Graphics Editor for Xerox. 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

DesignPro Graphics Editor provides drawing tools and associated functions for creating and editing black-and-white or full-color images. With DesignPro Graphics Editor, you can:

■ 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 DesignPro Graphics Editor. You can open and save graphic files in IMG (Xerox image), LGO (Xerox logo), 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. Support for editing images, and then reconverting them to any of the supported file formats is also provided within the Graphics Editor.
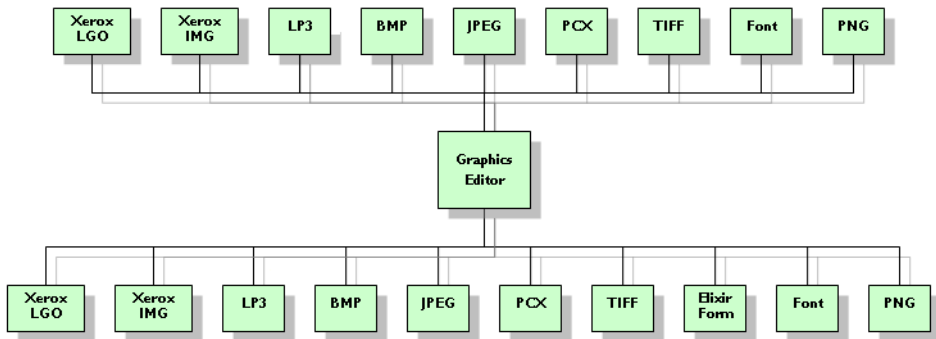
Importing/Exporting Graphics Editor images in supported formats.

Graphics Editor and Other Elixir Products

DesignPro Tools for Xerox enables 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.
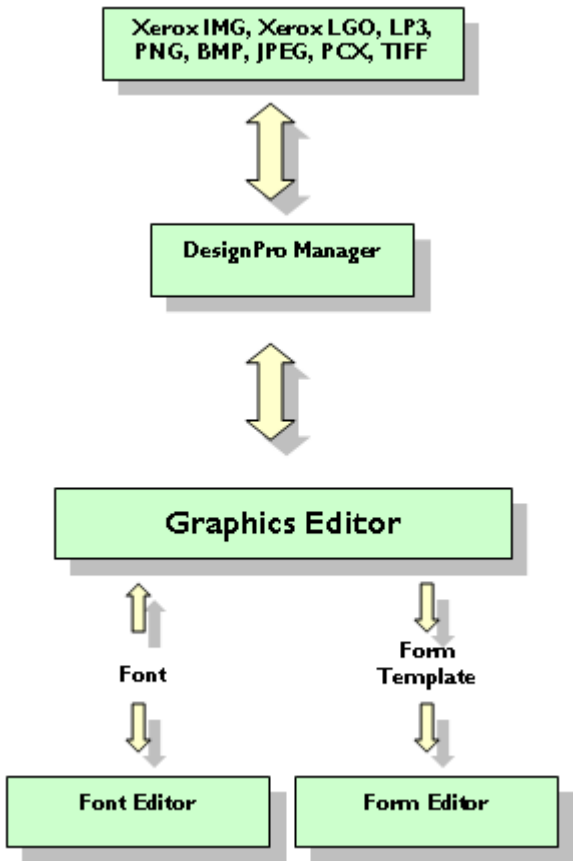
Graphics Editor for Xerox and Other Elixir Products.

Interconnectivity Examples

The Converters application in DesignPro Manager converts image file formats such as IMG (Xerox image), LGO (Xerox logo), LP3 (Elixir Legacy Graphic), BMP, JPEG, JPE, JPG, PCX, and TIFF to Elixir format for use in DesignPro Graphics Editor.

The Converters application also converts a Xerox font to Elixir format, which you can import for placement in an image using Graphics Editor.

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 created in Graphics Editor can also be imported and edited in the DesignPro Font Editor, and then converted to the Xerox format and printed on any Xerox printer.

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

Associated DesignPro Applications

DesignPro Tools for Xerox employs integrated applications to provide advanced functionality for creating resources such as documents, overlays, fonts and images for Xerox jobs. Each application helps you create or modify one or more of these necessary resources in a simple environment.

Following are the DesignPro Tools for Xerox applications:

- **DesignPro Manager:** a Windows-based desktop program for managing and converting resources to multiple supported formats. You can also open other DesignPro Tools applications using the DesignPro Manager.

- **DesignPro Form Editor:** an advanced overlay design tool used to create and edit forms for Xerox printers.

- **DesignPro Font Editor:** a complete font design application used for creating and editing Xerox 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 images into raster fonts and image modifications, such as resizing and cleaning up scanned images.

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 tiling images into raster fonts and creating or modifying images using various transformations and commands.

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

Chapter 1: Introduction

Introduces DesignPro Graphics Editor and basic image formats. Also introduces this manual and identifies resources for finding answers and contacting Customer Support.

Chapter 2: DesignPro Graphics Editor Environment

Describes the Graphics Editor workspace. Included are instructions for customizing Graphics Editor menus and toolbars.

Chapter 3: DesignPro Graphics Editor Basics

Explains basic DesignPro Graphics Editor operations, including creating and opening images, and previewing images for printing.

Chapter 4: Drawing Objects

Explains how to use drawing and style tools in Graphics Editor and perform associated operations.

Chapter 5: Editing Images

Provides an overview on image editing commands. Also explains using image change commands, applying colors to images, setting image format properties. Brief overview of user profiles is also given.

Chapter 6: Using Text and Transform Tools

Describes how to enter and modify text on images and tile images as fonts. Also provides steps to transform images using different transform tools.

Appendix A: Workspace Quick Reference

Provides information on DesignPro Graphics Editor workspace environment menus and toolbars.

Appendix B: Glossary

Alphabetical listing of product-specific or unique terms and abbreviations used in the DesignPro Graphics Editor user guide.

Who Should Use this Guide?

This guide assumes you are already familiar with Microsoft Windows operations, printer and font management operations and PC peripherals. You should also have access to reference manuals for PC software and hardware, including any printers you are using for the resource creation 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 Xerox documentation package:

- *DesignPro Tools for Xerox Getting Started Guide.*
- *DesignPro Tools Manager for Xerox User Guide.*
- *DesignPro Tools Form Editor for Xerox User Guide.*
- *DesignPro Tools Font Editor for Xerox User Guide.*
- *DesignPro Tools for Xerox Migration Guide.*

Conventions

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

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

Typographic Conventions

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

Convention	Information Type/Example
Bold type	Text for you to enter.
	Field names, windows, toolbars, buttons and workspace areas within a task step.
	Example: select the required color mode from the **Mode** drop-down list.
	Example: click the **Command** tab.
	Example: set the rounded box corner width and height in the **Width** and **Height** entry boxes.
	Example: select the **Text** tool.
	Example: click **OK** to save settings.
Italic type	References to other documents and books.
	Example: refer to the *DesignPro Tools for Xerox Getting Started Guide.*

Symbolic Conventions

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

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

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

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

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

The **Question** symbol refers you to the online help for more information.

To open online help:

- From the **Help** menu, select **Contents**, or

- Click **?** in an open dialog.

Getting the Answers You Need

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

- Customer Support (page 17)
- Elixir Web Site Support (page 18)
- Elixir Training (page 18)
- Product Help (page 18)
- Release Notes (page 19)

Customer Support

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

> If you have purchased this product from some other source, please contact the authorized support representative from that source. Elixir provides customer support for products purchased directly from Elixir.

North and South America:

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

Asia Pacific:

- Asia_support@elixir.com

Europe:

- +44 (0) 207 993-4811
  Monday - Friday, 6:00 am to 4:00 pm Central European Time

- +1 805 641 5900 ext. 3
  Monday - Friday, 4:00 pm to 2:00 am Central European Time

- Europe_support@elixir.com

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

- Your name, organization, telephone number and address.

- Elixir product name and version number.

- A complete description of the problem, including any error messages printed or displayed on your monitor.

Elixir Web Site Support

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

Select **Support** to:

- Ask a question of Elixir Support.

- Download the latest product releases and patches.

- View the latest product Release Notes.

- Sign up for Elixir Training.

- Renew your product license.

Elixir Training

Elixir Technologies offers training for its full range of Windows-based products. For more information, contact Elixir Learning at +1 805 641 5900, ext. 4.

Product Help

Elixir software provides Online Help for all product functions and contains step-by-step procedures that you can follow as you work:

- **Context-Sensitive Help** can be activated from within the software for certain dialogs by clicking ? in the upper-right corner of a dialog.

- **Online Help** can be opened from the **Help** menu by selecting **Contents**.

Release Notes

Release Notes display at the start of product installation so you can review them before beginning the installation process. Once installation completes, you can access Release Notes from the product CD at *drive*:\Relnotes. There are two formats of the Release Notes file, Relnotes.pdf and Relnotes.txt. The PDF file can be viewed using Adobe Reader. The TXT file can be viewed using either Notepad or WordPad.

DesignPro Tools Graphics Editor® for Xerox User Guide

Chapter 2:

DesignPro Graphics Editor Environment

In this chapter...

- Opening Graphics Editor
- What's in the Workspace?
- Workspace Tools
- Basic Workspace Functions

Opening Graphics Editor

To open DesignPro Graphics Editor, from the **Start** menu select **All Programs, Elixir Applications, DesignPro Tools, DesignPro Graphics Editor**.

What's in the Workspace?

When you start Graphics Editor, the workspace displays where you can create and maintain images and fonts. The Graphics Editor workspace displays the following main components, depending upon which component you want to have open:

- Design Area (page 23)
- Toolbox (page 23)
- Messages Window (page 23)

The image illustrates each part of the Graphics Editor workspace, when all the components are open. 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.

Components of the DesignPro Graphics Editor.
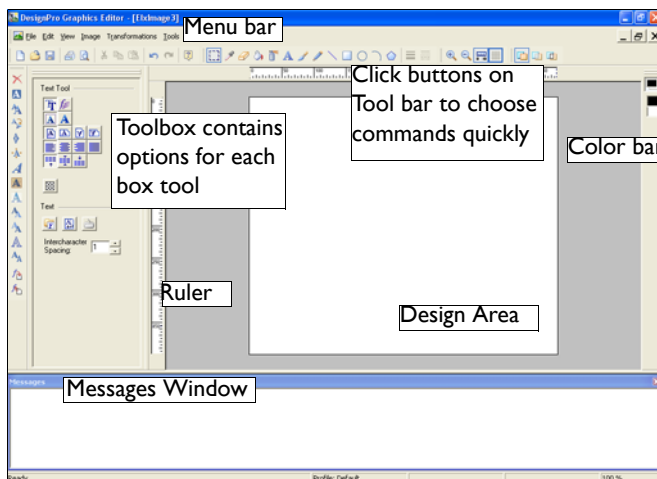
Design Area

The Design Area provides visual representation of the images. You can create, edit and tile images; apply colors, patterns and transforms to the image; and print preview the image within the Design Area. A Preview Area opens within the Design Area to preview the patterns and images. The Design Area is scrollable vertically and horizontally. The Design Area also magnifies the image by using the Zoom tool. For details, refer to the task "Using the Zoom Tool" on page 103 in *Chapter 5: "Editing Images"* on page 89. At a certain Zoom level, the Design Area also provides a Locator view to specifically locate or edit a portion of the image.

Toolbox

Toolbox displays at the left of the Design Area by default. The Toolbox provides different options associated with most toolbar items in the Drawing and the Transform toolbars. Click on the toolbar item to view the associated options in the Toolbox. The Toolbox updates each time you select a Drawing or Transform tool.

Messages Window

The Messages window is located at the bottom of the workspace by default and can be docked to any other position. This window displays processing and compilation errors, warnings and informational messages generated by the application. You can close the Messages window from the menu by selecting **View, Messages** to allow more space to work.

> You can perform any of the following functions to view or hide the Messages window:
>
> ■ Check/uncheck Messages from the **View** menu.
> ■ Press **Ctrl+Shift+M** on the keyboard.
>
> However, the Messages window will automatically re-display whenever a message is generated by the application.

> You can view messages in pop-up message boxes alternatively.
>
> Select **Tools**, **Options**. The **Options** dialog displays. From the **General** category, uncheck **Send All Messages To Window**.

You can also click ▨ at the top of the **Messages** window.

Clearing Messages

To clear the messages generated by the application, right-click in the **Messages** window and select **Clear Messages** from the pop-up menu.

> You can also clear messages in this window by pressing **Control + D** or by selecting **Clear Messages** from the **View** menu.

Copying Messages

To copy the messages generated by the application:

1 Select the required messages in the Messages window.

2 Right-click the selected messages and select **Copy Messages** from the pop-up menu. The selected messages copy to the clipboard and you can paste them wherever required.

> You can also copy messages from this window by selecting the required messages and pressing **Control + C** on the keyboard.

Logging Messages

Logging options enable you to save the information displayed in the Messages window in a text file.

To log the generated messages:

**1**   From the **Tools** menu, select **Options**.
The Options dialog displays.

2   Select the **Messages** category, and check **Log to File**.
This writes messages to the log file.

> Options set at the application level apply to all projects created in the application.

3   In the entry box adjacent to **Log to File**, enter the destination path for the log file.

> The default value of ".\" saves the log file in the same directory as the resource file.

4   Enter the name of the log file in the next entry box, as shown below:

The default log file name is "MSG.LOG", however, you can change the file name and save it.

5   Check **Unicode** to create the log file using the Unicode character set.

6   Specify the settings of your choice:
- **Overwrite:** overwrites any existing log file messages.
- **Append:** appends messages to the existing log file.
- **Append by date:** appends messages to the log file by date.

> You can view the log file at any time by clicking **View Log File**. The contents of the log file (with the name and location entered in the **Log to File** entry boxes) display in a Notepad window.
>
> You can create a message log file in any format.


```
MSG_20070207.LOG - Notepad
File  Edit  Format  View  Help
10:55:41  GDF/ELX Parser: The resource 'AR10BP.HDR' was used
from the path: 'C:/Elixir/Fonts/Elixir/AR10BP.HDR'.
02/07/07  10:55:53  GDF/ELX Parser: The resource
'AR11BP.HDR' was used from the path:
'C:/Elixir/Fonts/Elixir/AR11BP.HDR'.
02/07/07  10:55:55  GDF/ELX Parser: The resource
'AR11NP.HDR' was used from the path:
```
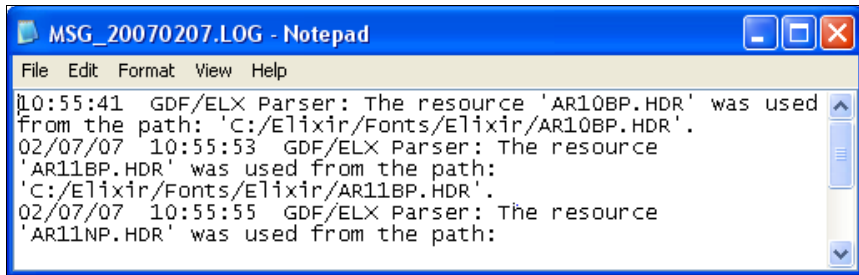
The Log file displaying the generated messages and the system date value is appended to the name of the file due to the Append by date option.

7   Click **Apply**, and then click **OK**.

Displaying Message Time and Date

You can also display the time and date when a message was generated in the **Messages** window.

To display message time and date:

1   From the **Tools** menu, select **Options**.
The Options dialog displays.

2   Select the **Messages** category.

3   Under the **Messages to View** area, check **Information** to display informational messages in the Messages window.

4   Under the **Show** area, check **Message Time** in order to display the message generation time in the **Messages** window.

5   Under the **Show** area, check **Message Date** in order to display the message generation time in the **Messages** window.

6   Click **Apply** and then click **OK**.

Color Coding Messages

Messages in the Messages window can also be color coded according to the nature of the message. Color coding is added using colored boxes before the messages. Error messages display red boxes, warnings display blue boxes, and informational messages display neither. With color coding, critical messages can be located quickly.

To color code messages:

1 From the **Tools** menu, select **Options**.

The Options dialog displays.

2 Select the **Messages** category.

3 Under the **Messages to View** area, make sure **Information** is checked to display informational messages in the **Messages** window.

4 In the **Show** area, check **Use Color** to display colored boxes in the **Messages** window.

5 Click **Apply** and then click **OK**.
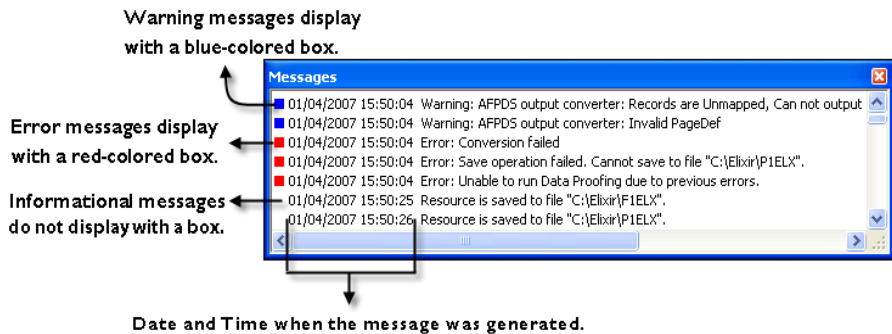
The Messages window.

You can also set the number of maximum lines displaying in the **Messages** window by entering the number in the **Lines Maximum** entry box, provided in the **Show** area.

If the number of messages generated exceeds the value specified in the **Lines Maximum** entry box, the new messages overwrite the existing ones from the top in the **Messages** window. If **Log to File** is checked, messages are overwritten from the top of the log file.

Workspace Tools

Graphics Editor provides toolbars for easy access to the most commonly used application commands. You can perform standard Windows operations to hide or display a toolbar, or dock a toolbar at the edge of the workspace.

Menus

A menu bar with drop-down menus displays directly below the application title bar. These drop-down menus provide both standard MS-Windows and application-specific options. Selecting a menu performs an associated action or displays a submenu or a dialog. See "Menu bar" on page 151 in *Appendix A: "Workspace Quick Reference"* on page 151 for detailed information on all of the menus.

Toolbars

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 toolbars from the **View** menu by selecting **Toolbars**, *required toolbar*. See "Toolbars" on page 158 in *Appendix A: "Workspace Quick Reference"* on page 151 for detailed information on tools in the toolbar.

> To add or remove more buttons on a toolbar, see "Adding Buttons to Toolbars" on page 32.

> To view or hide a toolbar, see "Customizing Toolbar Display" on page 30.

Standard Toolbar

The Standard toolbar provides one-click access to the basic File and Edit menu commands, such as Saving an Image (page 50) or Previewing and Printing Images (page 53). For more information, refer to "Standard Toolbar" on page 159 in *Appendix A: "Workspace Quick Reference"* on page 151.

Drawing Toolbar

The Drawing toolbar provides one-click access to the Drawing Objects (page 60). For more information, refer to "Drawing Toolbar" on page 160 in *Appendix A: "Workspace Quick Reference"* on page 151.
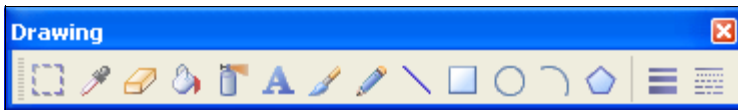
View Toolbar

The View toolbar provides one-click access to the basic View menu commands such as using the Ruler and Grid tools or Zooming In and Out (page 103) within the Design Area. For more information, refer to "View Toolbar" on page 161 in *Appendix A: "Workspace Quick Reference"* on page 151.

Drawing Modes Toolbar

The Drawing Modes (page 60) toolbar provide options to select the required drawing mode for an image. For more information, refer to "Drawing Modes Toolbar" on page 162 in *Appendix A: "Workspace Quick Reference"* on page 151.
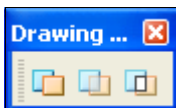
Transform Toolbar

The Transform toolbar contains transform tools to apply transformations to an image. For more information, refer to "Transform Toolbar" on page 163 in *Appendix A: "Workspace Quick Reference"* on page 151.

Customizing Toolbar Display

You can also specify the toolbars that display in the workspace.

To customize Graphics Editor toolbars:

1   From the **View** menu, select **Toolbars**, **Customize**.
   The Customize dialog displays.

2   Click the **Toolbars** tab.
   The Toolbar Options displays.
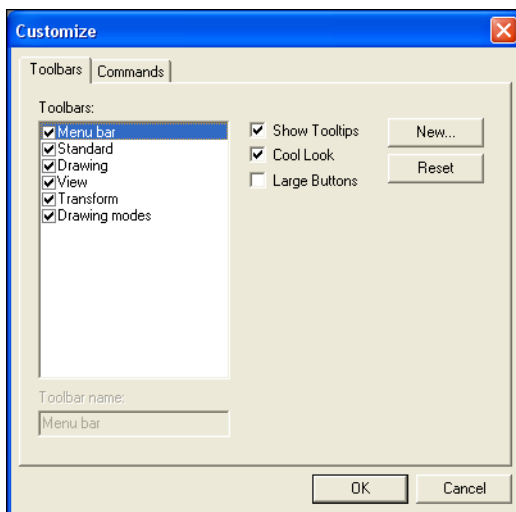
3   Check the toolbars you want to display in the workspace from the list of available toolbars.
   The selected toolbar name displays in the Toolbar Name entry box.

You cannot uncheck **Menu bar** from the list of toolbars.

You can also display a toolbar from the **View** menu by selecting **Toolbars**, *required toolbar*.

4 To set the appearance of the displayed toolbars, specify the following:
- **Show Tooltips:** displays the tool tips associated with the toolbar buttons.
- **Cool Look:** displays the toolbar buttons in the smooth look mode.
- **Large Buttons:** displays the toolbar buttons in the enlarged mode.
- **Reset/Delete:** resets a default toolbar to the default settings. This button toggles to **Delete** when a custom toolbar is selected; only custom toolbars can be deleted.
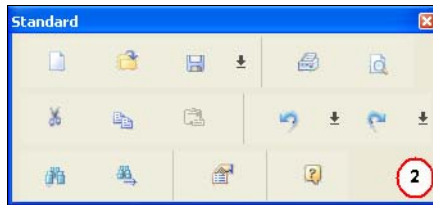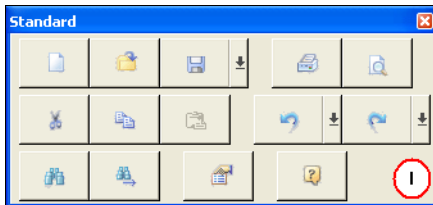
The Standard toolbar with Large Buttons and (1) Cool Look un-checked and (2) Cool Look checked.

5 Click **OK** to return to the application window.

Creating a New Toolbar

Using Graphics Editor, you can also create a new toolbar.

To create a new toolbar:

1 From the **View** menu, select **Toolbars**, **Customize**.
The Customize dialog displays.

2 Click the **Toolbars** tab.

3 Click **New** to display the **New Toolbar** dialog.

4 In the **Toolbar Name** entry box, enter the name of the new toolbar.
You can modify this name later in the Toolbars tab.

> The names of the default toolbars are not editable.

5 Click **OK**.
The new toolbar displays in the workspace. The new toolbar is currently empty. To add buttons to this toolbar, see "Adding Buttons to Toolbars" on page 32.

Adding Buttons to Toolbars

You can also add buttons to your toolbar.

To add buttons to a toolbar:

1 From the **View** menu, select **Toolbars**, **Customize**.
The Customize dialog displays.

2   Click the **Command** tab.

The list of available command groups displays in the Categories list. When a command group is selected in the Categories list, the buttons for each command in the group display in the Buttons area.
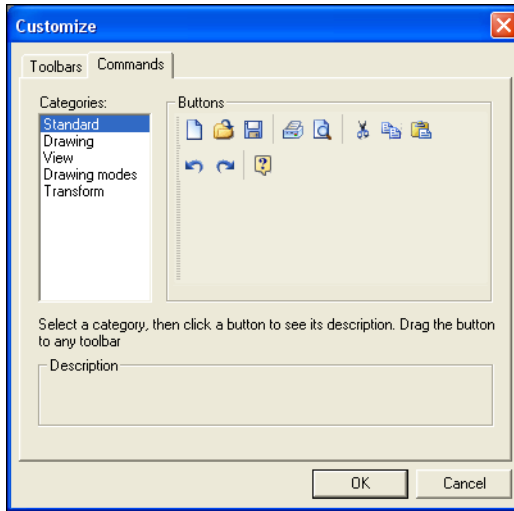
3   Click and drag the required button to any target toolbar displaying in the Design Area, and then release the mouse.

While dragging the required button, the mouse cursor changes from ![cursor] to ![cursor]. The selected button is then added to the required toolbar at the specified place.

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

4   Click **OK**.

The added buttons display in the selected toolbars.

Status Bar

The Status bar displays, by default, along the lower edge of the 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 helps in drawing objects in the Design Area.
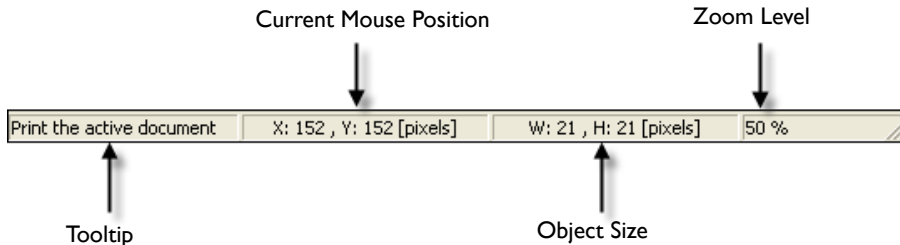
Grid

The grid feature in Graphics Editor provides a network of intersecting lines that help in aligning and placing objects in the Design Area. These lines help when creating images in the design process, but are not part of the finished image.
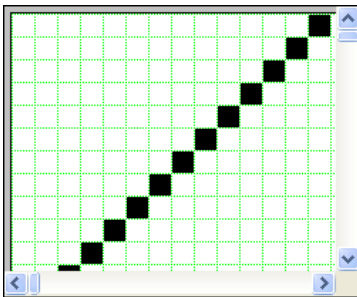
Design Area with the Grid option enabled.

Displaying and Hiding the Grid

To activate the grid in the Design Area, select **View, Grid** from the menu.

You can also view and hide the grid by clicking ⊞ on the **View** toolbar or by pressing **F4**.

The grid is only active when the zoom is set to 800% or greater.

Setting Grid Color

To specify grid color:

1　From the **Tools** menu, select **Options**.
　　 The Options dialog displays.

2　Select the **Color** category.
　　 Color Category.
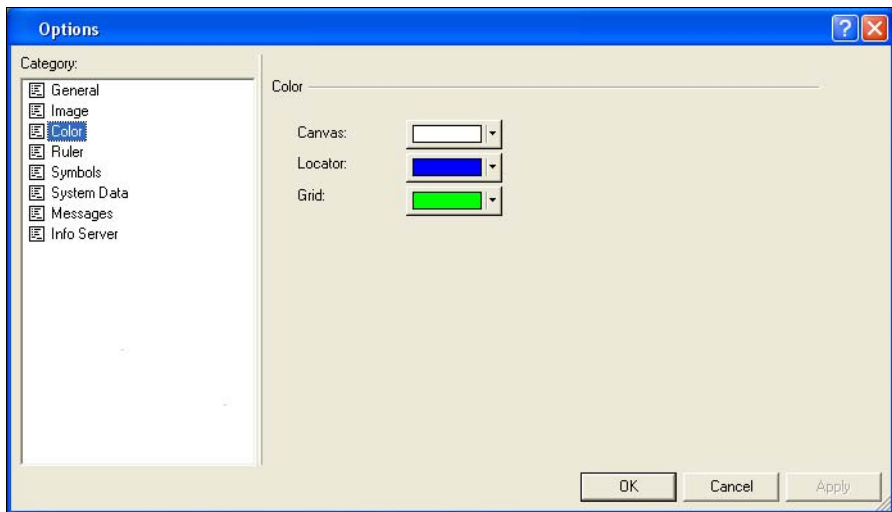
3 Click the **Grid** button and do one of the following:

- Select the required color from the drop-down palette
  Or
- Click **Other** from the drop-down palette to open the **Color** dialog.
  You can select a custom color for the grid from the Color dialog.

Default colors.

Click on the required color.

You can specify the required shade of the selected color.

User-defined Custom colors.

You can preview the selected color.
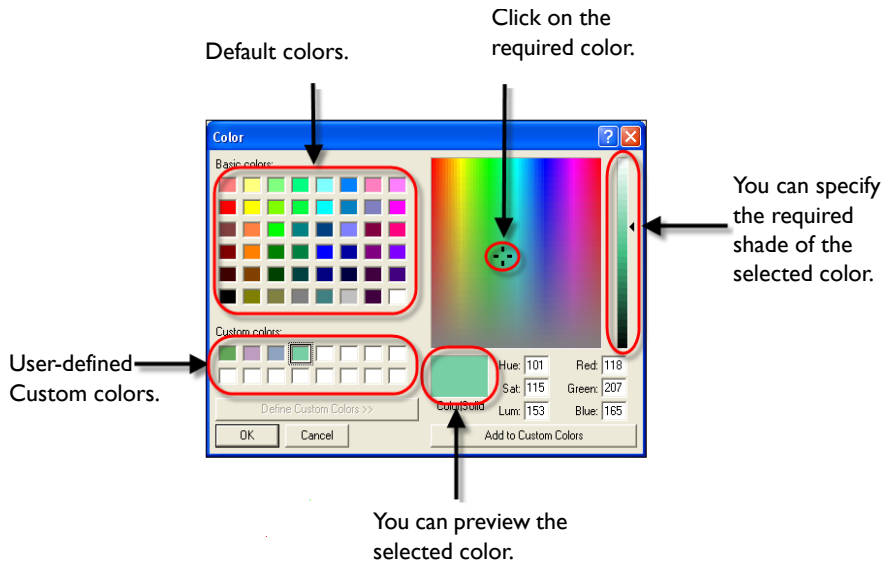
The image above explains how to use the color dialog to select a custom color.

4 Click **OK**.

The color of the grid changes as specified.

Ruler

Graphics Editor provides horizontal and vertical rulers to help accurately place an object in the Design Area. Rulers display along the top and left sides of the Design Area. When you move an object or cursor in the Design Area, lines indicating the object or cursor position appear on the rulers. You can show or hide the rulers and change the unit of measurement used in the rulers.
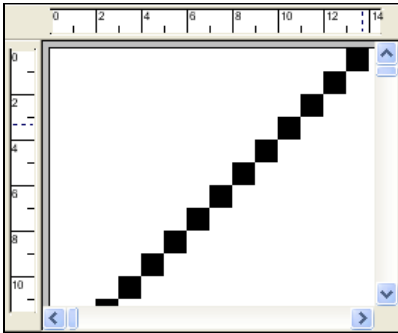
Design Area with the Ruler option enabled.

Displaying and Hiding the Ruler

You can view/hide the ruler by:

- Selecting **Ruler** from **View** the menu.

- Clicking ⬚ on the **Zoom** toolbar.

- Pressing **F2** on the keyboard.

Setting Ruler Units

You can change the unit of measurement used for the horizontal and vertical rulers.

To specify the required unit of measurement:

1   From the **Tools** menu, select **Options**.
The Options dialog displays.

2   Select the **Ruler** category.
Ruler Category.
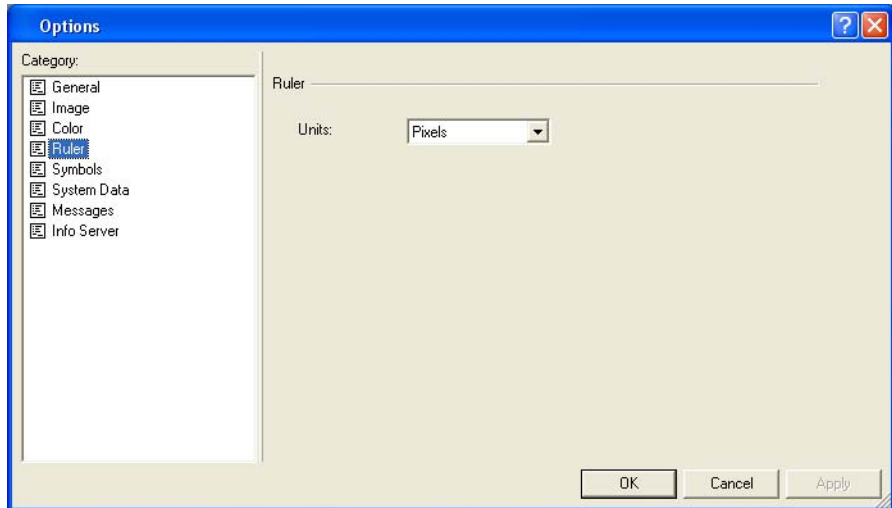
3   Select the required unit of measurement from the **Units** drop-down list and click **OK**.
The new ruler settings will be applicable after re-opening the application.

Basic Workspace Functions

The Graphics Editor workspace also has some basic functions to help you design your images.

Using the Right Click Menu

The right-click menu provides access to the most commonly used functions in Graphics Editor. To use the right-click menu, position the cursor in the Design Area and right-click the mouse. A pop up menu displays. This menu is context-sensitive and displays a list of options depending on the object selected in the workspace. Select the required option from the menu.

Choosing Commands

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

- Clicking a toolbar button.
- Selecting a menu option.
- Using a hot key.
- Using a shortcut key.

In the chapters that follow, command selection is described using the most common method for the described task. However, any related command selection can be used to accomplish the same instruction.

Undoing and Repeating Commands

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

Click Redo to repeat the
last reversed action

Click Undo to reverse
the last action

Using the Standard toolbar to Undo and Repeat commands.

- You can use the **Control** + **Z** and **Control** + **Y** shortcut keys to perform undo and redo actions respectively.

- You can also select either **Redo** or **Undo** from the **Edit** menu

Chapter 3:

DesignPro Graphics Editor Basics

In this chapter...

- Managing Images
- Previewing and Printing Images

Managing Images

DesignPro Graphics Editor opens, displays, creates and prints images. You can also change the file type and attributes of images. These functions are discussed in the following sections:

- Opening an Image (page 43)
- Arranging Images in the Design Area (page 44)
- Creating an Image (page 45)
- Changing Image Attributes (page 48)
- Saving an Image (page 50)
- Resetting an Image (page 51)
- Setting Image Parameters (page 52)

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

Input Formats (Open):

- Bitmaps (BMP)
- Elixir Legacy Graphic (LP3)
  Includes Legacy and DesignPro Tools images; both use the same extension.
- JPEG Files (JPG, JPE, JPEG)
- PCX Files (PCX)
- PNG File (PNG)
- TIFF Files (TIF)
- Xerox IMG (IMG)
- Xerox LGO (LGO)

Output Formats (Save As):

- Bitmaps (BMP)
- Elixir Images (LP3)
- Elixir Form (EFR)
- JPEG Files (JPG, JPE, JPEG)
- PCX Files (PCX)
- PNG File (PNG)
- TIFF Files (TIF)
- Xerox IMG (IMG)
- Xerox LGO (LGO)

Opening an Image

To open an image:

1 From the **File** menu, select **Open**.

The Open dialog displays.
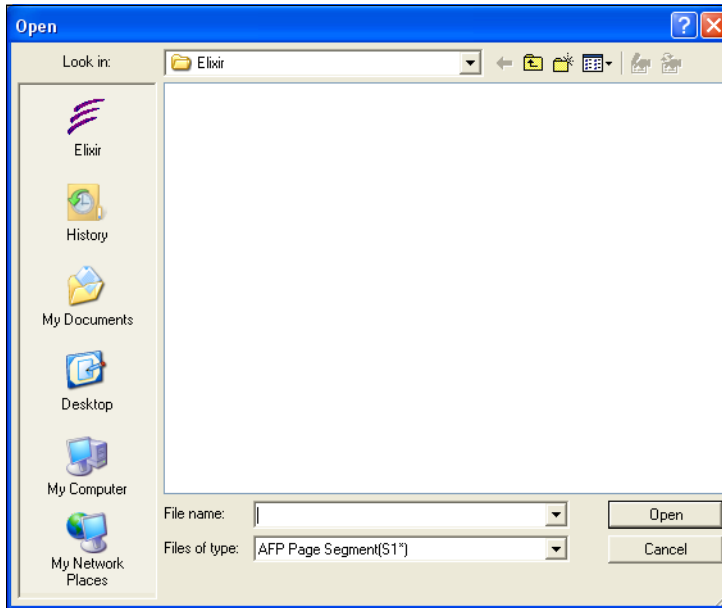
You can also use one of the following methods to open an image in the Design Area:

- Click on the **Standard** toolbar.
- Press **Control + O**.

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 Xerox IMG (*.img) from the Files of Type drop-down list, and then select Elixir from the side pane, the default path for the Xerox image is automatically set to *drive:\Elixir\Pics\IMG*.

By default, you can select only image-specific file types from the **Files of Type** drop-down list. However, you can choose to include the **All Files (*.*)** option to the **Files of Type** drop-down list to select any file type. From the **Tools** menu, select **Options** to open the **Options** dialog. Select the **General** category and check **Allow All Files in Fileselectors**. Click **OK** to return to the Design Area.

3 Select the required image and click **Open**.

The image will open in the Design Area. In Graphics Editor, most tools and options are enabled only if an image is open in the Design Area.

To open multiple images in the Design Area, repeat steps 1 to 3. 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 depending on the availability of system memory.

Arranging Images in the Design Area

If you have multiple images opened in the Design Area, you can arrange the images using options provided in the Graphics Editor Windows menu.

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.

- **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.

The image windows are arranged as specified.

Creating an Image

Graphics Editor creates images in Bitmaps (BMP) or Elixir Images (LP3) image formats only. However, images can be converted and saved in different formats as mentioned in "Managing Images" on page 41.

To create a new image:

1   From the **File** menu, select **New**.

The New dialog displays.
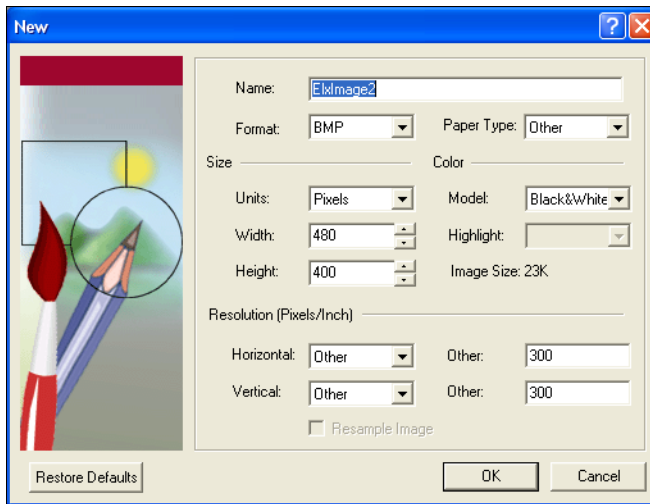
> You can also use one of following methods to open the **New** dialog:
>
> ■   Click [ ] on the **Standard** toolbar.
> ■   Press **Control + N**.

2   Enter the file name in the **Name** entry box.

3   From the **Format** drop-down list, select the required format.

You can select either BMP or LP3. You can also select the required format from the Attributes dialog. For more information, refer to the task "Setting Image Parameters" on page 52.

4 From the **Paper Type** drop-down list, select the appropriate size.

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.

Refer to the task "Resizing an Image" on page 137 in *Chapter 6: "Using Text and Transform Tools"* on page 121 for more information on the **Resize** tool.

5 Specify the image width and height in the **Width** and **Height** entry boxes.

The Width and Height entry boxes are enabled only if Other Paper Type is selected from the Paper Type drop-down list.

6 From the **Units** drop-down list, select the required unit of measurement.

Measurement can be in pixels, inches, centimeters, or millimeters. The specified unit is used for both graphic and digital rulers.

> You can also edit the ruler parameters after creating the image. For more on setting ruler parameters, see "Ruler" on page 37 in *Chapter 2: "DesignPro Graphics Editor Environment"* on page 21.

7 Select the required color model from the **Model** 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**.

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

> The image size depends on the selected color model.

For LP3 image format, perform additional step 8.

8 Select the required highlight color from the **Highlight Color** drop-down list.

This list is enabled only when the LP3 image format and the Highlight Color mode are selected from the Format and Model drop-down lists mentioned earlier. The available colors in the list depend on the catalog selected from the Options dialog.

9 Select **Horizontal** or **Vertical** resolution options or enter a custom value using the **Other** entry box.

This option is enabled only if Other is selected from either Horizontal or Vertical image resolution options.

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

Increasing the image resolution increases the image print size and vice versa. The Vertical and Other entry boxes are disabled for the LP3 format.

> Click **Restore Defaults** to restore the default values for creating an new image.

10 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 the task "Changing Image Attributes" on page 48 later in this chapter.

Changing Image Attributes

To change image attributes:

1 From the **Image** menu, select **Properties**.

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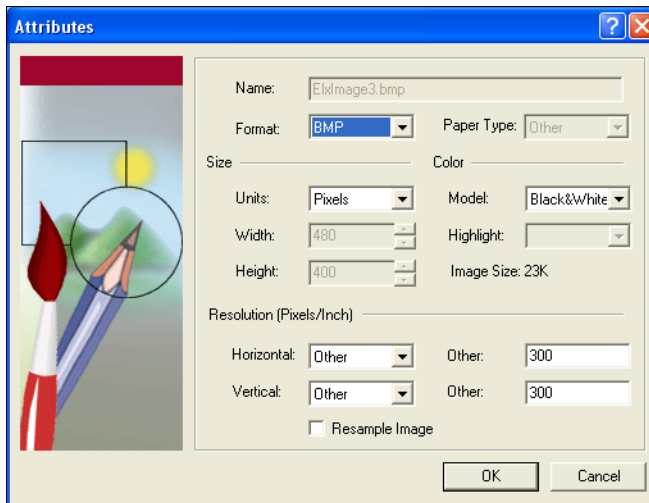
The **Shortcut** symbol calls your attention to an easier way of accomplishing a task.

2 From the **Format** drop-down list, select the required format.

You can select either BMP or LP3.

3 From the **Units** drop-down list, select the required unit of measurement.

You cannot change the image size in this dialog. You can, however, change the image size using the Resize tool. Refer to the task "Resizing an Image" on page 137 in *Chapter 6: "Using Text and Transform Tools"* on page 121 for more information on the **Resize** tool.

Measurement can be in pixels, inches, centimeters, or millimeters. The unit specified in this dialog is used for both graphic and digital rulers.

4   Select the required color model from the **Model** 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**.

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

The image size depends on the selected color model.

For LP3 image format, perform additional step 5.

5   Select the required highlight color from the **Highlight Color** drop-down list.

This list is enabled only when the LP3 image format and the Highlight Color mode are selected from the Format and Model drop-down lists mentioned earlier. The available colors in the list depend on the catalog selected from the Options dialog.

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

6   Select the **Horizontal** or **Vertical** resolution options or enter a custom value using the **Other** entry box.

Increasing the image resolution increases the image print size and vice versa. The Vertical and Other entry boxes are disabled for the LP3 format. This option is enabled only if Other is selected from either Horizontal or Vertical image resolution options.

7   Check **Resample Image** to increase/decrease image resolution in dpi without affecting the actual image size.

8   Click **OK** to save changes to the image.

Saving an Image

To save an image:

1 From the **File** menu, select **Save**.

The Save As dialog displays.
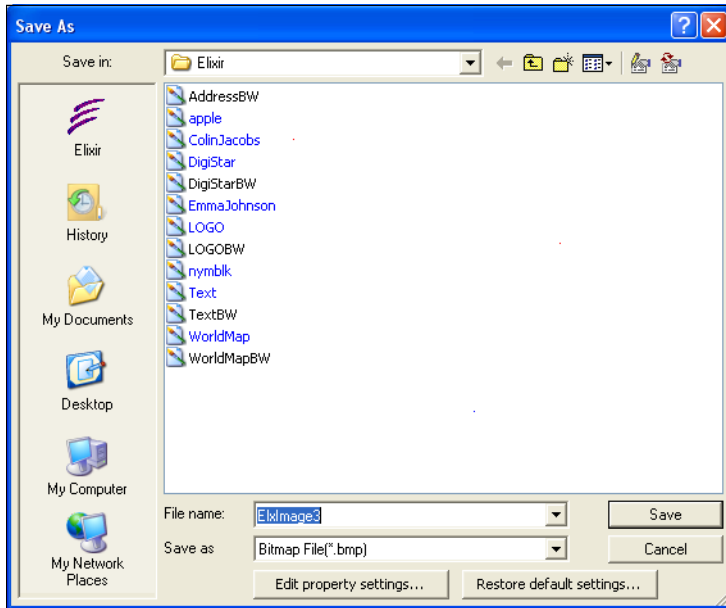
2 From the **Save As** drop-down list, Select the required file type.

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 Xerox IMG (*.img) from the Save As drop-down list, and then select Elixir from the side pane, the default path for the Xerox image is automatically set to *drive:\Elixir\Pics\IMG*.

3 Click **Edit Property Settings** to modify output property settings.

This displays either the Image or Xerox LPS Resource Writer property dialog, depending on the file type selected in the Save As drop-down list.

4 Review and edit the settings if required.

For information on all of the Output Format options, click available on top-right of the respective converter dialog.

■ You can also edit property settings by clicking in the **Save As** dialog.
■ You can also restore the default settings of the application by clicking either **Restore Default Settings** or in the **Save As** dialog.
These options are not available for the Elixir Legacy Graphic (LP3) file format.

5 Enter the **File Name** and click **Save** to return to the Design Area.

You can also use one of following methods to save an image in the Design Area:

■ Click on the **Standard** toolbar.
Press **Control + S**.

Resetting an Image

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

To reset an image:

1 Select **Reset** from the **Image** menu.

The Reset option is available only if an image is open in the Design Area.

2 Click **Yes** to return to the Design Area.

You can also press **Control + Alt + R** to reset an image.

Setting Image Parameters

Default image attributes such as color model, format and mode can be set that are applied every time you create a new image.

To set default image parameters:

1 From the **Tools** menu, select **Options**.

The Options dialog displays.

2 Select the **Image** category.
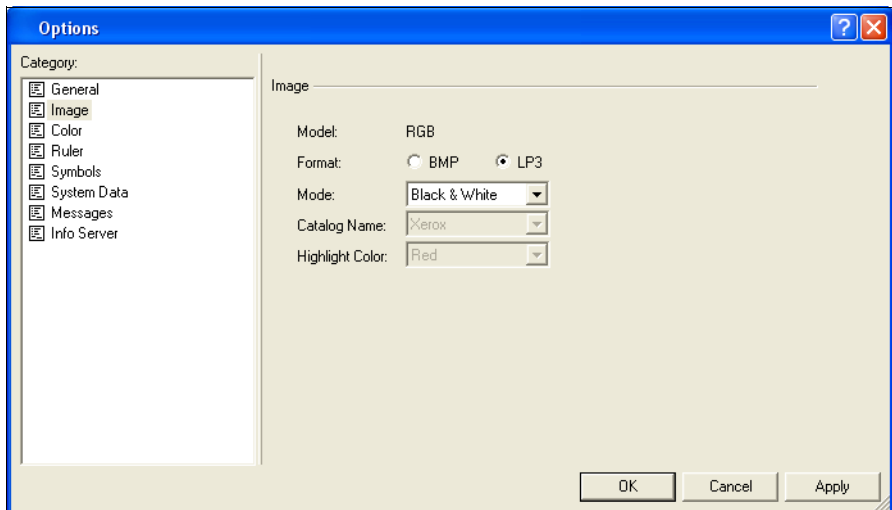
Graphics Editor always employs the default RGB color model. You can specify different color models when saving an image.

3 Select either **BMP** or **LP3** as the image **Format**.

4 Select the required color **Mode**.

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.

If you choose the LP3 color format, then perform steps 5 and 6.

5 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 enabled only when LP3 image format and Highlight Color mode are selected above.

6 Select either Red, Green or Blue from the **Highlight Color** drop-down list.

This list is enabled only when LP3 image format and Highlight Color mode are selected.

7 Click **Apply** to save the setting changes.

These changes are applied only when the image is reopened or when a new image is created.

Previewing and Printing Images

After creating an image, you can set paper properties, preview the image within the Design Area and make final changes before printing. These functions are discussed in the following sections:

■ Specifying Paper Properties (page 54)

■ Print Previewing an Image (page 55)

■ Printing an Image (page 56)

■ Printing a Portion of an Image (page 57)

You can print an image or portion of an image directly using Graphics Editor or use the image as a resource in an overlay or another application.

Specifying Paper Properties

Before printing an image, you can specify paper properties such as page orientation and size. You can also add margins to your page with specified sizes.

To set paper properties:

1   From the **File** menu, select **Page Setup**.

The Page Setup dialog displays.
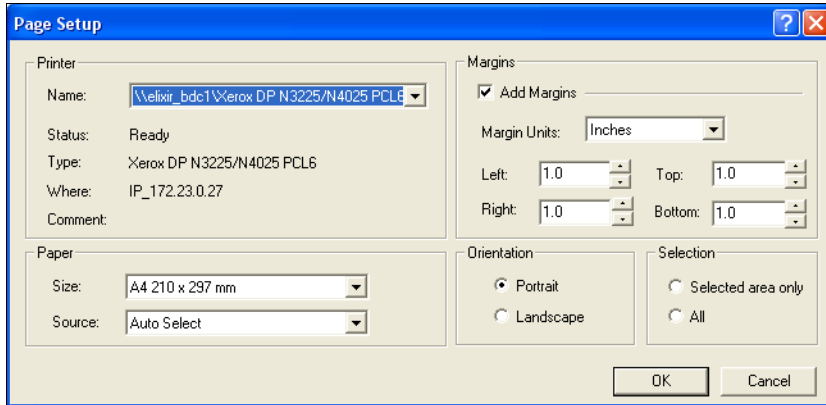
2   Under the **Paper** area, select the required paper size from the **Size** drop-down list.

3   Under the **Orientation** area, select the required page orientation.

You can select either Portrait or Landscape.

4   Under the Margins area, check **Add Margins** and select the required value from the **Margin Units** drop-down list.

5   Enter the **Left**, **Right**, **Top**, and **Bottom** margin size, per specified unit of measurement.

6   Click **OK**.

The paper settings are saved and will be applied when the image is printed.

Print Previewing an Image

The print preview feature displays an image exactly as it will look when printed.

To print preview an image:

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

The current image displays in the preview window.
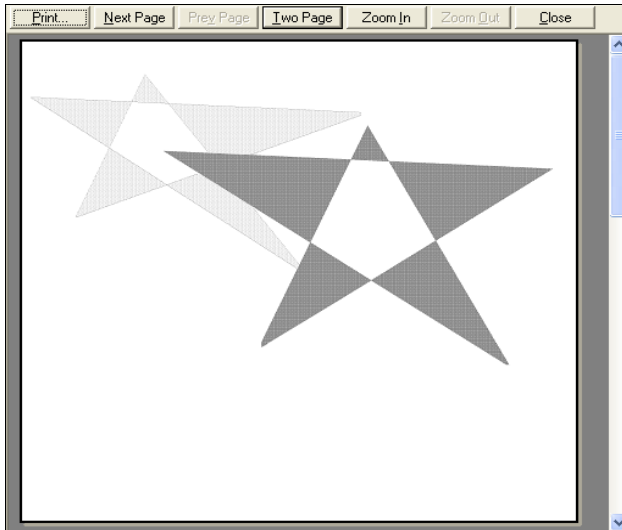
The image above shows a print preview of the current image in Graphics Editor.

2 As appropriate, click any of 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 the previous view of the image.

Printing an Image

To print an image:

1 From the **File** menu, select **Print**.

The Print dialog displays.
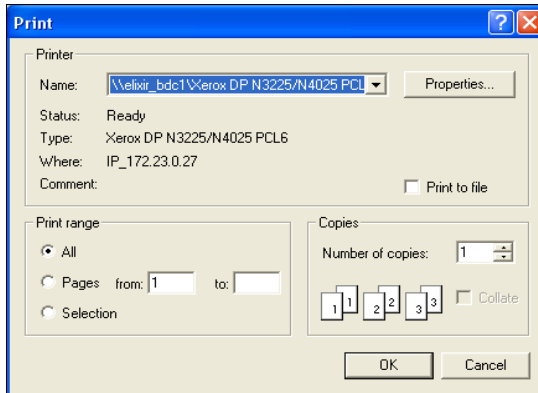
The Print option is activated only if an image is open in the Design Area.

2 Select the required printer from the **Name** drop-down list.

Information about the selected printer is displayed underneath this list.

3 Click **Properties** to set properties associated with a printer.

4 Check **Print to File** to print a document to a file instead of routing it to a printer.

When this option is selected, the resource is saved with the printer formatting, such as font selection and color specifications, in a PRN file that can be printed at a later time.

> ⚠️ When **Print to File** is selected while printing, the resource is saved with the selected printer driver specifications. The PRN file generated could be printed later on a printer having the same or a compatible printer diver, otherwise the PRN file will not print correctly.

5 Select any of the following in the **Print Range** area:
- **All:** prints all available pages. This option is selected by default.
- **Pages:** prints a range of pages specified in the **From** and **To** entry boxes.
- **Selection:** prints selected contents of the current page only.

6　Enter the number of copies to be printed in the **Number of Copies** entry box.

7　Check **Collate** option to print a complete copy of the file before the first page of the next copy is printed.

The Collate option is activated only if a value greater than 1 is specified in the **Number of Copies** entry box.

8　Click **OK** to print the image.

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

- Click 🖨 on the **Standard** toolbar.
- Press **Control + P**.

Printing a Portion of an Image

To print a selected portion of an image:

1　Select the required image area.

2　From the **File** menu, select **Page Setup**.
　　The Page Setup dialog displays.

3　From the **Selection** area, select **Selected Area Only**.

4　Specify other printing preferences and click **OK** to print the image.

For more information on printing an image, refer to the task "Printing an Image" on page 56.

DesignPro Tools Graphics Editor® for Xerox User Guide

Chapter 4:

Drawing Objects

> **In this chapter...**
>
> - Using the Drawing Tools
> - Filling Objects
> - Enhancing Objects with Style Tools
> - Working with Patterns
> - Drawing Modes

Using the Drawing Tools

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.

Clicking the Line tool displays the associated options in the Toolbox.

You can view a sample of your selections in the Preview Area of the Toolbox.
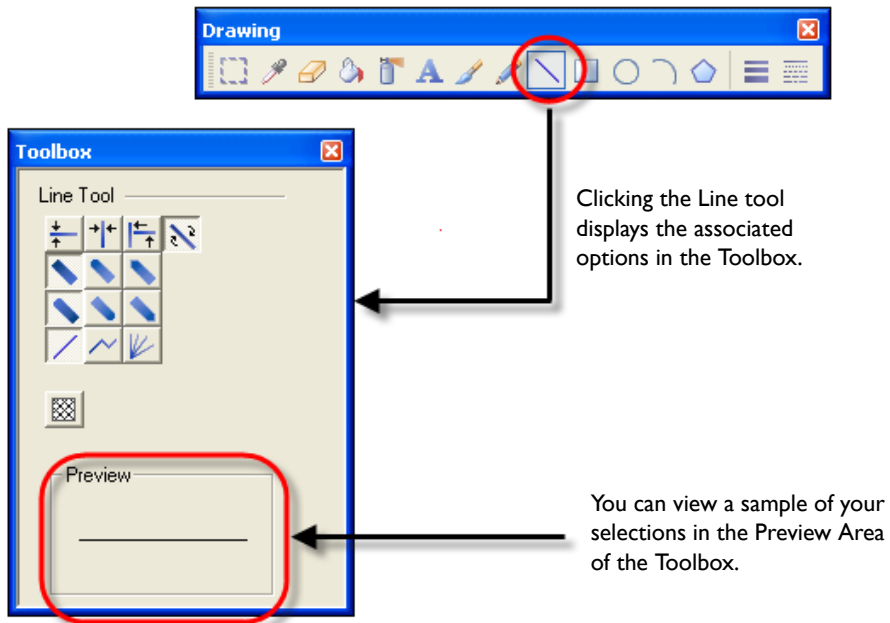
Toolbox options for the selected tool.

Using the different drawing tools are explained in the following topics:

- Drawing Objects (page 60)
- Filling Objects (page 72)
- Erasing Objects (page 79)
- Enhancing Objects with Style Tools (page 80)
- Working with Patterns (page 83)
- Drawing Modes (page 86)

Drawing Objects

Graphics Editor provides six tools for drawing the following shapes: lines, ellipses, boxes, curves, polygons/polylines, and freehand form figures. Objects are drawn by clicking the required tool, and then dragging the mouse in the Design Area. Line width and styles can also be set while drawing the objects. You can also use the tools in a magnified view of the Design Area.

Using the Pencil

You can use the Pencil tool to draw hard-edged freehand lines with 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 **Pencil** from the **Tools** menu.

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.

The figure below illustrates squared and rounded pencil tips:
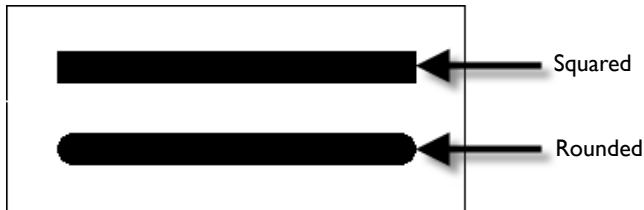
Samples of pencil drawing with square and rounded tips.

> To clearly view the difference between a 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:

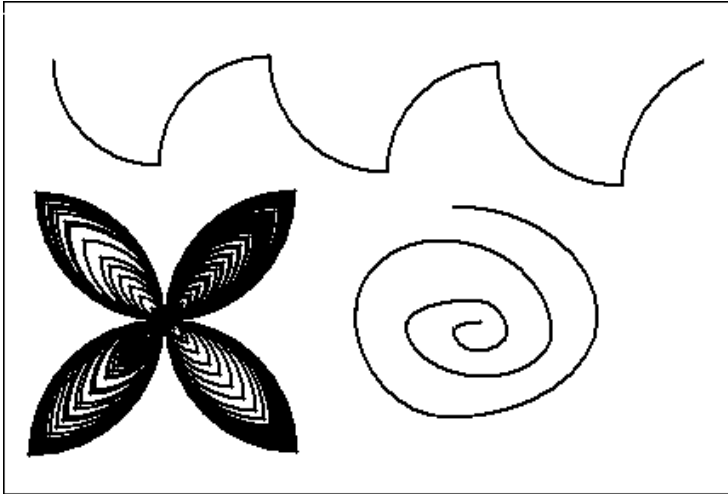**1** Click ![line icon] on the **Drawing** toolbar.

The Toolbox displays the associated options.

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

2 Select the line direction from the following:

- ![icon] draws line in horizontal direction only.

- ![icon] draws line in vertical direction only.

- ![icon] draws line in horizontal or vertical direction.

- ![icon] 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:

- ![icon] draws line with squared beginning.

- ![icon] draws line with rounded beginning.

- ![icon] draws line with mitered beginning; enabled only when ![icon] is selected.

4 Select the required line end style from the following:

- ![icon] draws line with squared end.

- ![icon] draws line with rounded end.

- ![icon] draws line with mitered end, and is enabled only when ![icon] is selected.

5 Select the required line thickness and style. For more information, see

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.
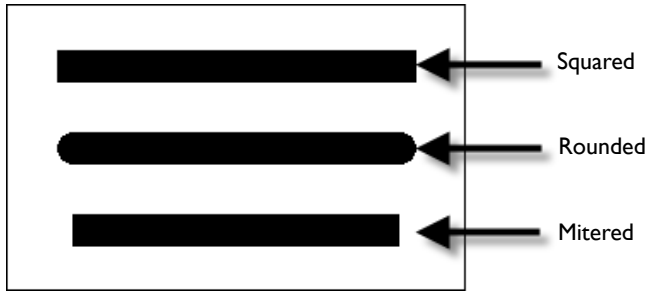
Line end examples.

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; enabled only when ⬚ is selected.
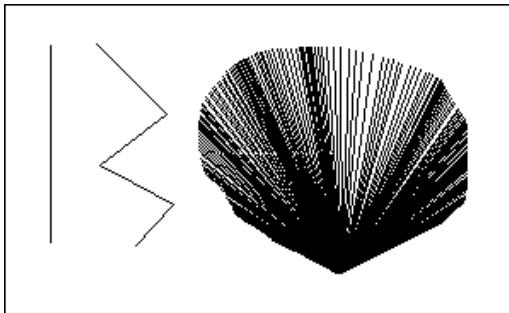
Line style examples.

7   Select the required line thickness and style. For more information, see

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

Connected Lines with Different Widths.
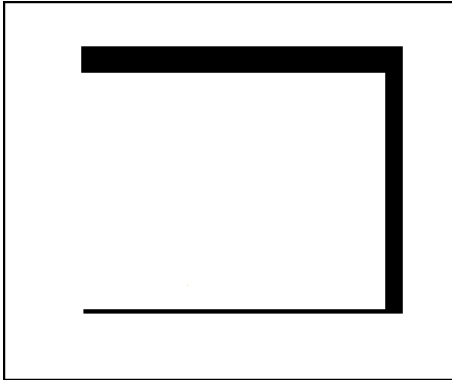
Drawing Boxes

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 **Box** from the **Tools** menu.

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. The value can be specified between 1 and 500.

> ⚠ The Width and Height entry boxes are 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. The figure below illustrates the difference:
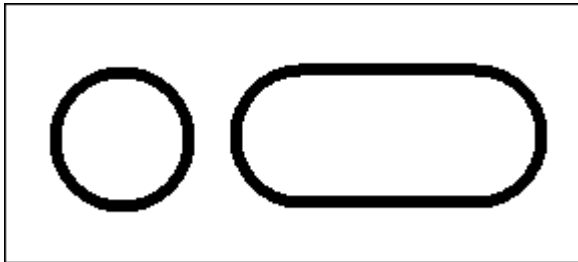
Examples of complete and half circles.

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 83.

7 Select the required box border thickness and style. For more information, see "Line Width and Line Style" on page 82.

Box Style 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 **Circle/Ellipse** from the **Tools** menu.

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 of 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 the "Working with Patterns" on page 83.

6   Select the required circle/ellipse border thickness and style.

For more information, see "Line Width and Line Style" on page 82.
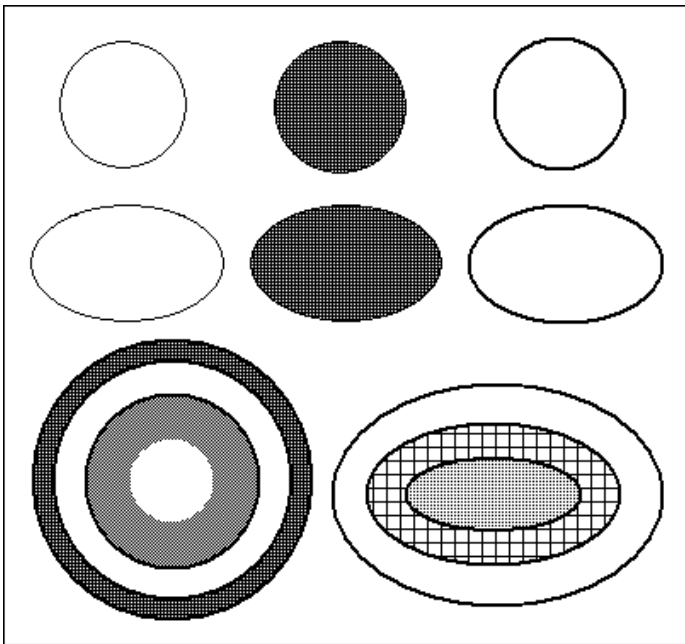
Ellipse and circle style examples.

Drawing Curves

You can use the Curve tool to draw ellipses or sections of circles. Connecting individual, discrete curves produces 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 **Circle/Ellipse** from the **Tools** menu.

2 Select the curve type from the following:

- ■ ⬚ uses circle sections to draw curves.

- ■ ⬚ uses ellipse sections to draw curves.

3 Select the curve direction from the following:

- ■ ⬚ 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 82.

Curve style examples.

Drawing Polygons/Polylines

You can use the Polygon/Polyline tool to draw filled and unfilled polylines and 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 **Polygon/Polyline** from the **Tools** menu.

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.
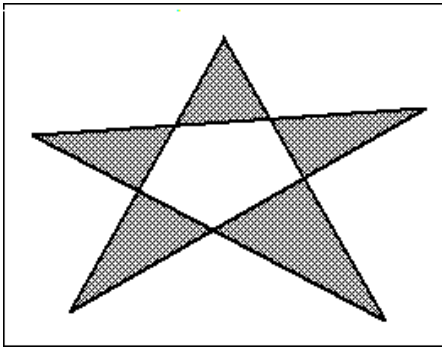
Alternate polyline.

5 Select the polygon fill option form the following:

- ▪ ⬚ draws an empty polygon.

- ▪ ⬚ draws a polygon with the selected background.

- ▪ ⬚ draws a polygon with the pattern selected in the Select Pattern dialog. For more information on selecting patterns, see "Working with Patterns" on page 83.

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 82.

7 Click ☑ to apply settings.
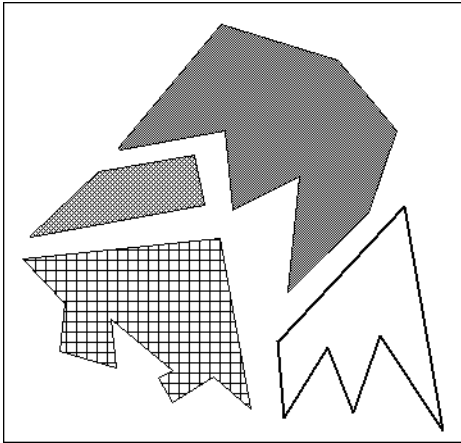
Polygons and polylines style examples.

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. Graphics Editor provides four tools for filling: color picker, brush, airbrush and floodfill.

The 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 the 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 **Color Picker** from the **Tools** menu.

2 Click the area containing the color you want to copy. The selected color is added to the **Color** bar.

3 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 **Floodfill** from the **Tools** menu.

2 Select the required filling 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:

- ▣ 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 83.
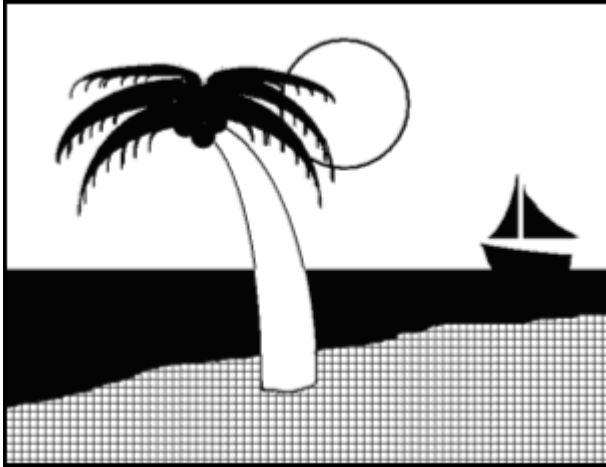
Beach flood-filled with brick pattern example.

If an area is already filled, you can replace the 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 **Airbrush** from the **Tools** menu.

2   Select the spray type from the following:

- 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 83.

3   Set the spray **Area Width** and **Area Height**.

4   Enter the required spray spot size in **Spot Size** entry box.

5   Enter the spray spot border width in **Spot Border** entry box.

6   To spray, click and hold down the mouse button and drag the pointer.

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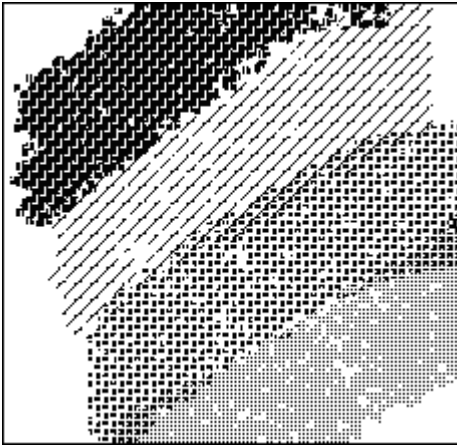
Airbrush example.

Using Brush

You can use the Brush tool to paint continuous square or circular dots, or a series of horizontal, vertical, or diagonal lines. Click and drag "brush tip" to create a 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 ![brush icon] on the **Drawing** toolbar.

The Toolbox displays the associated options.

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

2 Select the required brush tip from the following:

- ![square brush icon] paints continuous square dots.
- ![circular brush icon] paints continuous circular dots.

3 Select the brush stroke from the following:

- ▪ ✎ 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.
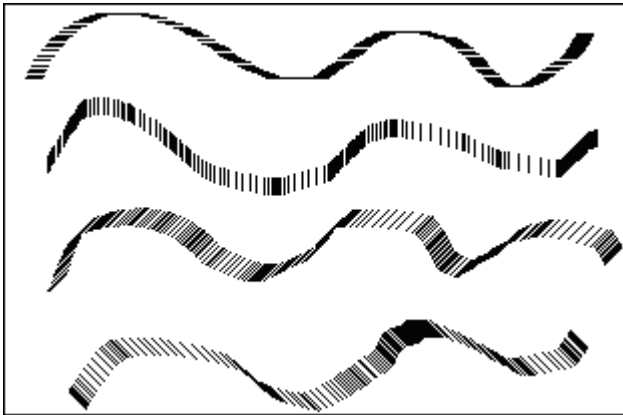
Samples of brush drawing.

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 83.

5 Select the required brush thickness. For more information, see "Line Width and Line Style" on page 82.

Erasing Objects

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 also be set.

Using Eraser

You can use the Eraser tool to clear image portions.

To erase an image area:

1   Click ![eraser icon] on the **Drawing** toolbar.

The Toolbox displays the associated options.

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

2   Select the eraser type from the following options:

■   ![rectangle eraser icon] 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 the area contained in the box erases.

■   ![square eraser icon] 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 activates the eraser direction options; refer to the next step for more information.

3   Select the eraser direction from the following:

Eraser direction options are enabled only when ![square eraser icon] is selected.

■   ![horizontal eraser icon] erases in horizontal direction only.

■   ![vertical eraser icon] erases in vertical direction only.

■   ![horizontal or vertical eraser icon] erases in horizontal or vertical direction.

■   ![any direction eraser icon] 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.

6   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 83.

7   Select the required eraser thickness. For more information, see "Line Width and Line Style" on page 82.

Enhancing Objects with Style Tools

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

- ◾   Pattern and Preview Area (page 81)
- ◾   Line Width and Line Style (page 82)

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. Refer to "Working with Patterns" on page 83 for more information on selecting patterns.

Right-clicking ▦ displays the selected pattern in the Design Area. You can zoom in to view the pattern more clearly, and make required changes. For more information, refer to "Editing a Pattern" on page 84.
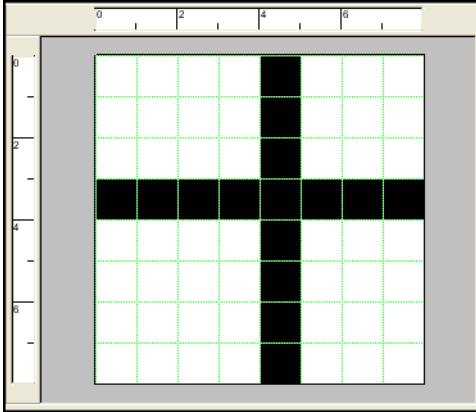
The image above displays the selected pattern magnified in the Design Area.

Line Width and Line Style

Graphics Editor provides various options on the **Drawing** toolbar for setting the width and style of the object boundaries. 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 line width:

1   Click ▤ on the **Drawing** toolbar.

2   Select the appropriate width from the drop-down menu. To specify a customized width, select **Custom Width** from the drop-down menu.

The Customize Line Width dialog displays.
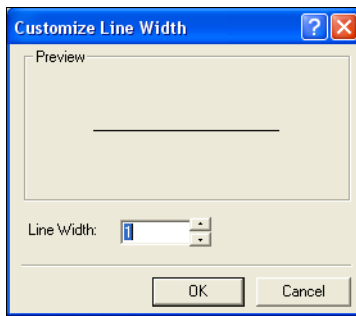
3   Enter the required width in **Line Width**.

You can enter any value between 0 and 99 inclusive.

> To draw an object without an outline, set **Line Width** 0.

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

Working with Patterns

Graphics Editor provides different patterns to add visual interest to an image. Choose a drawing tool and click ▒ 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** of the Toolbox. Topics in this section include:

- Selecting a Fill Pattern (page 83)
- Editing a Pattern (page 84)

Selecting a Fill Pattern

The **Select Pattern** dialog features a number of predefined shading patterns to meet different image design requirements. 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 the **Drawing** toolbar.

The Toolbox displays the associated options.

2 Click ▒ on the **Toolbox**.

3 Click ▒ to open the **Select Pattern** dialog.
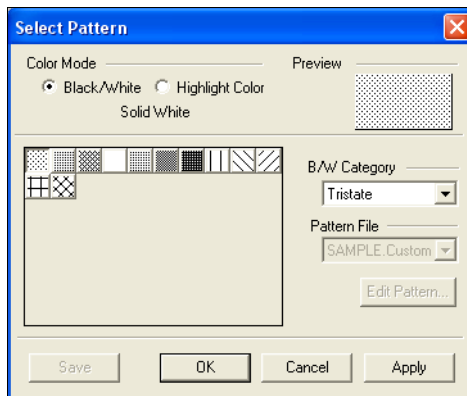
4 Select one of the following:

- **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 either the **B/W Category (**in the case of **Black/White)** or **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 the Design Area.

Editing a Pattern

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

To edit a pattern:

1 Select the required drawing tool from the **Drawing** toolbar.
The Toolbox displays the associated options.

2 Click [icon] on the **Toolbox**.

3 Right-click a color in the **Color** bar to choose a background color.

4 Click [icon] to open the **Select Pattern** dialog.

5   Select **Highlight Color** and click **Edit Pattern** to edit a pattern.
The Edit Pattern dialog displays.

6   Make the required changes.

Click on individual boxes to
apply the selected color

Select the required color
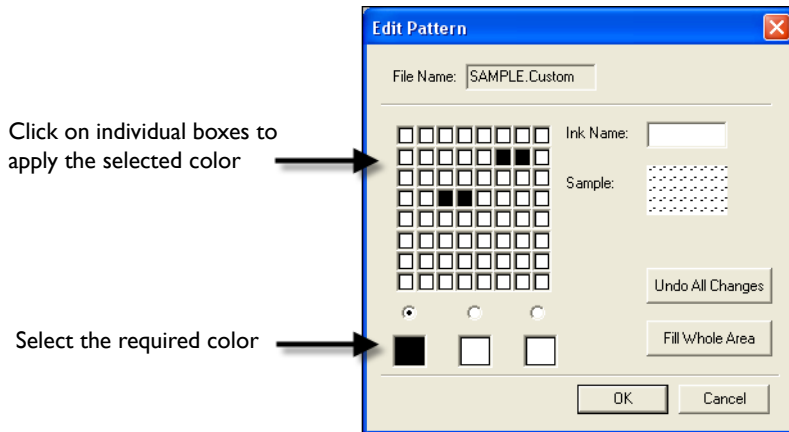
The image above explains how you can use the Edit Pattern dialog.

7   Enter the pattern name in the **Ink Name** entry box.

> You can fill the entire pattern with a single color by clicking **Fill Whole Area**.
> You can also remove all of the changes by clicking **Undo All Changes**.

8   Click **OK** to save settings and return to the **Select Pattern** dialog.

9   Click **Save** to save the edited pattern.
The Save As dialog displays.

10   Save the pattern and return to the **Select Pattern** dialog.
By default, the patterns are stored as Elixir font files.

11   Click **OK** to return to the Design Area.

Drawing Modes

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

- Overwriting: Opaque Mode (page 86)
- Adding: Transparent Mode (page 87)
- Reversing: Overlay Mode (page 87)

Selecting any mode from the toolbar activates that drawing mode.

Drawing modes are applicable to copy operations and all tools, except for .

The most recently applied drawing mode settings are used each time you open Graphics Editor.

Overwriting: Opaque Mode

Selecting from the **Drawing Modes** toolbar draws or adds text over an image.

Opaque drawing mode example.

Adding: Transparent Mode

Selecting ▣ from the **Drawing Modes** toolbar draws or adds text over an image by replacing the area underneath, which causes the new drawing to merge with the existing image.
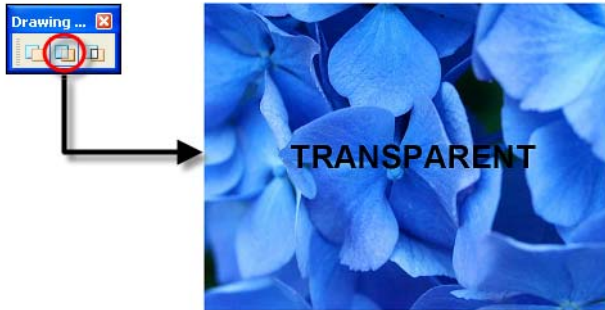
Transparent drawing mode example.

Reversing: Overlay Mode

Selecting ▣ from the **Drawing Modes** toolbar draws and writes over an image by inverting the color of the image area underneath the new drawing.
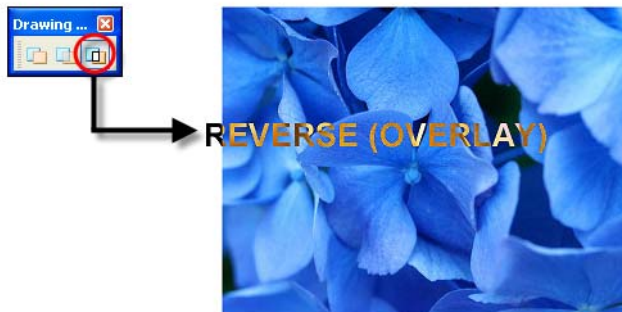
Reverse drawing mode example.

Chapter 5:

Editing Images

Editing Images

You can 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, cut and paste. The edit commands provided can copy marked areas from one image, and paste the copied selection to another location within the image. You can also apply colors to images or change existing colors. Image editing involves the following operations:

Using the Select Tool

You can use the Select tool to define straight-edged marquee to move, cut, copy and paste a rectangular image area.

1 Click on the **Drawing** toolbar.

2 Draw a marquee around the area that you want to select.

After selecting the required image or image area, you can either move, copy or cut the image to paste to another location.

Selecting an Image

To select/outline an entire image, select **Select All** from the **Edit** menu. You can also select an entire image using the **Control + A** shortcut key. You can cancel the image selection by selecting **Deselect** from the **Edit** menu.
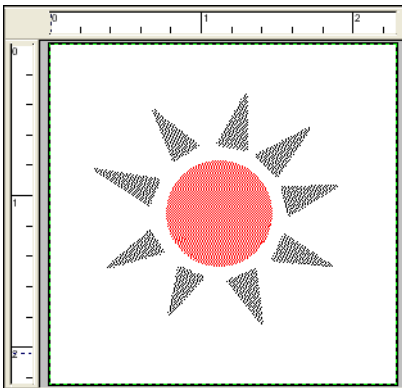
Selecting an entire image.

Selecting an Image Area

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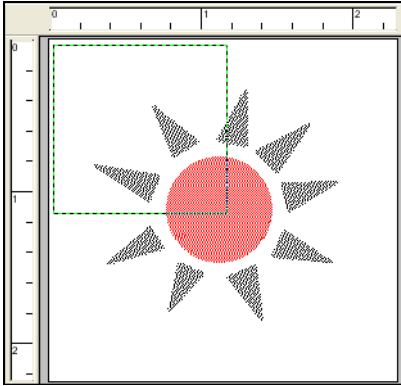
Selecting an image area.

Copying an Image

Graphics Editor provides the copy feature to copy an image or image area. Copying an image area places a copy of the image on the clipboard. You can paste a copy of the selection in the same image or in a different image. However, 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. There are several methods for copying images/image areas.

To copy an image/image area:

1 Select the image/image area.

For information on selecting an image, refer to the task "Selecting an Image" on page 90. For information on selecting an image area, refer to the task "Selecting an Image Area" on page 91.

2 Do one of the following:

- From the **Edit** menu, select **Copy**.

- Click ▤ on the **Standard** toolbar.

- Right-click the selected image/image area and select **Copy** from the pop-up menu.

- You can also copy an object using the **Control** + **C** shortcut key.

Cutting an Image

Graphics Editor provides the cutting feature to cut an image/image area and paste it from one location to another. Cutting an image area removes it from the image and places it on the clipboard. You can then paste the image/image area in the same image or in a different image. However, 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. There are several methods for cutting images/image areas.

To cut an image/image area:

1 Select the image/image area.

For information on selecting an image, refer to the task "Selecting an Image" on page 90. For information on selecting an image area, refer to the task "Selecting an Image Area" on page 91.

2 Do one of the following:

- From the **Edit** menu, select **Cut**.

- Click ✂ from the **Standard** toolbar.

- Right-click the selected image/image area and select **Cut** from the pop-up menu.

- You can also cut an object using the **Control** + **X** shortcut key.

Pasting an Image

You can edit images by pasting selections cut or copied on the clipboard. However, 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 paste an image, do any of the following:

- From the **Edit** menu, select **Paste**.

- Click ![icon] from the **Standard** toolbar.

- Right-click in the Design Area and select **Paste** from the pop-up menu.

- You can also paste an object using the **Control** + **V** shortcut key.

> You can also paste an object using the **Control + V** shortcut key.

You can also paste images/image areas at a precise location using **Paste Special** options provided by Graphics Editor. For information on using paste special options, refer to the task "Using Paste Special Options" on page 93.

Using Paste Special Options

To paste an image area in a specific image location, 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 Copy or cut the required image/image area.

For information on copying an image/image area, refer to the task "Copying an Image" on page 91. For information on cutting an image/image area, refer to the task "Cutting an Image" on page 92.

2 From the **Edit** menu, select **Paste Special**, and 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 press **Control + Shift + V** to use the **Clip to Area** option.

- **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 press **Control + Alt + V** to use the **Fit to Area** option.

3   Click and drag to draw another selection rectangle.

4   Select **Paste** from the **Edit** menu to paste the copied image to an existing or new image.

Moving an Image Area

You can move an image or an image area to any other location in the Design Area. Select and drag the required image/image area to the required location using the mouse pointer. Release the mouse pointer to place the selected area in a new location.

For more information on selecting an image, refer to the task "Selecting an Image" on page 90. For information on selecting an image area, refer to the task "Selecting an Image Area" on page 91.

Copying and Pasting Screen Area

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

To copy the selected screen area:

1   From the **Edit** menu, select **Copy Screen Area**.

The mouse pointer changes to $+$.

2   Click and drag the mouse pointer to select the required screen area, then release the mouse pointer.
The selected area is copied.

> Use the shortcut keys **Control + V** to paste the selected screen area to the required location.
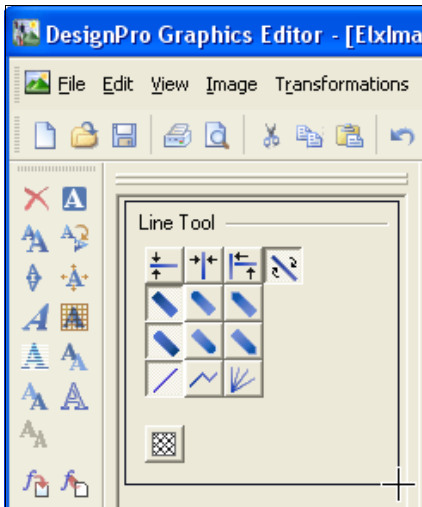
Copying a screen area.

Using the Save Selection Option

You can save a selected image area to a separate image using the **Save Selection** option.

To save the selected portion of an image:

1 Click and draw a box around the area to be saved.

2 From the **Edit** menu, select **Save Selection**.
The Save As dialog displays.

3 Specify the directory to save the image in, and select the required file format from the **Save As** drop-down list.

4 Click **Save** to save the new image.

Image Change Commands

Image transform commands in Graphics Editor help to enhance image presentation. These commands include:

■ Merging an Image with another Image (page 97)

■ Changing Canvas Size (page 99)

■ Breaking up an Image (page 100)

■ Converting an Image to a Form Template (page 102)

Merging an Image with another Image

You can open an image and merge it with the current image. Before merging images, you need to select the appropriate **Paste Special** option from the **Edit** menu.

To merge the currently open image with another image:

1 Select the required **Paste Special** option from the **Edit** menu.

For more information on using paste special options, refer to the task "Using Paste Special Options" on page 93.

2 Select the image or an image area.

3 From the **Image** menu, select **Merge**.

The Merge Image dialog displays.
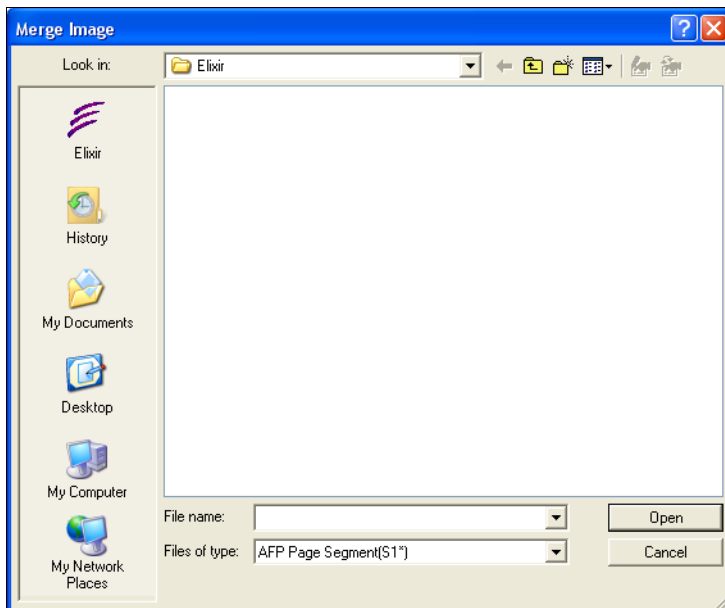
You can also use the **Control + M** shortcut key to open the **Merge Image** dialog.

4   Select the required image and click **Open**.

The selected image merges depending on the paste special option selected.

(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 86 in *Chapter 4: "Drawing Objects"* on page 59.

Changing Canvas Size

Graphics Editor provides the image contract and expand features to modify the width or height of an image; this is done by either cropping the image or adding a blank canvas to the image.

To contract an image:

1 From the **Image** menu, select **Expand/Contract**.

The Expand/Contract Image dialog displays.
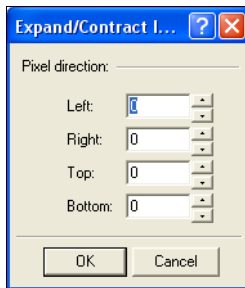
You can also open the **Expand/Contract** dialog using **Control + E** shortcut key.

2 Enter a value in the following entry boxes:

- **Left:** crops/expands the image from the left.
- **Right:** crops/expands the image from the right.
- **Top:** crops/expands the image from the top.
- **Bottom:** crops/expands the image from the bottom.

To reduce image size, enter a negative value. Similarly, to increase image size, enter a positive value.

3 Click **OK** to return to the Design Area.

The image size changes as specified.

Breaking up an Image

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

1 From the **Image** menu, select **Split**.

The Break Up Image dialog displays.
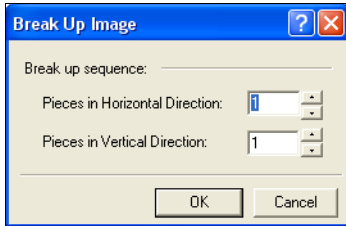
You can also use the **Control + L** shortcut key to open the **Break Up Image** dialog.

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**.

BreakUp Image Dialog displays.
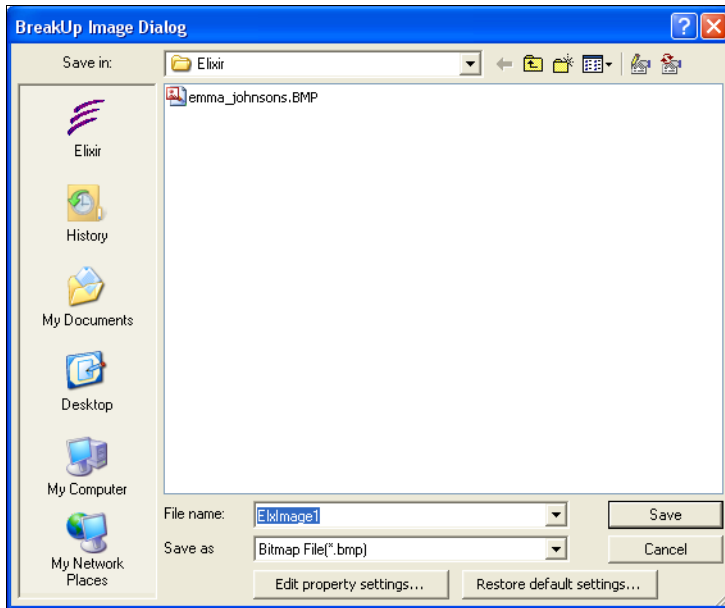
4   Select the required image format from the **Save As** drop-down list.

5   Enter the file name in the **File Name** entry box.

Images are created with the name FILENAMEn in the selected directory, where n is the numeric sequence of the sum of values (pieces) selected in the Break Up Image Dialog. The first image file created is named FILENAME1.bmp. Subsequent files are automatically incremented and named FILENAME2.bmp, FILENAME3.bmp, etc.

6   Click **Save** to break up the selected image.

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

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

To convert an image to an Elixir form:

1 From the **File** menu, select **Save As**.
The Save As dialog displays.

2 Search **Save In** for the target folder.

3 Enter a unique file name in the **File Name** entry box.

4 Select **Elixir Form (EFR)** as the file format from the **Save As** drop-down list.

5 Click **Save**.
Form template with EFR extension is 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 the lower right corner of the Status bar.

Using the Zoom Tool

To use the Zoom tool:

1   Select **Zoom**, **Zoom In** from the **View** menu to zoom in the image area view. You can also zoom in by pressing **-** from the numeric pad.

When you zoom in, the Design Area shows a Locator view with a locator box on the image.
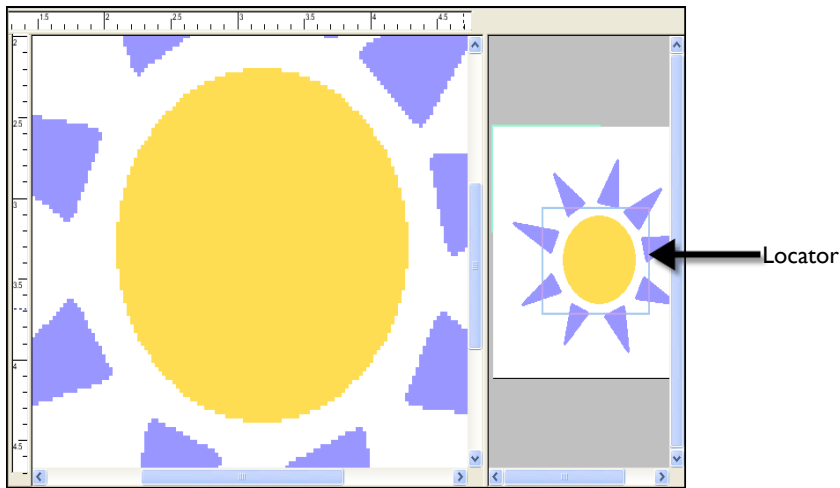
Locator box in right pane defines the area magnified in the left pane.

You can change the color of the Locator. Click **Options** from the **Tools** menu to display the **Options** dialog. Select the **Color** category and click the **Locator** drop-down button. Select the required color from the color palette and click **OK** to return to the Design Area.

2   Pan to a different image area by clicking the locator box and dragging it to the required area.

3   Select **Zoom**, **Zoom Out** from the **View** menu to zoom out of the image area view. You can also zoom out by pressing + from the numeric pad.

> You can also zoom in and out by clicking ⊕ and ⊖ respectively on the **Standard** toolbar.

Using Colors

You can apply colors to images or change existing colors using the **Color** bar. The Color bar displays on the right of the Design Area. The colors of the selected color model display in the Color bar. You can easily access the **Color** dialog, add or change colors in the Color bar. However, the default colors in the Color bar cannot be edited. Color operations in Graphics Editor include the following:

■   Setting Image Color Properties (page 105)

■   Setting a Foreground Color (page 105)

■   Setting a Background Color (page 106)

■   Setting Canvas Color (page 106)

■   Adding a Color to the Color Palette (page 107)

■   Opening a Color Palette (page 109)

■   Setting Image Color Model (page 109)

■   Selecting a Color Catalog (page 111)

■   Setting Image Format (page 111)

Foreground and
background colors

Color Palette

Color bar.

Setting Image Color Properties

You can view or specify the color mode for an image in Graphics Editor. The color modes available vary depending upon the image format.

To view/select a color model:

1   From the **Tools** menu, select **Options**.

The Options dialog displays.

2   Select the **Image** category and 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.

If you choose the LP3 color Format, then perform steps 3 and 4.

3   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 enabled only when LP3 image format and Highlight Color mode are selected above.

4   Select the required highlight color from the **Highlight Color** drop-down list.

This list is enabled only when LP3 image format and Highlight Color mode are selected.

5   Click **Apply** to save the image color settings specified.

These changes are applied only when the image is reopened or when a new image is created.

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 required color on 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 of the **Color** bar. To set the background color, right-click the required color on the **Color** bar.

Setting Canvas Color

To set the canvas color for your image:

1   From the **Tools** menu, select **Options**.

The Options dialog displays.
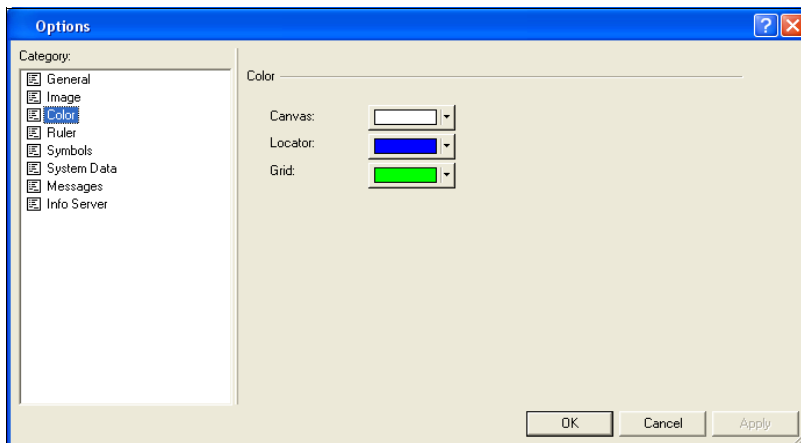
2   Select the **Color** category and click the **Canvas** drop-down button.

The color palette displays.

3   Select the required colors from the palette.

> You can also select a custom color from the color palette by clicking **Other**. For more information on using custom colors, see "Adding a Color to the Color Palette" on page 107.

4   Click **Apply** to save the changes.

The changes are saved and will take effect only when a new image is opened in the Design Area.

Adding a Color to the Color Palette

Using Graphics Editor, you can add new colors to the **Color** bar. 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 required color on the Color bar.

The Color dialog displays.

> You can only add colors to a **Color** bar if **True Color** or **256 Color** is selected from the **Model** drop-down list in either the **Attributes** or **New** dialog.
>
> In case you are using **256 Color Model**, performing step 1 will open **256 Color Box**. Double-clicking any color in this box will open the **Color** dialog.

2 You can review the default colors under **Basic Colors** area.

3 Click **Define Custom Colors** to define customs colors.

The Color dialog expands to display color selector options.

> ⚠️ You can only specify customized colors if **True Color** is selected from the **Model** drop-down list in either the **Attributes** or **New** dialog.

Setting the luminosity level using the keyboard

Select the color using the color pointer.

A sample of the selected color is displayed in the Color/Solid area.

Enter required color values to define the custom color.

Click this button to add the customized color.
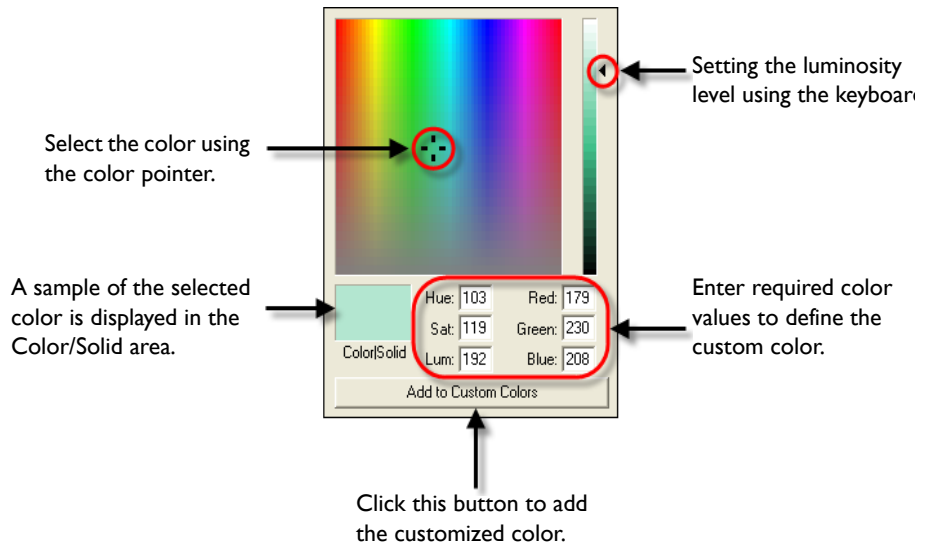
Specifying the customized color.

4 Click **OK** to save settings.

The custom color added to the list replaces the selected color on the Color bar.

Opening a Color Palette

You can open any color palette of your choice. If the color palette selected is bigger than the current palette, the selected color palette will be merged with the existing palette. Otherwise, the selected color palette will replace the existing palette.

If you open a color palette that is not consistent with the image format and color model, Graphics Editor will change the image format and color model to BMP and 16 Color.

To open a color palette:

1   From the **Image** menu, select **Load Palette**.

The Load Palette dialog displays.

2   Specify the color palette format in the **Files of Type** drop-down list.

You can select either Elixir Palette (*.plf) or XML Files (*.xml).

3   Browse to the target folder and select the required palette. Palettes are usually found in the *drive*:\Program Files\Elixir Technologies\Common\Palettes folder.

4   Click **OK** to open the selected palette.

Setting Image Color Model

In Graphics Editor, you can specify how many colors you want in the image by setting the color model.

To set the image color model:

1   From the **Image** menu, select **Properties**.

The Attributes dialog displays.

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

- 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**.

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

For LP3 image format, perform additional step 3.

3   Select the required highlight color from the **Highlight Color** drop-down list.

This list is enabled only when the LP3 image format and the Highlight Color mode are selected from the Format and Model drop-down lists. The available colors in the list depend on the catalog selected from the Options dialog. For information on selecting a color catalog, see "Selecting a Color Catalog" on page 111 later in this chapter.

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

You can click **Swap Color Planes** to swap the black color and the highlight color in the **Color** bar, as well as the image.

4   Click **Ok** to save the setting changes.

These changes are applied only when the image is reopened or when a new image is created.

Selecting a Color Catalog

You can specify a color catalog for LP3 images using the **Highlight Color** model. The color catalog selected determines the list of available colors that can be used as a highlight color.

To select a color catalog:

1 From the **Tools** menu, select **Options**.

The Options dialog displays.

2 Select the **Image** category and select the required color catalog from the **Catalog Name** drop-down list.

The Highlight Color drop-down list displays the list of available colors associated with the specified color catalog.

> The **Catalog Name** and **Highlight Color** drop-down lists will be enabled only if the **LP3** format and **Highlight Color** mode are selected.

3 Click **OK**.

The changes are applied only when the image is reopened or when a new image is created.

Setting Image Format

Graphics Editor creates images in Bitmaps (BMP) or Elixir Images (LP3) image formats. However, images can be converted and saved in different formats. For more information on the available image formats, refer to task "Managing Images" on page 41 in Chapter 3: DesignPro Graphics Editor Basics.

To set the image format:

1 From the **Image** menu, select **Properties**.

The Attributes dialog displays.

2 Select the required format from the **Format** drop-down list.

You can select either BMP or LP3.

3 Click **OK** to return to the application.

About User Profiles

You can customize Graphics Editor to meet the requirements of your specific working environment by creating and maintaining unique user profiles. A profile is a system file that stores important file locations and other related information for Elixir applications.

Default User Profile

When an Elixir application is installed, a default profile is created and stored in the System Data.ini file based on the information provided during installation. This file establishes the basic operating environment and is located at *drive*:\Documents and Settings\current user\Application Data\Elixir Technolgies\Profiles. This default profile is created and loaded automatically when an Elixir application is opened for the first time. You can also create custom profiles using the Profile Editor. These custom profiles can be subsequently selected using the Profile Selection command. Custom profiles selected for various DesignPro applications need to be specified separately. A profile selected for one application does not apply to other applications and sessions.

Selecting a User Profile

To select a profile and view its information:

1 From the **Tools** menu, select **Profile Selection**.
The Profile Selection dialog displays.

2 In the **Current Profile** area, select the required profile from the **Profile Name** drop-down list.
The INI file path entry box displays the path of the selected profile. The Description entry box provides a brief narrative describing the selected profile.

> You can view the list of pre-defined profile symbols used to identify various application objects in the **Symbols** list. The **Symbol Value** entry box displays the pre-defined symbol path of the selected profile specifying the location of application objects. For more information, refer to "Setting Symbol Properties" on page 117.

3 Click **OK**.
Any changes specified are saved.

Custom User Profile

You can also create custom profiles using the Elixir Profile Editor. A customized user profile is based on the structure of the SystemData.ini file. System Data.ini contains the default directories, resource maps, and resource libraries used by Elixir applications, as well as various system settings.

When you create a new profile, Profile Editor automatically creates a corresponding INI file on the following path in the system: *drive*:\Documents and Settings\username\Application Data\Elixir Technologies\Profiles.

Removing a profile deletes the corresponding INI file from the hard disk.

To create a custom profile:

1   From the **Tools** menu, select **Profile Selection**.
The Profile Selection dialog displays.

2   Click **New**.
The Register New Profile dialog displays.

3   In the **Profile name** entry box, specify a unique name to identify the new user profile.

4   Click ⋯ next to the **Profile INI File Path** entry box.
The Open Profile Configuration File dialog displays.

5   Specify an appropriate path for the new profile and enter a unique profile name.

6   Click **Open** to return to the **Register New Profile** dialog.
The Profile INI File Path entry box displays the specified profile name and file path.

7   In the **Description** text area, enter a brief narrative about the new profile.

8   Click **OK** to create the custom profile. To review additional information on profiles, refer to the Profile Editor Online Help.

Image Format Properties

When creating images and fonts in Graphics Editor, it is important to understand the formats supported by the application. While creating an image or tiling an image as a font, make sure that all of the required resources (fonts and images) are already available. These resources can reside either on the local machine or on a network drive. Along with Elixir and legacy resources, Graphics Editor also supports Xerox resources without the need of any pre-conversion. Graphics Editor supports the following output formats:

- **Xerox LPS Resource Writer:** Xerox LPS Resource Writer.
- **Image:** Image files (S1*, BMP, JPEG, PCX, TIF, PNG, LP3).

> For information on all of the Output Format options, click [?] available on top-right of the respective converter dialog.

Changing Output Format Properties

To change the Image Output Format properties:

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

2   Select the required output format type.

The associated output format dialog displays a list of available categories.
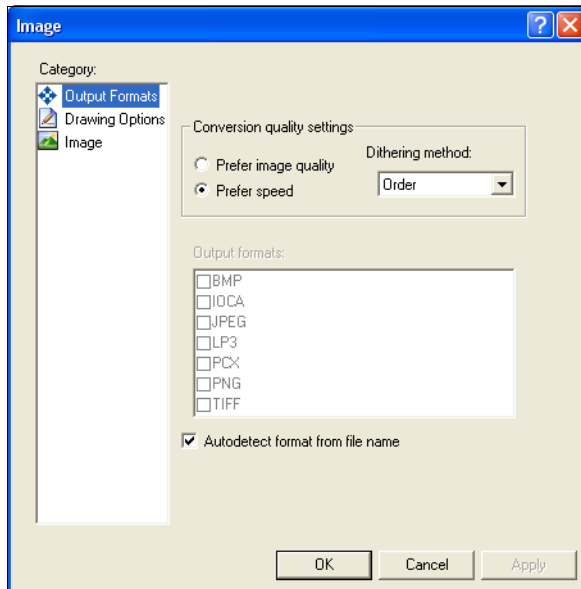
3   Select a Category to view the associated properties.

4   Review the dialog selections and make your changes.

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

Viewing Parser and Converter Properties

You can view properties for all available parsers and converters using Graphics Editor.

To view the properties of a particular parser or converter:

1 Select **Options** from the **Tools** menu.

The Options dialog displays.

2 Select the **Info Server** category.

The available Input Parsers, Output Converters, and Output Data Converters display as a folder tree view. The available options in the folder tree include:

- Input Parsers
- Output Converts
- Output Data Converters

Clicking ⊞ adjacent to the required folder displays the associated components; each associated component further contains sub folders that identify the resources such as forms, images, fonts, etc.

3 Select the required resource folder to view the related information.

4 As appropriate, select or review the following options in the **View** area:

- **Show All Components/Hide Unlicensed Components:** displays all components or only licensed components in the tree. The button alternates between **Show All Components** and **Hide Unlicensed Components** options.
- **Refresh:** saves any changes and refreshes the folder tree.

5 Review the following options in the **Component** area:

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

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

Setting Symbol Properties

In Graphics Editor, you can set default properties for items in the System Data.ini file and view both predefined and user-defined symbols.

To set properties for Symbols:

1   From the **Tools** menu, select **Options**.

The Options dialog displays.

2   Select the **Symbols** category to view the available options.

The various options are illustrated in the figure below:

Displays objects key string.

Displays objects key path and type.

Displays selected Key strings.

Browses to select the path.

Sets objects key path and type.

Sets real value for selected objects key.

Sets selected objects key path and type.
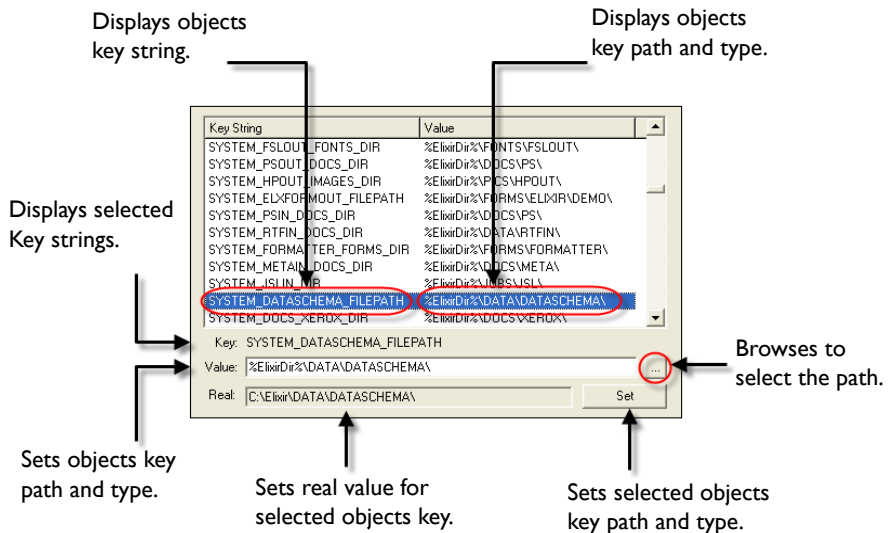
Each item represents a Key (variable) and associated Value (path). Key and Value pairs indicate where to find certain types of computer information. Keys identify application objects; Values indicate associated object paths and types.

3   Review the options and set the object key path and type in the Value entry box. You can click ⋯ to display the Browse for Folder dialog to select the required path. The value for the selected object key is displayed in the Real entry box.

4   Click **Set** to set the selected object key path and type.

> The System Data category of the Options dialog is a subset of the Symbols category. It includes information on the system symbols that are predefined by Elixir, however, the list of information for System Data comes from the same file i.e. SystemData.ini file.

> You can define new symbols using Elixir Profile Editor and use them in the Resource category in parsers property pages. For more information on user profiles, refer to the task "About User Profiles" on page 112.

Changing the Default Directory Structure (System Data.INI File Options)

In Graphics Editor, you can set and change the default properties for items in the System Data.ini file.

To change System Data.INI File options:

1   From the **Tools** menu, select **Options**.
The Options dialog displays.

2   Select the **System Data** category.
Each Key and its associated value is displayed in the Options dialog. Keys identify application objects such as SYSTEM_METAOUT_FORMS_DIR,SYSTEM_FRMIN_IMAGES_DIR etc.; Values identify the associated application paths. In this case, the associated path for the above mentioned object is %ElixirDir%\PICS\IMG\.

3   To change an objects key path, select the required object key from the list of available Key Strings.

The selected object key displays in the Key area.

> When an objects key is selected, the path of the object, as defined in the System Data.ini file, displays in the Value entry box. The real path of the objects key displays in the Real entry box. You can reset the path for a selected object key by clicking $\boxed{\cdots}$ and selecting the required path from the **Browse For Folder** dialog.

4   Click **OK**.

The specified changes are saved.

Elixir Parameter File (EPM)

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

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

Saving an EPM File

You can save your input and output file format settings to an EPM file at the application-level, or document-level. EPM files are also known as setup files. The application-level settings apply to the whole application, while the document-level settings are specific to the open document.

To save an EPM file:

1   From the **Tools** menu, select **Application Format Setting, Save** to save an application-level EPM file.

The Export Setup File dialog displays.

2   Use the **Save In** drop-down list to search for the required target folder.

3   Select **Setup Files (*.epm)** from the **Save as Type** drop-down list.

4   In the **File Name** entry box, enter a file name.

5   Click **Save** to save the setup file.

Clearing an EPM File

You can unload an EPM file and restore the default file format settings at the application-level or document-level.

To clear an EPM file select **Application Format Setting, Clear**, from the **Tools** menu to restore defaults for an application-level setup file.

An informational message is displayed. Click **Yes** to restore the default settings for the setup file.

Opening an EPM File

You can load input and output file format settings from an EPM file at the application-level or document-level. The default Elixir Parameter files are located at *drive*:\Documents and Settings*current user*\Application Data\Elixir Technologies.

To open an EPM file:

1 From the **Tools** menu, select **Application Format Setting, Load** to load an application-level EPM file.
The Load Setup File dialog displays.

2 Browse for the target file using the **Look in** drop-down list.

3 Select the required file and click **Open** to load the setup file.

Chapter 6:

Using Text and Transform Tools

In this chapter...

- Entering Image Text
- Choosing a Font
- Converting Images to Elixir Fonts
- Changing the Appearance of Text
- Using the Transform Tools

Entering Image Text

Text added to images can 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:

- Adding Boxed Text (page 122)
- Adding Free Text (page 123)

DesignPro Graphics Editor further provides options 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. Refer to *Chapter 4: "Drawing Objects"* on page 59 for more information on the drawing tools.

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 ![A] on the **Drawing** toolbar.

    The Toolbox displays the associated options.

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

2   Click ![A] and ![icon] on the **Toolbox**.

3   Set the 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 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 **A** on the **Drawing** toolbar.

The Toolbox displays the associated options.

2   Click **A** 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.

The text window retains the previously entered text when adding subsequent text objects in the Design Area.

Choosing a Font

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 set properties for image text:

1   Click ![A] on the **Drawing** toolbar.

The Toolbox displays the associated options.

2   Click ![T] and ![F] on the **Toolbox**.

The Font dialog displays.
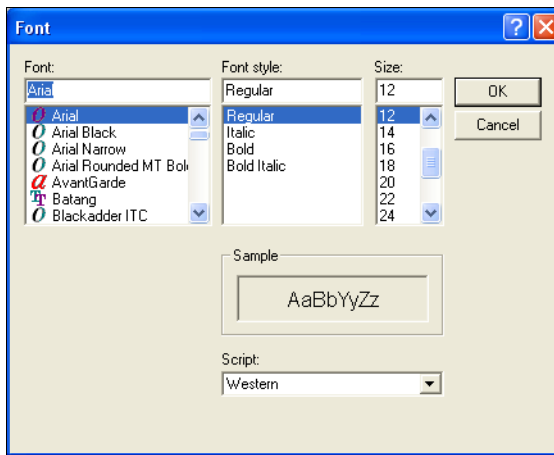
3   Specify the **Font** type, **Font style** and **Size** in this dialog.

4   Select the font character set from the **Script** list.

You can view a sample of 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 ![A] on the **Drawing** toolbar.

    The Toolbox displays the associated options.

2   Click ![icon] on the **Toolbox**.

    The Open dialog displays.

3   Select the required font and click **Open**.

4   Enter text into the image.

    Text adds 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 do not 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 ![A] 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.
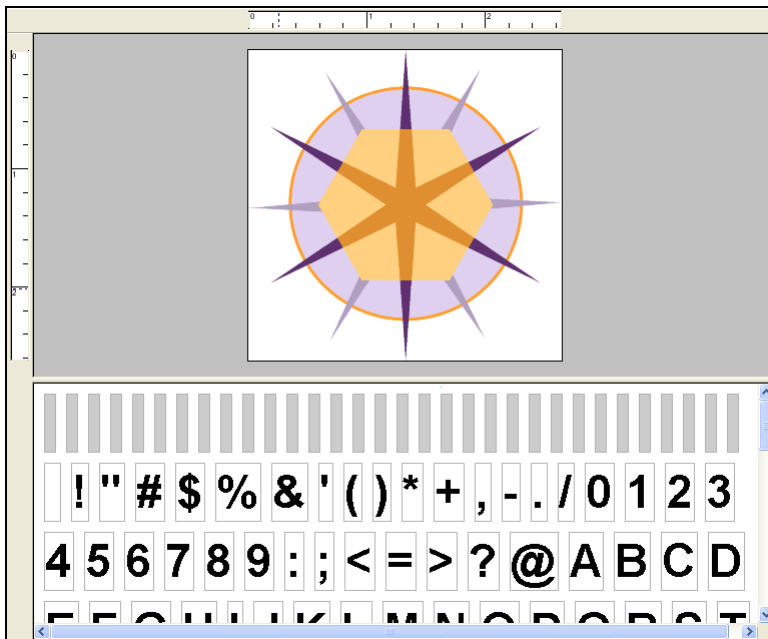
Displaying an Elixir font and soft keyboard.

4 Click 🅰 or 🅰 to enter text.

5 Click the required character on the soft keyboard.

Selected character displays at the current cursor position in the Design Area.

6 Click ⌨ again to close the soft keyboard.

Converting Images to Elixir Fonts

Graphics Editor provides options for exporting images in an Elixir font format. You can either export an entire image or part of an image as a character or a tile font. The maximum number of cells in a font is 255. If converting an image area, you must mark the area first. Images can be converted to Elixir Fonts using either:

- Exporting an Image as a Character Font (page 128)
- Exporting an Image as a Tile Font (page 130)

Character Font	Tile Font
Tiles an image into an existing or a new font.	Tiles an image into a new font only (blank).
Does not enable customization of the Elixir font glyph size.	Enables customization of Elixir font glyph size.

Exporting an Image as a 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 Graphics Editor.

2. Click [icon] on the Transform toolbar. Export options display in the Toolbox in the Design Area.
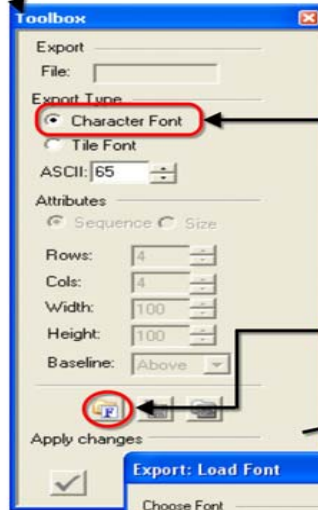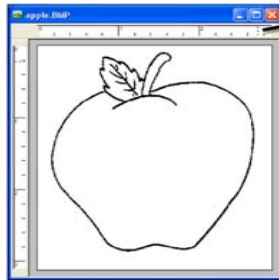
3. Select Character Font

4. Click to open the Export: Load Font dialog.
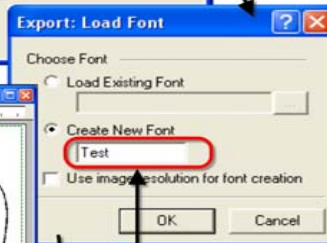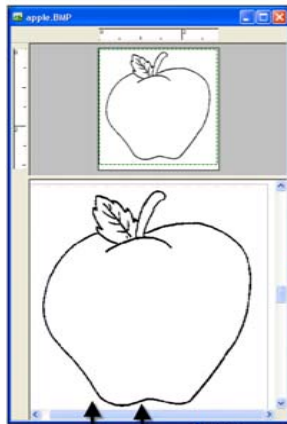
5. Select Create New Font and enter the name of the font. The Font window with a blank character set displays below the Design Area.

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

7. Click [checkmark] and click marked image area tiles into blank character cell below the image in the Design Area.

Exporting an image as a Character Font.

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

In step 5, when creating a new font, select **Use Image Resolution for Font Creation** to keep the original resolution of the image. If this option is not selected, Graphics Editor will use one of the following default resolution values for the font:

- 240 dpi for images with resolution less than 300 dpi.
- 300 dpi for images with resolution greater than 300 dpi and less than 600 dpi.
- 600 dpi for images with resolution greater than 600 dpi.

If **Create New Font** is selected, a new (blank) character set displays below the opened image and if **Load Existing Font** is selected, an existing character set is opened below the Design Area.

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

Once you have exported the image as a character font, click on the **Toolbox** to save the new font.

Graphics Editor maps images of unlimited size to a font character cell. However, it is recommended to use only images that are less than, or equal to 2048 x 2048 pixels in size.

Exporting an Image as a Tile Font

To export an image as a tile font, refer to the following figure:
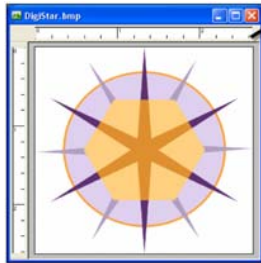
1. Open the image in Graphics Editor.

2. Click ![icon] on the Transform toolbar. Export options display in the Toolbox in the Design Area.
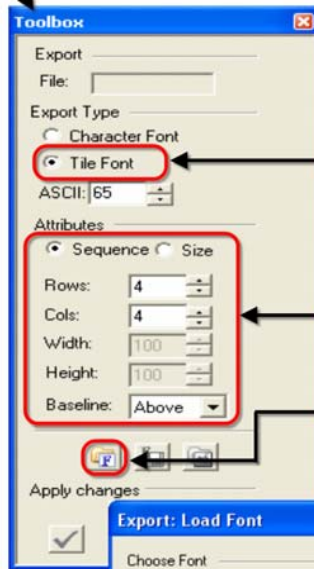
3. Select Tile Font.

4. Specify the required attributes, rows, columns, baseline by setting the associated options. These options are enabled only if Tile Font is selected.

5. Click to open the Export: Load Font dialog.
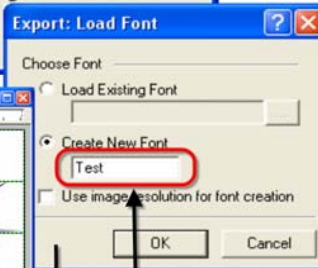
8. Click ✓ and click marked image area tiles into blank character cell below the image in

6. Select Create New Font and enter the name of the font. The Font window with a blank character set displays below the Design Area.
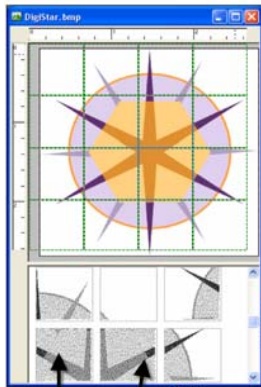
7. Mark the image or image area by dragging the mouse pointer.
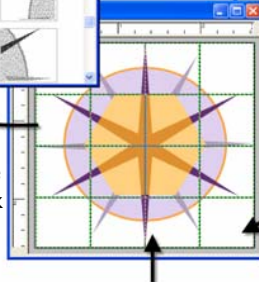
Tiling an image into a font.

Once you have tiled the image into a font, click ![icon] on the **Toolbox** to save the new font.

In Step 4 under the **Attributes** option, you can choose to tile the font by either selecting the **Sequence** or **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 step 6, when creating a new font, select **Use Image Resolution for Font Creation** to keep the original resolution of the image. If this option is not selected, Graphics Editor will use one of the following default resolution values for the font:

- 240 dpi for images with resolution less than 300 dpi.
- 300 dpi for images with resolution greater than 300 dpi and less than 600 dpi.
- 600 dpi for images with resolution greater than 600 dpi.

If **Create New Font** is selected, a new (blank) character set displays below the opened image and if **Load Existing Font** is selected, an existing character set is opened below the Design Area.

Using Font Characters

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

Importing Elixir Font Character into an Image

To import an Elixir font character into an image:

1 Click ![icon] on the **Transform** toolbar.

The Toolbox displays the associated options.

2 Click ![icon] 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 From the **File** menu, Select **Save** to save changes.

> You can also use one of following methods to save changes:
>
> - Click ![icon] on the **Standard** toolbar.
> - Press **Control + S**.

Editing Text

Graphics Editor provides 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 **Copy** from the **Edit** menu.

- Select the object in the Design Area and select from the **Standard** toolbar.

- Right-click on an object in the Design Area and select **Copy** from the pop-up menu.

- You can also copy an object using the **Control + 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 **Paste** from the **Edit** menu.

- Select the object in the Design Area and select from the **Standard** toolbar.

- Right-click on an object in the Design Area and select **Paste** from the pop-up menu.

- You can also paste an object by pressing **Control + V**.

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.

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 ![A] on the **Drawing** toolbar.

The Toolbox displays the associated options.

2   Set the required text rotation option from the following:

- ![icon] sets the text orientation to portrait.

- ![icon] sets the text orientation to landscape.

- ![icon] sets the text orientation to inverse portrait.

- ![icon] sets the text orientation to inverse landscape.

3   Set the text alignment option specifying the justification for each text column from the following:

- ![icon] aligns the text to the left most position.

- ![icon] aligns the text equidistant from left and right.

- ![icon] aligns the text to the right most position.

- ![icon] starts placing text 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.

- ![icon] starts placing text from the top most position and extends downwards with normal spacing.

- ![icon] starts placing text from the bottom most position and extends downwards with normal spacing.

- ![icon] starts placing text from the center and extends downwards with normal spacing.

5 Select to turn text wrap on or off.

This option is enabled only if is selected from above.

6 Enter the required **Intercharacter Spacing** value.

As you increase value, spacing between characters increase; as you decrease value, spacing between characters decrease.

Using the Transform Tools

You can use the transform tools to transform an image or a selected image area. The following tasks 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 ![A] 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 ![A] 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.

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

Your Signature

Your Signature

Your Signature
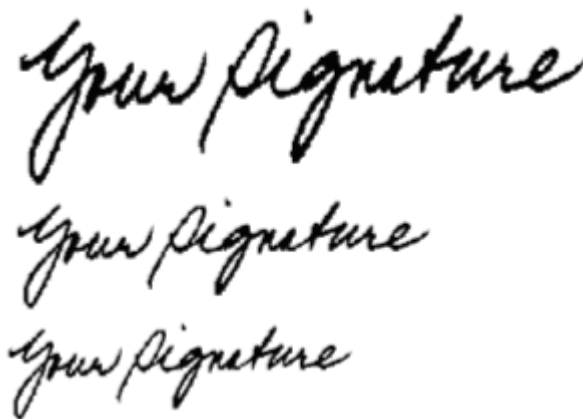
Resizing examples.

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

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 ![icon] 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 ![checkmark] on the **Toolbox** to apply the settings.
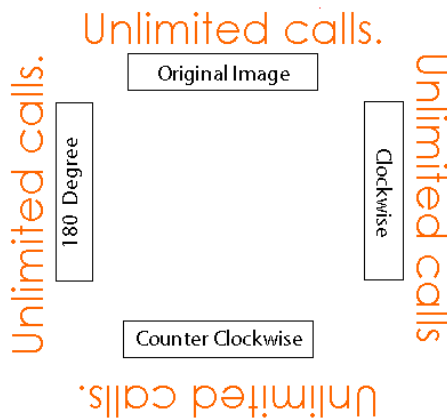
Rotation examples.

> By default, Graphics Editor rotates images using the Microsoft Windows API. However, if any problems are encountered when rotating an image using the Windows API, you can use an alternative mechanism instead. Select **Tools**, **Options** to open the **Options** dialog. From the **General** category, check **Use Windows API for Image Processing** to use the Windows API. Unchecking this option uses an alternative mechanism when processing images.

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.
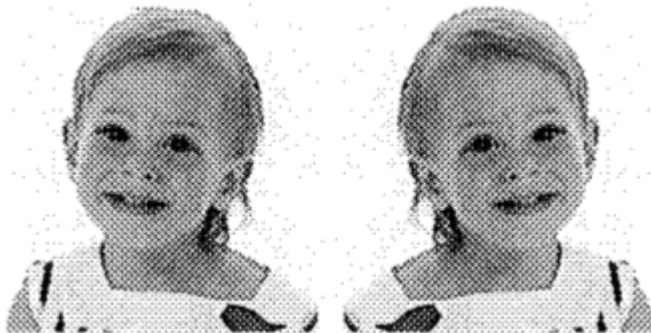
Flipping examples.

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 the **Pixels** entry box.

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.
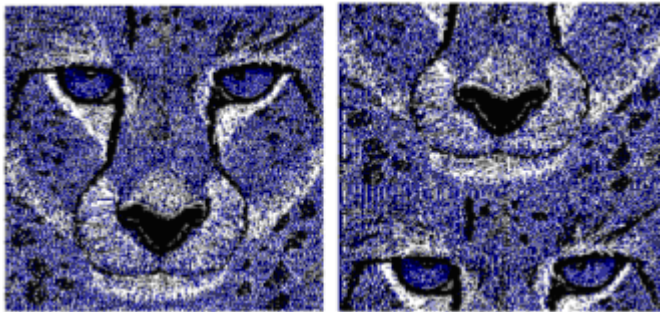
Circular shift example.

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 ![A] 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 the **Pixels** entry box.

5   Click ![✓] on the **Toolbox** to apply the settings.

Distort example.

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.

Filtering "Noise" or "Dust"

The filtering option in the Graphics Editor cleans 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. 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 ![icon] 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.

6   Click ✔ on the **Toolbox** to apply the settings.
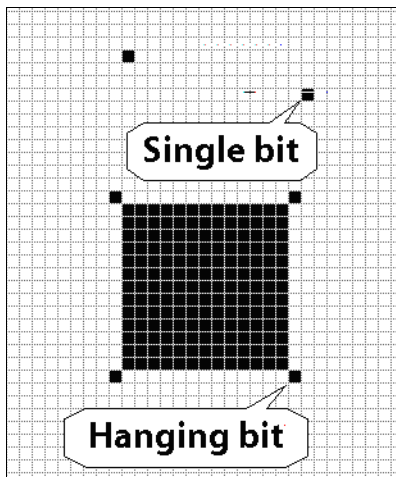
Image shows hanging and single black bits.

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

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 ![icon] 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 83 in Chapter 4: Drawing Objects.

4   Set the halftone line pattern option from the following:
These options are enabled only when **Lines** pattern option is selected.

- ![icon] applies horizontal line pattern.
- ![icon] applies vertical line pattern.
- ![icon] applies left diagonal (45°) line pattern.
- ![icon] 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 ![icon] 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 ![icon] on the **Toolbox** to apply the settings.
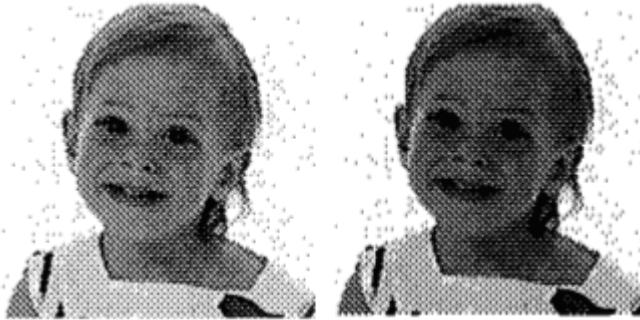
Darkening examples.

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 ![icon] 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**.

5   Click ![icon] on the **Toolbox** to apply the settings.

> You cannot reverse a lightening operation by using ![icon] , however, you can use the **Undo** option to restore the pre-lightened image.

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 the **Width** entry box.

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

PRINT

Outline example.

Slimming an Image

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 ![icon] 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 ![checkmark] on the **Toolbox** to apply the settings.

Slimming example.

Appendix A:

Workspace Quick Reference

This appendix provides information on DesignPro Graphics Editor workspace environment menus and toolbars.

Menu bar

Graphics Editor provides a horizontal menu bar located right below the title bar. The menu bar provides access to standard Windows, as well as Graphics Editor-specific menu items. Selecting a menu performs an associated action or displays a submenu or a dialog. You can perform standard Windows operations to hide or display a menu bar, or you can dock a menu bar at the edge of the Design Area.

Graphics Editor provides the following menu items:

- File Menu (page 152)
- Edit Menu (page 153)
- View Menu (page 154)
- Image Menu (page 155)
- Transformations Menu (page 155)
- Tools Menu (page 156)
- Window Menu (page 157)
- Help Menu (page 157)

File Menu

The File menu provides access to the following commands:

Icon	Menu Item	Purpose	Access Key
	New	Creates a new file.	Control + N
	Open	Displays the **Open** dialog to open the required file.	Control + O
	Close	Closes an active image.	
	Close All	Closes all of the opened images in Graphics Editor.	
	Save	Saves an active image.	Control + S
	Save As	Displays the **Save As** dialog to save an active image with a new name.	
	Save All	Saves all of the opened images in Graphics Editor.	Control + Shift + S
	Page Setup	Displays the **Page Setup** dialog.	
	Print Preview	Provides a view of the image as it will print.	
	Print	Displays the **Print** dialog.	Control + P
	Exit	Quits the application.	Alt + F4

Edit Menu

The Edit menu provides access to the following commands:

Icon	Menu Item	Purpose	Access Key
	Undo	Reverses the last action.	Control + Z
	Redo	Cancels the last undo action.	Control + Y
	Cut	Cuts the selection.	Control + X
	Copy	Copies the selection to the clipboard.	Control + C
	Copy Screen Area	Copies a selected screen area of any running applications, into an image.	
	Paste	Pastes the previously copied selection onto the selected area in the design area.	Control + V
	Paste Special	Paste an image area in a specific image location. Also displays a sub-menu with Not Clipped, Clip to Area and Fit to Area options. For details, refer to "Using Paste Special Options" on page 93 in *Chapter 5: "Editing Images"* on page 89.	
	Save Selection	Opens the **Save As** dialog to save the selection into another image.	
	Select All	Selects the entire image in the design area.	Control + A
	Deselect	Cancels the previous selection.	Control + Shift + D

View Menu

The View menu provides access to the following commands:

Icon	Menu Item	Purpose	Access Key
	Full Screen	Switches the display of the workspace from the Normal view to the Full Screen view.	
	Zoom	Controls the magnification level of the image in the design area. Also displays the Zoom sub-menu. For more information on Zoom, refer to the "View Toolbar" on page 161.	
	Toolbars	Controls the display of the toolbars; also displays the Toolbars submenu.	
	Status bar	Shows or hides the Status bar.	
	Messages	Shows or hides the Messages window.	Control + Shift + M
	Toolbox	Shows or hides the Toolbox.	Control + Shift + T
	Color bar	Shows or hides the Color bar.	Control + Shift + C
	Ruler	Shows or hides the graphical ruler in the design area.	F2
	Grid	Shows or hides the grid in the image.	F4
	Clear Messages	Clears all of the messages from the Messages window.	Control + D

Image Menu

The Image menu provides access to the following commands:

Icon	Menu Item	Purpose	Access Key
	Split	Opens the **Break Up Image** dialog to break up an image into horizontal or vertical strips of equal height and width.	Control + L
	Merge	Opens the **Merge Image** dialog to open an image and merge it with an already opened image.	Control + M
	Drawing Modes	Displays a sub-menu with Opaque, Transparent and Reverse options. For more information, refer to the "Drawing Modes Toolbar" on page 162.	
	Expand/Contract	Opens the **Expand/ Contract** dialog to modify the width or height of an image.	Control + E
	Reset	Resets an image and removes all edits since the last save operation.	Control + Alt + R
	Load Palette	Opens the **Load Palette** dialog to open a color palette in Graphics Editor.	
	Properties	Displays the **Attributes** dialog.	Alt + Enter

Transformations Menu

The Transformations menu provides access to the Transformation commands. For Transformation commands, see "Transform Toolbar" on page 163.

Tools Menu

The Tools menu provides access to the following commands. For commands on Drawing Objects, see "Drawing Toolbar" on page 160.

Icon	Menu Item	Purpose	Access Key
	Import Font	Imports an Elixir font character into the image. Also displays the Import options in the Toolbox.	Control + Shift + I
	Export Font	Exports an entire image or part of an image as a character or a tile font. Also displays the Export options in the Toolbox.	Control + Shift + E
	Profile Editor	Launches the Elixir Profile Editor application.	
	Options	Displays the **Options** dialog.	
	Profile Selection	Displays the **Profile Selection** dialog.	
	Application Format Settings	Displays the Application Format Settings submenu for setting the application properties; also enables you to Load, Save, and Clear the Setup file at the Application level.	

Window Menu

The Window menu provides access to the following commands:

Icon	Menu Item	Purpose	Access Key
	Cascade	Rearranges and resizes all of the opened images in the Graphics Editor so that they overlap each other.	
	Tile	Rearranges and resizes all of the opened images in the Graphics Editor so that they do not overlap each other.	
	Arrange All	Arranges the minimized images in the design area.	

Help Menu

The Help menu provides access to the following commands:

Icon	Menu Item	Purpose	Access Key
	Contents	Opens the Graphics Editor online help file with the Contents tab selected.	F1
	Search	Opens the Graphics Editor online help file with the Search tab selected.	
	Index	Opens the Graphics Editor online help file with the Index tab selected.	
	Elixir on Web	Opens the Elixir website.	
	About Graphics Editor	Displays the Product Version, Copyright, and Licensing information.	

Toolbars

Graphics Editor toolbars provide access to the most commonly used application commands. You can perform standard Windows operations to hide or display a toolbar, dock a toolbar at the edge of the design area, or display a toolbar as a palette window.

Graphics Editor provides the following toolbars:

- Standard Toolbar (page 159)
- Drawing Toolbar (page 160)
- View Toolbar (page 161)
- Drawing Modes Toolbar (page 162)
- Transform Toolbar (page 163)

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Standard Toolbar

The Standard toolbar provides one-click access to the basic File and Edit menu commands.

Button	Purpose
	Creates a new file.
	Opens the selected file.
	Saves the active file in a specified format.
	Prints the selection.
	Provides a view of the image as it will print.
	Cuts the selection.
	Copies the selection to the clipboard.
	Pastes the selection onto the selected area in the design area.
	Reverses the last action.
	Cancels the last undo action.
	Opens the DesignPro Graphics Editor online help file.

Drawing Toolbar

The Drawing toolbar provides one-click access to the .

Button	Purpose
	Defines a straight-edged marquee to move, cut, copy and paste a rectangular image area.
	Enables to select any color from the image and use that color in different drawing operations.
	Clears image portions and replaces the erased areas with the selected background color or a pattern. Also displays the Eraser Tool options in the Toolbox.
	Fills an area or area bounded by current foreground color with the selected background color or a pattern. Also displays the Floodfill Tool options in the Toolbox.
	Sprays dots or patterns on an image. Also displays Airbrush Tool options in the Toolbox.
	Adds text to the image. Also displays the Brush Tool options in the Toolbox.
	Paints continuous dots, or a series of horizontal, vertical, or diagonal lines in an image. Also displays the Brush Tool options in the Toolbox.
	Draws freehand lines on an image. Also displays the Pencil Tool options in the Toolbox.
	Draws single, connected, and radial lines. Also displays the Line Tool options in the Toolbox.
	Draws hollow or filled squares or rectangles with squared or rounded corners. Also displays the Box Tool options in the Toolbox.
	Draws hollow or filled circles and ellipses and displays the Circle Tool options in the Toolbox.
	Draws of curves or sections of circles. Also displays the Curve Tool options in the Toolbox.

Button	Purpose
⬠	Draws filled and unfilled polylines and polygons. Also displays the Polygon tool options in the Toolbox.
▤	Displays a drop-down menu to specify the thickness of the selected drawing object including Pencil, Line, Box, Circle, Curve and Polygon and Eraser tools.
▦	Displays a drop-down menu to specify the style of the selected drawing object including Pencil, Line, Box, Circle, Curve and Polygon tools.

View Toolbar

The View toolbar provides one-click access to the basic View menu commands such as using the Ruler and Grid tools or Zooming In and Out within the Design Area.

Button	Purpose
🔍	Increases the window object magnification.
🔍	Reduces the window object magnification.
▦	Shows or hides the graphical ruler in the design area.
▦	Shows or hides the grid in the image.

Drawing Modes Toolbar

The Drawing Modes (page 86) toolbar provide options to select the required drawing mode for an image.

Button	Purpose
	Switches the drawing Mode to **Opaque** that draws or adds text over an image.
	Switches the drawing Mode to **Transparent** that draws or adds text over an image by replacing the area underneath it.
	Switches the drawing Mode to **Reverse** that draws and writes over an image by inverting the colors of the image area underneath the new drawing.

Transform Toolbar

The Transform toolbar contains transform tools to apply transformations to an image. For more information on transformations, refer to *Chapter 6: "Using Text and Transform Tools"* on page 121.

Button	Purpose
✕	Clears an image or an image area. Also displays the Clear options in the Toolbox.
🅰	Inverts the colors of an image or an image area.
🅰	Resizes an image or an image area. Also displays the Resize options in the Toolbox.
🅰	Rotates an image or an image area. Also displays the Rotate options in the Toolbox.
◈	Flips an image or an image area. Also displays the Flip options in the Toolbox.
🅰	Shifts an entire image or an image area within the specified borders. Also displays the Position options in the Toolbox.
A	Distorts an image or image area by performing arbitrary bitmap rotations. Also displays the Distort options in the Toolbox.
▦	Filters the 'Noise' or 'Dust' from an image or an image area. Also displays the Filter Noise options in the Toolbox.
🅰	Converts an image to halftone dots by applying different lines or shading patterns to an image. Also displays the Halftone options in the Toolbox.
🅰	Darkens an image or an image area by adding pixels. Also displays the Darken options in the Toolbox.
🅰	Lightens an image or an image area by compressing the number of black pixels. Also displays the Lighten options in the Toolbox.

Button	Purpose
A	Creates an outlined (hollow) version of the image. Also displays the Outline options in the Toolbox.
A_A	Narrows the image within its borders. This feature is available only for black and white images. Also displays the Slimming options in the Toolbox.
ƒ	Imports an Elixir font character into the image. Also displays the Import options in the Toolbox.
ƒ	Exports an entire image or part of an image as a character or a tile font. Also displays the Export options in the Toolbox.

Appendix B:

Glossary

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

BMP
A BMP (BitMaP) is a graphic file consisting of bits mapped to create an image. This is the standard image format used in Windows.

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

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

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

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

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

IMG
File type storing bitmap images.

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

JPEG
A file format used to store images in compressed form using a discrete cosine transform.

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

Landscape

The orientation of a page or the fonts, logos, or images on a page. A landscape page is narrower on the sides than on the top. See the definition of portrait for a figure describing the orientation of fonts on pages.

LGO

Xerox Logo. Small illustration or design, usually simple, typically used to identify a company.

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.

LP3

File type storing Elixir Legacy Graphic.

Messages window

Window displaying informational, error, and warning messages.

Miter

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

Opaque/Replace Drawing Mode

Operational mode in which drawing replaces the original object.

Orientation

Direction of the image to the upper left corner of a portrait page.

Reverse (Overlay) Drawing Mode

Operational mode in which drawing reverses the object color.

Paper

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

Pel

See Pixel.

Pixel

Contraction of "picture element;" smallest unit on a physical medium that can be displayed or printed. 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.

PNG
Portable Network Graphics. A file format for bitmapped graphic images, designed to be a replacement for the GIF format.

Portrait
The orientation of a page, or the fonts, logos, or images on a page. A portrait page is narrower on top than on the side (like pages in this book).

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 density, expressed either as number of lines and columns, or pels per unit of area.

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

Snap To
Product function that causes overlay elements to automatically align with the nearest displayed grid point.

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

TIFF
Tagged Image Format File. High-quality graphics format that supports color depths from 1 to 24-bit; designed to be a standard image format for storing high-quality color images on multiple computer platforms.

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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