


















# **VARIEGATOR**

## User Manual



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# Variegator

Variegator is layout software for designing and merging variable data documents. Variegator outputs a PDF file, making it easy to use with most other workflow and RIP software. You may have *Variegator* or you may have *Variegator Label Studio*. *Variegator* focuses on variable data, while *Label Studio* also includes label imposition features. This manual covers both products.

## Variegator Features

### 1. Variable elements

Variegator supports the following types of variable elements -

- variable text
- variable barcode
- variable image

### 2. Static elements

Variegator supports the following types of static elements -

- line
- rectangle
- rounded rectangle
- ellipse
- polygon
- text
- image
- barcode

### 3. Element Manipulation

An extensive collection of tools are provided to manipulate elements, including *move*, *rotate*, *scale*, *arrange order*, *group* and *ungroup*, *align* and *distribute*.

### 4. Document Formats

Variegator supports one or two page variable data documents.

### 5. Document Color Modes

Variegator documents can be created in CMYK or RGB colorspace. Color swatches can also be defined as spot color or process color. If a document is created under the color mode *CMYK*, then all colors must be defined in CMYK colorspace. The document can contain RGB, or CMYK images, either static or variable. However all other element types (i.e. vector, fonts) which will have their colors defined in Variegator can only have their colors in CMYK colorspace. The same with documents created in RGB color mode - the colors must be defined in RGB colorspace. However the RGB document can contain images in CMYK or RGB colorspace.

## 6. Database Format

Variegator supports comma-separated values, or CSV files.

## Organization of this Manual

This manual is organized into 4 main chapters -

- Basic Operations
- Reference
- Appendices

In the chapter **Basic Operations**, you will learn how to perform basic operations like creating Variegator documents, drawing, moving and resizing elements, manipulating multiple elements, and outputting jobs.

In the chapter **Reference**, you will learn all the functions in Variegator, including the **Main Menu** items, all the buttons in the **Control Bar** and **Tool Bar**, using the **Property Panels**, and the **Status Bar**.

In the chapter **Appendices**, you will find useful information on barcode support, and hot keys that let you quickly get things done in Variegator.



## Conventions

### Important Information

This is **important** information.

Important information will be placed in a box like the one above. These boxes usually contain a summary of what you need to do to perform a certain action. If you are a lazy or minimalist documentation reader, these boxes are for you!

### Menu Options

Throughout the menu, we will use the following convention to denote application menu options -

**<menu>** : **<option>** or **<menu>** : **<sub-menu>** : **<option>**

where -

**<menu>** is the name of the menu

**<sub-menu>** is the name of the sub-menu

**<option>** is the name of the option

There can be more than one level of sub-menus.

For example, the New option in the File menu will be written as -

**File** : **New**

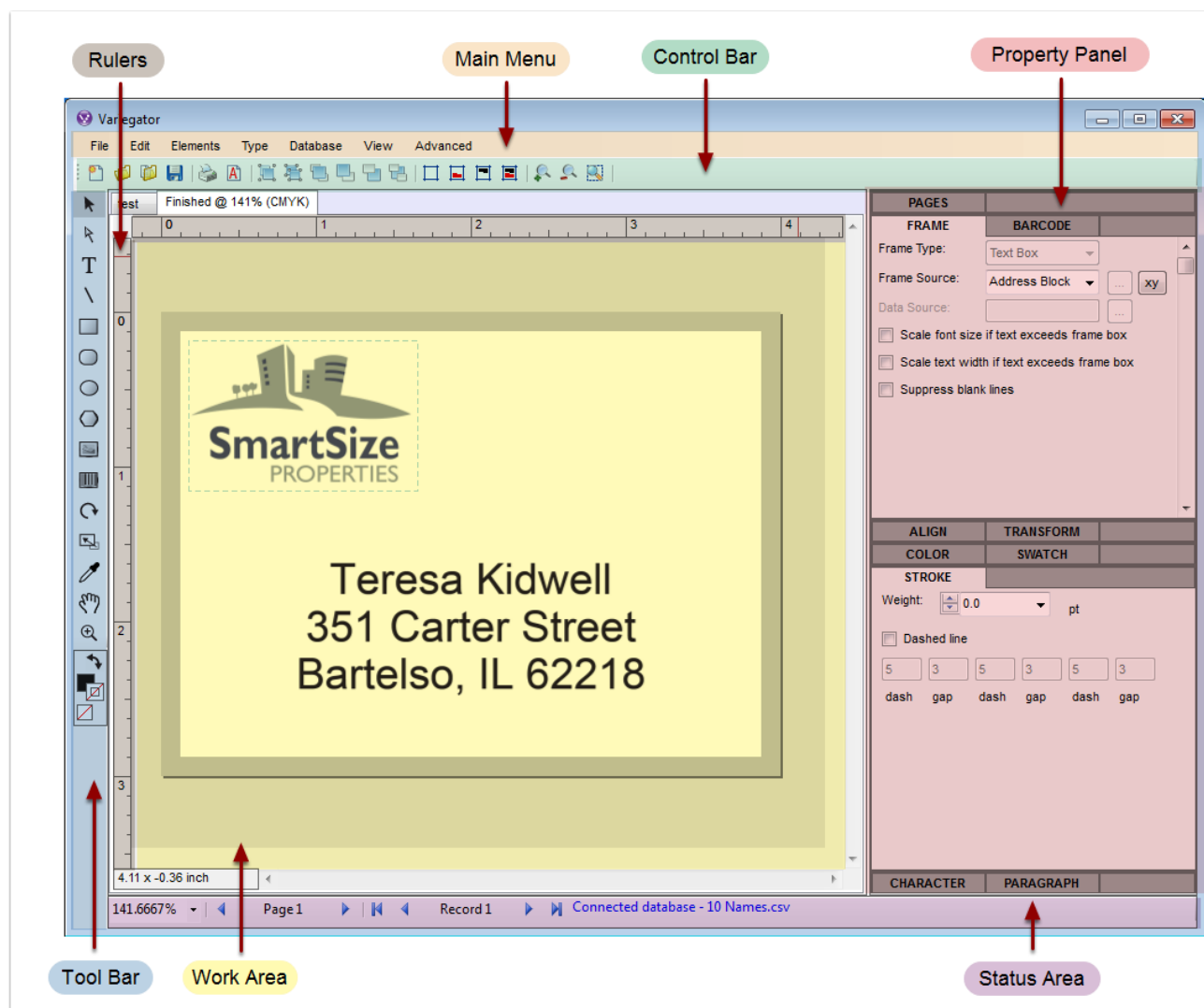
To access this option, you need to click on the **File** menu so it expands to reveal the options, then click on the option **New**.

## Starting Variegator

To start Variegator, double click on the Variegator icon on your desktop, or launch the Variegator application from the Xitron program group in the start menu.

## Variegator Navigation

The **Variegator** dialog is divided into several parts, as indicated in the diagram below.



---

<b>Main Menu</b>	This is the main menu for <b>Variegator</b> .
------------------	---

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<b>Control Bar</b>	Use the <b>Control Bar</b> to manage documents and elements on the current document.
--------------------	--

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<b>Tool Bar</b>	The <b>Tool Bar</b> allows the user to add elements to the current document, to perform various functions such as rotate, scale, scroll, zoom, copy properties (eyedropper), and change fill and stroke colors.
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<b>Property Panel</b>	Use the <b>Property Panel</b> to configure variable and static elements placed on the document.
-----------------------	---

---

<b>Status Bar</b>	The <b>Status Bar</b> shows the current page and record numbers, as well as the name of the connected database, if there is one. Users can also scroll to the next or previous page, or scroll to the first, previous, next, or last records.
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<b>Work Area</b>	The <b>Work Area</b> displays the current document. Users can zoom in or out, and scroll to view different areas of the document. All layout work is done within this area.
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<b>Rulers</b>	The horizontal and vertical rulers show the current position of the cursor.
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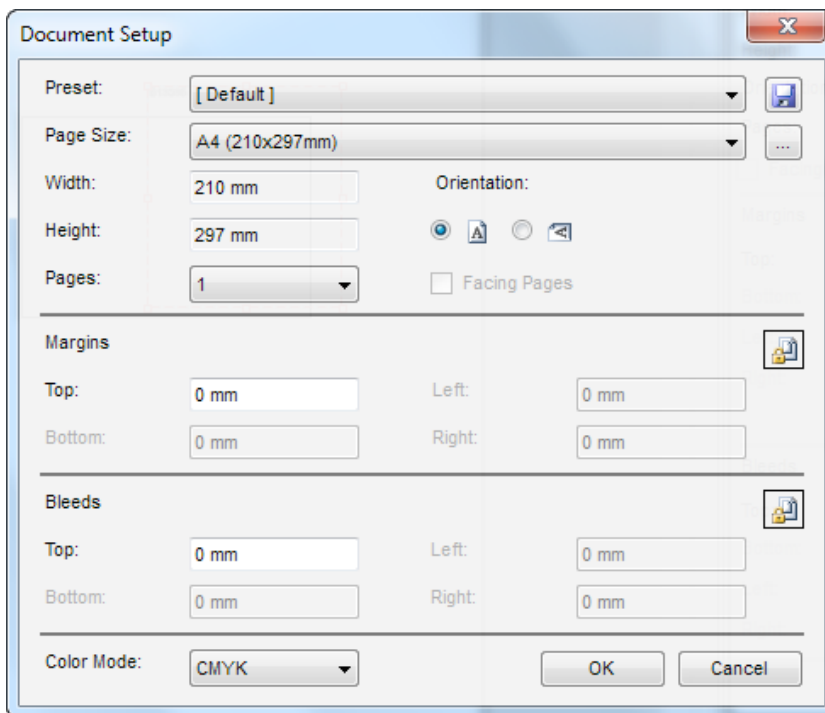
## Basic Operations

### A. Creating, Changing, Saving and Opening Variegator Documents


#### 1. Create a Variegator Document

To create a new Variegator document, select **File : New**, or type **Ctrl+N**.

To create a new Variegator document, select the option **File : New**, or type **Ctrl+N**. The **Document Setup** dialog will be prompted. Configure your new Variegator document in the **Document Setup** dialog.



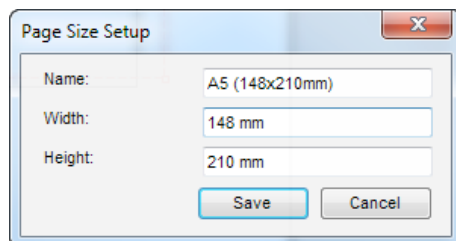
#### Preset

Page properties can be saved as a preset. Re-use the preset to create a document you will do repeatedly. Selecting a preset from this menu will set all page properties according to the preset. To save the current page properties as a preset, press the Save button  to the right of the menu. You will be prompted to enter a name for the preset.

To delete document presets, select the option **Advanced : Delete Document Presets**.

---

**Page Size** Select the page size for your document from the **Page Size** menu. If the size you need is not in the menu, click the **Setup (...)** button to the right of the menu to prompt the **Page Size Setup** menu to create a new page size.



---

**Width, Height** The width and height of the selected page size are displayed in the **Width** and **Height** boxes.


---

**Orientation** Select whether the document is in landscape or portrait orientation.


---

**Pages, Facing Pages** Select the number of pages in the document. This can be either 1 or 2. If number of pages is 2, then the Facing pages option will be enabled. Check this box to mirror to left and right margins for page 1 and 2.

---

**Top, Bottom, Left, Right Margins** These are the top, bottom, left, and right margins for the document. Clicking the button on the right side  to set all margins to the Top margin.

---

**Top, Bottom, Left, Right Bleeds** These are the top, bottom, left, and right bleeds for the document. Clicking the button on the right side  to set all bleeds to the Top bleed.

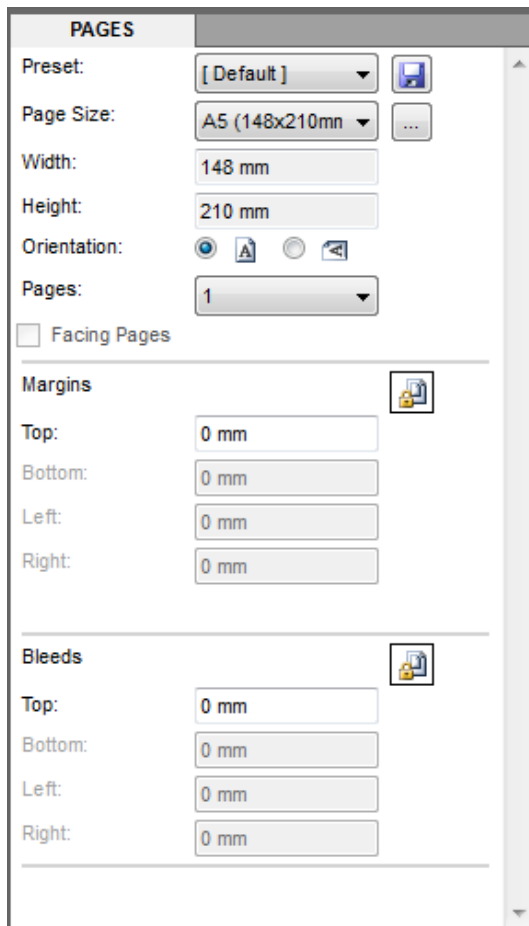
---

## 2. Change your Variegator Document Properties

To view or change Variegator document properties, select the option **File : Document Properties**.

After creating the Variegator document, if you need to change your document properties, make sure the document you want to change the properties for is the active document (ie the one you are viewing now), and select the option **File : Document Properties**. The **Document Setup** dialog will be prompted and you can change your document properties in this dialog. Note that the document color mode cannot be changed. If you have previously set the wrong document color mode, you will need to create a new Variegator document and set the correct color mode.

Alternatively, you can go to the **Pages** panel. Double-click on the **Pages** panel tab. The **Pages** panel will be expanded.

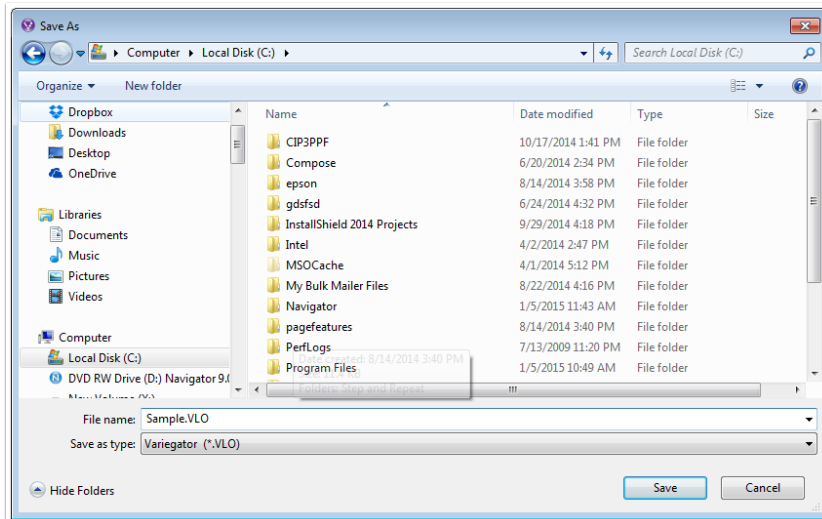


All the document properties, except color mode, are available in the **Pages** panel. You can change your document properties there as well.

### 3. Save your Variegator document

To save your Variegator document, select the option **File : Save** or type **Ctrl+S**.

To save your Variegator document, select the option **File : Save** or type **Ctrl+S**. If this is the first time you save your document, you will be prompted to select the path to save the document, and to enter the name for your document.



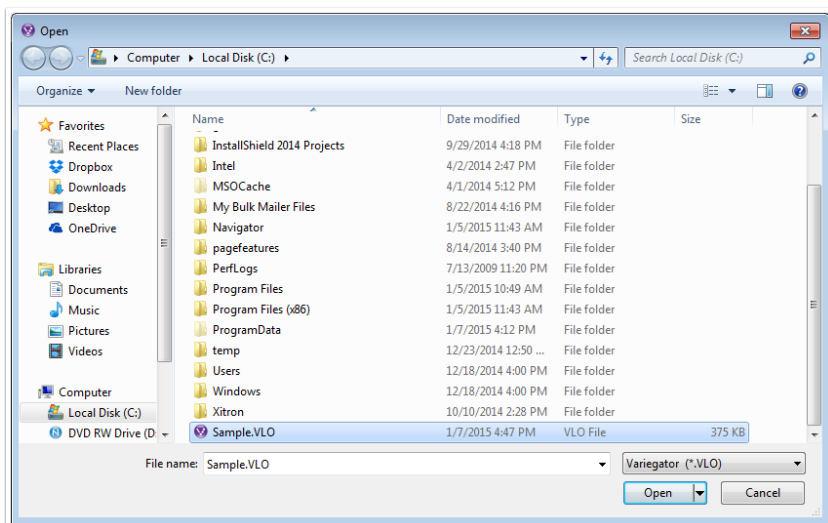
If you have previously saved your document, this will save the document to the path previously selected under the name previously entered.

If you have previously saved your document, but would now like to save it to a new path, or under a new name, select the option **File : Save As** or type **Ctrl+Shift+S**. You will be prompted to select a new path and to enter a new name for the document.



#### 4. Open an existing Variegator Document

To open an existing document, select the option **File : Open** or type **Ctrl+O**.



Select the Variegator document you want to open, and click **Open**. The Variegator document will then be opened for editing.


## B. Drawing and Setting the Size of Elements Accurately

Although it is possible to draw an element using the mouse and move it around on the document, this is not an accurate method. To position the element accurately, and to set it to the correct size, you can use the **Transform** panel.

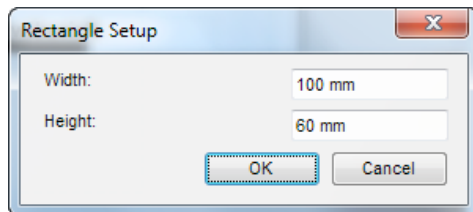
The following example shows you how to draw a rectangle that is 100 x 60mm, 20mm from the left edge, and 30mm from the top edge of the document. You can follow similar steps to draw other types of elements.

### 1. Draw the rectangle using the Rectangle tool

To draw an element in accurate size, click on the document with the tool to create the element, instead of drag-and-drop.

Although it is possible to draw an element via drag-and-drop with the mouse, this is not an accurate method. Click on the **Rectangle** tool in the Tool Bar. The Rectangle tool is the one with the icon .

Click the **Rectangle** tool on the document. The **Rectangle Setup** dialog appears.




Enter 100mm for the **Width**, and 60mm for the **Height**.

The rectangle will be drawn at the location where you click on the document with the **Rectangle** tool.

### 2. Position the rectangle at specific location

Use the **Transform** panel to position an element accurately.

Although it is possible to set an element's size using the drag-and-drop action of the mouse, this is not an accurate method. To position the element accurately (and to set the size accurately), you can use the **Transform** panel. With the rectangle still selected, go to the Transform property panel.

ALIGN	TRANSFORM
	X: <input type="text" value="20 mm"/>
	Y: <input type="text" value="30 mm"/>
	W: <input type="text" value="100 mm"/>
	H: <input type="text" value="60 mm"/>

Enter 20mm for **X** and 30mm for **Y**. The rectangle is now positioned correctly at 20mm from left edge and 30mm from the top edge. If you need to change the size of the rectangle, you can enter the width and height in the **W** and **H** boxes. The accuracy is up to 5 digits following the decimal point for mm, and up to 4 digits for inches.

## C. Moving, Rotating and Scaling Elements

### 1. Changing the Position of Elements by Drag-and-Drop

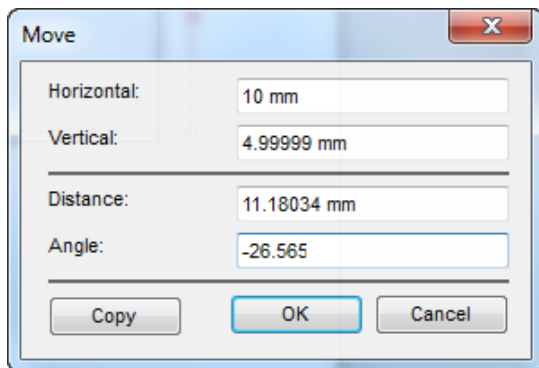
To move an element, you can simply drag it to the new position. For a more accurate method to move elements, you can use the **Move** dialog and the **Transform** panel. These 2 options are discussed in the next 2 sections.

### 2. Changing the Position of Elements with Offsets

Select the option **Elements : Transform : Move** or type **Ctrl+Shift+M** to move elements accurately by offsets.

Changing the position of elements with offsets can be done in the **Move** dialog. There are a few ways to prompt the **Move** dialog.

- Select the elements and then select the option **Elements : Transform : Move**.
- Select the elements and then type **Ctrl+Shift+M** to prompt the **Move** dialog
- Select the elements and then right-click on one of the selected elements to prompt the **Element Options** menu, and then select the option **Transform : Move** option.

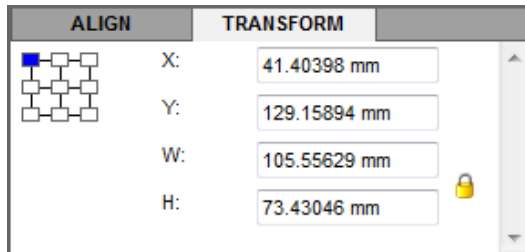


Enter the **Horizontal** or **Vertical** distances to move the selected element(s). Or enter the **Distance** and the **Angle** to move them. After enter the correct values, click **OK** to move the element(s), or click **Copy** to make a copy of the selected element(s) first and then move the copy.

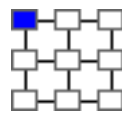
### 3. Changing the Position of Elements by entering the New Position

Set the location to move the elements to in the **Transform** panel.

You can change the position of elements by entering the new coordinates to move the elements to with the Transform Property Panel.



#### Reference Corners



Select the reference corner on the element for which the X and Y coordinates are read from or set to.

#### **X, Y**

These are the X and Y coordinates of the reference corner on the element from the top-left corner of the document. The origin (0, 0) of the coordinate system is at the top-left corner of the document. For example, if X = 27mm, and Y = 53mm, then the point will be located 27mm to the right from the left edge of the document, and 53mm downward from the top edge of the document.

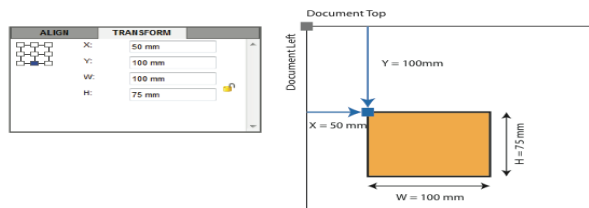
#### **W, H**

Set the width and height of the element. When changing the width and height, the selected reference point becomes the anchor. If the top-left corner is the reference point, and the width of a rectangle is changed from 20mm to 30mm, then the top-left corner of the rectangle is not moved, and the rectangle's width is increased towards the right. If however the reference corner is the top-right corner, then the top-right corner is not moved, but the width of the rectangle is increased towards the left.

### Example 1

In this example, the top-left corner of a rectangle is to be moved to 50mm to the right from the left edge, and 100mm down from the top edge of the document.

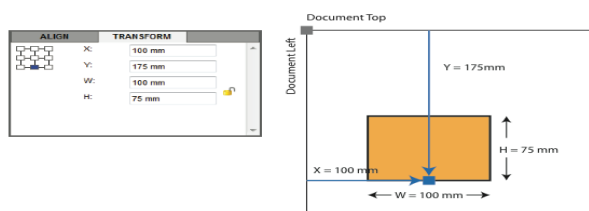
To move a rectangle so that the top-left corner of the rectangle is 50 mm to the right of the left edge of the document, and 100 mm down from the top edge of the document, select the rectangle and go to the **Transform** panel. Select the **top-left** corner as the reference corner. Enter 50mm as the X coordinate, and 100 mm as the Y coordinate. The final result is shown below.



### Example 2

In this example, the bottom-middle point of a rectangle is to be moved to 100mm to the right from the left edge, and 175 down from the top edge of the document.

To move a rectangle so that the bottom-middle point of the rectangle is 100 mm to the right of the left edge of the document, and 175 mm down from the top edge of the document, select the rectangle and go to the **Transform** panel. Select the **bottom-middle** corner as the reference point. Enter 100mm as the X coordinate, and 175 mm as the Y coordinate. The final result is shown below.



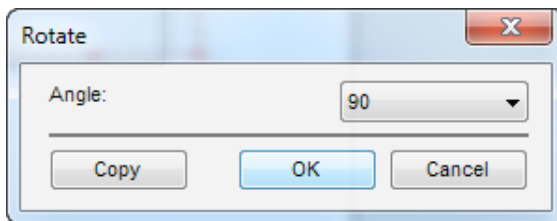
## 4. Rotating Elements

Rotate elements by selecting the option **Elements : Transform : Rotate** or use the **Rotate** tool.

Elements can be rotated at 90 degrees or multiples of 90 degrees, positive or negative. A positive rotation is counter-clockwise. A negative rotation is clockwise.

Rotating elements can be done in the **Rotate** dialog. There are a few ways to prompt the **Rotate** dialog.

- Select the elements and then select the option **Elements : Transform : Rotate**.
- Select the element(s). Type the key **r** to switch the current tool to the **Rotate** tool. Click on the document with the **Rotate** tool
- Select the elements and then right-click on one of the selected elements to prompt the **Element Options** menu, and then select the option **Transform : Rotate**.



Select the rotation angle from the **Angle** menu. A positive angle is a counter-clockwise rotation. A negative angle is a clockwise rotation. After selecting the rotation angle, click **OK** to rotate the selected element(s), or click **Copy** to make a copy of the selected element(s) first and then rotate the copy.

If you want to repeat the rotation for other objects, select other elements and then select the option **Elements : Transform : Transform Again**, or type **Ctrl+D**.

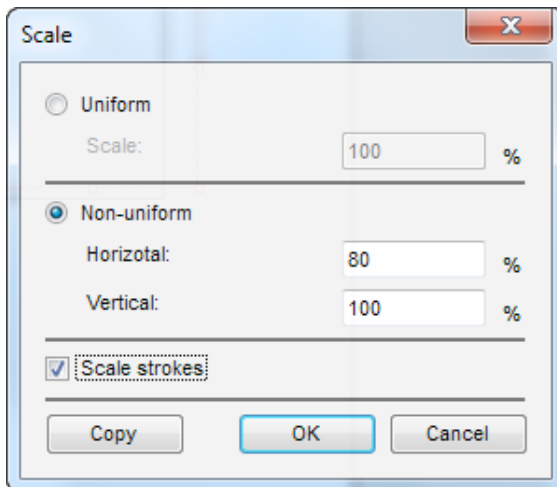
## 5. Resizing Elements With Scaling Percentages

To resize elements by scaling, select the option **Elements : Transform : Scale** or use the **Scale** tool.

Elements can be resized at a percentage from the **Scale** dialog.

There are a few ways to prompt the **Scale** dialog.

- Select the elements and then select the option **Elements : Transform : Scale**.
- Select the element(s). Type the key **s** to switch the current tool to the **Scale** tool. Click on the document with the **Scale** tool.
- Select the elements and then right-click on one of the selected elements to prompt the **Element Options** menu, and select the option **Transform : Scale**.



Select either uniform or non-uniform scaling selecting the appropriate radio button. If the scaling is uniform, select the **Uniform** radio button. The horizontal and vertical scaling percentages are the same in this case. Enter the scaling percentages in the **Scale** box. If the scaling is non-uniform, select the **Non-uniform** radio button. Enter the horizontal and vertical scaling percentages in the **Horizontal** and **Vertical** boxes respectively.

Check the box **Scale strokes** if you want to scale the stroke at the same percentage. Uncheck this box if you do not want to scale the strokes.

If you want to repeat the rotation for other objects, select other elements and then select the option **Elements : Transform : Transform Again**, or type **Ctrl+D**.



## 6. Resizing Elements to a Specific Size

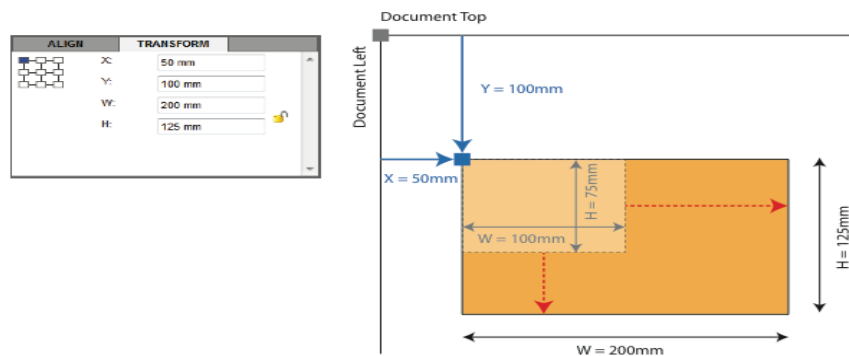
To resize elements to a specific size, use the **Transform** panel.

Elements can be resized by selecting first the element and then enter the new width and height in the **Transform** panel in the **W** and **H** boxes.

### Example 1

In this example, the width of the rectangle is changed from 100mm to 200mm, and the height is changed from 75mm to 125mm. The reference point is set to the top-left corner of the rectangle.

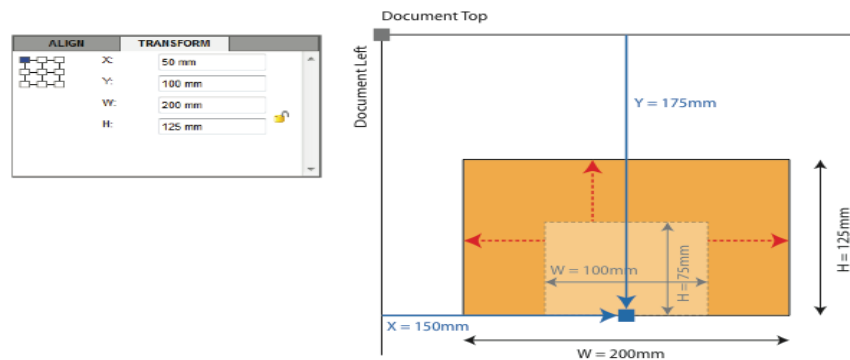
As you can see in the illustration below, the top-left corner of the rectangle is not moved, but the right edge of the rectangle extends towards the right until the width of the rectangle is equal to the new width entered by the user, and the bottom edge of the rectangle is moved downward until the height of the rectangle is equal to the new height entered by the user. The red arrows indicates the movement of the right and bottom edges of the rectangle.



## Example 2

In this example, the width of the rectangle is changed from 100mm to 200mm, and the height is changed from 75mm to 175mm. The reference point is set to the bottom-middle point of the rectangle.

As you can see in the illustration below, the bottom-middle point of the rectangle is not moved, but the right edge of the rectangle extends towards the right and the left edge of the left edge of the rectangle extends towards the left, until the rectangle's width is equal to the new width entered by the user. The bottom edge of the rectangle is moved upward until the rectangle's height is equal to the new height entered by the user. The red arrows indicates the movement of the left, right and top edges of the rectangle.



## 7. Perform the Same Transformation Again

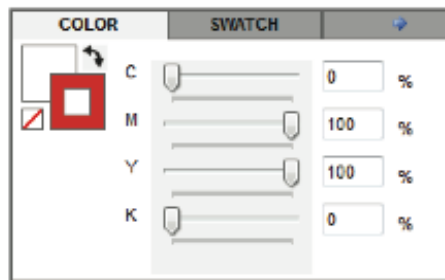
It is possible to repeat the previous transformation (movement, rotation, or scaling) for other objects. There are a couple of ways to achieve this.

- select other elements and then select the option **Elements : Transform : Transform Again**, or type **Ctrl+D**.
- select other elements, right-click to prompt the **Element Options** menu and then select the option **Transform : Transform Again**.
- select other elements and then type **Ctrl+D** to run the **Transform Again** function

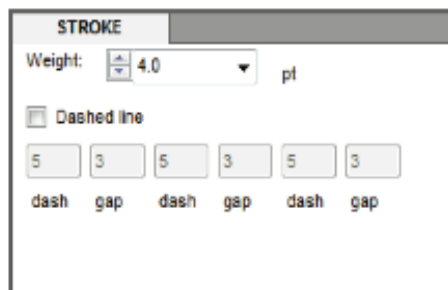
## D. Setting Fill and Stroke Properties for Elements

Use the **Color** tool and **Color** panel to set fill and stroke colors. Use the **Stroke** panel to set stroke weight and style.

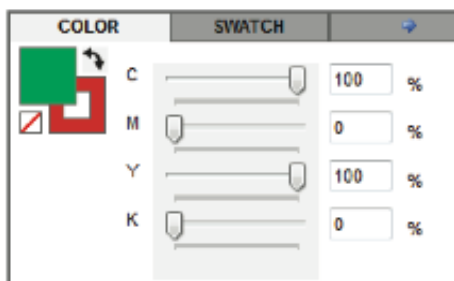
To set the stroke color, select the element, go to the **Color** property panel, click on the **Stroke Color** box (the hollow square), then set the stroke color using the slider accordingly. You can also go to the **Swatch** panel, and select a swatch to use as the stroke color.



To set the stroke weight, select the element, go to the **Stroke** panel, select or enter the weight you need in the **Weight** menu.



To set the fill color, select the element, go to the **Color** panel, click on the **Fill Color** box (the solid square), then set the fill color using the slider accordingly. You can also go to the **Swatch** panel, and select a swatch to use as the fill color.



## E. Managing Multiple Elements

### 1. Selecting Multiple Elements

There are a few ways to select more than one element at a time -

#### *Shift-Click on Elements*

Click on an element to select it. Press the **Shift** key and click on other elements to select the first element and all subsequent elements you clicked on with the **Shift** key pressed.

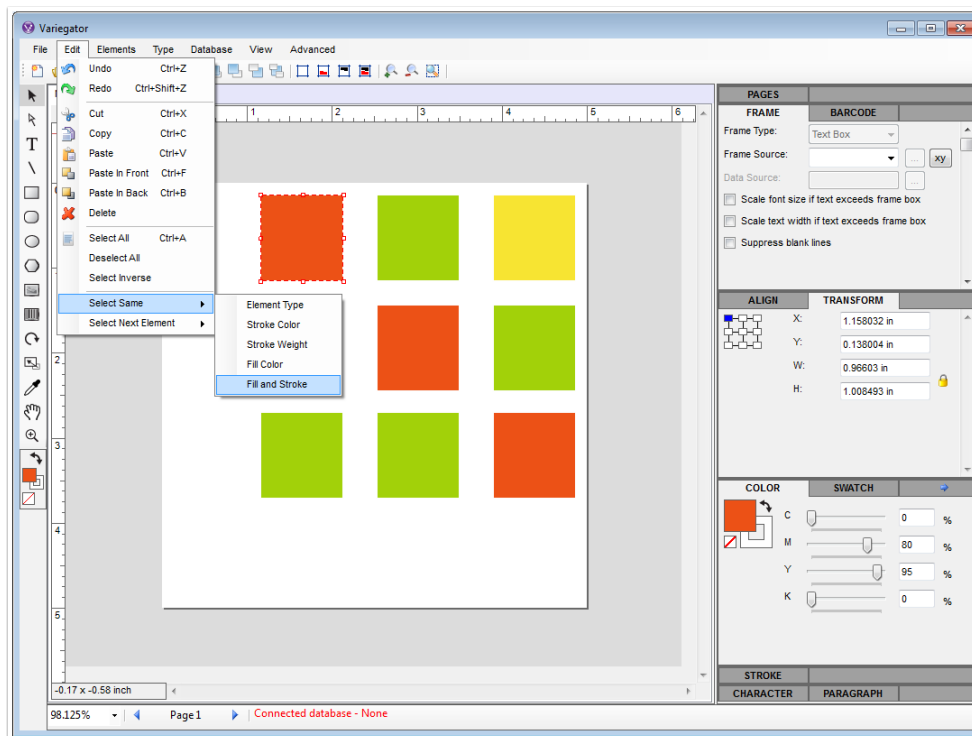
#### *Mouse Drag to Include Elements*

Use the mouse the drag over the elements you want to select. This is useful only when the elements you want to select are in the same area.

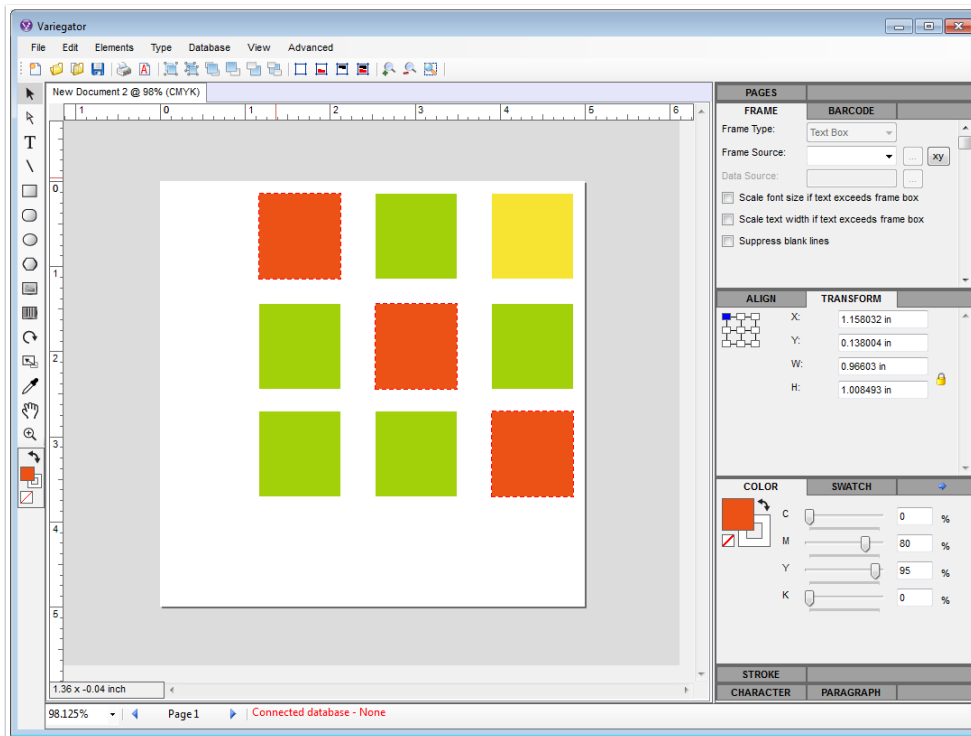
#### *Select Same Properties*

If you want to select similar elements, for example, elements with the same fill and stroke, you can select an element with the fill and stroke you need, then select the option **Edit : Select Same : Fill and Stroke**. You can use the option in the **Select Same** menu to select elements with the same element type, stroke color, stroke weight, fill color, or fill and stroke.

The illustration below shows a document with 9 elements - 3 of them filled with orange colors.



To select all 3 square elements with orange fill, select one of them (in the example, the top-left one), and then select the option **Edit : Select Same : Fill and Stroke**.



All 3 square elements with orange fill color are now selected.

### Select Others

If you want to select most elements in the document, except for a few, then you can select the few elements that you don't want to select, then select the option **Edit : Select Inversion**, the elements you have selected will become deselected, but the elements that were deselected become selected.

## 2. Grouping and Ungrouping Elements

To group elements, select the elements then select the option **Elements : Group**, or type **Ctrl+G**.

Elements can be grouped together as a group. The group will be manipulated like a single element.

To group elements, select the elements using one of the methods listed in the above section, then select the option **Elements : Group**. Or you can right-click on one of the selected elements, right-click for the **Element Options** menu, then select the option **Group**.

The following list shows the functions that can be performed on a group.

- When a group is transformed, all elements in the group are transformed together.
- When the fill color or stroke color or stroke weight of a group is being changed, all elements in the group are set to the same fill color or stroke color or stroke weight.
- When the character or paragraph styles of a group is being changed, all text box elements in the group are set to the same character or paragraph styles.
- When a group is being aligned with other elements or groups, the bounding box of the group is used to calculate the result for the align or distribute functions.
- When a group is being resized, all elements within the group are resized and re-positioned according to the scaling percentages for the group.
- When a group contains 2 or more barcode boxes, and when you change the barcode type, or any barcode properties, the changes will be applied to all barcode boxes within the group.

To ungroup one or more groups, select those groups, then select the option **Elements : Ungroup**, or right-click on one of the groups for the **Element Options** menu, then select the option **Ungroup**.

To ungroup, select the group(s) then select the option **Elements : Ungroup**, or type **Ctrl+Shift+G**.

### 3. Align & Distribute

Use the **Align** panel to align or distribute elements.

The align and distribute functions are to align elements to specific edges, or distribute them so either their centers are spaced equally, and there are equal space between elements.

#### a. Alignment



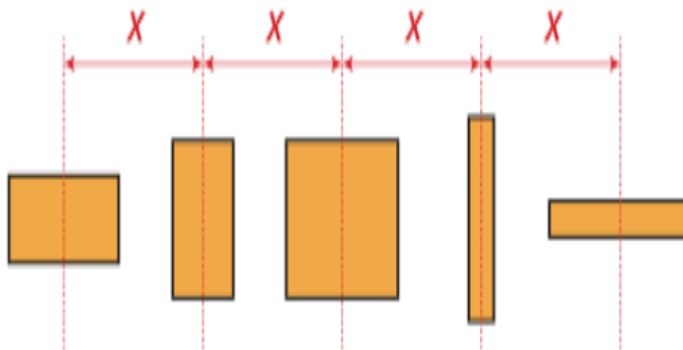
Select the elements and use one of the align options to align a specific edge. In the example below, the top edges of the 5 selected elements are aligned.



#### b. Distribute



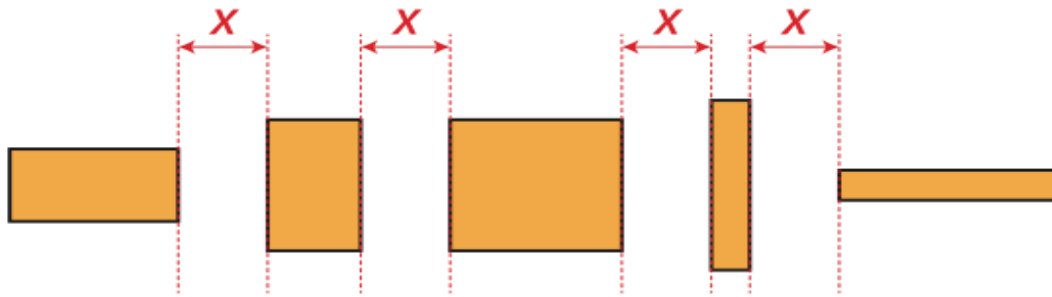
Select the elements and use one of the distribute options to so the centers of selected elements are spaced equally. In the example below, the horizontal centers of the 5 selected elements are distributed. This means that the distances between horizontal centers of the 1st and 2nd elements, between the 2nd and 3rd elements, between the 3rd and 4th elements, and between the 4th and 5th elements are the same.



### c. *Distribute Space*



Select the elements and use one of the distribute space options so the selected elements are spaced equally. In the example below, the distances between the 1st and 2nd elements, between the 2nd and 3rd elements, between the 3rd and 4th elements, and between the 4th and 5th elements are the same.



## 4. Rearranging Order of Elements

To re-arrange the order of elements, select the options in the sub-menu **Elements : Arrange**.

There is a top to bottom order of elements. An element that is drawn later than another element will be above the element that was drawn earlier. An element that is on top of another element will cover the elements that is below it. It is possible to rearrange this order using the **Arrange** menu.

There are a few ways to access the **Arrange** menu.

- Select the elements. Click on the **Elements** menu and you will see the **Arrange** menu.
- Select the elements and then right-click on one of the selected elements to prompt the **Element Options** menu. You will see the **Arrange** menu.

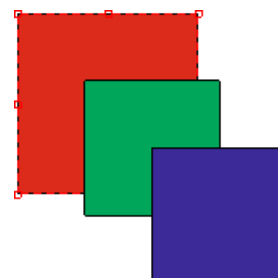
The four options in the **Arrange** menu are -

<b>Bring to Front</b>	Bring the selected elements to the top. Type <b>Ctrl+Shift+] </b> for the same function.
<b>Bring Forward</b>	Bring the selected elements forward by one level. Type <b>Ctrl+] </b> for the same function.
<b>Send Backward</b>	Send the selected elements backward by one level. Type <b>Ctrl+[ </b> for the same function.
<b>Send to Back</b>	Send the selected elements to the back. Type <b>Ctrl+Shift+[ </b> for the same function.

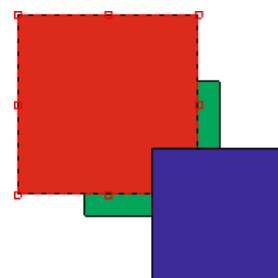


## Example

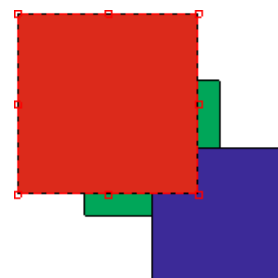
In the example to the right, the red square is at the back, and the blue square is in front ie the blue square is above the green square, which in turn is above the red square.



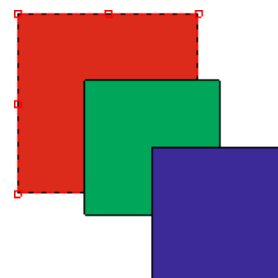
The user can select the red square and then select the option **Bring Forward** or type **Ctrl+]** to bring it forward by one level. The red square is now above the green square but below the blue square.



The user can also select the red square and select the option **Bring to Front** or type **Ctrl+Shift+]**. The red square is now in the front and is above the green and blue squares.



If the user wants to move the red square to the back again, simply select the red square and then select the option **Send to back** or type **Ctrl+Shift+[**, the red square will be at the back again, under the green and blue squares.



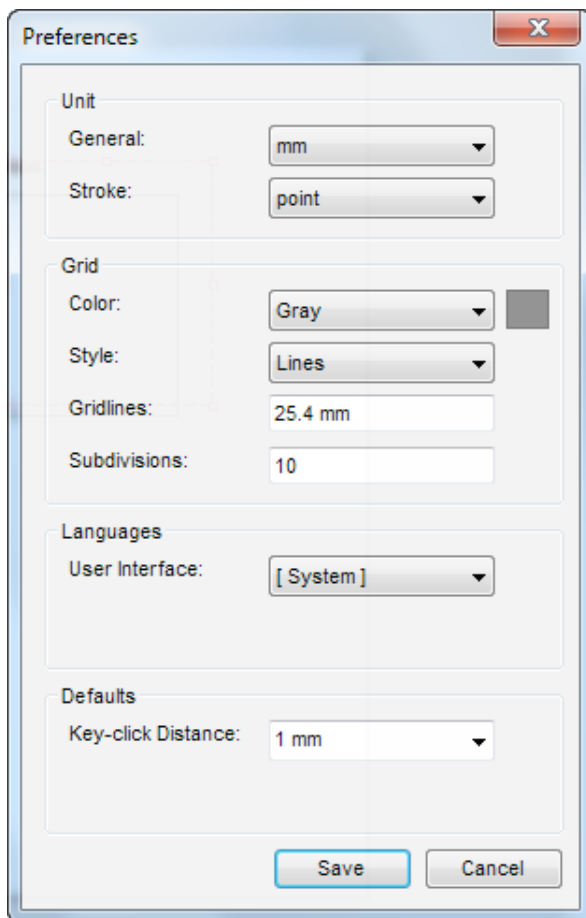
## F. REPLACE

## G. Configuring Variegator Defaults

There are four types of Variegator defaults that need to be configured, including application preferences, color settings for more accurate display of colors, default page sizes, as well as document presets management.

### 1. Preferences

To configure application preferences, select the option **Advanced : Preferences**. The **Preferences** dialog will be prompted.



**Unit**

General	Select the unit for general measurement.
Stroke	Select the unit for setting stroke weight.

**Grid**

Color	Set the color of the grid lines.
Style	Set the style of the grid lines. This can either be Lines or Dots.
Gridlines	Enter the distance between major grid lines.
Subdivision	Enter the number of subdivision between 2 major grid lines.

**Languages**

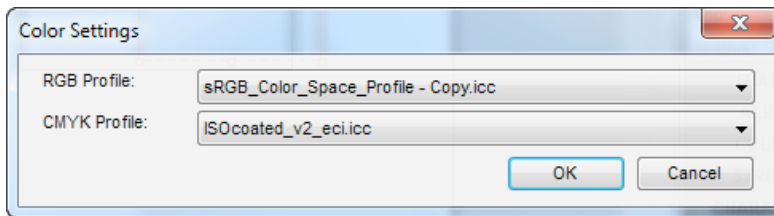
User Interface	Select the language for the user interface. Select [System] to use the system default language. Other choices include US English and Japanese.
----------------	--

**Defaults**

Key-click Distance	This is the distance that an element will be moved per click of the arrow keys.
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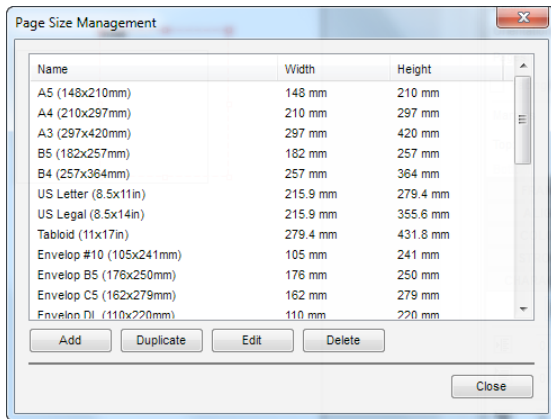
**2. Color Settings**

Select the **Color Settings** option to prompt the **Color Settings** dialog for selecting the ICC Color Profiles for CMYK or RGB colorspace. These profiles are used to convert the color values for more accurate display on the monitor.



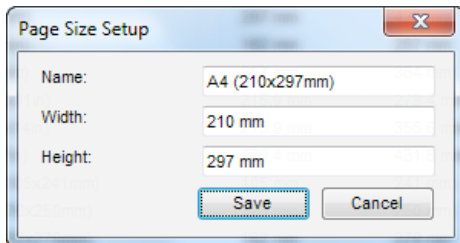
### 3. Page Size Management

Select the **Page Size Management** option to prompt the **Page Size Management** dialogs. Please see the section **Configuring Variegator Defaults** in the chapter **Basic Operations** for more information on the **Page Size Management** dialog. Users can add or remove page sizes that user can select in the **Page Size** menu in the **Document Setup** dialog.



#### Add

Click the **Add** button to add a new page size. The **Page Size Setup** dialog will be prompted.



Enter a name for the new page size. Enter the **Width** and **Height** for the page. Click **Save** to save the new page size, or **Cancel** to abort without saving changes.

#### Duplicate

Select a page size and click **Duplicate** to create a page size based on the selected page size. The **Page Size Setup** dialog will be prompted.

#### Edit

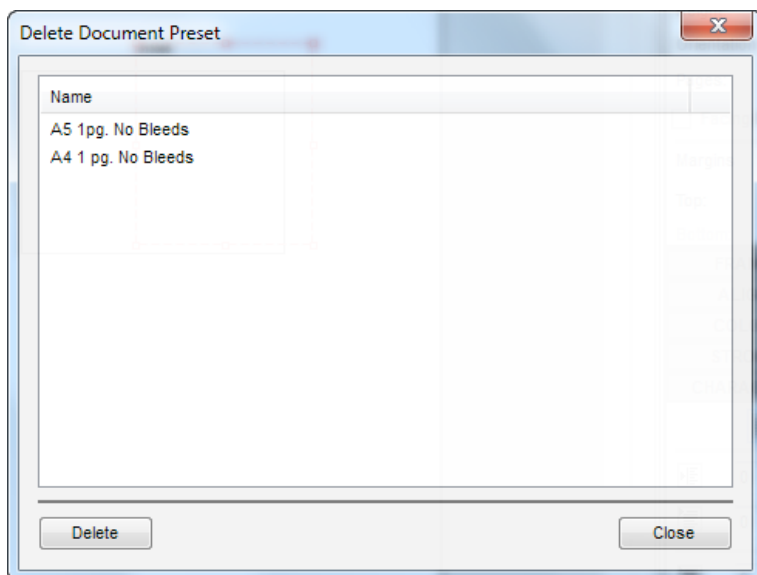
Select a page size and click **Edit** to edit the selected page size. The **Page Size Setup** dialog will be prompted.

#### Delete

Select a page size and click **Delete** to delete the selected page size. The user will be prompted to confirm the deletion.

## 4. Document Presets

**Document Presets** are created when user click the **Save** button in the **Document Setup** dialog, or the **Save** button in the **Pages** panel. Select the option **Advanced : Delete Document Presets** to prompt the **Delete Document Preset** dialog for user to delete saved document presets.

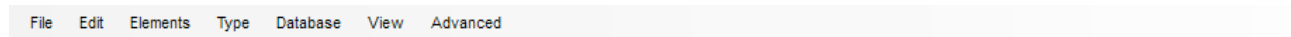


All existing document presets are listed in this dialog. Select the ones you want to delete. You can select multiple document presets by pressing the **Control** key and click on the document presets you want to select. You can also click on a document preset, press the **Shift** key, then click on a second document preset to select both document presets clicked on and all document presets in-between. After selecting the document presets, click the **Delete** button to delete them. You will be prompted to confirm the deletion.

## Reference Section

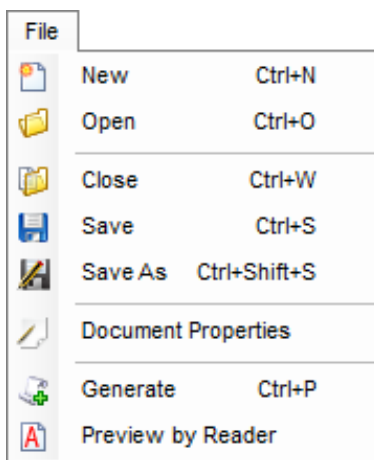
In this chapter, you will find detailed explanation of the **Main Menu**, **Control Bar**, **Tools Bar**, **Property Panels**, **Status Bar**, and **Work Area**.

### A. Main Menu



Explanations for the 7 menus in the main menu will be explained in the sub-sections below.

#### 1. File Menu



##### *File Menu Options*

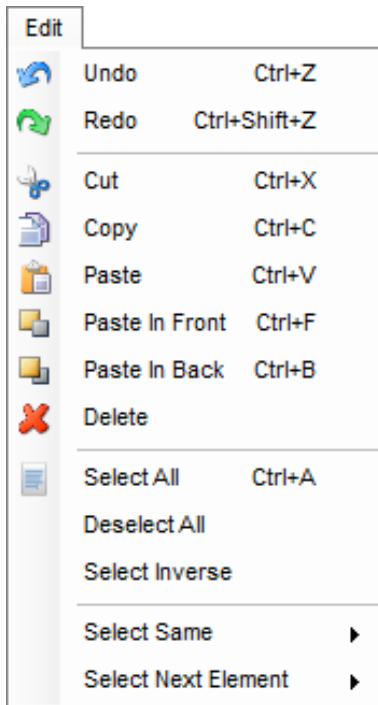
<b>New</b>	Select the <b>New</b> option to create a new Variegator document. Or type <b>Ctrl+N</b> to perform the same action. The <b>Document Setup</b> window will be prompted. Configure the measurements for the new document and click the <b>OK</b> button to create a new Variegator document.
<b>Open</b>	Select the <b>Open</b> option to open a previously saved Variegator document. Or type <b>Ctrl+O</b> to perform the same action. The user will be prompted to select the path and the Variegator document to open.
<b>Close</b>	Select the <b>Close</b> option to close the current Variegator document. Or type <b>Ctrl+W</b> to perform the same action.

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<b>Save</b>	Select the <b>Save</b> option to save the current Variegator document. Or type <b>Ctrl+S</b> to perform the same action. If the document has not been saved previously, the user will be prompted to enter the name of the document and select the path to save the document.
<hr/>	
<b>Save As</b>	Select the <b>Save As</b> option to save the current Variegator document under a new name. Or type <b>Ctrl+Shift+S</b> to perform the same action. The user will be prompted to enter the name of the document and select the path to save the document.
<hr/>	
<b>Document Properties</b>	Select the <b>Document Properties</b> option to view and change the current document properties.
<hr/>	
<b>Generate</b>	REPLACE
<hr/>	
<b>Preview by Reader</b>	Preview the current record in Acrobat Reader.
<hr/>	



## 2. Edit Menu



### Edit Menu Options

<b>Undo \ Redo</b>	Select the <b>Undo</b> option or type <b>Ctrl+Z</b> to undo the last action. A total of 32 undos can be done. Select <b>Redo</b> or type <b>Ctrl+Shift+Z</b> to redo the previous action
<b>Cut</b>	Select the <b>Cut</b> option to save the currently selected element(s) to the clip board and then remove them from the document. Or type <b>Ctrl+X</b> to perform the same action.
<b>Copy</b>	Select the <b>Copy</b> option to copy the currently selected element(s) and save them to the clip board. Or type <b>Ctrl+C</b> to perform the same action.
<b>Paste \ Paste In Front \ Paste In Back</b>	Select one of the three <b>Paste</b> options to paste the element(s) in the clipboard to the current document. Or type <b>Ctrl+V</b> to perform the same action. When the user selects <b>Paste In Front</b> , the element(s) are pasted to the top. When the user selects <b>Paste In Back</b> , the element(s) are pasted to the bottom.
<b>Delete</b>	Select the <b>Delete</b> option to delete the currently selected element(s) from the document..

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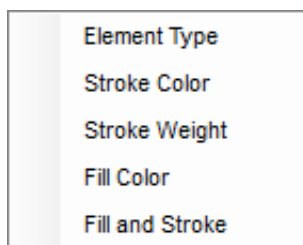
<b>Select All \ Deselect All</b>	Select the <b>Select All</b> option or type <b>Ctrl+A</b> to select all elements, or the <b>Deselect All</b> options to deselect all elements.
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<b>Select Inverse</b>	Select the Select Inverse option to select all elements that are currently not selected, and deselect all elements that are currently selected.
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<b>Select Same</b>	Select the <b>Select Same</b> option to select elements with the same properties as the currently selected element. The option will expand into a submenu, as shown below.
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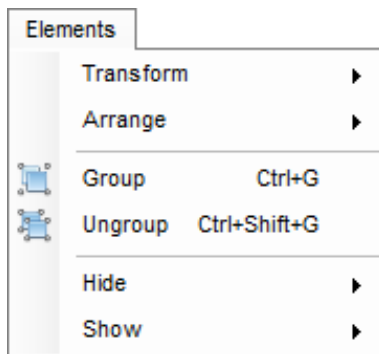
The user can choose the select elements with the same element type, stroke color, stroke weight, fill color and fill and stroke.

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<b>Select Next Element</b>	Select the <b>Select Next Element</b> option to select the element which is above or below the currently selected element. The option will expand into a submenu, as shown below.
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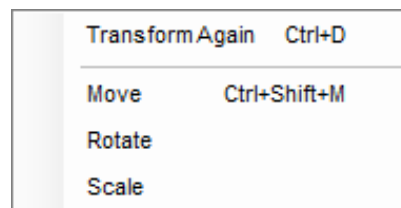
### 3. Elements Menu



#### *Elements Menu Options*

##### **Transform**

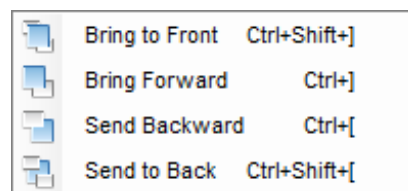
Select the **Transform** option to move, rotate or scale, or repeat the previous transform on the currently selected element(s). The option expands into a sub-menu.



Please see the section **Moving, Rotating and Scaling Elements** in the chapter **Basic Operations** for more information.

##### **Arrange**

Elements drawn at different time are not located in the same surface. Elements that are drawn later are closer to the top, while elements that are drawn earlier are closer to the bottom. Elements that are on top of other elements will cover those elements. Select the **Arrange** option to move an element to the top, or bring it forward, send it backward, or send it to the bottom. The option expands into a sub-menu.



Please see the section **Rearranging Order of Elements** in the chapter **Basic Operations** for more information.

---

**Group** Select the **Group** option to group the selected element(s) as a group so that they can be selected and transformed as one element.

Please see the section **Group and Ungrouping Elements** in the chapter **Basic Operations** for more information.

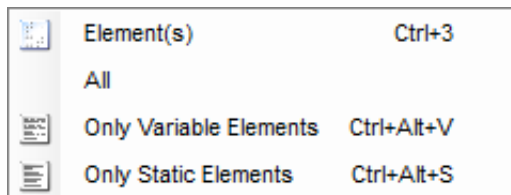
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**Ungroup** Select the **Ungroup** option to ungroup the currently selected group(s) back into individual elements.

Please see the section **Group and Ungrouping Elements** in the chapter **Basic Operations** for more information.

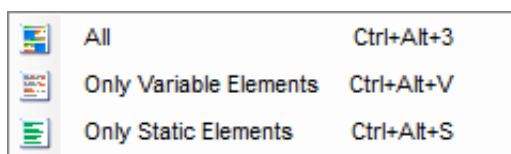
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**Hide** Select the **Hide** option to hide the selected element(s), or all elements, or only variable elements, or only static elements. The option expands into a sub-menu -

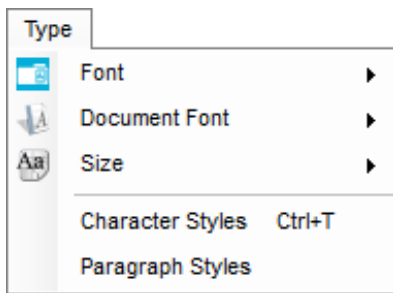


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**Show** Select the **Show** option to show all elements, or only variable elements, or only static elements. The option expands into a sub-menu -



#### 4. Type Menu



##### *Type Menu Options*

##### **Font**

Select the **Font** option to assign a selected font to the selected text boxes. Because of the large number of fonts, the font names are sorted alphabetically and arranged in sub-menus.



##### **Document Font**

Select the **Document Font** option to show the fonts that are being used in the current document. The option will expand into a sub-menu with the fonts that are being used listed. Select one of those fonts to assign the font to the selected text boxes.



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**Size**

Select the **Size** option to assign the font size to the selected text boxes. The menu expands into a sub-menu with various font sizes. Select *Other* if you want to enter a custom size.



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**Character Styles**

Select the **Character Styles** option or type *Ctrl+T* to configure the character styles. The **Character** property panel will be expanded.

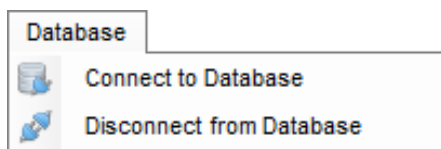
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**Paragraph Styles**

Select the **Paragraph Styles** option to configure the paragraph styles. The **Paragraph** property panel will be expanded.

---

## 5. Database Menu



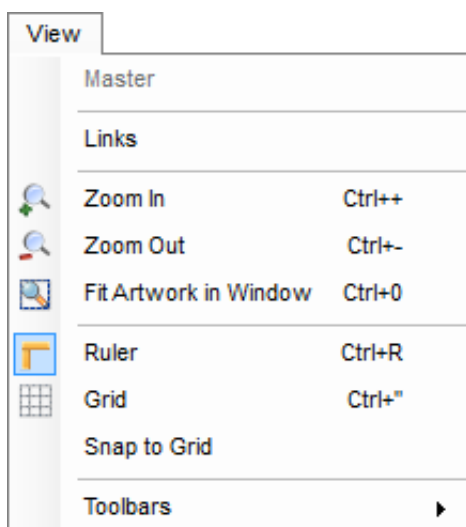
### *Database Menu Options*

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<b>Connect to Database</b>	Select the <b>Connect to Database</b> option to connect the current document to a database. The user will be prompted to select a supported database file.
<hr/>	
<b>Disconnect from Database</b>	Select the <b>Disconnect from Database</b> option to disconnect the database from the current document.

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## 6. View Menu



### View Menu Options

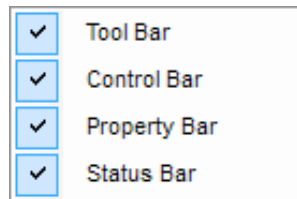
<b>Links</b>	Select the <b>Links</b> option to view the paths and names of image files that are used as static images.
<b>Zoom In \ Zoom Out</b>	Select the <b>Zoom In</b> ( <i>Ctrl++</i> ) or <b>Zoom Out</b> ( <i>Ctrl+-</i> ) option to zoom in or out of the current view.
<b>Fit Artwork in Window</b>	Select the <b>Fit Artwork In Window</b> option to fit the current document in the Work Area of the Variegator window.
<b>Ruler</b>	Select the <b>Ruler</b> option to toggle the ruler display on or off.
<b>Grid</b>	Select the <b>Grid</b> option to toggle the grid display on or off.
<b>Snap to Grid</b>	Select the <b>Snap to Grid</b> option to toggle the snap to grid option on or off.



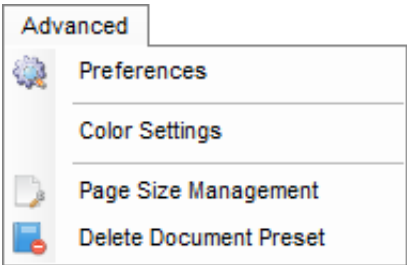
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**Toolbars**

Select the Toolbars option to configure which tool bar to display or hide.. The option expands into a sub-menu. Selecting one of the 4 toolbars will toggle its display on or off.



7. Advanced Menu



*Advanced Menu Options*

Preferences	Select the <b>Preferences</b> option to prompt the <b>Preferences</b> dialog for entering default settings for <b>Variegator</b> . Please see the section <b>Configuring Variegator Defaults</b> in the chapter <b>Basic Operations</b> for more information on the <b>Preferences</b> dialog.
Color Settings	Select the <b>Color Settings</b> option to prompt the <b>Color Settings</b> dialog for selecting the ICC Color Profiles for CMYK or RGB colorspace. Please see the section <b>Configuring Variegator Defaults</b> in the chapter <b>Basic Operations</b> for more information on the <b>Color Settings</b> dialog.
Page Size Management	Select the <b>Page Size Management</b> option to prompt the <b>Page Size Management</b> dialogs. Please see the section <b>Configuring Variegator Defaults</b> in the chapter <b>Basic Operations</b> for more information on the <b>Page Size Management</b> dialog.
Delete Document Preset	Prompt the <b>Delete Document Preset</b> dialog for user to delete saved document presets. Please see the section <b>Configuring Variegator Defaults</b> in the chapter <b>Basic Operations</b> for more information on the <b>Delete Document Presets</b> dialog.

## B. Control Bar

Please see the following table for explanation of the Control Bar buttons.

	Create a new Variegator document.
	Open a previously saved Variegator document.
	Close the current Variegator document.
	Save the current Variegator document.
	Preview the current record in Acrobat Reader.
	Group the selected elements.
	Ungroup the selected groups.
	Bring the current element(s) to the top. Equivalent to typing <i>Ctrl+Shift+}</i> .
	Bring the current element(s) forward. Equivalent to typing <i>Ctrl+}</i> .
	Send the current element(s) backward. Equivalent to typing <i>Ctrl+{</i> .
	Send the current element(s) to the back. Equivalent to typing <i>Ctrl+Shift+{</i> .
	Hide the selected element(s).
	Hide all static elements.
	Hide all variable elements.
	Show all elements.
	Zoom in to the current view.
	Zoom out of the current view
	Fit the document in the window

## C. Tool Bar

The buttons in the tool bar are for drawing elements on the document, or for manipulating the elements already on the document.

When any tool is being used, other than the **Selection** tool, if you press the **Control** key, the current tool will change to the **Selection** tool until you release the **Control** key.

When the current tool is the **Selection** tool, if you press the **Control** key, the current tool will change to the **Direct Selection** tool until you release the **Control** key.

### 1. Selection Tool

Use the **Selection** tool to click and select an element or a group.

Press the **Shift** key while clicking to select more than one element(s) or group(s).

When the current text box is not in text entry mode, typing the key **v** will switch the current tool to the **Selection** tool.

0.

### 2. Direct Selection Tool

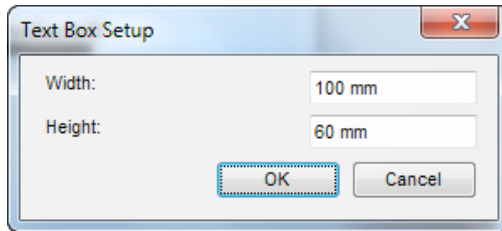
Use the **Direct Selection** tool to select an element within a group.

When the current text box is not in text entry mode, typing the key **a** will switch the current tool to the **Direct Selection** tool.

### 3. Text Tool **T**

Use the **Text** tool to draw a text box on the document. When the current tool is the **Text** tool, the cursor changes to the crosshair. There are 2 methods to draw a text box -

- a. press the mouse button on the document and drag to draw a rectangle. The rectangle will become a new text box once you release the mouse button.
- b. Click on the document. The **Text Box Setup** dialog will be prompted for user to enter the width and height of the text box.



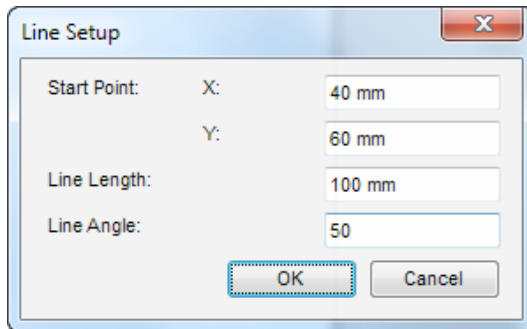
After drawing a text box, the text box enters text entry mode immediately and the text insertion point appears and you can start entering text immediately if it is a static text field. After entering text, press the **Control** key to temporarily convert the text tool to the **Selection** tool and click outside the text box to exit the text entry mode. Release the **Control** key to draw another text box.

When the current text box is not in text entry mode, typing the key **t** will switch the current tool to the **Text** tool.

#### 4. Line Tool \

Use the **Line** tool to draw a straight line on the document. When the current tool is the **Line** tool, the cursor changes to the crosshair. There are 2 methods to draw a line -

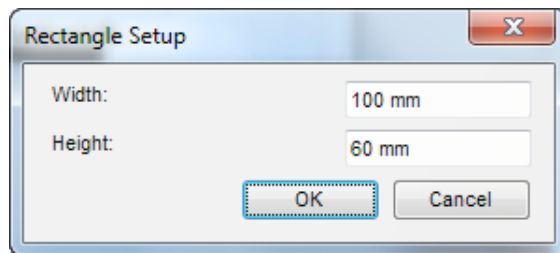
- a. press the mouse button on the document and drag to draw a rectangle. The rectangle will turn into a line along the diagonal of the rectangle when you release the mouse button.
- b. Click on the document. The **Line Setup** dialog will be prompted for user to enter the **X** and **Y** starting point of the line, the **Line Length** and the **Line Angle**.



## 5. Rectangle Tool

Use the **Rectangle** tool to draw a rectangle on the document. When the current tool is the **Rectangle** tool, the cursor changes to the crosshair. There are 2 methods to draw a rectangle -

- press the mouse button on the document and drag to draw a rectangle.
- Click on the document. The **Rectangle Setup** dialog will be prompted for user to enter the width and height of the rectangle.

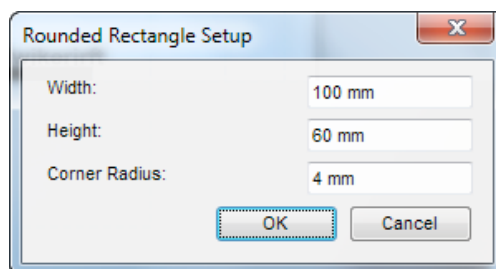


When the current text box is not in text entry mode, typing the key **m** will switch the current tool to the **Rectangle** tool.

## 6. Rounded Rectangle Tool

Use the **Rounded Rectangle** tool to draw a rounded rectangle on the document. When the current tool is the **Rounded Rectangle** tool, the cursor changes to the crosshair. There are 2 methods to draw a rounded rectangle -

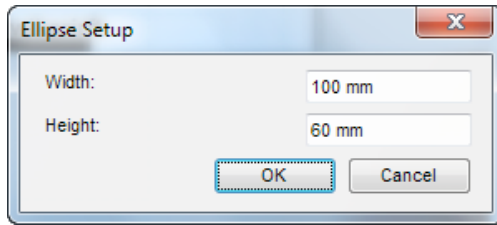
- press the mouse button on the document and drag to draw a rectangle. After releasing the mouse button, the rectangle will turn into a rounded rectangle within the bounding rectangle.
- Click on the document. The **Rounded Rectangle Setup** dialog will be prompted for user to enter the width and height and corner radius of the rounded rectangle.



## 7. Ellipse Tool

Use the **Ellipse** tool to draw an ellipse on the document. When the current tool is the **Ellipse** tool, the cursor changes to the crosshair. There are 2 methods to draw an ellipse -

- a. press the mouse button on the document and drag to draw a rectangle. After releasing the mouse button, the rectangle will turn into an ellipse within the bounding rectangle.
- b. Click on the document. The **Ellipse Setup** dialog will be prompted for user to enter the width and height of the ellipse.



When the current text box is not in text entry mode, typing the key **/** will switch the current tool to the **Ellipse** tool.

## 8. Polygon Tool

Use the **Polygon** tool to draw a polygon. When the current tool is the **Ellipse** tool, the cursor changes to the crosshair.

To draw a polygon, click on the document to start drawing the first point of the polygon. Move the cursor and click again to draw the second point of the polygon. Move cursor and click as many times as needed to draw all the points on the polygon. When you are done, click on the starting point of the polygon to close it.



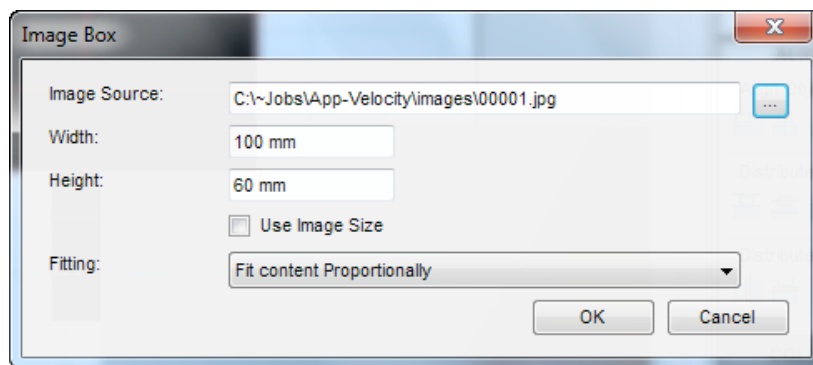
## 9. Image Box Tool

Use the **Image Box** tool to draw an image box. An image box may contain a static image, or linked to the database to have variable images. The Image Box supports these file formats as images -

- TIFF
- JPG
- PNG
- PDF

There are 2 methods to draw an image box -

- a. press the mouse button on the document and drag to draw a rectangle. After releasing the mouse button, the rectangle will turn into an image box within the bounding rectangle.
- b. Click on the document. The **Image Box** dialog will be prompted for user to configure the image box.



### *Image Source*

This box is used ONLY if the image box contains a static image, such as in the case when a static image is used as the background for the document. Select an image file in Image Source if the image box contains a static image. If the image box contains variable image, leave this box blank.

### *Width, Height*

Enter the width and height of the image box in the Width and Height boxes.

### *Use Image Size*

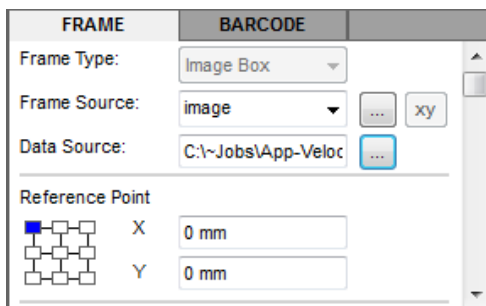
Check the box Use Image Size if the original image size will be used.

## Fitting

Select the appropriate Fitting method.

<b>None</b>	No fitting is done. The image is not scaled if it is smaller than the image box. If the image is larger than the image box, the image will be cropped to the size of the image box.
<b>Fit content Proportionally</b>	Images can be fit proportionally within the image box so that the entire image is within the image box.
<b>Fit content width in frame</b>	Fit the width of the image within the image box width
<b>Fit content height in frame</b>	Fit the height of the image within the image box height
<b>Fill frame</b>	The image is scaled in both horizontal and vertical direction so it fills up the image box.

If the image box contains variable images, go to the **Frame** property panel and configure the frame source and data source.



**Frame Source** should be set to the database column which provides the name of the image to use for each record. Each record must contain a complete file name of an image file.

**Data Source** should be set to the path where the image files will be found. Variegator will look for image files with names written in the records for the column specified in the **Frame Source**.

For example, if **Frame Source** specifies a column with these records -

Image01.TIF  
Image02.TIF  
Image03.TIF

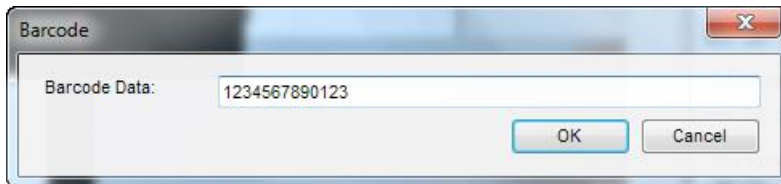
then the **Data Source** should specify a path that contains these files -

Image01.TIF  
Image02.TIF  
Image03.TIF

## 10. Barcode Tool

Use the **Barcode** tool to draw a barcode box. A barcode box may contain a static barcode, or linked to the database to have variable barcodes. To draw a barcode box, press the mouse button on the document and drag to draw a rectangle. After releasing the mouse button, the rectangle will turn into a barcode box within the bounding rectangle.

If the barcode box contains a static barcode, after drawing the barcode box, double-click on the barcode box using the **Selection** tool to prompt the **Barcode** dialog.



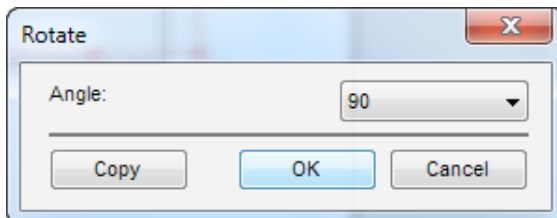
Enter the static barcode data in the **Barcode Data** field and click **OK** to draw the barcode.

If the barcode box contains a variable barcode, with the barcode box selected, go to the Frame panel and select the column to use for the barcode box. Configure the barcode in the **Barcode** panel.

For more information on the configuration of barcode, please see the section **Barcode Panel** in the **Property Panels** section in the chapter **Reference**.

## 11. Rotate Tool

The **Rotate** tool is for rotating elements on the document. Select the element(s) to rotate, then select the **Rotate** tool and click on the document, the **Rotate** dialog will be prompted.



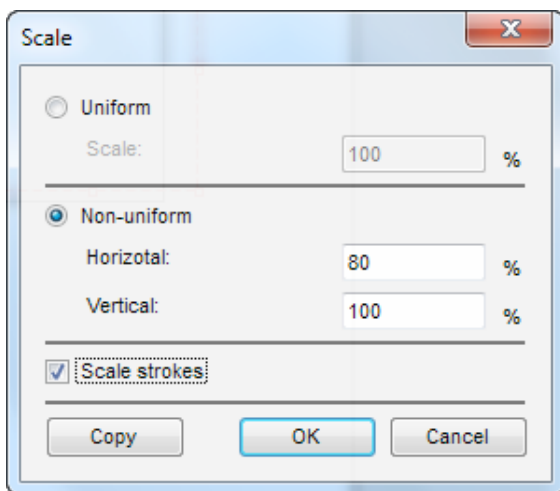
Select the rotation angle from the **Angle** menu. A positive angle is a counter-clockwise rotation. A negative angle is a clockwise rotation. After selecting the rotation angle, click **OK** to rotate the selected element(s), or click **Copy** to make a copy of the selected element(s) first and then rotate the copy.

If you want to repeat the rotation for other objects, select other elements and then select the option **Elements : Transform : Transform Again**, or type **Ctrl+D**.

When the current text box is not in text entry mode, typing the key **x** will switch the current tool to the **Rotate** tool.

## 12. Scale Tool

The **Scale** tool is for scaling elements on the document. Select the element(s) to scale, then select the **Scale** tool and click on the document, the **Scale** dialog will be prompted.



Select either uniform or non-uniform scaling selecting the appropriate radio button. If the scaling is uniform, select the **Uniform** radio button. The horizontal and vertical scaling percentages are the same in this case. Enter the scaling percentages in the **Scale** box. If the scaling is non-uniform, select the **Non-uniform** radio button. Enter the horizontal and vertical scaling percentages in the **Horizontal** and **Vertical** boxes respectively.

Check the box **Scale strokes** if you want to scale the stroke at the same percentage. Uncheck this box if you do not want to scale the strokes.

If you want to repeat the scaling for other objects, select other elements and then select the option **Elements : Transform : Transform Again**, or type **Ctrl+D**.

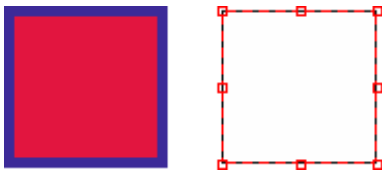
When the current text box is not in text entry mode, typing the key **s** will switch the current tool to the **Scale** tool.

### 13. Eyedropper Tool

Use the **Eyedropper** tool to copy the fill and stroke, or character styles, from an element onto another element. First select the element to copy to, then use the **Eyedropper** tool to click on the other element which you want to copy the fill and stroke or character styles from.

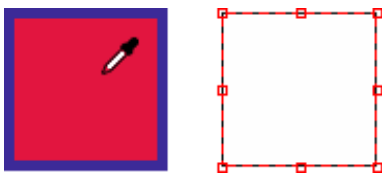
#### STEP 1

Select the element(s) for which you want to copy the fill and stroke properties from another element. In the diagram below, the square with fill color red and stroke color blue is the element which you want to copy the fill and stroke properties from. The square with no fill color and black stroke, now selected, is the element for which you want to copy the fill and stroke properties to.



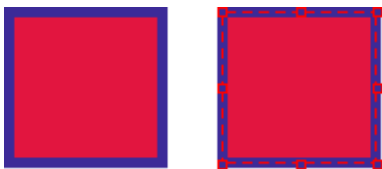
#### STEP 2

Select the **Eyedropper** tool, and place the **Eyedropper** tool on top of the element from which you want to copy the fill and stroke property from.



#### STEP 3

Click on the element from which you want to copy the fill and stroke property from using the **Eyedropper** tool. The element on the right will then inherit the fill and stroke properties from the element the **Eyedropper** tool clicked on, the one on the left..



The above example is for copying the fill and stroke properties. The operation is the same if you have two text boxes, and you want to copy the character styles from one text box to the other.

When the current text box is not in text entry mode, typing the key **i** will switch the current tool to the **Eyedropper** tool.

#### 14. Hand Tool

When the view is too small to display the entire document, select the Hand tool and drag the document within the Work Area to view different area of the document.

When the current text box is not in text entry mode, typing the key **h** will switch the current tool to the **Hand** tool.

#### 15. Zoom Tool

Use the **Zoom In** tool to zoom in to the current view of the document. To zoom out, press the ALT key to change the **Zoom In** tool to the **Zoom Out** tool and click to zoom out.

When the current text box is not in text entry mode, typing the key **z** will switch the current tool to the **Zoom In** tool.

## 16. Color Tool



Use the **Color** tool to set the fill and stroke color for the selected element(s).



### *Switching between Fill and Stroke Colors*



The solid square represents the fill color. The hollow square represents the stroke color. At any one time, only one color type can be set. The example above has the solid square on top of the hollow square, hence the current active color type is **Fill** color. To switch the active color type to **Stroke**, click once on the hollow square.



The hollow square is now on top of the solid square, which means the active color type is Stroke color.

### *Swapping Colors*

Now click the curved line with arrows on both sides. This button is for swapping the fill and stroke colors.



### *Setting Fill or Stroke Color to None*

The square at the bottom left corner with the red line across it is the **None** button. It is for setting either the fill or stroke color to None. A color of none means no color is used at all and the bottom will show through. Now click the **None** button.



The stroke color has been set to **None**. As a result, the stroke color square has no color and there is a red line going through it.

### *Setting Color*



If you need to set the fill color, click on the **Fill Color** square to set it to the active color type to Fill color. You can then set the colors in one of 3 methods -

- Drag the sliders for each color component to change the color value of the component
- Enter the color value for each component in the boxes to the right
- Click on the **Swatch** tab to expand the **Swatch** panel, then click on a swatch to set the color to the swatch color.

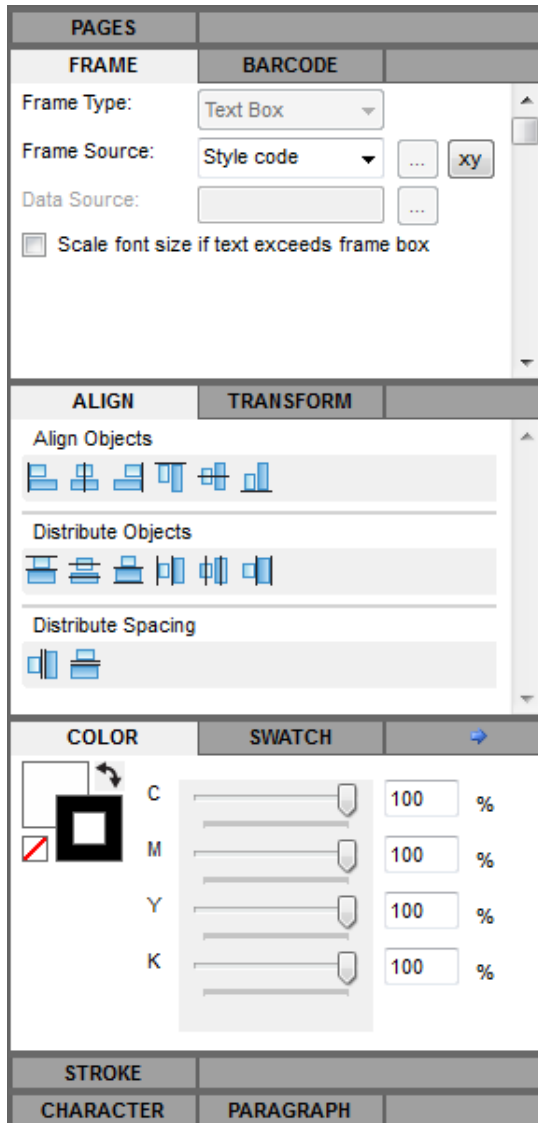


## D. Property Panels

The Property Panels provide the functions to configure elements placed in the document. There are a total of 10 property panels.

To expand a property panel, click on its tab once. To expand a property panel for fill the entire property panel bar, double-click on the tab of the property panel.

To set properties using one of the property panels, first select the element(s), then switch to the appropriate property panel and make changes.



### Pages Properties

The Pages property panel allows the user to set the various properties for the document.

### Frame Properties

Frame property panel is for setting various properties relating the variable data element, including the column of the database the element is associated to, the source of data in case this is a variable image box element.

### Barcode Properties

Barcode property panel is for setting all properties for a barcode element.

### Align Properties

Align properties is for aligning elements to a certain edge, or distributing elements along a selected edge, or simply to distribute the space between elements.

### Transform Properties

The Transform property panel is for setting the X and Y coordinates of a specific reference point of the bounding box of the selected element. The width and height of the bounding box can also be changed. This panel provides an accurate method to set the position and size of elements.

### Color Properties

The Color property panel is for setting the fill and stroke color of elements.

### Swatch Properties

A swatch is a color specification, either in CMYK or RGB. It can be a process color specification, or a spot color specification. Swatches can be assigned to fill or stroke color of elements.

### Stroke Properties

Stroke property panel is for assigning stroke properties to elements. In addition to the weight, the stroke can also be set to be a dashed line, and the dash and gap lengths can be set.

### Character Properties

Character property panel is for setting character styles.

### Paragraph Properties

Paragraph property panel is for setting paragraph styles.


## 1. Page Property Panel

The **Page** panel provides the settings to change the document properties.

The screenshot shows the 'PAGES' panel with the following settings:

- Preset:** [ Default ] (with a Save icon)
- Page Size:** A5 (148x210mm) (with a Setup (...) icon)
- Width:** 148 mm
- Height:** 210 mm
- Orientation:** Portrait (selected with a radio button, alongside Landscape and a third icon)
- Pages:** 1
- ☐ Facing Pages
- Margins:** (with a Lock icon)
  - Top: 0 mm
  - Bottom: 0 mm
  - Left: 0 mm
  - Right: 0 mm
- Bleeds:** (with a Lock icon)
  - Top: 0 mm
  - Bottom: 0 mm
  - Left: 0 mm
  - Right: 0 mm

### Preset

Page properties can be saved as preset so you can re-use the preset to create a document you will do a lot. Selecting a preset from this menu will set all page properties according to the preset. To save the current page properties as a preset, press the Save button  to the right of the menu. You will be prompted to enter a name for the preset.

### Page Size

Select the page size for your document from the **Page Size** menu. If the size you need is not in the menu, click the **Setup (...)** button to the right of the menu to prompt the **Page Size Setup** menu to create a new page size.

The 'Page Size Setup' dialog box shows the following fields:

- Name:** A5 (148x210mm)
- Width:** 148 mm
- Height:** 210 mm
- Buttons:** Save, Cancel

### Width, Height

The width and height of the selected page size are displayed in the **Width** and **Height** boxes.


### Orientation

Select whether the document is in landscape or portrait orientation.


### Pages, Facing Pages

Select the number of pages in the document. This can be either 1 or 2. If number of pages is 2, then the Facing pages option will be enabled. Check this box to mirror to left and right margins for page 1 and 2.

### Top, Bottom, Left, Right Margins

These are the top, bottom, left, and right margins for the document. Clicking the button on the right side  to set all margins to the Top margin.


### Top, Bottom, Left, Right Bleeds

These are the top, bottom, left, and right bleeds for the document. Clicking the button on the right side  to set all bleeds to the Top bleed.

## 2. Frame Property Panel

The **Frame** panel is for configuring variable data elements. You can configure the database column from which the variable data will be from. For variable image box elements, you can also configure where the image files can be found at, as well as how the images will fit inside the variable image box.

When the current text box is not in text entry mode, typing the key **£** will switch focus to the **Frame** panel.

FRAME	BARCODE	
Frame Type:	Image Box	
Frame Source:	image	... xy
Data Source:	C:\Jobs\App-Veloc	...
Reference Point		
	X	0 mm
	Y	0 mm
Frame Fitting		
Fitting:	Fit content Proportionally	

### Frame Type

The **Frame Type** box shows the type of element for the currently selected element.

### Frame Source

Select the database column to which the current variable element is linked to. Note you must have previously connected to a database for the database columns to be listed in this menu.

### Data Source

This box is only used if the currently selected element is an image box. You should click the **Setup** (...) button to the right to set this to the path where the variable images can be located.

### Reference Point

This field is only available if the currently selected element is an image box. This field allows the user to define the position of images within the image box. Select the anchor point on the image box from which the images are placed, and then enter the offset the images should be placed from the anchor point.

### Frame Fitting

This field is only available if the currently selected element is an image box. This menu specifies how the images are fitted in the image box. Select **None** if no fitting is necessary and the original size of the images are used. Select **Fit content**

**Proportionally** to fit the images within the image box.

Select **Fit content width in frame** to fit the width of the images to the image box. Select **Fit content height in frame** to fit the height of the images to the image box.

Select **Fill Frame** to fill the images inside the image box -

note that this option will scale the images non-proportionally.


### 3. Barcode Property Panel


Barcode boxes are drawn with the **Barcode** tool in the **Tool Bar**. The **Barcode** panel is for configuring the barcode in the barcode box.

When the current text box is not in text entry mode, typing the key **b** will switch focus to the **Barcode** panel.

#### Type

Select the type of barcode for the currently selected barcode box. The alias of the selected barcode type is shown below the **Type** menu. In the illustration to the left, the selected barcode type is **Codabar**, and it is also known as **USD-4, NW-7** or **Code 2 of 7**. Please see **Appendix 1** for the complete list of supported barcode types.

Additional setups can be made by clicking the setup button  to the right of the menu - the **Advanced Barcode Setup** dialog will then be prompted. Please see the next section for details on the **Advanced Barcode Setup** dialog.

The ID button  to the right is for setting the application ID for the barcode. Note that not all barcodes support the application ID property.

#### Scale

The size of barcode can be set in 2 different methods.

Select the **Fit in Barcode Box** option to scale the barcode so it fits inside the barcode box. You can also optionally check the box **proportionally** so that the scaling is done proportionally.

Select the **H** and **V** option to enter the horizontal and vertically scaling percentages. You can also click the Lock icon to change it into an Unlock icon so that scaling can be done non-proportionally. Click the Unlock icon to change it back to the Lock icon, so that the scaling must be done proportionally.

Most barcodes should be scaled proportionally from between 80 to 200%.

#### Barcode text

Check this box to draw barcode text together with the barcode.

### Justify

Check this box to justify the barcode text to the left and right edges of the barcode. Please see the next section for more information on barcode text justification.

### Type, Style, Size

If the Barcode text checkbox is checked, the Type, Style and Size options are enabled. You can set the font, font style and font size respectively for the barcode text.

### Location

Select the location of the barcode text. This can either be **Below**, **Below Embedded**, **Above**, and **Above Embedded**. Please see the next section for details for barcode text location.

### Include Supplement

Check this box to draw barcode supplement together with the barcode. Note not all barcode types support supplement. Please see **Appendix 1** to see which barcode type supports barcode supplement.



### Data Source





Barcode supplement data must be from the database. Select the database column where the barcode supplement is located.

### Location

Select the location of the barcode text. This can either be **Below**, **Below Embedded**, **Above**, and **Above Embedded**. Please see the next section for details for barcode text location.

a. *Setting Barcode Size*

The following table shows the different settings of the Scale configuration in the **Barcode** panel.

<div><div>Scale</div><div><div><input checked="" type="radio"/> Fit in Barcode Box</div><div><input type="checkbox"/> proportionally</div><div><div><input type="radio"/> H: 100 %</div><div><input type="radio"/> V: 100 %</div></div></div></div>	
The barcode completely fills the barcode box.	
<div><div>Scale</div><div><div><input checked="" type="radio"/> Fit in Barcode Box</div><div><input checked="" type="checkbox"/> proportionally</div><div><div><input type="radio"/> H: 100 %</div><div><input type="radio"/> V: 100 %</div></div></div></div>	
The barcode fills the barcode box but the scaling is proportional..	
<div><div>Scale</div><div><div><input type="radio"/> Fit in Barcode Box</div><div><input checked="" type="checkbox"/> proportionally</div><div><div><input checked="" type="radio"/> H: 100 %</div><div><input type="radio"/> V: 100 %</div></div></div></div>	
The barcode is drawn at the actual 100% size.	
<div><div>Scale</div><div><div><input type="radio"/> Fit in Barcode Box</div><div><input checked="" type="checkbox"/> proportionally</div><div><div><input checked="" type="radio"/> H: 200 %</div><div><input type="radio"/> V: 200 %</div></div></div></div>	
The barcode is scaled up by 200% proportionally.	

---

Scale

☐ Fit in Barcode Box

☒ proportionally

☒ H:  %

V:  %




The barcode is scaled up by 200% horizontal and 140% vertically.

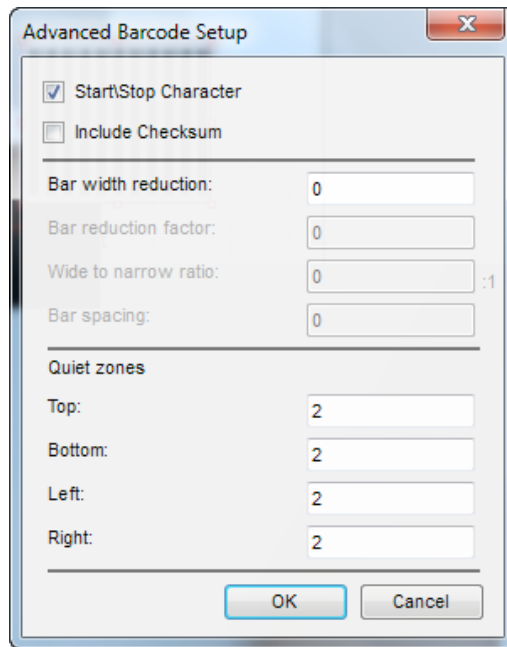
The scaling is non-proportional.

---



b. *Advanced Barcode Setup*

Additional setups can be made by clicking the setup button  to the right of the Type menu in the **Barcode Property Panel**. The **Advanced Barcode Setup** dialog will be prompted.



<b>Start/Stop Character</b>	Start and Stop characters mark the beginning and end of the barcode. These characters are not returned by the barcode reader when the barcode is scanned. Check this option to insert the barcode characters into the barcode.
<b>Include Checksum</b>	Check this option to insert the checksum characters into the barcode. Note that not all barcodes support checksum and some requires checksums.
<b>Bar width reduction</b>	This is a value used for reducing the bar width (not the space width) in order to compensate for ink bleeding when printing the barcode on various surfaces.
<b>Bar reduction factor</b>	This is a factor applied to bar width for reducing/enlarging the bars for special characters 1, 2, 7, 8. The standard recommended value is 1/13 of bar width.
<b>Wide to narrow ratio</b>	This is a ratio between the wide bars and narrow bars. The recommended ratio varies between 2:1 and 3:1. Depending on the barcode printer resolution and quality of barcode scanner, this ratio can be increased or decreased to make sure the barcode is scanned correctly. A lower ratio results in a higher barcode density and less occupied space, but it requires high resolution printers (laser printer quality) and precise scanners in order to read the barcodes.

<b>Bar spacing</b>	The distance between the bars. The unit is 1/50 inch.
<b>Quiet zones - Top, Bottom, Left, Right</b>	The quiet zone is a blank area around the barcode that clearly delimitates the barcode symbol, so the barcode reader does not consider external elements as part of the barcode. The quiet zone is measured in multiples of XDimension, which is the width of a narrow bar.

*c. Bar Width Reduction*

This is a value used for reducing the bar width (not the space width) in order to compensate for ink bleeding when printing the barcode on various surfaces. The unit is point. 1 point equals 1/72 inch, or 0.3528mm.

The following shows the effect of bar reduction factor 0 (default), 0.2 and 0.4, which is equivalent to reduction of 0.07056mm (0.2) and 0.1411mm (0.4).



*d. Bar Reduction Factor*

This is a factor applied to bar width for reducing\enlarging the bars for special characters 1, 2, 7, 8. The standard recommended value is 1/13 of bar width.



e. *Wide to Narrow Ratio*

This is a ratio between the wide bars and narrow bars. The recommended ratio varies between 2:1 and 3:1. Depending on the barcode printer resolution and quality of barcode scanner, this ratio can be increased or decreased to make sure the barcode is scanned correctly. A lower ratio results in a higher barcode density and less occupied space, but it requires high resolution printers (laser printer quality) and precise scanners in order to read the barcodes.



f. *Bar Spacing*

The distance between the bars. The unit is 1/50 inch. This means that entering 1 in this field will set the bar spacing to 0.508mm. The recommended value for Pharmacode (the only barcode that supports bar spacing) is 1mm +/- 0.1mm. The following illustration shows a Pharmacode barcode with bar spacing setting to 1.9685, equivalent to 1mm, as required for Pharmacode.



*g. Quiet Zones*

The quiet zone is a blank area around the barcode that clearly delimitates the barcode symbol, so the barcode reader does not consider external elements as part of the barcode. The quiet zone is measured in multiples of XDimension, which is the width of a narrow bar.

Top, Bottom, Left, Right = 2 (default)



Top = 20, Bottom, Left, Right = 2



Top, Bottom = 5, Left, Right = 10



### *h. Barcode Text Justification*

Check this option to justify the barcode text with the left and right edges of the barcode.



### Barcode Text Location

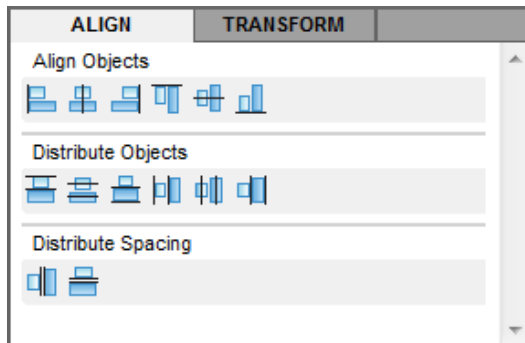
Select the location to insert the barcode text. This can either be *Above*, *Above Embedded*, *Below*, or *Below Embedded*.



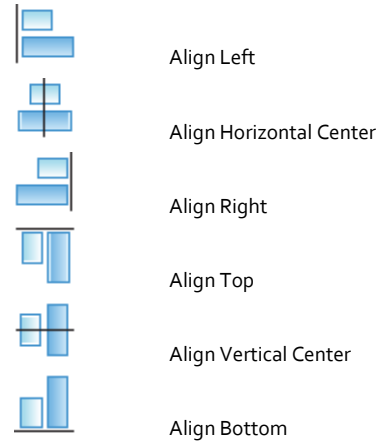
#### 4. Align Property Panel

The **Align** panel allows users to align edges of elements, and to distribute elements at equal spaces.

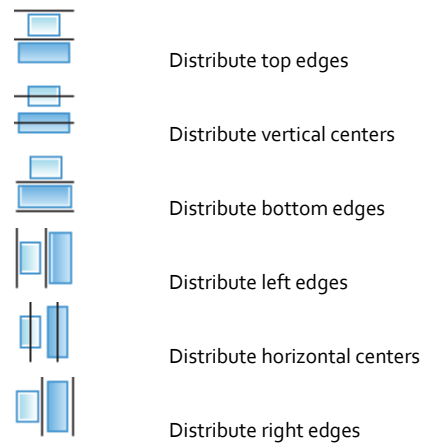
When the current text box is not in text entry mode, typing the key **n** will switch focus to the **Align** panel.



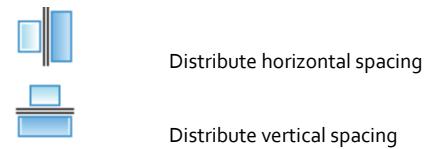
##### Align Objects



##### Distribute



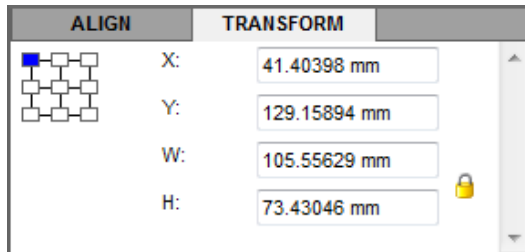
##### Distribute Spacing



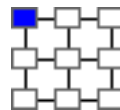
## 5. Transform Property Panel

The **Transform** panel is for setting the X and Y coordinates of reference points of the elements. You can also set the width and height of the bounding box of the elements.

When the current text box is not in text entry mode, typing the key **d** will switch focus to the **Transform** panel.



### Reference Corners



Select the reference corner on the element for which the X and Y coordinates are read from or set to.

### X, Y

These are the X and Y coordinates of the reference corner on the element from the top-left corner of the document.

### W, H

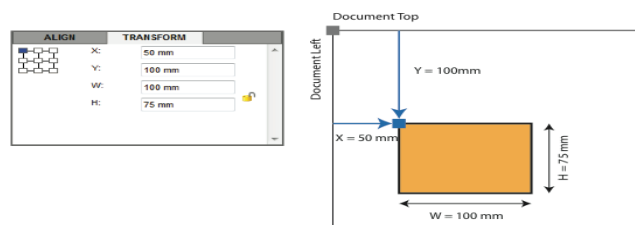
Set the width and height of the element.

### Example 1

In this example we need to position the top-left corner of a rectangle at X = 50mm and Y = 100mm. This means the top-left corner of the rectangle is 50mm to the right from the left edge and 100mm down from the top edge. To do so -

- we first select the rectangle by clicking on it
- go to the Transform panel and click on the top-left reference point, so that the X and Y measurements we entered will be for the top-left corner of the rectangle
- enter X = 50mm, and Y = 100mm

Please see the illustration below for the correct settings and the effect of making these settings.





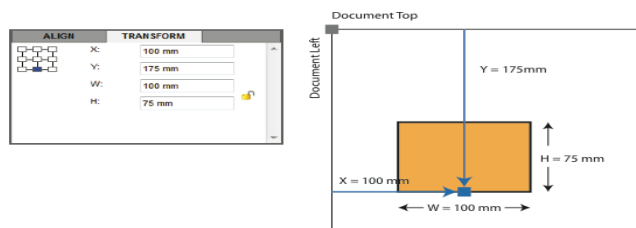


### Example 2

In this example we need to position the bottom-middle point of a rectangle at  $X = 100\text{mm}$  and  $Y = 175\text{mm}$ . This means the bottom-middle point of the rectangle is 100mm to the right from the left edge and 175mm down from the top edge. To do so -

- we first select the rectangle by clicking on it
- go to the **Transform** panel and click on the bottom-middle reference point, so that the X and Y measurements we entered will be for the top-left corner of the rectangle
- enter  $X = 100\text{mm}$ , and  $Y = 175\text{mm}$

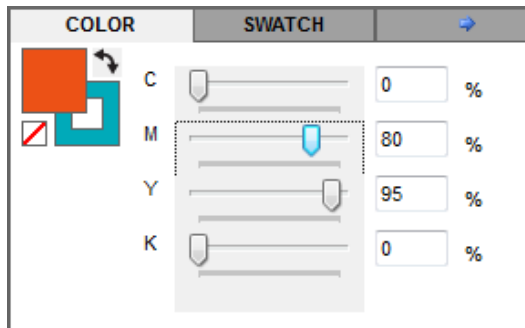
Please see the illustration below for the correct settings and the effect of making these settings.



## 6. Color Property Panel

The **Color** panel is for setting the fill and stroke color of elements.

When the current text box is not in text entry mode, typing the key **c** will switch focus to the **Color** panel.



### C, M, Y, K

Set the **C, M, Y, K** values. These options are available if the document color mode is set to **CMYK**.

### R, G, B

Set the **R, G, B** values. These options are available if the document color mode is set to **RGB**.

### Color Tool

The Color tool in the Color panel provides several functions for setting fill and stroke colors. The basic functions are listed below.



### Switching between Fill and Stroke Colors



The solid square represents the fill color. The hollow square represents the stroke color. At any one time, only one color type can be set. The example above has the solid square on top of the hollow square, hence the current active color type is **Fill** color. To switch the active color type to **Stroke**, click once on the hollow square.



The hollow square is now on top of the solid square, which means the active color type is Stroke color.

## Swapping Colors

Now click the curved line with arrows on both sides. This button is for swapping the fill and stroke colors.



## Setting Fill or Stroke Color to None

The square at the bottom left corner with the red line across it is the **None** button. It is for setting either the fill or stroke color to None. A color of none means no color is used at all and the bottom will show through. Now click the None button.



The stroke color has been set to **None**. As a result, the stroke color square has no color and there is a red line going through it.

## Setting Color



If you need to set the fill color, click on the **Fill Color** square to set it to the active color type to Fill color. You can then set the colors in one of 3 methods -

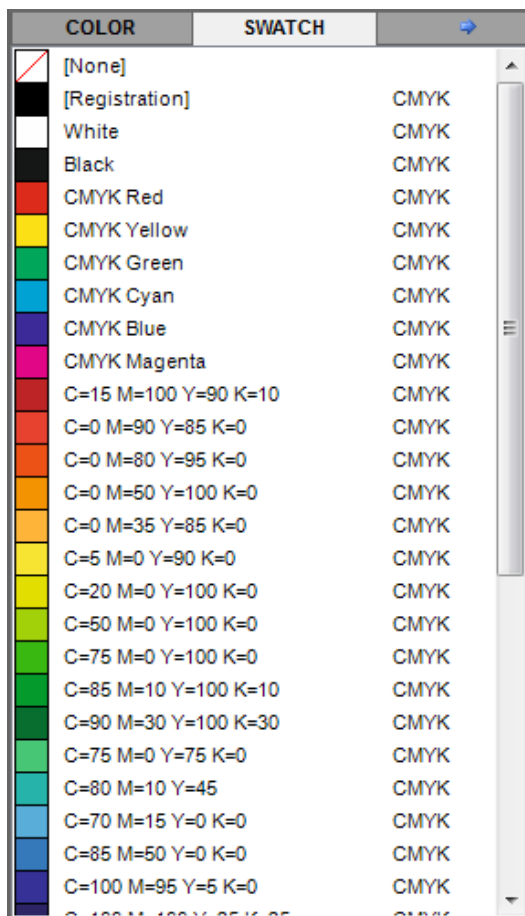
- Drag the sliders for each color component to change the color value of the component
- Enter the color value for each component in the boxes to the right
- Click on the **Swatch** tab to expand the **Swatch** panel, then click on a swatch to set the color to the swatch color.

## 7. Swatch Property Panel

Swatches are colors that are defined by the user. Colors can be process colors or spot colors. Process colors can be defined in CMYK or RGB colorspace. If the document color mode is CMYK, then process colors can only be defined in CMYK colorspace. If the document color mode is RGB, then process colors can only be defined in RGB colorspace. Substitution colors can also be defined for spot colors, which can also be CMYK or RGB colors. Again If the document color mode is CMYK, then spot colors can only have substitution colors defined in CMYK colorspace. If the document color mode is RGB, then spot colors can only have substitution colors defined in RGB colorspace.

To set a swatch as the fill color, first go to the **Color** panel or the **Color** tool in the Tool Bar to set the active color type to fill, then go to the **Swatch** panel to select the swatch you want to use. The selected swatch color will then be used as the current fill color. To set a swatch as the stroke color, first go to the **Color** panel or **Color** tool to set the current color type to stroke, then go to the **Swatch** panel to select the swatch you want to use. The selected swatch color will then be used as the active stroke color.

When the current text box is not in text entry mode, typing the key **w** will switch focus to the **Swatch** panel.



### Swatch

All existing swatches are listed in the **Swatch** panel. For document with color mode set to **CMYK**, only swatches created from CMYK color are listed. For document with color mode set to **RGB**, only swatches created from RGB color are listed.

To create, edit, duplicate or delete swatches, click the Blue arrow to the right of the **Swatch** panel, the **Swatch Options** menu will be shown.

Create New Swatch  
Edit Swatch  
Duplicate Swatch  
Remove Swatch  
Remove All Swatches

### Create New Swatch

Select this option to create a new swatch. The **Swatch Setup** dialog will be prompted. Please see the next section for more information on the **Swatch Setup** dialog.

### Edit Swatch

Select a swatch by clicking on it and the select this option to edit the selected swatch in the **Swatch Setup** dialog.



### Duplicate Swatch

Select a swatch by clicking on it and then select this option to create a new swatch based on the selected swatch in the **Swatch Setup** dialog.

### Remove Swatch

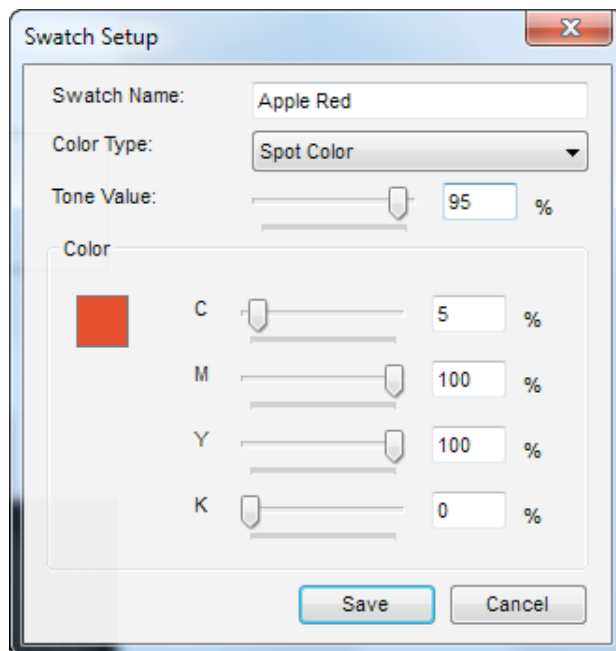
Select a swatch by clicking on it and then select this option to remove the selected swatch. You will be prompted to confirm the removal.

### Remove All Swatches

Select this option to remove all swatches. You will be prompted to confirm the removal.

## Swatch Setup

The **Swatch Setup** dialog is for configuring new swatches. You will arrive at this dialog when you create, duplicate or edit a swatch.



<b>Swatch Name</b>	Enter the name for the swatch.
<b>Color Type</b>	Select the color type of the swatch. This can either be <b>Spot Color</b> or <b>Process Color</b> .
<b>Tone Value</b>	This menu is shown only if <b>Color Type</b> is <b>Spot Color</b> . Set the tonal percentage of the color values entered below for the spot color.
<b>Color</b>	If document color mode is <b>CMYK</b> , the color will be defined in CMYK color. If document color mode is <b>RGB</b> , the color will be defined in RGB color.



## 8. Stroke Property Panel

The **Stroke** panel is for setting the stroke weight and stroke style for the elements.

When the current text box is not in text entry mode, typing the key **k** will switch focus to the **Stroke** panel.

**STROKE**

Weight:  pt

☒ Dashed line

dash gap dash gap dash gap

### Weight

Select or enter the stroke weight in point.

### Dashed line

Check this box if the stroke is to be rendered as a dashed line.

### dash

Enter the length of the dash in point.

### gap

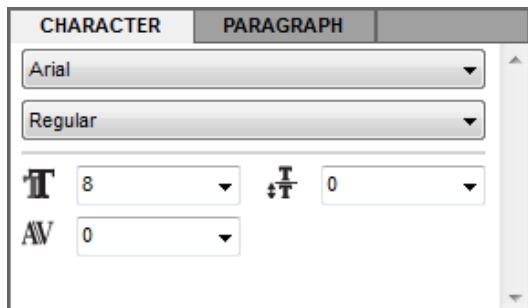
Enter the length of the gap between dashes in point.



## 9. Character Property Panel

The **Character** panel is for setting the character styles for the text in the currently selected text boxes. Note that the character styles are always applied to all text in the text box.

Type **Ctrl+T** to switch focus to the **Paragraph** panel.



### Font

Select the font for the text in the text box.

### Style

Select the font style for the text in the text box.

### Font Size



Select or enter the font size for the text in the text box.

### Leading



Select or enter the leading for the text in the text box.

### Kerning

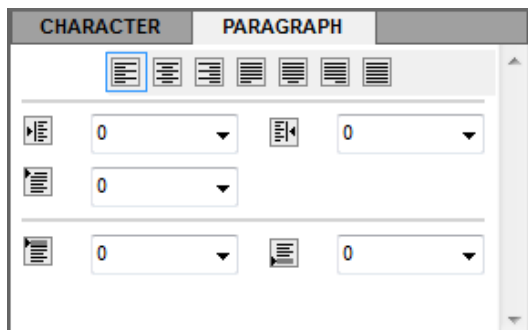


Select or enter the kerning or character spacing for the text in the text box.

## 10. Paragraph Property Panel

The **Paragraph** panel is for setting the paragraph styles for the text in the currently selected text boxes. Note that the paragraph styles are always applied to all text in the text box.

When the current text box is not in text entry mode, typing the key **p** will switch focus to the **Paragraph** panel.



### Justification

Select the justification for the text in the text box.



Align Left



Align Center



Align Right



Justify with last line aligned left



Justify with last line aligned center



Justify with last line aligned right



Justify all lines

### Left Indent



Enter the left indent for the paragraph.

### Right Indent



Enter the right indent for the paragraph.

### First Line Left Indent



Enter the left indent for the first line in the paragraph.

### Space before paragraph



Enter the space before the paragraph.

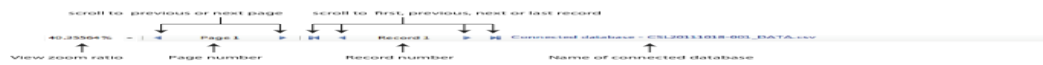
### Space after paragraph



Enter the space after the paragraph.

## E. Status Bar

The Status Bar is located at the bottom of the Variigator window. It shows various information such as the current view zoom ratio, the page number, record number, and name of connected database. Controls are also provided to scroll to the next or previous page, and to scroll to the first, previous, next, and last records, assuming if the document is connected to a database.



For the connected database name, if no database is connected, the text is displayed in red, and the name of the connected base is **None**.

## F. Work Area

### 1. Document View

Variegator documents are displayed in the **Work Area**. To zoom in or out, use the **Zoom In** or **Zoom Out** tool in the **Tool Bar**, or the **Zoom In** and **Zoom out** tools in the **Control Bar**. You can also fit the view within the **Work Area** using the **Fit Artwork in Window** tool in the **Control Bar**.

When the document is too large for the entire document to be viewed in the **Work Area**, you can use the **Hand** tool in the **Tool Bar** to scroll to different areas of the document.

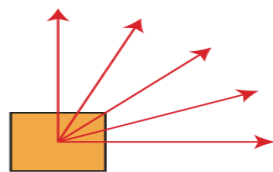
### 2. Keyboard & Mouse Actions

#### a. *Drag and Drop*

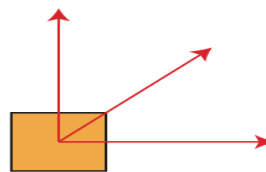
Elements can be dragged around the document by drag and drop using the mouse.

#### b. *Restricting Movement*

If the **Shift** key is pressed when element(s) are being dragged, the movement is restricted to horizontal, vertical, or 45 degrees only.



No key is pressed.  
Movement is unrestricted.

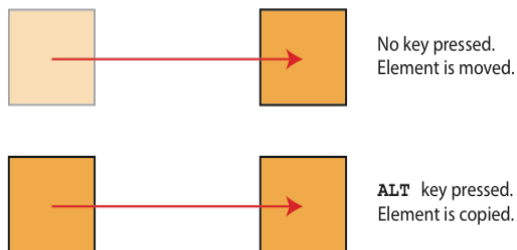


**Shift** key is pressed.  
Movement is restricted to 0, 45, 90 degrees.

c. *Duplicate while Move*

When an element is being dragged, if the **ALT** key is pressed, the element is duplicated at the new location where the mouse button is released.

Please see illustration below for the effects of pressing of ALT key when dragging and dropping an element.



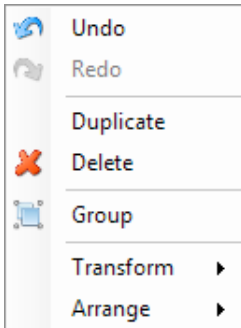
d. *Deleting Elements*

To delete the selected element(s), select the element and then select the option **Edit : Delete**, or type the **Delete** key.

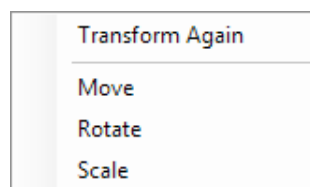
### 3. Element Options Menu

There are two methods to show the **Element Options** menu -

- right-click on an element, or
- select a number of elements and then right-click on one of them.



<b>Undo \ Redo</b>	<b>Undo</b> or <b>Redo</b> the last actions. A total of 32 undo levels are provided.
<b>Duplicate</b>	Duplicate the element right-clicked on.
<b>Delete</b>	Delete the element right-clicked on.
<b>Group</b>	If more than one elements are selected when the user right-clicks on the document, the <b>Group</b> option is enabled. Select the <b>Group</b> option to group those elements together as a group. If the user right-clicks on a group, the <b>Group</b> option will be replaced by the <b>Ungroup</b> option. Select <b>Ungroup</b> to ungroup the selected group back to individual elements.
<b>Transform</b>	Select the <b>Transform</b> option to move, rotate or scale, or repeat the previous transform on the currently selected element(s). The option expands into a sub-menu.

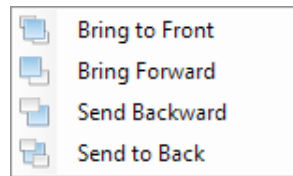


Please see the section **Moving, Rotating and Scaling Elements** in the chapter **Basic Operations** for more information.

---

**Arrange**

Provides the four **Arrange** options - **Bring to Front**, **Bring Forward**, **Send Backward**, **Send to Back**.



Please see the section **Rearranging Order of Elements** in the chapter **Basic Operations** for more information.

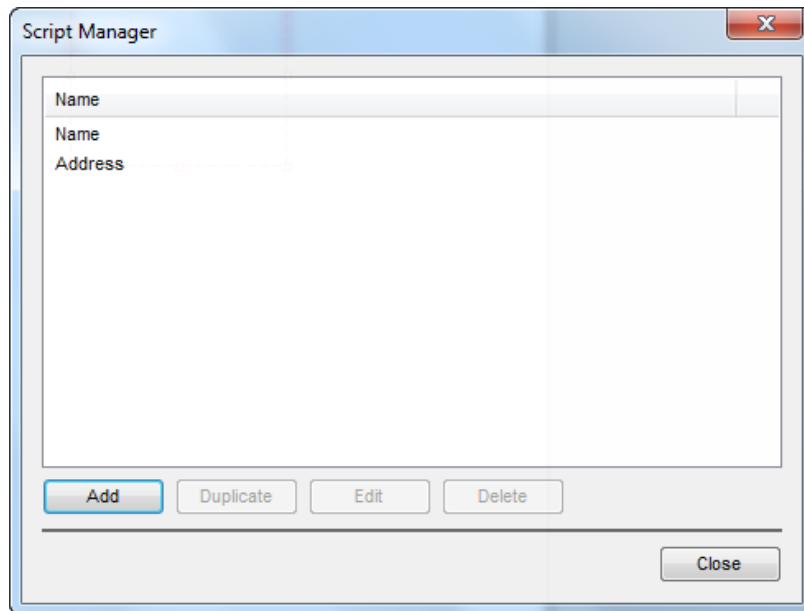
---





## 11. Scripting

To create a script, go to the FRAME panel and click the button labelled xy to the right of the Frame Source field. The Script Manager dialog will be prompted.



A list of all existing script will be shown.

### A. Create a script

Click on the Add button to create a script.

You can also select an existing script and click the Duplicate button to create a script based on the selected script.

### B. Edit a script

Select an existing script and click the Edit button to edit the selected script.

### C. Delete a script

Select an existing script and click the Delete button to delete the selected script.

When creating or editing a script, the Script Editor dialog will be prompted

Script Editor

Script Name:

Save Cancel

Script

Database -

< Lname  
Fname  
Address1  
address2  
City  
ZIP

Functions

< Auto-Number  
ExtractValue

Samples:

Mr. <firstName> <lastName>

<<Auto-Number(start,end,increment,step,num\_digits)>>

<<Auto-Number(0,,1,1,1)>>

<<Auto-Number(0,100,10,1,3)>>

<<ExtractValue(column,separator,index)>>

If column "Test" contains data "ABCD",

Field	Descriptions
Script Name	Enter the name of the of the script.
Script	Enter the script in this box. Please note that a function must be enclosed with a pair of double angle brackets e.g. <<Function ()>> and a column name must be enclosed with a pair of angle brackets, e.g. <column>.
Database	The Database section lists all existing database columns. Click once to select a column and click the move button (<) to add the column name to the script at the insertion point. You can also double-click a column to move it to the script.
Functions	The Functions section lists all existing functions. Click once to select a function and click the move button (<) to add the function to the script at the insertion point. You can also double-click a function to move it to the script.

## D. Script Functions

### Auto-Number

The Auto-Number function generates a number automatically. The format of the function is -

<<Auto-Number (start, end, increment, step, num\_digits).

Field	Descriptions
start	This is the value for the first record. This must be an integer.
end	This is the value for the last record. If end is reached before all records are generated, the Auto-Number will reset to the start value and incremented again. This must be an integer. The end value can be omitted in which case there is no end value and the Auto-Number will continue to be incremented until the last record.
increment	This is the increment value. The Auto-Number will be incremented by this value for every new record. This must be a positive or negative integer and cannot be 0.
step	This is the number of records for each increment. For example, the Auto-Number may be incremented once for every 10 records. The step value can be omitted in which case step is set to 1.
num_digits	Specifies the number of digits in the Auto-Number. The function will pad the returned value with preceding zeros if necessary. The num_digits value can be omitted in which case the Auto-Number will not be padded.

#### Examples

<<Auto-Number (1, 20, 1, 1, 2)>>

The sequence of Auto-Number generated will be 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, ...

<<Auto-Number (1, 10, 2, 2, 2)>>

The sequence of Auto-Number generated will be 01, 01, 03, 03, 05, 05, 07, 07, 09, 09, 01, 01, 03, 03, ...

### ExtractValue

The ExtractValue function extract one or more characters from a value. The format of the function is -

<<ExtractValue (<column name>, "separator", index)>>

Field	Descriptions
column name	Enter the name of the column in the database from which to read the value to extract from.
separator	This is the separator character which separates the source values into multiple values. For example, a value may be separated by a comma, e.g. the column value may be "23.99"
index	Specifies the position to retrieve the return value. For example, if you want to return the 2nd value, enter 2.

#### Example

If the value of the column Price is "23.99" -

<<ExtractValue (<Price>, ".", 1)>> will return **23**.

<<ExtractValue (<Price>, ".", 2)>> will return **99**.

If the value of the column Size is "XL|XL1|X-LARGE" -

<<ExtractValue (<Size>, "\", 1)>> will return **XL**.

<<ExtractValue (<Size>, "\", 2)>> will return **XL1**.

<<ExtractValue (<Size>, "\", 3)>> will return **X-LARGE**.



## 12. Variable Swatch

With a variable swatch, the user can set a specific color according to the values found in a field. A variable swatch can be applied to fill or stroke color. The color can be a CMYK, RGB or a spot color. In addition, the user can specify whether to overprint or knockout.

Please note that you can only use RGB color if the Color Mode (specified in Document Properties when you create a new document) is set to RGB. If you set Color Mode to CMYK, you can only create variable swatch in CMYK or Spot color.

### A. Create a variable swatch

To create a variable swatch, go to the SWATCH panel and click the option button to the right and select the option Create New Variable Swatch.

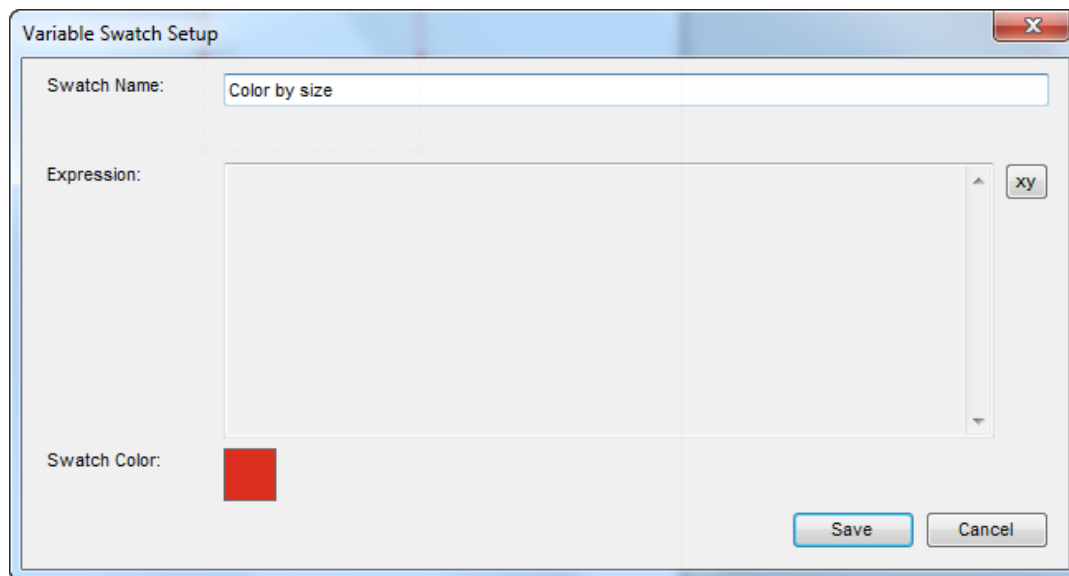
### B. Edit a variable swatch

To edit an existing variable swatch, select the variable swatch and in the option menu select the option Edit Swatch.

### C. Delete a variable swatch

To delete an existing variable swatch, select the variable swatch and in the option menu select the option Remove Swatch.

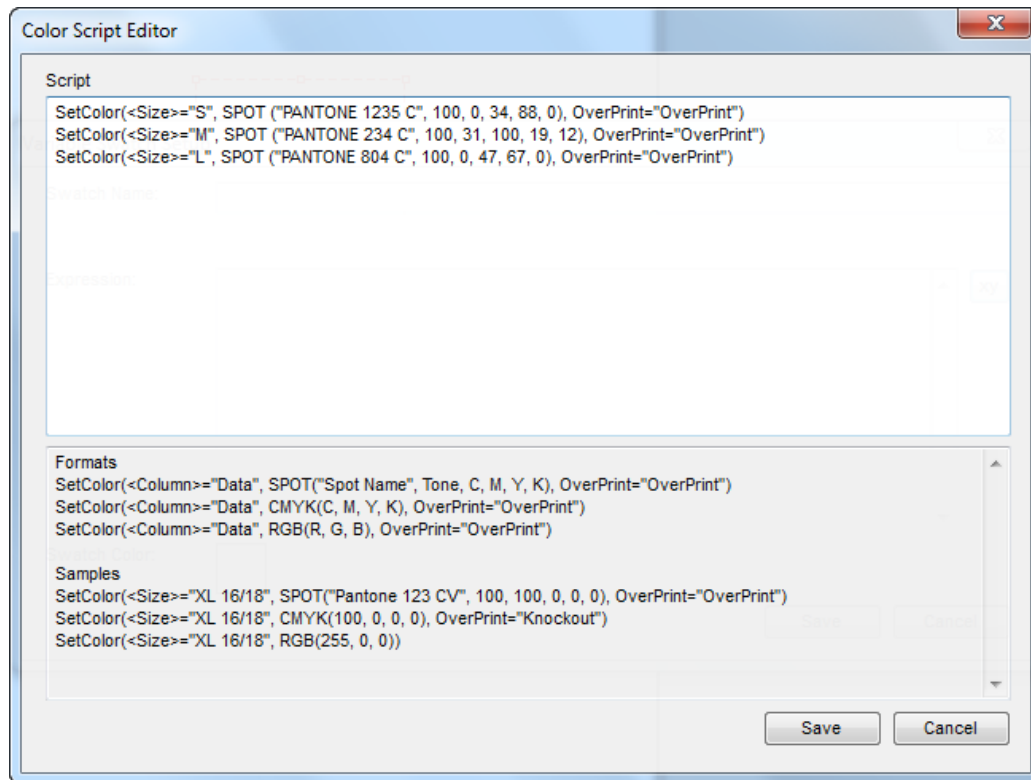
When creating or editing a variable swatch, the Variable Swatch Setup dialog will be prompted.



Enter the name of the swatch in the Swatch Name field. This name will appear in the SWATCH panel.

Next select the Swatch Color by clicking on the square patch to the right of the Swatch Color label. This color will only be used if the variable swatch field is not equal to any entered values. This color will also appear to the left of the variable swatch color name in the SWATCH panel.

Finally click the button labelled xy in the top right of the dialog. The Color Script Editor dialog will be prompted.



The script should be entered in the Script box. The script may contain one or more statement. After entering one statement, please press the enter key to create a new line before you enter the next statement.

The format of each statement is in the following format -

`SetColor( <column name>="value", color, OverPrint="overprint mode")`

Field	Descriptions
column name	Enter the name of the column in the database which will determine the color. The column name must be enclosed in angle brackets. For example, if the name of the column is Size, the column name should be written as <Size>.
value	Enter the value to match with the value found in the column specified in column name. The value must be enclosed in quotation marks. For example, if the value is Large, the value must be written as "Large".
color	<p>Enter the color. 3 types of color are supported - CMYK, RGB and Spot.</p> <p>To specify a CMYK color, enter -</p> <p>CMYK (C, M, Y, K) where C, M, Y, K are the value in percentages for the cyan, magenta, yellow and black colorants. For example, if you want to specify a color with C=90%, M=80%, Y=70% and K=60%, you should enter</p> <p>CMYK (90, 80, 70, 60)</p> <p>Note that there is no need to enter the percentage symbol.</p> <p>To specify an RGB color, enter -</p> <p>RGB (R, G, B) where R, G, B are the value for the red, green, and blue colorants. The value is an integer from 0 to 255. For example, if you want to specify a color with R=200, G=190, B=180, you should enter</p> <p>RGB (200, 190, 180)</p> <p>To specify a spot color, enter -</p> <p>SPOT (name, tone, C, M, Y, K) where name is the name of the Pantone color, enclosed in quotation marks. tone is the total value for the spot color. For example, if the color is 80% of the spot color, enter a value of 80. C, M, Y, K are the value in percentages for the cyan, magenta, yellow and black colorants. For example, if you want to specify a spot color named "PANTONE 123 C", used at 75%, with a CMYK equivalent color of C=90%, M=80%, Y=70% and K=60%, you should enter -</p>

Field	Descriptions
	SPOT ("PANTONE 123 C", 75, 90, 80, 70, 60)
overprint mode	You can specify the overprint mode. The overprint mode specifies here will override the overprint setting in the OVERPRINT panel. Enter OverPrint if the color is to overprint. Enter Knockout if the color is to knockout.



A sample script is shown below.

```
SetColor(<EUROPE>="S", CMYK(0,100,0,0), OverPrint="Knockout")
SetColor(<EUROPE>="M", SPOT ("PANTONE 123 C", 100, 0, 0, 15, 85), OverPrint="OverPrint")
SetColor(<EUROPE>="L", SPOT ("PANTONE 234 C", 70, 15, 0, 0, 15), OverPrint="OverPrint")
```

For the following script, if the value from the column Europe is S, the returned color is a CMYK color with M=100%.

If the value from the column Europe is "M", the returned color is a spot color with the name PANTONE 123 C, at 100%, with a CMYK equivalent color of Y=15% and K=85%.

If the value from the column Europe is "L", the returned color is a spot color with the name PANTONE 234 C, at 70%, with a CMYK equivalent color of C=15% and K=15%.

## Appendices

### I. 1D Barcode Symbolologies

The following table shows all supported 1D barcode symbolologies, their data lengths, type of characters, as well as whether it supports barcode supplements. Please note that the information provided below may be subjected to change.

Barcode	Also Known As	Data Length	Characters	Supplement
Codabar	USD-4 / NW-7 / Code 2 of 7	Variable	0...9 - \$ : / . +	N
Code 11	USD-8	Variable	0...9 -	N
Code 128	Code 128	Variable	alphanumeric	N
Code 128A	Code 128 Code Set A	Variable	alphanumeric	N
Code 128B	Code 128 Code Set B	Variable	alphanumeric	N
Code 128C	Code 128 Code Set C	Variable	alphanumeric	N
Code 2 of 5	Standard 2 of 5 / Industrial 2 of 5	Variable	0...9	N
Code 2 of 5 Interleaved	Interleaved 2 of 5	Variable	0...9	N
Code 32	Italian pharmacy code	8 digits	0...9	N
Code 39	USD-3 / Code 3 of 9 / LOGMARS	Variable	0...9 A...Z - . \$ / + % SPACE	N
Code 39 Extended	USD-3 / Code 3 of 9 / LOGMARS	Variable	All 128 ASCII characters	N
Code 93	USS-93	Variable	0...9 A...Z - . \$ / + % SPACE	N

Barcode	Also Known As	Data Length	Characters	Supplement
Code 93 Extended	USS-93	Variable	All 128 ASCII characters	N
COOP 2 of 5	COOP 25	Variable	0...9	N
EAN-128	European Article Numbers 128			N
EAN-13	European Article Numbers 13	12 digits	0...9	Y, 2 or 5 digits
EAN-8	European Article Numbers 8	7 digits	0...9	Y, 2 or 5 digits
FedEx Ground 96	FedEx Ground 96	21 digits	0...9	N
IATA 2 of 15	International Air Transport Association	16 digits	0...9	N
Identcode	Deutsche Post Identcode	11 digits	-	N
ISBN	International Book Number	9 digits	0...9	Y, 2 or 5 digits
ISMN	International Music Number	9 digits	0...9	Y, 2 or 5 digits
ISSN	International Serial Number	9 digits	0...9	Y, 2 or 5 digits
JAN-13	Japanese Article Number 13	10 digits	0...9	Y, 2 or 5 digits
Kix	Klant index	-	0...9 A...Z	N
Leitcode	Deutsche Post Leitcode	13 digits	0...9	N
Matrix 2 of 5	Matrix 2 of 5	Variable	0...9	N
MSI/Plessey	Modified Plessey	Variable	0...9	N
Pharmacode	Pharmaceutical Binary Code	-	0...9	N
Planet	Postal Alpha Numeric Encoding Technique	12 digits	0...9	N
Postnet	Postal Numeric Encoding Technique	5, 9 or 11 digits	0...9	N
PZN	Pharma-Zentral-Nummer	6 digits	0...9	N
RM4SCC	Royal Mail 4-state Customer Code	Variable	0...9 A...Z	N
SCC-14	Shipping Container Code 14	13 digits	0...9	N
Singapore Post	Singapore Post	-	0...9 A...Z	N
SSCC-18	Serial Shipping Container Codes	17 digits	0...9	N
UPC-A	Universal Product Code A	11 digits	0...9	Y, 2 or 5 digits
UPC-E	Universal Product Code E	7 digits	0...9	Y, 2 or 5 digits
USPS FIM	USPS Facing Identification Mark	-	-	N
USPS Horizontal	USPS Horizontal Bars	-	-	N
USPS PIC	USPS Package Identification Code	21 or 29 digits	0...9	N



## II. 1D Barcode Supported Features

The following table shows all supported features for 1D barcode symbologies. Please note that the information provided below may be subjected to change.

Barcode	Checksum	Wide to narrow ratio	Bar reduction factor	Bar spacing	Application Identifier
Codabar	Not supported	N	N	N	N
Code 11	Optional	N	N	N	N
Code 128	Always Required	N	N	N	Y
Code 128A	Always Required	N	N	N	N
Code 128B	Always Required	N	N	N	N
Code 128C	Always Required	N	N	N	N
Code 2 of 5	Optional	Y	N	N	N
Code 2 of 5 Interleaved	Optional	Y	N	N	N
Code 32	-	Y	N	N	N
Code 39	Optional	Y	N	N	N
Code 39 Extended	Optional	Y	N	N	N
Code 93	Always Required	N	N	N	N
Code 93 Extended	Always Required	N	N	N	N
COOP 2 of 5	Optional	Y	N	N	N
EAN-128	-	N	N	N	Y

Barcode	Checksum	Wide to narrow ratio	Bar reduction factor	Bar spacing	Application Identifier
EAN-13	Always Required	N	Y	N	N
EAN-8	Always Required	N	Y	N	N
FedEx Ground 96	-	N	N	N	N
IATA 2 of 15	Optional	Y	N	N	N
Identcode	-	Y	N	N	N
ISBN	Optional	N	Y	N	N
ISMN	Optional	N	Y	N	N
ISSN	Optional	N	Y	N	N
JAN-13	Optional	N	Y	N	N
Kix	-	N	N	N	N
Leitcode	-	Y	N	N	N
Matrix 2 of 5	Optional	Y	N	N	N
MSI/Plessey	Optional	N	N	N	N
Pharmacode	-	Y	N	Y	N
Planet	Always Required	N	N	N	N
Postnet	Always Required	N	N	N	N

Barcode	Checksum	Wide to narrow ratio	Bar reduction factor	Bar spacing	Application Identifier
PZN	-	Y	N	N	N
RM4SCC	-	N	N	N	N
SCC-14	Always Required	N	N	N	N
Singapore Post	-	N	N	N	N
SSCC-18	Always Required	N	N	N	N
UPC-A	Always Required	N	Y	N	N
UPC-E	Always Required	N	Y	N	N
USPS FIM	-	N	N	N	N
USPS Horizontal	-	N	N	N	N
USPS PIC	-	N	N	N	N

### III. 2D Barcodes Symbolologies

The following 2D Barcodes are supported -

- CODABLOCK F
- Code 16K
- DataMatrix
- MicroPDF<sub>417</sub>
- PDF<sub>417</sub>
- QR

## IV. Hot Keys for Menu Options

The following hot keys are functional at all times.

Hot Keys	Functions
Bring to Front	Shift+Ctrl+]
Bring Forward	Ctrl+]
Send Backward	Ctrl+[
Send to Back	Shift+Ctrl+[
Ctrl-"	Show or Hide Grid
Ctrl-o	Fit-in-screen Preview
Ctrl-1	1:1 Preview
Ctrl-3	Hide Element(s)
Alt-Ctrl-3	Show All
Ctrl+A	Select All
Ctrl+B	Paste in Back
Ctrl+C	Copy
Ctrl+D	Transform Again
Ctrl-F	Paste in Front
Ctrl-G	Group
Shift-Ctrl-G	Ungroup
Ctrl+N	New
Ctrl+O	Open
Ctrl+P	Print
Ctrl+Q	Quit
Ctrl-R	Show or Hide Ruler
Ctrl+S	Save
Shift+Ctrl+S	Save As
Alt+Ctrl+S	Show or Hide Static Elements
Ctrl-T	Character Styles
Ctrl+V	Paste
Alt-Ctrl-V	Show or Hide Variable Elements
Ctrl+W	Close
Ctrl+X	Cut
Ctrl+Z	Undo
Shift+Ctrl+Z	Redo

## V. Hot Keys for Tools

The following hot keys are functional when the current text box is not in text entry mode.

Hot Keys	Descriptions
a	switch to Direct Selection tool
b	expand the BARCODE property panel.
c	expand the COLOR property panel.
d	expand the TRANSFORM property panel.
f	expand the FRAME property panel.
h	switch to Hand tool
i	switch to eyedropper tool
k	expand the STROKE property panel.
l	switch to Ellipse tool (note this is a small L)
m	switch to Rectangle tool
n	expand the ALIGN property panel.
o	switch to Reflect tool
p	expand the PARAGRAPH property panel.
r	switch to Rotate tool
s	switch to Scale tool
t	switch to Text tool
v	switch to Selection tool
w	expand the SWATCH property panel.
x	switch the stroke and fill color
z	switch to Zoom tool