Contents

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2. Getting Started

The following instructions tell you about minimum system requirements, how to install the ColorStyle Software running Windows 95 or Windows 98 and starting the program for the first time.

System Requirements

The recommended software and hardware configuration for you computer system to run the ColorStyle Software is:

- An IBM compatible PC with a 133 or better microprocessor.
- 32 MB RAM.
- Hard Disk with at least 50MB free disk space.
- One CD-ROM 8X speed drive.
- Network Novel Systems, Microsoft Network or similar operating system, Windows 95/98, (I386 Platform) or Windows 2000.
- VGA or SVGA graphics adapter and monitor.
- Mouse or other Windows-compatible pointing device.
- Serial port.
- ColorStyle Software and ColorStyle License.

Installation

Microsoft Windows version 95 or later is required to install and run the ColorStyle Software. You can run the ColorStyle Software on any system that can run Windows 95, if the system has enough RAM and hard disk space. If Windows 95 is not installed, run the setup program for Windows before trying to install the ColorStyle Software.

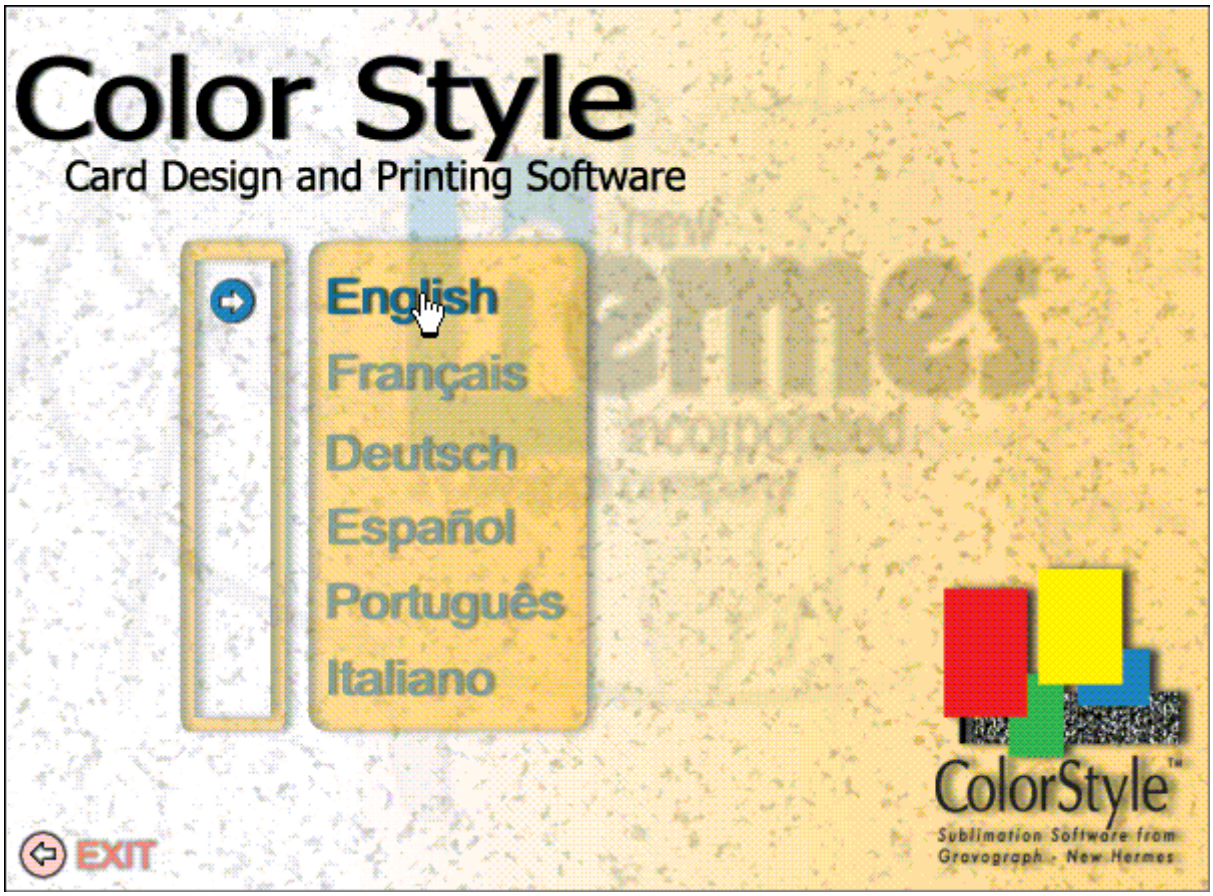
Running Setup on Windows 95/98

Insert the ColorStyle Software CD-ROM in your CD-ROM drive. The ColorStyle Software Setup Screen appears after a few moments. If the ColorStyle Software Setup Screen does not show up automatically choose “Run ”from the Windows 95/98 Start Menu. Type D:\setup, where D is your CD-ROM drive location. Follow the Setup instructions.

Normal/Master Installation

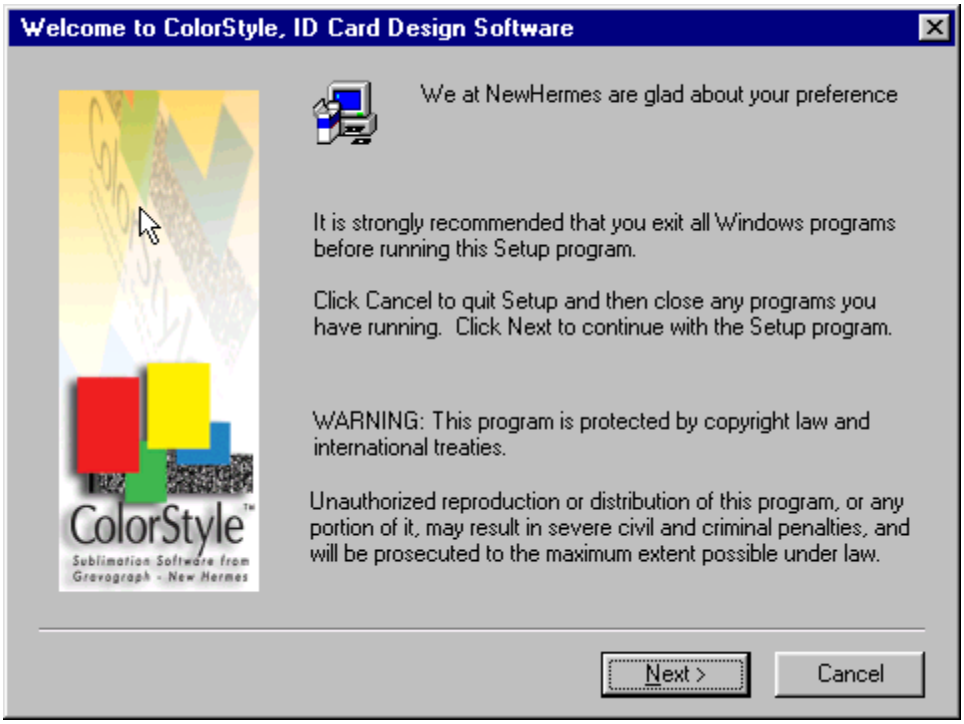
Setup Instructions

The Language screen appears.



Choose the desired language. On the next screen Click **Install Software**.

The Welcome Dialog box appears.



Click **Next** to continue the installation.

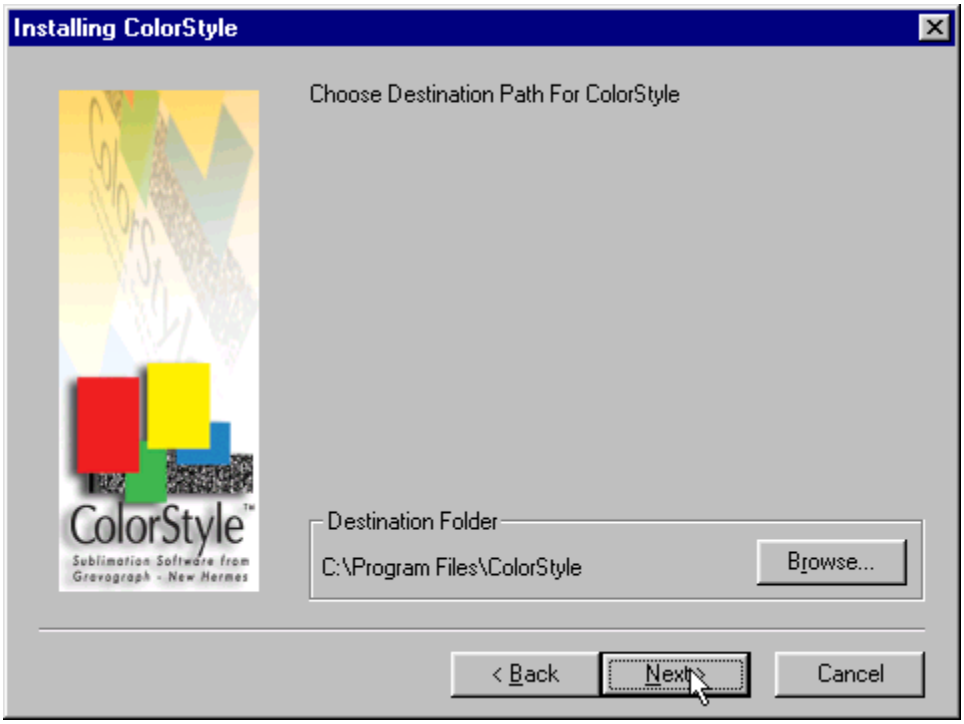
Follow the Setup instructions.

The license Agreement screen appears, if you agree with the license terms confirm with **Yes** .

Setup prompts you with the Setup Installation Type.

Choose Normal/Master Installation and click **Next** .

Setup prompts you with the default installation path.



Confirm or change the ColorStyle Software directory. Click **Next** .

Setup prompts you with the default group folder. Confirm or change the ColorStyle Software

Group folder. Click **Next** .

Setup will create a program group called ColorStyle Software and program icons for the installed programs.

The installation is complete when the setup dialog box confirms so. The ColorStyle Software setup will prompt you to reboot the system, **highly recommended**.

Starting/Quitting the Card Software

After you have installed the ColorStyle Software, you can start the application.
Connect the ColorStyle Key reader to the serial port and enter the ColorStyle Key License delivered with the package which is the software key.

Note

The ColorStyle Key reader is connected to the serial port in a pass through manner, so you can connect it to the same serial port as your mouse.

Starting

After you run Setup, you will see a program group in the Windows Program Manager called ColorStyle Software ”or another name you may have provided during installation. The “ColorStyle Software ”program group includes icons for all the ColorStyle Software components you installed. Double click the ColorStyle Software program icon.

Quitting

When you finish working with he program and are ready to quit the ColorStyle Software, choose the **Exit** command from the **File** menu (or press **Alt+F4** on the keyboard). If you have made any changes since the last time you saved your card file, the ColorStyle Software prompts you to **Save** the file before exiting. Click **Yes** to save the changes.

3. Learning the Card Software

The ColorStyle Software user manual will guide you through this powerful application, starting with creating a simple card working with objects and using system variables to the advanced features like Image Acquisition Logins and Passwords. **All About Printing** you find in Appendix B of this manual. Complementary, the ColorStyle Software Help function is a complete online tool you can use anytime you need information quickly or when your ColorStyle Software User Manual is not available.

Using the Card Software Manual

Before you start using the ColorStyle Software, it’s important to understand the terms and typographical conventions we use in the documentation.

General Conventions

We use the following kinds of formatting in the text to identify special information:

- ♦**Diamond bullet**: Step-by-step procedures. You can use procedural information by using both the mouse and keyboard. To choose a command from a menu, you can use either the mouse or a keyboard shortcut.

- **CAPITAL LETTERS**: Keys on the keyboard appear in small capital letters. For example, the Enter key appears as **ENTER**.

- When we ask you to press a combination of keys, you’ll see them connected by a +. For example, **CTRL+P** means to press the CTRL key and the P key at the same time.

- **Capitalized Words**: Commands you choose from the menus or dialog boxes appear capitalized. For example, you choose the Rectangle command from the Draw menu.

- Also, tool and button names are capitalized. For example, you use the Text Tool to type text, and the Bar Code Tool to define a bar code.

Mouse Conventions

The ColorStyle Software makes use of both the left and right mouse buttons. Unless you've programmed it differently, the left mouse button is the primary mouse button. Whenever a procedure requires you to use the secondary mouse button, the documentation refers to it as the right mouse button.

- **"Point "** means to position the mouse pointer so the tip of the pointer rests on whatever you want to point to on the screen.

- **"Click "** means to press and then immediately release the left mouse button without moving the mouse.

- **"Double-click "** means to press and immediately release the left mouse button twice without moving the mouse.

- **"Drag "** means to point, and then hold down the left mouse button as you move the mouse. Releasing the mouse button completes the action.

- **"Right-click "**means to press and then immediately release the right mouse button with out moving the mouse.

Special Graphical Conventions

- **Note** -Indicates information that emphasizes or supplements important points of the main text.

- **Tip** -A type of note that helps you apply the techniques and procedures described in the text to your specific needs. A tip suggests alternative methods that may not be obvious and helps you understand the ColorStyle Software benefits and capabilities.

- **Important** -Provides information essential to the completion of a task. You can disregard information in a note and still complete a task, but you should not disregard an important note.

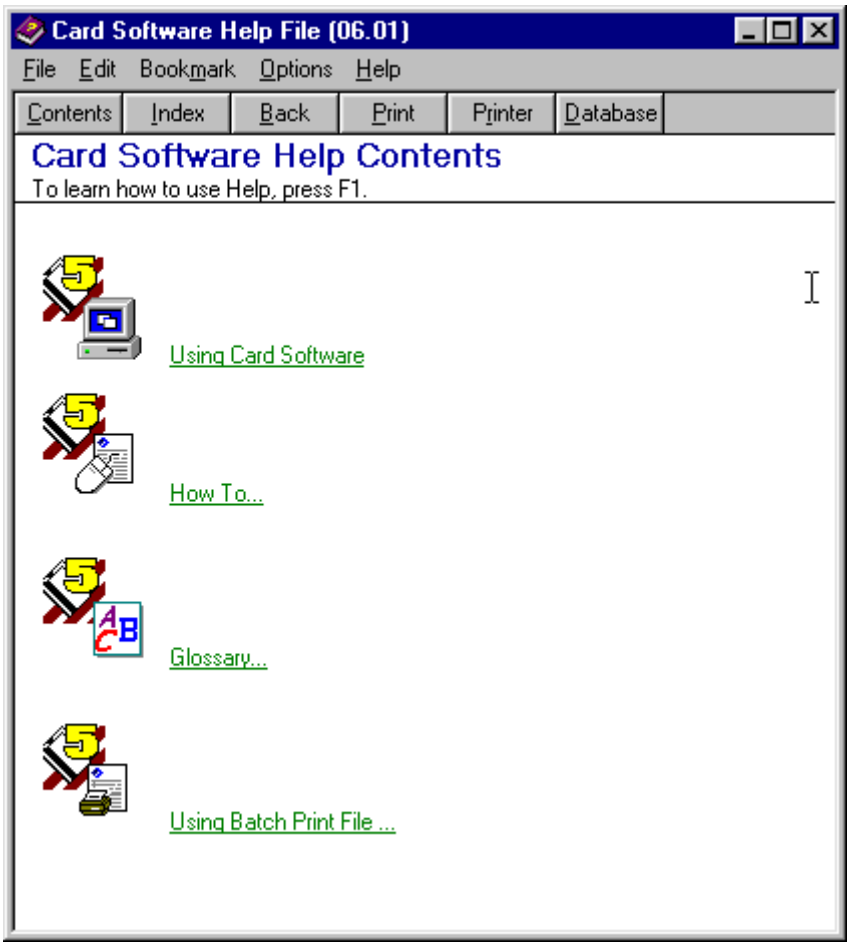
- **Caution** -A note that advises you that failure to take or avoid a specified action could result in loss of data.

- **Warning** -A note that advises you that failure to take or avoid a specific action could result in physical harm to you or the hardware.

- **Advanced Feature** – Describes alternative methods using advanced features of ColorStyle Software.

Using Online Help

You can view the Card Software Online Help Contents window by choosing Contents from the Help menu.



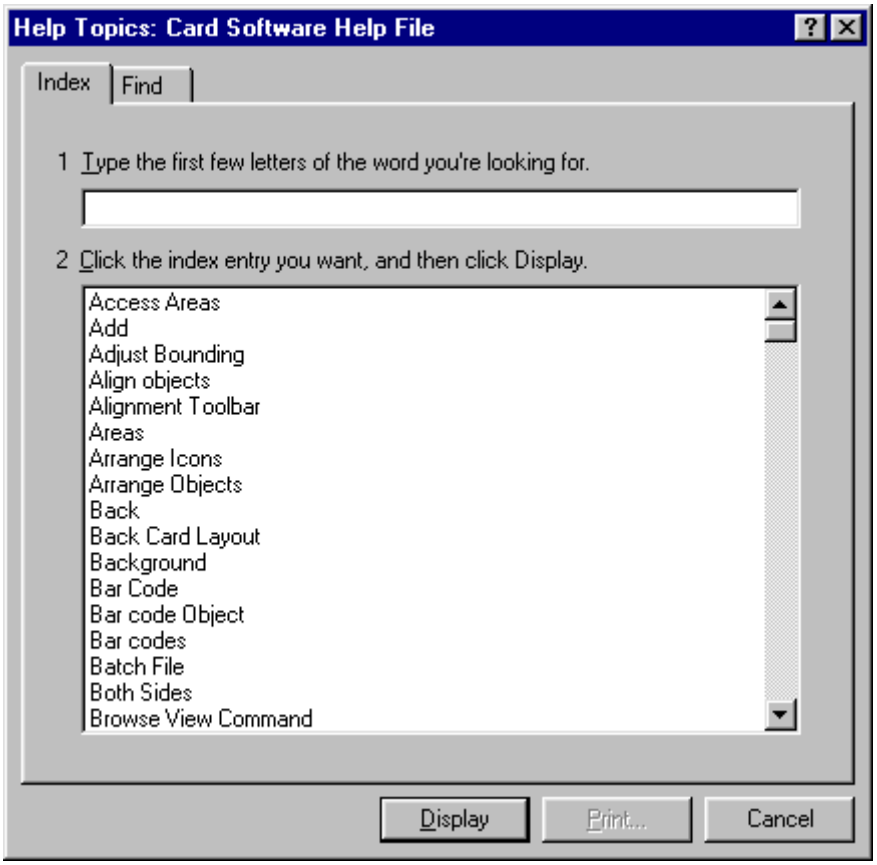
From this window, you can “jump ”to more-specific information.

Getting Help

You can get help in several ways. For example, you can use the **Help** button on the Upper Toolbar to get context-sensitive help about items on the screen and commands. Context sensitive help is always available by pressing the **F1** key from any screen. In addition, many dialog boxes and message windows contain a **Help** button. To use the comprehensive online index, open the ColorStyle Software **Help** Contents window. To use other features in **Help**, use the **Help** command. You can even get from this window, you can “jump ”to more-specific information. Help about how to use the **Help** system. Choose Using **Help** from the **Help** menu.

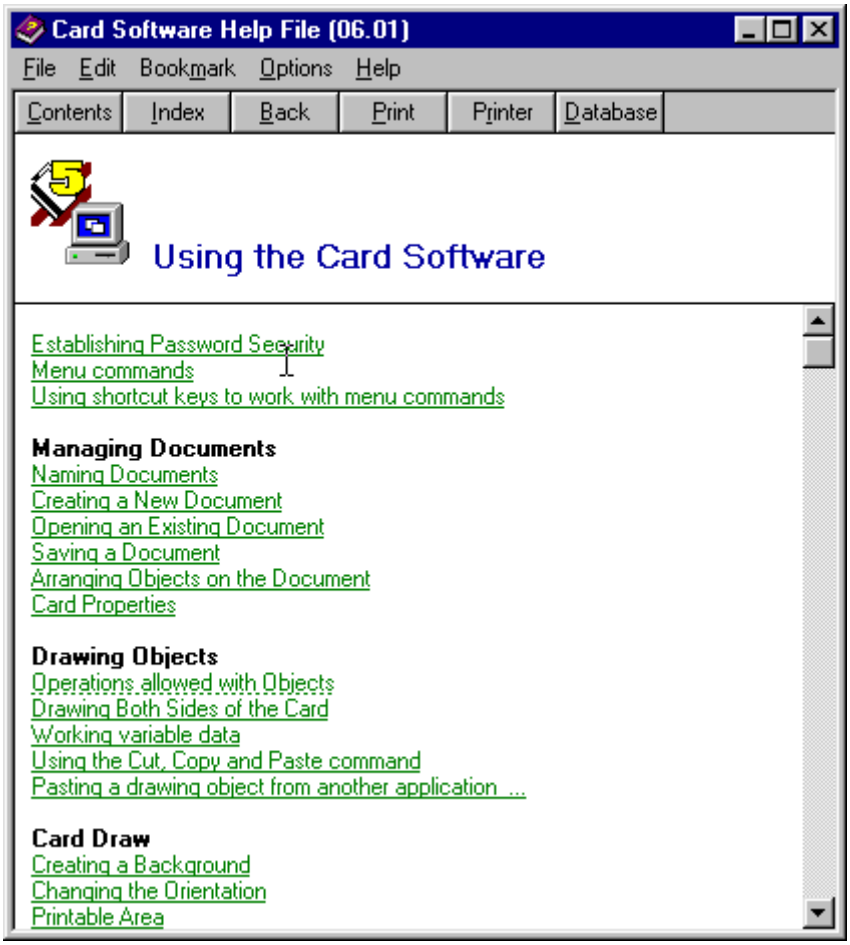
Search Help Topic

The fastest way to get help on a topic is to use the search feature. To open the **Search** dialog box, choose Index from the **Help** menu.



Online Help Information

To see what's in **Help**, choose **Contents** from the **Help** menu in the Upper Toolbar. Then, click **Using ColorStyle Software**.



You can display step-by-step procedures while you're working on a card. To do this, choose **Contents** from the **Help** menu, from the **Contents** window click **How To**.

Scroll the screen to see the content covered in each **Help** entry and click the entry you want. You can move or resize the **Help** topic window if it covers your card.

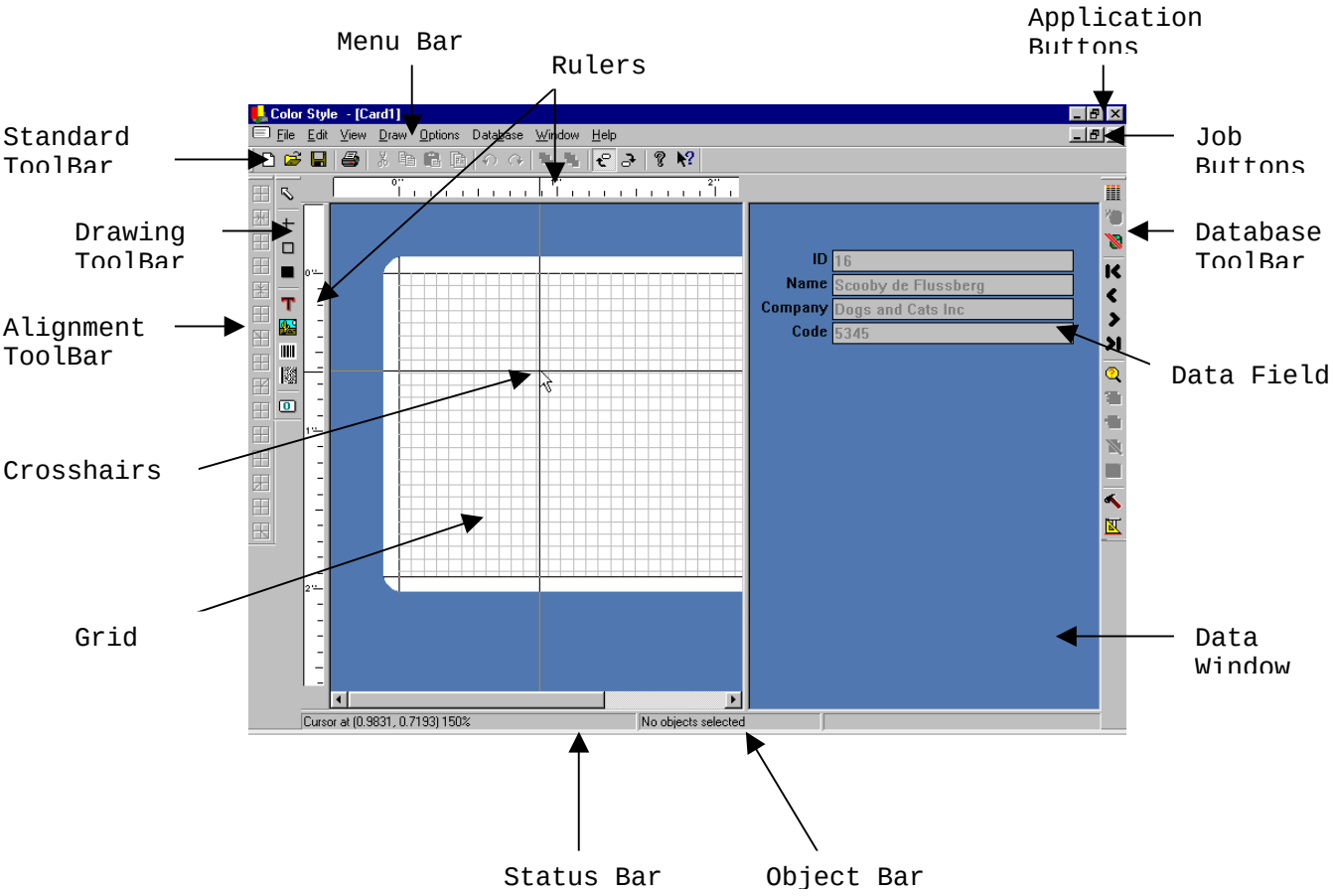
Topical Help

To find out about an item on the screen, click the **Help** button on the Upper Toolbar. When the pointer changes to a question mark, choose the command or click the window item on which you want help. The ColorStyle Software displays the **Help** topic for the selected command or window item in the **Help** window.

The Main Card Software Window

The main ColorStyle Software window, with its accompanying toolbars and menus, closely resembles the windows you work in for other Windows based programs. You will be working in the main window (and its sub-windows) as you design and print your cards.

The following illustration identifies and names each part of the main ColorStyle Software window. The text explains how each part functions.



The Title Bar

The title bar displays the name of the ColorStyle Software program and the name of the active card file.

The Menu Bar

The Menu bar lists the available menus. A menu contains a list of commands or actions that can be carried out with the ColorStyle Software.

Close Button

Using the mouse, click the **Close** button to end your ColorStyle Software session.

Restore Button

Using the mouse, click the **Restore** button a window to its previous size and location. The **Restore** button is only available when your window is maximized.

Minimize, Maximize Button

Using the mouse, you can click the **Maximize** button to enlarge the active program window so that it fills the entire desktop, or you can click the **Minimize** button to reduce the window to an icon.

The Toolbars

You can use toolbars for quick access to some of the most commonly used commands and tools.

The Standard Tool Bar contains mostly common Windows commands, the Alignment Tool Bar and the Drawing Tool Bar contains only ColorStyle Software command buttons.

Tool tips explaining the functions of each button are displayed if you hold the mouse pointer over the desired button.

Note

You must use a mouse to choose buttons on the toolbars. You cannot use the keyboard.

The Standard Status Bars

Messages that appear at the bottom of the window in areas called status bars. These messages describe what you are seeing and doing in the ColorStyle Software window as you work. The Status Bar displays the x and y coordinates of the pointer, the type, location, and size of the currently selected card object. The Status Bar also displays the name of the tool when selecting the tool's button When you choose a command provides a short message telling you what that command will do.

The Scroll Bars

When the Card Work Area is zoomed-in (enlarged), Scroll Bars appear that you can use to view information that exists beyond the borders of the window. When you can view all the contents of the window without scrolling, the Scroll Bars are absent. Drag a Scroll Box or click one of the Scroll Arrows to scroll the window and move the desired part of the card image into view.

The Card Work Area

All your work to layout a card is done in the Card Work Area. This area displays a card outline depicting the physical limits of the card. Any objects placed outside the card borders will not be printed.

The Rulers

ColorStyle Software includes **Rulers** to help you align your artwork and arrange image elements symmetrically. **Rulers** can be configured to display inches or centimeters. Set your unit of measure, from the **Options** menu **Metrics**. To display the **Rulers**, choose **Rulers** from the **View** menu. To hide the **Rulers**, choose **Rulers** from the **View** menu again.

The Grid

A visible, non-printable, network of lines covering the card. As you draw objects, they will co-intersect with the grid, if **Snap To Grid** is checked in the **Grid Settings Dialog box** (**Options** Menu). You can turn it on and off using the **Grid** command from the **View** menu.

The Cross Hair

The **Cross Hair** represent the cursor position within the card document. You can turn it on and off using the **Cross Hair** command from the **View** menu.

The Split Window Bar

Used to vertically separate the **Card Work Area Window** from the **Database Wind**ow. The split window can be resized with the mouse.

The DataBase Window

Displays all data field names and provides a field to enter or edit data, for the current database.

Field Name

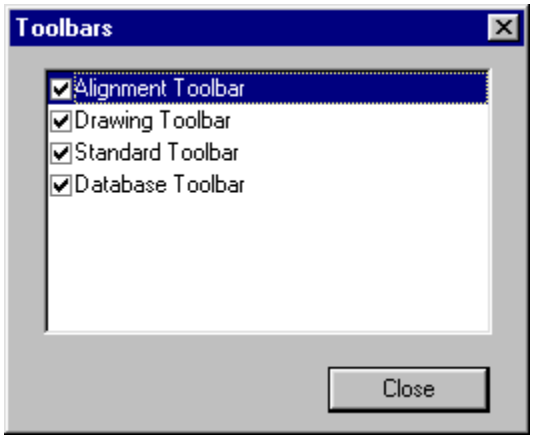
Display the database field names.

Data Field

Used to enter and display database data.

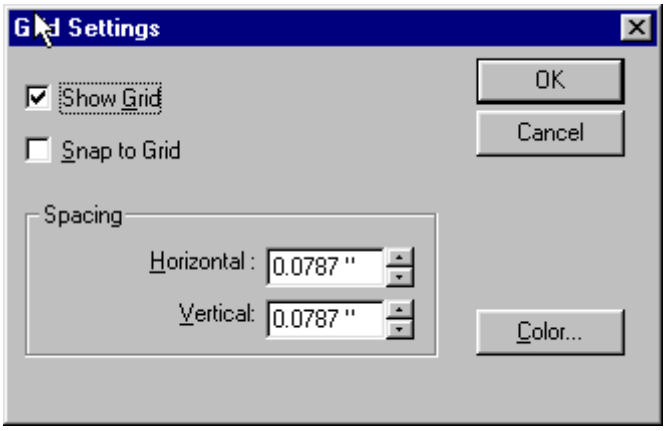
Screen Setup

Using the command Toolbars on the **View** menu, you can display or hide any of the individual ColorStyle Software Toolbars.



The command **Cross Hair** from the **View** menu toggles the **Cross Hair** cursor.

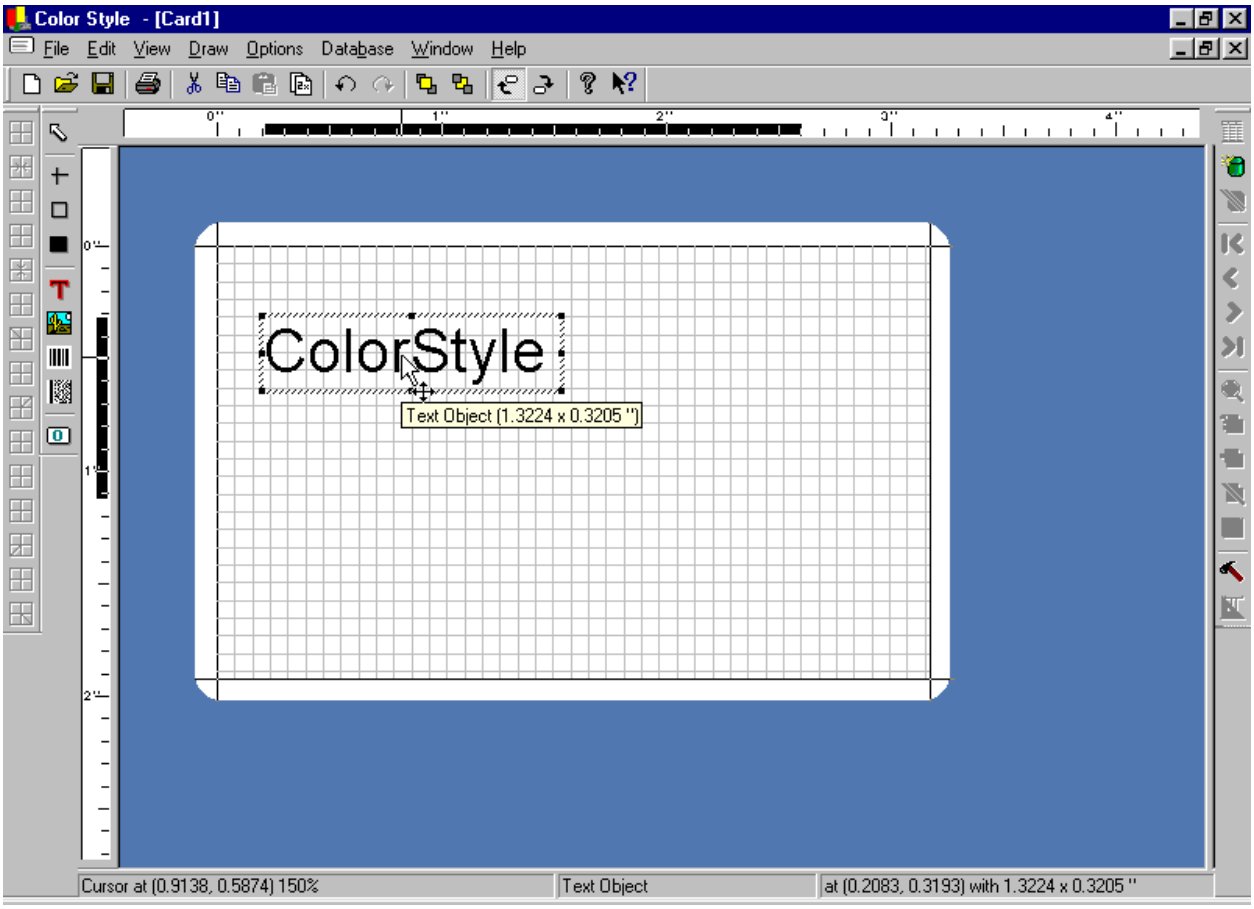
Using the command **Grid** on the **View** menu you can, display or hide the layout grid (**CTRL+G**). Use the **Grid Settings** command from the **Options** menu to control the grid spacing and color.



Using the command **Guidelines** on the **View** menu you can display or hide the card-edge guidelines (**CTRL+L**).

Using the command **Rulers** on the **View** menu you can display or hide the rulers layout. Use the **Rulers Settings** command from the **Options** menu to control the rulers behavior. Use the **Metrics** command from the **Options** menu to change the measurement unit.

Use the **Object Tooltips** from the **View** menu to displays a brief description of the objects names and size. A **ToolTip** is displayed when the mouse pointer rests over the object.



Zooming the Card Image

The size of the card image can be changed by using the **Zoom In (+)** and **Zoom Out (-)** commands on the **View** menu. Exact placement of objects on the card is sometimes easier if the image is larger.

Using the command **Fit Workspace** on the **View** menu, you can display the entire card page.

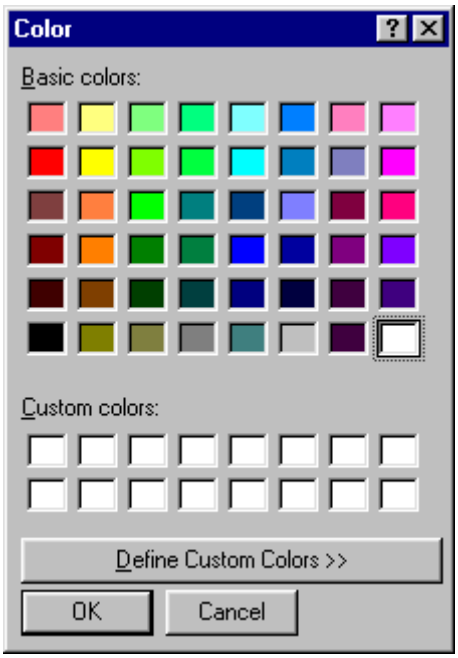
Using Metrics

From the **Options** menu select the command **Metrics**. Choose between millimeter or inch. All measurements are displayed in the selected unit.

Changing the Card/Workspace Color

From the **Options** menu select the command **Card Color**. Changing the card color doesn't affect the print process. This option only tries to get you closer of the **WYSIWYG** (What You See Is What You Get) interface.

From the **Options** menu select the command **Workspace Color**. Choose the desired color from the color pallet.



Working with the ColorStyle Software Commands

A command is an instruction that tells the ColorStyle Software to perform an operation. The ColorStyle Software provides several ways for you to choose commands. You can choose commands from a menu or toolbar or use the shortcut keys.

Toolbar Commands

The ColorStyle Software toolbars provide you with one-step access to lots of tasks. You can draw a rectangle, place a photograph, define a bar code, edit text and much more - all with just one click of a mouse button on one of the ColorStyle Software tools.

For more information about each of the ColorStyle Software toolbars see Chapter 15 Toolbars and Tools.

Menu Commands

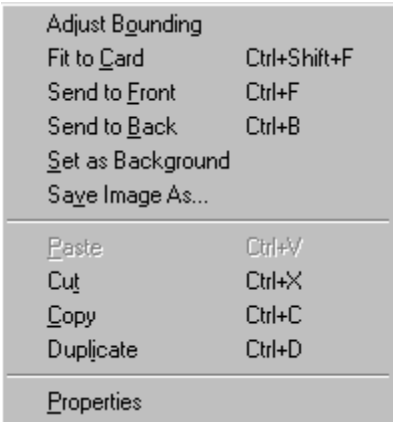
Commands are grouped in menus. Some commands carry out an action immediately; others display a dialog box so that you can select options. You'll know that a command will display a dialog box if it is followed by three periods (...).

Mouse Shortcuts

You can use a mouse shortcut to give you quick access an object's property sheet, or to display a shortcut menu.

♦**To display an object 's property sheet.**

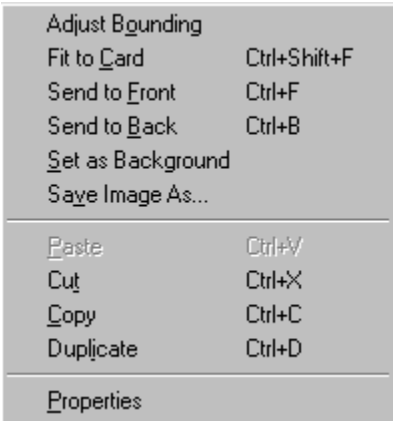
1. Just **Double click** the object.
   or
1. **Point** to the object.
2. **Click** the **right** mouse button. The **Shortcut** menu appears.



3. Choose **Properties**.
4. When you have finished with the **Properties** dialog box, click **OK** or **Cancel**, or press **ESC**.

♦**To display the Shortcut menu**.

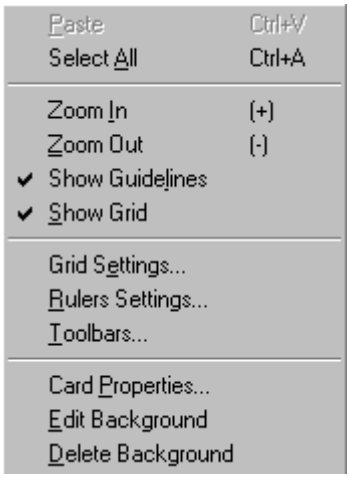
1. **Move** the mouse pointer to a place not on an object.
2. **Click** the **right** mouse button. The **Shortcut** menu appears.



3. Choose the action you want to perform.

♦To display the Shortcut menu when you have an object selected.

1. **Move** the mouse pointer over the selected object.
2. **Click** the **right** mouse button. The **Shortcut** menu appears.



3. Choose the action you want to perform.

Shortcut Keys

You can choose some commands by pressing the keyboard shortcut keys listed on the menu to the right of the command.

The ColorStyle Software uses many of the shortcut keys found in other Windows programs. You find a list of shortcut keys in Chapter 16 -“Keyboard Shortcuts ”.

4. Creating Cards

This section explains the procedures for opening existing card files, saving your work and creating the layout of a new card.

Opening and Saving Card Files

You'll find that opening and saving your card files are pretty much the same as in other Windows programs.

Opening Card Files

 To create a new card at any time, click the New button on the Standard toolbar. To quickly open one of the last cards you worked on, choose it from the list of recently used files listed at the bottom of the File menu.

 To open an existing card, click the Open button on the upper toolbar. When the Open dialog box appears, select the document in the File Name box and click OK.

If you don't see the Card you want

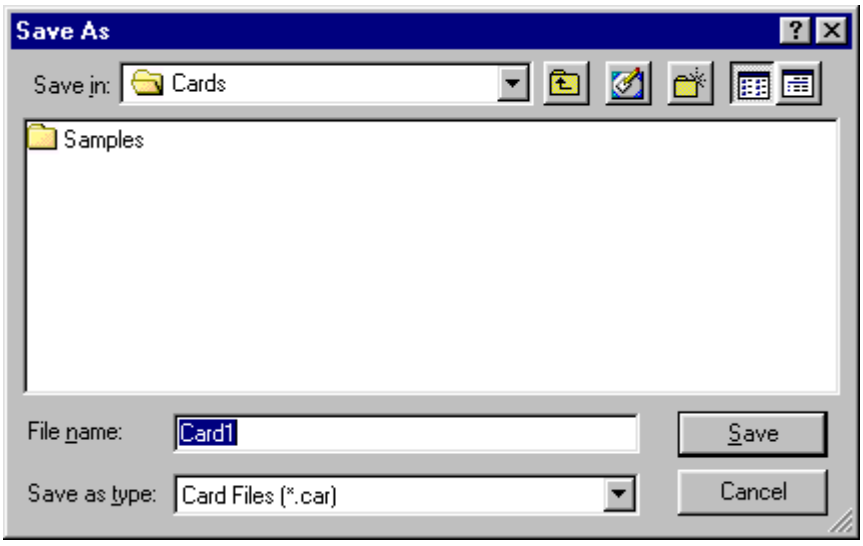
The File Name box initially lists card files in the directory in which you last saved or opened. If the card file you want is not listed click another drive and/or directory.

If you choose, you can open several card files during a ColorStyle Software session. Use the methods listed above to select the desired card files. If more than one window is open, the title bar for the active window (the one in which you are working) is a different color or intensity than other title bars.

Saving Card Files

Until you give a new card document a unique name the ColorStyle Software displays in the title bar a temporary name. The first new document is CARD1, the second is CARD2 and so on.

 To save a card on disk, **click** the **Save** button on the Standard tool bar. When you save a card for the first time the ColorStyle Software displays the **Save As** dialog box so that you can type a name for the card file.

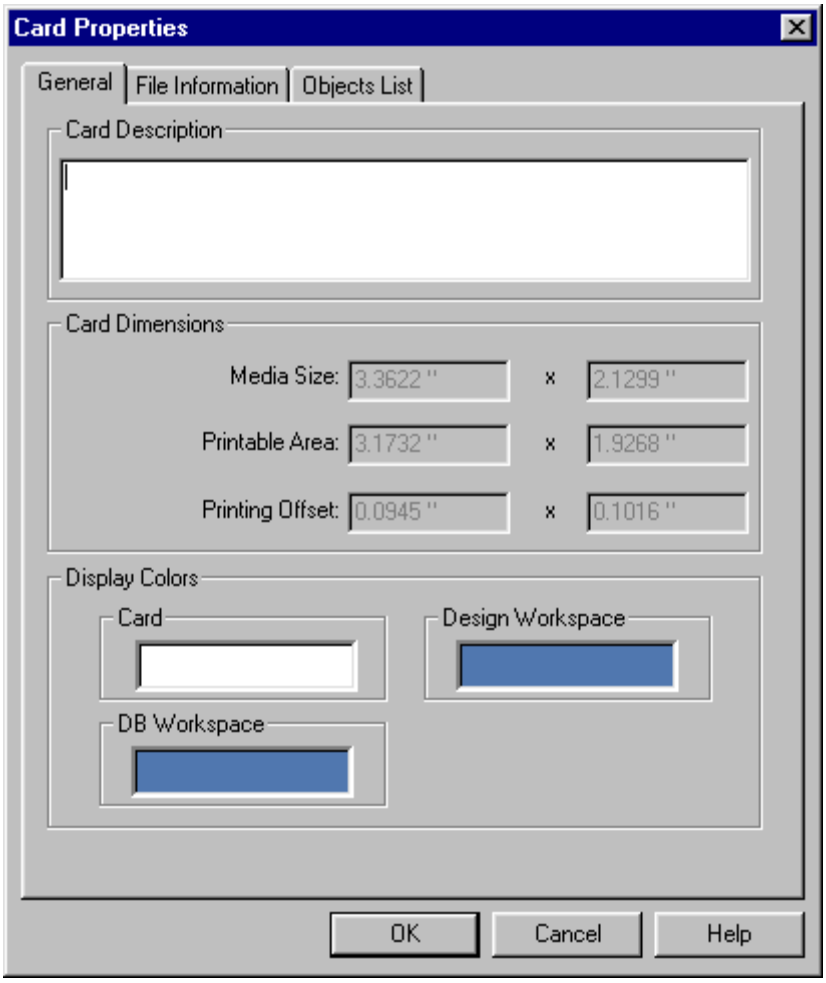


Naming a Document

To make it easier to find your documents you can use long descriptive filenames. The complete path to the file including drive letter, server name, folder path, and filename, can contain up to 255 characters. Filenames cannot include any of the following characters: forward slash (/), backslash (\), greater- than sign (>), less-than sign (<), asterisk (*), question mark (?), quotation mark (“), pipe symbol (|), colon (:), or semicolon (;).

Displaying Card Information

You can display information about the current card. From the **View** menu, choose **Card Properties**. The Card Properties dialog box appears.

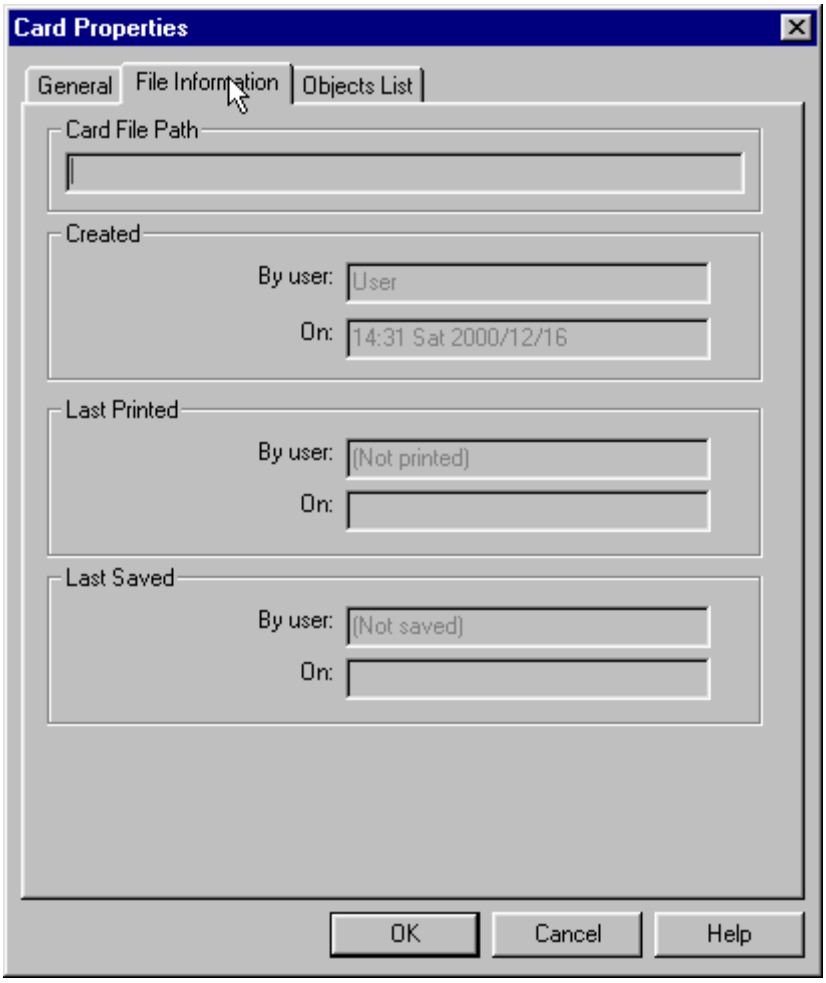


General Tab

Displays a brief card description, card dimensions and card and workspace colors.

File Information

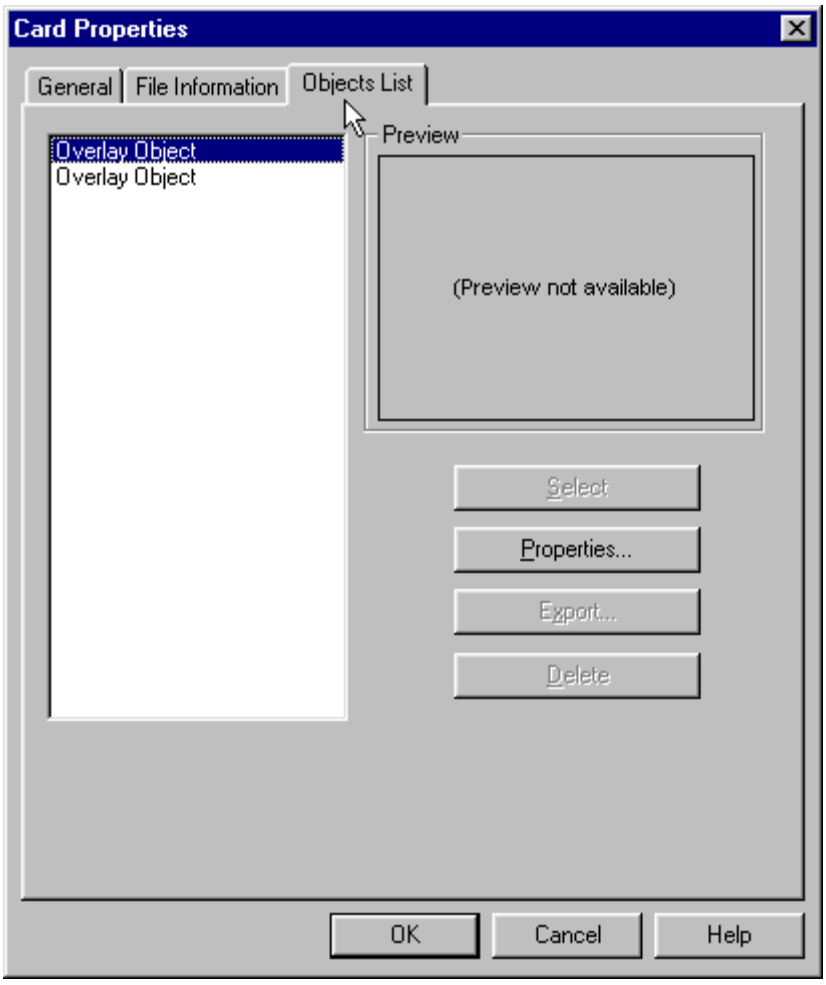
Displays the card document full path, name of the person who last saved and printed the card as well as the date.



Object List

You can change object properties directly from this dialog box. This is useful if you want to change small or hidden items. You also can export images from this dialog box.

Note
Lines and Rectangles will not show a preview.



- Select: **Click** this button to select on the card the selected object on the card items list.

- **Properties**: Select any object and **click** this button. The corresponding **Object Properties** dialog box opens. Perform the changes you want and confirm with **OK**. Changes are applied immediately at the card workspace.

- **Export**: Select an image and click this button to export it. The **Save As** dialog box appears. Provide a filename for your image and select the file type you want to use to save the image, you can choose between; Windows Bitmap Format (*.bmp), Zsoft PCX Format (*.pcx), and Tagged Information File (*.Tif).

- **Delete**: **Click** this button to delete permanently the selected item. Confirm with **OK**.

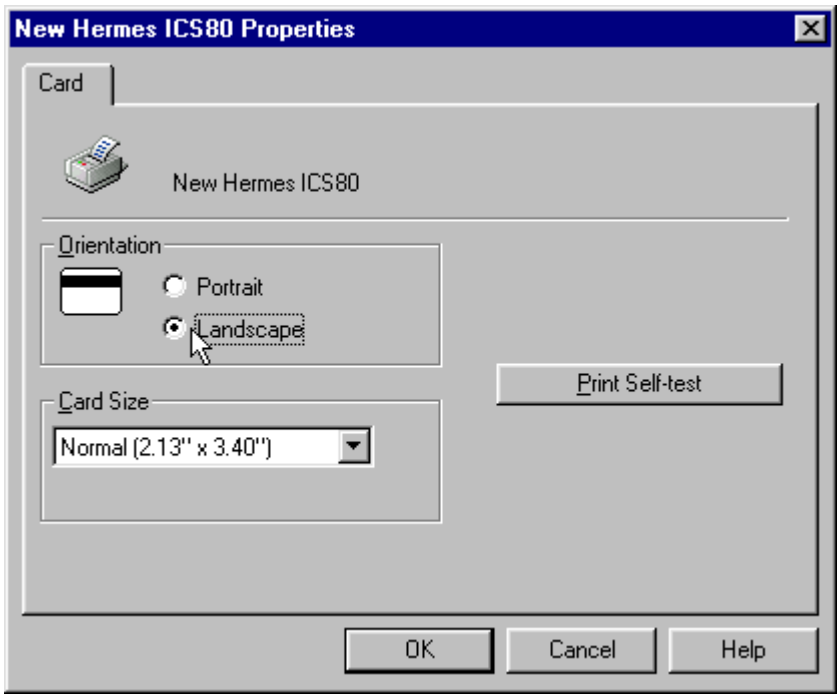
- **Close**: Exit Edit Item List dialog box.

Creating a Basic Card

This section explains the processes involved in creating a basic card using a few of the most common tools.

Card Setup

A card can be created in either portrait (print across the narrow side of the card) or landscape (print across the wide side of the card) orientation. The card defaults to landscape orientation. To set the card orientation to portrait, from the **File** menu by choosing **Card Setup**. In the **Card Setup** dialog box, click **Portrait**. The card orientation can be changed at any time.



Note

For more information on card setup when working with a windows printer driver see Chapter 21.

Adding a Line

1. On the **Drawing toolbar**, click the **Line** tool, the pointer will change to a hand with the **Line** icon.

2. Move the pointer to the point on the card where you want to place one end of the line.

3. **Press** and hold the left mouse button and **drag** in a horizontal or vertical direction. As you drag a line is drawn.

4. Release the mouse button. The line appears on the card.

Adding a Rectangle

1. On the **Drawing toolbar**, click the **Rectangle tool**; the pointer changes to a hand with the **Rectangle icon**.

2. Move the pointer to the point on the card where you want to place the upper left corner of the rectangle.

3. **Press** and hold the left mouse button and **drag** in any direction. As you **drag** a rectangle forms with one corner fixed where you began to **drag** with the other corner following the pointer. Continue dragging until the rectangle is the desired size.

4. Release the mouse button. The rectangle appears on the card.

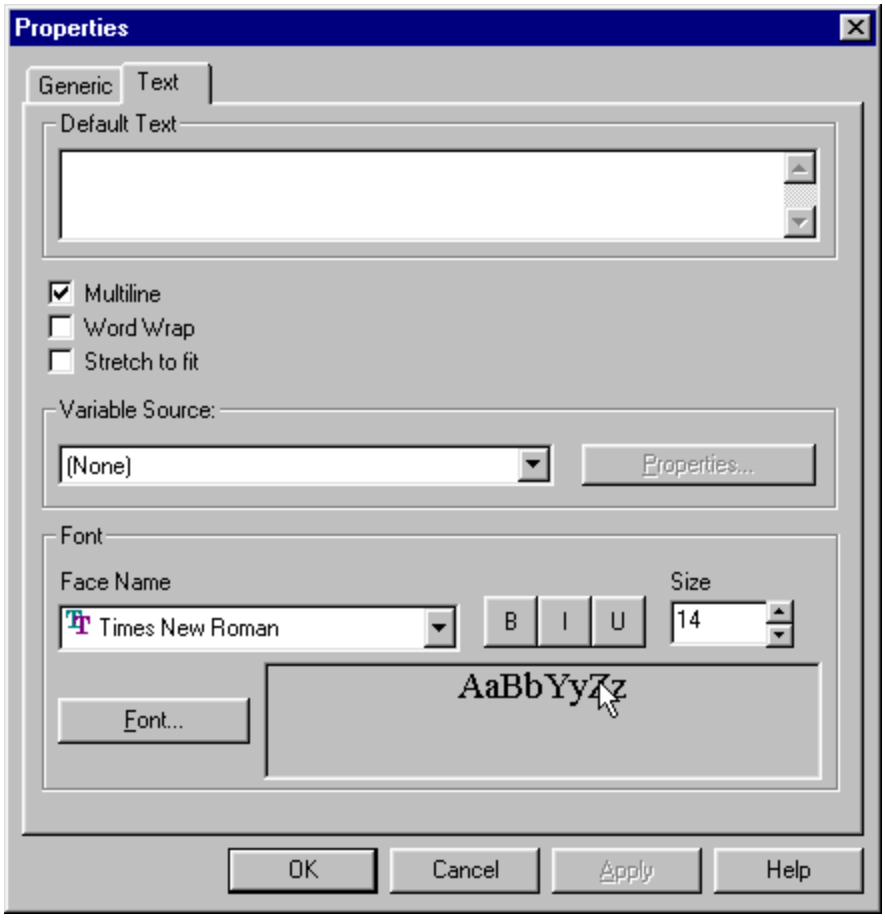
Adding Text

1. On the **Drawing toolbar**, click the **Text tool**; the pointer changes to a hand with the **Text icon**.

2. Move the pointer to the point on the card where you want to place a corner.

3. **Press** and hold the left mouse button and **drag** in any direction. As you **drag** a rectangle forms with one corner fixed where you began to **drag** with the other corner following the pointer.

4. Release the mouse button. The **Text Properties** dialog box appears.



5. Type the desired text into the box, for example: “ColorStyle Software ”.

6. **Click OK** to complete the action.

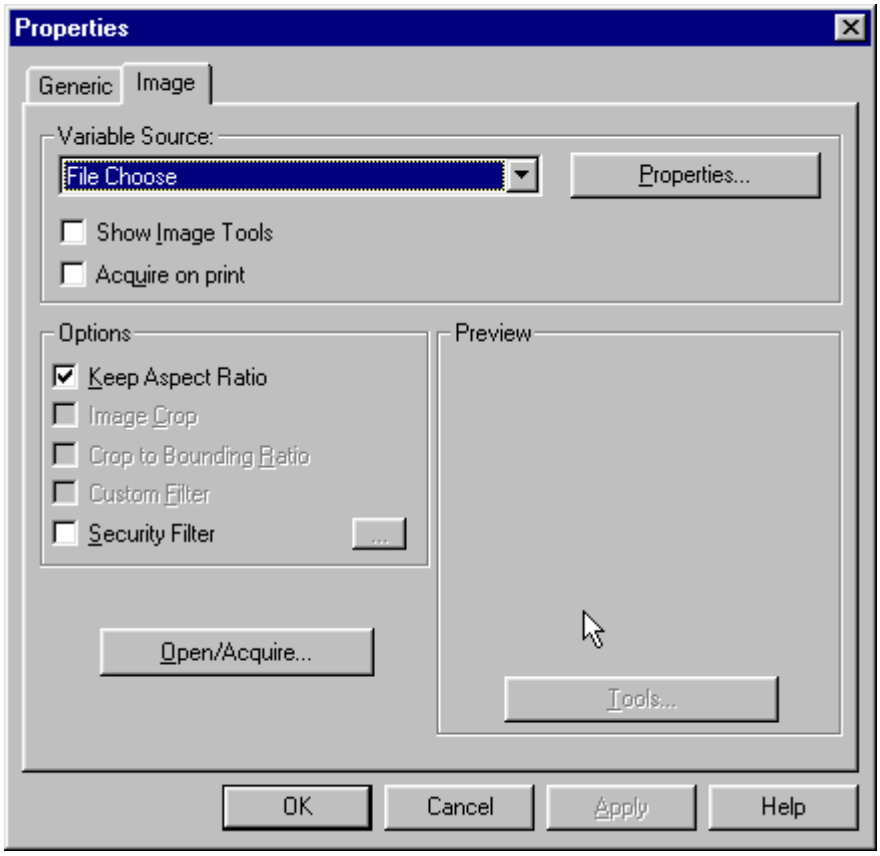
Adding an Image

1. On the **Drawing toolbar**, click the **Image tool**; the pointer changes to a hand with the Image icon.

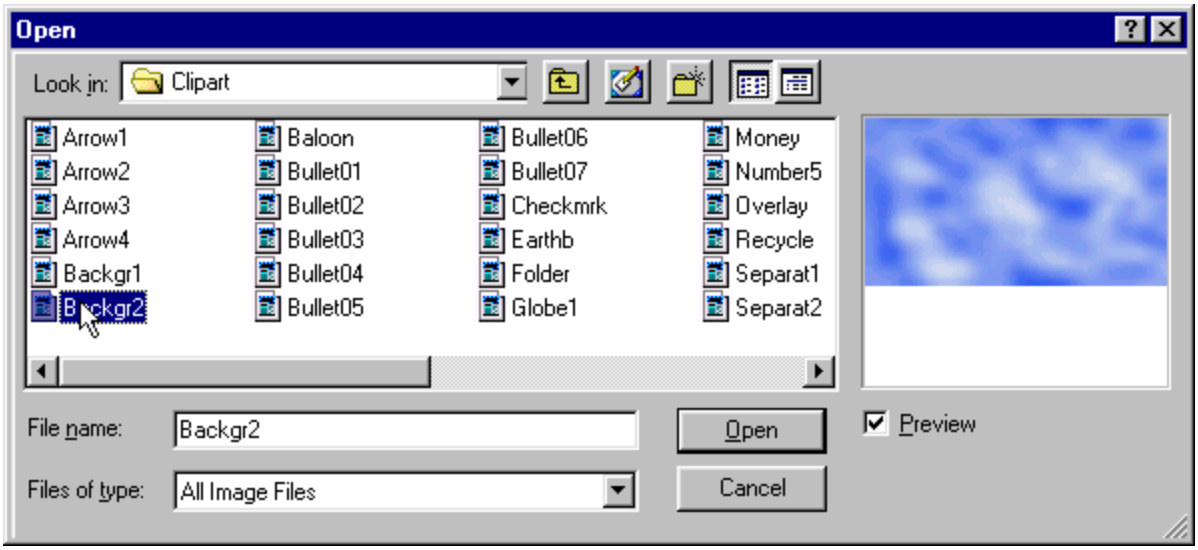
2. Move the pointer to the point on the card where you want to place the upper left corner of the image.

3. **Press** and hold the left mouse button and **drag** in any direction. As you **drag**, a rectangle forms with one corner fixed where you began to **drag** with the other corner following the pointer. Continue dragging until the rectangle is the desired size.

4. Release the mouse button. The **Image Properties** dialog box appears.



5. Click **Open/Acquire** button. The **Open** dialog box appears.



6. Choose a file name that has one of the extensions listed in the List Files of Type box, for example, Backgr2 **Click OK**. The image will appear on the screen with its upper left corner at the position you clicked in step 3.

Note

The previous steps showed you how to add a photograph (or other artwork) to your card from a bitmap file. You can also add an image that is not in a file by using the Twain Source in the Variable Source drop down window. See Chapter 12 - "Image Acquisition "

Tip

Use the ColorStyle Software Clipart Viewer to choose and import an image from your ColorStyle Software CD-ROM. See Chapter 6 - "Clipart Viewer ".

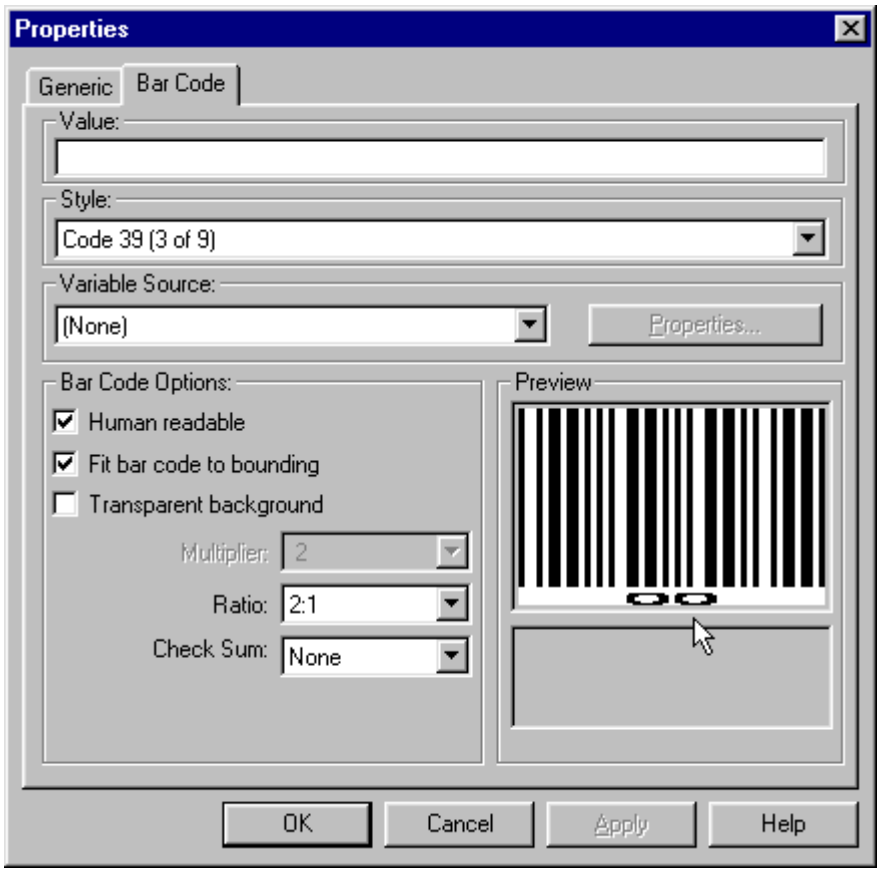
Adding a Bar Code

1. On the **Drawing toolbar**, click the **Bar Code tool**; the pointer changes to a hand with the **Bar Code icon**.

2. Move the pointer to a place on the card where you want to place a corner of the bar code.

3. **Press** and hold the left mouse button and **drag** in any direction. As you **drag** a rectangle forms with one corner fixed where you began to **drag** .The other corner follows the pointer. Continue dragging until the rectangle is the desired size.

4. Release the mouse button. The **Bar code Properties** dialog box appears.



5. **Select** a bar code **Style** from the list. ColorStyle Software defaults to Code 39, but you can choose from among the 20 styles listed.

6. Type the data you want to appear in the bar code.

7. **Click OK**. The bar code will appear on the card.

Note

While some bar codes will accept numbers, letters and symbols while others accept only numbers. See Chapter 17, “About Bar Codes.”

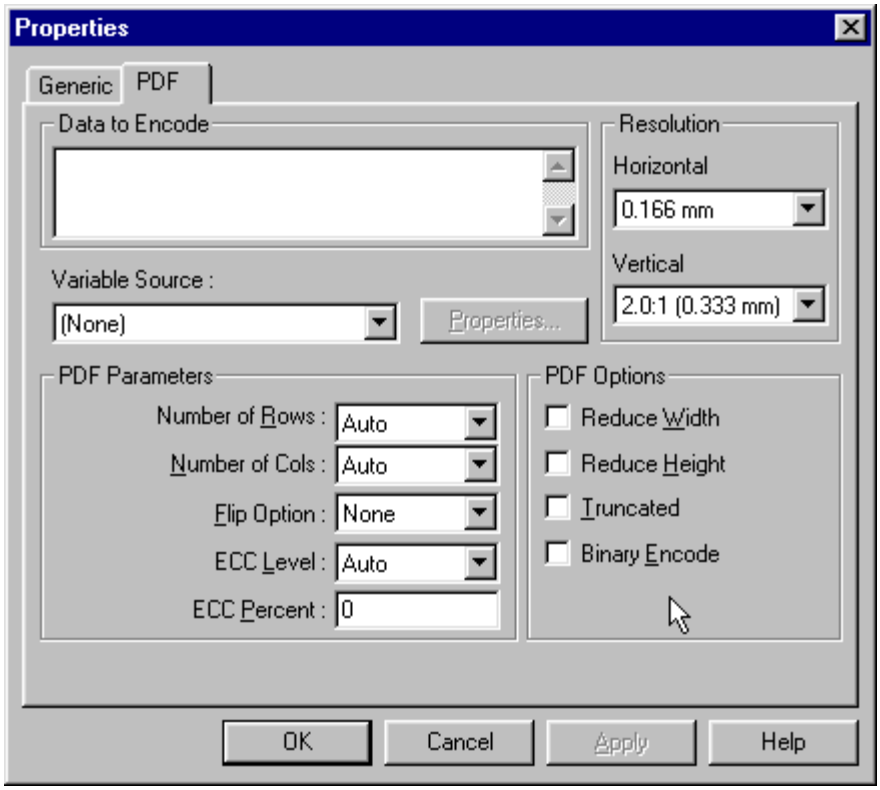
Adding a PDF Symbol

1. On the **Drawing toolbar**, click the **PDF Symbol** tool; the pointer changes to a hand with the **PDF icon**.

2. Move the pointer to a place on the card where you want to place a corner of the **PDF symbol**.

3. **Press** and hold the left mouse button and **drag** in any direction. As you **drag** a rectangle forms with one corner fixed where you began to **drag** with the other corner follows the pointer.

4. Release the mouse button. The **PDF Symbol Properties** dialog box appears.



5. Type the data you want to appear in the **PDF symbol**.

6. **Click OK**. The **PDF symbol** will appear on the card.

5. Working with Objects

This section provides information on objects, their properties and how to edit them.
All cards are made up of objects. Lines, text, images, bar codes are all objects. What you can do with an object depends on whether you created it in the ColorStyle Software or you inserted it from another application.

Once you know how to manipulate the different types of objects you've mastered a lot of what 's involved in creating cards.

Terms That Apply to Objects

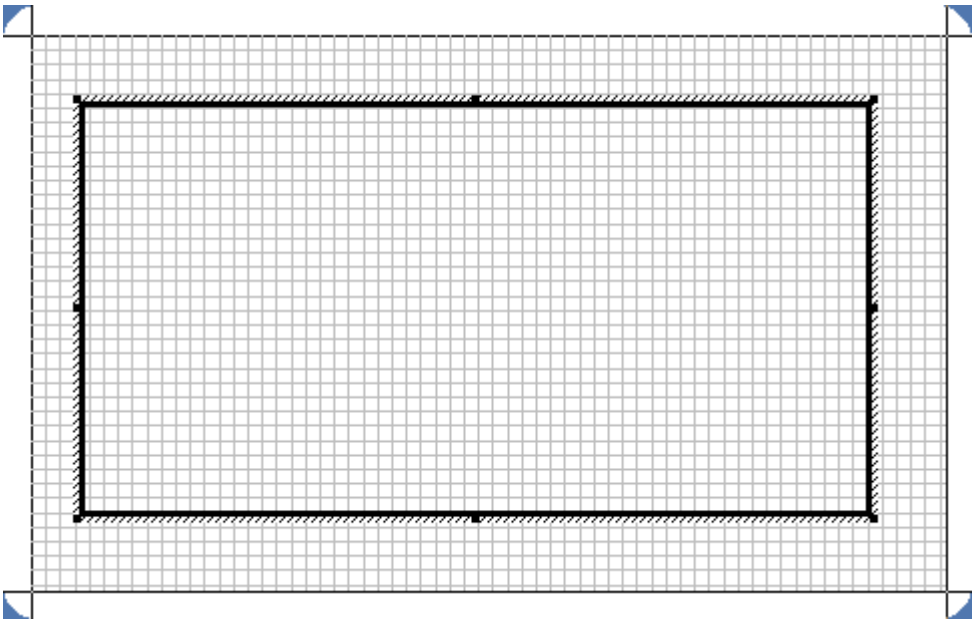
As you've already discovered, objects are the key building blocks in the ColorStyle Software. Just about everything you work on is an object. There are different types of objects and the behavior of an object depends on its type. The ColorStyle Software objects are native to the ColorStyle Software. Embedded objects are objects you create in another application. Some of the terms used to describe working with objects may be new to you.

- **Object**: The text, lines, and bar codes that you create using the ColorStyle Software tools and the pictures you import from other applications.

- **Property**: Each aspect of an object that you can manipulate using the ColorStyle Software tools and commands, including size, color, line width and content.

- **Sizing handle**: The square at each corner and along the sides of a selected object. Dragging a sizing handle resizes the object.

- **Bounding Box**: The box framed by the sizing handles when an object is selected. When you click an object to select it the selection rectangle appears.



- **Picture**: An image from another application. It can have some, but not all, of the attributes of an object created in the ColorStyle Software. You can only move and resize a picture and change its rotation.

- **Stacking**: Placing objects on top of one another. Each object is separate from any other object as well as from the card background. Although the objects seem to be drawn on a flat card, it's helpful to think of objects as pieces of paper in a stack. The object you draw first is on the bottom of the stack and the most recently drawn object is added to the top of the stack. The "stacking order "is important because the object on the top of the stack can cover those underneath it. You can see this effect when you stack one filled rectangle on top of another.

Selecting and Deselecting Objects

You need to tell the ColorStyle Software which object you want to work with. To do this you must select it.

1. Touch a visible part of the object with the mouse pointer, and then **click** .You select an object in a stack in the same way.

2. Once it's selected you're free to rotate it, change its size, or color, or move it to another location.

To select multiple objects

1. Hold down the **SHIFT** key and click each object you want to select.

-or -

1. Move the pointer outside of the objects you want to select.

2. **Press** and hold the left mouse button and **drag** in any direction. As you **drag** a rectangle forms with one corner fixed where you began to drag and the other corner following the pointer. Continue dragging until the rectangle encloses all the objects you want to select.

3. Release the mouse button. The objects enclosed by the rectangle are selected.

To select all objects

From the **Edit** menu choose **All** or press **CTRL+A**.

To deselect objects

Click anywhere outside the object(s).

Tip

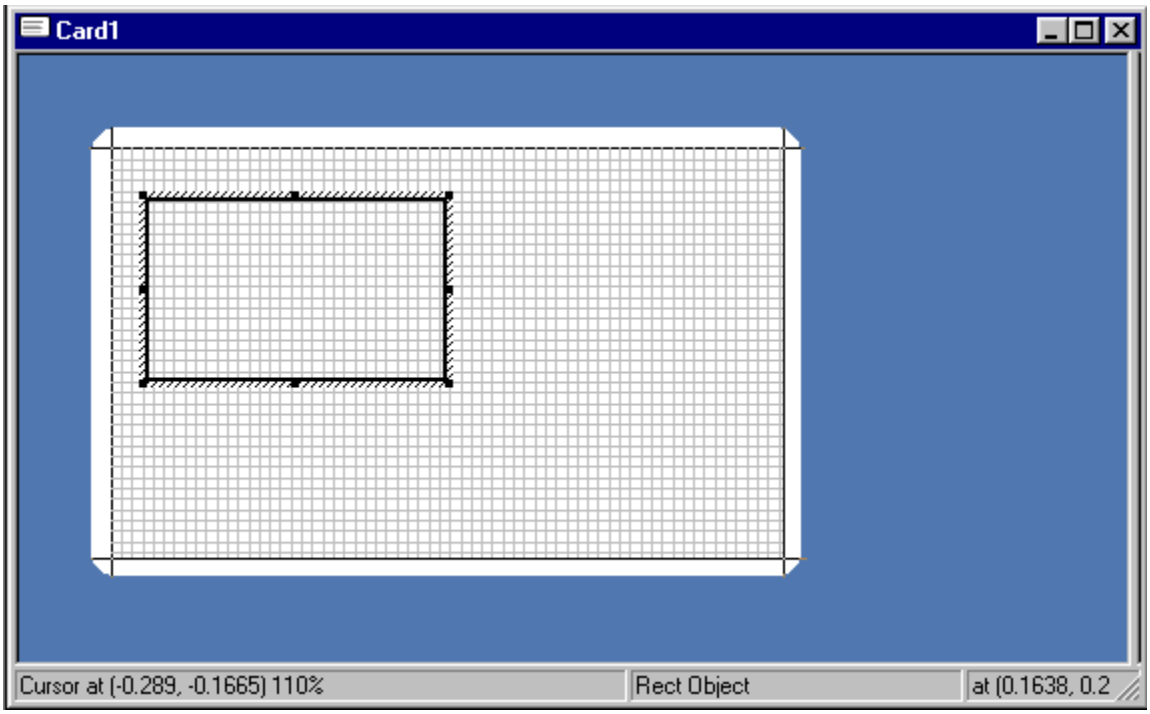
An object will be selected automatically if you right-click the object to edit its properties.

Resizing Objects

Tip

If you want to resize an object (except a PDF Symbol) by an exact amount or to a specific size, use the object's property dialog box.

1. Select the object.



2. Move the mouse pointer over a sizing handle. The pointer changes appearance to indicate the direction in which you can resize the object.

3. **Click** and **drag** a sizing handle until the outline of the object is the right shape and size.

Resizing Text

1. Select the text object.

2. **Double-click** the object. The **Text Pro**perties dialog box appears.

3. On the **Generic Tab** type or select the desired size and position.

4. **Click OK**. The text is changed to the new size.

Note

See “Editing Object Properties ”for more detailed information.

Resizing a Line

1. **Select** the line. Sizing handles appear on each end of the line.
2. **Drag** one of the sizing handles to make the line the length you want.

Resizing a Bar Code

1. Select the bar code object.
2. **Double-click** the object. The **Bar Code Properties** dialog box appears.
3. On the **Generic Tab** type or select the desired size and position.
4. **Click OK** .The bar code is changed to the new size.

Important

Resizing a bar code requires special consideration to maintain the correct aspect ratio and data density for the bar code type being printed. See Chapter 17,“About Bar Codes.”

Resizing a PDF Symbol

You cannot resize a **PDF Symbol**. It’s appearance depends on the amount of encoded Data and the output resolution settings. See Chapter 18 -“About PDF Symbols ”.

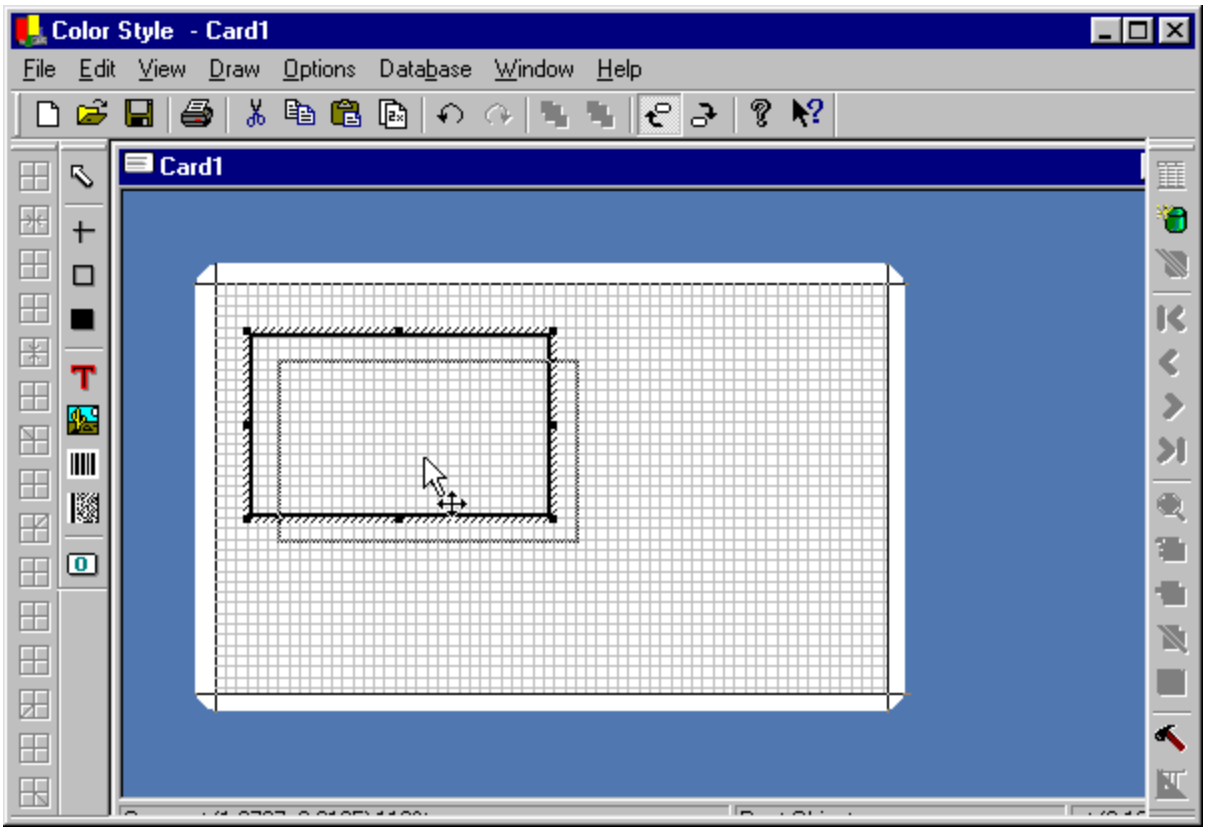
Moving and Aligning Objects

Naturally, you’ll want to move objects on your cards as you create them. And sometimes you’ll need to line up objects in a particular way-along the bottom of the card, perhaps, or with each other.

Moving Objects

1. **Select** the object. When you move an object a dotted outline appears as you drag.

2. **Drag** the object to its new location.



Tip

You can place an object more precisely if it's not trying to snap to the grid. Disable the **Snap to Grid** checkbox in the **Grid Settings** dialog box from the **Options** menu **(CTRL+H).**

Aligning Objects

Use the **Alignment Toolbar** to align multiple selections of objects on the card. The selected objects will be aligned with the dominant object. The Dominant Object is the last to be selected.

The available alignments are:

Left Alignment - Aligns the selection to the left.

Center Horizontally Alignment - Centers the selection horizontally.

Right Alignment - Aligns the selection to the right.

Top Alignment Button - Aligns the selection to the Top.

Center Vertically Alignment - Centers the selection vertically.

Bottom Alignment - Aligns the selection to the bottom.

Top Left Alignment - Aligns the selection to the top left.

Top Center Alignment - Aligns the selection to the top center.

Top Right Alignment - Aligns the selection to the top right.

Left Center Alignment - Aligns the selection to the left center.

Center Alignment - Centers the selection.

Right Center Alignment - Aligns the selection to the right center.

Bottom Left Alignment - Aligns the selection to the bottom left.

Bottom Center Alignment - Aligns the selection to the bottom center.

Bottom Right Alignment - Aligns the selection to the bottom right.

You can also use the Snap to Grid feature.

1. From the **View** menu, select **Grid (CTRL+G)**. The grid will appear on the card.

2. From the **Options** menu select **Grid Settings**. The **Grid Settings** dialog box will appear.

3. Select the **Snap to Grid** checkbox. Type or select the Spacing Width and Height to provide adequate grid spacing.

4. Select and move the objects to be aligned. The upper left corner of the object will snap to the grid providing a reference location for alignment.

Rotating Objects

You can rotate bar codes, PDF symbols, images, and single lines of text in 90 degrees increments.

1. Select the object you want to rotate and **double-click** it to display the object's property sheet.

2. **Click** the **Generic Tab** and select the desired rotation amount.

3. **Click OK**. The object will be rotated to the new position.

Tip

To rotate the entire card 180 degrees when the card is printed select Rotate 180 degrees in the Card Print dialog box.

Stacking Objects

When you're working with objects, you'll find that you sometimes stack them to get the effect you want. When you stack objects on top of each other they overlap. Sometimes you'll want to change their order, put the top object on the bottom, for example. The ColorStyle Software has two commands you can use to move objects up or down in a stack. Having these commands means you don 't have to keep track of the order of the objects as you draw them. That is, you don 't have to draw the bottom object first, then the object that would be next on the stack, and so on. You can draw objects in any order and then move them up and down the stack as needed.

1. Select the object you want to move up or down in the stack.

2. On the upper toolbar, click the **Send to Front** or the **Send to Back** tool.

3. The selected object will be placed at the front or the back of the stack.

Tip

If you are working with stack of three objects and want to place the front object in the middle, select the middle object and move it to the front.

Duplicating Objects

Duplicating an object creates a copy of the object that's slightly offset from the original.

The **Duplicate** command doesn't place a copy of the object on the **Clipboard**.

1. Select the object.

2. From the **Edit** menu choose **Duplicate Item** or press **CTRL+D**.

3. The duplicated item appears on top of the object you selected. **Drag** it to place it where you want it.

Tip

You can use the Duplicate command to make an array of objects.

Editing Object Properties

Each object has certain properties associated with it. You can change the properties of an object editing its Object Properties dialog box.

Open the Object Properties Dialog Box

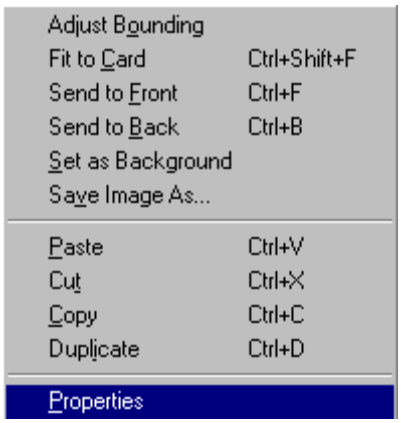
The ColorStyle Software provides three ways to display an object ’s property dialog box.

Double-click an object

1. **Double-click** the object whose properties you want to edit.
2. The **Object Property** dialog box appears.
3. Examine or change any properties.
4. **Click OK** to exit the **Properties** dialog box saving the changes. **Click Cancel** or press **ESC** to leave without applying any changes.

Using the object mouse shortcut

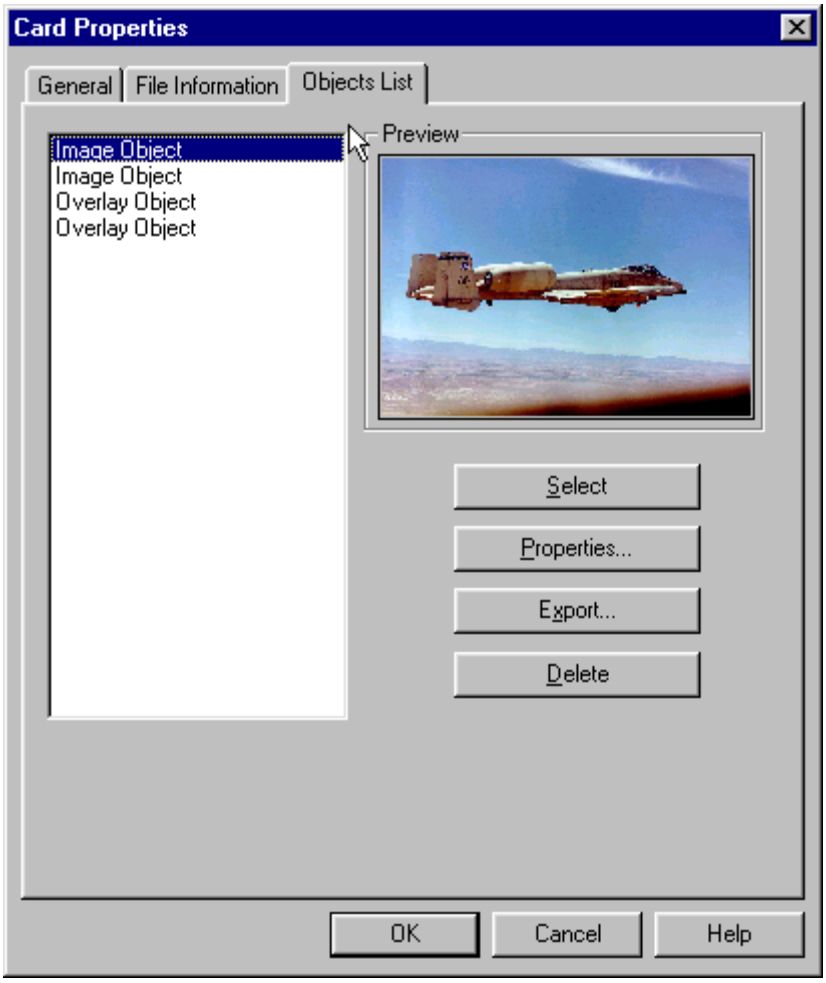
1. In the ColorStyle Software work area, **right-click** the object whose properties you want to edit.
2. From the shortcut menu select the **Properties** command.



3. Examine or change any properties.
4. **Click OK** to exit the **Properties** dialog box saving the changes. **Click Cancel** or press **ESC** to leave without applying any changes.

Using the Object List tab

1. From the **View** menu select the **Card Properties** Command. The **Card Properties** dialog box appears. Click the **Object List Tab**.



2. **Select** the object whose properties you want to edit and click **Properties**.

3. Examine or change any properties.

4. **Click OK** to exit the **Properties** dialog box saving the changes. **Click Cancel** or press **ESC** to leave without applying any changes.

Object Properties Dialog Box

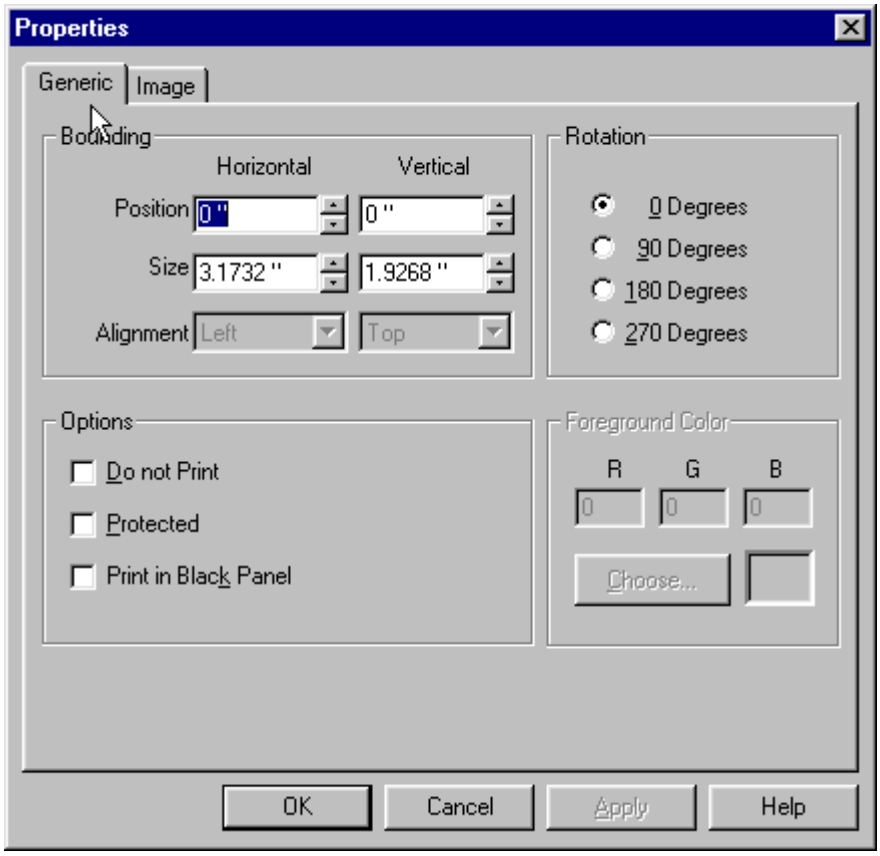
The properties dialog box of an object is divided in two tabs. The two tabs are:

Generic Tab: X and Y position, rotation, options, color and alignment settings.

Specific Tab: Specific settings for each object. See further down in this section.

Generic Object Properties

The Generic tab contains settings common for all objects.



Bounding

Position- Defines the exact placement of the upper left bounding border of an object, measured from the upper left label corner.

Size- Defines the size of the bounding box.

Alignment- Allows to vertically and horizontally align the object delimited by the Bounding box.

Rotation

Rotates an object clockwise in 90 degrees steps. Line, rectangle and multi-line text objects cannot be rotated.

Options

Do Not Print -If checked the object doesn't print.

Protected- If checked, you can turn the object not selectable enabling the Activate Protected Objects command from the Options menu.

Print in Black Panel- If checked, the quality of the black will be improved. The object will be printed on the black panel of the ribbon.

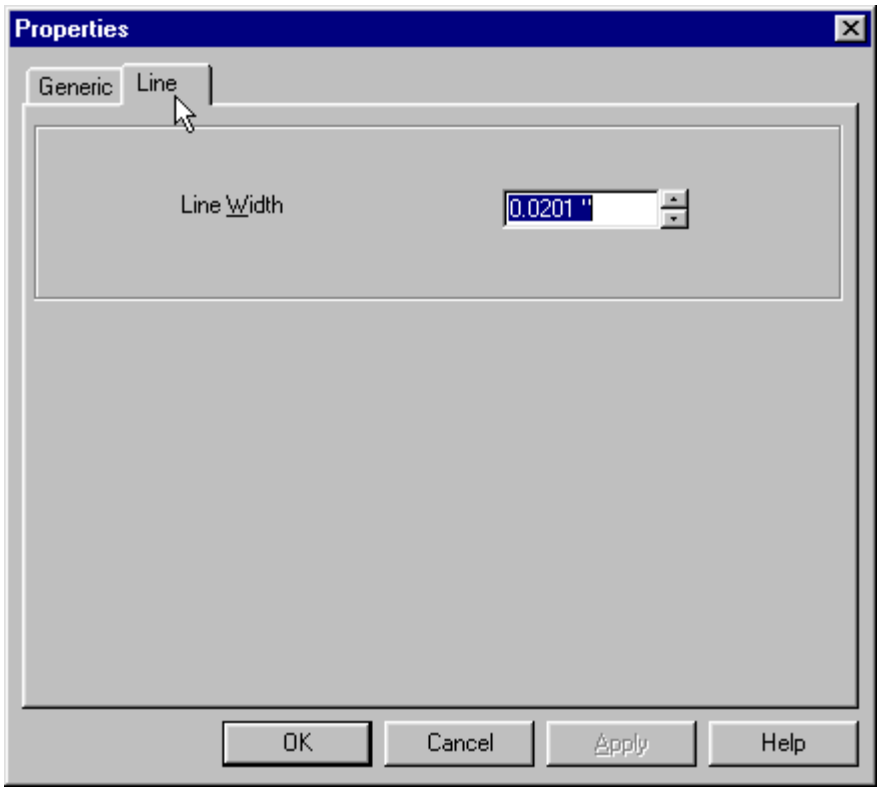
Foreground Color

Sets the object foreground color. Type the RGB values or use the **Choose** button to select the color.

Note
Not applicable for PDF Symbol and image objects.

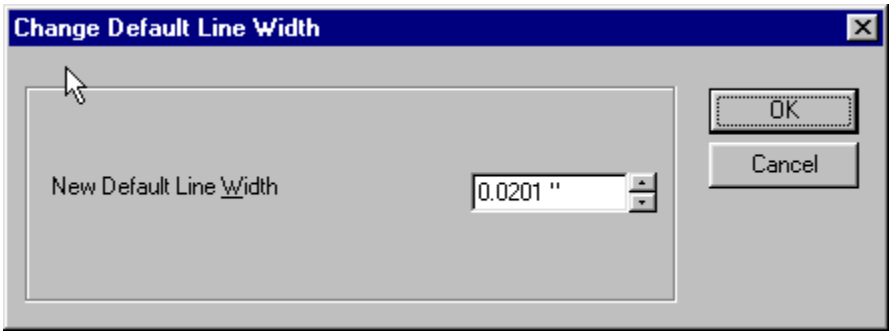
Line Properties

Line Width: Enter the desired line width.



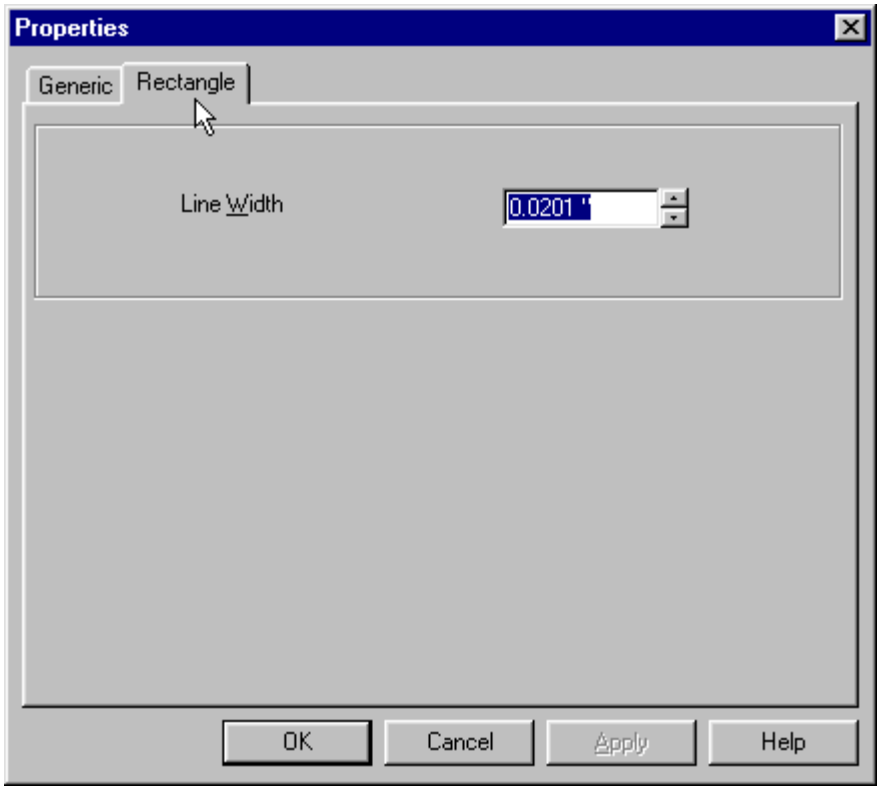
Note

You can set a default line width. From the **Options** menu, choose **Default Line Width**. Enter the desired default line width. **Click OK** .All new line objects, including rectangles, will be drawn with the new width.



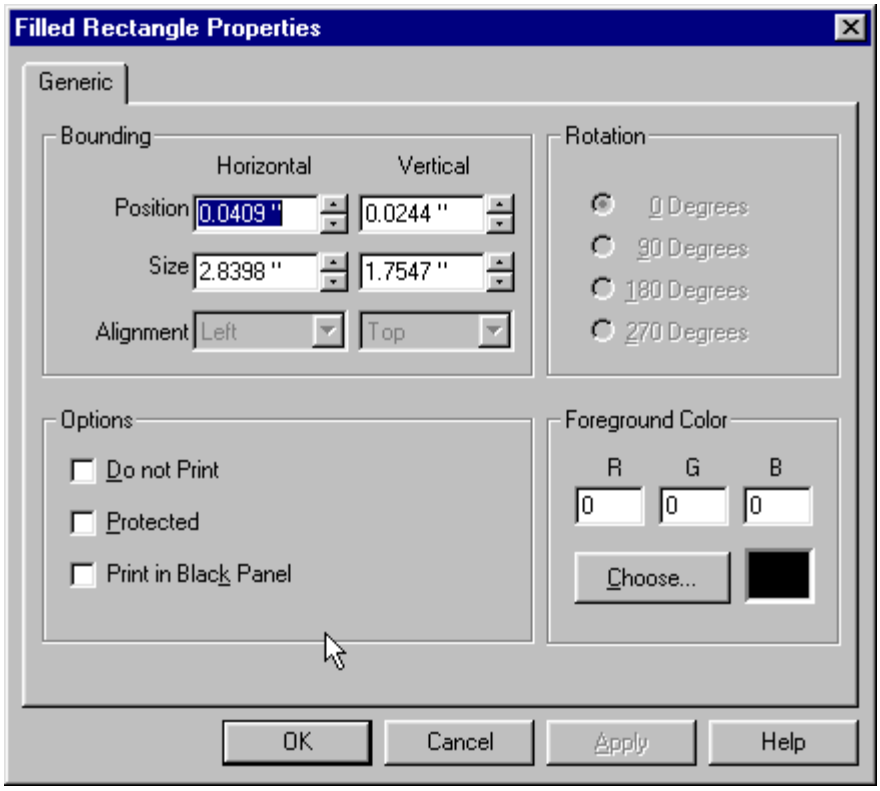
Rectangle Properties

Line Width: Enter the desired line width.



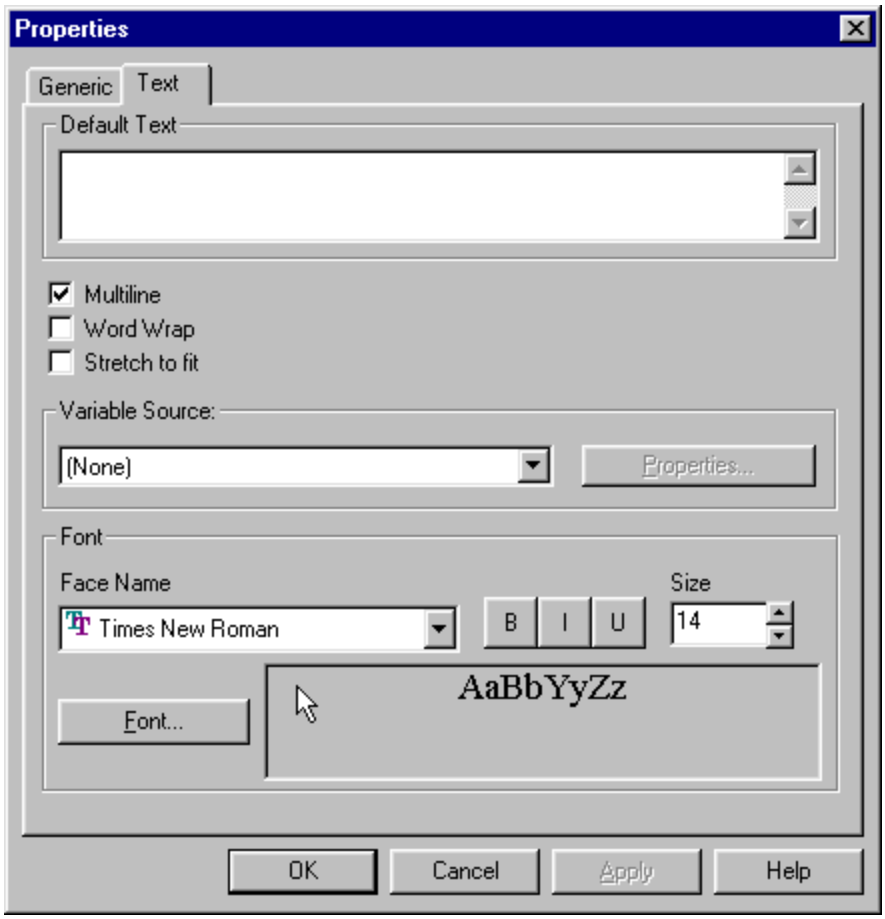
Filled Rectangle Properties

For this type of object only the Generic Properties are applied.



Text Properties

Text properties affect the position of the text on the card, and its appearance. How your text looks depends on the attributes you assign to it. (Think of an attribute as a characteristic of the text -its font, size, color, whether it is italic or boldface, and so on.)



Style Examples of text attributes

Regular

Bold

Italic

Bold Italic

You use the **Font** and the **Font Color** dialog boxes to change text attributes.

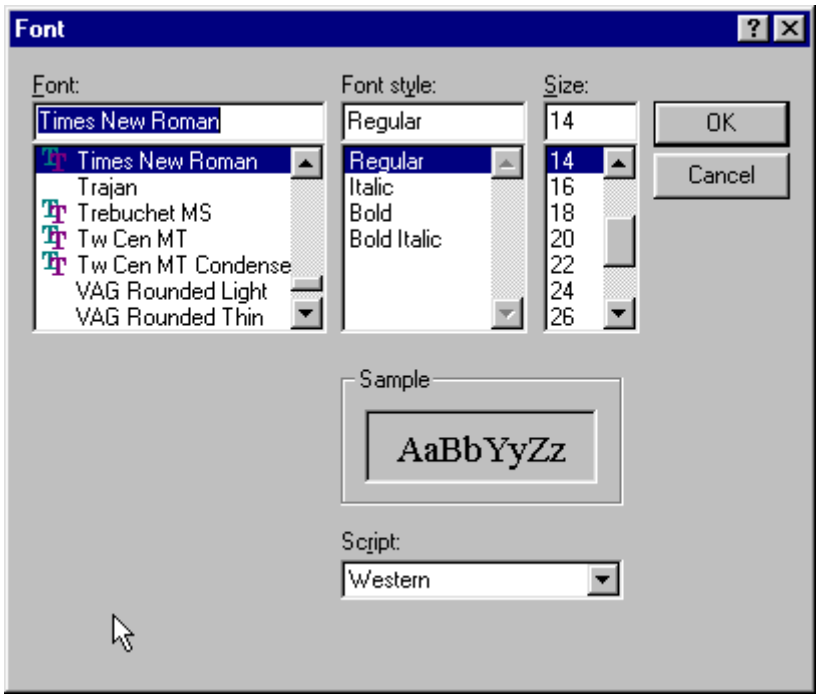
Note

The attributes you select apply to all the text comprising the selected text object. You cannot, for example, make one word bold and leave the rest of the text regular. If you want text with different attributes use the Text tool to create another text object. Then, apply the desired attributes to the new text object.

Text properties are:

Default Text: Type the text you want to appear on the card.

Font type and style: **Click Choose**. The Font dialog box appears. Select the desired font and style.



Point Size: Enter the desired size. Point size can also be changed from the Font dialog box.

Selecting and Editing Text

Important

You cannot edit text directly on the screen in the Card Work Area. You edit text only by displaying it in the **Text Properties** dialog box.

Note

In the following sections, when the manual refers to editing text it means adding, replacing, deleting or otherwise changing the text box content, not the text attributes.

Edit Text

1. **Double-click** the text object you wish to edit.
2. The **Text Properties** dialog box appears.
3. Using the techniques listed below, select the text you want to edit.
4. Perform the desired alterations.
5. **Click OK**.

Select text using the mouse

1. Point where you want the selection to begin **drag** over the text.
2. To select a single word, **double-click** the word.

Select text using keyboard shortcuts

For keyboard enthusiasts, selecting text using the keyboard is often faster than using the mouse.

To select	**Press:**
One character right:	SHIFT+RIGHT ARROW
One character left:	SHIFT+LEFT ARROW
To end of word:	CTRL+SHIFT+RIGHT ARROW
To start of word:	CTRL+SHIFT+LEFT ARROW
One line up:	SHIFT+UP ARROW
One line down:	SHIFT+DOWN ARROW

Deleting Text

Position the pointer after the character you want to delete, **click** and then press **BACKSPACE**.

To delete a block of text

Drag across the text to highlight it and press **BACKSPACE** or **DELETE**.

Cutting, Copying and Pasting Text

1. **Click** the text to select it then press **CTRL+X** (cut) or **CTRL+C** (copy).
2. Position the pointer where you want to paste the text and **click**.
3. With text on the Windows clipboard (cut or copied), press **CTRL+V** (paste).

Image Properties

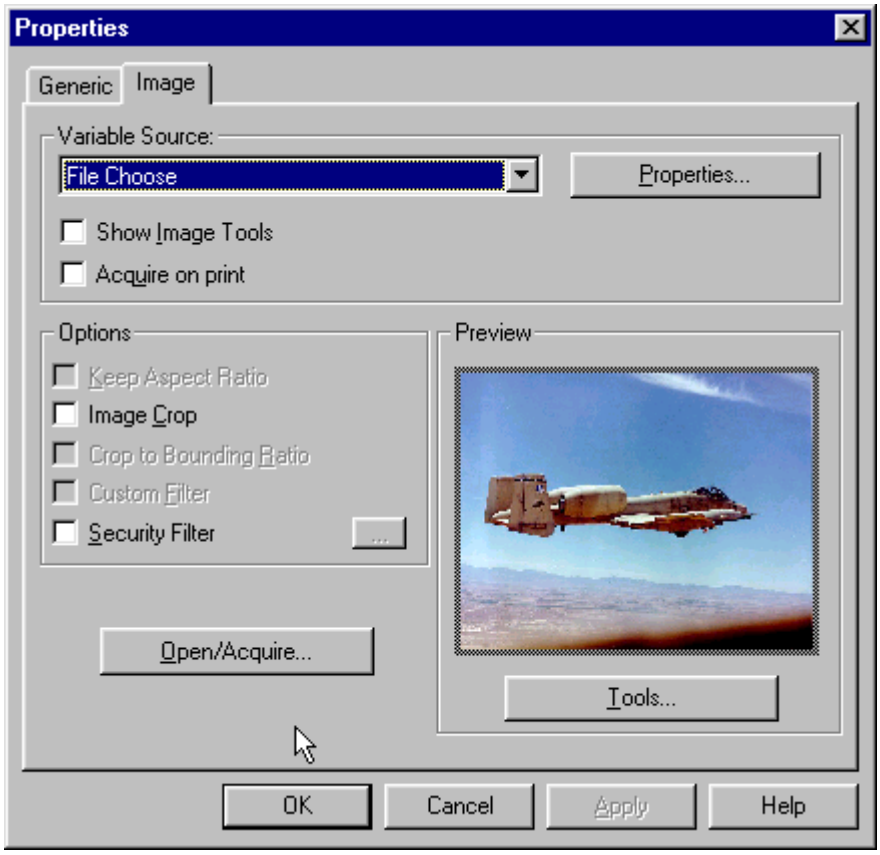


Image properties are:

Keep Aspect Ratio: Select this check box to keep the same horizontal to vertical aspect ratio when changing the image size. This will prevent image distortion.

Image crop: Select this check box to simulate an image crop. Only the selected area will be displayed.

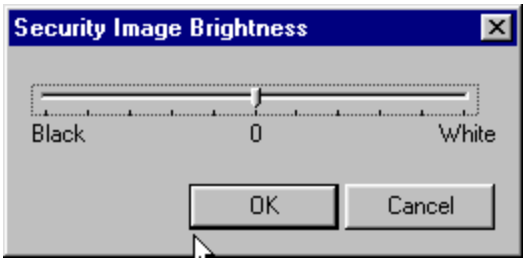
Note

Although the unselected area isn't displayed it will not be deleted. For that propose use the Crop Tool from the Image Tools.

Crop to Bounding Ratio: Select this check box to use the image ratio on crop.

Custom Filter- Allows you to use a customized DLL to enhance the image properties according to your needs. To turn this option available you will need developer knowledge.

Security Filter- Opens the Security Image Brightness (dialog box) which allows to increase/decrease the image brightness.

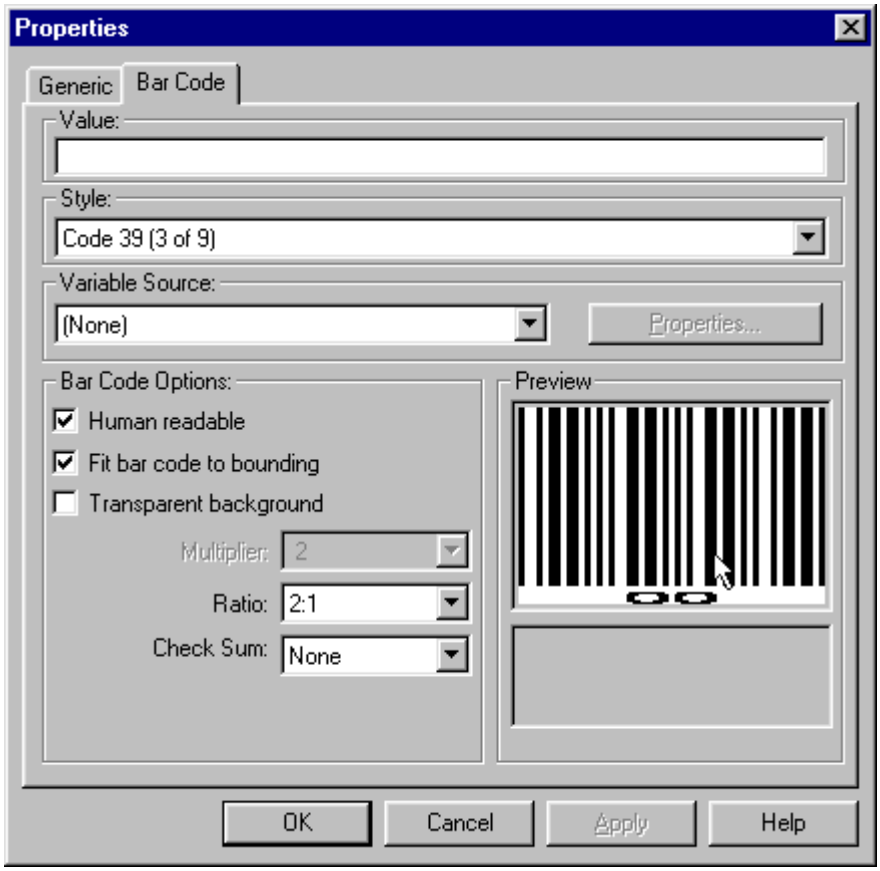


Tools- Opens the image tools workspace. See further in this manual Appendix A – Image Tools.

Open From File- Displays the Open Image File dialog box to browse to an image file and to open it.

Acquire- Acquires an image using the TWAIN interface. See chapter 8 “Image Acquisition” for further information.

Bar Code Properties



Value: Type the data you want to appear in the bar code. Ensure the data is valid for the selected bar code style.

Style: Select the type of bar code you wish to print.

Bar codes Options

Human Readable- Select this check box if you want the data to be printed in human readable form below the bar code symbol.

Fit Bar Code to Bounding- If this option is checked, a bar code can be resized with the mouse.

Multiplier- This function controls the bar code size. If the **Fit** bar code to bounding option is checked the multiplier value is changed automatically when resizing a bar code with the mouse.

Ratio- Some bar code symbologies permit you to change the ratio between thin and thick bars.

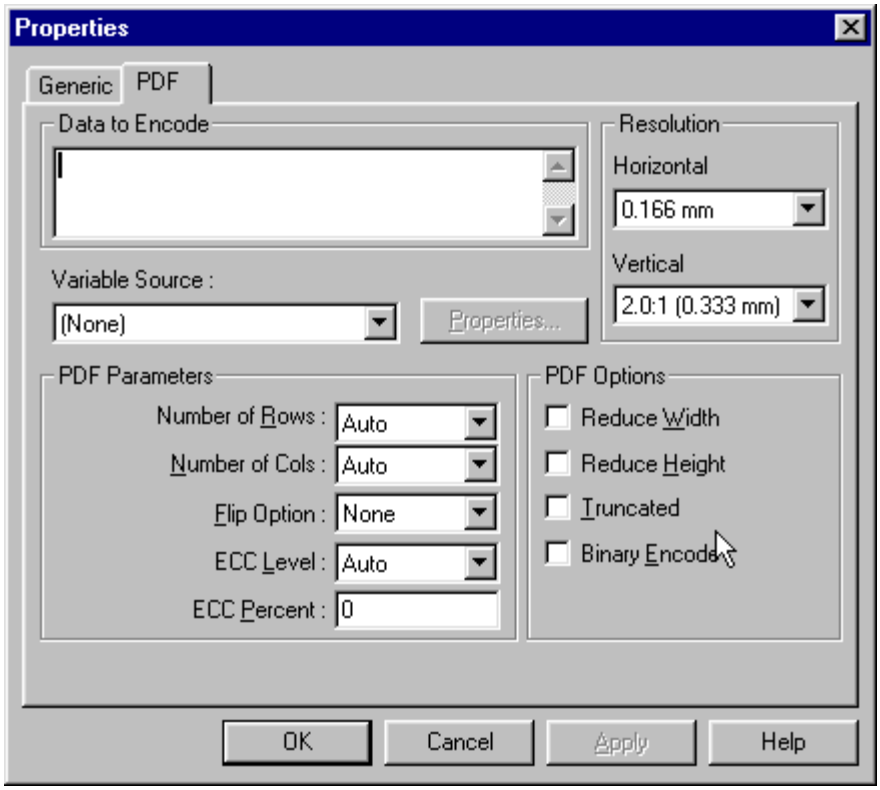
Checksum- In order to increase the reading accuracy, some bar code symbologies use checksums. The checksum algorithm, which varies greatly between symbologies, performs a series of mathematical operations on the characters encoded in the bar code. This value is added to the text to be encoded in the bar code. When a bar code reader scans the bar code, it reverses the checksum mathematical formula and compares the result with the checksum character in the bar code. If they differ, it means that the data in the bar code was read improperly.

Additional Digits- Some Bar Codes allow you to provide two or five characters of supplemental information.

Note

While some bar codes will accept numbers, letters and symbols, others will accept only numbers. See Chapter 17, "About Bar Codes."

PDF Symbol Properties



PDF Symbol Properties are:

Data to Encode: Type the data you want to appear in the bar code. Ensure the data is valid for the PDF bar code style.

Resolution: Select the desired vertical and horizontal resolution. This specifies the symbol's

aspect ratio, used during symbol encoding for row and column calculations.

PDF Parameters

Number of Rows: Select the desired number of rows.

Number of Cols: Select the desired number of columns.

Flip Option: Select the desired flip option: None, Left/Right, Top/Bottom, or Flip Both.

ECC Level: Select the desired ECC level.

ECC Percent: Select the desired ECC percent, if ECC level is not set to Auto.

PDF Options

Reduce Bar Width: Select to reduce the bar width.

Reduce Bar Height: Select to reduce the bar height.

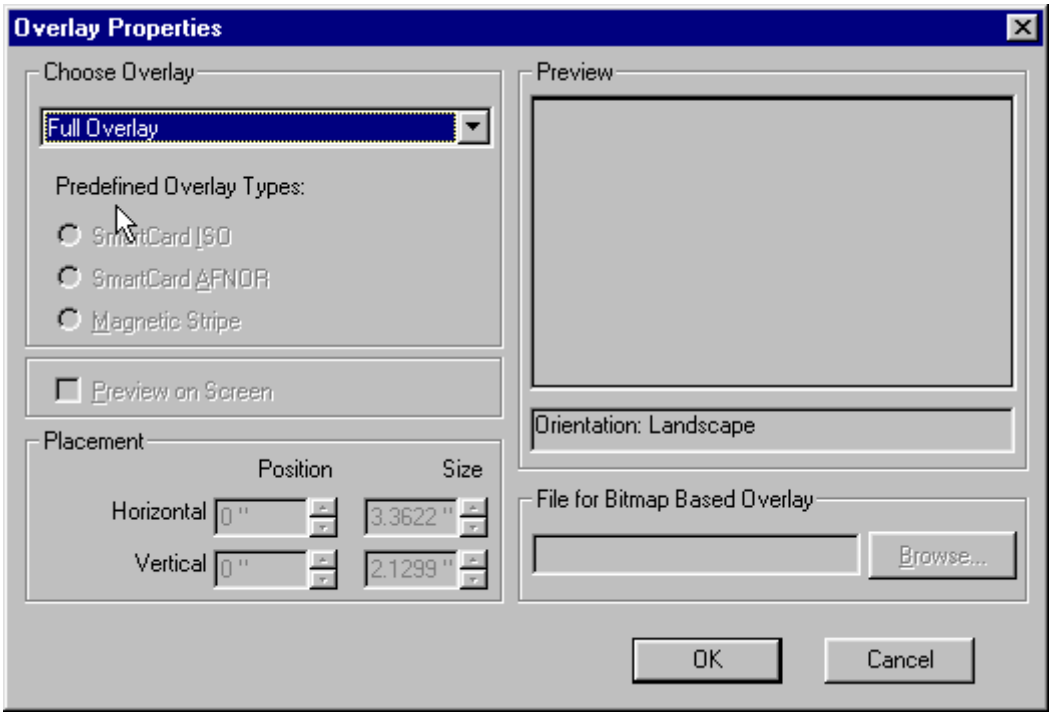
Truncated: Select to truncate.

Binary Encode: Select to encode the data in binary.

Note

For more information on the characteristics of PDF symbols see Chapter 18,“About PDF symbols.”

Overlay Properties



Overlay Properties are:

Overlay coverage: From the **Choose Overlay** box, select the overlay coverage desired.

Predefined Overlays: If the selected overlay coverage was “Predefined Selected Area Without Overlay,” select one of the option buttons.

Tip

If you select one of the Predefined Overlays option buttons, the overlay coverage box will automatically be set to “Predefined Selected Area Without Overlay.”

Preview on Screen: Select this checkbox if you want to see the overlay depicted on the screen. For the Bitmap Based Overlay there is no preview on screen.

Position: Use these boxes if the selected overlay coverage was “User Selected Area, With Overlay ”or “User Selected Area, Without Overlay.” They define the horizontal (X) and vertical (Y) location of the upper-left corner of the overlay area. The overlay in this area is printed or not printed depending on which user selected area was chosen.

Size: These boxes define the size of the overlay area. It’s origin (0,0) is defined by the position values.

File for Bitmap Based Overlay: If the selected overlay coverage was “Bitmap Based Overlay,” type the path of the *.bmp (bitmap) file you wish to use as overlay pattern. If you don’t know the file name, **click Browse** to select the file. The Bitmap Based Overlay concept was designed to provide the possibility to create a hologram effect on the printed card. It is based on a monochrome pattern, which tells the printer to spare out all dark areas in the bitmap when printing the overlay, which produces the “hologram ”effect.

Tip

Use black &white images for bitmap overlay. You may use a colored bitmap. The ColorStyle Software will automatically convert your bitmap to Black &White.

Tip

For more information on this subject, see Chapter 8 “Overlay ”.

6. Working with Variables

This section explains how to use variable data with the ColorStyle Software.

Variable Data

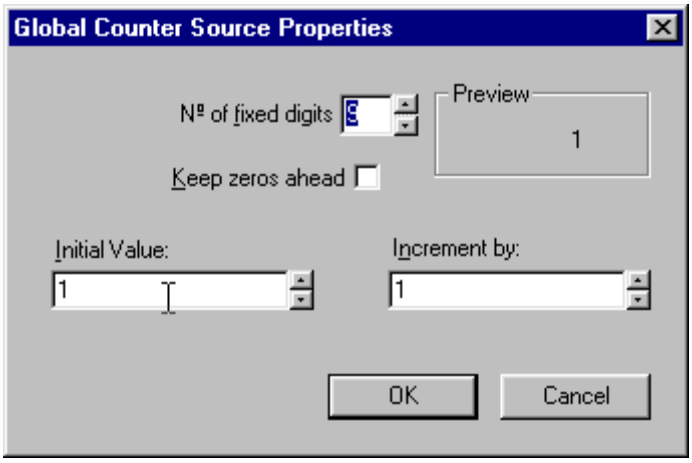
Contrary to fixed data, which is edited when the card is designed, variable data changes. It is edited or becomes available at the time the card is printed. When you design the card, instead of typing the actual data, you create a placeholder called a variable. At print time, the variable data replaces your named variable at its location on the card.

Some of the sources for variable data are the computer keyboard, internal information that the computer system keeps track of the date and time, and concatenation of sources.

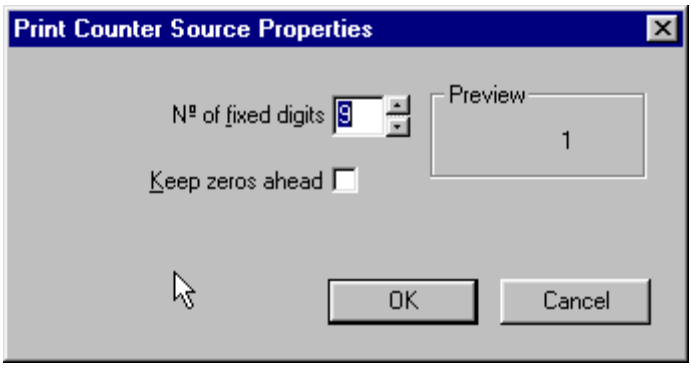
Before variable data can be used with the tools that support it (text, bar code, PDF, image or ODBC), you must create and name a variable field for each piece of information you wish to add to the card at print time. This named field then becomes the “target ”for the data when you print the card. This eliminates the need to manually edit the card to enter each piece of data before printing. You can use the same card format, knowing that your card design will remain constant, with only the variable data changing from card to card.

The Variable Sources

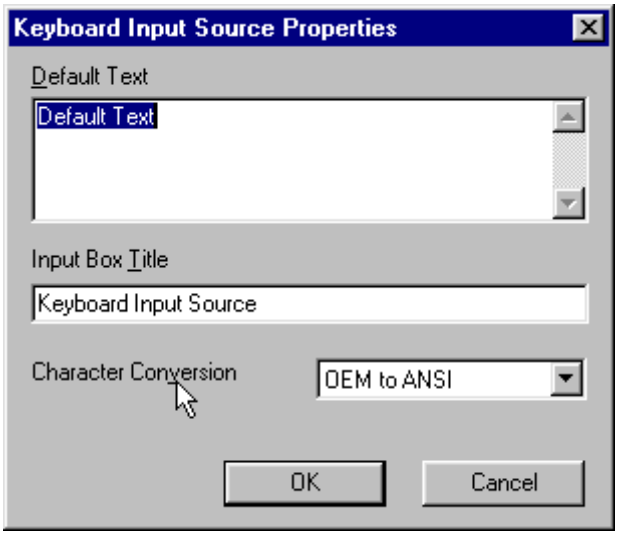
Global Counter: An integer counter that starts at a number that you choose and each time you print a card, is increased by the value of a second number that you choose.



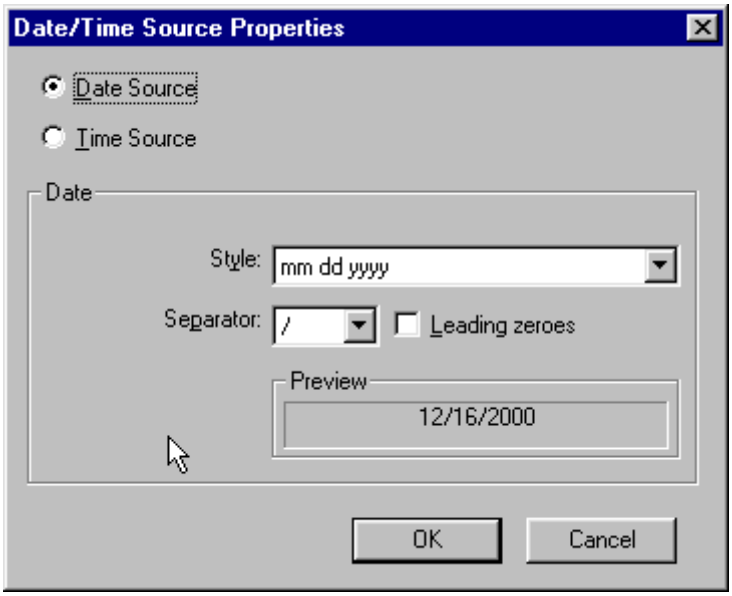
Printer Counter: An integer counter that starts at 1 and is increased by 1 each time you print a card.



Keyboard Input: Data that you type from the computer system's keyboard.



Date/Time: The Date/Time kept by your computer system.



Concatenation: Data that result from the concatenation of two or more sources. In the Prefix, Separator and Suffix boxes you can edit constant data. To achieve multi-line concatenation press **Ctrl +Enter** in the Separator box.

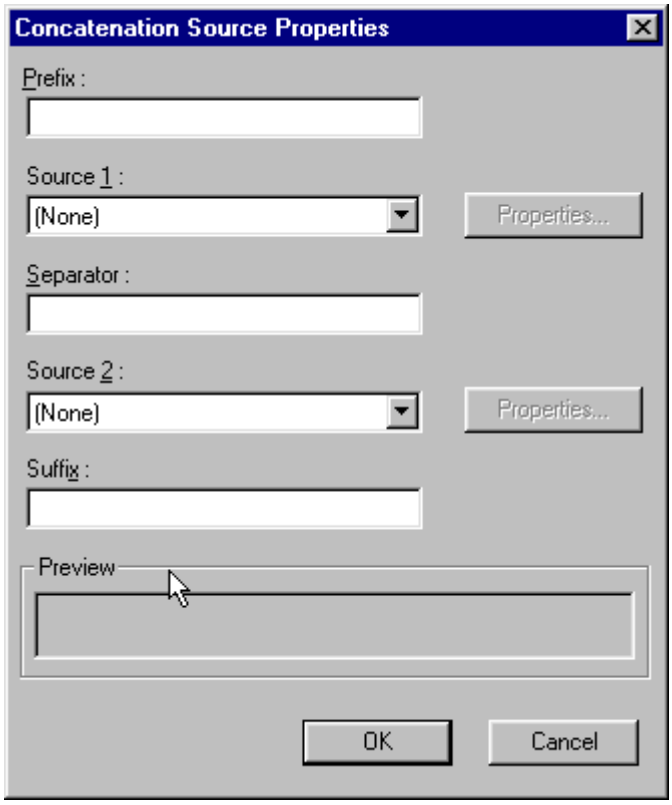


Image Sources:

File Choose Image: At print time, the ColorStyle Software will prompt you to select the name of an image file.

Scan Image: An image acquired from any twain compliant source at print time. See Chapter 12 - Image acquisition ”.

ODBC Data from internal or external database that you can access using ODBC (see Chapter 12 -“Image Acquisition ”).

Adding Variable Data

Variable Image

1. On the lower toolbar, **click** the **Image tool,** the pointer changes to a hand with the **Image icon**.

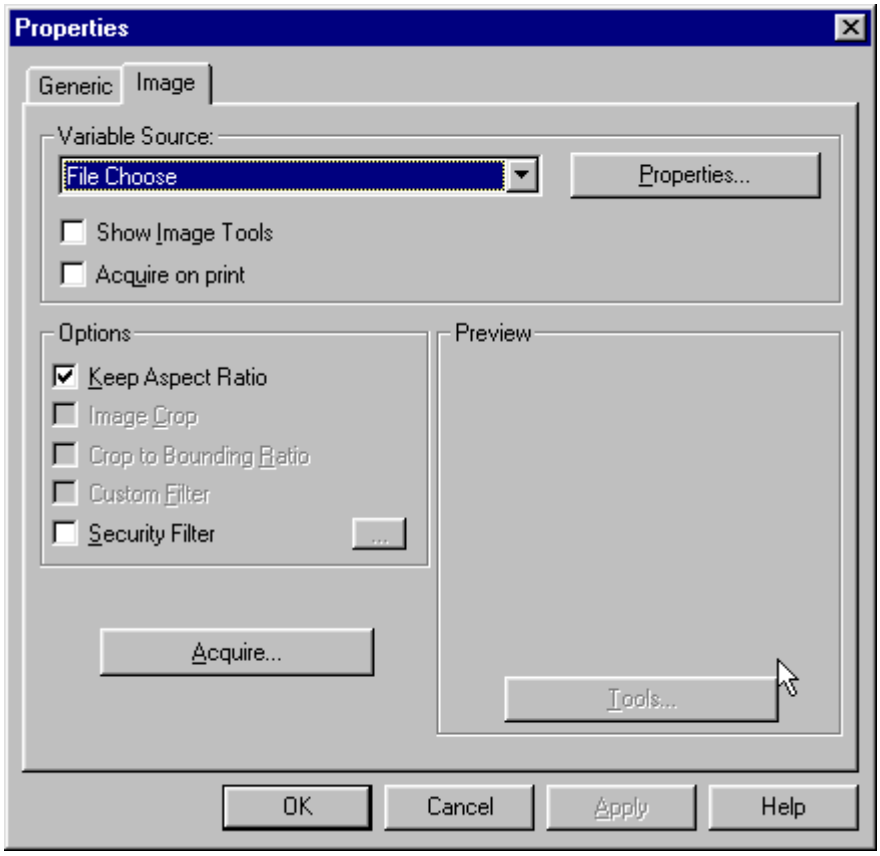
2. Move the mouse pointer to the point on the card where you want to place the upper left corner of the image.

3. **Press** and hold the left mouse button and **drag** in any direction. As you **drag** a rectangle forms, with one corner fixed where you began to **drag** and the other corner following the pointer. Continue **dragging** until the rectangle is the desired size.

Tip

You can change one or both of the dimensions, but you should ensure that **Keep Aspect** is checked. Doing so will maintain accurate image proportions.

4. Release the mouse button. The **Image Properties** dialog box appears.



5. Choose the **Image Source** you want and **click OK**. The image box you created in step 3 will appear on the (on-screen) card with two diagonal lines through it. This indicates that the image will be provided at print time.

Tip

Select the **Show Images Tools** checkbox if you want to modify the image at print time.

6. On the **Standard toolbar**, **click** the **Printer Tool**. The **Card Print** Dialog box appears (See Chapter 21 -Printing).

7. **Click OK** to complete the action.

8. Depending on the selection you made at step 5, you will be prompted to choose an image file or to acquire the image from your twain source.

9. Repeat step 6 to 8 as many times as needed to print any number of cards, with a different image on each card.

Note

More information about how to use image sources you find in Chapter 12 -“Image Acquisition ”.

Variable Text

The following steps assume you want to create a variable text object “Employee Name ” for the employee’s name. At print time, you will type the employee’s name on the keyboard, so you set the **Variable Source** field to **Keyboard** Input.

Advanced Feature

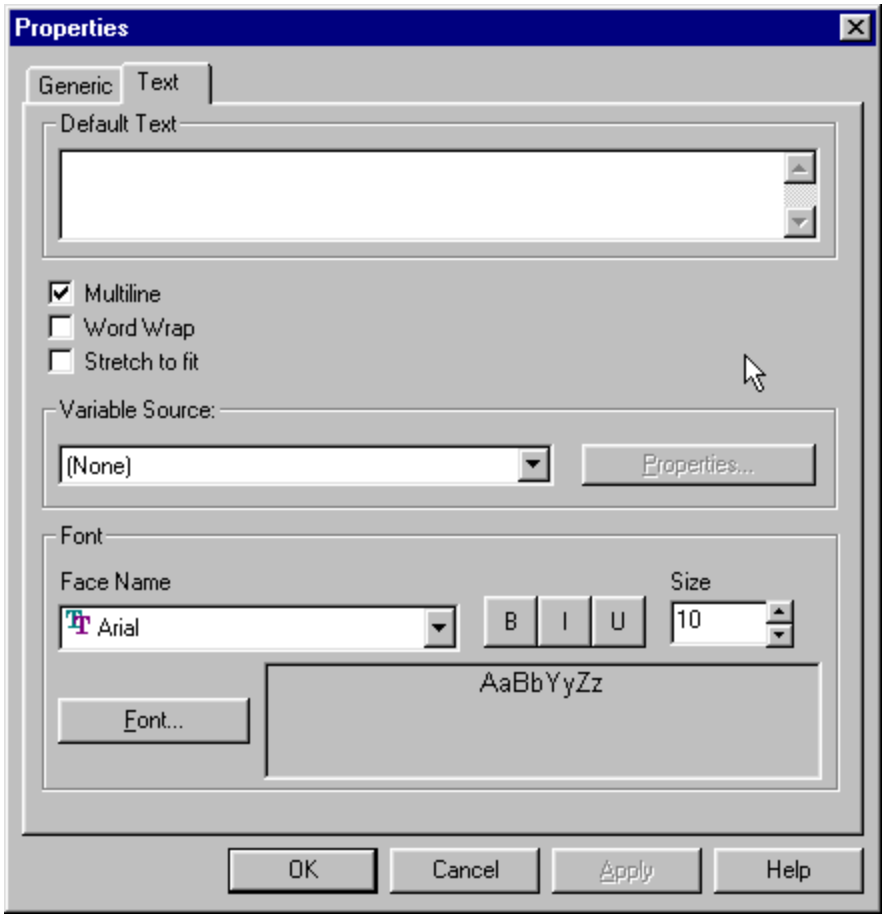
You could also create a database with all the information about the employee names and set the variable source field to ODBC Source. See Chapter 10,“ColorStyle Software and Database ”.

1. On the lower toolbar, click the **Text tool**; the pointer changes to a hand with the **Text icon**.

2. Move the mouse pointer to the point on the card where you want to place a corner.

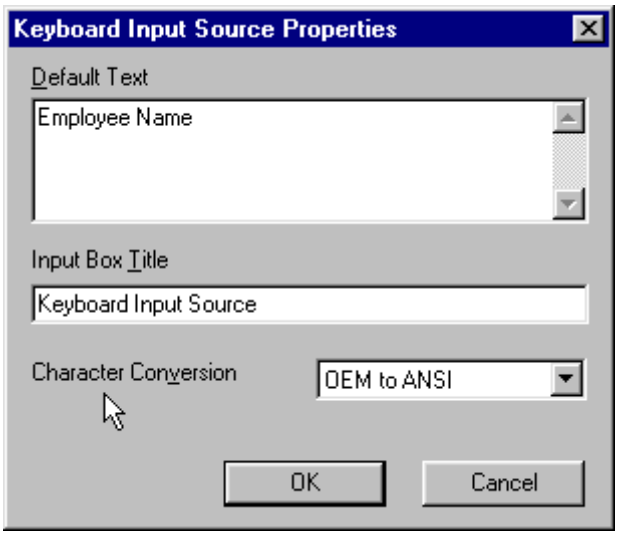
3. **Press** and hold the left mouse button and **drag** in any direction. As you **drag** a rectangle forms with one corner fixed where you began to **drag** and the other corner following the pointer. Continue **dragging** until the rectangle is the desired size.

4. Release the mouse button. The **Text Properties** dialog box appears.



5. Set the **Variable Source** as **Keyboard Input**. The Source **Keyboard Input Properties** Dialog Box appears.

6. Type “Employee Name ”as default text on the Source **Keyboard Input Properties** Dialog box.



Note

Repeat step 10 to 12 as many times as needed to print any number of cards, with a different name on each card.

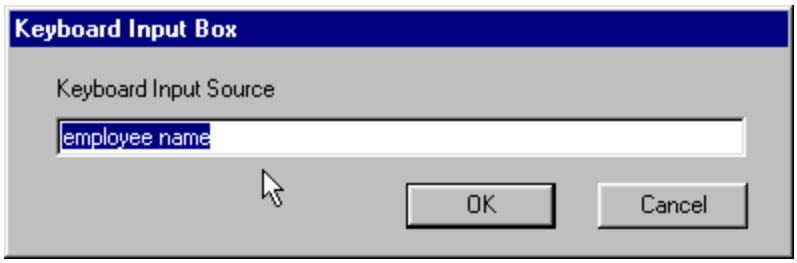
7. **Click OK** to confirm and close the Source **Keyboard Input Properties** Dialog box.

8. **Click OK** to confirm and close the **Text Properties** Dialog box.

9. The text box you created on step 3 will appear on the (on-screen) card with the words “Employee Name ” inside. This indicates that the text (the employee ’s name) will be provided at print time.

10. **On the Standard** toolbar, click the **Printer Tool**. The **Card Print** dialog box appears (See Chapter 21 Printing).

11. **Click OK**. The **Text Input Dialog** box appears prompting you to enter data for the employee's name.



12. Enter the employee's name and confirm with OK.

Note

Repeat step 10 and 12 as many times as needed to print any number of cards, with a different name on each card.

Variable Bar Code

The following steps assume you want to create a variable bar code for the Employee's ID Number. At print time, you will type the employee's ID number on the keyboard, so you set the Variable Source field to Keyboard Input.

Advanced Feature

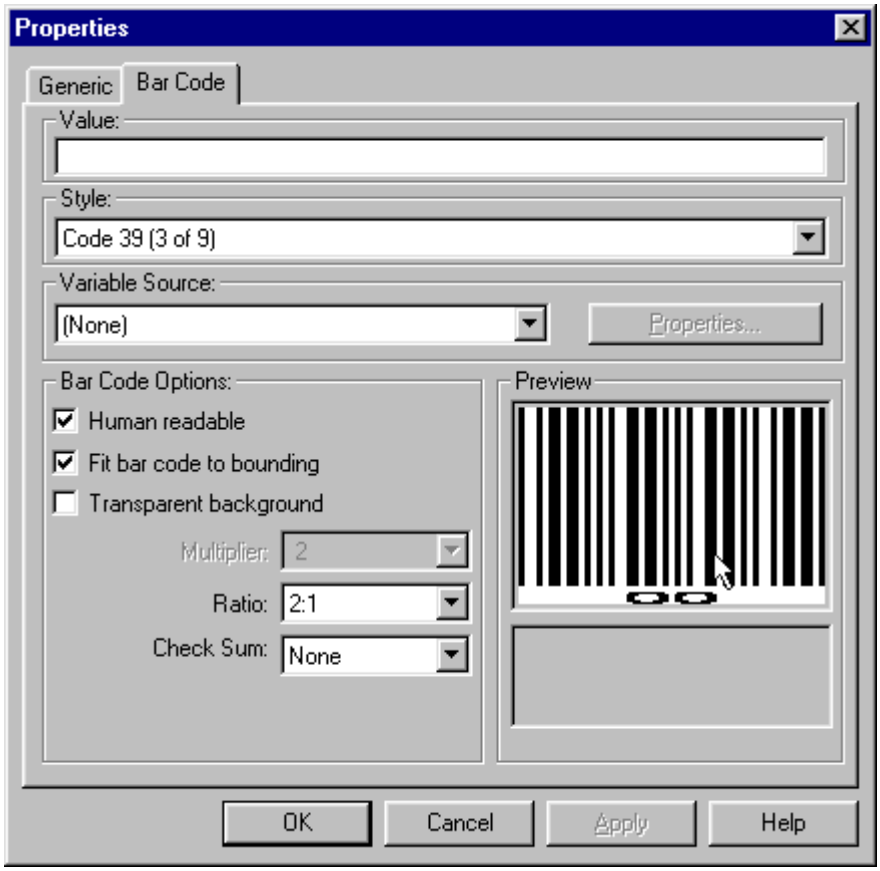
You could also create a database with all the information about the employee's and set the variable source field to ODBC Source. See Chapter 10,"ColorStyle Software and Database " the pointer.

1. On the lower toolbar, click the **Bar Code** tool, the pointer changes to a hand with the **Bar Code** icon.

2. Move the mouse pointer to a place on the card where you want to place a corner of the bar code.

3. **Press** and hold the left mouse button and **drag** in any direction. As you **drag** a rectangle forms with one corner fixed where you began to **drag** with the other corner following the pointer. Continue **dragging** until the rectangle is the desired size.

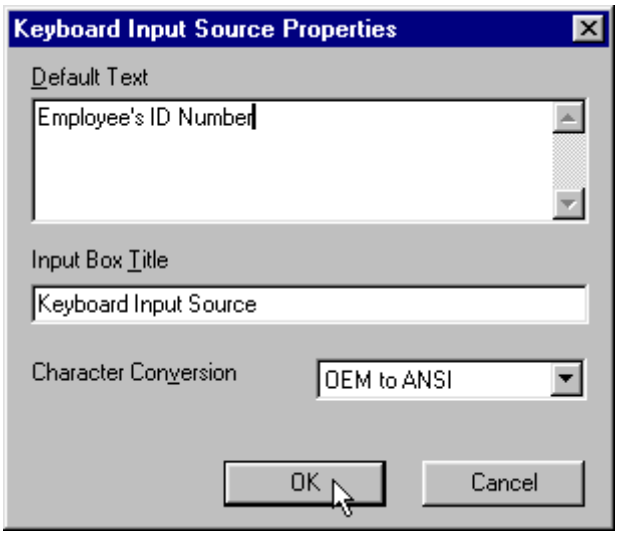
4. Release the mouse button. The **Bar Code Properties** dialog box appears.



5. Select a bar code **Style** from the list. The ColorStyle Software defaults to Code 39, but you can choose from among the 20 styles listed (See Chapter 17 -"About Bar Codes ").

6. Set the **Variable Source** as **Keyboard Input**. The Source **Keyboard Input Properties** Dialog Box appears.

7. Type “Employee’s ID Number ”as default text on the Source **Keyboard Input Properties** Dialog box.



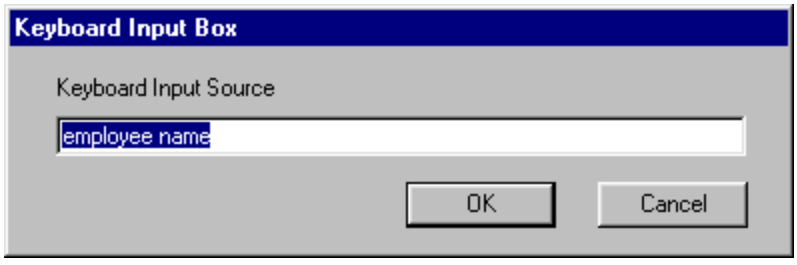
8. **Click OK** to confirm and close the Source **Keyboard Input Properties** Dialog Box.

9. **Click OK** to close the **Bar code Properties** dialog box.

10. The bar code, which appears on the (on-screen) card, contains the encrypted information “Employee’s ID Number ”. At print time you’ll provide the correct data.

11. On the **Standard toolbar**, click the **Printer Tool**. The **Card Print** dialog box appears (See Chapter 21 Printing).

12. **Click OK**. The **Text Input Dialog** box appears prompting you to enter data to the employee’s ID number.



Note

Repeat step 11 and 12 as many times as needed to print any number of cards, with a different bar code on each card.

Important

While some bar codes will accept numbers, letters and symbols, others will accept only numbers. (See Chapter 17 -"About Bar Codes.")

Variable PDF

The following steps assume you want to create a variable PDF symbol for the Employee's ID Number. At print time, you will type the employee 's ID number on the keyboard, so you set the Variable Source field to Keyboard Input.

Advanced Feature

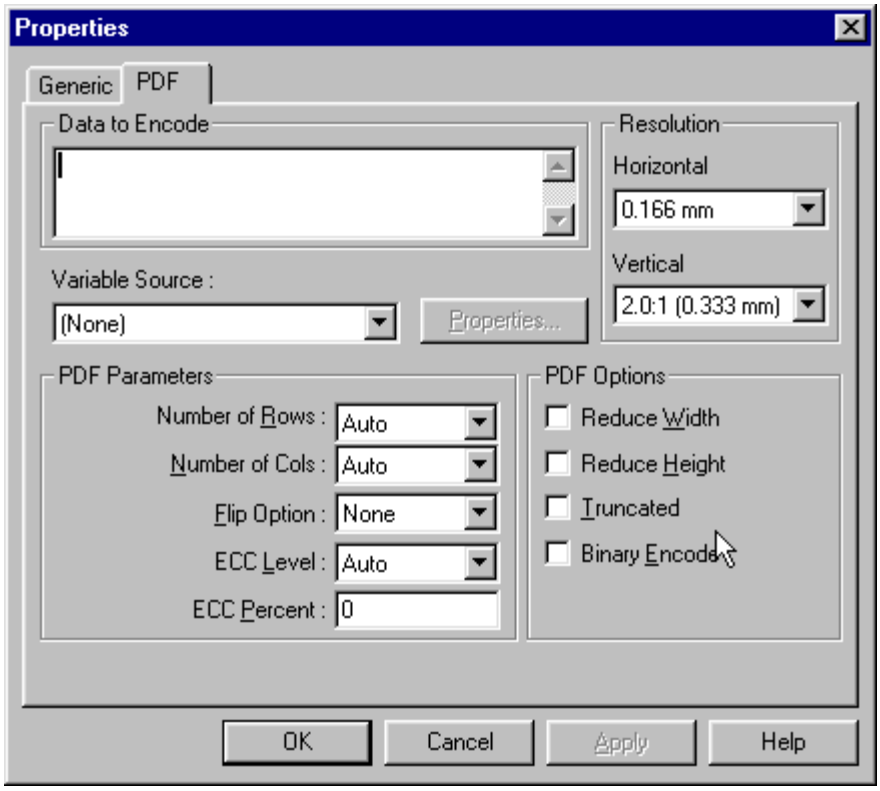
You could also create a database with all the information about the employee's and set the Variable source field to ODBC Source. (See Chapter 10,"ColorStyle Software and Database")

1. On the lower toolbar, **click** the **PDF Symbol tool** the pointer changes to a hand with the **PDF Symbol icon**.

2. Move the mouse pointer to a place on the card where you want to place a corner of the **PDF Symbol**.

3. **Press** and hold the left mouse button and **drag** in any direction. As you **drag** a rectangle forms with one corner fixed where you began to **drag** with the other corner following the pointer. Continue **dragging** until the rectangle is the desired size.

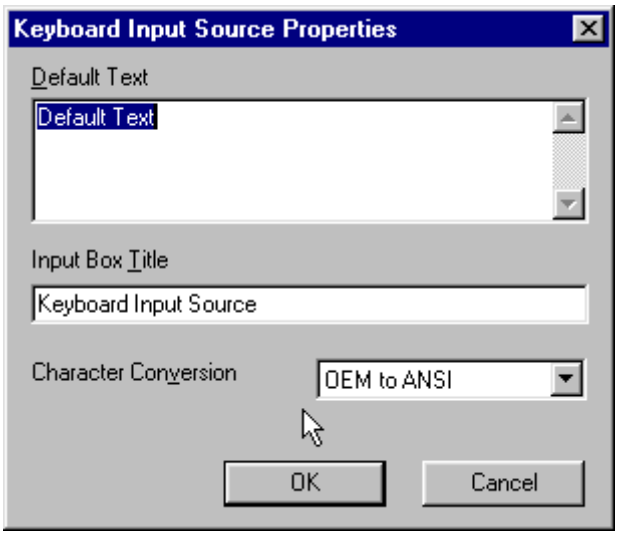
4. Release the mouse button. The **PDF Symbol Properties** dialog box appears.



5. Select the desired options for the **PDF symbol** (See Chapter 18 -"About PDF Symbols ").

6. Set the **Variable Source** as **Keyboard Input**. The Source **Keyboard Input Properties** Dialog Box appears.

7. Type “Employee’s ID Number ”as default text on the **Source Keyboard Input Properties** Dialog box.



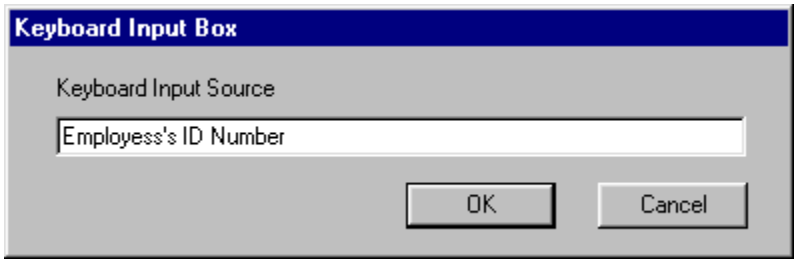
8. **Click OK** to confirm and close the Source **Keyboard Input Properties** Dialog Box.

9. **Click OK** to close the **PDF Symbol Properties** dialog box.

10. The **PDF Symbol**, which appears on the (on-screen) card, contains the encrypted information “Employee ’s ID Number ”. At print time you’ll provide the correct data.

11. On the **Standard toolbar**, click the **Printer Tool**. The **Card Print** dialog box appears (See Chapter 21 -Printing).

12. **Click OK**. The **Text Input Dialog** box appears prompting you to enter data to the employee’s ID number.



Note

Repeat steps 11 and 12 as many times as needed to print any number of cards, with a different PDF Symbol on each card.

7. Overlay

An overlay (or varnish layer) is a thin transparent coating applied to a card to protect the underlying printed information from wear.

Defining an Overlay

1. From the **Draw** menu or **Drawing Toolbar**, choose **Overlay Varnish**

2. The **Overlay Properties** dialog box appears.

As you define the overlay, the Overlay Preview section will show the area of the card where the overlay will be applied.

3. In the **Choose Overlay** list box, select the desired overlay type:

Full Overlay (the default): The overlay varnish is applied over the entire surface of the card.

No Overlay: No overlay varnish is applied to the card.

User Selected Area, With Overlay: The overlay varnish is applied only to the area you define.

User Selected Area, Without Overlay: The overlay varnish is applied to the entire surface of the card except to the area you define.

Bitmap Based Overlay: In the Choose bitmap for Overlay list box you select or browse a bitmap file on disk to use as the overlay.

Tip

The bitmap should be monochrome (e.g.: black & white, where white defines are as with overlay varnish). The size of the bitmap should be the same as the card size (85,34mm - 52,83mm), to achieve varnish coverage over the whole card. The ColorStyle Software automatically transforms 2 colored bitmaps to black & white and adjust it to the right size. This may cause some distortion.

Predefined Selected Area Without Overlay: This overlay varnish is automatically selected if you choose one of the following predefined area selections:

- Smart Card ISO
- Smart Card AFNOR
- Magnetic Stripe

Auto Location Overlay: The overlay varnish is applied only over the objects on the card.

4. Define the position and size of the overlay or the excluded area. Type the x and y coordinate values in the X Placement and Y Placement boxes. These numbers indicate the coordinates of the upper left corner of the overlay area. The origin (0,0 point) is the upper left corner of the card. The x and y coordinates are measured from the origin. The Width and Height numbers indicate the size of the overlay or the excluded area.

5. If you wish to see the overlay area depicted on the card, select the **Preview** on Screen check box. A bitmap based overlay has no preview.

6. **Click OK**. You have defined the overlay.

Important

Because the overlay is used to protect the printed information, overlay should not be applied to card areas containing the magnetic stripe, mart chips, or barcodes. Parts of Card Objects which reach into User Selected Area Without Overlay or Predefined Selected Area Without Overlay are not printed. Areas without overlay appear white.

Printing Overlay with Memory Extension: The printable area without Memory Extension (ME) does not cover all the card surface, only with ME the printable area is extended to the edge of the card and the whole card can be printed with overlay.

Important

You may not delete the overlay. If you want to print without overlay, choose **the Overlay Clipping Option** from the **Options Menu** and enable the option **No Overlay**. It is not allowed to send the object overlay to the other layer. To print both sides of the card with overlay, you need to choose the option **Overlay Clipping** from the **Options Menu** for both sides. With the feature Front and Back the overlay can be managed in both sides of the card independently.

Bitmap Based Overlay

1. Use a Windows ™ application, like Paint, to draw the bitmap. Set width =85.3mm and height =52.8mm.Type the number in the area where you want it later to appear on your card. Use black letters. Save the image as bitmap (phone.bmp).

2. From the **Draw** menu, choose **Overlay Varnish**. The **Overlay Properties** dialog box appears. In the **Overlay Properties** dialog box choose **Bitmap Based Overlay**. Browse to the overlay bitmap you created before. The overlay is printed in all white areas, sparing out the black number. Holding the printed card against the light, the number appears as a kind of hologram. **Click Ok**. You have created and selected a bitmap file to be used as overlay.

Note

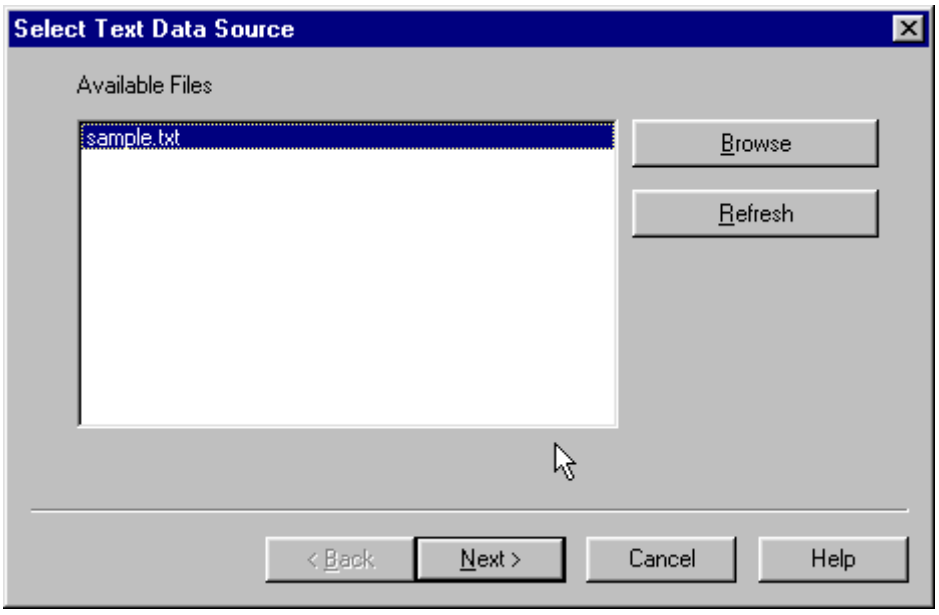
You may only use one kind of overlay type for the same card side.

8. ColorStyle Software and Database

This section explains how to work with the ColorStyle Software and databases.

Open an Internal Database

1. From the **Database** menu choose **Connect**. The **ODBC Source Selection** dialog box appears. Select the database filename you want and click **Next**.



2. Select the operation you want to perform and proceed as explained later in the chapter section “Working with Tables ”.

Disconnect from a Database

From the **Database** menu choose **Disconnect**.

Note

As soon as you link a database field to the card layout this option is disabled.

ColorStyle Software Internal Database

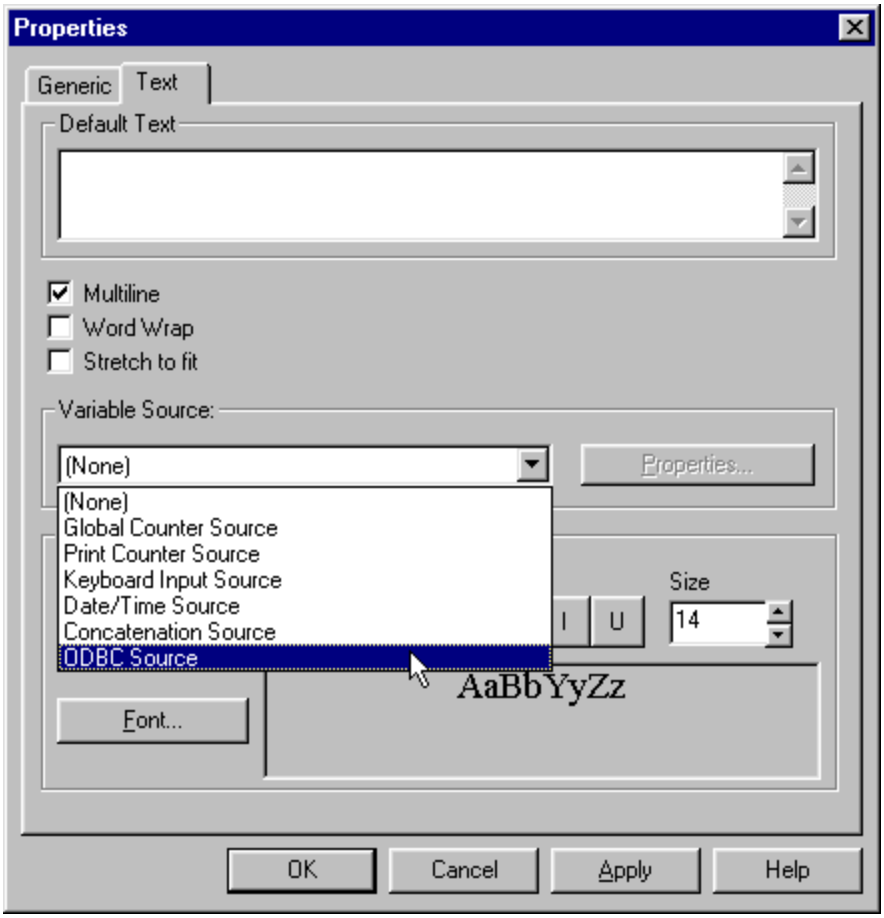
After connecting successfully to a database, the selected table is displayed in a split window next to the card design area. To access the record information of a column you have to create ColorStyle Software objects and connect them with the database fields. How to link database fields with the card layout:

Linking a Text Object

Note

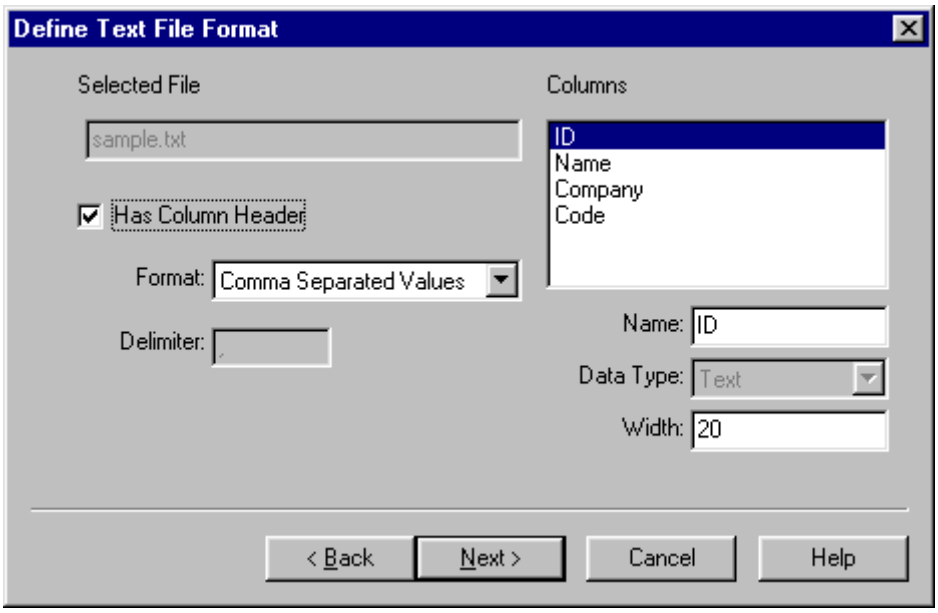
You can easily create a Text Object linked to the database by drag and drop the field name from the database area into the card work area.

1. Open a text object and select ODBC Source as Variable Source.

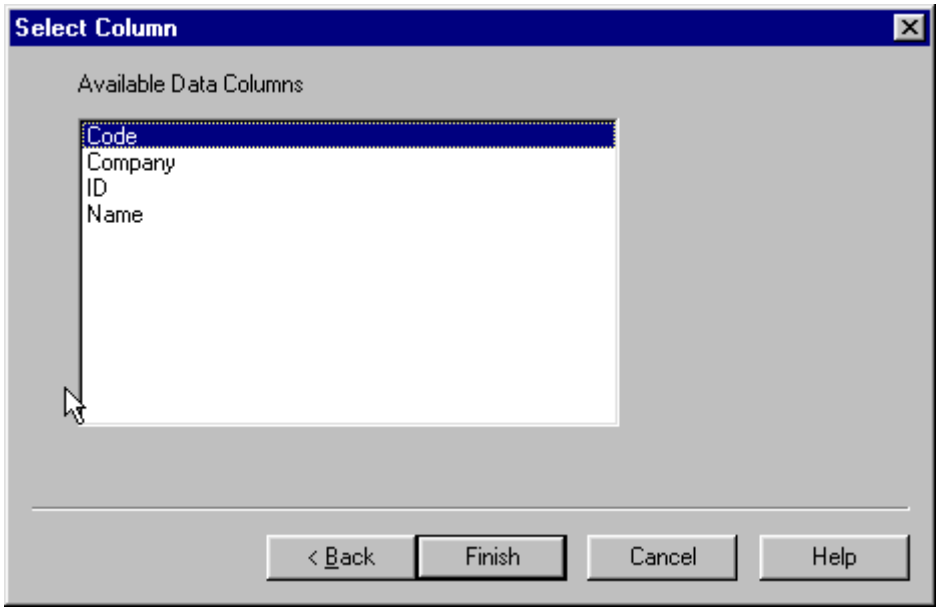


2. The **Source ODBC Source Selection** dialog box appears. **Select** the record which contains the text you want to appear in your text object and **click Next**.

3. The **Text File Format** dialog appears up. **Select** the Format you want to appear in your text object and **click Next**.



4. The **Select Column** dialog appears up. **Select** the column of data that you want to appear in your text box then **click Finish**.



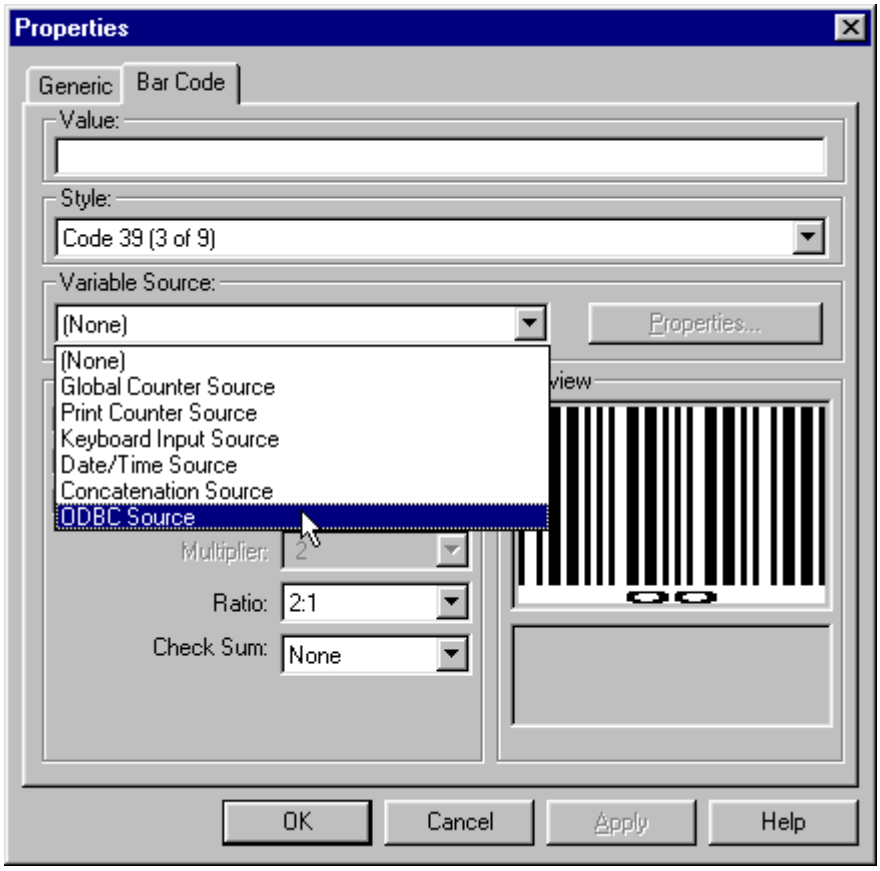
5. **Edit** the font properties you want and confirm by **clicking OK**.

6. In the card work area resize, if necessary, the selection rectangle of the text box in a way that makes the largest record of your column fit inside.

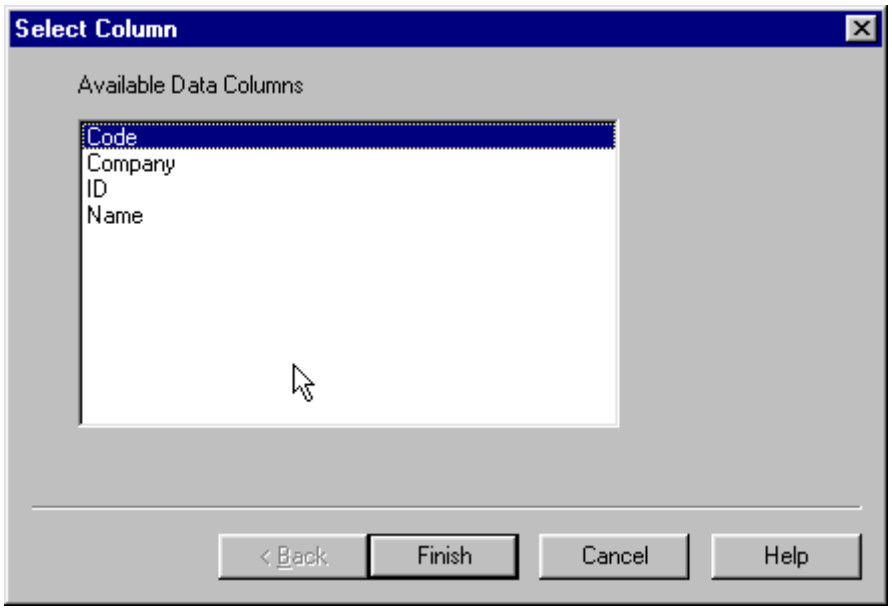
7. Save your card layout. Your card and the database are connected. Whenever you open your card, the database automatically will be found and opened as well.

Linking a Bar Code Object

1. Open a **Bar Code Object** and select **ODBC Source** as **Variable Source**.



2. The **Source ODBC Source Selection** dialog box appears. Select the column which contains the records you want to appear in your text object and **click Finish**.



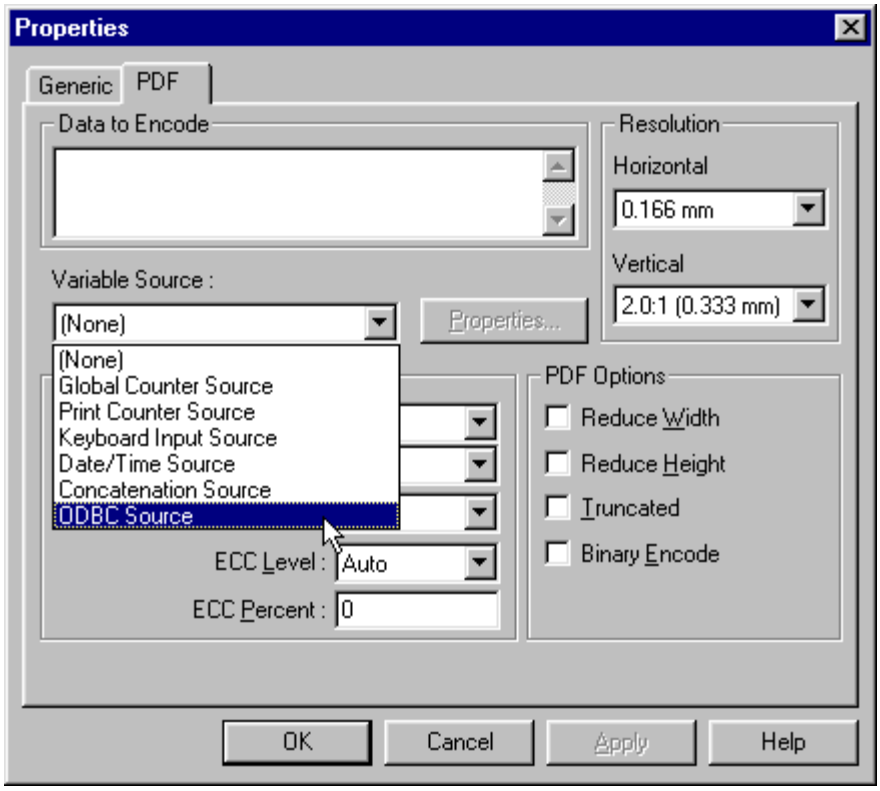
3. Set the **Bar Code Object Properties** you want to apply and confirm **clicking OK**.

4. In the card work area resize, if necessary, the Bar Code with the mouse.

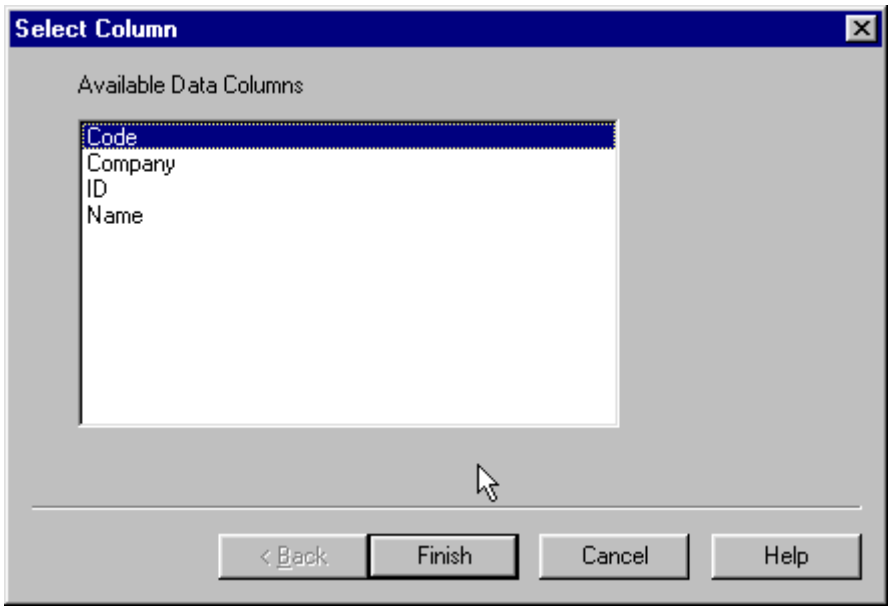
5. Save your card layout. Your card and the database are connected. Whenever you'll open your card, the database automatically will be found and opened as well.

Linking a PDF Symbol Object

1. Open a **PDF** symbol object and select **ODBC Source** as **Variable Source**.



2. The **Source ODBC Source Selection** dialog box appears. Select the column which contains the records you want to appear in your **PDF** symbol object and **click Finish**.



3. Set the **PDF** symbol **Object Properties** you want to apply, and confirm **clicking OK**.

4. Save your card layout. Your card and the database are connected. Whenever you'll open your card, the database automatically will be found and opened as well.

Moving between Records

- To move to the first record, select **Move First** from the database menu. You also can **click** the **Move First** button at your database toolbar.

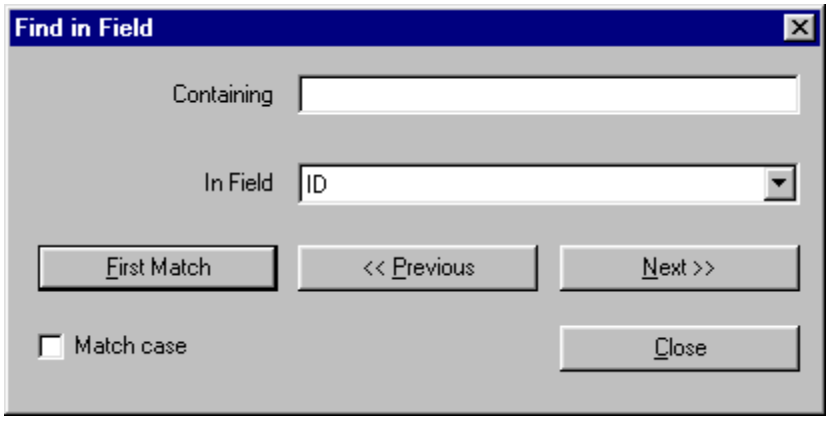
- To move to the last record, select **Move Last** from the database menu. You also can **click** the **Move Last** button at your database toolbar.

- To move to the next record, select **Move Next** from the database menu. You also can **click** the **Move Next** button at your database toolbar.

- To move to the previous record, select **Move Previous** from the database menu. You also can **click** the **Move Previous** button at your database toolbar.

The Find Function

1. From the **Database Menu**, select **Find Record** .You also can **click** the **Find** button at your database toolbar. The **Find in Field** dialog box appears.



2. Type the characters (normally names or numbers) you are looking for in the **Containing** box, select the corresponding field in the **In Field** box and **click Find Match**.

Note

Use the First Match, Previous and Next buttons to the define the search direction. The First Match button searches from the beginning of the table and finds the fist record that match the condition. The Previous button searches from the current table position to the beginning of the table. The Next button searches from the current table position to the end of the table.

Note

If you click the Match Case check box the ColorStyle Software will find only the exact match(es) of what you typed in the Find What box. The Find Function is case sensitive!

3. If no records match or the end of the database is reached the ColorStyle Software displays the message “ColorStyle Software has finished searching the table .No more records found ”.

The Query Function

1. From the **Database Menu**, select **Query** .You also can **click** the **Quer**y button at your **Database toolbar**. The **Query Database** dialog box appears.

Tip

You can achieve the same result typing P in both, the Greater Than and Less Than box and enabling the Exact Match check box.

2. To find, for example, all clients, which start with letter P, **click** the (…) button next to the field which contains your clients names. **Edit** the query dialog box applying **O** in the **Greater than** box and **Q** in the **Less than** box.

3. You may set further comparison condition for other fields.

4. If you are familiar with **SQL** commands you can edit directly the command string for your query by **clicking** the **SQL** button.

5. **Click Submit** to start the **Query** function.

6. If you need to know the number of records found, **click Properties** from the **Database menu** and enable the **Record Set Counter** check box. The number of records is listed in the box below.

Note

The Query function is not case sensitive!

7. To access all records again, **click** the **Clear** button in the **Query Database** dialog box.

Note

If you save a card after applying the Query function, the queries performed are saved as well.

Database Interface Properties

Connection Time Out: Determines the period after which a connection to a data source is interrupted (e.g.: if server is down) and control returned to the ColorStyle Software.

Query Time Out: Determines the period after which a query to a data source is interrupted (e.g.: if server is down) and control returned to the ColorStyle Software.

Prompt for Connection Information: Normally, communication between the ODBC driver and a database is not visible for the user. If the Prompt is enabled, it allows an ODBC driver to interact with the user (e.g.. asking for login, password or database directory)

Use ODBC Cursor Library: Disable this check box only if you are working with a powerful database engine like (SQL Server, Informix, Oracle, etc.). It gives complete control to these engines overriding ODBC drivers.

Allow data edition: Check this box if you want to edit a database from within the ColorStyle Software. Please note that not all ODBC drivers permit data edition.

Refresh Delay: Determines the time that the ColorStyle Software waits for to refresh the card view after editing a field in your database.

Trailing Decimals: Allows you to specify the number of decimal places for numeric floating print data.

Record Set Counter: If enabled, the ColorStyle Software lists the number of records of a database (or in a query) found.

Image Transfer Options: Controls image data transfer between database and the ColorStyle Software bi-directionally. Adapt the buffer size value to the average image size of your database. To reduce database size you can enable the Compress Images check box. Images are compressed if greater than the value determined in the corresponding box. If you enable the **Use Maximum Compression** check box, the best compression to be achieved is applied, but the ColorStyle Software may need more time for this performance. The ColorStyle Software image compression algorithm is a variant of the LZW algorithm.

Define View

The ColorStyle Software allows you to change the column sequence of the displayed database. From the database menu, select **Define View** or press the **Define View** button from the database toolbar. **Click** on the field name you want to move and drop it at the place you want.

Hide/Unhide Fields

1. **Click** the **Define View** button from the **Database toolbar**.

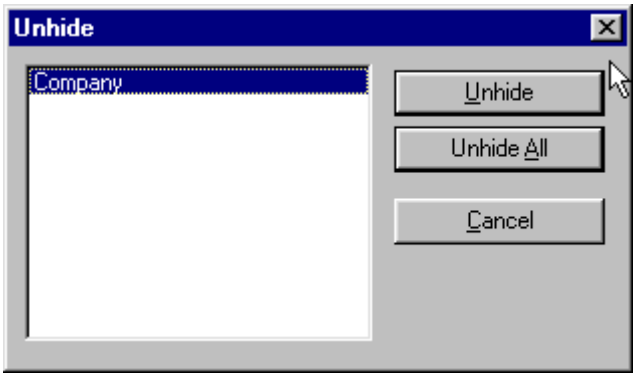
2. **Right-click** on the field name you want to hide and choose **Hide**.

How to Unhide Fields

1. **Click** the **Define View** button from the **Database toolbar**.

2. **Right-click** anywhere on the database area and choose **Unhide**.

3. The **Unhide** dialog box appears, select the field you want to unhide one by one or **click Unhide**. All to show all the database fields in the database area.



Browse View

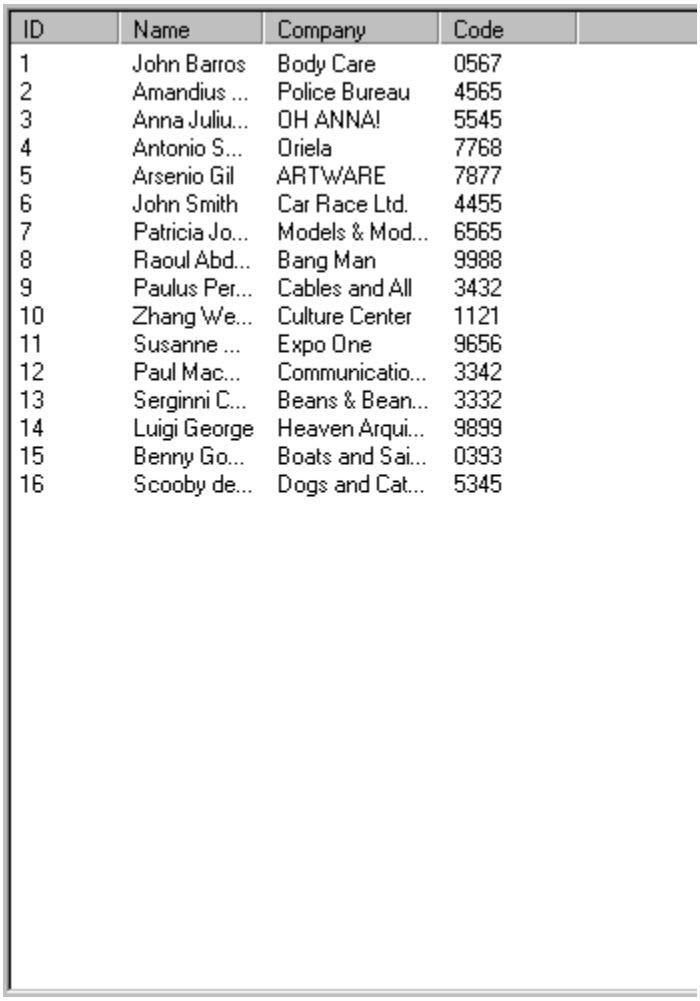
Click the **Browse/Record** button to change the database display from **Record View** to **Browse View**. Use this function to get a list of all available records. To browse quickly to a certain record, **Double-click** it (you must use the first column). The record and its fields is displayed in **Record View**. You can also select several records to send to the printer when you are in the **Browse View**.

For that do:

1. **Click** the **Browse** button and select the records you want.

2. You can use the **CTRL +Mouse Pointer** to make a random selection, or **SHIFT +Mouse Pointer** to make a sequential selection. This selection can only be made over the **Key** field.

3. **Click** the **Print** button and on the **Database** section check the **Print Selected** option. Only the marked records will be printed.



ID	Name	Company	Code
1	John Barros	Body Care	0567
2	Amandius ...	Police Bureau	4565
3	Anna Juliu...	OH ANNA!	5545
4	Antonio S...	Oriela	7768
5	Arsenio Gil	ARTWARE	7877
6	John Smith	Car Race Ltd.	4455
7	Patricia Jo...	Models & Mod...	6565
8	Raoul Abd...	Bang Man	9988
9	Paulus Per...	Cables and All	3432
10	Zhang We...	Culture Center	1121
11	Susanne ...	Expo One	9656
12	Paul Mac...	Communicatio...	3342
13	Serginni C...	Beans & Bean...	3332
14	Luigi George	Heaven Arqui...	9899
15	Benny Go...	Boats and Sai...	0393
16	Scooby de...	Dogs and Cat...	5345

Database Image Properties

To open the database image properties dialog box **right-click** the database image field. Image size, resolution and compression ratio are displayed.

9. Image Acquisition

Besides opening images from a file, the ColorStyle Software allows direct image acquisition in three ways: using the TWAIN interface, or the serial port, combined with a proper application.

The ColorStyle Software supports the use of any camcorder and VCR, with video output as well as digital cameras to acquire images.

Image Sources

Open from File: Allows you to browse to an image file and open it.

Open from File at Print Time: Allows you to browse to an image file and open it at print time.

Scan: Scans a new image using a defined Twain driver.

Scan at Print Time: Scans a new image using a defined Twain driver at print time.

Paste: Pastes an image from the Windows clipboard.

Point to Image File: Links to an image, which location (path) is stored in a related database field.

Capturing Images

Twain is an industry-standard protocol for exchanging information between application software (like this ColorStyle Software) and image capture devices such as scanners or camcorders.

After installing a TWAIN driver you must define which TWAIN driver the ColorStyle Software shall use. Simply use the command Video Sources from the **Options** menu. To select a TWAIN driver as default TWAIN source click the corresponding **Setup** button. In the **Select Source** dialog box choose your Twain driver from the list.

Click the image button from the Drawing toolbar or use the command Image Object from the Drawing Tools menu. Select the area, which the image shall occupy later on the card. The **Image Object** dialog box appears. **Click** the **Acquire …**button. A driver specific preview dialog box opens, displaying the captured area. Movements are displayed depending on the transfer speed of the capture board. Make your settings and capture (grab) the desired image. The **Image Tools** dialog box appears. Make your changes as described in chapter 5, section “Image Tools ”.

Using the serial port

Some models of digital cameras come with a proper software, which reads the images from the digital camera's floppy disk using the serial port. Save the image(s) in any of the file formats used by the Card Software (*.bmp,*.tif,*.tga,*.pcx,*.jpg).

Use the **image objects tool** and choose **open from file** to acquire the desired image.

10. Menu Commands

This section summarizes the commands available in the ColorStyle Software menus. Depending on the ColorStyle Software version/ edition some menu items may be not available.

Main Window

The File Menu

New
Creates a new card file.

Open
Opens an existing card file.

Close
Closes the active card file

Save
Saves the card to a disk file.

Save As
Saves the card with a name you specify to a disk file.

Card Setup
Selects portrait or landscape orientation.

Card Print
Displays the Card Print dialog box.

[Recently used File List]
Provides a means to quickly open a card you recently worked with. The names of up to four recently used files will be displayed. **Click** on the desired file name and the card will be opened and displayed.

Exit
Exits the ColorStyle Software program.

The Edit Menu

Undo
Reverses the last command or action up to 3 levels.

Redo
Reverses the action of the Undo command up to 3 levels. Immediately after you undo an action the Redo command turns available, allowing you to restore what you reversed.

Cut
Deletes the selected object and places it on the Clipboard so you can paste it elsewhere.

Copy
Makes a copy of the selected object and places it on the Clipboard.

Paste
Pastes the object from the Clipboard onto the card work area. A copy of the pasted object remains on the Clipboard until it is replaced by another Cut or Copy command.

Duplicate
Makes a copy of an object and places it slightly offset and overlapping from the original. Unlike the Copy command, Duplicate doesn't place a copy of the object on the clipboard.

Select All
Selects all the objects on the card.

Adjust Bounding
Fits the bounding to the object if applicable.

Fit to Card
Fits the selected object to the card.

Send To Front
Moves the selected object to the front of a stack of other objects.

Send To Back
Moves the selected object to the back of a stack of other objects.

Align
Allows you to align multiple selections of objects.

Use Private Clipboard
Selects the ColorStyle Software private clipboard. The private clipboard allows the transfer of all Card Software objects maintaining their properties.

Use Windows Clipboard
Selects the standard Windows clipboard. The Windows clipboard transfers ColorStyle Software objects as bitmaps.

The View Menu

Card Front
Displays the front side of the active card.

Card Back
Displays the backside of the active card.

Zoom In
Magnifies the size of the card depicted on the screen.

Zoom Out
Reduces the size of the card depicted on the screen.

Fit Workspace
Displays the entire card document page.

Preview Mode
Displays the card exactly as will be printed. The card appear without grids or guidelines (in despite of menu settings) and the Objects linked to Data Sources are drawn without the bounding box that denotes that case.

Object ToolTips
Displays a brief description of the objects names and size.

Rulers
Lets you show or hide the rulers.

Guidelines
Toggles the display of the guidelines that mark the edges of the printable area of the card.

Grid
Toggles the display of the layout grid.

Cross Hair
Let you show or hide the cross hairs.

Toolbars
Let you show or hide any of the individual ColorStyle Software Toolbars.

Card Properties
Displays the card document information of the active card.

The Draw Menu

Selector
Activates the Selector tool used to select objects.

Line Object
Activates the Line tool for drawing horizontal or vertical lines.

Rectangle Object
Activates the Rectangle tool for drawing rectangles of variable size.

Filled Rectangle Object
Activates the Filled Rectangle tool for drawing filled rectangles of variable size.

Text Object
Activates the Text tool for editing text.

Image Object
Activates the Image tool for editing images.

Bar Code Object
Activates the Bar Code tool for editing bar code symbols.

PDF Symbol Object
Activates the PDF Symbol tool for editing PDF symbols.

Overlay Varnish
Defines the size, shape and placement of the overlay coating.

Keep Placing Objects
Keeps the current drawing tool selected.

The Options Menu

Snap to Grid
Toggles the snap to grid option.

Activate Protected Objects
Toggles the read only property of an object.

Video Sources
Selects the default Twain and Video for Windows source.

Metrics
Configures the measurements unit. You can choose between inches and millimeters.

Rulers Settings
Configure the ruler settings.

Grid Settings
Selects the horizontal and vertical spacing of the layout grid and toggles the snap-to the grid option.

Front &Back
Configure the front and back layer switching options.

Card Color
Allows you to change the color of the card.

Workspace Color
Allows you to change the workspace color.

Default Line Width
Changes the default line width for all drawn objects that contain lines.

Default Text Font
Changes the default font for all text objects.

Monochrome Conversion
Allows you to choose between four different algorithms to make the Monochrome Conversion: Threshold, Ordered, Floyd-Steinberg and Burkes. Each algorithm gives slightly different results. You select an algorithm by clicking on it. If you prefer you can Disable the Monochrome Conversion by choosing the Disable option.

The Database Menu

Connect
Connects to a database.

Disconnect
Disconnects from the database.

Browse View
Toggles between the Browse/Record View.

First
Moves to the first record.

Previous
Moves to the previous record.

Next
Moves to the next record.

Last
Moves to the last record.

Find
Finds data in the current table.

Query
Sets a search criteria.

Add
Adds a new record.

Delete
Deletes the current record.

Save
Saves the current record.

Properties
Allows you to configure the database interface properties.

Define View
Allows you to define the database view.

The Window Menu

Cascade
Arranges open card windows so that they overlap and the title bar of each window is displayed.

Tile
Arranges open card windows horizontally with no over lapping.

Arrange Icons
Arranges icons.

[Card window list]
Provides a means to quickly display any open card and database or batch print (Advanced Feature) window. The names of all open windows will be displayed. Click on the desired file name to activate the window.

The Help Menu

Contents
Displays the ColorStyle Software Help contents.

Using Help
Displays information about using the ColorStyle Software help system.

About ColorStyle Software
Displays the ColorStyle Software version serial number and copyright information.

11. Toolbars and Tools

This section provides a summary of the ColorStyle Software tools. “Tools ”is the term used to describe commands that are available with a single mouse click on a command button. The command buttons for all the ColorStyle Software tools are arranged in various “Toolbars ”. Tool tips, which explain the function of each button are displayed if you move the mouse pointer slowly over the buttons.

The Standard Toolbar

The Standard Toolbar contains command buttons for accessing the commands in the File menu, Edit menu and Help menu.

New- Creates a new card file.

Open- Opens an existing card file.

Save- Saves the card to a disk file.

Print- Displays the Card Print dialog box.

Cut- Deletes the selected object and places it on the Clipboard so you can paste it elsewhere.

Copy- Makes a copy of the selected object and places it on the Clipboard.

Paste- Pastes the object from the Clipboard onto the card. A copy of the pasted object remains on the clipboard until it is replaced by another cut or copy command.

Duplicate-Makes a copy of an object and places it slightly overlapping the original. Unlike the Copy command, Duplicate doesn't place a copy of the object on the Clipboard.

Undo- Reverses the last action.

Redo- Redoes the last action that was undone.

Send to Front- Moves the selected object to the front of a stack of objects.

Send to Back-Moves the selected object to the back of a stack of objects.

Card Front Side- Sets the view to the front side of the card.

Card Back Side- Sets the view to the backside of the card.

About- Displays the ColorStyle Software version, serial number and copyright information.

Topical Help- Displays help information about a command or window object.

The Drawing Toolbar

The Drawing Toolbar contains command buttons for accessing the commands in the Drawing toolbar.

Tools menu

Selector- Used to select an object.

Line- Draws horizontal or vertical lines.

Rectangle- Draws a rectangle of variable size.

Filled Rectangle- Draws a filled rectangle of variable size.

Text- Defines a text field.

Image- Draws a frame to contain an image.

Bar code- Draws a bar code symbol.

Bar code PDF- Draws a bar code PDF symbol.

Overlay Clipping- Defines the size, shape and placement of the overlay coating.

The Database Toolbar

The Database Toolbar contains command buttons for accessing the commands in the Database menu.

Browse View-Toggles between Browse and Record View.

Connect- Connects to a database.

Disconnect- Disconnects from the database.


First- Moves to the first record.


Previous- Moves to the previous record.


Next- Moves to the next record.


Last- Moves to the last record.


Find- Finds data in the current table.


Query- Sets a search criteria.


Add- Adds a new record.


Delete-Deletes the current record.


Save- Saves the current Record.


Properties- Allows to configure the database interface properties.


Define View- Allows to define the database view.

12. Keyboard Shortcuts

This section lists the keyboard shortcuts available for many of the ColorStyle Software commands.

Shortcut Keys

Use the following key combinations to execute the command listed next to it. When the keys are connected by a +, it means to press both keys at the same time.

General

Ctrl+F4 - Close. Closes the active Card/Batch Print Window.

Ctrl+F6 - Next. Moves to the next Card/Batch Print Window.

Del - Delete. Deletes the selected object completely without putting a copy on the Clipboard.

Card Work Area

Ctrl+N - New. Creates a New card file.

Ctrl+O - Open. Opens an existing card file.

Ctrl+S - Save. Saves the card to a disk file.

Ctrl+P - Print. Displays the card Print dialog box.

Ctrl+Z - Undo. Reverses the last action.

Ctrl+Y - Redoes the last action that was undone.

Ctrl+X - Cut. Deletes the selected object and places it on the Clipboard so you can paste it elsewhere.

Ctrl+C - Copy. Makes a copy to the selected object and places it on the Clipboard.

Ctrl+V - Paste. Pastes the object from the Clipboard onto the card. A copy of the pasted object remains on the Clipboard until it is replaced by another Cut or Copy command.

Ctrl+D - Duplicate. Makes a copy of an object placing it slightly overlapping the original. Unlike the Copy command, Duplicate doesn’t place a copy of the object on the Clipboard.

Ctrl+A - Select All. Selects all the objects on the card.

Ctrl+Shift+F - Fit to card. Expands the selected image to fill the full size of the card.

Ctrl+F - Send to Front. Moves the selected object to the front of a stack of objects.

Ctrl+B - Send to Back. Moves the selected object to the back of a stack of objects.

Ctrl+1 - Front side. Displays the front side of the active card.

Ctrl+2 - Back side. Displays the backside of the active card.

+-Zoom in. Magnifies the size of the card depicted on the screen.

– -Zoom out. Reduces the size of the card depicted on the screen.

Ctrl+L - Guidelines. Toggles the display of the guidelines that mark the edges of the printable area of the card.

Ctrl+G - Show grid. Toggles the display of the layout grid.

Ctrl+K - Keep Placing Objects. Keeps the current drawing tool.

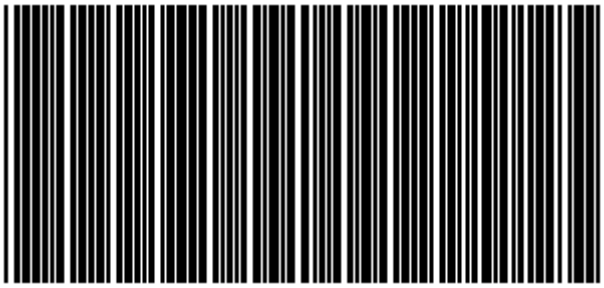
Ctrl+H - Snap to Grid. Toggles the Snap to Grid option.

13. About Bar Codes

This section provides information on bar codes and their use with the ColorStyle Software. A bar code is a machine-readable symbol representing human-readable information.

The information represented can be alpha or numeric only, limited alphanumeric, or the full character set. The human-readable alpha or numeric characters are represented in the bar code symbol by a series of varying width vertical lines (called bars) and spaces. Bars and spaces together are elements.

An element can be a wide black bar or white space, or a narrow black bar or white space. Each element is assigned a binary value of either “1 ”or “0 ”. To represent the necessary character in the bar code, the elements must follow a precise sequential order as part of a group.



Scanning is the process of acquiring or “reading ”the information encoded in a bar code symbol. To read the information contained in a bar code symbol, a scanning device such as a light pen is moved across the symbol from one side to the other. As the scanning device is moved across the symbol, the width pattern of the bars and spaces is translated back into the original information. Bar code is an optical technique because information is scanned using light that reflects off dark or light regions of the symbol.

Bar Code Standards

The number of elements and their order is defined by the bar code standard used. There are many bar code standards to choose from and each standard was developed for the specific data requirements of various industries. Each standard dictates the maximum number of characters a symbol can represent, as well as what kind of data is represented. Consequently, the number of characters in the information field and the type of information represented will play a role in which bar code standard can be used. Other considerations include what standard(s) trading partners use, the scanning environment (type of scanner, printable area, symbol durability, etc.) and the symbol printing requirements.

Symbologies

Symbology is the term used to describe the rules specifying the way data is encoded into the elements (bar and space widths) that comprise a bar code standard. Various characteristics further describe the symbology. Some of these characteristics are described below.

- The **Character Set** is the range of data characters that can be encoded into a given symbology. Numeric symbologies only encode numbers; others can encode numbers and letters and are called alphanumeric.

- The **Symbology Type** can be either discrete or continuous. In a discrete type, each character stands alone and can be decoded separately from adjacent characters. A continuous type has no inter-character gaps; the end of one character is the start of the next. This results in a higher density symbology than the discrete type, allowing more information to be encoded in less space, resulting in a smaller bar code symbol.

- The **Number of Element Widths** is either two (wide and narrow) or multiple. Multiple element width symbology is usually the higher density continuous type.

- The symbology **Length** can be fixed or variable.

- **Density** describes the amount of data that can be encoded in a given unit of length.

- A symbology is said to be **Self Checking** if a single printing defect will not cause a character to be transposed into another character in the same symbology.

- A **Start Code** is a particular pattern of lines and spaces indicating the beginning of the bar code symbol. A **Stop Code** indicates the end of the symbol. The start and stop codes are sometimes also used to indicate the scanning direction. In the most common symbology, Code 39, the start and stop codes are asterisks.

- The **Check Character** is used by the scanner to validate that the correct data has been decoded. It is placed in a predetermined position and its value is based on a mathematical relationship of the other characters in the symbol. A **Check Digit** is a check character that can assume only numeric values.

- A **Bi-directional** symbology can be successfully scanned in either direction. Almost all symbologies in use today are bi-directional.

ColorStyle Software Symbologies

The symbologies listed below can be printed with the ColorStyle Software.

Summary of Supported Bar Codes

Bar Code Type	Input Length	Encodes	Elements per Character	Characters per inch
Codabar	2 to 50	D	11	9
Code 128	2 to 50	U-L-D-C	11	9
Code 128 A	2 to 50	U-D-C	11	9
Code 128 B	2 to 50	U-L-D	11	9
Code 128 C	2 to 50	D	5.5	18
Code 39 (3 of 9)	2 to 50	U-D	15	6.7
Code 93	2 to 50	U-D	9	11
EAN/JAN-13	12, 14 or 17	D	7	14
EAN/JAN-8	7, 9 or 12	D	7	14
Extended 39	2 to 50	U-L-D-C	30	3.3
Extended 93	2 to 50	U-L-D-C	18	5.6
HIBC (3 of 9)	2 to 50	U-D	15	6.7
Interleaved 2 of 5	2 to 50	D	9	11
MSI Plessey	2 to 50	D	12	8.3
UCC/EAN-128	19	D	5.5	18
UPC-A	11,13 or 16	D	7	14
UPC-E (11 digit)	11, 13 or 16	D	4	25
UPC-E0 (6 digit)	6, 8 or 11	D	4	25
UPC-E1 (6 digit)	6, 8 or 11	D	4	25
Zip+4 POSTNET	5, 9 or 11	D	5	4.2

U-Upper Case, L -Lower Case, D -Digits, C -Control Characters

Codabar

Codabar is a numeric, variable length, discrete, self-checking, two-element width symbology used mostly by libraries, package tracking systems, and blood banks. Developed in 1972,it was one of the original bar code symbologies. The numbers 0 through 9 and the following six characters comprise its character set:$:/.+-

Code 128

Code 128 is a variable length, alphanumeric, continuous, multiple-element width, high-density symbology used in the shipping industry and on labels. The Code 128 character set comprises 106 different printed characters, and will use the least amount of space for data of six characters or more of any one-dimensional symbology. Each printed character can have

one of three different meanings, depending on which of three different character sets (A,B or C) is employed. Three different start characters tell the scanner which of the character sets is initially being used, and three shift codes permit changing character sets inside a symbol. Every **Code 128** symbol ends with a check character.

Code Subset A: Includes all of the standard uppercase alphanumeric keyboard characters plus the control and special characters.

Code Subset B: Includes all of the standard uppercase alphanumeric keyboard characters plus lowercase alphabetic and the special characters.

Code Subset C: Includes the set of 100 digits pairs from 00 to 99 inclusive, as well as special characters. This enables double- density numeric digits (two digits per bar-coded character) to be encoded.

Code 39

Code 39 (also called 3 of 9) is a variable length, discrete, self- checking, two-element width symbology that was the first alphanumeric symbology to be developed. **Code 39** is currently the most widely used bar code for industrial and commercial (non-retail) purposes in the world. Every **Code 39** character has five bars and four spaces, making a total of nine elements. Three of the elements are wide, hence the name 3 of 9. While being very accurate, **Code 39** is not a very dense bar code symbology, taking many bars and spaces to represent a single character. The **Code 39** character set consists of the numbers 0 through 9,the upper-case alphabet, and the following characters:-.$/+% and Space .Asterisks are reserved as the start and stop characters.

Code 93

Code 93 is a variable length, alphanumeric, continuous, four- element width symbology specifically designed to complement **Code 39**. The two symbologies can be freely mixed in an environment with no software change required. Because of its small size, it is used on electronic components, but it is a not very popular bar code symbology. **Code 93** encodes 43 data characters consisting of:**0**-**9**, **A**-**Z**, 6 symbols and **space**, four control characters and a unique start/ stop character. The entire ASCII character set can be encoded using the expanded version similar to **Code 39**. **Code 93** can encode the same characters as **Code 39**,but has the advantage of being smaller.

EAN//JAN-13

EAN-13 is one of two versions of the European Article Numbering system (EAN) and is a superset of UPC**.EAN-13** has the same number of bar as UPC version A, but encodes 13th digit. The 12th and 13th define the country code. The codes 00-04 and 06-09 are assigned to the United States.

The **EAN-13** code numbers are assigned by numerous international agencies.

EAN-13 code support the numeric characters:

0123456789

EAN-13 bar code height, by specification, is six (6) individual

EAN-13 bar code characters high.

EAN//JAN-8

European Article Numbering, now also called IAN (International Article Numbering), is the international standard bar code for retail food packages corresponding to the Universal Product Code (UPC) in the United States. The symbology is used to encode a seven-digit **EAN-8** number. A eight digit is a check digit that is automatically generated by the printer.

The EAN code number and check digit are assigned by numerous international agencies.

Extended Code 39

The **Extended Code 39** bar code supports every character in the ASCII set, except for ASCII 0 and those above ASCII 127. This enables full support of upper case and lower case letters, as well as control codes.

Extended Code 93

The **Extended Code 93** bar code uses **Code 93** to encode the entire 128 ASCII characters.

HIBC (3 of 9)

The **Health Industry Bar Code (HIBC)** is a modified **Code 39** bar code. This bar code uses all of the characters of **Code 39**. The application automatically inserts the required '+'character after the start character and before the stop character.

EAN-8 code support the numeric characters:

0123456789

EAN-8 bar code height, by specification, is six (6)individual

EAN-8 bar code characters high.

Interleave 2 of 5

The name **Interleaved 2 of 5** is derived from the method used to encode two characters. In the symbol, two characters are paired, using bars to represent the first and the interleaved spaces to represent the second character. Each character has two sets, one bars and one spaces. Each consisting of two wide elements and three narrow elements. Bars and spaces are wide or narrow and the wide bars are set by the ratio.

Interleaved Two of Five code support the numeric characters:

0123456789

It will be automatically added a leading zero (0) to the odd number of bar code data characters.

The supported ratio of narrow bar to wide bar widths are:

2:1,2:5 (2.5:1), and 3:1.

The minimum recommended height of a **Code 2/5** bar code is 0.25 inches (6.35 mm) or 75 dots.

MSI Plessey

MSI is a numeric, variable-length (up to 15 digits),continuous, low-density, symbology developed in the early 1970s for (mainly) retail shelf marking and inventory control. Each four-bit character is 12 units wide, with each zero bit being a one-unit bar followed by a two-unit space, and each one bit being a two-unit bar followed by a one-unit space. The complete symbol includes a start pattern, data characters, one or two check digits, and a stop pattern. Though **MSI** is a variable-length symbology, it is usually used in a fixed-length format since it is not self-checking. The character set comprises the ten digits plus six additional characters.

UCC/EAN-128

UCC-128 is the name given by the Uniform Code Council to a specially defined subset of **Code 128** used most often for shipping containers.

UPC-A

UPC-A (Universal Product Code) is a numeric, fixed-length (12 digits), continuous, four-element width symbology and encoding system, used since 1973 almost exclusively by the

retail industry. This makes **UPC** the most widely used bar code in North America. It was designed to uniquely identify a product and its manufacturer. In the U.S., manufacturers numbers are assigned by the Uniform Code Council in Dayton, Ohio. It is important to differentiate between the **UPC** coding scheme and the **UPC** symbology. The actual **UPC** code is a 10-digit code: the first five digits represent the manufacturer, and the next five digits contain a unique product number. This 10- digit code is preceded by a “number system ”digit and followed by a check digit, based on the preceding 11 digits and used for error detection.

UPC-E

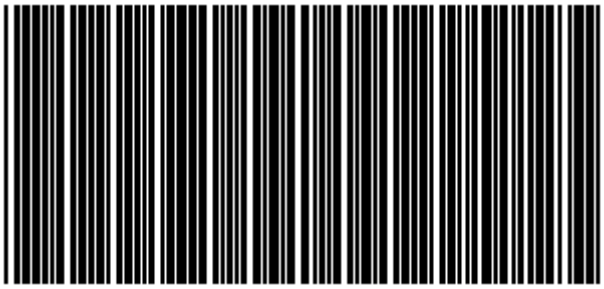
UPC-E is also a numeric, fixed-length symbology, but is limited to six digits versus the 10 digits of **UPC-A**. It is used where space is at a premium, such as a small product label. The application supports three forms of **UPC-E**. You can select **UPC-E** System 0 to enter six numbers an let the application give you a bar code with those same digits for system number 0. Choosing **UPC-E** System 1 gives you the same six numbers for system number 1. If you chose **UPC-E11**, you are required to perform a zero-suppression check.

Zip+4 POSTNET

The **Zip+4 Postal Code** (POSTNET Bar Code) is a bar code that is placed on envelopes or postcards to be mailed. It is used by the United States Postal Service (USPS). The **POSTNET** bar code is made up of evenly-spaced tall and short bars. There 5, 9 or 11 digits plus a correction digit encoded into every **POSTNET**.

14. About PDF Symbols

The typical bar codes we have been discussing in Chapter 17, “About Bar codes ”are one-dimensional. Since they have height and width, you may wonder why they are called one-dimensional. It’s because when they are read, it is only the width of the bars and spaces that is taken into account. The height of the bars is only to give the symbol some built-in redundancy. Typical bar code symbols, therefore, are only read in one dimension. Another important aspect of one-dimensional bar code symbols is that they seldom represent more than a dozen characters. Therefore, the bar code usually does not contain any data, per se. Rather, the bar code most often represents the key to a record in a database, where the related information is stored.



Two-dimensional (2D) bar code symbols surpass these two preclusions. Data is encoded in both the height and width of the symbol, and the amount of data that can be contained in a single symbol is significantly greater than that stored in a one-dimensional symbol. In fact, over a thousand alphanumeric characters can be placed in a single symbol the size of a large postage stamp! Obviously, the main advantage of using 2D bar codes is that potentially a large amount of easily and accurately read data can accompany the item to which it is attached. There are new applications being created for 2D bar code technology every day. The reading (scanning) of 2D codes is accomplished using different scanners than those made to scan 1D symbols. Two strategies are currently used. The first and most common, uses a moving laser beam scanner that not only sweeps back and forth across the symbol, but also up and down in what is termed a “raster ”pattern. Alternately, CCD (charge-coupled device) scanners are used. CCD scanners use a two-dimensional array of photo-sensors to scan the image in its entirety.

One of the beneficial aspects of two-dimensional symbols is their potential durability. To sabotage the readability of a 1D symbol, one only has to add another bar to the beginning or end of the symbol or draw a line through the symbol, parallel to the stripes.

This throws off the checks and balances, built into the decoding algorithms of a 1D decoder and makes the symbol unreadable. By comparison, many degrees of redundancy can be built into a 2D symbol. While it makes the symbol somewhat larger, the remaining symbol is remarkably secure.

There are a number of two-dimensional symbologies in growing use today. The 2D bar code supported by the ColorStyle Software is PDF417.

PDF417

PDF417 is a multi-row, two-dimensional, high-capacity, high-density bar code developed by Symbol Technologies, Inc. and announced in 1990. It essentially consists of a stacked set of smaller bar codes. The symbology is capable of encoding the entire (255 character) ASCII set. PDF stands for “Portable Data File ” because it can encode as many as 2725 data characters in a single bar code comprising 17 modules, each containing 4 bars and spaces (thus the number “417 ”). Each symbol has a start and stop bar group that extends the height of the symbol.

The complete specification for PDF417 provides many encoding options including data compression options, error detection and correction options, and variable size and aspect ratio symbols. The low level structure of a PDF417 symbol consists of an array of code words (small bar and space patterns) that are grouped together and stacked on top of each other to produce the complete printed symbol. An individual code word consists of a bar and space pattern, 17 modules wide. The user may specify the module width, the module height, and the overall aspect ratio (overall height to width ratio) for the complete symbol. A complete PDF417 symbol consists of at least 3 rows of up to 30 code words and may contain up to 90 code word rows per symbol with a maximum of 928 code words per symbol.

The code words in a PDF417 symbol are generated using one of three data compression modes currently defined in the symbology specifications. This allows more than one character to be encoded into a single data code word. Because different data compression algorithms may be used, it is possible for different printed symbols to be created from the same input data.

The symbology also allows for varying degrees of data security or error correction and detection. Nine different security levels are available with each higher level adding additional overhead to the printed symbol. Using a higher level of security will give you a better chance to decode information in a damaged bar code. The error-correction capability uses built-in error detection code words, to reconstruct partially destroyed bar codes. It works by checking the value of columns and rows, and then calculating and rebuilding the data missing from any damaged cells.

15. The Twain Interface

Twain is an industry-standard protocol for ex-changing information between application software (like this ColorStyle Software) and image capture devices such as scanners or video cameras.

It was developed by a coalition of imaging hardware and software manufacturers, and eliminates the need to close the application software in order to scan an image.

Goals of Twain

The primary purpose of Twain is to solve the need for consistent, easy integration of sophisticated input devices and the information they generate for use in any Twain-compliant software.

The Twain Process

The Old Way

In the past, the process for scanning images into an application was to:

1. Create a document in an application.

2. Close the application.

3. Open the scanning software.

4. Scan the image.

5. Save the image to a file.

6. Close the scanning software.

7. Open the document application again.

8. Find the scanned image file.

9. Import the image file.

10. Place and size the image in the document.

The Twain Way

With Twain hardware and software the process is to:

1. Create a document in an application.

2. Select Acquire from the document application ’s File menu.

3. Click final scan from the Twain source.

4. Place and size the image. Obviously, the process of acquiring images has been greatly simplified.

History of the Twain Consortium

In early 1990, a substantial number of industry representatives joined the Macintosh Scanner Roundtable, which was formed by Dave Nelson of Nuvo Labs. This group broadened industry awareness of the need for an open interface, and defined technical issues for the integration of raster (bitmap) devices and applications.

While participation was active, it was difficult to resolve issues and progress was slow. At one of the Roundtable ’s last meetings in 1990,it was suggested that a small group of industry leaders form a consortium and create a specification for review, revision, and ultimate adoption by the imaging industry.

The “Twain ”consortium was formed soon after that from representatives of Aldus, Caere, Eastman, Kodak, Hewlett-Packard and Logitech. The goals of this smaller workgroup were to resolve technical and marketing issues of the open interface as quickly as possible, and then to circulate the specification among the developer community for review and feedback.

The group was designed to be as small as possible (so the specification could be written quickly), while maintaining representation from a wide spectrum of application developers (desktop communications and OCR) and hardware vendors (hand-held scanners, desktop scanners, and high-end color scanners).

Working group members represented diversity in the industry, and brought in-depth imaging experience to both the hardware and software development and marketing fields.

A key requirement of participation was that companies in the working group have been willing to represent an interest, passing the elementary interest of each company. The primary goal of this effort was to raise the awareness of a new end-user base through an easy-to-use image acquisition functionality integrated directly into the user ’s application and work flow.

The effort was successful and resulted in the Twain interface specification.

16. Printing

This section explains how to setup your printer, the setup for ribbon and the procedure to print your cards. For specific information about your printer see the printer user manual.

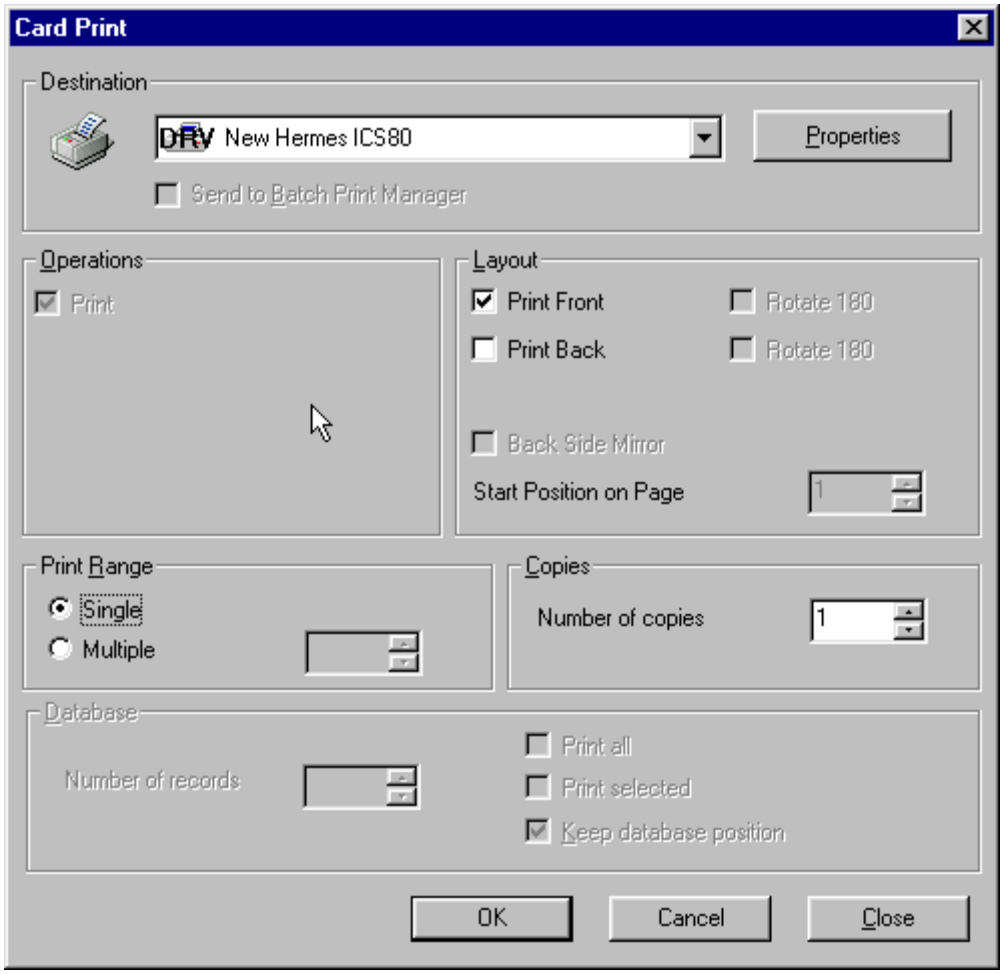
Printer Setup

Before you use a specific printer for the first time you must tell the program which printer port to use, the ribbon type and other specific options. In most cases the default configuration makes this step obsolete.

Printing Cards

Printing cards with the ColorStyle Software is easy. It ’s the final step after the card design process.

1. From the **File** menu, choose **Card Print**; the **Card Print** dialog box appears.



2. Select the Destination corresponding to the installed card printer. Use the properties button to change the selected printer configuration. Destination may be a specific printers (see further in this chapter section Specific Printers) or any printer through Windows driver (see further in this section Print with Windows Driver).

3. In the **Operation** section, select the operation(s) to perform when printing.

    - Print will print a card containing all the objects you placed on the card.

4. **Select Rotate** 180 Degrees if you want the card to be printed “upside down ”, this options is available for each card layer separately. This feature can be used if, for example, you wish to punch a hole in the card on the opposite side of the magnetic stripe, avoiding that way to damage the stripe.

5. In the **Print Range** section select **Single** (1) or **Multiple** (2 or more) cards to print. If printing multiple, enter the number of cards to be printed.

6. If you using a database (Advanced Feature only) select the **Print All** box to print all records, or the type the Number of Records to be printed. If you want to print the previously selected range of records check the option Print Selected (see earlier Chapter 10 -“ColorStyle Software and Database ”section Browse View). If the Keep Database Position is not checked, the record displayed after a database print process is the record next to the last printed.

7. In the **Copies** section enter the number of copies of each card to be printed.

8. **Click OK**. If you are printing variable data, you may be prompted to enter data from the keyboard, select an image file or acquire an image. Otherwise, your card will be printed, while on-screen messages keep you informed of the progress.

Print with Windows Driver

The ColorStyle Software allows you to print on any printer which is provided with a proper Windows driver. Using the proper Windows printer driver for your card printer the ColorStyle Software allows you to use any card printer. For special printer/ribbon settings see your card printer documentation as well as related help files. The ColorStyle Software allows you to use any card printer it also permits to work on card layout, database edition, etc. at print time simultaneously.

Label Printer

The ColorStyle Software allows you to print on any Label printer which is provided with its proper Windows driver.

Note

The label size settings must have the same measurements as the standard plastic card format (88.7 x 54.2 millimeters).

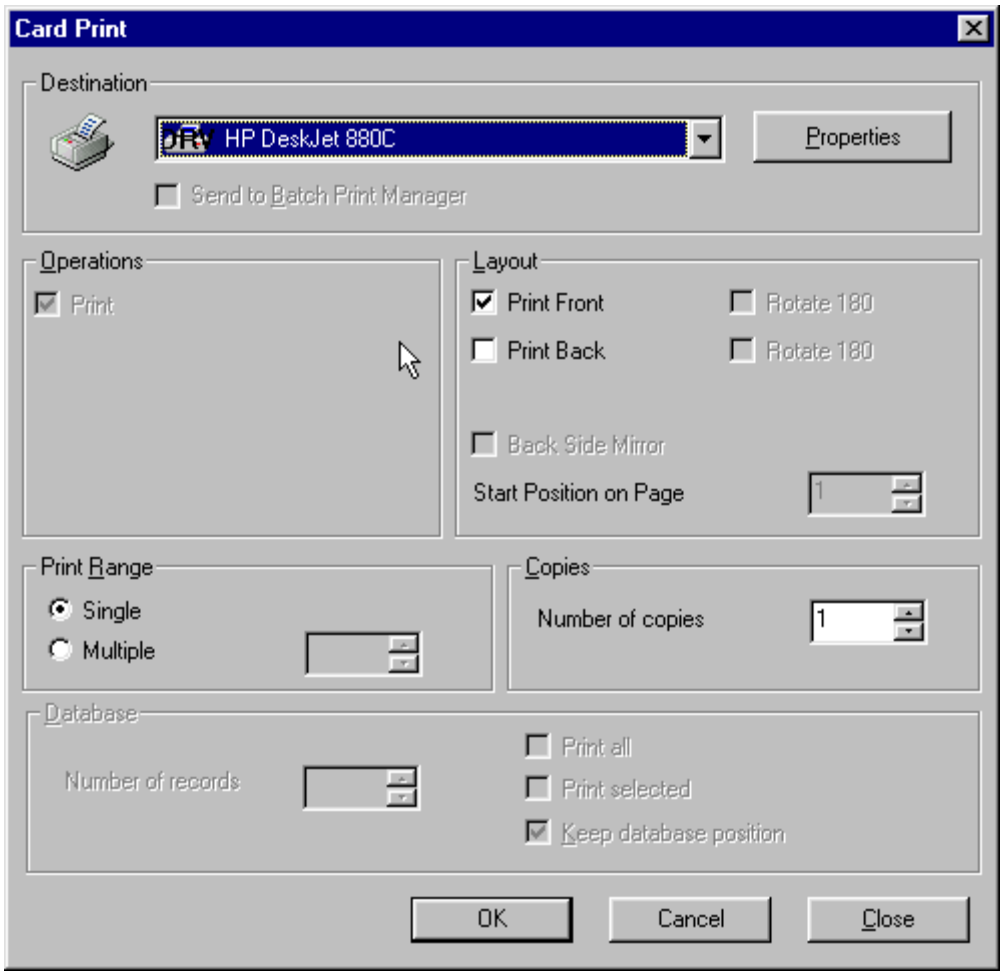
Paper Printers

The ColorStyle Software permits printing on paper with any Laser, Ink Jet or Needle printer, which comes with a proper windows driver. The ColorStyle Software's special column and row settings permit to print front and back side of the card on the same sheet as well as several cards on one sheet. This concept permits to print card proofs on paper or creating low cost cards using paper lamination.

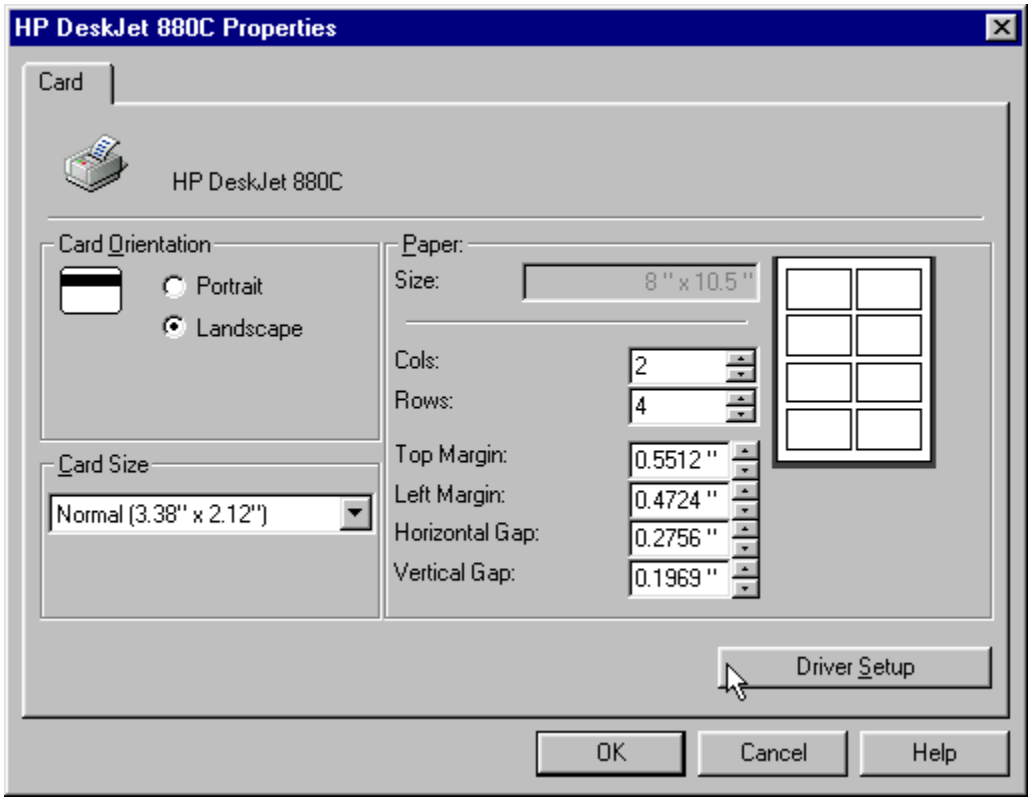
Card Setup

1. To setup the card, using a Windows Printer Driver, from the **File** menu choose **Card Print**. Choose the printer name you want to work with. **Click Close**.

2. The properties button allows you to perform driver specific settings (see your printer documentation) like paper size,orientation,etc.



3. From the **File** menu choose the **Card Setup**. The selected printer dialog box appears.

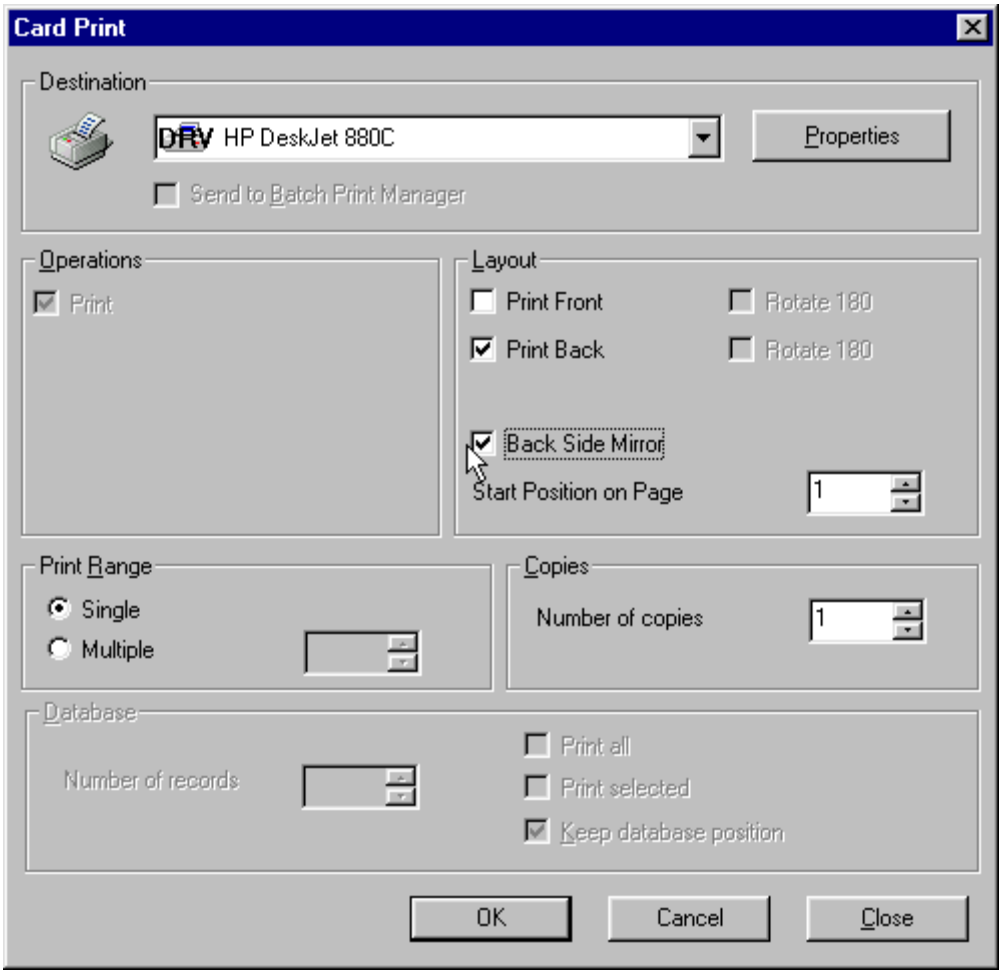


4. Set the card orientation to Portrait or Landscape and select the correct card size. The paper section displays the paper size you defined when setting your printer properties (see above, step 2). The ColorStyle Software allows you to print both sides of the card on the same page (when using paper), for that select 2 in the Cols section. The ColorStyle Software allows you to print several cards by page (when using paper) for that select the number of rows to print (max 5).

Special Windows Driver printing Options

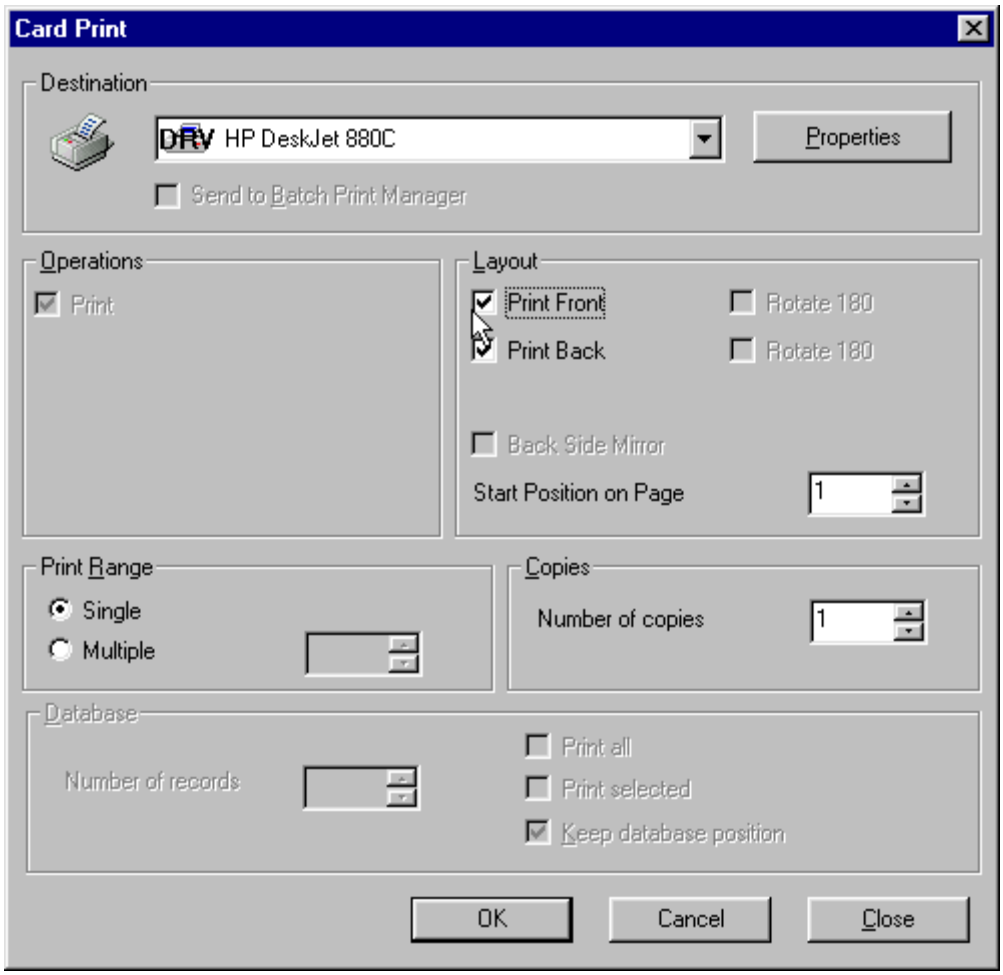
Print Front and Back

The Software allows you to print both sides of the card in the same sheet of paper, where you will have the front side of the card on a page and the backside on the other. To do that you will have to print the front first, switch the paper, check the option **Backside Mirror** and print the back side.



Print Front and Back side by side

If you prefer you can print front and back side by side in the same page. For that select 2 in the cols section (on the **Card Setup** dialog box), and check both **Print Front** and **Print Back** options on the **Card Print** Dialog Box.



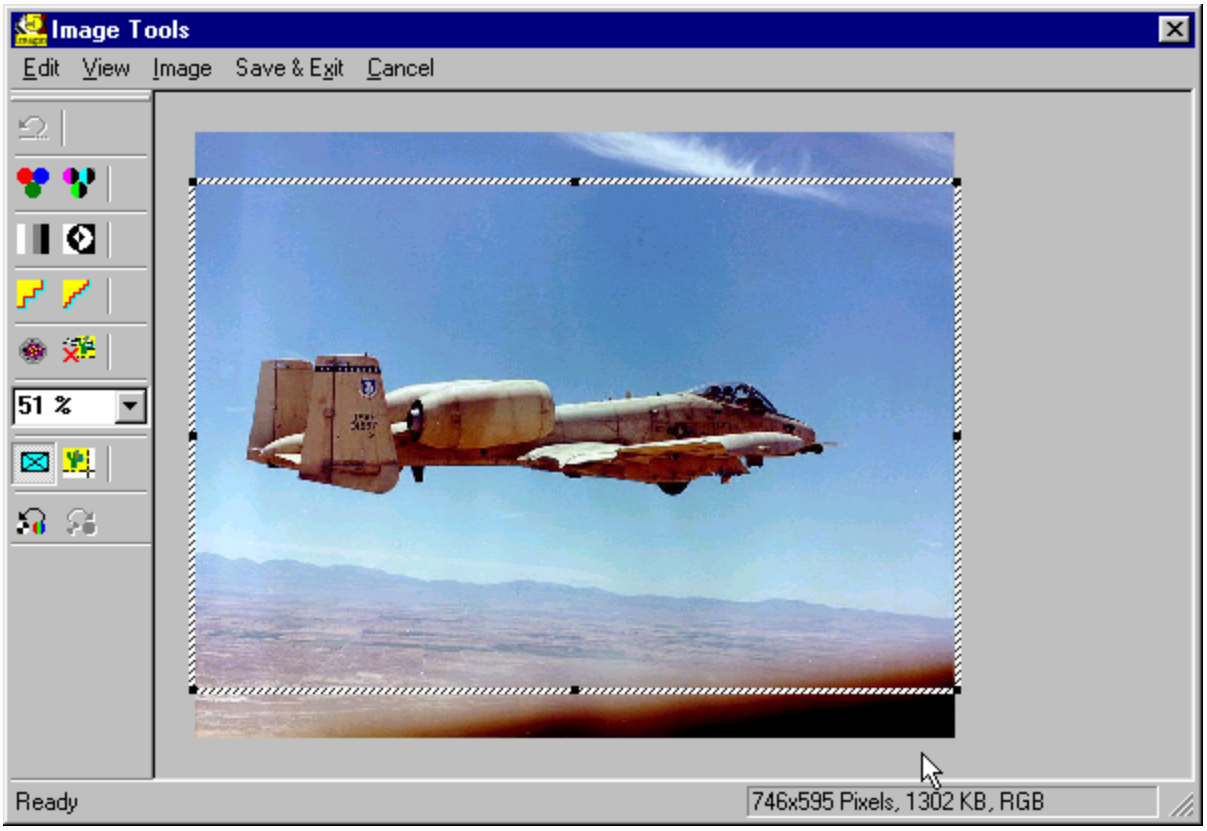
Print to a Specific Printer

Specific printer is a printer to which the ColorStyle Software communicates through DCL - Direct Command Language.

New Hermes series - see Appendix B1 for more information

Appendix A - Image Tools

The Image Tools is a collection of tool buttons and menu commands available to enhance the selected image.



Edit Menu

Undo: Reverses the last command performed and returns the image to its previous state. Quickly perform this command clicking the corresponding tool button.

Keep Ratio: The tracker rectangle maintains its previously defined height and width relation.

View Menu

Toolbars: Shows or Hide the toolbar.

Zoom in: Zooms in the view.

Zoom out: Zooms out the view.

Image Menu

Adjust Colors: The command **Contras**t decreases or increases an image contrast by moving the RGB (red , green, blue) tracker bar. **Unlock** the control field **Lock** to change values for RGB separately. Quickly perform this command clicking the corresponding tool button. The command **Brightness** decreases or increases image brightness by moving the RGB tracker bar. **Unlock** the control field Lock to change values for RGB separately. Quickly perform this command clicking the corresponding tool button.

Effects: The command **Blur** decreases the contrast between pixels, the image appears smoother. **Sharpen** increases the contrast between pixels, the image appears more focused. **Sharpen More** has the same effect, but with higher intensity. **High Cont**rast lets you set a threshold value to kodalith an image

Grayscale: Converts the image from color to gray

Remove Noise: Removes graining by averaging areas of the image.

Convert to Monochrome: Coverts the image to monochrome.

Convert to RGB: Converts the image to RGB

Crop: This command is only available, after selecting an image area with the select button from the image tools toolbar. **Define** the area you want to keep by dragging and resizing the selection rectangle. Then use the command **Crop** from the Image menu.

Save & Exit Menu

Closes the **Image Tools** dialog box, saving all settings made.

Cancel Menu

Closes the **Image Tools** dialog box, not saving any settings made.

The Image Tools Toolbar

The Image Tools Toolbar contains a collection of command buttons to enhance the selected image.


Undo- Reverses the last command performed and returns the image to its previous state.


Brightness- Fast access to adjust image colors.


Contrast- Fast access to adjust image colors.


Grayscale- Converts the image from color to gray.

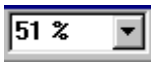

High Contrast- lets you set a threshold value to kodalith an image.


Sharpen More- Applies the Sharpen More effect.


Sharpen- Applies the Sharpen effect.


Blur- Applies the blur effect.

Remove Noise- Removes graining by averaging areas of the image.



Zoom- Zoom control.

Aspect Ratio- Turns on or off the Keep Ratio option.

Crop- Allows you to crop the image.

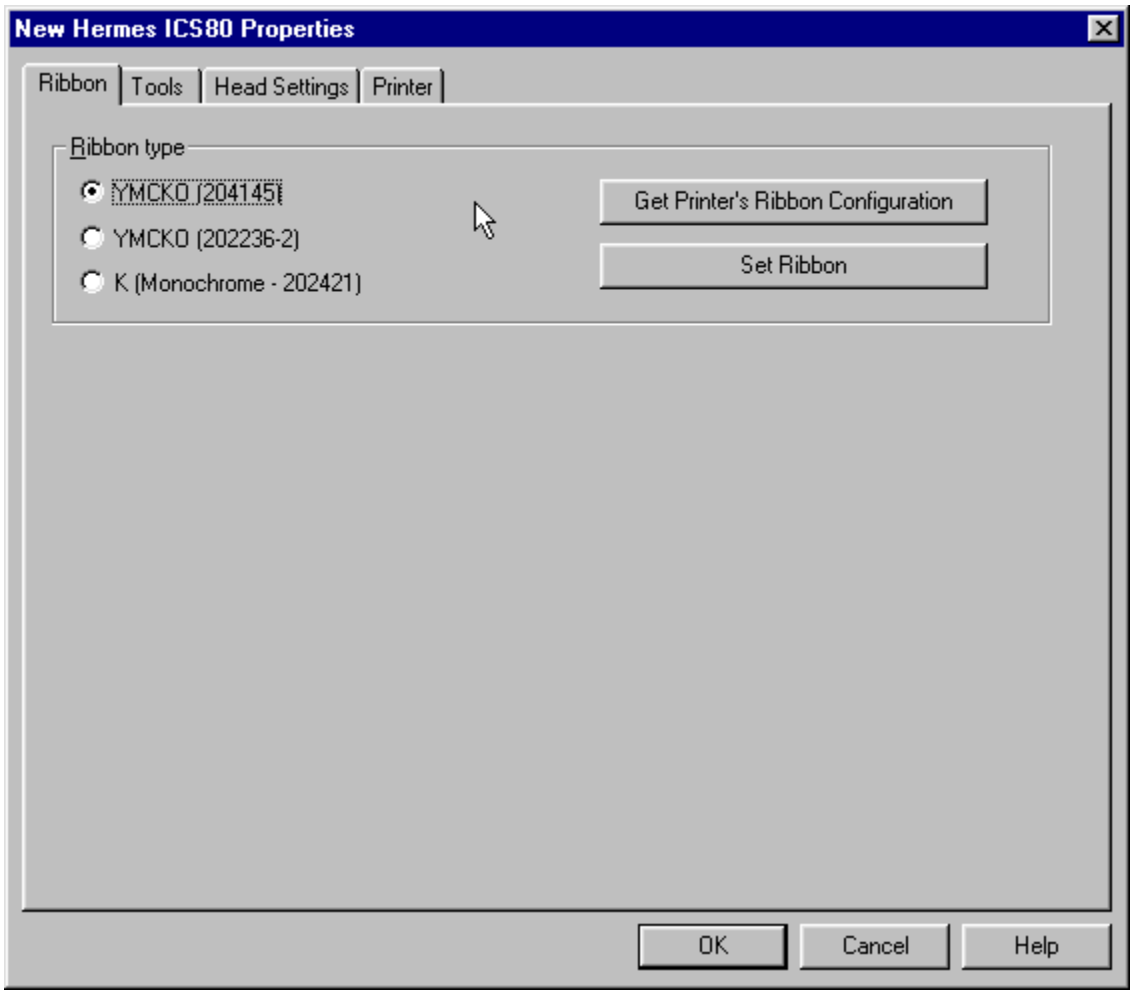
Convert to Monochrome- Applies a dithering conversion to monochrome.

Convert to RGB- Converts a mono bitmap to color.

Appendix B1 -New Hermes series

This section explains the specific properties of the New Hermes series printers.

Ribbon
Click the **Ribbon** tab to setup the ribbon you want to use.



Ribbon Type

Select the type of ribbon you have installed on your printer.

YMCKO (204145)

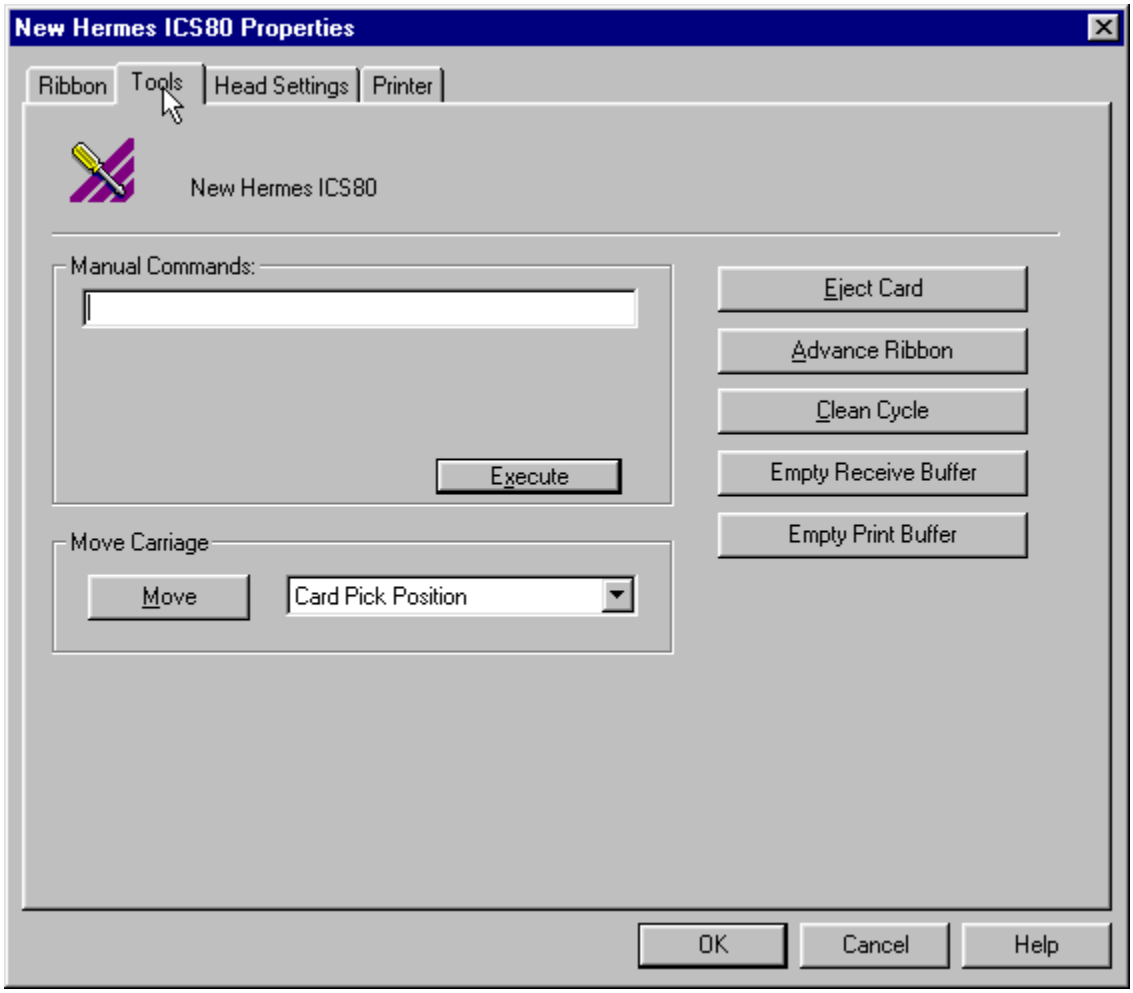
YMCKO (202236-2)

K (Monochrome -202421)

Use the **Set Ribbon Button** to accept the select ribbon type.

Tools

Click the **Tools** tab to communicate directly with the printer. The **Manual Commands** field allows you to execute various printing commands. See your printer manual.



Click Eject Card to eject the card.

Click Advance Ribbon to move forward the ribbon.

Click Clean Cycle to start a cleaning cycle process.

Click Empty Receive Buffer to remove an image file from the receive buffer (should be used in case of occurring a media jam or a media out error).

Click Empty Print Buffer to remove an image file from the print buffer (should be used in case of occurring a media jam or a media out error).

Move Carriage

Use this option for diagnostics and printer adjustments. **Select** the position and click **Move**, the command will cause the card carrier to move to the position specified.

The different positions are:

Card Pick Position- Useful for adjusting card carrier position when picking a card.

Eject Position- Ejects a card from the printer.

Flip Position- Position of card carrier in flip station to position card in guides ready to lift the card with the elevator.

Lamination Begin- Position where the lamination of card begins.

Lamination End- Position where the lamination of card ends.

Lamination Station Begin- Position where the lamination roller lift pins are at the top of the first ramp of the card carrier.

Lamination Station End- Position where the lamination roller lift pins are at the top of the second ramp of the card carrier.

Park Position- The normal resting position for the card carrier. Use this to return the card carrier to the park position after jam.

Print Begin- Position where the printing of the card begins.

Print End- Position where the printing of the card ends.

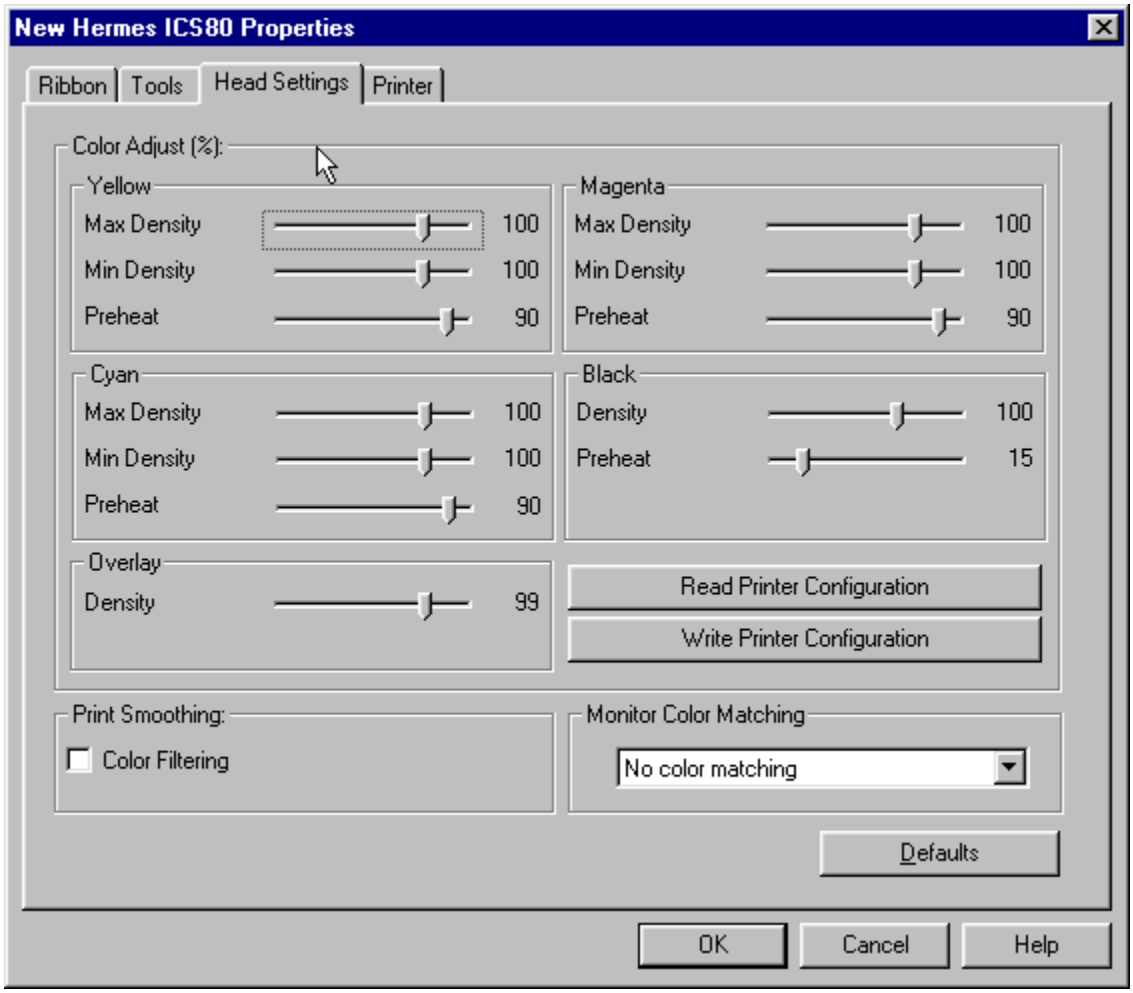
Print Station Begin- Position where the print head lift pins are at the top of the first ramp of the card carrier.

Print Station End- Position where the print head lift pins are at the top of the second ramp of the card carrier.

Push Out Position- Position card carrier must push the card to get the card in the output rollers.

Head Settings

Click the **Head Settings** tab to adjust the head settings configurations for the current printer.



Select the maximum and minimum percentage of density you want to use for each color (yellow magenta, cyan, black and overlay) as well as the percentages for the print head.

Use the **Read Printer Configuration** button to read the configuration of the current printer.

Use the **Write Printer Configuration** button to send the new configuration on the current printer.

Print Smoothing- Allows to smooth the color banding effect.

Monitor Color Matching- Tries to match the monitor colors with printed colors.

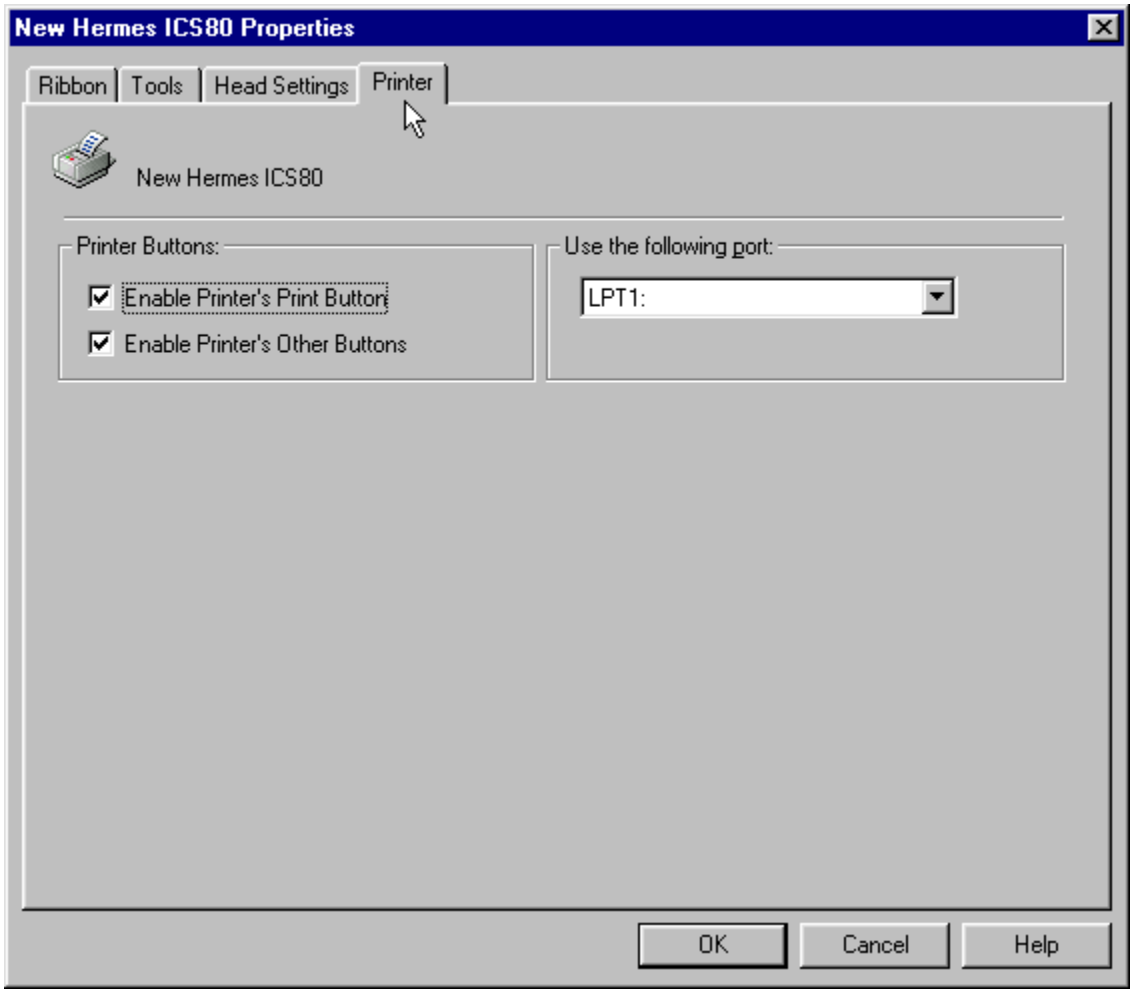
Warning

Changing these values can adversely affect the operation of the printer.

Click Defaults to reset the settings in this tab to the original values.

Printer

Click the **Printer** tab to configure the printer and the printer capabilities. **Select** the printer port to which you connected your printer, usually LPT1.



Enable Printer's Print Button- **Check** this option to activate the printers print button.

Enable Printer's Other Buttons- **Check** this option to activate the other print buttons. Use the Handshake button to recognize the printer capabilities directly (only available when Direct Print options is checked). Or if you know the printer capabilities check them manually.

Appendix D - ColorStyle Software Basic Features

- Setup program on CD
- Wysiwyg multi –document interface
- Rich set of design tools oriented to card design
- Full text treatment: multi-line, rotation, color, size, alignment
- Bar code; 17 types available, resize, check digit and more
- PDF417, up to 64K in a bar code symbol
- Metrics and Inches units display
- Several levels of Undo/Redo
- Rulers, Cross-hair cursor and inter-object alignment toolbar.
- Image import from file in several formats
- Image acquisition using Twain Interface
- Modify images with built-in Image Tools
- Overlay clipping and image import for security
- Independent overlay for Front &Back
- System Variables: counters, time, date, and keyboard input
- Supported printers: New Hermes.
- Ability to use any Windows printer driver.
- Fast printing speed -optimized for multiple cards
- Front & back printing
- On-line manuals & Acrobat Reader
- Clipart Volume
- Multi-lingual; English, French, German, Italian, Spanish and Portuguese
- Ease of use - light software for heavy duty card design
- Connection to text files.
- Drag and Drop from Database to the work area.

New Hermes Part#
38-814-00M